

NATION RED™

User Manual

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1.0 Welcome

Thank you for choosing Nation Red. This document contains information about playing the game on your computer.

Please note that this game does not support Microsoft(R) Windows(R) 95/98/NT/2000.

MINIMUM SYSTEM REQUIREMENTS

- Windows(R) XP or Vista(R)
- Intel / AMD 2.0 GHz or higher CPU
- 256MB RAM
- 3D NVidia or ATI-based graphics card with shader 2 support. NVidia GeForce 6100 or newer (6100-6800, 7100-7950, 8300-8800, GTS/GTX series), ATI Radeon 9600 or newer (9600-9800, X300-X1950, HD 2400 or newer)
- DirectX 9.0c compatible sound card
- 1GB of uncompressed Hard Drive Space

RECOMMENDED SYSTEM SPECIFICATIONS

- Windows(R) XP SP2 or Vista(R) SP1
- Intel Core2 Duo / Core2 Quad, or AMD Phenom CPU
- 1GB RAM
- NVIDIA 8800GT / ATI 3850 512MB or better with latest manufacturer drivers

2.0 Story

August 17 1977

Scattered groups of zombies infiltrate remote Midwestern towns. Incapable of using tools or weapons, the invaders are resisted until they retreat back into the desert.

Special elimination posses are set up to hunt down any surviving undead. Six weeks after the squads started their search and destroy mission, the last known zombie was shot and killed.

Today: Arizona

Over thirty years has passed when a truck driver traveling down a lone desert road ploughs into a wall of zombies. Before the driver's phone signal went dead, he reported some were carrying guns..

They're back. In their thousands. And now they are hunting us.

3.0 User Manual

Nation Red is an ultrafast top-down action game providing an exceptional close-quarter battlefield experience. Fight armies of hundreds of zombies and their bosses.

To fulfill your quest, you will need to battle through twenty missions and come face to face with thousands of zombies and their leaders.

To help you, you will have access to an array of weapons, special fighting abilities to learn, and dozens of modifications and power ups you can learn and pick up throughout your quest.

Game Modes

Nation Red allows you to play in several game modes, including a special unlockable mode, for unlimited replayability. For a complete list of available gameplay modes, see below.

Nation Red also allows you to customize your fighter with an unlimited combination of **abilities**, **modifiers**, **power-ups** and **weapons**. Try different combinations and tactics to complete your missions.

Modifiers are permanent perks which become available as you advance through your experience levels. As you reach a new experience level, a random list of modifiers will be available for you to choose from. An example is the 'venom' modifier which allows you to release a dozen poisonous darts at regular intervals. For a complete list of modifiers, see their descriptions below.

Note: You will lose all modifiers when you start a new game.

Power-ups are items found on the battlefield whenever you kill an enemy. Power ups have an instant effect or at most a limited duration after which they disappear. An example is the 'ghost' power-up which spawns a temporary ghost copy of you which will go about attacking and killing the enemy on its own. An example of an instant power-up is the 'dynamite' bomb.

For maximum effect, modifiers and power-ups can be made to interact: for example the 'power-up extender' modifier will prolong the effect duration of any power-up you pick up; the 'intensity' modifier will make any projectile weapon you pick up fire at a faster rate, etc.

Note: The key to playing Nation Red successfully lies in discovering the most powerful combination of modifiers and power ups.

Weapons are found on the battlefield and range from crowbars to handguns and machine guns. Each weapon has its own advantages (such as increased range or damage) and disadvantages (such as a heavier weight which makes you move more slowly, a longer reload time or a limited range).

Whenever you pick up a new melee weapon, its range will temporarily be shown as a white circle.

In *Survival Mode* you will only have access to a machine gun. In other modes, you can pick up heavier weapons as you progress. All projectile weapons need to be reloaded. Reloading takes place automatically when the weapon is empty or manually by pressing the reload key.

Note: Some weapons may not be available in the demo or trial version of the game.

Steam and Local Play Modes

Two play modes are available to you: Steam and Local. Playing a Steam game will automatically enter your scores into leader boards and allow you to qualify for achievements. Playing a Local game will only allow you to play for local leader boards (connected to the Profiles you created).

Note: Steam games do not allow you to change the game's difficulty level. This is done to ensure scores can be compared to those of other players.

Note: Steam games do not allow you to play in 'Practice Mode'. Play locally to practice and to play against your family members or friends on the same machine using any profiles you created.

Note: Choose Steam games for competitive games against other Steam players.

Steam Leader boards

You can play for Steam leader boards when connected to Steam and selecting a 'Steam Game'. Various leader boards are available which can be viewed as a global list or centered around your Steam Id name.

Note: If no Steam connection is available you will only be able to play for local (profile) scores.

Steam Achievements

You will play for Steam achievements when connected to Steam and selecting a 'Steam Game'. Dozens of achievements are available which vary in required skill from easy to requiring extensive playtime.

Note: If no Steam connection is available you will not gain any achievements.

Profiles

Profiles are a way to preserve your name, scores and game settings without having to set them every time you play. Nation Red will automatically load the last-used profile.

Profiles are only used for local games. When playing a 'Steam game', your Steam Id is used instead.

To manage profiles, select 'new profile' to create a new profile under a name you specify; 'load profile' to select an existing name from a list, or 'delete' to remove a profile.

Controls

In order to play the game successfully, you need to master the controls of fighting, moving and targeting at the same time.

1. Use the W, A, S, and D keys to move. (You can also use the arrow keys to move).
2. Click the **left mouse** button to **use a weapon**.
3. Click the **right mouse** button to **perform a physical attack (for example a round kick)**.
4. If you are holding a melee weapon (such as an axe), you can **hold down the left mouse**

- button for a few seconds, then release it to perform a 360 degree attack.**
5. Move the mouse cursor to target. **Important: You will always target your attack towards the position of the cursor. Some modifier attacks can be targeted towards the cursor position as well.**
 6. Physical attacks (mouse right click) can disable **multiple enemies for several seconds.** This means physical attacks can be just as effective as melee attacks. Right click to disable enemies, then left-click to kill them off.
 7. Use E key to perform a roll. Use this to quickly move yourself away from danger.
 8. Use F key to lock your current weapon. This will prevent you from picking up another weapon until you unlock your weapon again.
 9. Use R key to reload the current weapon at any time.

Camera

Use Page Up/Page Down or the middle mouse button to set the camera height. Alternatively, hit the top or low end of the screen with the mouse cursor.

A high overhead camera view will allow you to fight more effectively against a large number of enemies.

Weapons

Weapons can be divided into melee and projectile weapons.

Note: Some weapons are not unlocked and must be unlocked via the modifier selection dialog.

	Range:	Damage:	Weight:
Crowbar	1m/3ft	100	1.5
Hammer	1m/3ft	150	1.75
Machete	1m/3ft	75	1.0
Mac 10 Submachine Gun	100m/300ft	50	2.0
Axe	1m/3ft	200	2.5
M79 Grenade Launcher	200m/600ft	500	3.25
Glock 19	50m/150ft	100	1.0
M1014 Shot Gun	100m/300ft	150	1.0
.44 Magnum	100m/300ft	250	3.0
7' Nail Gun	200m/600ft	50	1.25
9mm Uzi	200m/600ft	125	2.5
9mm Uzi Dual	200m/600ft	250	5.0
Flame Thrower	10m/30ft	50	3.5
Jackhammer	50m/150ft	200	6.5
AK47	200m/600ft	150	3.0
M240B	250m/900ft	200	4.5
Steam Hammer	5m/15ft	500	5.0
Glock 19 Dual	50m/150ft	200	2.0

Grenades

Grenades are your closest ally. Right-click to set one off and kill or severely damage all enemies within a 5-meter/15 foot range. Best used when completely cornered.

Note: When using a 'Remote Detonator' power up, right-clicking will set off a grenade at the cursor/target position instead.

Explosions

All explosions you cause (grenades, pipe-bombs, etc.) will only harm your enemy and not yourself. The damage radius of explosions vary. Most explosions will also cause shard projectiles to be sprayed around causing extra damage.

The only explosions which can harm you are those created by enemies themselves.

PowerUps

Power-ups can be collected by walking over them and will only last for a short time.

<i>Grenades:</i>	Holds 3 fragmentation grenades
<i>Dynamite:</i>	5-pound bomb. Kills or damages most enemies on screen
<i>Shield:</i>	Body armor which protects you from damage for a short period
<i>Speed:</i>	Allows you to move faster than usual and outrun your enemies
<i>BulletTime:</i>	You can react in real-time while everything else is running in slow-motion
<i>Health:</i>	Boosts your health by 25%
<i>Double Experience:</i>	Doubles your killing experience for a short period
<i>MineLayer:</i>	Create yourself a nice minefield for your enemies
<i>Sentry Gun:</i>	A fully automatic tracking gun firing machine gun rounds
<i>Pipe Bomb:</i>	Set off a pipe bomb filled with metal ball bearings with a delayed timer
<i>Ghost:</i>	Summons a copy of yourself which will fight enemies on its own
<i>Gas Canister:</i>	Explodes into a lethal fireball when fired at
<i>Blaze:</i>	Sets fire to any enemy within a 10-metre radius
<i>Bouncing Betty:</i>	Anti-personnel bouncing mine. Kills anything within a 5-metre radius.
<i>Turbine:</i>	Creates a force field pushing away any nearby enemies
<i>Rammer:</i>	Attracts nearby enemies; take them out while they are distracted

Modifiers

Modifiers are changes/modifications you make to your player and will last throughout the level, unlike Power Ups, which are instant or only last for a short period.

Modifiers are not collected, but instead earned by experience points and then chosen by you. Whenever you reach enough experience, you gain a new experience level which will make a new modifier available. Pause the game by pressing the Space Bar and select a modifier from the list.

(If you decide not to select a modifier by pressing 'cancel', you will receive an 'unselected modifier bonus' at the end of the game which is added to your high score).

Certain modifiers such as the 'Fuse Bolt' can be directed towards your target by positioning the cursor. The bolt will head off into the direction of the target crosshairs.

<i>Armor:</i>	Permanently decreases the effect of enemy attacks.
<i>Replenish:</i>	Receive an instant 30% health boost.
<i>Messy:</i>	You cause 30% more damage as you pick up 30% more experience.
<i>FireStarter:</i>	Nearby enemies will catch fire and slowly perish.
<i>Storm Shield:</i>	Surround yourself with a storm causing damage to nearby enemies.
<i>ReflexBoost:</i>	Gain much needed extra movement speed.
<i>Heavy Ammo:</i>	Get 50% more ammo for all projectile weapons.
<i>Venom:</i>	Releases six poisonous darts which quickly kill anyone hit by them.
<i>PowerUp Extender:</i>	Extends the time a power-up lasts for 25%.
<i>DeathClock:</i>	Your last option. You are invincible for 30 seconds but you WILL die.
<i>BuzzSaw:</i>	Cut your enemies down to size with a boomerang-like set of blades.
<i>Seekers:</i>	Releases automatic seek-and-destroy orbs.
<i>Sonic Shock:</i>	Releases an overwhelming sonic shock, pushing back your enemies.
<i>Powerup Hook:</i>	Pulls any power-up towards you for easy access.
<i>Snare:</i>	Allows you to pick up powerups simply by hovering the cursor over them.
<i>Auto Experience:</i>	Automatically earn experience points every second you stay alive.
<i>Luck:</i>	Increases the chance a dead enemy will drop a powerup.
<i>Shrapnel:</i>	Grenade and dynamite explosions cause even more destruction.

<i>Intensity:</i>	Projectile-based weapons will fire at an even faster rate.
<i>Fuse Bolt:</i>	Releases an underground fused explosion towards the cursor.
<i>Teleport:</i>	Teleports you to the cursor position. Requires some time to recharge.
<i>Sharpshooter:</i>	Improves your targeting accuracy, reduces the amount of stray bullets.
<i>Improved Loadout:</i>	You can move at speed regardless of weight of the weapon you carry.
<i>Remote Detonator:</i>	Set off grenades anywhere on screen at your target (cursor position).
<i>Hand of God:</i>	Strikes two death rays to your nearest enemies.
<i>Mantle of Cover:</i>	Create an automatic arrow tower to distract and target your opponents.
<i>Heavy Iron:</i>	50% more damage from any of your melee weapons.
<i>Last Breath:</i>	Before you die, time slows down for you to make it out alive.
<i>Pneumatic Destroyer:</i>	Combines with the thumper pickup to explode it at the end of its duration.
<i>Wrath of God:</i>	Doubles the effect of Hand of God.
<i>Headlock:</i>	Upgrades the Venom darts to auto-seeking.
<i>Payload:</i>	Upgrades the Venom darts with explosive warheads.
<i>Meat Grinder:</i>	Inverts the Turbine pickup, evaporating anything that touches it.
<i>Mirror Image:</i>	Creates two ghosts with the ghost powerup.
<i>Wild Bunch:</i>	Creates four ghosts with the ghost powerup.
<i>Fire Team:</i>	Equips ghosts with automatic shotguns.
<i>Mano a mano:</i>	10% more damage from zombies but 30% less damage from bosses.
<i>TrailBlazer:</i>	You can now push away nearby zombies during a dive roll jump.
<i>Less Clumsy:</i>	Increases your walking backwards speed.
<i>Midair Trigger:</i>	Allows you to detonate a M79 grenade by a second trigger pull.
<i>Friendly Fire:</i>	Explosions caused by zombies will hurt or kill themselves as well.
<i>Triage:</i>	Get faster healing under 50% damage and slower above.
<i>Vengeance:</i>	Explodes a daisy cutter bomb when you die for maximum extra score.
<i>Unlock Weapon:</i>	Unlocks a random new weapon.

Play modes

Mission Mode

Mission mode presents you with a series of missions, each requiring different tactics to complete. After you complete each mission, the next in the series is 'unlocked' and can then be played.

Next time you start up the game, you can start playing from your last unlocked mission or replay any of the missions you have played so far to achieve a higher overall score or rating.

Missions will get harder to complete with later missions being nearly impossible or requiring a particular approach of combining modifiers and powerups.

Survival Mode:

This is for hardcode players. The setting is simple: you are given a single weapon. There are no power-ups, no modifiers and no new weapons to collect. How long can you survive the enemy onslaught? Try to achieve the longest possible survival time.

Free Play Mode:

This is similar to Survival Mode, but this time you can collect power-ups, gain experience and select modifiers. The goal is to gain the maximum experience points. You could play for minutes, or hours... depending on your skill.

Free Play Practice Mode:

Allows you to fine-tune Free Play. Set Zombie AI, speed, strength, the weapon to use, the damage done to you, and the total number of zombies to kill. Your scores in this mode are not saved since you can create limitless levels of difficulty. Use this mode for practice only.

Blood Drive Mode

Blood Drive Mode is unlocked only after you complete the entire range of missions. This mode is a special gameplay mode where your health slowly depletes if you do not kill quickly enough. If you kill regularly, your health does not deplete. By selecting 'Blood Drive Mode' in the menu, you can enable or disable this gameplay mode for Mission, Survival or Free Play modes. Enable it to replay them in hardcore!

Score System

The score system works as follows:

Apart from Survival Mode (where your total survival time determines your ranking), your score is built up from a total of your experience points, accuracy bonus, life bonus and your unpicked/unused modifier bonus.

Whenever you die or complete a mission, your score will be logged into the statistics. If you stop/abort a game, your score will not be logged. Finally, if you select 'replay' the current mission in mission mode, you will revert back to the total score you had last time before you played that particular mission. This allows you to try for a higher score before moving on to the next mission.

Note: You can view all saved scores by selecting 'Statistics' from the menu.

4.0 DirectX

This game requires DirectX9.0c. If you find the game doesn't run, install or reinstall the latest version of DirectX. DirectX is freely available from Microsoft. Please refer to the Microsoft DirectX website for further information:

<http://www.microsoft.com/directx>

5.0 OpenAL

This game requires a sound driver from OpenAL, which is installed along with the game. If you cannot hear any sound in the game, please install or reinstall the latest version of OpenAL.

Please refer to the OpenAL website for further information:

<http://www.openal.org>

6.0 Performance

This game requires a 3D graphic card which supports vertex shader 2.0 or better.

If you find the game runs too slowly or stutters, you might consider upgrading your video card.

In addition, the in-game options menu allows you to set additional performance options which may improve running speed on your PC:

Number of Bodies: Use a lower setting to display a limited amount of dead corpses.

Shadows: Use 'hard shadows' or 'off' to increase the game speed.

Particle detail: Use 'low' to limit the display of particles (blood, smoke, etc.).

Setting the game resolution to a lower setting (i.e. 1280x1024) may also increase the frame rate.

Avoid running other programs in the background while playing this game to maximize performance.

7.0 Hints

Master the ability to effectively use the physical attack. Right clicking the mouse (kick) can disable multiple enemies for several seconds, which you can then kill using a standard left click (melee or projectile) attack.

If you cannot seem to complete a mission, try a different tactic. Some missions are nearly impossible to complete unless you discover out how your enemies operate.

Survival mode is meant to be deadly. Being able to stay alive for a few minutes is a sign of a good player, anything less and you require some more practice!

Try not to use grenades unless you are completely trapped. Using grenades is tempting but their range is limited; distant enemies are not affected except by shrapnel.

Pick up new weapons with caution. More powerful weapons can be heavy and slow you down. Projectile weapons are an effective way to kill or wound a large number of enemies at range but some require a long reload time during which you are vulnerable to attack. Some weapons are more effective for certain missions than others. Experiment!

Most importantly: Don't allow yourself to get cornered. Keep moving and if necessary clear a path through enemies in the direction you are moving to.

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