

# Sang-Froid

TALES OF WEREWOLVES  
Tome I



Thanks for playing Artifice Studio's Sang-Froid: Tales of Werewolves. We recommend you to read this document before you play the game for the first time.

## Hardware Requirements:

### Minimum:

**OS:** Windows XP, Windows Vista, Windows 7 or Windows 8.

**Processor:** Dual-core.

**Memory:** 2 Gb RAM.

**Graphics:** nVidia GeForce 9 series or better or ATI Radeon HD4000 series or better. The game *might* run on lower-end cards but it has not been tested.

**DirectX:** 9.0c.

**Hard Drive:** 4Gb HD space.

**Monitor:** Requires a monitor that supports a 1280X720 @ 60 Hz (32 bits) resolution or better.

### Recommended:

**OS:** Windows XP, Windows Vista, Windows 7 or Windows 8.

**Processor:** Intel Core i5 or better or AMD equivalent.

**Memory:** 4 Gb RAM.

**Graphics:** nVidia GeForce 280 GTX or better or ATI Radeon HD5850 or better.

**DirectX:** 9.0c.

**Disque dur:** 4Gb.

## Dependencies:

For Sang-Froid: Tales of Werewolves to work, you need to have installed DirectX 9c and the Microsoft Visual C++ 2008 SP1 Redistributable Package. For your convenience, we have included these packages in the installer.

## Recommendations:

- If the game does not run smoothly on your computer, go in the Options menu from the Main menu and try to lower Anti-Aliasing, Shadow Details, Post-process FX and Fog Distance (in order of preference).

If you have only 2 Gb of RAM, we recommend that you close all other programs prior to playing **Sang-Froid**.

## **Patch Update:**

### **Release Version 1.12**

- Added size toggle on the minimap by pressing the "m" key during the night. This key can be changed in the Key Bindings menu from the Main menu.
- Fixed a bug with key bindings the first time you play after installation. For players who upgrade from a previous version, this fix might reset some of your previous key assignments to default, so you might need to reassign them before you play.
- Fixed a bug that could happen if you pressed "Esc" during some tutorials.

### **Release Version 1.1**

- Added an argument in the command line that disables hardware audio acceleration which fixes some compatibility issues we've had with certain sound cards. To use it, right-click on Sang-Froid from your Steam game library, choose "Properties" and, in the "General" tab, click on "Set Launch Options". In the text field, just type "-softwareAudio" and click "OK".
- Fixed a bug that caused the game to play in a zoomed-in state if your Windows DPI-scaling settings were higher than 100%.
- Fixed a bug that only happened with some video cards that made the background of the minimap invisible.
- Increased the resolution of the Skill Points in the Skills page.
- Enhanced some item icons for higher resolution.
- Fixed a bug where your character could, in some rare cases, not move if he got hit while using a Ballista, Mortar, Holy Cross or Sacred Tree.
- Enhanced locking system for Rage attacks.
- Corrected a camera bug in the Main Menu.
- Balance changes to the Wayside Cross.
- We now properly save your experience points and skills when you quit the game after failing a night.
- Removed the fade in/out on cutscene characters.

- Corrected a bug that allowed you to place Watch-towers with zip lines that passed through the ground.
- Enhanced minimap.
- Corrected some animations that didn't loop properly.
- Changed the default keys to emulate the mouse wheel to Pg. Up and Pg. Down.

### **Beta Version 1.03**

- Added support for multiple resolutions.
- Added V. Synch option to synchronize the game's frame rate to the monitor's frame rate.
- Added key equivalents to the mouse wheel ([ and ]). Useful to switch ammo type if you don't have a mouse wheel.
- Sped up transition to Gun Mode with CTRL.
- Enhanced gun reload animations for Jack.
- Enhanced melee combat locking system.
- Enhanced loading screens images.
- Implemented inverted controls for the ballista and the Egg of Metshu when the Inverted Controls option is chosen in the Options menu.
- Fixed a bug causing some particles to not show up after the player restarts to dawn or twilight.
- Fixed a bug causing the musket to sometimes reload itself when the game is paused.
- Fixed a bug where you could end up using your gun as a melee weapon while not in Gun Mode.
- Fixed bugs linked to trap deletion and wood chopping.
- Fixed a bug preventing you from getting Steam Achievements sometimes.
- Fixed a bug with levelling up at level 20.

## **Beta Version 1.02**

- Added support for dual-monitors. The game only plays in one monitor (the first one), but it won't crash anymore on a dual-monitors configuration.
- Added support for in-game switching between applications, including Alt-tab and the "Windows" key.
- The application now minimizes correctly into a taskbar icon when focus is lost.
- The game does not conflict with Skype or other apps notification anymore.
- The Steam in-game overlay is now fully operational. Previously, some buttons didn't register.
- More robust new install procedure. It might solve some install issues.
- New Custom Key Bindings feature accessible from the Main Menu. This makes the game playable on AZERTY keyboards.
- Fixed a bug with Inverted Camera option not working in "Gun Mode".
- Fixed a bug causing the collision box on the axe to be displayed on certain video cards.
- Fixed a bug with Gun Tutorial on night 1 where one could be inadvertently hit by wolves during tutorial.
- Fixed mini-map icons that did not disappeared properly all the time when the trap they represented was used.
- Fixed some torches that didn't appear at the right place.
- Fixed an exploit that could enable players to generate infinite money.
- Fixed a bug with Fire Walls that enabled players to place a trap in wooded areas.
- Fixed a bug with Net Traps where damage dealt to a group of creatures was not always exact.
- Fixed a bug causing achievements to not always appear if the player won 2 simultaneously.
- Fixed some cutscene glitches.

**For more info:**

Please check our website @ <http://www.sangfroidgame.com> or the Support section of our Steam page @ <http://www.sangfroidgame.com/steam>.

*Thanks, enjoy the game, and remember to keep your Sang-Froid!*

***The Artifice Studio Team***