

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 XP, Vista or Windows 7
- 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

- Intel Core2 Duo / Core2 Quad, i5, i7 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.

GamePlay

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

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

Note: You will lose all perks 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, perks and power-ups can be made to interact: for example the 'power-up extender' perk will prolong the effect duration of any power-up you pick up; the 'intensity' perk 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 perks 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 can select your startup weapon.

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.

Note: Press Q to switch between primary and secondary weapons.

Note: Press F to lock/unlock your current weapon. While a weapon is locked, you will not pick up any new weapons. You can individually lock or unlock both the primary and secondary slots.

Steam

When connected to Steam, you can play multiplayer games, play for Steam leaderboards, Achievements, etc. When no connection is available, Steam leaderboards and achievements cannot be viewed in-game, and only single player and local coop is available.

Note: No achievements and leaderboard scores are saved when playing in Practice Mode.

Steam Leader boards

You can play for Steam leader boards when connected to Steam. 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 save local (profile) scores.

Steam Achievements

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

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

Player Classes

To manage player classes, select a class from the available classes.

Each player class has:

- A set of class attributes:

Speed: affects the player movement speed

Healing: increases or decreases the effect of all health powerups/pickups

Targeting Accuracy: increases the enemy hitbox

Armor: affects the amount of enemy or friendly fire damage

Reload speed: increases or decreases the time needed to reload weapons

- A preferred primary and secondary weapon with which increased damage can be done

- A special ability, for example being able to do increased damage when using a certain powerup

Controls

Nation Red supports the Xbox360 Controller for Windows as well as generic gamepads. Make sure the controller is connected and detected before starting the game. You may customize the controller's button assignments in the 'Options' menu.

Note: When using a generic gamepad, you should 'calibrate' it from the Gamepad/Controller menu before use.

Note: Turn off the 'Use Gamepad/Controller' option to use the mouse when having a gamepad attached to your PC.

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 perk 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 jump**. 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.

Difficulty Slider

Press TAB during play to set your skill level. Drag the slider to your desired difficulty level and press TAB again to confirm.

Note: You can only set the difficulty for the first minute of any one game.

Note: Lower difficulty reduces the XP points you get per kill. Higher difficulty increases the XP.

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.

The following table describes the in-game range, damage (and number of projectiles per shot) and the game weight which affects player movement speed. I.e. a game weight of 1.0 does not affect movement speed at all (100%), a weight of 1.2 results in player speed of 83%.

	Game Range:	Damage:	Weight:	Firing Rate:	Reload:
Crowbar	1.5m/5.0ft	500.0	1.1	NA	NA
MGL grenade launcher	7.0m/25.0ft	1250.0	1.3	manual	manual
Machete	1.35m/4.5ft	500.0	1.0	NA	NA
Mac 10 Submachine Gun	5.0m/15.0ft	250.0	1.0	14r/s	2.2 s
Axe	1.4m/4.5ft	750.0	1.2	NA	NA
M79 Grenade Launcher	10.0m/33.0ft	2750.0	1.1	manual	1.4 s
Glock 19	10.0m/33.0ft	225.0	1.0	manual	1.2 s
M1014 Shot Gun	5.0m/16.0ft	150.0x12	1.08	4r/s	1.9 s
.50 Cal m107 Sniper Rifle	15.0m/50.0ft	1500.0	1.4	4r/s	4.5 s
7' Nail Gun	5.0m/16.0ft	225.0	1.05	16r/s	1.8 s

9mm Uzi	5.0m/16.0ft	200.0	1.1	18r/s	2.5 s
9mm Uzi Dual	5.0m/16.0ft	200.0	1.2	18r/s	3.5 s
Flame Thrower	3.5m/12.0ft	200.0	1.1	12r/s effective	3.0 s
Jackhammer	4.5m/15.0ft	85.0x6	1.2	8r/s	2.2 s
AK47	6.5m/22.0ft	250.0	1.125	18r/s	2.3 s
M240B	7.0m/23.5ft	145.0	1.175	20r/s	3.3 s
Steam Hammer	1.5m/5.0ft	50.0x10	5.0	10r/s	2.0 s
Glock 19 Dual	10m/33.0ft	225.0	1.2	manual	2.6 s
M4A1 Carbine	7.5m/25.0ft	275.0	1.15	15r/s	2.3 s
12 Gauge Super Shorty	4.0m/13.5ft	125.0x12	3.0	manual	1.5 s
Beretta 93R Burst	5.5m/18.5ft	150.0x3	1.05	manual	1.8 s
Heckler & Koch MP5	5.0m/16.5ft	250.0	1.125	15r/s	2.1 s
AA-12 Automatic Shotgun	3.75m/12.5ft	50.0x8	1.2	11r/s	3.0 s
Minigun	5.0m/16.5ft	110.0	1.45	18r/s	4.0 s

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 the 'Remote Detonator' perk, right-clicking will set off a grenade at the cursor/target position instead.

Explosions

All explosions you cause (grenades, dynamite, 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.

Grenades:	Holds 3 fragmentation grenades
Dynamite:	5-pound time-delayed bomb. Kills or damages most enemies on screen
Shield:	Body armor which protects you from damage for a short period
Speed:	Allows you to move faster than usual and outrun your enemies
BulletTime:	You can react in real-time while everything else is running in slow-motion
Health:	Boosts your health by 25%
Double Experience:	Doubles your killing experience for a short period
MineLayer:	Create yourself a nice minefield for your enemies
Sentry Gun:	A fully automatic tracking gun firing machine gun rounds
Ghost:	Summons a copy of yourself which will fight enemies on its own
Gas Canister:	Explodes into a lethal fireball when fired at
Blaze:	Sets fire to any enemy within a 10-metre radius
Bouncing Betty:	Anti-personnel bouncing mine. Kills anything within a 5-metre radius
Turbine:	Creates a force field pushing away any nearby enemies
Rammer:	Attracts nearby enemies; take them out while they are distracted
Rage:	One hit, one kill to any of the regular zombies
No Reload:	No weapon reloads needed
Flashout:	Stuns all zombies on screen
Incendiary:	Sets fire to any zombie hit by weapon fire

Perks

Perks 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.

Perks 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 perk available. Pause the game by pressing the Space Bar and select a perk from the list.

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

Certain perks 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>Aftershock:</i>	Releases an overwhelming sonic shock, pushing back your enemies.
<i>Armor:</i>	Upgrade your armor for 25% less damage from enemy attacks.
<i>Heavy Armor:</i>	Upgrades armor to 35% less damage (requires Armor).
<i>Saw Blades:</i>	Cut your enemies down to size with a boomerang-like set of blades.
<i>Anarchist:</i>	Receive a free grenade every 30 seconds.
<i>Come Closer:</i>	Reduces the Turbine's field by 50% but it will now deal heavy damage.
<i>More Pain, More Gain:</i>	When health is below 50%, get 25% more Xp but 25% more damage.
<i>Replenish:</i>	Get an instant 100% health boost once. Use only when needed!
<i>Messy:</i>	You cause 10% more damage as you pick up 10% more experience.
<i>FireStarter:</i>	Nearby enemies will catch fire and slowly perish.
<i>Stronghold:</i>	Reduces the push from enemies when they damage you.
<i>ReflexBoost:</i>	Gain much needed extra movement speed.
<i>Heavy Ammo:</i>	Get 25% 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>Seekers:</i>	Releases automatic seek-and-destroy orbs.
<i>Heavy Seekers:</i>	Doubles the number of seekers (requires Seekers).
<i>Powerup Hook:</i>	Pulls any power-up towards you for easy access.
<i>Snare:</i>	Acquires any power-up within 5 meters (requires Powerup Hook).
<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>Accuracy:</i>	Improves your targeting, increases enemy hit box.
<i>Laser Guided:</i>	Increases projectile range, damage, hit box by 10% (requires Accuracy).
<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>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 evaporating anything it touches (requires Come Closer).
<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% health and slower above.

<i>Vengeance:</i>	Explodes a daisy cutter bomb when you die for maximum extra score.
<i>Quick Fingers:</i>	Increases weapon reload speed by 15%.
<i>Dexterity:</i>	Upgrades weapon reload speed to 30%.
<i>Apocalypse:</i>	Doubles the effect of Wrath of God.
<i>Boss Power:</i>	Boss zombies drop two powerups when killed.
<i>Propane Nightmare:</i>	Gas canister explosions set fire to zombies outside lethal range.
<i>Proficiency:</i>	Reduces cool down time of Hand of God (Wrath of God, Apocalypse), Saw Blades, Venom (Headlock, Payload), Aftershock, Fuse Bolt and Seekers by 10% (Requires experience level 10 or above).
<i>Expertise:</i>	Reduces cool down time of Hand of God (Wrath of God, Apocalypse), Saw Blades, Venom (Headlock, Payload), Aftershock, Fuse Bolt and Seekers by 20% (Requires experience level 20 or above).
<i>Mastery:</i>	Reduces cool down time of Hand of God (Wrath of God, Apocalypse), Saw Blades, Venom (Headlock, Payload), Aftershock, Fuse Bolt and Seekers by 40% (Requires experience level 30 or above).
<i>Engineer:</i>	Sentry guns operate 30% longer.
<i>Molotov:</i>	Turns grenades into incendiary grenades (requires Remote Detonator).
<i>Lone Wolf:</i>	No Ghost-Pickups, Hand of God, Seekers, Saw Blades, Venom or Sentry Guns but gain 25% speed and 25% faster jump-regeneration.
<i>Man of the Moment:</i>	Get Bullet Time when you kill any boss.
<i>Rage Unlimited:</i>	No weapon reload required during Rage.
<i>Bomb Fanatic:</i>	Grenade bosses will always drop a crate of grenades on death.
<i>Hoarder:</i>	For each grenade you carry, lose 1% in speed but gain 1% in armor.
<i>Bomb Threat:</i>	All explosions, including enemy detonations, are 25% more powerful.
<i>Living The Moment:</i>	During Bullet Time, get 25% faster reload speed and 25% more Xp.
<i>Apparition:</i>	Doubles the chance of a ghost powerup appearing.
<i>Strike Team:</i>	Combines with the ghost pickup to equip them with AA-12 shotguns.
<i>Heavy Sentries:</i>	Increases damage done by sentry guns and NPC soldiers by 25%.
<i>Mercenary:</i>	Extends the combo streak by 50% for increased Xp.
<i>Spark:</i>	Transmits fire from one adjacent zombie to another.
<i>Turret Defense:</i>	Increases the chance of Sentry Gun powerup drops.

Play modes

Single Player

Select Single Player for solo gameplay. The player is controlled by either the mouse or a controller.

Multiplayer

Select Multiplayer for coop gameplay.

Local Coop

Player #1 is controlled by either the mouse or a controller; additional players are controlled by controllers.

On-Line Coop (requires a Steam account)

Select your chosen gameplay type (Free Play, Survival, Barricade..) and set your chosen options (Friendly Fire, Shared Xp..)

Choose your coop partner and click 'Host Game'. Your coop partner will receive your invite and you can start play.

Alternatively, you can host a game in 'Matchmaking' mode. Click the arrow next to 'Friends' to enter Matchmaking mode. Set your game options and click Host Game. Your game will now be visible to all other Steam players who will receive a list of available games (sorted by distance/ping).

Multiplayer mode includes additional player abilities, such as the ability to revive a downed co-player by standing over his/her body for a short time.

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 perks 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 perks 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 perks. 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.

Free Play Barricade Mode:

Defend against waves of zombie attack. Each wave increases the number of hostiles. Use barricades, sentry guns and soldiers to help you to prevent zombies from reaching the base entrance or overrun your position.

Sentry guns can be manually reloaded and upgraded to weapon stations by standing next to them.

Perk modes

(Perk modes are unlocked after you complete the entire range of missions. Selecting a Perk Mode will enable it for Free Play and Mission modes)

Strategic Mode

Instead of a random list of perks/perks given when you level up, Strategic Mode allows you to select the exact perk you want, however there is a maximum limit of ten perks per game.

Random Perk Mode

The default mode. A random list of perks/perks is given when you level up.

Auto Perk Mode

Auto Perk Mode allows you to select your favorite list of perks which is saved between games. When you level up, the game will randomly but intelligently assign new perks to you from the perk list. Note: The more perks you include in your list, the closer the gameplay will be to the default Random Perk Mode, only you will not need to pause the game to select perks.

Score System

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 perk 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:

[illegible][illegible]

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:

Full Screen AntiAliasing (FSAA): Turn off for higher framerates.

Image Motion Blur: Turn off (0) for higher framerates.

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

Number of Blood Patches: Use a lower setting to display less blood on the ground.

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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