



# REDMEAD REDEMPTION

## game manual

ALTMORBS



CSCI 22-0

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THE WORLD ENDED 2 YEARS AGO.  
SOME OVERFUNDED BIO LAB TRIED TO MAKE  
A NEW HAIR DYE THAT WOULD LAST FOREVER.  
THEY USED SOME UNKNOWN CHEMICALS.  
CLASSIC MISTAKE.

TWO WEEKS LATER, HALF OF THE WORLD WAS  
EATING THE OTHER HALF.

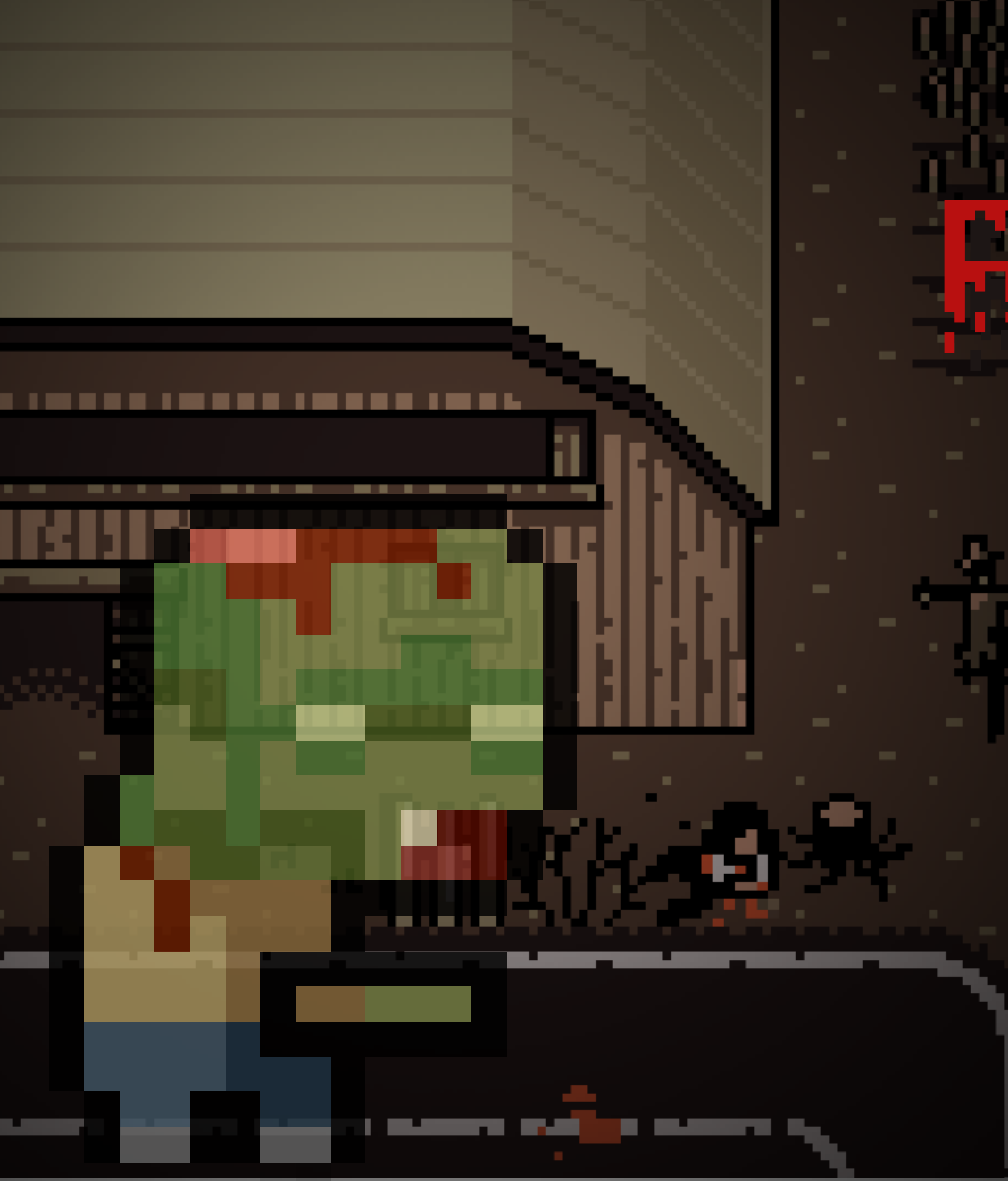
BUT HERE'S THE KICKER:  
THE INFECTED WOULDN'T TOUCH US GINGERS.

SCIENTISTS SAID IT WAS SOMETHING IN THE GENE,  
THE SAME THING THAT GAVE US  
RED HAIR AND PALE SKIN.

SUDDENLY, BEING A GINGER WAS NO LONGER A CURSE.  
AND WHILE WE COULDN'T TURN, WE COULD STILL DIE.  
WE'VE HEARD OF A SAFE ZONE UP NORTH.  
A HELICOPTER IS WAITING ON THE OTHER SIDE OF TOWN.  
IT'S TIME FOR REDHEAD REDEMPTION.

# STORY





# REDHEAD REDEMPTION

IS A TOP-DOWN PIXEL MULTIPLAYER  
SHOOTER SET IN A ZOMBIE  
APOCALYPSE.

YOU AND YOUR FELLOW REDHEADS  
FIGHT THROUGH WAVES OF ZOMBIES,  
COMPLETE OBJECTIVES,  
UPGRADE YOUR WEAPONS,  
AND TRY TO REACH SAFETY.

WORK TOGETHER OR GO SOLO  
ACROSS DIFFERENT MAPS, EACH  
WITH NEW CHALLENGES.

# Controls

WASD	MOVE AND AIM
LEFT CLICK	SHOOT
RIGHT CLICK	MELEE
SHIFT	SPRINT
F	PICKUP WEAPON / MEDKIT
E	INTERACT
G	USE MEDKIT
SPACE	NEXT DIALOGUE
C	CONTROL LIST

# How to Win

COLLECT 3 KEYS TO OPEN THE GATE TO THE NEXT MAP.

KILL ZOMBIES TO LEVEL UP

COLLECT 6 FUEL CANS AND BRING THEM TO THE HELICOPTER.

EVERYONE MUST REACH THE HELIPAD

# HOW TO PLAY



# MECHANICS & FEATURES



## LEVEL UP

LEVEL UP YOUR **AMMO**  
AND **LIFE** BY KILLING  
ZOMBIES

## Items

HEAL WITH **MEDKITS**  
OR **AREA HEALS**  
[**SWITCH FROM SHOTGUN, RIFLE,**  
OR **SMG IN DESIGNATED AREAS**]  
REFILL **AMMO**

## Design

**HAND DRAWN PIXEL**  
**SPRITES AND ASSETS**  
(EXCEPT MAP TILES)

## Multiplayer

**1 - 5 PLAYERS THROUGH LAN**  
REVIVE TEAMMATES ON  
**REVIVE PADS**

## Enemies

VARIOUS ZOMBIE BEHAVIORS:  
**PATHFINDING, DORMANT,**  
**PASSIVE, AGGRESSIVE, POISON**  
**PROJECTILES**

## Traps

BE CAREFUL OF **SPIKES!**