

Friendly Strike 3

Handbook

Friendly-Strike 3

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I – Basic Rules.

Game phases.

In Friendly-Strike3, there is two game phases : first, the "*shopping break*". During this phase, each player buy weapons and equipments. Next, come the really round where everyone shot friendly at each other. It's strongly recommended to make the integrated tutorial before your first game.

The goal is simple : win the game by earning points. How to do? It depends of the arena type ("mod"). The arena type is **Death Match**, or **Capture The Positions**.

Death Match (dm_) games.

Rules are simple : when you kill an opponent, **you earn one point**, when you kill yourself (or a team-mate), **you lost one point**, and **a bonus point** (named "survive Point") is offer to the last survivor of the round.



Capture the Positions (cp_) games.

This time, rules are a little bit more complex. There is only **two teams** (1v1, 2v2, 3v1). In a Capture the positions games, there is **flags** on the arena. You have **90 seconds** to **control more flags than the opponent team**. You win **one point** if you kill a opponent, and this time you win **two points** if your team is the survivor team. If at the 90th second the both teams are still alive, this is the team which control more flags than the other which win the two survivor points. If the both team control the same number of flags, they win one point. If a team control more flags than the other, the clock fall two time faster ; and if a team control all the flags, the clock fall three time faster!

II - Interface

a- Controls

Joypad	Right	Left	Up	down	Jump	Shot	Load	Item
On the ground	Go to right	Go to left	Up the aim	Down the aim	Jump	Shot	Load	Use items
On ladders	Let go of ladder	Let go of ladder	Climb onto ladder	Go down ladder	Drop the ladder	Shot	Load	Use items
In water	Go to right	Go to left	Go up	Go down	/	/	/	/
Shopping Break	Open tab	Close tab	Next category	Previous category	Open tab / buy	/	Announce « Ready »	/

- In the menu « Play », you can press on « Tab » key for choose a random arena in the list.
- When you play on-line, push on « Enter » key for write your message, then push again on « Enter » for send it.
- On line, you can move again the chat window while pushing the right button of the mouse, and put at the right place. This chat Windows can be big or little.

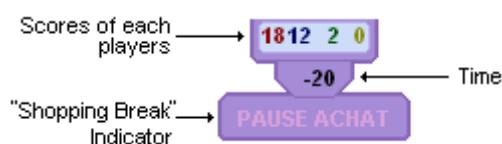
b- VGU

Thanks to VGU you know everything of the round and of the game. Your life points, opponent life points, time, etc... Everything passes by VGU.

Here, the VGU of a player:



Here, General VGU:



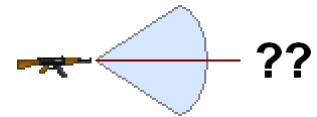
III - Arsenal

a- Introduction

In Friendly-Strike3, **48 weapons** are available. You can purchase 38 of them during the shopping break via the menu. The other 10 are **special weapons** who appear in some arena and that you will try to get back.

Each weapon has 9 characteristics, so each of them is unique, and appropriate for some type of fight; special weapons have a different working...:

Precision : There is a virtual **angle** at the end of the gun (in degrees °), who give direction to the bullet... example : mac10 has a precision of 46°, which signify that the bullet can uncertainly go off in an angle of 46° at the end of the gun! (23° up, et 23° down)..., more a weapon has a low precision angle, more she is accurate.



Shot rhythm: This is the number of shot by second by weapons. It's useless to shot bullet per bullet to counter a lack of precision so you can abuse of its shot rhythm.



Rotation speed: When you up or down your aiming, the weapon up or down more and less quickly. There are 4 types of speed: 1=slow, 2=normal, 3=fast, 4=very fast.



Capability of cartridge clip: This is the **number of bullets** you have in your weapon. The number of cartridge clip is infinite, but you need to reload it.

120

Number of bullets shot by rifle: Some of weapons shot several bullets by rifle...



Loading time: Time in second, you need for loading **your weapon**.



Head damages: In life points, the damages you inflicted with a bullet, in the head.



Body damages: Damages who are inflicted in the body.



Price: the price of the weapon (in f, the "Friends", the official currency of FS3^^)

MP5 220f

b- Weapons on board.

	Name of weapons	Precision (in °)	Shot rhythm (t/s)	speed Rotation	Cartridge clip ability	bullets /coup	Loading time (in s)	Head damages (by bullets)*	Body damages (by bullets)*	Price (in ₣)
Pistols	P	I	S	T	O	L	S			
	AMT 1911	23°	2,17	3	15	1	1.5 s	13	9	0
	USP	3°	1,85	1	12	1	1.7 s	41	34	120
	Desert Eagle	11°	2,63	2	7	1	1.8 s	32	21	130
	357 Magnum	24°	2	3	6	1	2.8 s	52	31	180
	Five Seven	17°	4,5	3	20	1	1.6 s	25	14	145
	Glock	33°	1,78	3	8	3	1.9 s	23	13	190
	96G	22°	3,12	2	10	2	1.7 s	28	19	230
Guns	G	U	N	S						
Shotguns	S	H	O	T	G	U	N	S		
	M 3	32°	1,11	3	8	6	3.6 s	18	10	225
	Bécassier	35°	2,9	3	2	6	2.4 s	17	10	210
	M1	24°	1,66	3	8	7	3.8 s	20	11	320
	PA3	37°	0,83	4	3	9	2.6 s	24	14	295
	XM 1014	30°	2,77	4	7	7	4.2 s	20	11	405
Snipers	S	N	I	P	E	R	S			
	M 21	3°	1	1	20	1	3.5 s	87	48	210
	Famas G2	2°	2,13	1	15	1	3.6 s	70	42	330
	SVD	1°	0,33	1	7	1	4.4 s	320	99	335
	AWC	0°	0,63	1	8	1	4.2 s	520	340	460
	PSG 1	0°	1,06	1	6	1	4.6 s	720	530	595
Automatics	A	U	T	O	M	A	T	I	C	S
Light	L	I	G	H	T	S				
	MP 5	14°	8,33	2	30	1	2.4 s	22	12	220
	MAC 10	52°	16,66	4	32	1	2.2 s	13	9	235
	UMP 45	3°	6,25	2	25	1	2.3 s	23	13	250
	P 90	24°	10	2	50	1	2.6 s	23	13	300
	OC-14 Groza	8°	8,33	2	20	1	2.5s	28	16	355
	HK G11	18°	6,25	2	22	2	2.8 s	22	12	400

	Name of weapons	Precision (in °)	Shot rhythm (t/s)	speed Rotation	Cartridge clip ability	bullets /coup	Loading time (in s)	Head damages (by bullets)*	Body damages (by bullets)*	Price (in ₣)
Heavy	H	E	A	V	Y					
	AK 47	49°	7,14	4	30	1	4.2 s	37	24	240
	Aug	2°	5,55	1	30	1	4.6 s	49	36	540
	Famas	21°	12,5	2	25	1	4 s	31	21	485
	SAR 80	28°	10	3	20	1	4.8 s	39	25	390
	M4	8°	8,33	2	30	1	4.6 s	43	31	585
Machin-Gun	M	A	C	H	I	N	-	G	U	
	M 249	22°	6,25	3	120	1	5 s	75	48	660
	M 60	32°	10	3	60	1	3.8 s	53	30	730
	M 240 B	25°	5,55	4	90	1	5.2 s	350	62	795
	M 134	41°	16,66	4	125	2	5 s	31	22	1645
Explosivs	E	X	P	L	O	S	I	V	S	S
	Bazooka	0°	/	2	1	1	1.5 s	Blast : Average.		
	Babazooka	0°	2,5	2	2	1	2.2 s	Blast : Average.		
	Gr.Launcher	0°	1,85	2	4	1	3.8 s	Blast : Average.		
	M.Launcher	0°	2,5	2	12	1	5 s	Blast : Average.		
	Fastzooka	0°	/	2	1	1	1.8 s	Blast : Small.		
	Megazooka	0°	2,77	2	6	1	5.2 s	Blast : Average.		
Specials	S	P	E	C	I	A	L	S		
	MG 4000	43°	6,25	3	20	5	5,1 s	23	18	/
	Jag W-10	4°	16,66	1	6	1	3.8 s	540	360	/
	FireMaker	0°	/	2	1	1	2.8 s	Blast : Incendiary		
	Blaster	15°	4,1	2	15	1	4 s	12-14 (*16)	12-14 (*16)	/
	Arc	0°	/	2	1	1	0.7 s	1100	1100	/
	MF-Zooka	0°	2,5	2	6	1	5.6 s	Blast : Small		
	Burner	12°	25	2	60	1	4 s	11	10	/
	Boomer	0°	3,33	2	7	1	5.6 s	Blast : Small		
	LFE.1	22°	25	2	125	1	(6'25) 20/s	11-17	11-17	/
	Golden Waller	16°	2,27	3	8	1	3.2 s	35-110	25-70	/

*: The damages don't consider weigh of the trajectory of bullet. More a bullet is shot far, more she lose power. A bullet can lose up to 8 pts of damages...

IV – Protections & items

a- Protections

You will see, in the category « *Equipment* » in the shop menu, the presence of a Bullet proof vest  and a headset .

Like in Friendly-Strike2, a bullet proof vest protects your chest and a headset protects your head. But what does it mean actually?

When you take a **bullet in your head***, if you have a headset, the bullet won't inflict you the totality of the damages that she have to, on the contrary, you will lose just 10% of the life points you should. In return, your headset will be destroyed, and let your head exposed for the next bullets

It is the same for the bullet proof vest, for your chest. If you take a **bullet in your chest*** with a bullet proof vest, the bullet will inflict you up to 10% life point, but will destroy your vest.

* : If many bullets shot you in the same time, the bullet proof vest and the headset will protect you of all the bullets... good to know, mostly at the hands of a shotgun...

But, there is an exception...

Also, useless to depend on a headset or a bullet proof vest to stop a rocket or a grenade... even to stop an blast... the headset and the bullet proof vest will be destroyed without effect.

Moreover, let's talk about **blast**:

There two possibilities: If you are on halfway, you will receive 400 points of damages. So, you are dead, and there are many possibilities that you go home in many piece. If you are not on halfway, the blast will inflict you 50 and 70 points of life.

It's important because of in one case, only one rocket can knock you down, whereas in the other case 2 rockets/grenades are necessary.

b- Items

In the category « *equipment* » of the shopping menu, you will find 4 items buyable: **the grenade**, **the smoke bomb**, **the hand-held rocket**, and **the napalm grenade**. Elapse these weapons, is leaving many possibilities to win....:

Grenade

Primary and efficient, grenade creates a blast at the impact point. Her trajectory in bell-like opens unexpected grade.

Price : 45 F. Blast : Big.

Smoke bomb

The smoke bomb is an anti-sniper very efficient. Actually, every people who are in the smoke will see the shot precision down to 55°! And unnecessary to wait for he disappear because you will wait until the next round.

Price : 40 F. Cooldown : All the round.

Hand-held rocket

Very simple: you throw with the hand a rocket.

Price : 90 F. Blast : Average.

Napalm Grenade

When she burst, napalm grenade ignites a zone around her... and it is recommended not to be in contact before her burst...

Price : 85 F. Blast : Incendiary.

Toxic Grenade

The toxic grenade release a... toxic gas... yes...

Price : 70 F. Cooldown : 15 s

You will find in Friendly-Strike3 11 special items that you have to (like special weapons). Each one has his effect. Some thing to know: when you catch a special item, all the items you have are lost. And this is impossible to catch a special item if you already have a special item^^.

♥ Magic Health

Magic Health is an item very useful, because if your life is 100pv, he will up your life automatically, for a total of 300pv! Be care full, because Magic Health up your life at a speed of 50hp/s, so if the damages are faster...

▣ Zombies

Very easy: with this item, you call dead zombies on some place in the arena you have chosen... Be care full, zombies are totally "neutral"... and idiot...



쏴 Air strike

Simple and efficient, this item call an air strike who send 9 rocket... Focus to know by which side the air strike has begun and which side he finishes...

☂ Fire rain

With this item, you will transform a romantic and sweet rain, in a demonic fire rain... She stops after strike down 666 drop of fire rain^^.

👾 Spatial strike

Another variant of the famous air strike, but this time, this is a satellite who shell the floor of 35 lasers like *Boome lasers*... totally unforeseeable, the best thing to do is to find some place for hide himself...

🔫 Turret

De retour, this item allows you to put a turret on the flour and who will keep an horizontal line and protect of unfriendly presence^^. She has 5 cartridge clip of 50 bullets each, she shot 16,6 bullets per seconds with a precision of 40°, and her bullets' size are 22(head)-12(body) of damages. Her fault is her thermal spotting... actually; a player behind a wall will be "see" and then, let of her shot...



■ Reactor

Reactor is easy to use: speed up the reactor in the arena, and the effect will be that it will increase weightlessness... Be care full at the fall...

💣 Shell Rocket

She goes up in the sky, then, when she is at some altitude, she opens herself for covering the arena. She will stop after send de 15 grenades (speed of 3,3gr/s...)



💣 Napalm Air Strike

It's a Air strike variant, Napalm Air Strike call an air strike with napalm rocket... And a big side of the arena is on fire...

🛡 Riot shield

Friendly-Strike2's Players have so abused of Râ's shield (touch "W" ...), that this one has completely disappear of Friendly-World's surface. For satisfy this lack, a research firm has successfully develop her own shield. This one is able to return slow projectiles (rocket, grenade...) and all the lasers, isn't able to stop bullets... It is extremely comfortable.... Care to the blast. Even if a shield is able to return a rocket, he can't protect you of a closeness blast. He is bigger than you so he will protect of projectiles that normally don't touch. This one disappears after protecting you of 25 projectiles.



💣 Landmine

Classic, sadist, unfair, the landmine is a very efficient peeve. Even you are in evidence, they are tactic full and persist round after round. Useless to jump to try to avoid... Care, landmine hasn't any team's distinction. When they touch the ground, you have 1 second before active themselves. Landmine automatically disappears after 6 rounds in game.