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THE SINGLE PLAYER GAME

In Single-player mode, the player's task is to survive as long as possible in the harsh, post-apocalyptic world. The apocalypse has just begun, so there is still food and water to be found. The player must quickly understand how nature works and who their enemies are. There are also the living dead, with only one task: to spread the infection and kill anything that moves.

In this world, everyone is out for themselves. Many bandits are lurking, waiting to rob and take everything from new blood.
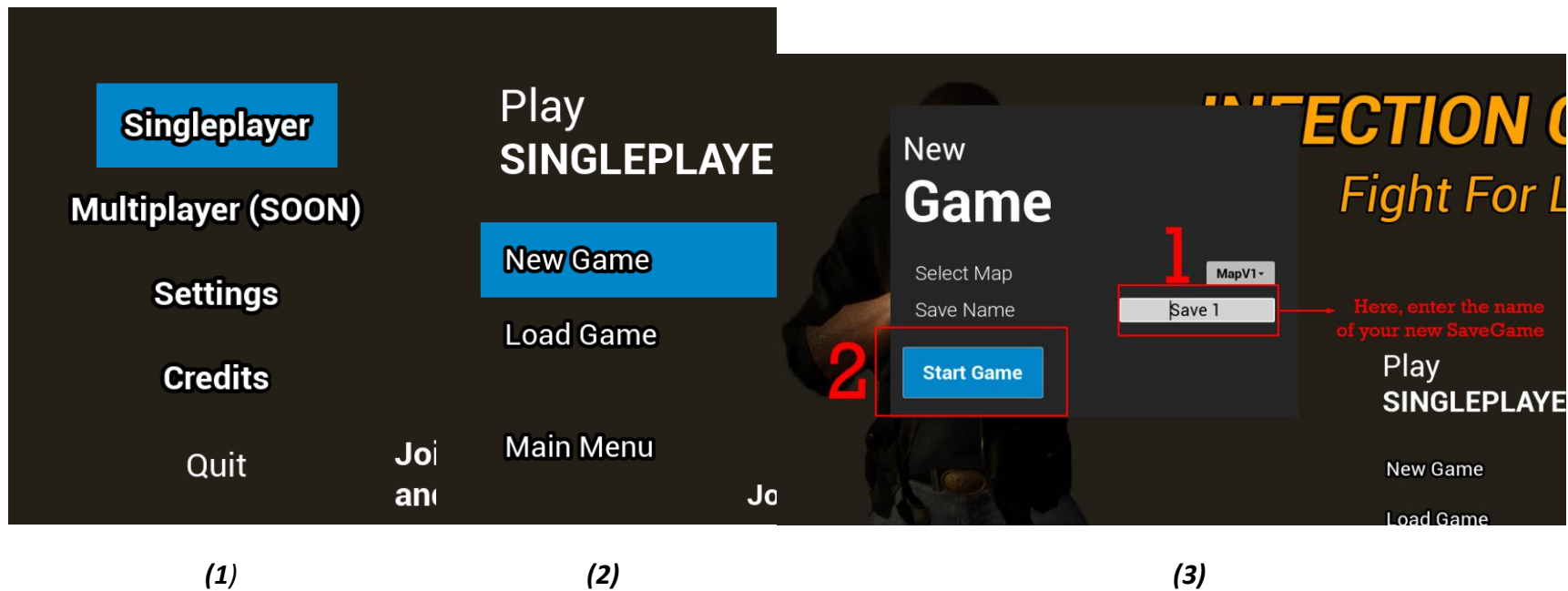
It's crucial for the player to establish their own base to defend against all the wonders of this new world.

HOW TO PLAY SINGLEPLAYER

On the Start menu, click **SINGLEPLAYER**.

Then go to **NEW GAME**.

And the final step, enter the name of your Save Game and click **START GAME**.

(1)   (2)   (3)

PLAYING THE GAME

This is the **HUD**. Here, you can see your **health**, **stamina**, **hunger**, and **thirst** levels. You can also check your **ammunition status** and the **number** of **rounds** in the **magazine**. The **quick menu** is used to assign specific items to the number keys from 1 to 5 (NOT NUMPAD).

HOW TO USE WEAPONS

First, you need to find or craft the appropriate MAG for a specific rifle. An M16 can't use a mag from an AKM, for example.Next, you need to find or craft specific ammunition for the caliber of your weapon.Calibers are as follows:

- 9mm (pistol round)
- 5.56x39 (AK-U)
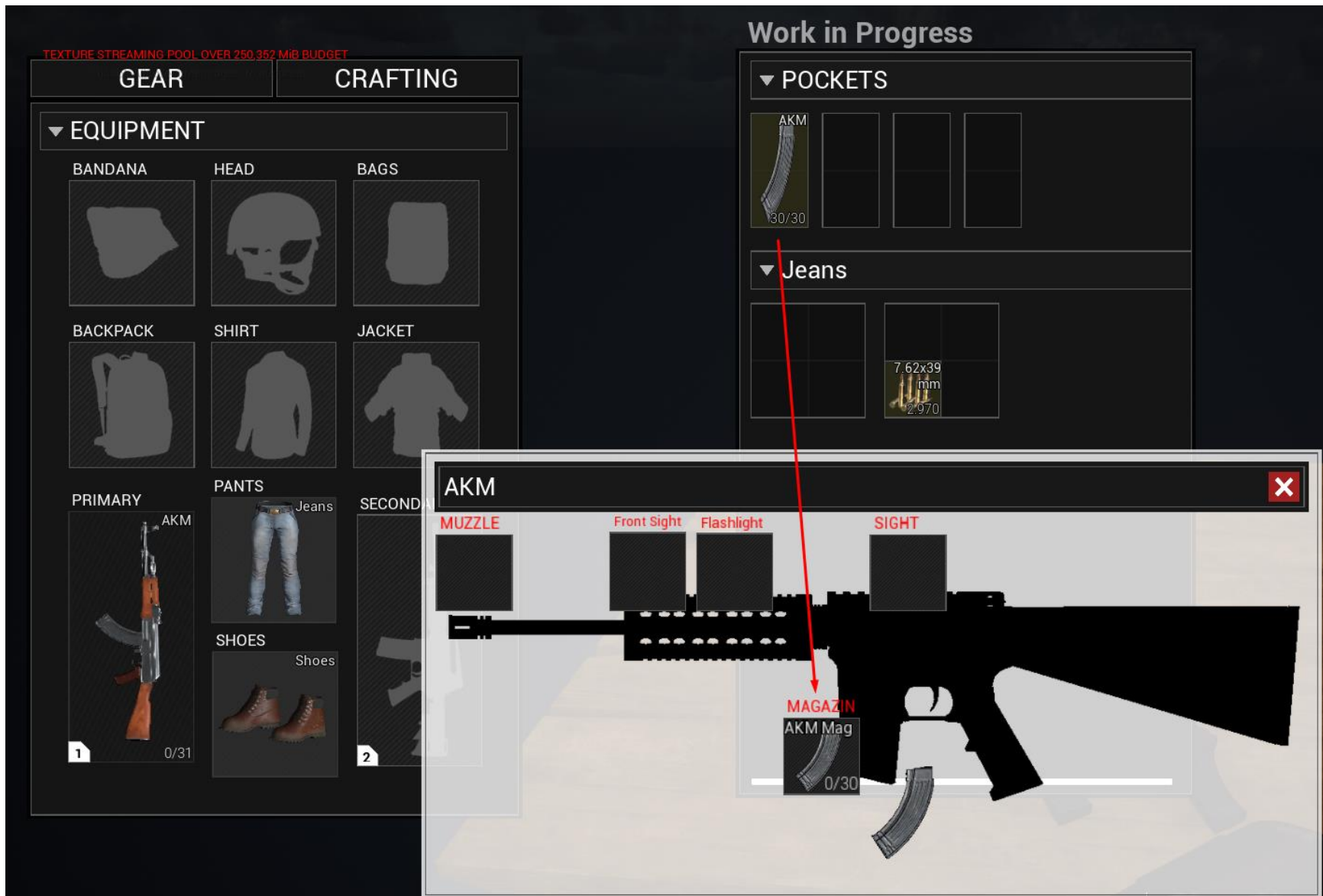- 5.56x45 (M16A3)
- 7.62x39 (AKM)

When you come across ammunition, the magazine must be in your inventory. Then, drag the ammunition from the inventory into the magazine. Afterward, you can close the inventory and press [R]. This will make your character change the magazine in the rifle, and then you will have a loaded weapon.

(Image 1)

(Image 1.1 - Adding ammunition to the magazine.)

(image 1.2 - Opening the ATTACHMENT section for more details.)

CONTROLES

COMMAND	DEFAULT KEY
Forward	$[W]$
Backpedal	[S]
Move Left	[A]
Move Right	[D]
Lean Left	[Q]
Lean Right	[E]
Jump	[SPACEBAR]
Go to Crouch	[CTRL]
Interaction	[F]
Reload	[R]
Fire	[Left Mouse Button]
Aim	[Right Mouse Button]
Down Context Menu	[Wheel Mouse Down]
Up Context Menu	[Wheel Mouse UP]
Quick Slot	[1,2,3,4,5]
Raise Build Part	[E]
Rotate Build Part	[R]
Sprint	[Left Shift]
Toggle Camera View	[V]
Toggle Fire Mode	[B]
Toggle Inventory	[TAB]

WEAPONS

Weapons vary, both in terms of caliber and range, accuracy, and more. In Infection Crisis, we have several different weapons, including AKM, Zastava M56/66 - Papovka, M16A3,Spas-12,Hunting Shotgun, CZ 75, and M9 Berret. And grenades and C4 explosives.

(AKM – 7.62x39 / 30bullets in mag.)

(Zastava M56/66 – 7.62x39 / 10bullets in mag.)

(M16A3 – 5.56x39 / 20bullets in mag.)

(AKS-74U – 5.45x39 / 10bullets in mag.)

(Spas-12 – 8buckshot)

(Hunting Shotgun – 8buckshot)

(CZ-75 – 9mm/ 15bullets in mag)

(M9 Berret – 9mm/ 12bullets in mag)

(M67 Grenade)