

LEFT 4 DEAD



*Survival Guide in the Radiant Apocalypse by
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Ivan, my son, what you will read below are all the strategies and techniques that your father learned to survive outside the bunker. I am writing this because you are still too young to speak, but to make it clear to you, any exit from the bunker can be your LAST EXIT. You must take the danger of going outside seriously, as there are not many capable people left inside the bunker, and the exits are necessary to obtain resources that cannot be found inside. You should know that outside you will encounter other people, but you can trust NO ONE, and whatever you do, show NO mercy. Especially not towards those... things you will encounter. They may look human, but believe me, they have no trace of humanity left in them and will not doubt in taking yours.

With love, Dad.

Left 4 dead user manual

In the following pages, you will discover a comprehensive guide outlining the multitude of perils that await you. It is imperative that you keep this rulebook close to your heart if your intention is to endure beyond a mere day outside the confines of the bunker. Within these pages, you will find invaluable knowledge and strategies essential for navigating the treacherous landscape that now surrounds you. Arm yourself with the wisdom contained herein, for it may very well be the key to your survival in this unforgiving new world.

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Infected

During your struggle to survive outside the bunker, you will encounter different types of infected individuals. It is crucial that you know their abilities and weaknesses in order to maximize your chances of staying alive.

Common Infected:



The common infected is the one you will encounter most often outside. They are usually found in groups with other infected of the same type. Their primary form of attack is with their hands, and don't be deceived by their deteriorated appearance. Despite looking weak, all infected individuals possess surprising strength despite their physical condition. If you are in good shape, you should be able to outrun them. Their low intelligence causes them to quickly forget about you if they cannot see you. The only cure for them, as with the rest of the infected, is lead.

Лэнс (Spear):



The Spear infected is just as dumb as the common infected, but for some reason, it retained much more dexterity after the Radiant Apocalypse. As a result, they are capable of using tools and always carry a spear, which they are highly proficient with. They can run at a faster speed than the common infected and, thanks to their spear, can attack from a greater distance.

RUN!



Infected

Ведьма (Witch):



The Witch is one of the most dangerous infected you can encounter outside the bunker. It is crucial to target her quickly. If she is not dealt with promptly, she will begin to scream, attracting dormant infected from all around who will start running towards her. Individually, she isn't much of a threat—she is slow, lacks significant strength, and typically prefers solitude.

Веном (Venom):



At first, Venom can be really deceiving, if it wasn't for his lack of mask, you wouldn't even notice he is not normal. Some believe he may not even be infected, suggesting he developed resistance to the nuclear disease and can live outside. However, whether he is infected or not, it doesn't change the fact that he is one of the most hostile beings out there. The bad news is he is also incredibly powerful, employing two types of attacks. Firstly, he can release a large acid cloud from his hand, capable of melting anything it comes into contact with. This acid is highly dangerous. Secondly, he can unleash poisonous balls that are even more perilous. These balls continue flying until they hit something, and what's worse, they can penetrate through hordes of infected. It is crucial to exercise extreme caution to avoid being hit.



→ Dodge
This!

Weapons

Weapons will become your best friend when you're outside—some might even argue they're just as crucial when you're inside! Nothing is more effective in 'curing' the nuclear infection than a well-placed bullet to the head. Fortunately, there is an abundance of ammunition stored in the various bunkers scattered throughout the country.

ПКМ (PKM - IDF):



The IDF is a highly reliable weapon. Its significant rate of fire can make it somewhat unwieldy for the average person, leading to potential inaccuracies and missed targets, especially at longer ranges. Up close, the IDF proves devastating, capable of inflicting a tremendous amount of damage. However, it is advisable to avoid engaging in long-range confrontations where its limitations become apparent.

ШАК-90 (ShAK90 - P90):



The P90 is a versatile weapon that excels in various situations, making it the ultimate jack of all trades. As an assault rifle, it features a 30-round magazine and exhibits exceptional performance across different combat ranges. Skilled soldiers would fervently argue that it is the weapon of choice, boasting unparalleled effectiveness in the hands of a capable operator.

ВСС Винтóвка (Scout):



The Scout is a formidable semi-automatic sniper rifle. Despite the misconception that sniper rifles are impractical outside, such beliefs often stem from a lack of skill and experience. In truth, the Scout possesses ample power to penetrate multiple infected simultaneously, rendering it highly efficient. However, its main drawback lies in its limited magazine capacity, allowing for only 10 rounds before requiring a reload.



Outside

Venturing outside is strongly discouraged, yet it remains a necessary endeavor for the survival of those within the bunker. As a result, individuals within the bunker devote their lives to training with weapons, crafting and maintaining ammunition, and developing the necessary technology for living underground. Understanding the dangers that lurk outside is crucial for every inhabitant. Here is a compilation of vital knowledge regarding the perils that await beyond the bunker's safety:



Game modes

Survival:

In the harsh realm of survival, your primary objective is simply to endure for as long as humanly possible. There is no triumphant endgame to strive for; instead, waves of infected relentlessly spawn, hungrily converging upon you in search of their next meal. Your success hinges on a collective effort, working in unison to achieve the highest kill count and extend your precious survival time. With each passing moment, the stakes rise higher, challenging your wits and resilience in the face of insurmountable odds. How long can you withstand this unrelenting onslaught and etch your name into the annals of survival? Only time will tell.

In survival there is no hope, you are LEFT A DEAD.

Clear the zone:

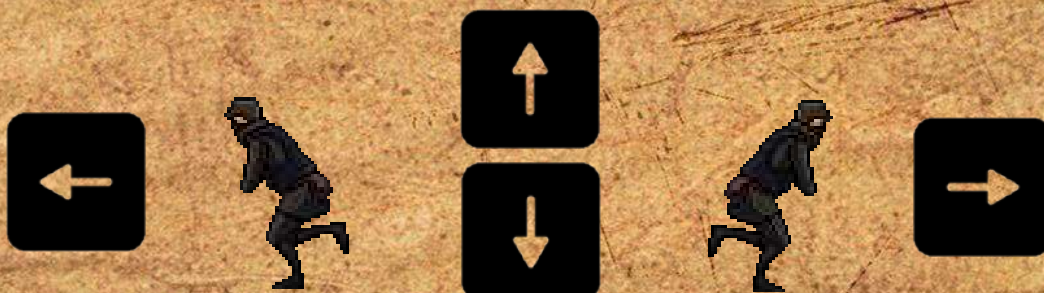
In the dire circumstances of "Clear the Zone," a mass of infected beings has amassed before the very door of your bunker. Your mission is crystal clear: eradicate the nuclear-infected scourge from the area, for their numbers will only swell with time. United as a team, proceed methodically from left to right, ensuring every infected is swiftly and compassionately euthanized. With synchronized efforts, purge the zone of this relentless menace, lest their presence become an even greater threat to your survival. In this high-stakes battle, coordination and swift action are paramount. Will your combined strength be enough to restore safety and reclaim the zone? The answer lies in your unwavering determination.



How to Kill Infected

Controls:

For moving around, you can use the arrow keys



How to Kill Infected

For Shooting, you can use the spacebar key



For reloading, use the R key.



Kill Them All!

Cheats:

If you can't handle the heat, here is some cheats you can use during the game:

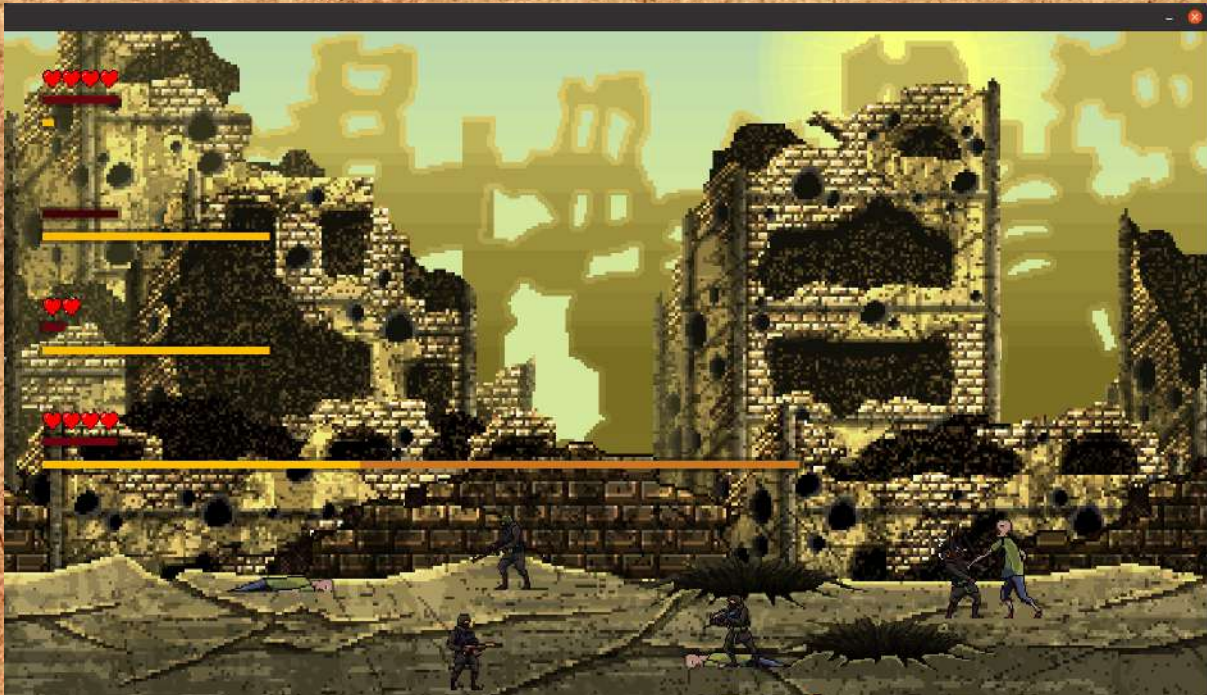


 +  **Spawn a Zombie**

 +  **Infinite Hitpoints**

 +  **Kill all Infected**

Interface



Lives, Ammo and Health:



Lives: Lives are the amount of times you can get up by a friendly soldier after getting knocked out.

Ammo and Health: Ammo and health are represented by two bars, red(Health) and yellow (Ammo), health is the amount of hits you can

muster before getting knocked out.

Obstacles:

Craters: Craters: Remnants of the devastating bombs that ravaged our world, craters now scar the land, presenting formidable obstacles in your path. These depressions are often deep and treacherous, making traversal without proper tools a daunting task. It is advisable to circumvent these craters altogether, seeking alternative routes whenever possible





Life and Death in the radiant apocalypse:



Getting knocked out: When your health reaches a critical point, the inevitable may occur: you will be rendered unconscious, collapsing to the ground, devoid of mobility. In this vulnerable state, your survival rests solely in the hands of a dependable comrade who can come to your aid.

Fallen comrades will show a red exclamation sign above them, if no other player heals them by standing close to them, they will bleed out.

Once they do, they'll be **DEAD**.



Installer

To install the game, you should download the release 2.1, on the git repository:

Then, you may navigate to the folder that has the installer, and execute it by writing in the terminal:

```
nath@nathalia-ASUSLaptop-X515EA-X515EA: ~/Desktop/MiNuevoJuego$ bash installer.sh
```

Starting a Game

Opening the game:

If you want to play the game, you first need to launch the game. To do this, you need to navigate to the Desktop where you have the **LEFT 4 DEAD** bash script, right click and select "Open in Terminal". It should look something like this:

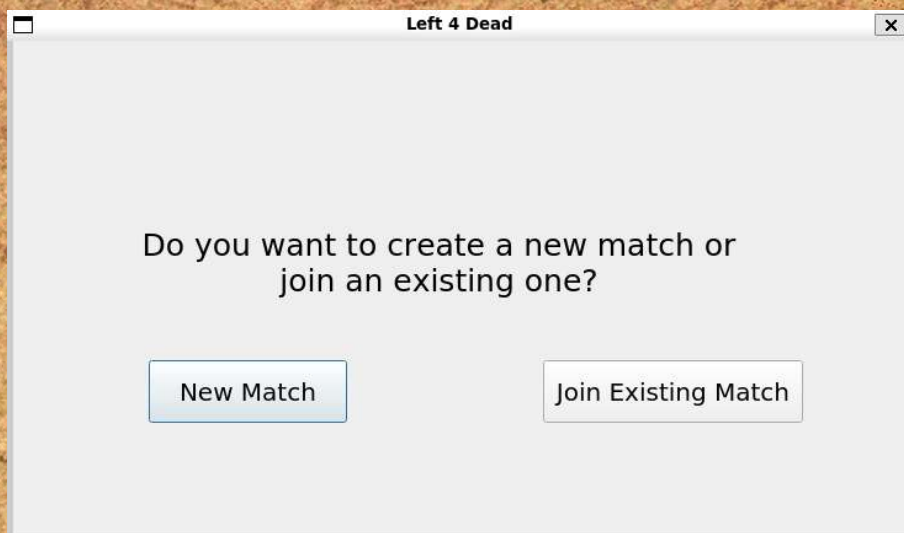
```
nath@nathalia-ASUSLaptop-X515EA-X515EA: ~/Desktop$ bash Left4Dead.sh
```

Once you are there, you can run the next command: `bash Left4Dead.sh`

If you want to connect to a different server, you can edit the file and change the "localhost" to an ip, and the "8080" to a different port.

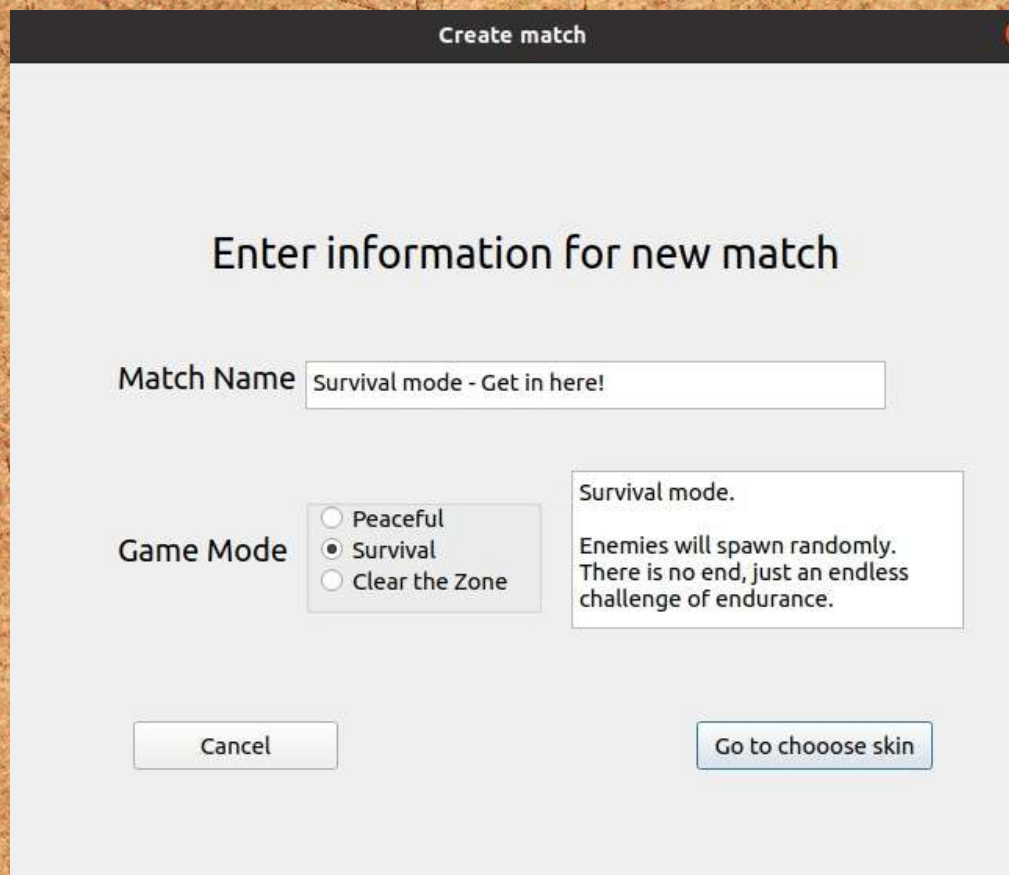
```
cd /usr/bin
export LEFT4DEAD_CLIENT_CONFIG_FILE="/etc/Left4Dead/client_config.yaml"
./Left4Dead localhost 8080
```

Creating a game:



If you have launched the game, you should be able to see the window on the left.

Select the "New Match" option, after that, you should be able to see:



Create match

Enter information for new match

Match Name

Game Mode

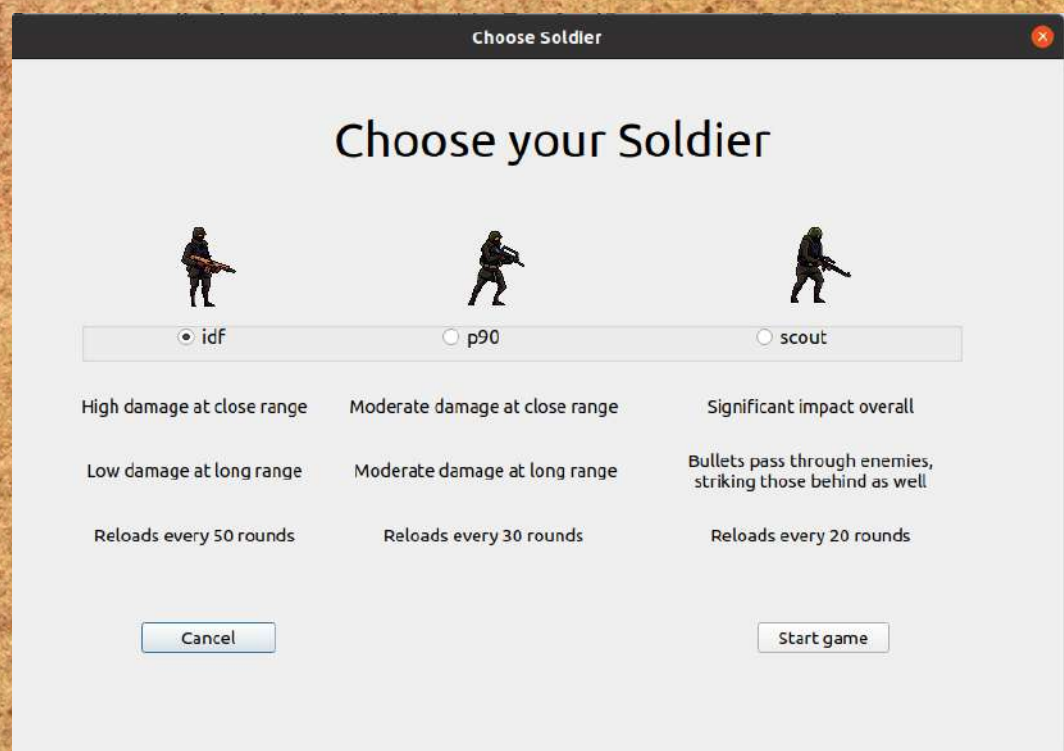
☐ Peaceful
☒ Survival
☐ Clear the Zone

Survival mode.
Enemies will spawn randomly.
There is no end, just an endless challenge of endurance.

Cancel Go to choose skin




when you are done choosing your game options, you can proceed to the next screen by selecting "Go to choose skin"

Select
your
weapons
and Start
the game!



Choose Soldier

Choose your Soldier

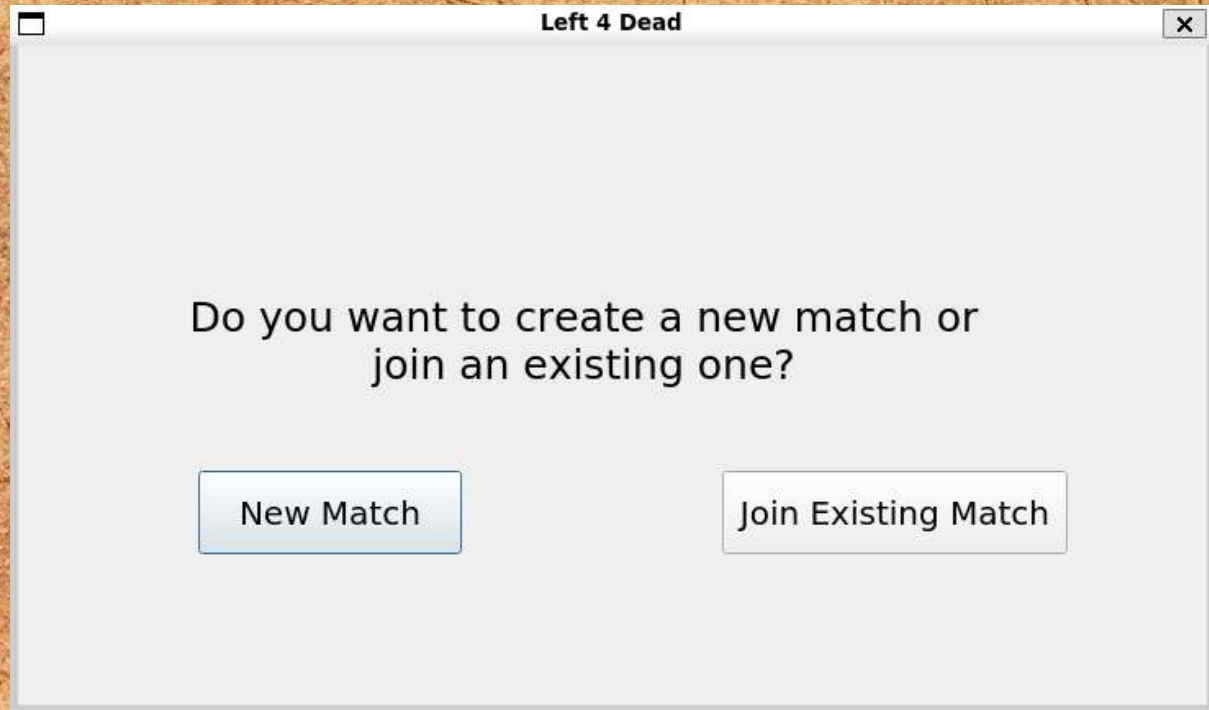
☒ idf ☐ p90 ☐ scout

High damage at close range	Moderate damage at close range	Significant impact overall
Low damage at long range	Moderate damage at long range	Bullets pass through enemies, striking those behind as well
Reloads every 50 rounds	Reloads every 30 rounds	Reloads every 20 rounds

Cancel Start game

Joining a game:

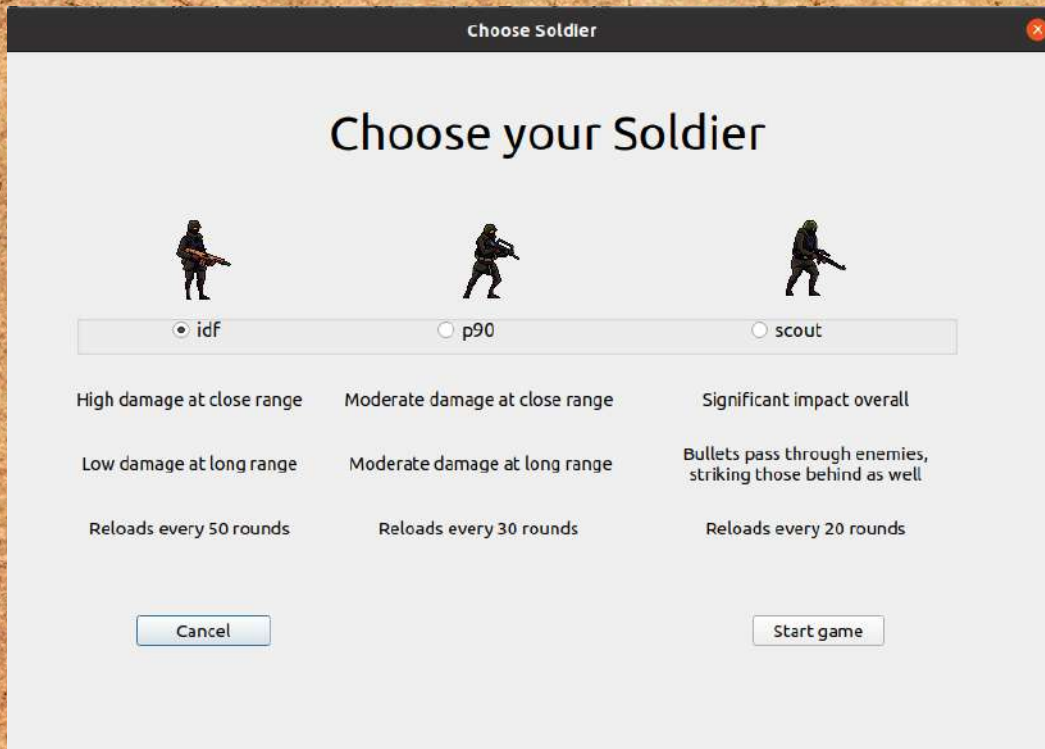
If you are joining a game, that means the game it's already created, so after launching the game, select the Join Existing Match option:



After that, you should be able to see the next screen:



Fill the Match Code space with your desired code, and proceed to the next screen selecting "Go to choose skin"



Select your weapon, and get ready to help your friends!

Hosting your own server:

If you want to host your own server, you first need to launch the server.

To do that, navigate to the Desktop where you have the **LEFT 4 DEAD** Server bash script, right click and select "Open in Terminal". Then run the script, like so

```
nath@nathalia-ASUSLaptop-X515EA-X515EA: ~/Desktop$ bash Left4DeadServer.sh
```

Once you have executed that command, the server will start receiving connections, when you want to close the server, simply press "q" and then "enter" and the server will close any connections and then terminate.

Finishing the Game

There are multiple ways to exit the game.

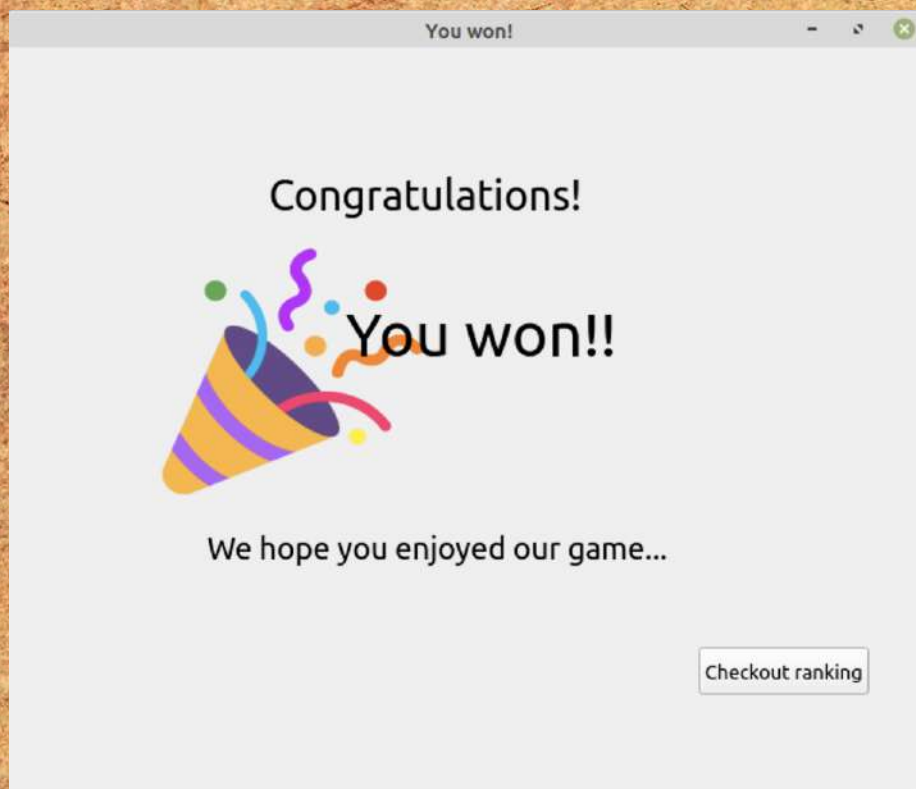
Abrupt Exit

At any point, you can press Q or Esc to exit abruptly. Do know that the rankings will not be displayed.



Winning the game

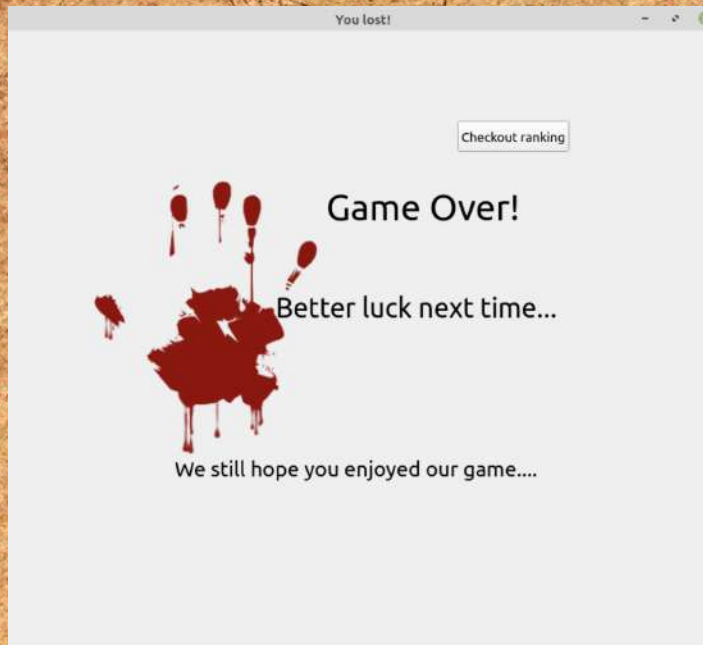
If you and your teammates manage to defeat all infected in the Clear the Zone mode, you will be congratulated by this screen.



We'll cover the rankings in the next section.

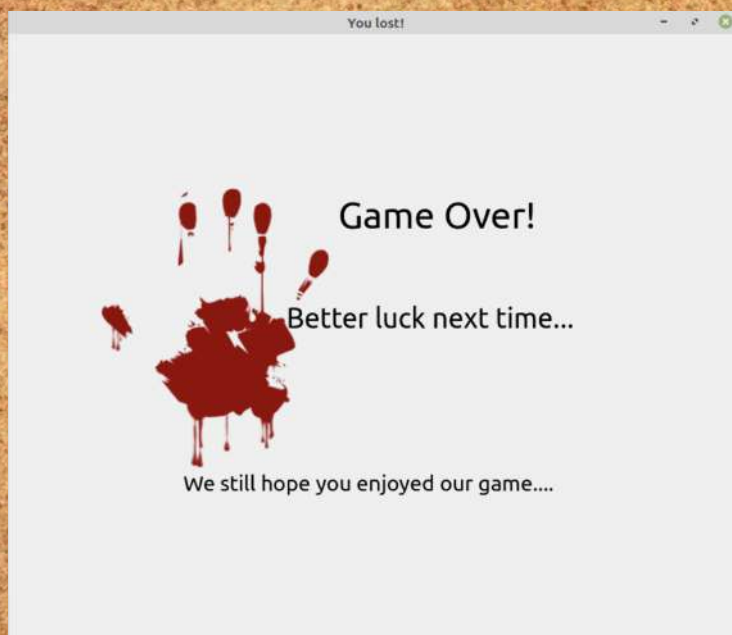
Losing the game

If you and your party meet your unfortunate demise, in any of the game modes, this screen will let that be known.



Connection Lost

If you have little luck in life, or just in this game, the client and/or server could lose the established connection, which will cause this screen to appear.



Note that there are no statistics shown, since the server couldn't deliver them. This screen will also appear if the user presses the Q or Esc keys.

Rankings

Clear the Zone

Whether you win or lose, the server will display your personal rankings from the game you just lost (or, well, won... of course). If you click on the only button on screen
It will take you to this display,



that shows how little your game lasted, how many infected you managed to kill and how you couldn't find the space bar to at least shoot one bullet.

These rankings will also be displayed if you do in fact win the game, but there is no need to show those screens... let's be honest, will you actually manage to win?

Survival

In this mode, there is no winning. Only death. And yours and everybody else's rankings.

After you inevitably lose, if you click on the button, this screen will appear



and show you how low you ranked next to people more talented than you.

And that is it, folks!

You are now equipped with all the tools this humble guide could teach you. It is up to you to download all the dependencies, wait a while while they download, wait some more while the game builds and compiles, finally start the server, then the actual game, and try to stay alive for a little longer than a couple seconds.

Best of luck.