

Guide



is horde survival game, mainly for cooperation in four players.

- Name of player is name from Steam
- First look on controls.



Menu:

- Single Player
- Co-op Game
- Options
- Controls
- Quit
- Credits

In game content:

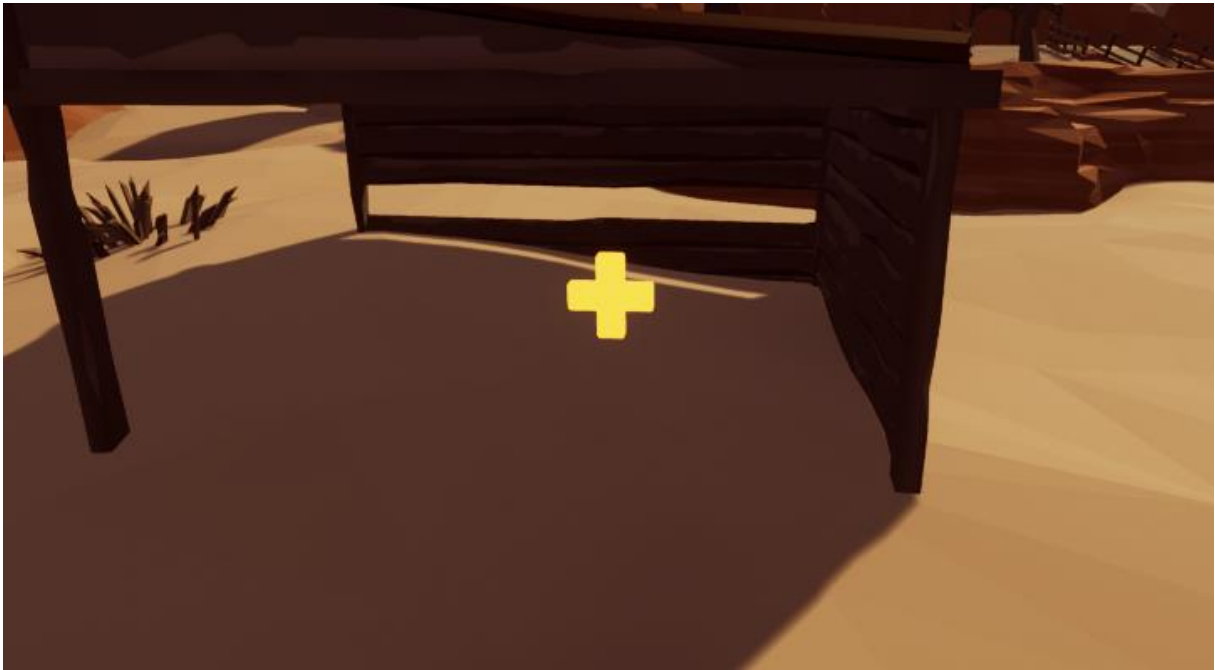
- Weapon Box - if you don't have ammunition, buy another weapon, the new weapon replaces the current weapon in the hands



- Pickup weapon - some weapons are in the houses
- **It is possible to have two identical weapons**



- Pickup health



- Drop ammo



- Drop 4x points



- Door locked with points



- Static TNT - the shooting will detonate him



- Trading post
- In "12 wave" this building will be opened. In the first 8 maps, from "12 wave" will spawn 3 items on random places in map. Each item have own 4 places for spawn. Each location has a 33% chance to spawn. Each item adds 2000 points. Random spawn of items is at the start of each new wave.



- Hidden items for Trading post



- Hidden skulls in map



- In game are special big monsters with drop ammo, they have repeated spawn but not forever :)



- Achievements



Revive system:

- If you start reviving the other player and you die while reviving, you can complete the revival of this player

Start new game:

- Choose your character
- Choose your map
- Click on „Start Game“ button – in co-op game is „Start Game“ button as „Ready button“ on client side

Co-op game is through Steam but is possible play on LAN without running Steam. Game uses port 7777.