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Book Descriptions:

Darkstalkers Manual



HsienKo is known as HsienKo and not LeiLei. To note alternative character names, please place their alternate names in parentheses. If the Japanese word is not a name it does not need to be capitalized when romanized. Game titles can be shortened so that Vampire Savior The Lord of Vampire is simply Vampire Savior. Night Warriors Darkstalkers Revenge is not Vampire Hunter or Vampire Hunter Darkstalkers Revenge. Currently the only exception to the rule is Darkstalkers 3 or games that do not have a western title such as Vampire Hunter 2. To note alternate titles, you may place them inside of parentheses. We are geared towards the English speaking audience. We can create shorter redirects. Fanart can be found elsewhere around the internet. If you have an image that specifically demonstrates something new or interesting you may be able to post it. Darkstalkers The Night Warriors can be shortened to DNW, DSNW or simply Darkstalkers. This wiki is for English speakers, not Japanese. To make things run smoother, we ask that you try and use the English names. Do not use these within the wiki. Used Very Good This item is written in Japanese. Please try again. Please try again. Please try again. Please try your request again later. Then you can start reading Kindle books on your smartphone, tablet, or computer no Kindle device required. In order to navigate out of this carousel please use your heading shortcut key to navigate to the next or previous heading. To calculate the overall star rating and percentage breakdown by star, we don't use a simple average. Instead, our system considers things like how recent a review is and if the reviewer bought the item on Amazon. It also analyzes reviews to verify trustworthiness. Sorry, we failed to record your vote. Please try again. My email is probably the best way to reach me quickly. It's been years since I last contacted Sleepy. If the email address doesn't work then I don't know how you would contact

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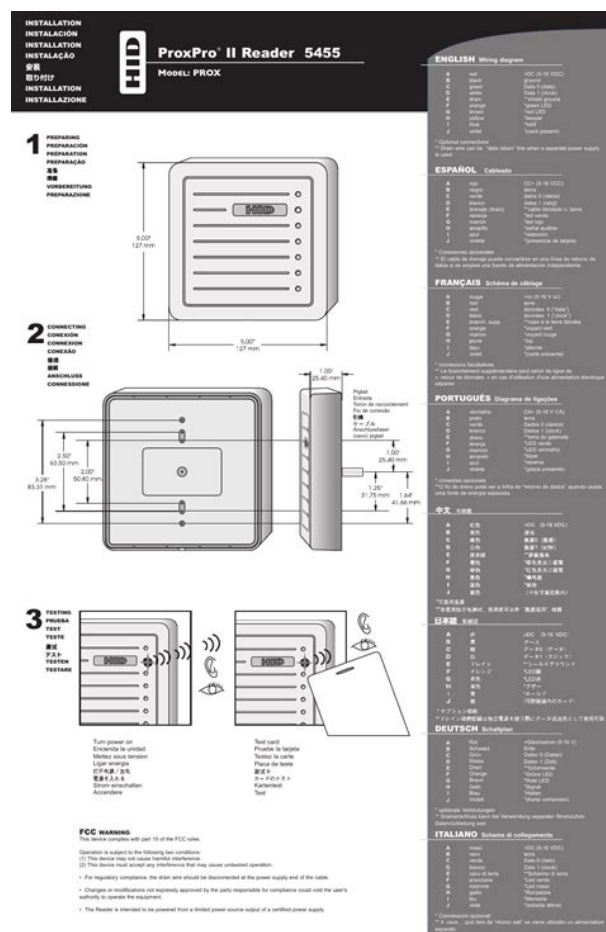
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To this end, he conjures a pocket dimension known as Majigen, to which he summons worthy souls to help feed his new world. As luck would have it, those souls belong to the returning Darkstalkers from the first two games, in addition to three newcomers. Vampire Hunter 2 features the same character roster and soundtrack as Night Warriors which was known as Vampire Hunter in Japan, omitting the characters introduced in Vampire Savior, while Vampire Savior 2 features the Vampire Savior cast along with Donovan, Huitzil and Pyron, omitting Jon Talbain as well as Dark Talbain, Rikuo and Sasquatch. Vampire Hunter 2 also retains the music from the original Vampire Hunter, while Vampire Savior 2 uses the music from the original Vampire Savior. Thanks to the 4MB RAM cartridge, this version more faithfully reproduces the 2D animation fluidity of the arcade than either of the earlier console releases in the series. However, while Shadow is available in the Saturn version, Marionette is not. Although it is an EX version of the third canon game in the series, it is actually a compilation of Vampire Savior and its two Japan-only arcade updates. Unlike the previous release for this game on the PSN, which used the PS1 version, the remastered edition is based on the original arcade release with added features like online multiplayer. Vampire Savior is more of the same 2D fighting game formula Capcom's been churning out for years. August 1997. p. 14. Retrieved November 25, 2018. Retrieved 20130720. Retrieved 20130720. By using this site, you agree to the Terms of Use and Privacy Policy. Each player has an 8-way joystick and 6 buttons. In general, light attacks are less powerful and faster, and hard attacks are more powerful but slower, with medium attacks in between. But it is more important to think in terms of relative direction. At the start of each round, both players' life or health bars are full. The first player to drive the other player's health bar to zero wins the round.

The first player to win two total rounds wins the match and moves on to the next opponent. If a single player loses to the computer, the game is over and the player must continue to rematch the recent opponent. Each player may attack from a standing or crouching position, or they may jump in to the air and attack. To attack from a standing position, press any single attack button. To attack from a crouching position, pull the joystick in a downward direction including both diagonals and press any single attack button. To attack from the air, direct your character to jump straight up, or jump in a diagonal position, and press any single attack button in midair. Blocking can also be done by pressing the joystick diagonally down and back. A crouching block will successfully block low and middle attacks. High attacks will usually go over your character's head if they are crouching, but a crouching block does not defend against air attacks or attacks known as overhead attacks which start high and travel down. Darkstalkers incorporates the concept of air blocking which is the blocking of attacks while in midair. You may hold back on the joystick while jumping through the air to avoid damage, even if you have already executed an attack, but not while that

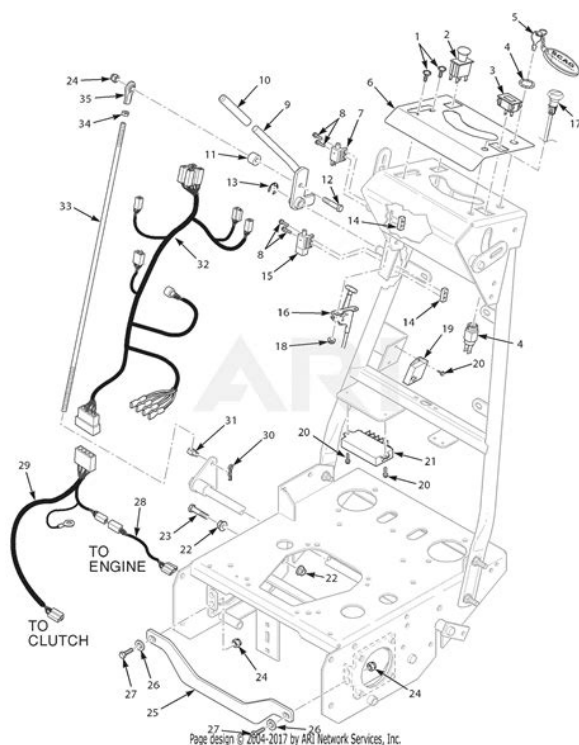
attack is still being performed. Command moves are special combinations of a joystick direction and a particular attack button that produces a different attack than when the button is pressed alone. A special move is a move that requires a more complicated joystick motion and an attack button to perform. For example, Demitris Chaos Flare projectile and Morrigan's Soul Fist projectile are performed by sliding the joystick in a circular sweeping motion from down to forward, and finished off with any punch button. In this example, the strength of the punch button used happens to dictate the speed at which the projectile travels across the screen.



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Many Special Attacks can be enhanced by turning them into ES Moves by pressing more than one button when performing the attack. See below. As the player attacks and damages the opponent, and as the player takes damage from the opponent, the super meter fills up incrementally. With the exception of the first Darkstalkers Vampire game, the super meter fills up, and can store up to 9 levels of power. A player may execute an EX or ES Move as long as the super meter is filled to at least one level of power. In Darkstalkers, the special meter will only fill up once. When it is full, it will automatically slowly deplete, and will immediately empty when an EX or ES move is performed. EX Moves are activated by inputting slightly more complex motions than special moves. EX stands for Extra Special. When they are successfully executed, the game will freeze for a brief moment, and then the animation and attack associated with the EX move begins. If the EX move connects and is not blocked, it will do substantial damage to the opponent. EX moves can be used to turn the tide of a battle. Starting in Night Warriors, every player has more than one unique super move. ES stands for Enhanced Special. For example, performing Demitris Chaos Flare with one punch will create a normal size projectile. However, performing Chaos Flare to two punch buttons will create a substantially larger projectile that can hit up to three times, but at the cost of one level of Super

meter gauge. Any move that can be performed as an ES Move will appear with a icon next to it. This means that if such a move is performed while your character is in the middle of blocking an attack, they will immediately cancel their block stun and perform the attack in retaliation, usually with a very high degree of success. The timing of a Guard Cancel is very strict. Some moves can only be performed as a Guard Cancel. In the first Darkstalkers Vampire games, its not unusual for characters to have more than one Guard Cancel.



Starting with Night Warriors, each character typically has only one Guard Cancel move, and its usually performed with the motion. In Vampire Savior series, it becomes motion. Any move that can be performed as a Guard Cancel will appear with a icon next to it. Note that some Guard Cancel moves are also ESable moves, and can be performed as both a Guard Cancel and an ES move at the same time, if you so choose. These moves will appear with a icon next to it. Each projectile has aIn generalFor example, if two Demitris throw two Chaos Flares, but one is performed with and the other one with, then the one will override the Flare. EX projectiles override any other type of projectile. Throws are executed by standing immediately next to your opponent, pressing the joystick either towards or away, and pressing a punch or kick button. Some characters are even capable of performing throws in midair. If performed correctly, your character will grab the opponent and toss them to the ground in a manner specific to your characters fighting style. Different characters have a different array of throws, so while some characters can throw with the medium or hard kick button, not all characters can. In general, every character can throw with the medium or hard punch button, and no character can throw with the light punch or light kick button. Recoveries can be used to take less damage from a grabbing ground throw or certain special attacks, and to stop taking damage much faster. To try and recover, rapidly tap b,f and press any Punch or Kick button repeatedly until you break free. Throws are unblockable, but they are escapable. If you press back or forward and any nonlight attack button as you are being thrown, you will escape the throw and take no damage. You can only escape from regular ground throws, not from air throws or throws that result from Special Attacks.



Some of these have special properties for example, Demitri and HsienKos dashes make them vanish momentarily this also applies to Demitris backstep, which can be used to pass through attacks or projectiles. Demitris dashes modify Demon Cradle. Rikuo can dash or backstep continuously until he reaches his opponent or the edge of the screen by holding back or forward during a dash or backstep. Morrigan and Jedahs dashes take them to the air during either move. Morrigan is the only character who can dash vertically. To do her vertical dash, press, or. Also, Morrigan is the only character whose dashes are cancellable. Some characters can even move through their opponents by dashing into them Demitri, Felicia, HsienKo, and Jon Talbain can do this. Most characters can interrupt their dash by pressing in the opposite direction in order to stop quickly. You can even ES your pursuit attack by performing it with. However, a fallen opponent is not completely defenseless for one thing, the timing on pursuits is tricky and your opponent may get up before the pursuit is able to hit. Furthermore, most pursuit attacks have specific ranges, and so attempting one from too close or too far away may make it miss although if an opponent is still on the floor when you recover from the missed attempt, you can try again. Finally, a character lying on the floor can always hold back or forward to move and get up at the same time, thereby thwarting a pursuit attempt. When one player was knocked out, both players regained all of their health before the start of the next round. In Vampire Savior, the health bar is replaced with the Impact Gauge. During each battle, players damage one another with attacks that cause some permanent damage, and more temporary damage. If a player is unharmed for a period of time, they begin to heal some of the temporary damage, up to the maximum permanent damage they have received.

When one player is knocked out, that player regains their health bar, but the opponents health bar remains where it is. Friendships are little actions or gestures that are meant to amuse but have no serious impact on gameplay although some can inflict minor damage. Each character can use a Friendship fifteen times per battle. Some characters have more than one Friendship, in which case a particular action is chosen at random. Felicia has a Friendship attack the Fake Throw, while Sasquatch has a Friendship EX the Big Trap. You now have whatever special power your Dark Force Change gives you. Once activated, a Dark Force Change only lasts for a little while a bar will appear beneath your life bar informing you of how much time is left. This amount of time will decrease

faster when you are in hit stun. Either way, when a Dark Force Change ends, the background reverts and you'll pose a second time. Remember that you are vulnerable while posing. Some characters have more than one version of a Dark Force. View cart for details. Gas Regulators Fits for Most Countries. Topps TWD Digital Card Trader. User Agreement, Privacy, Cookies and AdChoice Norton Secured powered by Verisign Amounts shown in italicized text are for items listed in currency other than Canadian dollars and are approximate conversions to Canadian dollars based upon Bloomberg's conversion rates. For more recent exchange rates, please use the Universal Currency Converter This page was last updated 13Sep 0435. Number of bids and bid amounts may be slightly out of date. See each listing for international shipping options and costs. Take control of Aladar and learn to survive the wilds and avoid extinction. Once more the Neo Mitochondrion infestation tries to upset the delicate balance. Includes all new minigames. We recommend you upgrade to a newer version of Internet Explorer or switch to a browser like Firefox or Chrome. You can help Sega Retro by adding to it.

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It was followed by Vampire Savior The Lord of Vampire. The catch is that the missing frames will only be rendered if the player and opponent are using the same character. Perhaps the biggest side effect of this change is the titles and menus, where the logo doesn't quite fit on screen. Here are the instructions how to enable JavaScript in your web browser. Antispam by CleanTalk. Journal Post a journal Share your thoughts, experiences and the tales behind the art. Commission Get paid for your art Sell custom creations to people who love your style. Poll Ask the community Find out what other deviants think about anything at all. DA Muro Paint a picture Experiment with DeviantArt's own digital drawing tools. Add to Favourites Comment MORRIGAN DARKSTALKERS MANUAL AND DIGITAL ART By OmyUchiha1990 Watch 5 Favourites 0 Comments 273 Views capcomgirls darkstalkers drawing morriganaensland HELLO EVERYONE. Get Known if you don't have an account Biggest psycho of the bunch. I'll give you double. In contrast to the martial arts-themed fighting games of the time, the game's characters are mostly based on classic literary or film monsters — including Frankenstein's Monster, the Wolf Man, and the Creature from the Black Lagoon — and boast zany combos and attacks to help set the game apart from others. Darkstalkers was one of the first fighting games to introduce the concept of Super Moves, bring air blocking into the mix, and expand basic combos into lengthy streams before any of the Capcom vs. Morrigan is likely best known for her appearances in the various Vs. Capcom and Capcom vs. SNK — and even more notorious for having the same sprites recycled for over seven years which caused her to clash in sprite style with just about everyone else. Capcom and Marvel vs.

Capcom 3 used 3D graphics, and with another new sprite set in Project X Zone, Morrigan's original sprites and those of the other nine Darkstalkers to grace one or more of these crossovers note Felicia, Demitri, HsienKo, Lilith, Jedah, Anakaris, B.B. Hood, Lord Raptor, and Qbee appear to be dead for good. Advertisement A new Darkstalkers game — as in, entirely new, instead of a rerelease of past content — hasn't been made since 1997. On July 21 2011, Yoshinori Ono said he is pushing Capcom hard to revive the series. In his own words DARKSTALKERS ARE NOT DEAD. At New York ComicCon, it was revealed that a project was in the works for Darkstalkers 4, but it would only be released if the fan demand was high enough, judging the figures from Darkstalkers Resurrection. Unfortunately, Darkstalkers Resurrection sold below expectations, and Capcom has stated that the franchise is now officially on hold. Capcom series where Morrigan has usually been a playable character since Clash of Super Heroes, and various others such as B.B. Hood, Felicia, Anakaris, HsienKo and Jedah joining in the second, third and fourth games. Yoshinori Ono is still very adamant about reviving the series, and a ray of hope has spawned from a Capcom press release stating that, after the release of Marvel vs. Capcom Infinite, they would be interested in potentially reviving some

of their dormant IPs. Vampire Chronicle for Matching Service 2000, Dreamcast A version of Vampire Savior that allows you to select specific variations of characters from previous games essentially making it the Darkstalkers equivalent to Hyper Street Fighter II . Darkstalkers Chronicle The Chaos Tower 2004/2005, PlayStation Portable Port of Chronicle with an extra game mode named Chaos Tower. Darkstalkers Collection 2005, PlayStation 2 Compilation of all five arcade games, with secret arranged versions of the three Savior games.

Other media Darkstalkers A short lived American cartoon made by Graz Entertainment though some sources say DIC, who is never mentioned in the closing credits, nor does the DIC logo appear at the end. Night Warriors Darkstalkers Revenge a 4part OVA based on the second game Vampire Shuumatsu no Shisha note Messenger of the End Victor A two volume manga by Hiroaki Wakamiya based on the first game that focuses on Victor and Emily. Rather infamous for taking lots of creative liberties with the characters and setting. Vampire Hunter Darkstalkers Revenge A single volume manga by Run Ishida based on the second game. It was localized by Viz as Night Warriors Darkstalkers Revenge The Comic Series. Vampire Hunter A two volume manga by Takeshi Fujita based on the second game. Each playable character has a chapter devoted to them, plus a final Donovan VS. Demitri chapter. Vampire Savior Tamashii no Mayoigo note Vampire Savior The Souls Lost Child A Japanese only five volume manga by Mayumi Azuma that focuses on Lilith trying to find an identity other than being a fragment of Morrigan's powers while surviving Jedah's tournament. Features manga only human John Statley, who lets Lilith stay at his house. Street Fighter vs. Darkstalkers An 8 issue comic series from UDON Entertainment the company behind the Street Fighter comics pitting the cast of Darkstalkers against their more popular fighting game franchise siblings. Darkstalkers the Night Warriors A 25 issue manhua Chinese manga of a retelling of the first game. Mostly focuses on Demitri, Felicia, Jon Talbain, and Morrigan. Character specific tropes belong on the Characters page. This game series contains examples of Adaptational Villainy Morrigan is frequently portrayed as an evil Darkstalker in almost every Darkstalkers media, with her crossover appearances in other games and the OVA's being the only exception.

Afterlife Express Darkstalkers 3 featured a playable stage called Iron Horse, Iron Terror, which not only has numerous body parts but is also driven by a skeletal engineer. All There in the Manual Like Street Fighter, Darkstalkers has a surprising amount of depth and background stories for a fighting game. Amusing Injuries Played with. Bisecting a character both horizontally or vertically is possible with some characters due to being sliced by a sharp weapon which can actually stick if defeated by such an attack. Other examples include Ash Face, Harmless Freezing, and XRay Sparks caused by attacks of their respective elements, and swelling caused by QBees bee stings. Ambidextrous Sprite Obvious, as it is a 2D fighter. Artificial Human Emily is a biological version of this. Victor is more on the biomechanical side. Attractive Bent Gender Any male character who gets hit with Demitri's Midnight Bliss special. Lord Raptor probably gets the best of it, going from a hideous freak to a real cutie pie. Interestingly, in the American cartoon adaptation, all they ever did in battle was shoot lasers from their hands. Bee People QBees race. Background Music Each stage in the games has its own musical theme, representing the characters it is tied to. Beauty Is Never Tarnished Averted. Even sexy succubus Morrigan or cat girl Felicia suffer cartoonishly over the top injuries. Black Blood Everyone, but Jedah specializes in this. See the Character sheet for more details. Blood Knight Everyone to an extent, it is a fighting game, but especially Morrigan and Demitri. Brick Joke Ingame mechanics. During Hsien-Ko's projectile, she throws a random object. One version throws it up above. It falls down one or two seconds later. The move is hilarious when it connects. Calling Your Attacks Largely averted compared to many other fighting games. The only moves whose names are shouted are Demon Cradle, Soul Fist, Shadow Blade, Kienzan, Tenraihō, Soul Flash, and Shining Blade.

Capcom Sequel Stagnation Shortly after the release of Vampire Savior, Capcom released two minor upgrades to Savior in Japan titled Vampire Hunter 2 and Vampire Savior 2. The only difference

between the two are the roster One bring backs the missing characters from Night Warriors by replacing a few of the returning characters from the original Darkstalkers and the other brings back the entire Night Warriors cast by ditching all the new guys from the first Vampire Savior. Cat Folk Catwomen are a Cat Girl style of Cat Folk that are their own distinct race of semihuman monsters. One of their more prominent members, Felicia, is a playable character. Cats Are Mean Inverted, as the Catwomans race is one of the friendliest kind of monsters ever. Character Portrait Seen for each character as a Victory Pose below, while saying their Victory Quote. Clothing Damage Whenever anyone is burned. Capcom series, Guilty Gear, Melty Blood and countless others. Cool vs. Awesome The series reputation for actually adhering to continuity aside, this trope is the backbone of the plot. Crossover Characters from this series appeared in Super Puzzle Fighter II Turbo Morrigan, Felicia, HsienKo and Donovan, Pocket Fighter Morrigan, Felicia and HsienKo, Kens stage in Street Fighter Alpha 2 Morrigan, Felicia, HsienKo, MeiLing, and Lord Raptor, Capcom Fighting Evolution Demitri, Anakaris, Felicia, Jedah and Pyron, and the Minna to games Minna to Akashic Heroes and Street Fighter x All Capcom. Cute Monster Girl Considering this games roster is filled with all manner of hideous monsters, all of the female characters are simply gorgeous. Capcom, Marvel vs. Capcom 2, Super Puzzle Fighter II Turbo, Pocket Fighter, Capcom vs. SNK, Capcom vs. SNK 2, Tatsunoko vs. Capcom, Marvel vs. Capcom 3, Marvel vs. Capcom 2, Super Puzzle Fighter II Turbo, Pocket Fighter, Capcom Fighting Evolution, Marvel vs.

The whole franchise itself has been Demoted to Extra, seeing as after 1997, its been nothing but crossover appearances and rereleases. In the UDON comic series, only Morrigan, Felicia, Demitri, Talbain, Victor, Bishamon, Donovan and Pyron put in major significant appearances. The rest are relegated to the background Lord Raptor, HsienKo, and Rikuo, in particular, only have cameo appearances. In the OVA, Anakaris, Rikuo, Victor, and Sasquatch make their only canonical appearance in the entire series in the opening of the final chapter, where they all get curbstomped by Pyron. Deranged Animation A chainsawsprouting zombie, a snowmanspitting yeti, a Frankenstein monster who attacks with his butt, a shapeshifting merman, etc. All rendered in very exaggerated, cartoony animation. According to an issue of Gamest magazine, negative reactions to this animation style might have been one of the reasons Darkstalkers never really caught on in the West. The former switches to a random character every match, while the latter starts off as a random character and turns into whoever you defeat for the following match with an unique possession animation. Dominant Species Genes It is mentioned that an offspring of a Cat Girl and a normal human is always a cat girl. Double Standard Somewhat. Demitris power of turning males into females does not go the other way around for the females. They just change into cuter or sexier women. This makes sense in character, though. Dub Name Change Anita to Amanda Night Warriors and Graz cartoon. Aulbath to Rikuo. Bulleta to Baby Bonnie Hood. Gallon to Jon Talbain. LeiLei to HsienKo. LinLin to MeiLing. Phobos to Huitzil. Sasquatch to Bigfoot Graz cartoon only. Zabel Zarock to Lord Raptor. Dummied Out Huitzil and Pyrons endings from Night Warriors are actually in the first game but mostly go unused since they arent playable. Vampire Hunter 2 was made using Vampire Savior s engine, but with the Night Warriors cast.

However, the new characters from VS remain as residual data, only their portraits remain except Liliths, whose sprites and animations are all still present and functional. She can be selected by hacking and the game can be completed just fine if you use her, the only drawback being her lack of voice, victory BGM and that theres a chance the game might pit you against another Dummied Out vs.Early Installment Weirdness The very first game had quite a few quirks compared to every game that followed. Performing a special move which would automatically come out as its ES version, an EX move, or allowing the time limit to expire would end the power up state and empty the super meter. Most special moves had separate light, medium, and hard ES versions. Although air blocking existed, it didnt work against most special moves. Many moves which were originally multihit would become single hit in the subsequent games. Nearly any special move that could be performed in

midair could be used as a midair guard cancel. Demitri was pretty clearly the star in this one, and Felicia was treated as just another monster and much more frightening, as shown prominently in an original commercial and the opening to Night Warriors pause at 010. EX Special Attack The Trope Maker. This is the first Fighting Game to feature a super meter with multiple levels that can be spent one at a time for ES Special moves. Fanservice Theres probably a Darkstalkers character for everyone, no matter what your kink is. Even Pyron pyromaniacs and Huitzil robophiles appeal to some people. Fantasy Kitchen Sink There are demons and two or three demon worlds, fine. But there are also mermaids that are seemingly unrelated to them. And big foots. And space aliens. And time traveling Egyptians. And Frankenstein Monsters. And living samurai armors. The term Darkstalker essentially refers to any being outside of current human science and understanding, Makai being the main source of them.

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