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UNREAL ENGINE
NEXT GENERATION

DEVASTATION™

RESISTANCE BREEDS REVOLUTION

arush
game studio

CROCODILE

digitalo
STUDIO

“Filled with
action”
—IGN

MATURE
M
CONTENT RATED BY
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CONTENTS

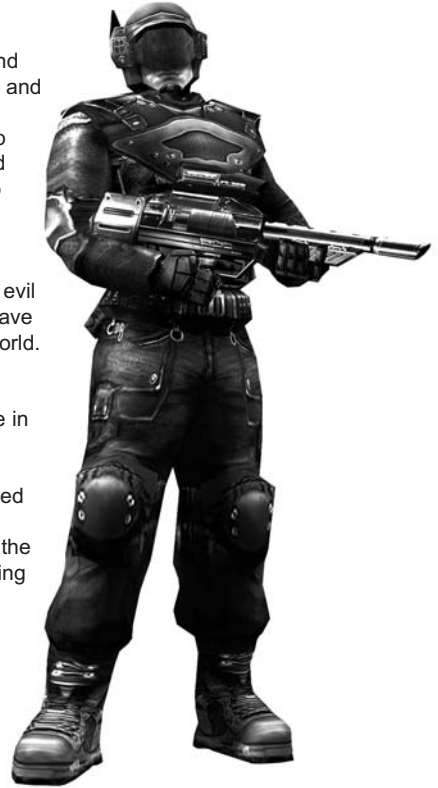
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STORYLINE

The year is 2075 and Earth is a ravaged and devastated planet. Instead of a prosperous and technology-abundant society, we have little more than the clothes on our backs to keep us alive. This is a technology dark age, and you'd have a hard time finding anyone who knew how to use even the most basic devices. Only a handful of powerful and corrupt Mega-Corporations control the remaining research and technology. These evil entities use their positions of power to enslave the citizenry and force their will upon the world. It doesn't hurt that they have Pacification Squads - brutal police forces that use fear, force, and even mind control to keep peace in the streets.

To fight this oppression, small but determined groups have formed a loosely organized Resistance, and are working to undermine the corporations at every turn. Things are starting to get intense, and the Mega-Corporations seem to be collaborating at a high level. Something big is going on. You are Flynn Haskell, a leader of a local chapter of the Resistance that is about to suffer a severe setback. Stop focusing on small-scale subversive acts. Pull together a team of diverse freedom fighters and take the fight all the way to the top.



SYSTEM REQUIREMENTS:

Singleplayer Requirements:

- Windows® 98/ME/2000/XP
- Pentium® III 700 MHz processor (1.0 GHz Recommended)
- 256 MB RAM
- 1 GB Hard Disk Space
- 3D Accelerated video card with T&L and 32 MB VRAM (NVIDIA GeForce/ATI Radeon minimum examples, 64 MB VRAM Recommended)
- DirectX® version 8.1 (Included)
- Windows compatible sound card

Multiplayer Requirements:

- Internet (TCP/IP) and LAN (TCP/IP) supported Multiplayer. *Internet play requires a 33.6 Kbps or faster modem (Broadband Recommended)

INSTALLATION

1. Quit all other applications and insert the Devastation game CD into your CD-ROM drive.
2. If Windows CD AutoPlay is set up, Devastation will automatically display its installation screen. If AutoPlay is disabled, you must start the installation manually. To do this, double-click on the My Computer icon, then on the Devastation icon, then on the Setup icon. This will start the Setup.
3. Follow the instructions to install Devastation on your computer. You may be asked to restart your computer.
4. The Devastation CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. To view this file, double-click on that file in the Devastation directory found on your hard drive (default C:\Program Files\digitalo\Devastation). You can also view the ReadMe file by first clicking on the START button on your Win98/2000/Me/XP Taskbar, then on Programs, then on Devastation, and finally on ReadMe.

SETUP

Configure the look and performance of the game in this menu. The more horsepower your computer has, the higher you can push the settings and the better the game will look. If you are experiencing sluggish gameplay, lower the settings until you find a good balance.

You can adjust the following Video settings:

- Resolution
- Brightness
- Contrast
- Gamma
- Texture Detail
- Skin Detail
- Complex Player Shadows
- Low Quality Lighting
- Decal Lifetime



Click "Apply" button for changes to take effect.

You also have Audio selections, Game selections and Controls selections.

If you need a performance boost, the Physics Detail Level and the Max. Ragdolls settings in the Setup / Game section can greatly affect the game's performance. Try sliding these values down. In Video Settings, you can also set the Complex Player Shadows to False for an additional boost.

DEFAULT CONTROLS

On the back of this manual is a list of the default controls. To change any of these go to Setup / Controls. Click the box next to the function you want to change, and then press the key you want to assign to it. Reset Defaults by clicking the button at the bottom.

SINGLE PLAYER

To start a new Single Player game, choose your Level of Difficulty, select Arcade or Simulation mode, and then click on "Start Game."

Both modes provide very different experiences. Arcade mode is fast and furious action. More speed and heart-pumping combat. Simulation has more realistic, more challenging action. More strategy and life-like combat, including factors like friendly fire on teammates.

Saving a Game

When at the Map Menu or Save Game menus, you can choose to Start a New Game, Load a Saved Game, or open the Last Saved Game.

To save a game in progress, you can Quick Save at any time by pressing F6, or you can access the Save Game menu using F5 to create a named save game. You can Quick Load your most recent Quick Save game using F8 while playing.



Gameplay

The Single Player adventure starts off with a linear, objective-based style of play mixed with lots of exploration as you learn the game controls and try to find more information on the background of your task. As the game progresses, your character must assemble a new resistance team and battle the hordes of Grathius Pacification Squads—the private police forces that will try with all their might to stop you.

Along the way, your team will acquire parts of the enemy's technology. This will change the way the game is played and the style of gameplay will become less linear. At this point, you will find it helpful be more open in how you approach a level, and your objectives will often require you to defend your bases while simultaneously assaulting the enemy's. This style of play will force you to be more strategic and cunning, sometimes relying on teammates to help you.

HUD

Your HUD [Heads-Up Display] is visible during gameplay, and keeps track of your ammo and health. You will also find your mission Objectives, your GPS indicator used for locating Teammates and enemies, and your Team Command Menu.

Music Player [M] is not shown.



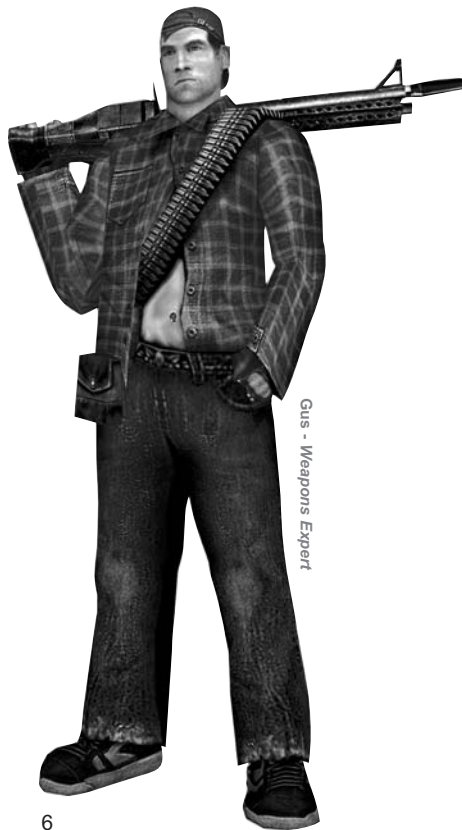
Characters

Flynn Haskell is the main character of the game, and it is through his eyes that the player views the world. A member of the Resistance, Flynn is about to be thrust into a far larger role than he has ever held before.

Eve McAllister is the brainy Grathius Scientist that gets caught up in the Resistance almost by accident. Although she looks meek, Eve is the best teammate Flynn could want.

Gus is a weapons expert with a quick sense of humor and an itchy trigger finger. Flynn and Eve will meet up with Gus in Soma, and he will get Flynn an arsenal of weapons before traveling with him through the Bay Area.

Tara is a legitimate badass, who also happens to understand technology pretty well. She is the one whom you will rely on when working with the mainframes, hacking, and trying to retrieve security codes.



Gus - Weapons Expert

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You will come across many other teammates in the game that will join you in your fight. By the end of the game, you'll have the ability to control an entire group of nearly ten teammates and be joined by other forces that want to fight on your side. Some are better with certain weapons than others, read on to learn how to equip your teammates with better weapons, or take weapons from them.

Controlling Your Teammates

Be sure to learn how to command your teammates around by using the Team Command Menu [V]. A pull-down Voice Menu will appear. Click on the Player you wish to issue a command to and then click on the command. You can order ALL the same command for speedier issuing. If the enemy forces are overwhelming, give your teammates something to do. Try asking them to ATTACK. Ask your teammates to FOLLOW you and they will fight alongside you, or protect you while you perform tasks. Sometimes you may find it is better to order them to HOLD in safety while you clear very dangerous paths, or if you want to take a stealthy approach. The DEFEND command will have them set up defensive positions, or return to your base and protect it if it's under attack.



You can give any of your weapons to your teammates. Stand in front of your teammate, bring up the weapon you want to give, and press semicolon ";" for DROP WEAPON. You can also take a teammate's weapon. Press single quote "'" to TAKE WEAPON BACK.

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Objectives

As you progress through the game, you will receive objectives to complete. When you complete an objective, a new one will appear. In some cases you will have numerous sub-objectives (collect fuses for hydraulic machine, etc.), where completing them will both change their status as well as allowing you to complete other listed sub-objectives. You can always see which objectives you are currently trying to complete in the bottom left corner of the HUD.

GPS

In the upper right corner of the HUD, you will see your GPS device. The GPS appears in most missions, and it enables you to get a sense of where you are going. Your destination in order to complete your current objective will appear as a white dot, and as you get closer to the objective, the dot starts to glow on the GPS. The device also shows the position of your enemies and teammates.



Interaction

Many of the objects in the environments can be picked up and manipulated, or even used as weapons, such as barrels, chairs, cones, cans, boxes, jugs, trooper helmets, severed arms, etc.

To pick up an item in the environment, switch to your hands weapon (simply press the number 1) and then click your alternate-fire button. You will have the item in your hands and are able to carry it anywhere you like. Click fire to drop the item, or hold down the button to "charge" it up, and release to toss the item over a distance. Experiment with this by setting traps for guards or by throwing items like chairs down hallways to create distractions, barricades, or throw them directly AT enemies to take them out. It is possible to play through entire levels using ordinary objects as weapons.

Also, you will come across some items that you will need for access to an area, a tool for a special purpose, or to do something special to activate. When you see these items, they will have a bracket around them. Simply walk up to the item, and press your "Interact" key (Enter or E key by default). This will either activate the item or bring up the appropriate device you need automatically (decoder, explosives, wirecutters, etc.).



Some items require holding down the Activate key until the process is finished; an in-progress bar will appear on the HUD. You search a dead enemy by "interacting" with their body. You may find ammo or health that they were carrying.

More information on interaction is in the Tips/Strategies Section.

Regeneration Devices

You may feel that at times, the enemies you kill seem to be coming right back after you again. They are using stolen regeneration devices that you will uncover as the story progresses. The good thing is, you will learn how to combat this evil in later missions.

Weapons

You will find eight categories of weapons in Devastation's world. To access these quickly, press the keyboard number of the category you want and hit the same number again to select the next weapon in the category quickly and easily. For example, if you wanted to select your hands, you would press the "1" key once since it is the first weapon in the Hand-to-Hand category. If you picked up and wanted to switch to the Wood Plank you could press "1" twice. An alternative is using the mousewheel to scroll through your weapons.

Weapon categories and their corresponding key number:

Hand to Hand [Key #1]: These are close-combat melee weapons. You can Alt-Fire to use them in different ways, like throwing; for example the knife and bottle work this way. In addition to the regular weapons, you can choose your Hands [Key #1, weapon #1] to jab and punch, or to pick up, carry, and hurl items you find in the environment at your enemies.



Handguns [Key #2]: This is your basic type of weapon, and some can be used akimbo, or two-fisted. You can also Alt-Fire with selected handguns for a different combat style.

Light Duty Automatics [Key #3]: The range isn't far and accuracy isn't great, but these are great close combat weapons. If you are unsure of what situation you may be approaching, these are good choices to lock and load.

Assault rifles and shotguns [Key #4]: These are great close-quarters weapons with a lot of punch. Your aim must be a bit better, but they can dispatch an enemy with fewer shots.



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Sniper rifles [Key #5]: When you need long-range shots, hit the 5 key and grab a sniper rifle. You can zoom in by using Alt-Fire, and then use your mouse wheel to get an even closer look. To get out of zoom view simply hit Alt-Fire again.



Heavy Duty Rifles [Key #6]: There are three heavy-duty weapons, and they cause serious damage. When you are up against overwhelming odds, these weapons can tilt the balance back in your favor.

Special Duty Weapons [Key #7]: These weapons will be needed for specific situations, but you'll also find them incredibly useful throughout the game. The harpoon gun has an especially effective Alt-Fire mode.

Grenades [Key #8]: Different types for different situations. Hold down the fire button to throw them farther, but if you hold them too long they might blow up in your face.



Some special weapons such as the Rat Drone require a bit more than pulling a pin or trigger. Hold down the fire button to fully activate it. Make sure you find a secluded place and hold the Fire button down until the weapon is activated.

The weapons usage will be different in Arcade versus Simulation. In simulation, the heavier weapons will slow you down and also be harder to aim when moving. You will find several physical differences between the modes, and it is your job to get proficient with each weapon.

After you play a mission, or the whole game, you may wish to go back and try it again using only lighter duty weapons or by trading more weapons with your NPC Teammates. It adds a whole new style of play to master. More information on interaction is in the Tips/Strategies Section.

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MULTIPLAYER

If you're connected to the Internet, the Multiplayer Menu allows you to host a game on your computer, or to join a game already started.

Game Types

Deathmatch

Everyone for themselves! No teammates, no help. Just a down and dirty fragfest where everybody is your enemy. The most kills at the end of the round wins.

Team Deathmatch

Just like Deathmatch, except this time you are on a team facing off against another team (Resistance vs. Conformist). The team that has the most kills at the end of the round wins.

Capture the Flag

Each map has two team Flags, and in order to score one team must penetrate the opposing team's defenses, grab the Flag and return it to their home team's base. If the Flag carrier is killed, the Flag drops to the ground for anyone to pick up. If your team's Flag is taken, it must be returned before your team can take the opposing team's Flag.

Territories

Territories is a brand-new team-based game. Your and your teammates must obtain the code to your opponent's base, take down their defenses and destroy their spawning devices. Once you complete this part, you then must hunt down and eliminate the rest of the enemy team in a last-man standing scenario.

Player Setup

Simply choose the character you wish to play as, and enter your name. There are 50 characters to choose from.

Create Game

Your Internet connection and configuration must not be behind a firewall in order for you to host a game. Many Firewalls will not allow this without modification. Please refer to your hardware or software firewall documentation. Your Internet Service Provider may also prevent you from successfully hosting a game.

You can choose which maps to play and the type of combat. In addition, you can change the following options:

1. Select Game Type: Use this option to select combat type.

2. Complete Server Info: Modify how you want your session to be set up. Adjust the rounds per map, maximum lives for each player, score limit and time limit. You can set the maximum and minimum number of players, map defaults, or balance teams. Using the Encumbrance feature makes players slow down if they are carrying a bunch of weapons, or bigger weapons. You can use the Advanced Settings to add a password, website or other items.



3. Choose Maps: Select the maps you wish to use from the list. The list of maps will change depending on what type of combat you choose. Double click on a map or use the arrows to select or deselect. You can also choose the order in which the maps will play by dragging them up or down.

You can leave a game by bringing up the in-game menu and selecting "Quit."

Optional Dedicated Server: Selecting the Dedicated Server option will make your computer function only as a host. You will not be a player.

Join Game

At this menu you can set your connection speed to match the type of Internet connection you are using.

You can browse the server list to find the game you wish to play. The map name and number of players, along with the Ping is listed to give you all the info you need to select a game. Click on the game you want to join, then click Join Game in the lower right.

You can leave a game by bringing up the in-game menu and selecting "Quit", by joining another game in progress, or by starting a Single Player game.

Click Instant Game to join an online game as fast as possible.



TECHNICAL SUPPORT

Please go to www.DevastationGame.com to find the latest technical notes and Troubleshooting information. You will find contact info in the Support Section of that website.

First things to try if you experience difficulties:

- Update your video drivers. This is the single most important solution for most games.
- Go to www.microsoft.com/directx/ and download and install the latest version of DirectX.
- Update your sound drivers.
- The game will automatically notify you of any updates or patches, but you will have to be connected to the Internet in order for this to work. You can also check www.DevastationGame.com for any updates or patches that may be available.
- Check the Message Forums at www.DevastationGame.com, as members of the development team will be often be active and able to answer questions. You can also do a search for similar problems others have had.
- Adjust the Setup Options in a manner that works well with your system configuration. I.e. if you have a lower end PC and video card, turn the resolution down, Max Ragdolls down, Texture and Skin Detail down, etc.
- Problems hosting a MP game? Check your firewall to be sure you can host games. You may have to adjust your firewall settings for this to work.
- Is the game running very slow, or not at all? Please check your system against the Minimum System Requirements.
- Mods not working, or they messed up your game? ARUSH, Groove or Digitalo cannot support mods that were not created by Digitalo. You may have to uninstall and reinstall to get the game back to working default settings.

TIPS & STRATEGIES

·At the start of a MP match you are in spectator mode. You are free to fly around the map and explore. Make sure you note the locations of the weapons, pickups and health. It is unwise to go into battle blindly!

·In the single player, use your GPS Device as much as you can. If you are having problems finding an objective, make sure you keep one eye on the action, and one eye in the upper right corner of your HUD so you don't get lost.

·Look for different ways to dispatch your enemies. For example, if there is a group of guards standing near an oil drum, instead of trying to take them on straight up, shoot the drum and see what happens.

·Interactive items are everywhere in the devastated world. Use your hands to pick up and throw items like chairs, bottles, boxes, drums, buckets, body parts, you name it. If you can push or kick it, you can probably pick it up with your hands. First stand over the item and press "1" to switch to your hands, then press "FIRE" to try to pick them up. Press "ALT" to drop or throw them. If you press and hold "ALT" you will wind up and eventually throw whatever you are holding with much force.

·You can move small and large items to make traps or barricades, or throw items to distract enemies. Throwing explosive items is possible as well. Look for oil and kerosene drums, gasoline cans, and other nasty items and use them creatively. Many of these items make excellent weapons, and can take out an enemy when thrown directly at them. Experimentation is encouraged, as some items will yield very interesting results.

·You can interact with doors, devices, or teammates. Simply stand close and aim your crosshair directly on what you want and press "E" for INTERACT. Often, teammates will give you more information on what they are doing.

·You can interact with the CAMNET Security Cameras to see who or what's ahead. Press "E" for ON/OFF, and use the MOUSEWHEEL to switch cameras

·Improvised weapons such as wood planks and bottles come in handy, but when those are scarce, you've still got your two fists. Knives and swords are quiet weapons. Use them in tight combat to allow you to keep your presence hidden.

·Walk quietly and use the element of stealth to even your odds. Use the "SHIFT" or "CAPS LOCK" keys to walk slowly and avoid making footstep sounds. At the same time, keep a sharp ear open for your enemy trudging through garbage or water.

·In heated combat, remember to keep moving, because a moving target is harder to hit than a stationary one. Strafing is a great way to avoid being shot - the A and D keys will make you strafe side to side while keeping your crosshair on your enemy. If you're going to stand still, use common sense and crouch behind something.

·Many weapons are great for close combat, while others are better suited for long distance play. For instance, the shotgun is great in close quarters, while the sniper rifles are the ultimate long-range weapons. Grenades that explode and cause splash damage will hurt you if they explode to close to you.

·Visit the Forums at www.DevastationGame.com where you can find other gamers and share information, strategies and hints.

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MOVEMENT SUBMENU

Forward	W
Backward	S
Strafe Left	A
Strafe Right	D
Turn Left	Left Arrow
Turn Right	Right Arrow
Jump	Spacebar
Duck	Ctrl
Toggle Always Run	CapsLock
Walk / Run	Shift

SHOOTING SUBMENU

Fire	Left Mouse Button
Alternate Fire	Right Mouse Button
Reload	R
Next Weapon	Mousewheel Down
Previous Weapon	Mousewheel Up
Drop/Toss Weapon	Semicolon ;
Take Weapon	Single Quote '
Zoom In	Mousewheel Up
Zoom Out	Mousewheel Down
Select Weapon	Number keys 1-8

MISCELLANEOUS SUBMENU

Interact/Activate	Enter and E
Team Commands	V
Music Player	M
Increase HUD	=
Decrease HUD	-
Quick Save	F6
Quick Load	F8
Save Menu	F5
Load Menu	F7
Pause	Esc / P
Console	Tab

MULTIPLAYER SPECIFIC

Chat All	T
Team Chat	Y
Loadout/Buy	B
Team Select	J
Show Scores	F2