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This group has many ad-hoc members. Most of them are untrained, immature, but they have strong feelings towards the issue.

Many of them are attracted to students with vampiric powers, and form their own group with that objective. The others are opponents that want to stop all vampires from reemerging from the shadows. Development On 3 October 2011, it was revealed that Vampirologist was developed by Iga Nami, a veteran of the Yume Nikki series, who composed its soundtrack and helped with the writing. In an interview with Kill Screen, Nami said that he conceived the game in 2010, and the concept for the protagonist was developed after playing the Zelda series. Vampirologist is said to be inspired by the myths and legends of vampires, and was directed by A. S. Ndola, who previously worked on the Yume Nikki series. Nami collaborated with the developer, Inca Studio. Inca Studio has cited Yume Nikki, Shadow Complex, and Ico as inspirations for the game's art direction and level design. In the context of the game's world, the influence of The Legend of Zelda series is evident. Nami commented that they chose the Labyrinth as the game's main setting, as it serves as a portal between the real world and the supernatural world. He also cited the setting as a venue for players to explore their own personal demons, and commented that the zombies in the game were intentionally designed to look less like zombies. He also commented that Vampirologist was created with the

objective of capturing the essence of the Yume Nikki series' gameplay, and that the game would continue the series' style of exploration. Vampirologist took four years to complete, and by the time it was complete, Nami had left Inca Studio. The writing was the last work that Nami did for the game, and was finished by another developer. In other media A playable prototype for Vampirologist was leaked in March 2011. Iga Nami was said to be interested in creating a game that would allow players to live out their best nightmares, and he decided to create a game with that in mind. Nami also expressed interest in creating a game that allowed players to "experience unspeakable horror", which inspired his creation of Vampirologist . Vampirologist has been frequently compared to Yume Nikki, and N 82157476af

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