



Survivor Game Manual

Welcome to the *Survivor* game manual, in this document we will go over the various controls for the game. This document will also cover explaining different aspects of the game.

Table of Contents

- 1 [Manual Cover](#)
- 2 [PC Controls](#)
 - 2.1 [PS4 DualShock Controls](#)
- 3 [Xbox 360 Controls](#)
 - 3.1 [Player Stats](#)
- 4 [Pickups](#)
- 5 [Gun Upgrades](#)
- 6 [Consumables](#)
 - 6.1 [Bomb Types](#)
- 7 [Zombie Types](#)
- 8 [Boss Fights](#)
- 9 [Throwing Weapons](#)
 - 9.1 [Melee Weapons](#)



PC Controls

Primary Mouse – Fire
Secondary Mouse – Place bomb
Mouse Movement – Controls crosshair
Space – Choose last chosen stat
WASD – Movement
R – Reloading
E – Use melee weapon
Q – Use throwing weapon
C – Use *Potion of Cure*
F – Use *Potion of Speed*
T – Switch bomb type
Enter – Pause/play
1-8 – Stat Choice
ESC – Exit
Alt & Enter – Switches between windowed/fullscreen modes

PS4 DualShock Controls

Right Trigger – Fire
Left Trigger – Place bomb
Left Joystick – Controls crosshair/player direction
Right Joystick (up/down) – Moves the player forward
Right Bumper – Reloading
Triangle Button – Use *Potion of Cure*
Square Button – Use *Potion of Speed*
Left Bumper – Switch bomb type
Right Joystick Button (Push-In) - Pause/play (Anywhere that says Enter)
D-Pad Up/Down – Cycle stat choices
X Button (On Menu Screens) – Confirm stat choice
X Button (In-Game) – Use throwing weapon
Circle Button (On Stats Screen) – Reset all stats
Circle Button (In-Game) – Use melee (if available)

Xbox 360 Controls

- Right Trigger – Fire
- Left Trigger – Place bomb
- Left Joystick (up/down) – Moves the player forward
- Right Joystick – Controls crosshair/player direction
- Right Bumper – Reloading
- Y Button – Use *Potion of Cure*
- X Button – Use *Potion of Speed*
- Left Bumper – Switch bomb type
- Start Button - Pause/play (Anywhere that says Enter)
- D-Pad Up/Down – Cycle stat choices
- A Button (On Menu Screens) – Confirm stat choice
- A Button (In-Game) – Use throwing weapon
- B Button (On Stats Screen) – Reset all stats
- B Button (In-Game) – Use melee (if available)
- Back – Exit game

Player Stats

There are various player stats that can be upgraded with each level. In this section we will go over the different stats, and how they affect your character.

1. **Increased fire rate** – Increases your fire rate by 20% each time.
2. **Increased clip size** – Doubles the amount your clip will hold.
3. **Increased max health** – Increases your health by 20 each time.
4. **Increased run speed** – Increases your speed by 20% each time.
5. **Increased max armor** – Increases the max amount of shields by 1.
6. **Increased accuracy** – Increases the player's accuracy by 20% each time.

Stat choices 7, and 8 upgrade their specified pickup, please refer to the Pickups section.

Pickups

There are 4 different types of pickups throughout the game, to start with you'll see *Ammo Pickups*, and *Health Pickups*. Both of these pickups can be upgraded each level from the stat choice screen.

When you upgrade a pickup it increases the power of it (amount of health/ammo/armor) that it would give. Upgrades also make pickups stay spawned longer, and reduce the time it takes for them to respawn.

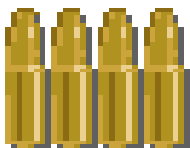
Health Pickups and *Ammo Pickups* increase their number of spawns every 18 waves to balance out with the increased map sizes.

The other two pickup types are *Armor Pickups*, and *Armor Upgrade Pickups*.

Armor Pickups - Gives you a shield worth of armor, the shields absorb damage. The player starts with a max armor of 5 shields, however that can be upgraded all the way to 10 shields (pre-scaling).

Armor Upgrade Pickups - Gives armor like the armor pickup would, and upgrades the *Armor Pickups* making them provide more armor, and spawn more frequently.

Armor Pickups start spawning after wave 5, becoming more and more frequent as you progress. *Armor Upgrade Pickups* start after wave 10, also becoming more frequent as you progress.



Gun Upgrades

There are 4 different gun upgrades, each with different stat caps, strengths, and weaknesses. All bullets are considered physical damage.

➤ Default Pistol

→ A sturdy pistol that the player starts with, can be upgraded to near max accuracy, but only holds a modest clip.

- ♦ **Max Fire Rate:** Every 500ms
- ♦ **Max Accuracy:** 90%
- ♦ **Max Clip Size:** 12
- ♦ **Max Spare Bullets:** 100
- ♦ **Bullet Damage:** 25

➤ Uzi

→ A fast-firing weapon. This weapon can hold a decent extended clip, and more spare bullets than the pistol. However, it's accuracy is lower, and retains the same damage.

- ♦ **Max Fire Rate:** Every 200ms
- ♦ **Max Accuracy:** 80%
- ♦ **Max Clip Size:** 24
- ♦ **Max Spare Bullets:** 150
- ♦ **Bullet Damage:** 25

➤ FN Scar

→ A slow, but deadly accurate rifle. The bullet from this rifle packs a nice punch, but can only hold a modest clip. However, the spare bullets it can hold, and high-accuracy make up for it.

- ♦ **Max Fire Rate:** Every 666ms
- ♦ **Max Accuracy:** 99%
- ♦ **Max Clip Size:** 12
- ♦ **Max Spare Bullets:** 200
- ♦ **Bullet Damage:** 50

➤ FN P90

→ A super-fast automatic gun. Similar to the Uzi, but slightly more accurate, and boasts a higher damage. Holds a huge clip, with bullets to spare.

- ♦ **Max Fire Rate:** Every 200ms
- ♦ **Max Accuracy:** 85%
- ♦ **Max Clip Size:** 96
- ♦ **Max Spare Bullets:** 300
- ♦ **Bullet Damage:** 40

➤ Plasma Blaster

→ A powerful, but slow blaster. Shoots a huge ball of super-heated plasma at the target, and almost never misses.

- ♦ **Max Fire Rate:** Every 769ms
- ♦ **Max Accuracy:** 99%
- ♦ **Max Clip Size:** 99
- ♦ **Max Spare Bullets:** 300
- ♦ **Bullet Damage:** 75

Consumables

There are 3 different types of consumable potions in the game. In this section we will go over each of the potions in detail.

➤ **Potion of Life**

→ A bright red potion that immediately provides the player with an extra life. Preventing the next time the player would die.

➤ **Potion of Cure**

→ A green potion. Adds cure potion to the player's inventory, upon using it will cure the player if they are infected.

➤ **Potion of Speed**

→ A yellow potion. Adds a speed potion to the player's inventory, upon using it will give the player a 50% speed boost for 10 seconds.

Bomb Types

There are 3 different types of bombs in the game. In this section we will go over each of the bombs in detail. To successfully drop a bomb, you have to be overlapping the target. You will not take any damage from your bombs.

➤ **Freezing Bomb**

→ Creates a frost explosion dealing 50 base damage and substantially slowing all enemies in the vicinity.

➤ **Electric Shock Bomb**

→ Creates a shock effect dealing 25 base damage and stunning all enemies in the vicinity for 6 seconds.

➤ **Explosive Bomb**

→ Creates a fiery explosion that does 100 base damage to all enemies in the vicinity.

Zombie Types

There are 4 different types of zombie currently in the game. In this section we will go over each, and their unique abilities. Their difficulty increases by **25%** every **25 waves**, but so does the player's stat maximums by **10%**. All zombies have an inherent weakness to fire damage, causing them to receive **1.5x** the damage.

➤ Bloater

→ *A fat, usually slower, high health zombie.*

→ Abilities

- ♦ Corrosive Pool – Upon death, the *Bloater* excretes a *Corrosive Pool* that damages the player.

➤ Chaser

→ *A small, but fast zombie with little health.*

→ Abilities

- ♦ None

➤ Crawler

→ *The slowest of the zombies, with a medium amount of health.*

→ Abilities

- ♦ Plague Spit – Shoots spit balls of plague at the player, damaging the player if it hits.

➤ Elite Infected Chaser

→ *A small, very fast, and high health zombie. Denoted with the green coloration on their hands. They are immune to poison damage.*

→ Abilities

- ♦ Infection – Has a chance of infected the player inflicting a poison status which slows the player's speed by 40% for 21 seconds, ticking for 10 damage every 3 seconds.
- ♦ Leap – 15% chance to leap on the player if they're within 10 feet.

Boss Fights

There are 2 different bosses currently in the game. In this section we will go over each bosses mechanics.

➤ Gangrenous the Rotten

→ *A huge ugly zombie with half his brain exposed. This guy is mostly tank and spank. Being a zombie makes him weaker to fire.*

→ Abilities

- ♦ **Cursed Ground** – As he walks around he will spawn *Cursed Ground* beneath his feet. The *Cursed Ground* damages the player if they touch it. Similar to *Corrosive Pools* from the *Bloaters*.
- ♦ **Eye of Summoning** – *Eyes of Summoning* can periodically spawn in areas of *Cursed Ground*. When open, you can damage and kill the eyes, but not when they're closed. Each time they open they can summon a random zombie, however the only requirement on this level is the death of the boss.

➤ Emberweaver, Master of Flames

→ *A dark caster boss that uses portals to summon minions to kill the player. He can be evasive with teleporation, and his **Blazing Aura**. Immune to fire damage, and **50%** resistant to bleed damage.*

→ Abilities

- ♦ **Flame Torrent** – Fires a torrent of flame at the player if they're within range.
- ♦ **Infernal Portal** – Summons a fiery portal that when opened will periodically summon fire elementals. However the only requirement is the death of the boss.
 - **Weakness:** *Freezing Bomb* when opened
- ♦ **Veiled Shroud** – Randomly teleports up to 300 feet away.
- ♦ **Blazing Aura** – Puts a shield of fire around the caster, protecting them from direct damage and periodically healing them.
 - **Weakness:** *Freezing Bomb* destroys his *Blazing Aura*.

Throwing Weapons

Throwing weapons can be obtained from the start of the game. Their drop-rate is **5%** regardless of type. You can carry up to **50** throwing weapons at a time. Throwing weapons can be used every **2.5 seconds**.

➤ **Glass Shiv**

→ *A low damage last ditch survival effort.*

- ♦ Shiv Damage: 20

➤ **Bone Shiv**

→ *A primitive, but sharp knife.*

- ♦ Shiv Damage: 30

➤ **Blood-Tipped Iron Dagger**

→ *A powerful upgrade, lower base damage, but has a **35%** chance to proc bleed. Deals extra damage as bleed damage.*

- ♦ Shiv Damage: 25
- ♦ Proc Bonus Damage: 12

➤ **Carbon Steel Dagger**

→ *A strong well-constructed military grade knife. High Damage.*

- ♦ Shiv Damage: 40

➤ **Poison-Tipped Steel Dagger**

→ *A sturdy steel coated in poison that has a **30%** chance to proc. Deals extra damage as poison damage.*

- ♦ Shiv Damage: 35
- ♦ Proc Bonus Damage: 15

➤ **Flaming Steel Dagger**

→ *An uniquely enchanted blade with the power of flame. Has a **25%** chance to proc ignite, dealing extra damage as fire damage.*

- ♦ Shiv Damage: 38
- ♦ Proc Bonus Damage: 20

➤ **Frozen Steel Dagger**

→ *An uniquely enchanted blade with the power of frost. Has a **40%** chance to proc a slowing blast of frost.*

- ♦ Shiv Damage: 40
- ♦ Proc Effect: 50% speed reduction for 5 seconds.

➤ **Reaper Star**

→ *The ultimate weapon, crafted from an interstellar meteorite. Shaped to provide a unique arc movement affect. Cuts straight through the flesh and bones of your enemies hitting anything in its path. Has a **45%** chance to proc **Arc Splash** as well as a **30%** chance to proc for extra damage as bleed damage.*

- ♦ Shiv Damage: 40
- ♦ Proc Bonus Damage: 20
- ♦ Arc Splash Effect: 20 damage splashes to all zombies in a 8 foot radius.

Melee Weapons

Melee weapons are found later in the game. They can also help supplement when you are low on ammunition. Currently there are two unique melee weapons. The player can't move while swinging a melee weapon.

Melee weapons have a 4 seconds cooldown. The stats for the different weapons are below.

➤ **Stick Spear**

→ *A very fast weapon with a longer range, with mediocre damage.*

- ♦ **Melee Damage:** 30

➤ **Obsidian Spiked Club**

→ *A slow, medium range, high damage club spiked with obsidian blades.*

- ♦ **Melee Damage:** 50

