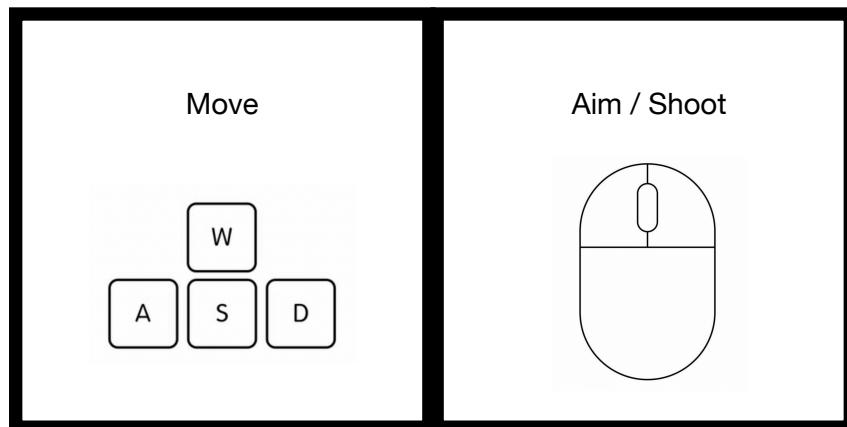


# No Survivors

## Game Manual

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## Controls:



WASD and Mouse controls, as God intended.

## Weapons

Pistol	Silenced Pistol	Shotgun	SMG	Rifle
Fire Rate: Low Penetration: Low Capacity: Medium Spread: Low Range: Medium	Fire Rate: Medium Penetration: None Capacity: Medium Spread: Low Range: Low	Fire Rate: Medium Penetration: Medium Capacity: Low Spread: High Range: Medium	Fire Rate: High Penetration: None Capacity: High Spread: Medium Range: Medium	Fire Rate: Low Penetration: High Capacity: High Spread: None Range: High

## Items:



In addition to weapons, you can pickup other boosts and items.

## Time Boost:



Adds 30 seconds to the timer, extending your bloodlust.

## Skeleton Key:



Will unlock any door. One time use. Stacks infinitely.

## Objects:



Most objects are destructible, so you never know what you might find underneath them.



## Environment:



Some walls are destructible and can be passed through once destroyed.



Windows can be shot through and you can be seen by enemies through them.

## Tips For Survival:



This room is filled with guns and additional time, but unfortunately, it's locked. You'll have to find a Skeleton Key to access it.

Do you notice the crack in the wall? It seems like it would crumble after a few shots. Just like real windows, people can see and shoot through them.



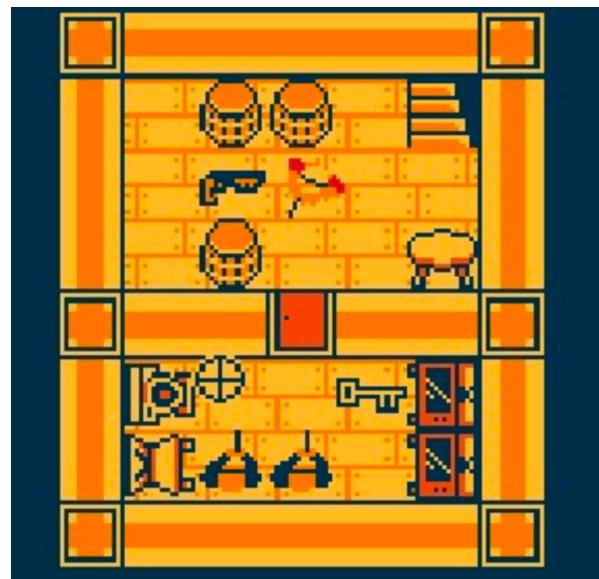
Windows, just like in real life, can be seen and shot though.

Some objects are tall enough to hide behind, others.....not so much.



Sometimes, it helps to find an alternate route. Try the sewer.

Try using a shotgun to clear a room before entering it!



**Credits:**

**Coding:**

Ryan Elwood

**Art:**

Ryan Elwood  
Brad Dougherty  
James Lamping

**Level Design:**

Brad Dougherty  
James  
Michael

**Story:**

James Lamping