

HEARTS OF COLD

R E D E M P T I O N

USER GUIDE

E P I S O D E 1 - T H E L E A V I N G

OVERVIEW

Title : HEARTS OF COLD - REDEMPTION

Development Platform : Unity 2021.3.4f1

Target Platform : PC

Genre : Futuristic Shooter with a touch of Stealth and Adventure.

Rating : (14+)

Player Target : Any Game Player

Status : Full Game

Developer and Publisher : Peter Coleman

MATURE CONTENT

Game contains content which may not be appropriate for all ages or may not be appropriate for viewing at work: Includes Violence, Blood, Strong Language, General Mature Content.

CONCEPT

HEARTS OF COLD - REDEMPTION

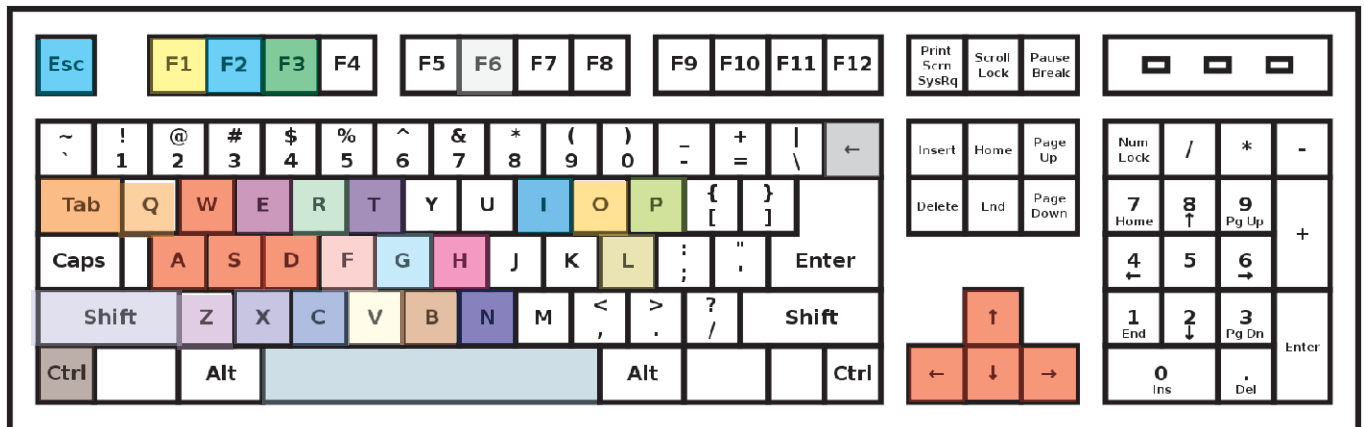
Based on a concept, story and design document originally devised in 1999.

BEFORE YOU START

We recommend that after installing the game you restart your PC to ensure any system files required by the Game are fully initialized.

As soon as possible after launching and starting the Game we suggest that at the first opportunity you Press **P** to display the **Settings Menu** and choose Settings best suited to you particular computer system and continue to enjoy your Game.

HEARTS OF COLD - QUICK GUIDE CONTROLS

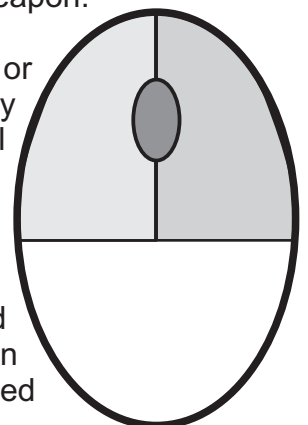


- | | |
|--|--|
|  Movement |  Melee Attack |
|  Game Menu : Main Menu : Save Load |  Toggle Player Hud |
|  Main Menu |  Toggle Night Vision |
|  Help |  Toggle Level Objectives |
|  Use Vehicle : Holster Weapons |  Settings Menu |
|  Interact e.g. Open Door : Lean Right |  Toggle Inventory |
|  Pickup e.g. Weapon |  Drop Weapons |
|  Pause |  Lean Left |
|  Crouch |  Toggle Game Music |
|  Run |  Toggle Deadzone Aiming |
|  Prone | |
|  Switch Camera | |
|  Grenade : Detonate Mine | |
|  Jump : Hand Brake | |
|  Reload Weapon | |
|  Bullet Time | |
|  Weapon Light | |

Mouse 1 (Left) : Fire weapon.

Mouse 2 (Right) : Raise sights or block/Zoom Weapon. Pick Up - Carry - Throw Drop - Object (Objects will display interact Hand Icon on Approach)

Mouse 3 (ScrollWheel) or C : Toggle Player Camera Mode (hold in third person to zoom and rotate when moving). Scroll through carried



CONTROLS

FULL LIST OF CONTROLS : Please note that some keys may have multiple functions.

F1 : Toggle Help. **F3** : Return to Main Menu. **F6** : Toggle Game Music. **Esc or F2** : Toggle In Game Menu - Reload Saved Game.

Tab : Pause (toggle) Game - Toggle Pointer - Select Menu Item. **P** : Toggle Game Options - Settings Menu.

Mouse 1 (Left) : Fire weapon.

Mouse 2 (Right) : Raise sights or block/Zoom Weapon. Pick Up - Carry - Throw Drop - Object (Objects will display interact Hand Icon on Approach)

Mouse 3 (Scroll Wheel) or **C** : Toggle Player Camera Mode (hold in third person to zoom and rotate when moving). Scroll through carried Weapons.

H : Get in and Out of - Drive Vehicle : Hide Weapons and Unarmed Player Hands.

Player Movement : **W** : forward, **S** : backward, **A** : strafe left, **D** : strafe right. Or use **Arrow** keys
Left Shift : Sprint. **Left Ctrl** : Crouch. **X** : Prone. **Q** : Lean left.

E : Lean right : Interact with objects (E.G. Drinks Dispenser)

Space : Jump - Apply Vehicle Handbrake.

F : Pickup - Collect Item displaying Use Hand Icon. Add Inventory Item to Inventory. Move Ally NPC to crosshair aim location.

R : Reload Weapon. **Backspace** : Drop Weapons. **V** : Melee attack. **L** : Toggle flashlight (if weapon has one). **T** : Enter bullet time. **Z** : Toggle deadzone aiming. **B** : Toggle Player Hud

O : Toggle Level Objectives. **N** : Toggle Night Vision.

I : Toggle Inventory. (Press Tab to select an inventory item and drag it into the game world. You can drag multiple items while inventory is open)

G : Throw Grenade. Detonate **Placeable Mine**.

A **Placeable Mine** is a Special Weapon. They are rare. You can Pick one up safely but be careful in its use as it has an auto activated timer set to 30 seconds after which time it will explode. It is activated by touch and its light will turn Red. You can safely Pick them up and add them to the Inventory where indicated for later use. Then drop one at a location make sure it is activated and move well away....Take care approaching Placeable mines and don't tread on them.....Just make sure you are not near one at any time its light turns Red. Press **G** to Detonate Instantly.

NOTE : Press Esc to view in game menu to Save or Load a Game. To Load a Saved Game select Load Game, Press Tab then Esc. The Game has controls which may have multiple functions and states so you may in some instances have to toggle states to initialise actions. e.g. (toggle pause or mouse pointer/cursor in order to continue the game play.)

CAUTION : Returning to the Main Menu from any location will **Exit** from a Game Level. Please ensure you Save your Game progress regularly so you can later Load back your saved Game state if you need to.



GAME PLAY

Emphasis is on Story, AI, Game Play, Mechanics and Dynamics. Designed to be an immersive and addictive Player experience, entertaining, memorable, enjoyable and fun as well as to present beautiful environments to the Player. Both First and Third Person mode. Interact with and get support from and manage Friendly Team Allies when you need them to help you. Send them in to battle or have them wait at a location. Take a ride on a Train, a Drop Ship, Drive a Truck, Fly a Helicopter, Pilot a Space Craft. Have a Swim or just take a break and enjoy the environment when you can. Collect as much Health and Ammo as you can find. Reload all Weapons while you can and be sure to save your Game progress at every opportunity.

The game uses an FPS Manager and will attempt to maintain optimal settings for game play given the users hardware. A Settings Menu is available to manage your Graphics Settings.

PLATFORM REQUIREMENTS

SYSTEM REQUIREMENTS

MINIMUM:

OS: Windows 10 (64 bit)
 Processor: Intel i5-7200U CPU. 2.50GHz 2.70 GHz +
 Memory: 8 GB RAM+
 Graphics: NVIDIA GeForce GTX 950M +
 DirectX: Version 11
 Storage: 30 GB available space
 Additional Notes: No Internet connection needed. Higher Specs Recommended

RECOMMENDED:

OS: Windows 10 (64 bit)
 Processor: Intel i7-7200U CPU. 2.70 GHz 3.0 GHz +
 Memory: 12 GB RAM +
 Graphics: NVIDIA GeForce GTX 960M +
 DirectX: Version 11
 Storage: 50 GB available space
 Additional Notes: Better Specs may improve overall Game Play experience

LEVELS

No of Levels 27.

You can select an individual Game Level to play from the Main Menu, Some levels contain specific Enemy Characters which continue to appear in an infinite stream and so the Player could continue to play the level without leaving until they reach level end.

AI enemies will often track or hunt the Player they will provide varied Game Play as they may not always behave in the same manner, depending on the player location they may approach and attack from different positions and ranges in the level. There are two levels of Enemy AI default and advanced.



STORY

The year is 2070. The Earth has become unstable and can no longer provide for all our needs. Twenty years ago the World Council ordered that another planet be found that could sustain our population. Father had been assigned as Commander of the survey mission which would take him away for a very long time. I was six years old. I remember waving goodbye the day he left. I never saw him again. So it was that Homo2 was discovered

Things have changed a lot since then and so have I. Homo2 has been made ready to receive our people and I was appointed Commander of a ship in the Orion Fleet which was to be the first making the journey.

Plans for the transfer were finalised over a week ago but as yet few have left. The Controllers have taken over on Homo2. They would have the planet for themselves and have ordered that further incoming traffic from Earth be intercepted and destroyed. There is confusion on Earth. Riots and looting have disrupted communications and there is fighting between rival groups trying to secure a ship to leave. The Orion Fleet has been hijacked and the mass movement of people to Homo2 abandoned. All Commanders have received new orders.

MISSION

Go immediately to the nearest military Battle Port and board the first available ship leaving for Homo2. Your mission is clear - you must take back Homo2 from the Controllers and allow the colonisation to proceed. **You will not be allowed to fail.**

THE LEAVING

It was chaos that evening at the Battle Port, the air was heavy from the heat of the day exasperated by the previous day's fires. I hurried along to find the nearest TeleLift, only to find it unusable. I began to panic when Andy shouted " We will have to go back and take the Stairs to the roof in the civilian Reception Area". By the time we got to the top floor Transport Craft were preparing for take off. Making our way along the Portway we could see how much destruction there had been. In the distance, fires were still burning but I had no choice, I had to go. I received instructions to await a ship to take me to the Orbiting Station. At the ship I hesitantly boarded as directed.

As the craft broke away and accelerated upwards the Earth disappeared from my field of view. There was no time to think about what had happened. **I knew that if I was to ever return I would have to complete my mission.**



GAME MENUS

Press **Esc** to call up the In Game Menu during Game Play, then Pause (Tab) to Freeze the Game and select an option. Press P for Settings Menu. Press **F3** to Return To the Main Menu at any time (**Use with Care**) be sure to save your game progress first. **Esc** will also allow a return to the **Main Menu** where you can play again, quit the game or select an individual level to Play.

GAME HUD

Press F1 to display Help Player Controls during Game Play. Concise Controls Info will also display at each level load for a few seconds before fading away. Fixed HUD items display Player Health and Weapon Ammo. The HUD display items at any time are kept to a minimum to provide for unrestricted view. In Game helpful Game Play information/messages will appear on screen from time to time. Some Messages may also be relayed as Audio.

GAME SAVE

Any Checkpoints in game will Save your game automatically - Press **Esc** to **Save** your game progress frequently from the **In Game Menu**, from where you can also Load a Saved Game.

PLAYER

Third Person and First Person View. High Quality Player Controller. Interact with Characters and the Environment elements : Player Stamina. Pick Ups, Collect Weapons from the environment. Climb Ladders, Ride Platforms, Lifts, Drive Vehicles, Walk, Jump, Run, Crouch, Prone, Swim. Weapon Lights. Head Shots Kills and More.

WEAPONS

Modern Futuristic : Knife, Pistol, SMG, Auto Rifle, Shotgun, Sniper Rifle, Grenade. Rocket Launcher. Rail Gun, Dual Pistols, Turret Gun, Quasar. Placeable Mines.

OTHER FEATURES

Objectives Menu, Game Save, Level Select, Unlimited Game Play if you have enough Health and Ammo, Bullet Time Slo Mo, Platforms, Lifts, Ladders, Lasers, Mines, Turrets, Helicopters, Aircraft, Space Shuttle. Interactive Doors and Switches, Internal Video and on screen Text Messages. Destructible Objects, Explosive Objects, Game level object and environmental audio, Character voice audio, Player Hud, Night Vision and more.



CHARACTERS - ENEMIES

YOU MAY COME ACROSS SOME OR ALL OF THESE.

ELECTRONOID. *Destroyer Class Level 1: Human Droid. Male or Female. Power Rating: Devastating*

Part Human, part machine. The perfect warrior. They have processors for brains and electronically enhanced body parts and functions. They can see in total darkness and some of them can even cloak themselves in daylight. They can be Invisible or Semi Transparent. They can calculate an enemy's range perfectly and their weapons rarely miss their target. You are advised to use cover on approach and run like hell if you can't. Don't even think about fighting them unless your health level is at Maximum and you have an appropriate Weapon – you won't survive.

THINKCHIP. *Super Computer Class : Power Rating: Medium.*

They are only computers, but some with a sting in their tail have a nasty habit of not being very helpful when it matters.

ROB. *Destroyer Class Level 2 & Benign : Robotic Machine. Power Rating: High & Low.*

There are both enemy and friendly varieties. You'll know which is which. Make sure you don't need the help of the friendly ones before you leave them behind.

BATTLECOP. *Destroyer Class Level 3 : Human. Male. Power Rating: Medium*

Battlecops are law enforcers. On Earth, they are the mainstay of orderly behaviour. The Controllers on Homo2 have corrupted them, so unless you have a Lifepack full of cash, stay away from them if you can. They are no match for a Battle Commander like you one against one, but they tend to stick together in numbers and could severely damage your health. With a Powersuit you can survive a sustained attack.

SURPRISE'S. *Class Level Unknown : Power Rating: Unknown.*

Surprise's are just that. They are the result of the Homo2 Controllers experiments in electro biochemistry, the purpose of which seems to have been to create a new, Super Class - Entity Destroyer. We know only that the experiments failed and the Surprise's are out of control. A Word of Warning : Our intelligence indicates that Surpriser's will not venture far from their creators so watch your back.

ASSASSIN. *Human Class : Male or Female. Power Rating: Low*

The lowest form of Human. They have sold out so don't feel bad when you spread them all over the scenery. You can't tell them apart from friendlies until its too late. Approach all Humans with caution.



CHARACTERS - ENEMIES

KNOTS. Alien Class : Male or Female. Power Rating: Medium - High

Knots, that's their nickname meaning they are **NOT** Human and not machine. They are biological Aliens and they come in a variety of Shapes and Sizes. They are not very friendly and not very streetwise.

ZOMBIES. Class Stupid : Power Rating: Unknown.

You may come across some of these.

CHARACTERS - ALLIES

FRIENDLIES. Human Class : Male or Female. Civilians and Military. Power Rating: Medium.

Forced to work for the Controllers they are the only ones you can trust. Some of them have broken away and are forcefully resisting the take over of HOMO2. They are unorganised and need your help. Some will follow you and protect you and some Friendlies will offer information to help you meet your objectives and complete your mission so make sure you check out all Humans before you kill any.

CHARACTERS - UNCLASSIFIED

RANK AND FILE. Human Class : Male or Female. Power Rating: Medium - High

General Soldiers and Troopers. Recruited on mass. Some are friendly others are not.

NOTE :

Do not trust anyone when approaching even if they are fighting amongst each other. In most cases your Weapons are able to detect if a Humanoid is Friendly or not. The only defence you may have at distance.

CHARACTERS - PLAYER

BATTLE COMMANDER. Human Class : Male or Female. Power Rating: Medium - High.

THAT'S YOU! A Battle Commander is not the most Powerful organism in the Galaxy so choose your strategy and weapons carefully before jumping in to battle. Better still send a friend or just run like hell.

THE FUTURE IS WHAT YOU MAKE IT
WHEN IMAGINATIVE IDEAS BECOME REALITY



HEARTS OF COLD - REDEMPTION
Developed over many years with passion and loving care by :
Peter Coleman and his Son Thomas Coleman

CREDITS

HEARTS OF COLD REDEMPTION

Producer : Peter Coleman

Director : Peter Coleman

Team Member Developers : Peter Coleman. Thomas Coleman

Programmers : Peter Coleman. Thomas Coleman. TonyLi

Game Designers : Peter Coleman

Graphic Artists : Peter Coleman

For a full list of additional Credits please see Next Page, or the end of game Credits list.

Game Asset Contents

Adventure Forge. Albert_Einsteinn. AbdulRahim. Adamations. Adventure Forge. AlVet Studio. Allebi. ALP8310. Alek Games. Alex Merqury. Alexander Ameye. Alexandr Volevodov. All * Star Characters. AndragorInc. Andreicg. Andryuha1981. Andrej Mikuš. Animus Digital. Aquarius Max. AP3X_Models. Arcsine Technologies. Arvis Magone. Azuline Studios. Arteria3D. Art Notes. Asset Maiden. Azerilo. Babilin Application. Barking Dog. Batewar. Baydinman. Blacklight. Black Curtain Studio. Blendergoodies. Blindmanta. BOXOPHOBIC. Brackeys. Brian Stärke. Byterunners. Catastic. Ccgnomes Limited. ChermandirKun. Christopher Escalante. Clean Shirt Labs. Chistopher Fantauzzo. CG Creative Sets. CGPitbull. Clean Shirt Labs. CRAFTED DIGITALS. Colin Warn. Corcra Studio. Cosmic Prophet. Creepy Cat. Crescent Dial Games. Cuboom. Dark Cube Games. Daelonik Artworks. DevJockeys. devotid. D.F.Y. STUDIO. Dinopunch. Dirk Jacobasch. Dmitrii Kutsenko. Dmitriy Dryzhak. Dogmatic. DOTTEAM. Dr.Bean. Dr.Minky. Duane's Mind. Dynamic Art. Ebal Studios. Evgeny Pritula. Exis Interactive. Factory Of Models. Fantasy Polygon. Ferrera Studios. Ferocious Industries. FORGE3D. Gabro Media. Gest. Grigoriyarx. HabTeam. Hedgehog Team. Hessburg. Himmelfar. Hovl Studio. Hot Iron Productions. Idia Software Llc. ImpUnity Games. iwanPlays. IL.ranch. IGIID. Indie_G. Indovers Studio. INIRROR. InspectorJ Sound Effects. JadeWire. Jake Sulliva. Jim. Johnny Kasapi. karboosx. Kosmochel. Kevin Iglesias. Laali Unit. Laxer. Logic Foundry. Loknar Studio. Lucid Design. Luke Peek. Lyes Bourahla. Mana Station. Mafubash. Maker Games Studios. Manufactura K4. Mario Lelas. Maksim Bugrimov. Marcos Schultz. Mehdi Rabiee. Meshzone3D. mgear. Michsky. Michael Kremmel. Michal Skalsky. Mila Shalabai. mgsvevo. Mister Necturus. ike Koenig. Mikolaj Spychal. Mgwssounddesign. Momomo. Monqo Studios. Moonflower Carnivore. MyxerMan. Nesalis Games S.A. N.E. Tools. Nick Veselov. NVJOB. ordvale. Olive Arts. Onerat Pty Ltd. Omega Creative. OptimizedGuy. @PaulosCreations. Paladin Dog Productions. Peter Coleman. Pixel Crushers. Pixel Make. Pixel Play. Polynext. Procedural Worlds. Prodigious Creations. ProCore. urple Jump. RCC Design. rastleks asset. reach the enD. Red Dot La.Red panda. Rispat Momet. Righteous Games. Rivermill Sudios. Robot Skeleton. Rogo Digital. Rpgwhitelock. Ruby Roid. Sandro T. Secret Anorak. Sergi Nicolas. Shapes. Shunsuke Yamamoto. Silvano Junior. SICS Games. Sickhead Games. SG Studio. Skril Studio. Squared55 Software. Sou Chen Ki. Stagit East. Stef?n. Stonesnail. SunCube. Takeguchi-Syouten Inc. Terminal26. Tersein Game. Tibor Szijarto. Tired Publisher. Tixelx Studio. The Game Creators. Thorsten Ames. Thunder Pop Productions Llc. torvald-mgt. Total Game Assets. Travis Game Assets. Triplebrick. Tybug Studios. TwoRobotsStudio. UMA Steering Group. Unity Technologies. 3DMAesen. Vertex Studio. VIS Games. VIPUKS. VIT BIT. Vladislav Simakov. Vladimir Tim. VoodooPlay. Walker Boys Studio. Wdallgraphics. Will B. Will Morillas. Works For Fun. WSM Game Studio. 3DForge. 3Dfrk. 3D.Rina. Yoon's 3D GameART. Zhilnikov.

Unity 3D Forum Members.

Special Thanks

Pixel Crushers. Thomas Coleman. Simone Coleman. Keith Coleman. Malcolm Palmer. Lan Liu.

Testers

Tyler-James Bates

Programmers

Peter Coleman. Thomas Coleman. Pixel Crushers.



ACKNOWLEDGEMENTS

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Thanks to all those who have supported and helped with this game development in any way over many years without whom it would not have been possible.

Special thanks to anyone not mentioned or long forgotten.

DEVELOPMENT STRATEGY AND UPDATES

HEARTS OF COLD - REDEMPTION. EPISODE 1. THE LEAVING

May be subject to change and updating where appropriate.



HEARTS OF COLD - REDEMPTION. EPISODE 2. HOMELANDS

Is under development and will be a separate Game entirely.
There is no guarantee that it will be completed or released publicly.

Feedback is welcome and we would be pleased to hear from anyone that may wish to support ongoing development.

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