

NAZI ZOMBIE ARMY 2



INSTRUCTION MANUAL

REBELLION

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Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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System Requirements

OS: Microsoft® Windows® Vista (service Pack 2) or Windows® 7 or Windows® 8
(Windows® XP is NOT supported)

Processor: Dual-core CPU with SSE3 (Intel® Pentium® D 3GHz / AMD Athlon™ 64 X2 4200) or better Memory: 2GB system memory

Hard Drive: 6GB of free drive space

Graphics: Microsoft® DirectX® 10.0 compatible graphics card with 256 MB of memory (NVIDIA® GeForce® 8800 series / ATI Radeon™ HD 3870) or better

Sound: Microsoft® DirectX® 10.0 compatible sound card or better

DirectX®: Microsoft® DirectX® 11.0

Internet: Broadband connection and service required for multiplayer connectivity. Internet connection and free Steam account required for activation.

Note for Microsoft® Windows® Vista users:

- Ensure your system is updated to Service Pack 2 and includes the Platform Update. Click Start, click All Programs and then click Windows Update.
- If you have installed the latest Windows Update and are experiencing problems running the game, you may need to install the following Vista update (KB971512):

Windows Vista 32-bit
<http://www.microsoft.com/download/en/details.aspx?id=3274>

Windows Vista 64-bit
<http://www.microsoft.com/download/en/details.aspx?id=4390>

Mouse & Keyboard Controls

Mouse	Look/Turn
Mouse Button 1	Shoot
Mouse Button 2	Scope for Rifle, Fine Aim for SMG & Pistol
Mouse Scroll Wheel	Cycle Weapon Zoom In/Out (when using Scope or Binoculars)
W,S,A,D.	Move
1	Sniper Rifle
2	Secondary Weapon
3	Pistol
4-9	Select inventory item
Space	Action (Climb/Vault, Kick down Melee,)
B	Binoculars
Q	Use Cover
E	Pick up (weapons and ammo, search bodies), Empty Lung
R	Reload
Z, X	Cycle items
F	Use equipped item
C	Change stance (tap to Crouch, hold to go Prone)
Shift + direction	Sprint
Left Alt + direction	Walk
Tab	Objective Info
Left Ctrl	Fine Aim, With Rifle
Y	Chat to your friends in a co-op game
V	In game voice chat via a headset mic (press and hold)

Note: The control layout can be customised via the Controls Menu

Introduction

Nazi Zombie Army 2 is the latest gut-wrenching instalment in the award winning Sniper Elite series.

World War Two Europe is overrun by legions of the undead and mankind's only salvation relies on securing the sacred artefacts that unleashed this damnation.

Every step must be paid in blood as Karl Fairburne and his three unlikely allies work together against impossible odds as they descend further into the demon-infested city of Berlin and the terrifying Führerbunker itself.

Gamers can tackle the campaign online in co-op for up to four players or embark on the twisted missions alone ... if you dare!

Main Menu

Co-operative

Play co-operatively with players online. Quickly find a match that meets your preferences of Level or host a private game set up however you wish.

Single Player

Start a new game or select Continue Game to load the last checkpoint. Choose Mission Select to load any previously completed levels.

Options:

Game – Bullet-cam settings and subtitles.

Display – Change your video settings.

Audio – Adjust the volume of Music, Speech, SFX and Voice.

Controls – Tweak control settings and options here.

Leaderboards

Compare scores and statistics with friends and players around the world from Single Player and Co-op levels.

Difficulty

Cadet

For players that want to snipe without too much of a challenge and no bullet ballistics applied to sniper shots.

Marksman

For players that want a fair challenge and a bit more realism. Your stance will have an effect on your scope's steadiness and gravity will affect your bullets.

Sniper Elite

For the ultimate challenge. The enemy will hunt you down relentlessly and with brutal precision. Wind will also affect your shots and your heart rate and stance will have a greater bearing on the steadiness of your rifle.

Enemy Setup

Increase the enemy multiplier and face up to 4 x the usual number of zombies.

Interface



HUD

- 1. WEAPON:** The name of your currently equipped weapon.
- 2. WEAPON SELECTION:** Press 1 to equip your Sniper Rifle, 2 for the SMG and 3 for the Pistol. Alternatively, scroll the mouse wheel to cycle through them.
- 3. INVENTORY ITEM:** Your currently equipped inventory item and amount available. Press Z and X to cycle through your available items and use an item with F.
- 4. AMMUNITION:** The amount of ammo in the clip and total number of bullets for the currently equipped weapon.
- 5. OBJECTIVE TEXT:** Pressing the 'tab' key displays your current objective.
- 6. OBJECTIVE MARKER:** Some objectives will have a destination marker.



Scope HUD

- 1. STANCE:** This icon will change to indicate whether you are currently standing, crouched or prone.
- 2. HEART RATE:** Pay attention to your heart rate. At higher heart rate levels, your scope will be less steady and you will observe greater recoil after each shot. As your heart rate approaches its base level, you will be able to steady the scope for longer periods of time.
- 3. BULLETS:** The number of bullets available in your current clip.
- 4. WIND:** This will change depending on the direction and strength of the wind at any time. This will only appear on Sniper Elite difficulty.
- 5. AIM ASSISTANCE RETICLE:** If you empty your lungs when your heart rate is sufficiently low, this reticle will appear to show you where your bullet will land after taking external forces into account. This will not be displayed on Sniper Elite difficulty.

Gameplay

Nazi Zombie Army 2 is set in the dying flames of WW2 Berlin and features realistic bullet ballistics and sniper tactics. Keep these in mind as you fill the shoes of an elite trained sniper:

Bullet Drop

Cadet = N, Marksman = Y, Sniper Elite = Y

As you shoot over greater distances, your bullets are affected by gravity. Compensate for this by aiming the centre of your scope above your targets the further away they are.

Wind

Cadet = N, Marksman = N, Sniper Elite = Y

Sniper bullets are also affected by wind, so pay attention to its direction and strength. Use cues in the environment or watch the indicator at the top of your scope to judge the strength of the wind before firing.

Heart Rate

As an elite sniper, you are skilled in applying techniques to make those difficult shots a little bit easier. The key to using those is to watch your heart rate. It will rise with strenuous activity, such as running or climbing or if you are hit by enemy gunfire. Conversely, it will steadily drop if you move slowly and fall quicker if you are stationary. Try to keep your heart rate low for steadier shots.

Empty Lung

When your heart rate is 80 BPM or lower, pressing E while looking through the scope will temporarily empty your lungs and steady your aim for a short interval. During this time, an aim assistance reticle will appear on the scope to indicate where the bullet will land after taking gravity and wind into account. (Aim assistance reticle will not be displayed on Sniper Elite difficulty)

Focus Time

If your heart rate is below 65 BPM when you enter empty lung, time will appear to slow down, giving you an extra edge against your enemies.

Remote Detonation

You can shoot explosive objects in the environment to trigger explosions from a distance. Place TNT and mines or look for grenades around the belts of enemies and explosive barrels to snipe and detonate.

Co-Op (2-4 Player)

Campaign:

Play alone or invite up to 3 other friends to play through the co-op campaign. Work as a team to fight your way through the Undead hordes. Keep each other safe, failing to keep each other alive will be game over. Plan your defences carefully & keep a look out for the safe rooms where you can re-group & re-arm!



Weapons

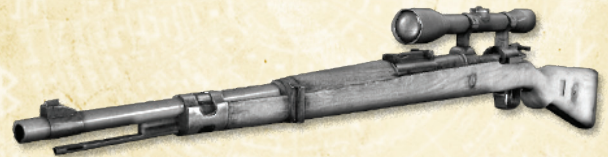
Gewehr 43:

This German rifle has the highest rate of fire available. Its semi-automatic action is complimented by having the highest zoom level, though a low muzzle velocity means wind and gravity effects are amplified.



Karabiner 98k:

The German Kar 98 has the highest zoom of any of the available rifles. A lower muzzle velocity requires some compensation from the user at long distances, and the bolt action mechanism slows the rate of fire.



Lee Enfield Mk.III:

The main rifle of the British armed forces. Holds 10 rounds but a lower muzzle velocity means additional compensation should be made for wind and gravity.



M1 Carbine:

Widely used throughout the US military, the M1 Carbine has an improved rate of fire and holds 15 rounds. High recoil and a lower level of zoom are its weaknesses.



M1D Garand:

A variant of the standard US Garand rifle, the M1D features an 8 round semi-automatic clip feed system. Has a reduced muzzle velocity relative to its stablemate, the Springfield.



Mosin Nagant:

A potent, Russian rifle. Balanced with a decent zoom and high bullet velocity. The bolt action reload slows the firing rate.



Springfield M1903:

Standard issue American rifle. High muzzle velocity means less compensation is required for gravity and wind. However, the bolt action slows the firing rate and the scope offers only basic magnification.



SVT-40

A popular semi-automatic rifle on the Eastern front, the Russian SVT40 boasts a 10 round clip and a high rate of fire. However, limited zoom and high recoil can limit its effectiveness at longer ranges.



Type 99:

The bolt action Japanese Type 99 sports only 5 rounds per clip, but features a high muzzle velocity and a high level of zoom.



12 Gauge Shotgun:

A compact, Single barrel, pump action shotgun. It sports a 6-round tubular magazine and is loaded with 12-gauge shells, making for good close quarters crowd control.



Preacher:

A large double-barrelled rifle. Capable of punching a hole through pretty much anyone and anything, however this power is offset by the lack of a scope and a limit of two rounds chambered at any one time



Blyskawica

With a high damage output and considerably lower accuracy at range, the Polish Blyskawica is a great close combat weapon.



MP 40:

The German MP40 lacks the accuracy of the Thomson, however it makes up for this with a higher rate of fire and more plentiful ammunition when behind enemy lines.



MP 44:

High rate of fire and further effective range make the MP44 superior to the MP40. However, slightly less damage output should be a consideration.



PPSh 41:

The Russian PPSH has a vastly higher rate of fire compared to the other available sub machine guns. The recoil from this, however, can cause it to be less accurate and more difficult to control.



Thompson M1:

This American made sub machine gun grants superior accuracy and damage, however ammunition is scarce and it suffers from a slower rate of fire.



M1911

This American pistol deals a lot of damage with its powerful .45 cal bullets. However, these are hard to come by in the field, and it has a slightly lower firing rate than the Luger.



Luger P08

The high rate of fire of the German Luger is offset by the lower damage it can deal.



Tokarev TT-33

A stalwart of the Red army, the Tokarev TT-33 deals slightly less damage than most sidearms but boasts an 8 round clip and improved accuracy.



Webley Mk.VI:

A classic British revolver. High power coupled with a lower rate of fire give this 6 shooter a very distinctive feel.



Land Mine:

A useful anti infantry device. However, it has a small area of activation so positioning is important.



Dynamite:

A dynamite charge which creates a devastating explosion and can be remotely detonated by sniping. It can be useful for setting traps for enemy squads or destroying vehicles.



Trip Mine:

Positioned between two points, it's a perfect trap to stop enemies from flanking your position.



F-1:

This Russian fragmentation grenade creates a deadly explosion but, due to its design, cannot be thrown as far as the Stielhandgranate.



Stielhandgranate:

The distinctive shape allows the user to throw the Stielhandgranate great distances, but its light weight design means that it creates a smaller explosion than the F1 grenade.



Panzerfaust:

Armour fist.



Technical Support

Email: nza2.support@rebellion.co.uk

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