VERSUS SQUAD™

User Manual
Copyright ©2016 DiezelPower. All rights reserved.

Contents
This document contains information on the following topics:

1.0 Welcome
2.0 Features
3.0 User Manual
4.0 Controllers/Gamepads
5.0 DirectX
6.0 Performance
7.0 Command Line Options
8.0 FAQ
9.0 Hints

1.0 Welcome

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

MINIMUM SYSTEM REQUIREMENTS

• Windows XP, Vista, Windows 7, 8, 8.1 or Windows 10
• Intel / AMD 2.0 GHz or higher CPU
• 1GB 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
• 4GB RAM
• NVIDIA GTX 470 / ATI 5850 or better with latest manufacturer drivers

2.0 Features

Versus is an ultrafast top-down action game set in a completely customizable diorama sandbox. Versus provides an exceptional close-quarter battlefield experience coupled with the ability to strategically build barricades, weapons defenses and ammo depots.
Once you have constructed your diorama, play it in single player, on-line or local coop.

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

Your fights will include dozens of enemies and up to 10 bosses at the same time.

3.0 User Manual

GamePlay

Versus allows you to custom build your diorama map before play, creating an endless variety of games.

At its simplest, each diorama map is either a straight-on Battle Map, or a Breach Map.
Battle maps have enemies streaming in from specified points or from 360 degrees. Breach maps have one or more breach points which the enemy will try to reach. Once they do it's game over.

A. Profile select

Before playing any single player, local coop or on-line game you must first set up your player character and profile.

Choose one of the characters and click on the primary ranged weapon and secondary melee weapon to set these as your starting weapons. You can pick up additional weapons during the game.

You can further customize your appearance, select a bonus starting perk, and set up your preferred attributes.

B. Perk Mode select

In any game you play, you will earn perks whenever you level up. Perks are essential to give you a longer survival time. Versus includes over 50 perks and allow you to choose to play in 3 different 'Perk Modes'. Select your preferred Perk Mode on the main menu.

Random Perk Mode: This shows you a random list of 5 perks whenever you level up. Press the Space Bar to pause the game, select your perk and continue play. This mode has no limit on the amount of perks you can collect.

Strategic Perk Mode: This shows all the perks in the game and allows you to choose any perk you like, however the maximum amount of perks you can collect per game is limited to 20. This mode is usually suitable for beginning players who do not reach a high enough Xp to pass more than 20 perks or when trying for a certain achievement which requires a given limited set of perks.

Auto Perk Mode: This mode doesn't pause the game when you level up and instead intelligently selects the best perk from your Auto Perk List. You can set up your Auto Perk List from the main menu. This mode also has no limit to the amount of perks you can collect, however remember that the more perks you include in your Auto Perk List, the less control you have over which perk the game will select for you at what time. A rule of thumb is not to include more auto perks in your list than the maximum experience level you expect to survive for.

Note: When you load a previously saved game in-progress, your perk mode will be set to what it was during that game.

C. Map select

Versus includes a number of pre-made maps which you can further customize before play. Some maps are already configured as Breach Maps, such as the Prison or Shipwreck maps. Others are straight-on Battle Maps such as the Campsite or Bridge maps.

Select the map you wish to play in.

D. Building

Each game starts at the building phase. You will be given 10,000 in coins with which to customize your diorama. Or you could start playing straight away if you desire.

Note: In multiplayer games, the amount of coins per player is reduced accordingly.

During the Building Phase, on the left side of the screen you will see a number of control icons. Hover the mouse or gamepad over to view what each option does, i.e. load games, save games, move the camera, open your inventory, etc.

To start building, open the Inventory from the top icon. This will show you all objects you can buy and build (place) on your diorama map. Ammunition can be placed on the map to build a stockpile. Hand grenades or med kits can be strategically placed to be picked up during the game when needed.

Barricades are divided into several stages of armor: from wood to metal to stone. The weaker the barricade, the easier it can be destroyed by the enemy but also the cheaper it will be to buy. Stronger barricades are costlier and consequenctly you will have fewer to build.

In Breach Maps, it is essential to construct additional barricades around the various breach points. Some of the enemies will continuously try to attack the breach point instead of the player(s) so the stronger a breach point, the longer you will be able to survive.

To check where the map's spawn and breach points are located, press the 'Show Enemy Spawn and Breach Points' icon on the left.

You can also place explosives and mines around the map. Placing landmines around a breach point can be used for additional protection.

Finally, placing automatic sentry guns or manually operated weapon stations can dramatically change the type of gameplay. Weapon Stations can be used to effectively target bosses.
To use a Weapon Station, stand near. To release control, right-click or jump away.
Sentry guns can be reloaded when empty. Both sentry guns and weapon stations will overheat if in continuous use after which they will go into a cooldown period and cannot fire.

Once you are satisfied with your diorama map, you can save it by pressing the 'Save Game' icon or you can start playing straight away.

Note: The game will auto-save the current game in case you wish to replay it. In single player mode, you can also quit a running game and come back to it later.

E. Game Play

When you are ready to play on your diorama map, click either the 'Play Tactical' or 'Play Survival' icons.

In Tactical Play, the enemy will spawn in ever greater waves with some 5 seconds in between each wave. Use this mode for the Highest Wave Reached leaderboards.

In Survival, the enemy will spawn continously in ever faster numbers. Use this mode for the longest Survival Time leaderboards.

Note: You can disable uploads to the leaderboards in the game menu options.

During the game, Versus allows you to customize your player with an unlimited combination of **perks,**

power-ups and **weapons**. Try different combinations and tactics to reach the highest possible killcount, highest enemy wave or survival time.

Perks are permanent perks which become available as you advance through your experience levels. As you reach a new experience level, a new perk will be available for you to choose from or a perk will be automatically chosen from your Auto Perk List.

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 drone' power-up which spawns one or more temporary drones which will go about attacking and killing the enemy on its own. An example of an instant power-up is the 'IED' bomb.

Note: Some enemies will also drop ammunition.

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 Versus successfully lies in discovering the most powerful combination of perks and power ups and building the most effective defenses during the buld phase.

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). Generally, there is no 'best' weapon, rather the best weapon is one you prefer using and fits your play style.

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

All projectile weapons need to be reloaded. Reloading takes place automatically when the weapon is empty or manually by pressing the reload key. Enemies will drop ammunition, fuel or grenades. Weapons will use either bullets, shells, nails, weapon grenades or petrol/fuel.

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.

Health and Stamina
Your current health is displayed at the center lower part of the screen in a circular indicator.
Health can be restored through medkits, stimpacks or perks. Stamina always auto-regenerates but if under 50%, you will not be able to jump and you melee attacks will do less damage. Stamina is indicated by a small arrow inside the health circle.

Steam
When connected to Steam, Versus supports on-line coop games for up to 4 players, Steam leaderboards, Achievements and Steam Cloud. When no connection is available, Steam leaderboards and achievements cannot be viewed in-game, and only single player and local coop is available.

Note: If no Steam connection is available you will gain achievements locally. The game will try to sync the achievements next time you connect to Steam.

Controls

Versus supports any XInput compatible controller(s), i.e. Xbox360/One gamepads for Windows. Make sure the controllers are connected and detected before starting the game. You may customize the controller's button assignments in the 'Options' menu.

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) or explode a hand grenade if you currently have grenades in stock.**
4. Move the mouse cursor to target. **Important: You will always target your attack towards the position of the cursor.**
5. **Use E key to perform a jump**. Use this to quickly move yourself away from danger.
6. **Use F key to lock your current weapon**. This will prevent you from picking up another weapon until you unlock your weapon again.
7. 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. You can additionally rotate the camera using the Insert/Delete keys.

Grenades
Grenades are your closest ally. Right-click to set one off and kill or severely damage all enemies within a 3-meter/10 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. Some 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.

Play modes

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

Multiplayer
Select Multiplayer for coop gameplay.

Local Coop 2,3 or 4 players

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

Note: In Local Coop, player #1 will be able to build barricades.

Note: In Local Coop, player #1 will be able to pause the game and select perks which will be distributed to all players. If playing in Auto Perk Mode, all players will receive the same perk from the Auto Perk List.

On-Line Coop (requires a Steam account) 2,3 or 4 players

Note: Only the host will be able to pause the game to view player stats. In on-line games, the game will not pause for perk selection even in Strategic or Random Perk Modes, instead a player will receive a Cloak powerup during which time a perk can be chosen.

Note: Auto Perk Mode is best suited for on-line play since the game does not need to be paused.

4.0 Controllers/Gamepads

PC: Versus supports XInput compatible gamepads, i.e. Xbox 360 and Xbox One and any other 100% XInput compatible gamepads.

Mac: Make sure your gamepads is on and connected before starting the game. You can set up/calibrate your gamepad by selecting the 'Controller' -> 'Set up Controller' option in the game menu.

5.0 DirectX

This game requires DirectX 9.0c. If you run the game from Steam, DirectX 9.0c should be automatically installed when you first run the game. If you find the game doesn't run, shows a missing XInput.dll or d3dx.dll message, 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

Note: Even on Windows 8, 8.1 or 10, DirectX 9.0c must be installed, either by Steam or manually through the above link.

6.0 Performance

This game requires a 3D graphics card which supports vertex/pixel shader 2.0 or better.

If you find the game runs too slowly or stutters, 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.
Corpses Density: Use a lower setting to display a limited amount of dead corpses.
Shadows: Use 'hard shadows' or 'off' to increase the game speed.
Blood Patches: Turn off for higher framerates.

Note: Setting the game resolution to a lower setting may also increase the frame rate.

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

7.0 Command Line Options

If the game will not start, flashes and then quits or displays in the wrong resolution, you can add the following command line options:

-res

This starts the game with the specified resolution. For example:

-res 1920 1080

starts the game in 1920x1080 graphics resolution.

-w

starts the game in windowed mode (you can combine this with the above -res option)

-ogl

starts the game using the OpenGL graphics drivers

-dx

starts the game using the DirectX graphics drivers (default)

Note: On MAC, only OpenGL is available

Note: You can combine multiple options. Make sure to seperate each option with a space.

Note: For Steam: to set command line options, right-click the game in your Game Library, select Properties, General, Set Launch Options. Then type the options in the box.

8.0 FAQ

Q: How can I share a map I have set up with other players?

Simply start an on-line game with friends. Once in the build phase, load your map using the left side menu icon 'load map' option. Your friends will now see the same map and can then save it using the left side menu icon 'save map'.

Q: My perk mode changes when I play a previously saved game.

This is normal because it is not allowed to change perk modes during a single game. So if for example you are playing in Strategic Perk mode, save that map and then change to Random Perk Mode in the main menu, the game will change back to Strategic Mode if you load that saved game back in.

Note: Perk modes are not changed when you load in a map during the build phase.

Q: Which perk mode is best?

There is no 'best' perk mode, it will depend on your play style. Auto Perk mode is especially useful if you don't want to pause the game to select perks, for example in on-line games. But the more perks you include in your Auto Perk list, the less control you have over which perk is automatically chosen.

Random Perk mode only lets you choose from 5 perks at a time, but there is no limit to the total number you can collect, unlike Strategic Mode which has a limit of 20 perks. Strategic Mode on the other hand does allow you to pick the exact perk you want at any time and is the only mode which has no random chances. Strategic Mode is also useful when trying for certain achievements.

9.0 Hints

Limit the number of perks you add to your Auto Perk list to the Xp level you can currently reach. For example if you can currently reach around level 20, it makes little sense to include 40 or 50 perks in your Auto Perk list. Try to select your favorite 20 or so perks and don't add more until you can reach higher Xp levels.

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: use the 'weapon lock' and 'weapon switch' controls to limit which weapon you pick up and to lock down both weapons when you have your favorite combination. Some weapons are heavier and and slow you down a little. Projectile weapons are an effective way to kill or wound a large number of enemies at range but some require a longer reload time during which you are vulnerable to attack. In addition, some weapons are more effective for certain achievements 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. Use jumps, grenades or kicks to avoid being cornered.

Keep moving when you get a minelayer or claymore mine powerup. Mines will only drop if there is sufficient space between their locations.

Ammunition needs to be collected during the game in order not to run out. It is useful to create a small stockpile of ammo, grenades, etc. when building your level, or try to obtain the 'Powerup Hook' and 'Snare' perks as soon as possible in order not to miss any ammunition dropped by enemies.

In multiplayer games, you can use 'Snare' to drag ammunition or powerups to other players.

Versus Squad, KaosKontrol and DiezelPower are either registered trademarks or trademarks of KaosKontrol, Inc. Copyright ©2016 KaosKontrol, Inc. All rights reserved. Developed by DiezelPower.

Microsoft, Windows, Vista, Windows XP and DirectX are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

Uses Irrlicht Copyright © 2016 Nikolaus Gebhardt. All rights reserved.

Uses PhysX Copyright © 2016 NVIDIA Corporation, 2701 San Tomas Expressway, Santa Clara, CA 95050 U.S.A. All rights reserved. www.nvidia.com

This game and its contents are entirely fictitious and should be taken neither at face value nor as ideas to emulate. The rating of this title may indicate that players must be adults.

This title has been created purely for entertainment purposes and the ability of an adult to differentiate between entertainment content and real life is assumed. KaosKontrol, Inc. or any of its associates cannot be held responsible for the actions of those who disregard this warning. Do not attempt to recreate any of the scenes contained in this product.