

LETTERS FROM THE DEAD

SURVIVOR'S GUIDE TO THE ZONE

If you're reading this,
someone else
didn't make it.



CONTROLS

	Movement	W A S D
	Move Camera	Q & E
	Zoom In / Out	Mouse Wheel
	Equip / Store Weapon	G
	Toggle Torch	T
	Inventory	I
	Use Inventory Items	Hover + Click
	Aim	RMB
	Shoot	LMB
	Reload	R
	Pick Up Item	Hover + LMB
	Inspect World Map	Hover + Mouse Wheel
	Menu	ESC

DEATH

There are no
second chances.
Death ends the
current journey.

The letters you discover
will help future travellers
understand more about
The Zone, but every
decision made during
your run matters.

Proceed carefully.
Observe your
surroundings.
Trust nothing.



TIPS FOR NEW TRAVELLERS

- Search thoroughly before moving on.
- Remember where locked areas are located.
- Not every enemy needs to be killed.
- Keep medical supplies for emergencies.
- Letters often hint at secrets elsewhere in the world.

INTRODUCTION

Welcome to The Zone, a world consumed by catastrophe and abandoned by reason.

You are not a hero.
You are simply another traveller
searching for answers in a place
that wants you dead.

Scattered throughout the wasteland
are 12 letters, left behind by survivors
who ventured here before you. Each
contains fragments of information
about the world, the strange events
that unfolded, and perhaps a way
to escape.

Finding all twelve letters is the only
way to fully understand what happened.

But understanding alone is not enough.

To reach the final area and uncover
the truth, you must also locate the
hidden keys required to unlock the
endgame region.

Only when ALL 12 LETTERS
have been collected and KEYS
recovered can the final
journey begin.



SURVIVE

Everything in The Zone is trying
to end your run.

Different enemy types roam the
landscape, each presenting unique
dangers.

Some attack relentlessly.
Others stalk from a distance.
Some are best avoided entirely.

MANAGE RESOURCES



Weapons never run out of
ammunition.
Everything else is scarce.
Medical supplies are limited.
Healing opportunities are rare.
Mistakes are permanent.

Every encounter carries weight.
Choose when to fight.
Choose when to flee.

Find and use landmines to your
advantage, but don't get too
close once placed.

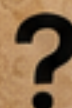


THE GOAL



EXPLORE

Search every corner of The Zone.
Hidden paths, abandoned structures,
forgotten camps and dangerous ruins
may contain valuable resources,
weapons, keys, or letters.



INVESTIGATE

The world offers very little guidance.
There are no quest markers.
No arrows. No objective lists.
Progress depends entirely on
observation, curiosity, and
remembering what you've discovered.



SURVIVE

Everything in The Zone is trying
to end your run. Different enemy
types roam the landscape, each
presenting unique dangers.
Some attack relentlessly.
Others stalk from a distance.
Some are best avoided entirely.

ENEMY BESTIARY



THE GHOUL

Once human.
Now twisted.
Fast and relentless
in close range.
Hunts in packs.



THE MUTANT

Slow but devastating.
Incredibly tough.
Can absorb extreme
amounts of damage.
Best avoided.



THE DIRE WOLF

Fast. Fierce. Intelligent.
Travels in packs.
Uses speed to flank
and tear prey apart.
Listen for howls.



IMPORTANT

The end game cannot be activated
until the keys are found to enter
the end game area and
all 12 letters have been found.

The truth is out there.
Find it... if you survive.



REMEMBER

The Zone gives nothing
freely.
It takes everything.
But sometimes,
it gives answers.
Stay sharp.
Stay alive.