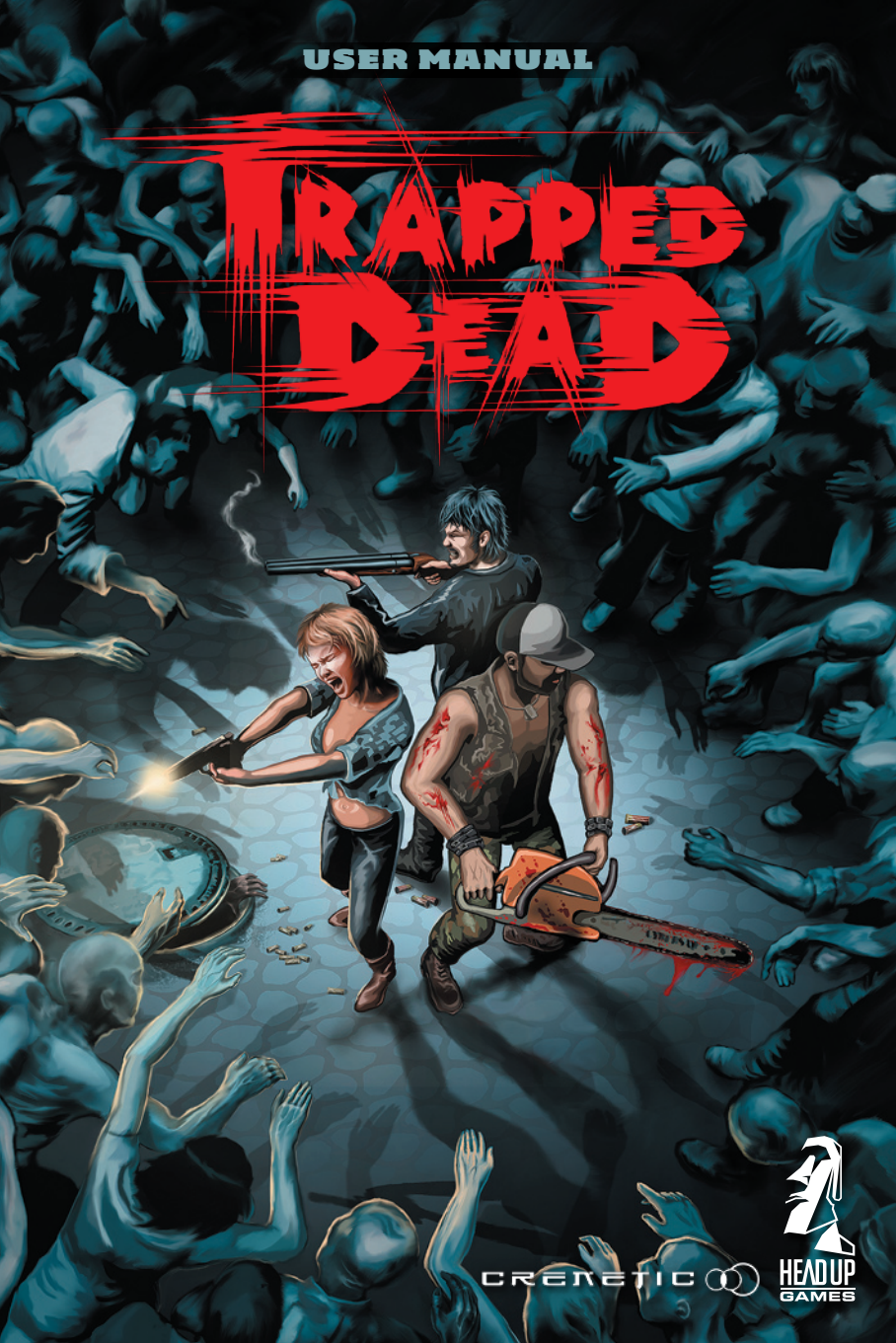
USER MANUAL

TRAPPED DEAD



CREATIC

HEAD UP GAMES

CONTENT

1	INSTALLATION GUIDE	04
2	CUSTOMER SERVICE	05
3	START A GAME	05
	a) Start a single-player game	05
	b) Continue a single-player game	05
	c) Load a single-player game	05
	d) Host a multiplayer game	06
	e) Join a multiplayer game	06
	f) Quit the game	06
4	CONTROLS	06
5	THE GAME SCREEN	08
6	CHARACTERS	09
7	ENEMIES	10
8	WEAPONS AND ITEMS	11
9	LICENCE/GUARANTEE/LIABILITY	14
10	CREDITS	15

1 INSTALLATION GUIDE

Insert the „Trapped Dead" disc into your disc drive. Installation should start automatically. If the installation menu does not appear, open the „Windows Explorer" either by double-clicking the „My computer" desktop icon or using the shortcut key combination - „Windows key" + „E". Choose your disc drive and start „the setup.exe". Follow the onscreen instructions to install the game.

SYSTEM REQUIREMENTS

Windows XP / Vista 7, DirectX compatible graphics card supporting shader 3.0 (onboard chipsets are not supported), CPU: Min. 2.0 GHz, RAM Min. 1 GB, HDD Space required: Min. 2 GB, Mouse with Mousewheel recommended. An internet connection is required for online activation

2 CUSTOMER SERVICE

For an optimal gaming experience, be sure to update your computer with the latest drivers and system updates. Some of the most popular hardware and system software companies are listed below. Be sure to check your PC manufacturer's Web site for additional updates and drivers.

ATI TECHNOLOGIES® - www.ati.com

CREATIVE - www.creative.com

NVIDIA® - www.nvidia.com

MICROSOFT® DIRECTX® - www.microsoft.com/windows/directx

WINDOWS® UPDATE - http://windowsupdate.microsoft.com

Should you have any questions concerning the operation of this product please send an email to info@headupgames.com

3 START A GAME

Once the game is installed, you can start by either clicking the desktop icon or using the Windows Start menu. The main menu will appear. You can select a single-player game, start or join a multiplayer game. The first two single player episodes cannot be played in multiplayer mode.

A. Select „**New Game**" from the main menu to start a new single-player game.
B. Select „**Continue**" from the main menu to continue a game.
C. Select „**Load Game**" to get the list of unlocked save points. Click a save point and use „**Continue**" to play from this point on.

D. Select „**Host**" from the main menu to start a multiplayer game. Choose an episode and the character you want to control. Depending on the episode up to three players can join your session. As soon as another player enters the lobby you can have a chat and start the game.

E. Select „**Join**" from the main menu to join a multiplayer game. Choose a character from the context menu and have a chat with other players.

F. Select „**Quit**" to end and close the game.

4 CONTROLS

MOVEMENT

To order a character to move through the level, select them by clicking on the character panel to the bottom left of the screen. Once the character is selected, click the left mouse button on the ground surrounding the character. To toggle the speed with which the character moves between running and walking is controlled by choosing either the "Run" or "Walk" button next to the inventory on the right hand side of the screen. You can also press "CapsLock" to switch between run and walk modes. The facing of a character at the destination can be set by holding down the left mouse button, the icon will then face in the direction of the mouse cursor prior to releasing the mouse button.

CAMERA

„W", „A", „S", „D" keys can be used to move the camera freely and helps to find your way through the sceneries. „F" or the camera icon next to the inventory focuses the camera perspective on your active character. By clicking and holding the middle mouse button the camera perspective can be rotated or its angle changed. To zoom in or out use the scroll wheel on your mouse.

INVENTORY

In game you can find green highlighted items, which you can pick up by clicking on them with the left mouse button. Collected items appear in your inventory at the bottom right of the screen. Click and drag items to change their inventory slot, drop them or pass them to other characters. To pass an item, move it to the other character's portrait at the left bottom of the screen or over the corresponding figure in the scenery. As soon as the mouse button is released, the item changes inventories.

ITEM USAGE AND COMBAT

To use an item you have to activate it first with a left click. If an item in inventory is highlighted green you can interact with the 3D scenery. An activated short range weapon will be used against an enemy when you right click on the enemy. The characters will attack as long as you don't tell them otherwise or the enemy has no health points left. Weapons that need ammunition have an additional display that shows ammunition amount. To reload an equipped weapon left click on the proper type of ammunition and drag it over the weapon or use the „R" key. To attack an enemy at long range, activate your weapon and right click on the enemy. In this case, every shot is made manually by a right mouse click. Hold the right mouse trigger to determine the throwing direction for weapons such as grenades. Let go of the right mouse button to throw them.

A character can fight against more than one target. To do so you have to equip and activate a weapon. To attack multiple targets hold the „Shift" key, click the right mouse button and draw a frame around the enemies. The nearest targetable enemy will be engaged/shot.

CHANGE CHARACTERS

The further you progress through the game, the larger your group becomes. You can move each character on its own or group them by holding the right mouse button and drawing a frame around the figures you want to cluster. Selected characters' portraits get a red spot. You can also select your team members by hitting the keys F1-F4. F5 will select the whole group.

PAUSE THE GAME

Hitting the „Space" key on the keyboard will stop the game and gives you the possibility to issue orders to your characters. Hitting „Pause" again resumes the game.

OPTION MENU

Adjust different game settings in this menu. The options menu opens by hitting the „ESC" key. **Graphics** – Change graphical settings and resolution. **Controls** – configure keys as you like. **Sounds** – regulate volume of music and sound effects. Use „OK" to apply changes or „Standard" to reset options.

5 THE GAME SCREEN

1. Character portraits showing health status
2. Health bar and stamina bar
3. Chat window (Multiplayer only)
4. Ingame mouse assistance
5. Button to focus camera perspective on a character
6. Button for group selection
7. Buttons to change between walking and running mode
8. Inventory

6 CHARACTERS

Mike Reed
Mike has attended the sports faculty in Kansas City for about two years now. He is Gerald's best friend and they were on their way to Kansas. Mike always keeps cool and is the all-rounder of the group.

Professor Harper
You will meet the old, self-conceited professor in the town's hospital. Confined to a wheel chair he doesn't care about other's opinions - he just wants to escape. It is astonishing how he survived this long. He can't use stairs and moves slowly. Having a wound dressed by him gives additional health points.

Bo - The Veteran
Bo fought in many wars at several fronts. That's why he can handle almost every weapon and has a will of iron. He owns the city's weapon shop and a shooting range. Bo is not the talkative type and is always up for a fight.

Old John - The Sheriff
Old John is the sheriff of Hedge Hill. His disheveled appearance and obese look leaves no doubt about his collection of discount tickets at „Funky Doughnuts". Old John is past his prime of life and does not really remember the last time he had to use his gun. Despite all that he won't miss a target. You will find him in the prison.

Jo Ann - The Reporter
Jo Ann is the perky reporter. Slender and athletic and always on the go. She owns a photography shop and laboratory in Hedge Hill. She is the fastest of the group and therefore the perfect decoy. She also tends wounds so skillfully that characters will receive additional health points.

Klaus - The Workman
Klaus works at the old goods station as a crane operator. He's tough and always worked hard, but he now faces his biggest challenge – to survive the zombie attacks. Due to his strong arms he is the ideal close combat fighter, but he moves slowly and can't handle firearms.

7 ENEMIES

In the course of the game you will be confronted with different types of zombies. Some of them move faster than others and some will be harder to fight. They also vary in their behavior - some will move around aimlessly while others hold their positions. Upon hearing the sound of somebody moving or fighting near them, they will look around for the sources of the commotion. A certain level of noise will make them move and search actively. Zombies watch the area in front of them and as soon as a character comes in sight, they will attack. Any destroyable obstacles in their way will be destroyed to reach their target. Blood will be sensed strongest. If a character gets hurt and bleeds, zombies will follow its track through the entire level. A zombie, watching another zombie that attacks one of the characters, will join in.

8 WEAPONS AND ITEMS

Chainsaw - Short range weapon
Speed: **Very high** – Damage: **High**

Baseball bat - Short range weapon
Speed: **High** – Damage: **Low**

Axe - Short range weapon
Speed: **High** – Damage: **Medium**

Katana - Short range weapon
Speed: **Very high** – Damage: **High**

Automatic Pistol - Long rang weapon
Speed: **High** – Damage: **Low** – Fires **eight rounds** and is easy reloaded.

Revolver - Long rang weapon
Speed: **Medium** – Damage: **Medium** – Fires six rounds and is slowly reloaded, but has a **strong penetrating power**.

Shotgun - Long rang weapon
Speed: **Slow** – Damage: **High** – Fires two rounds but damages more than one target and has a **heavy penetrating power**.

Sniper Rifle - Long rang weapon
Speed: **Slow** – Damage: **Very high** – Fires eight rounds, has the longest range and **biggest penetrating power**, but needs a lot of time to reload.

Crossbow - Long rang weapon
Speed: **Medium** – Damage: **Very High** – Shoots one bolt and has a long range and high penetrating power. This weapon is soundless.

Taser - Middle range weapon
Speed: **Very Slow** – Damage: **Low** – The Taser does not need ammunition, but recharges very slow. This weapon renders the enemy motionless for 15 seconds.

Grenade - Throwing weapon
Causes **wide area damage**.

Blood bottle - Throwing weapon
Causes **no damage**. The blood **attracts zombies**. **Zombies splashed** with blood will be **attacked by** other **zombies**.

First aid kit
Stops bleeding and, if used by the professor or Jo Ann, **restores health points**.

9 LICENCE / GUARANTEE / LIABILITY

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