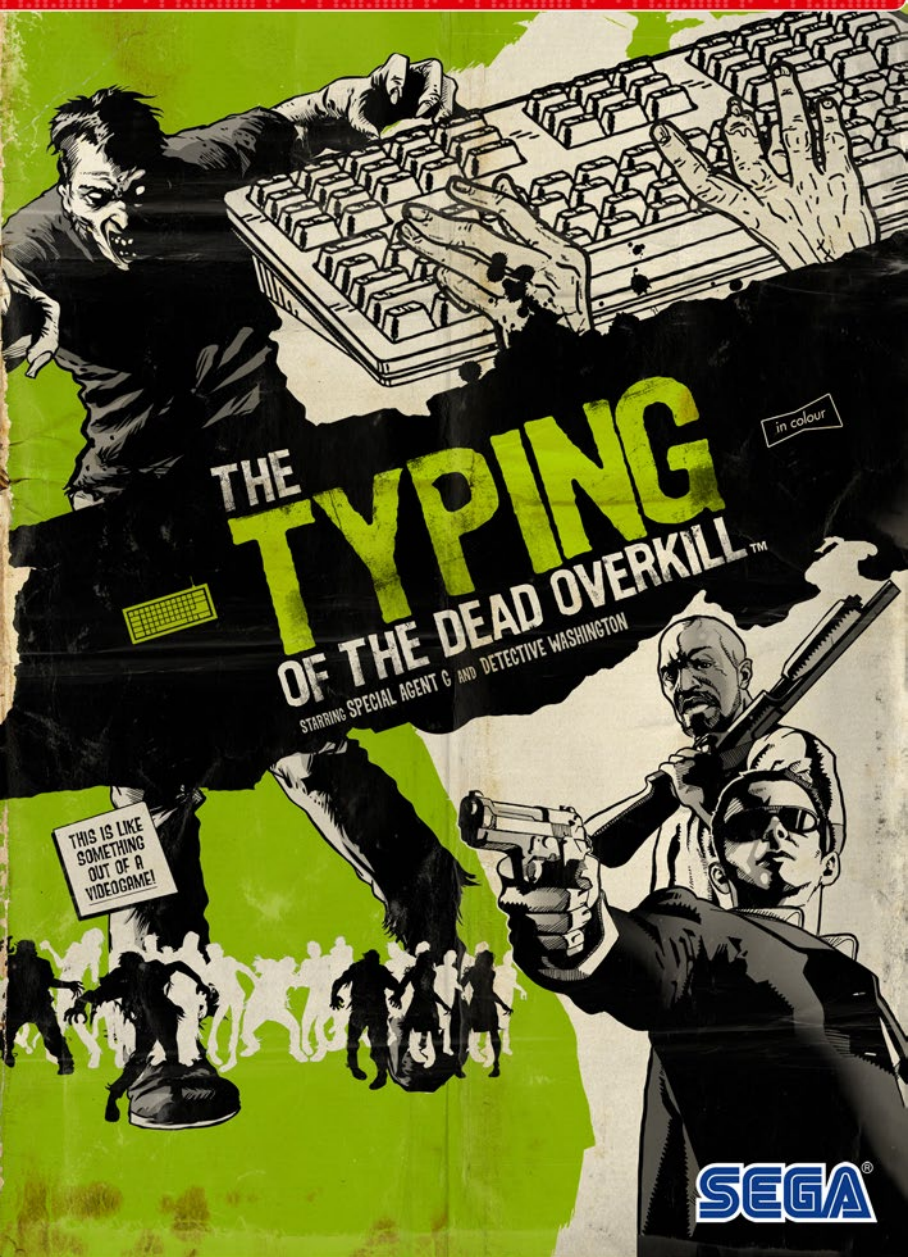


PC

DIGITAL
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THE TYPING OF THE DEAD OVERKILL™

STARRING SPECIAL AGENT C AND DETECTIVE WASHINGTON

in colour

THIS IS LIKE
SOMETHING
OUT OF A
VIDEOGAME!

SEGA®

HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experience any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

- Also read the manual of your personal computer.
- Unauthorized copying of this manual is prohibited.
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PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second are icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and pegionline.eu

THE TYPING OF THE DEAD OVERKILL™

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WELCOME TO BAYOU CITY

Dear Agent,

As your first assignment out of the AMS academy you are to be despatched to the locale of Bayou City. You have been briefed thoroughly by your supervisor on where to start your investigation into the man known only as Papa Caesar. For that is his name.

This procedural manual has been developed to equip you with the knowledge needed to use your deadly AMS skills. Try to obtain additional local expertise and insight from regional law enforcement, but bear in mind that they are simply average Joe's and not trained as thoroughly as you are. Never forget that you are the peak of a rigorous AMS training program; sleek, muscled, well-tanned with good, strong thighs.

You'll be scared, agent, but don't worry, we've all been there. You'll want your mommy before tonight is through, that's fine, some of us have wanted our mommies very much indeed. But I have faith in you, I know you can solve this case. Good luck.

From the desk of the AMS Director General.

Director Bart Picard
R.O.W.Hons.

APPROVED

AUTOSAVE

When save data is created and loaded, the game will automatically save at specific points during the game. Take care not to switch the power to OFF when the HDD access indicator is flashing while the game is saving your information.

MAIN MENU

The Main Menu has the following options to choose from:



STORY MODE	Take the role of a special AMS agent who is dispatched to Bayou City, Louisiana for the very first mission.
DIRECTOR'S CUT	Available in HOTDO mode. Unlock this mode to play an alternative version of the main game featuring additional scenes and deadlier mutants.
MULTIPLAYER	A second player can be invited or found to play through the Story Mode in 2-player co-op.
MINI-GAMES	Play 3 one-off arcade-style games for 1 or 2 players.
GAME SETTINGS	Make changes to various game settings. Note that these settings can also be accessed during the game from the Pause Menu.
TYPING OF THE DEAD / HOUSE OF THE DEAD	Switch between The Typing of The Dead Overkill and The House of The Dead Overkill modes.

TYPE OR DIE...

"Words are like bullets, once launched we can never control the damage they do."

Unknown

"I'm gonna rip your mother***ing balls off!"

Isaac Washington, Det. BCPD (Current status: unknown)

There are many ways to deal with that shambling, clawing, desperate mutant that is so close to tearing your throat out. Some might reach for their trusty 9mm and blow the freak's rotting brains across the wall. Others opt for a more subtle approach.

In **The Typing Of The Dead: Overkill**, words are your weapons. Each mutant approaches with death in their eyes and hungry drool sliding between their teeth, but you are armed with Kill Words. Type out the Kill Words that appear in front of every enemy and watch their brains fly across the room!



BASIC RULES

Each mutant has their own Kill Words displayed in front of them. Simply start typing the Kill Words of the mutant you wish to kill. As soon as you start typing you will lock on to the mutant until you complete the Kill Words, and the mutant drops to the floor in a pool of blood.

HINT: After 5 correct characters, you will stun a mutant - causing it to pause momentarily. Use this to your advantage!

KEEPING TRACK OF YOUR TYPING

When you are typing Kill Words, each successful character you enter turns dark grey. This makes it easy to keep track of where you are in the word. If you lose concentration just type the first pale grey character in the Kill Word and the bullets will start flying once more.



CHOOSING A TARGET

If you are being attacked by several mutants, you can choose which one to attack first simply by typing the first character of the Kill Words belonging to the most threatening target.



CANCELLING KILL WORDS

If you are part-way through the Kill Words of one mutant but want to change target before completing the words, press **BACKSPACE** to cancel the typing lock-on. You can then choose a new target - or the same one - by typing the first character of the Kill Words belonging to the Mutant you wish to attack.

PUNCTUATION AND SPACES

You do not need to type the punctuation marks or the spaces in the Kill Words. You also don't need to worry about the capitalisation. Just hit the correct characters as fast as you can. T Y P E O R D I E

HINT: You don't need to type spaces and punctuation, but if you do, they contribute to the character count before each Stun. So there is a slight advantage to taking extra care and typing a few spaces and apostrophes now and again.

MAKING MISTAKES

In the intensity of Mutant attacks, mistakes can happen. You hit the wrong key, or skip a character... Don't Panic! If you make a mistake you don't need to delete anything. The game will only register correct characters!

So if you start typing the wrong characters, stop, take a swift breath, and then start typing the correct characters in the current Kill Words.

HINT: Each correct character fires a bullet - and you'll hear the boom of your weapon! Listen out for the ricochet sounds when you start typing the wrong character.

COMBOS

The Typing of the Dead: Overkill features a combo system. Each Mutant you kill increases your Combo counter. The Combo display can be seen in the top left hand corner of the screen. Each kill adds one bullet to the revolver chamber. Each time you fill all the Chambers, the Combo level increases and each Mutant you kill adds more points to your score.

If you take damage from a Mutant, your combo level is reset to zero.

If you make a mistake when typing, the Combo is not immediately reset - you can make a few errors per mutant without penalty. But be careful, make too many mistakes and your combo will be reset.

HINT: Listen for the ricochet sound effects for your permitted mistakes. When you hear the Dead Man's Click of an empty chamber, you know that your combo has been broken and you are making a lot of mistakes! Take a breath, concentrate, and get back into the fight!

DIFFICULTY SETTINGS

There are three difficulty settings in The Typing of the Dead: Overkill. Select from **Bitch**, **Agent** or **Motherf***er** - you might think of these as Easy, Medium and Hard.

The tougher the difficulty setting, the longer the Kill Words you will be confronted with!

HARDCORE MODE

If you're a particularly skilled typist, you can play The Typing of the Dead: Overkill in Hardcore mode. In this mode you lose many of the typing-assists that you may have got used to. Spaces and punctuation must now be typed correctly. More importantly, every mistake you make resets the current Kill Word you are typing and resets your combo to zero!

MULTIPLAYER

Join up with a Steam friend to play The Typing of the Dead: Overkill in two player co-op mode. When playing with a friend, you can both type Kill Words at the same time, but to double your kill rate, make sure you are not attacking the same mutant.

The arrows at the corners of each Kill Word panel indicate the player who has locked-in on that mutant. Red arrows indicate that Player 1 has locked-in. Blue arrows indicate that Player 2 has locked in.

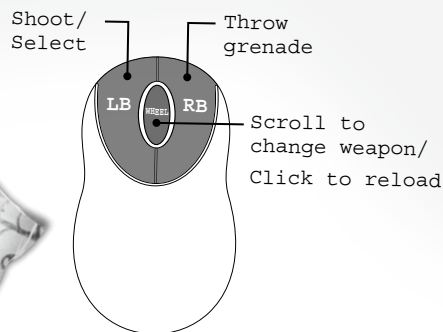
If you both lock-in to the same Kill Words, both red and blue arrows will be displayed. In this situation, both players are in a race to complete the Kill Words. Whichever player completes the Kill Words first takes all the points!

CONTROLS

(FOR THE HOUSE OF THE DEAD OVERKILL MODE)

For THE TYPING OF THE DEAD OVERKILL play controls, see p.6.

MOUSE CONTROLS



XBOX 360® CONTROLLER FOR WINDOWS CONTROLS



LEFT STICK	Aim/Move selection cursor
RT OR A BUTTON	Shoot
RB OR X BUTTON	Reload weapon/gun
LT OR B BUTTON	Throw grenade
RIGHT/LEFT ON D-PAD	Change weapon (when two are equipped)
START BUTTON	Pause the game

ON-SCREEN DISPLAY



NOTE: On-screen display on the left side is mirrored for Player 2.

BOSS HEALTH BARS

During Boss encounters up to two extra health bars appear at the bottom of the screen. The first appears at each encounter and is the current health level of the Boss. It depletes as the boss takes damage.

Underneath that is a secondary bar that will appear during certain boss attacks. During these attacks you must deplete the secondary bar (by shooting the boss), whilst the boss builds up an attack. If the players can successfully deplete the bar before the attack has begun, these attacks will be avoided.



BEGIN THE OVERKILL

If it is your first trip to Bayou City you will start from Chapter 1. If you are returning you will be taken to "Chapter Select".

CHAPTER SELECT

The main poster, "Tonight's Feature", is the next available Chapter. To select a previously completed Chapter to replay, click on its movie poster at the bottom of the screen. This will highlight it as "Tonight's Feature", then shoot the large "Tonight's Feature" poster to begin that Chapter. You can also check the high-scores for "Tonight's Feature" by selecting the "Leaderboards" option.

EXTRAS

The "Memorabilia" screen can be accessed by selecting the "Memorabilia" option in the "Chapter Select" screen.

This section contains movies, music, art and models from the game which are unlocked as you progress and achieve certain targets in the game.

MODE AND DIFFICULTY LEVEL SELECT

The options on the left side of the Chapter Select screen allow you to choose between three difficulty levels and special mode.

HARDCORE MODE*	Play the game in headshot-only or perfect-typing mode.
-----------------------	--

*Hardcore Mode must first be unlocked.

WEAPON MENU (in HOTDO only)

The Weapon Menu will be displayed once the chapter is selected. Click the arrows at either side of the weapon(s) to choose from what you already have.

If you wish to purchase additional weapons or upgrades, select the "Gun Shop" option displayed at the bottom of the screen. This will take you to the Gun Shop screen where you can purchase weapons and upgrades with cash you've earned by collecting cash pick-ups and achieving high scores.









WEAPON UPGRADES



Upgrades can be made at the Gun Shop, the following attributes are upgraded to Silver or Gold tier. Some powerful weapons may already be upgraded when you unlock them.

RECOIL	Reduces the amount of kick-back by increasing the steadiness of the weapon's aiming.
FIRE RATE	Increases the rate of fire by increasing the number of rounds fired per minute.
CLIP SIZE	Increases the capacity of ammo per round (clip or magazine) which can reduce the number of reloads.
DAMAGE	Increases the damage each shot will inflict on a target.
RELOAD	Increases the reload speed of the weapon by decreasing the time it takes before the gun is ready to fire again.





WEAPONS

	AMS MAGNUM High stopping power and heavy ammunition. This delivers a stunning punch of damage, which can penetrate some armour.
	SHOTGUN A wider bore takes a larger cartridge, and the modern mechanism takes 8 shells slung under the barrel. Faster to reload between shots, slightly longer reload time inserting shells.
	AUTOMATIC SHOTGUN A military-spec combat shotgun, also used by SWAT and police teams, the automatic shotgun takes large grade shells which can be fired off in quick succession.
	SUB MACHINE GUN A great rate of fire combined with an extended magazine gives this light automatic a real advantage when tracking a fast moving target.
	ASSAULT RIFLE A rapid fire rifle that bursts three shots at once, sacrifices calibre for more rounds in the clip.
	CROSSBOW A pistol style crossbow, complete with explosive bolts and repeater function.
	HAND CANNON The most powerful handgun yet made, the .500 calibre magnum revolver is capable of killing any beast on earth. Drawback is the number of shots (five per round), and a slightly slower reload time.
	MINI-GUN A powered special weapon capable of delivering thousands of rounds per minute. Nothing exceeds this firepower.

NOTE: Weapon upgrades are available in HOTD mode only. Weapons, Weapon Upgrades, Soft Currency and some Pick-ups are available in HOTD: Overkill mode only. Selected pick-ups are also available on TODD: Overkill mode.

PICK-UPS

When the following items flash by, quickly shoot the object to collect or use the item or receive bonus points.

	ADRENALIN Shooting this item activates slow motion for a limited time. Perfect for maximising high-score thrills!
	HEALTH Your highly advanced AMS training lets you heal fatal wounds by picking up these seemingly ordinary medical supplies.
	MONEY (HOTD MODE ONLY) And who doesn't want more cash to pay for their expenses? Take the money while you can and get yourself a powerful weapon or two.
	GRENADES (HOTD MODE ONLY) Backwater towns are known for the large amounts of unsecured ordinance lying around. Pick them up and use them when the going gets tough.

Collectible items such as LPs, figurines, posters and comics which unlock more memorabilia are also scattered throughout the level.



HEALTH BAR

When your Health Bar is depleted completely, you will die, but will be given the opportunity to continue. Should you choose to continue, your score will be reduced as a penalty, which will also affect your cash earning upon completion of the chapter.

In Director's cut you are offered 3 credits when these have been used, the game is over!

SCORING

Your score is calculated based on mutant types, hit location (headshot, bodyshot, etc.) with additional combos, plus civilians saved and pick-ups collected. The higher your score at the end of a chapter, the more cash you will obtain to purchase new weapons and upgrades.

The best way to improve your score is through consistent and accurate shooting. If you never miss a shot or get hit by an attacking enemy, you will build up and increase your Combo Level.

There are five levels to your Combo, and at each level you will be awarded extra points for every target you down. Despatching five targets in a row (without missing a shot or being hit in return), will raise your Combo to the next level.

MELEE ATTACKS

Some mutants may get close enough to grab your immaculately tailored AMS issued suit. If a mutant grabs you, there will be a sequence of on-screen prompts to show you where to shoot to execute melee attacks and break out of the grapple, which will consist of a total of three actions. A successful break out of a grapple will result in a gore filled finishing move where the mutant is killed at close quarters in an over-the-top manner. If a player fails to complete one of the actions, the mutant will bite them and they will lose two units of health and be forced to start the sequence again.

Note that for two-player co-op, either player can shoot the melee attack targets.



GAME SETTINGS

The following options are available in Game Settings, which is accessed from the Main Menu or while the game is paused.

PLAYER CONTROLS

Allows you to modify the INVERT Y option. It toggles the Y-axis control of the mouse or the left stick on the Xbox 360 controller for Windows.

AUDIO SETTINGS

Allows you to modify all audio related settings: Music Volume, Sound FX Volume and Movie Volume. Note that the subtitles in English can also be switched On or Off from this menu.

VIDEO SETTINGS

Allows you to modify all video-related settings.



OTHER GAME MODES

DIRECTOR'S CUT

The Director's Cut mode is an extended version of the main game, which is locked when you start this game. When this mode becomes available, you will only have a limited number of continues, making it much more difficult than Story Mode to get to the end.

NOTE: This mode is accesible in HOTD: Overkill mode only.

MINI-GAMES

A selection of challenging mini-games for one to two players.

STAYIN' ALIVE	Survive against wave after wave of attacking mutants.
VICTIM SUPPORT	Help the civilians escape. Shoot the aggressors! Don't shoot the civilians!
MONEY SHOT II	Shoot the targets and avoid the bombs to get the highest score possible.

CHARACTERS

AGENT G

Recently promoted to field operative status, Special Agent G is top of his game when it comes to theory work, but text books in the academy are no substitute for experience in the field. He works for AMS, a mysterious organisation of no known affiliation (their influence extends beyond national boundaries), whose remit is to investigate and counter paranormal threats.



Rookie Stud

DETECTIVE WASHINGTON

Washington has worked homicide most of his life. He's a maverick cop, whose ability and competence are offset by his refusal to play by the rules. He splits his time between working the streets of Bayou as a homicide detective and avoiding paperwork back at the station, spending free time in clubs and bars. He has quite a reputation as a ladies' man.



Badass Cop



Papa's lil' hottie

CANDI STRYPER

Candi is a wholesome, good-hearted, if somewhat naive and innocent, stripper. It was as a hospital volunteer that she first met Jasper and there a romance developed. Now she works alongside Varla, who she looks up to as a big sister. She hopes to one day save up enough money for her and Jasper to leave Bayou City for good.



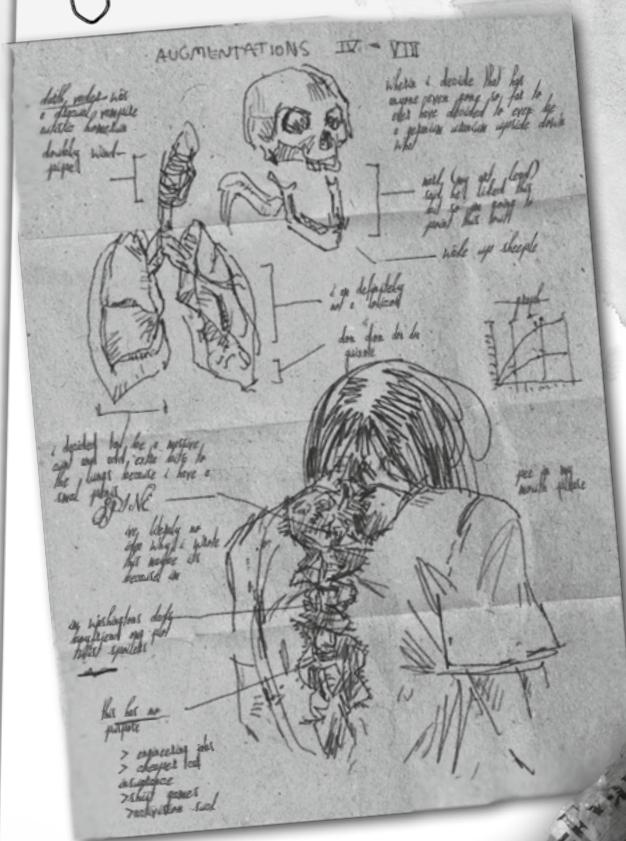
The lovely nurse

PAPA CAESAR

Papa Caesar is the criminal kingpin of Bayou City. He exudes wealth and power and commands respect from the highest authorities in the city. If you're in a position of responsibility in Bayou then it's likely you owe a debt to Papa Caesar.



Mr. Kingpin



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