**Tutorial Level Dialogue– Mine**

**Quest Text –** The General has tasked you (Players Name) to find out what is causing all the animals to be driven out of the mine.

**Movement Text -** WASD for movement, Esc game menu, Lfor quest log, **C** character menu.

Before meeting the first wolf.

**Combat Text -**  Mouse left click melee/interact, mouse right click ranged attack.

After fighting the wolf.

**Armor gauge -** The bar that goes across the top of the screen is for Armor once it’s empty, you have one hit before death. To repair you must have at least one repair kit in your inventory. Press **R** to repair.

Once player levels up.

**Leveling Up-** You receive 1 skill point each time you gain a level to be used in one of the 3 skill trees: Melee, Ranged, and Survival. Each tree has an equipment ability at its midpoint, once gained you must buy the respected piece at a shop to use.

**Skill trees -** Melee - Increases your close range abilities, unlocks the Steam Cloud equipment and a fourth combo 4. Ranged – Increases your profession using a gun, unlocks the Compression Shot equipment and the ability to throw a powerful grenade. Survival - Increases your ability to survive, unlocks the Iron Curtain equipment and Juggernaut ability.

After defeating the zombie the player talks to the General and gets the Steam backpack as a reward.

**Advance Combat -** The two bars on the left hand side of the screen indicate your current coal and steam levels. Over time your steam gauge depletes also using certain abilities deplete the steam faster. As the steam goes down your coal depletes as well to replenish your steam. Press **F**to add to more coal to your backpack.