

USER MANUAL

# TRAPPED DEAD



CRENETIC





02







03



# CONTENT

1	CUSTOMER SERVICE	05
2	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
3	CONTROLS	06
4	THE GAME SCREEN	08
5	CHARACTERS	09
6	ENEMIES	10
7	WEAPONS AND ITEMS	11
8	LICENCE/GUARANTEE/LIABILITY	14
9	CREDITS	15

## 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

## 1 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](http://www.ati.com)

**CREATIVE** - [www.creative.com](http://www.creative.com)

**NVIDIA®** - [www.nvidia.com](http://www.nvidia.com)

**MICROSOFT® DIRECTX®** - [www.microsoft.com/windows/directx](http://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](mailto:info@headupgames.com)

## 2 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.

## 3 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.

07

## 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.

## 4 THE GAME SCREEN



08

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



## 5 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 wheelchair 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.

## **6 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.

## 7 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 range 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**.



## 8 LICENCE / GUARANTEE / LIABILITY

**Software – Terms of use:** Please read the following terms of use carefully. Your use of the software is subject to the terms of use.

**Authorized use:** The original software and the original documentation is owned by Headup Games GmbH & Co. KG and is protected by copyrights, trademarks, and other intellectual property rights. Purchase of the original software permits the use of the original software in only one compatible computer for private and non-commercial use only. Additionally, the terms of use are in accordance with intellectual property rights and copyright law.


**Unlawful or prohibited use:** Any other use of the original software and/or the original documentation, in particular the unauthorized rental, public exhibitions or other forms of presentation (e.g. in schools and/or universities), the duplication, multiple installations, transmission and any other process, that allows the general public access to the original software or parts thereof (especially via the internet or other online systems) is strictly prohibited, unless previous written documentation from Headup Games GmbH & Co. KG has been granted.

Except as expressly authorized by Headup Games GmbH & Co. KG you are also not permitted to grant a license for the original software to a third party or allow access to the software in a form not explicitly approved by Headup Games GmbH & Co. KG. Changing the original software and/or original documentation, modifying (particularly evasion of copy protection systems), adapting or sharing, which includes translating and/or altering the original software for the further use in parts is also strictly prohibited. The terms of copyright law are also applicable here. Decompiling the original software is explicitly prohibited. Every form of damage, alteration or duplication of the name of the original software or parts thereof is prohibited.

Violators will be prosecuted.

**Warranty:** If within the first 24 months (date determined from proof of purchase) the data carrier and/or the original software proves to be defective Headup Games GmbH & Co. KG will repair the defective component/s within an appropriate time frame or may undertake an exchange of the components at Headup Games' discretion. The possible repair and/or exchange of defective components are excluded if the cause of the defect to the data carrier and/or software is obviously due to improper treatment and/or use. Headup Games GmbH & Co. KG reserves the right to make improvements and modifications on the product without advance notice.

Furthermore, Headup Games GmbH & Co. KG accepts no responsibility for direct or indirect, unpredictable or atypical damages that may arise through the use of the original software as long as these damages are not intentional or due to gross negligence or a liability is determined by existing law.





## 9 CREDITS

### HEADUP GAMES GMBH & CO. KG

Managing Director  
**Dieter Schoeller**

Producing  
**Marcel Aldrup**  
**Sjors Janssen**

PR & Marketing  
**Michael Zolna**  
**Skander Essadi**

Finance  
**Christina Schoeller**

### THEPIXELZ.COM

Mediadesign: **Oliver Funke**

### CRENETIC STUDIOS

Konzept und Idee:  
**Carsten Widera-Trombach**  
**Markus Kark**  
**Dirk Ehrhardt**

Projektleitung:  
**Carsten Widera-Trombach**

Leitender Programmierer:  
**Markus Kark**

Programmierung:  
**Frank Naggies**  
**Dirk Ehrhardt**  
**Carsten Edenfeld**  
**Fabian Karlovic**  
**Vandad Mohammadi**

Leitender 3D Artist:  
**Oleg Gorshkov**

3D Modellierung:  
**Bettina Urban**

Charakterdesign/Animation:  
**Oleg Gorshkov**

Illustrationen/2D:  
**Carsten Widera-Trombach**  
**Oleg Gorshkov**  
**Kai Decker**  
**Rob Leuchtenberger**  
**Vandad Mohammadi**  
**Daniela Sekin**

Leveldesign:  
**Alexander Wagner**  
**Oleg Gorshkov**  
**Frank Naggies**  
**Bettina Urban**

Sounddesign:  
**Oliver Schmellenkamp**

Story:  
**Linda Breittlauch**  
**Dirk Ehrhard**

Qualitätssicherung:  
**Marcin Kugla**  
**Michael Cygan**  
**Mike Thom**  
**Sonja Trombach**

Special thanks to:  
**NBG Multimedia** (Distribution)  
**Bartels Schöne** (Webdesign)  
**Simon Pingel** (SK Düren)  
**Matze Tierp**  
**Metrijminds**  
**Waterdown**  
**George A. Romero**  
**Trinigy**



**Headup Games GmbH & Co. KG**  
Nordstr. 104 • 52353 Düren • Germany  
[www.headupgames.com](http://www.headupgames.com)

© 2010 Headup Games GmbH & Co. KG, all rights reserved.

All logos, images, registered trademarks  
and trademarks are property of their respective owners.