ZOMBIE ARMY TRILOGY

REBELLION®

INSTRUCTIONS

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 light-headedness, 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 further 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.

Contents

System Requirements

OS: Microsoft Windows Vista (Service Pack 2), 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: 15GB of free drive space

Graphics: Microsoft DirectX 10.0 compatible graphics card with 512 MB of memory (ATI Radeon™ HD 5870) 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)
WSAD	Move
1	Sniper Rifle
2	Secondary Weapon
3	Pistol
4-7	Select inventory item
Space	Action (Climb/Vault, Kick/Stomp Melee)
E	Interact (pick-up weapons and ammo, search bodies), Empty Lung (when using Scope)
R	Reload
Z, X	Cycle items
F	Use selected item
C	Change stance (tap to Crouch, hold to go Prone)
Shift + direction	Sprint
Left Alt + direction	Walk
Tab	Current Objective
Left Ctrl	ADS (Aim) view for Rifle
Y	Chat
V	Voice chat (press and hold)

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

Introduction

Berlin, 1945. In a final desperate act, Hitler has activated a secret plan that has raised all of his fallen troops as zombies and unleashed them on a war-torn Europe. Now the undead horde grows larger night by night and all hope for the world seems lost.

Four unlikely companions from all sides in the war band together. First just fighting to survive, they soon discover that only they can dare to discover how Hitler's Plan Z was executed and maybe put an end to the nightmare.

Every step of their journey must be paid for in blood and the heroes work together against impossible odds. From the zombie-filled streets and tunnels of Berlin, to the outlying villages and forests of Germany, they take on the Nazi Zombie Army.

Zombie Army Trilogy tells their tale over three thrilling episodes. Tackle this twisted campaign alone or in online co-op for up to four players. Or engage in frantic battles again endless waves of Nazi Zombies in the all-new Horde Mode.

Main Menu

Campaign

Play through all 15 chapters of the campaign in order or select any chapter to attempt at any time.

Horde

Select a unique Horde Mode environment, defend it against escalating waves of zombies and survive for as long as you can!

Options

Game – Bullet-cam settings, subtitles, and other in-game options.

Display – Change your video settings.

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

Controls – Tweak control settings and options here.

Extras

Career Stats – Check your playthrough statistics.

Leaderboards – View your positions on various leaderboards, with in-depth stats.

Prologues – Watch the intro scenes for each Episode.

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. 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 challenge by taking on greater enemy populations than the default for the number of players in your game. Note, you cannot take on fewer than the default enemy population.

Playable Characters

Karl Fairburne

OSS OPERATIVE

Karl

Focused and fearless. Unmatched with a sniper rifle.

Spent most of the war operating behind enemy lines. Not used to working in a team but willing to adapt if circumstances require it. For example, if confronted by millions of bloodthirsty Nazi Zombies.

Dr. Efram Schweiger

ACADEMIC RESEARCHER

Dr E Schweiger

Former pacifist and sceptic. Would rather be in a library.

Avoided conscription by assisting the Nazis research their favourite obsession: the occult. Inadvertently, he assisted in bringing about the apocalypse. He is no longer a pacifist. Or a sceptic.

Beth Coleman

PORTRAIT PAINTER

Beth Coleman

A keen eye and a steady hand. An artist with a gun.

Exchanged brushes and canvas for guns and bullets when subjects stopped sitting politely and started attacking her. No previous combat experience but quickly discovered a talent for dispatching the undead.

Marie Chevalier

RESISTANCE FIGHTER

Marie Chevalier

Independent and single-minded. Dreams of owning a vineyard.

Executed key sabotage missions to facilitate the Allies' advance through France following the invasion of Normandy. Then travelled alone to Berlin on a personal mission to assassinate Hitler himself.

Boris Medvedev

RED ARMY VETERAN

Boris Medvedev

Stoic, practical and no-nonsense. Fiercely loyal to the deserving.

Narrowly avoided charges of insubordination on a number of occasions. He has witnessed and survived far worse than the horrors of the zombie apocalypse.

Hermann Wolff

WEHRMACHT CAPTAIN

H. Wolff

Alert, wary. Doting husband and father.

Little patience for politics with its attendant egos and back-stabbing corruption. Never believed in Hitler's message but followed orders for the sake of protecting his family.

Anya Bochkareva

AMATEUR SHARPSHOOTER

Anya Bochkareva

Patient, deliberate and patriotic.

Gave up rifle sports and her university studies to serve in the military when Germany invaded the Soviet Union. Rapidly established herself as one of the most formidable snipers in the Red Army.

Hanna Schulz

FREEDOM FIGHTER

Fierce. Driven by vengeance.

Orphaned at an early age, values family above all else. Wears the uniform of the man who executed her husband and children.

Episodes

The Berlin Horror

In the dying days of World War II, Hitler's final desperate act is to unleash his legions of undead soldiers upon an already ravaged Berlin.

Only those with nerves of steel and a steady aim stand a change against Hitler's Nazi Zombie Army!

Back to Berlin

Despite valiant resistance, the Nazi Zombie Army continues to grow, unabated.

Hitler set this menace in motion. Perhaps the secret to its defeat lies in his fortified Fuhrerbunker, deep in the heart of Berlin.

Beyond Berlin

Hitler's undead troops gather in unprecedented numbers. The few survivors of this apocalypse have little hope.

With sniper rifles in hand, a select brave few dare to take the fight to the leader of the Nazi Zombie Army – Hitler himself.

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

A. Stance: This icon will change to indicate whether you are currently standing, crouched or prone.

B. 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.

C. Bullets: The number of bullets available in your current clip.

D. Wind: This will change depending on the direction and strength of the wind at any time. This will only appear on Sniper Elite difficulty.

E. 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

Zombie Army Trilogy 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: ✖   **Marksman:** ✔   **Sniper Elite:** ✔

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: ✖   **Marksman:** ✖   **Sniper Elite:** ✔

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 attacks. 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 dynamite 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!

Horde

Battle wave after wave of ravenous zombies and survive for as long as you can. Work together to keep all entrances covered. If you concentrate too many resources in one area, the enemy will surely break through and overwhelm you. Use the grace periods between waves to restock your ammo and set your traps. Use your items sparingly, as they will not be replenished.

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 is remotely detonated by sniping. It can be used for taking out large numbers of zombies simultaneously. You can throw dynamite as you would a grenade, then detonate it with a rifle shot.

Trip Mine

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

Stielhandgranate

The distinctive shape allows the user to throw the Stielhandgranate great distances, but it's landing is somewhat unpredictable.

Panzerfaust

Armour fist.

Warranty and Support

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