DVD Manual (8 pages)

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SAWZE Background :  
In the middle of a scary zombie virus outbreak a new hero rises. Not the classic fast, strong, charismatic, young action hero, who fights his way through Zombie hordes armed with nothing but his pocket knife and can run through walls, but a rather different hero: Major Tomahawk is a retired, old veteran and due to an old injury he is in a wheelchair, which has broken brakes.

Never the less, when helpless people need his aid in this scary zombie chaos, Major Tomahawk takes initiative in his hands and rises to any challenge.

Soon he finds himself protecting a group of survivors and volunteering for the most difficult of tasks.

*Optional: a fitting picture/screenshot*

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How to play:

In S.A.W.Z.E. each level has objective that needs to be accomplished in order to pass the level. When you achieve the objective the exit of the level will be activated and you need to escape the level by reaching the exit. Each level has a short briefing informing you about the level objectives and in game navigation icons with the current objective will show you the direction you need to take.  
  
Passing one level will unlock the next level.

You navigate the hero in all 4 available directions in any level (up-down and left-right) by using the arrow controllers or WASD on the keyboard, or play with controller.

*Optional: a fitting picture/screenshot*

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Because of the zombie virus outbreak every level is contaminated and you lose health constantly. Monitor your health bar *(picture health bar)*

Moving through a concentrated zombie virus cloud will heavily decrease your health! Try to avoid them when possible. *(picture concentrated zombie virus cloud)*

You can restore health by collecting the antidotes. *(picture antidote)*

Watch out for broken glass! It will slow you down! *(picture slow boden)*

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Power ups

There are 3 power up items available to the player in SAWZE: the **Nitro Pack**, the **Alarm** and the **Super Awesome Antidote**. They are all activated passively straight after you collect them.

The nitro pack will give you great speed for few seconds.  
*(picture Nitro pack)*

The Alarm has two parts and affects all Zombie opponents on the level. The first part is the trigger platform which you activate by driving over it; then the second part, which is the actual alarm will sound a signal that will attract all zombies around it for a limited time, giving you some free space for a moment.

*(picture alarm, 2 parts)*

The Super Awesome Antidote is the ultimate power up in the game. For several seconds it increases your speed, it makes you invulnerable and when you hit a zombie you will turn them back to normal humans, which then will follow you until the end of the level.

*(picture super awesome antidote)*

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Zombie types

The Evil Scary Zombie is not the smartest and will just wonder around the levels. Alone in a big room this opponent isn’t much of a threat to you, but in greater numbers or in tight corridors the Evil Scary Zombie a foe to reckon with.

*(picture Evil Scary Zombie)*

The Hunter Zombie is more dangerous foe. If he sees you, he will start chasing you. You can fool him if you hide behind at least two corners from him.

*(picture hunter Zombie)*

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Credits (nimm die von der präsi!)

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