SHADOWGROUNDS SURVIVOR

Contents

Setup and Installation

System Requirements

Linux Kernel 2.2.x or later
Glibc 2.1.x or later
XFree86 version 3.3.5 or later
1.8 GHz or better x86 processor
800 MB RAM
3D Graphics card with at least 256MB of memory
OSS or ALSA compatible sound card
1x DVDRom
1.2 GB Hard disc space

Installation

Insert the DVD.
- Some Linux versions at this point will ask you if you wish to run the active content on the disc. You should answer yes.
- Some Linux versions will load the disc, and show you either a web page with instructions, or a window with the disc's files in it. Use this to start the *setup.sh* program.
- Some Linux versions will want you to do it all yourself. At this point type the following commands into a terminal window.

    ```
    mount /media/Survivor_Linux
    sh /media/Survivor_Linux/setup.sh
    ```

    Sometimes the DVD-Rom is not located in /media/Survivor_Linux, you should consult your Linux documentation if it is not.

If you have not previously installed the LGP update tool, this will be installed before the initial game installation. This will automate the process of finding and applying patches. You may wish to run it occasionally to check for updates to Shadowgrounds Survivor.

Uninstalling

To uninstall Shadowgrounds Survivor, simply select the LGP Uninstall tool from your Program Menu, or type

    ```
    lgp_uninstall
    ```
from the command line.

Running the Game

Starting Shadowgrounds Survivor

Once you have installed Shadowgrounds Survivor, you may play it by selecting your Program Menu button on your toolbar, and choosing Shadowgrounds Survivor from the Games menu.

To start the game from the command line, simply type
     `survivor`
from the command line.

Startup Hints

If you would prefer to play Shadowgrounds Survivor in a window instead of full-screen, simply use -w on the command line. For example: `survivor -w` . If you wish to switch between windowed and fullscreen during the game, use `Alt-Enter`.
When windowed, `Ctrl-G` will keep your pointer within the window so you can play Shadowgrounds Survivor more easily. To release your pointer press `Ctrl-G` again.

Copy Protection
Shadowgrounds Survivor is protected by a sophisticated protection system to prevent unauthorised distribution of the game. Our system relies on a key, located on the back of the manual. When you start the game for the first time, you will be asked for that key. You will also be asked for a password. If you install Shadowgrounds Survivor onto any other machines, you must use the same password. This ensures that it is only you that may install the game. Finally you may (optionally) enter an email address. This is not required for play, but if you choose not to, and you lose your password or key, it will be completely impossible to reactivate your game. Your email address will only ever be used for the purpose of key or password recovery.
Be careful with your password. If someone else knows your password, they can change it and will be able to lock you out of the game! You will then be unable to play the game unless you purchase a new key!

Technical Support

Please be sure to read the README document on the game disc, and review the Frequently Asked Questions on our support webpage: **support.linuxgamepublishing.com**. Here you can also check for any updates to ensure you have the latest version of the software.

You may also launch lgp_update as the user who installed the game to check for product updates, while connected to the Internet.

If you are still having problems, please contact our technical support team. Full information about how to do this is found on the above website.

By email, please contact **support@linuxgamepublishing.com** and we will do all we can to resolve your Shadowgrounds Survivor problem. In your email, please include the following information:

Complete product title and version number (found by typing `survivor -v`)

Exact error message (if any)

Linux distribution

Linux version (found by typing `uname -a`)

Computer processor type and speed (e.g. Athlon64 - 1.5GHz)

Video and sound card make and model

Faulty Disks

If you receive a faulty disc, please contact the company you purchased the game from.

TOP SECRET

The following article seeks to shed some light on the machinations of the IGTO, Grey Directive, and of a project known only as Project Shadowgrounds.

Little is known about Project Shadowgrounds. In fact, few even know of its existence outside the cabal known as Grey Directive. This presents some interesting barriers to information gathering as the existence of Grey Directive itself is a closely guarded secret outside the upper echelons of the IGTO.

Grey Directive is an ultra-covert arm of the IGTO. Its mandate has been to uncover everything there is to know about the possible existence of extraterrestrials and their subsequent presence in immediate space, and the elimination of that presence should they prove hostile. It was formed in the 1940's as a Black Ops branch of the United States military, a direct result of the Roswell Incident. However, even within Area 51, Grey Directive was barely a rumor. The group is so secret that even now, more than 150 years later, few outside the organization have heard of it.

Grey Directive has survived many incarnations under many ruling bodies: the US military, NATO, and most recently, the IGTO. There has also been some question as to the influence of various secret societies on the direction of Grey Directive, but at this point, that is purely conjecture.

Bogey 1, the designation given to that first contact craft from Roswell, was actually an alien probe. Secretly isolated in Area 51, it was, and continues to be pored over by specialists from Grey Directive. Needless to say, Bogey 1 confirmed the existence of an advanced alien civilization, one that was closer than anyone had previously thought, and with unknown motives.

That information shaped much of the next century and a half, certainly the race to establish a space program was on. Near the middle of the 21st century, the International Space Exploration Union (ISEU) was formed out of the ashes of NASA, one of the more successful of the early space programs. Its primary objective was to initiate a colonization program that would alleviate some very contentious issues, namely pollution and over-population of the Earth. For many years, Mars had been the most obvious and attractive target for human colonization. But that had changed.

Grey Directive had finally deciphered what seemed to resemble a star-chart of the solar system from Bogey 1. Special attention seemed to focus on a moon of Jupiter, namely Ganymede. Grey Directive, through the IGTO, influenced the ISEU into investigating the large moon. The ISEU was powerless to oppose this 'suggestion'. The IGTO had long been funding much of the Union's operations. To everyone's surprise, Ganymede was found to be more favorable to possible colonization than Mars. The Artificial Environment and Atmosphere Experiment (AEAE) was initiated, a program to terraform the surface of Ganymede.

Meanwhile, Grey Directive had discovered strange high-energy readings from the icy moon, readings that reflected those of Bogey 1. This information was classified and instigated Operation

Overcast, a plan to establish a number of secret military research laboratories and bases on Ganymede, to study this energy source. This was unknown to the ISEU, but they could have done little to stop the IGTO at this point.

Project Shadowgrounds is a Special Access Only Program (SA-OP) within Operation Overcast. It is estimated that fewer than a dozen people within Grey Directive know of its existence. The Emicron Research Base is an ultrasecret military installation on Ganymede rumored to be carrying out experiments with antimatter weaponry based on alien technology. It is obvious that the IGTO and Grey Directive anticipate an alien incursion into the solar system, and more than likely, they believe these extraterrestrials to be hostile.

HISTORY OF SPACE TRAVEL: GANYMEDE

SUMMARY FROM ISEU ARCHIVES

Ganymede. First discovered by the seventeenth century astronomer Galileo Galilei, was just a distant moon, orbiting the gas giant Jupiter.

Nearly twice the size of Earth's moon, Ganymede was old and battered with an icy surface that seemed too hostile for mankind. It was hard to believe that the International Space Exploration Union planned to colonize a base there.

Despite opposition, ISEU launched its most challenging project in 2050, the Artificial Environment and Atmosphere Experiment, sending three automated spaceships to terraform Ganymede into a planet fit for humans. Heavy equipment set off giant chain reactions - eventually creating life. Even with the most advanced techniques, this process took years.

Finally, in 2072, Ganymede was ready for habitation. New Atlantis, the base colony, was in place. It was an amazing transformation from such primitive beginnings. The colony was able to sustain large numbers of people, and soon became 'home' to thousands.

Ganymede is now fully independent, and even has its own special military unit that has been largely regarded as a curiosity rather than a force to be reckoned with.

Playing the Game

Main Menu

Continue
Loads the mission that the current Profile was last playing.

New Game
Starts a new game. You can select the difficulty level (easy, medium, or hard). If you have unlocked bonus options during your first play through, you will see a range of options that can be enabled to spice up the experience.

Load Game
Lets you choose from all the available save game files for the current Profile.

Survival
Allows you to play a Survival mission where you battle against aliens while the clock is ticking. Surviving and killing as many aliens as possible is the key to good high scores!

Profiles
You can set up multiple profiles - one for each player. Each profile has its own save game slots. Please make sure you always have your own profile selected when playing the game.

Options
Allows you to change various gameplay options and settings that affect the game. Please refer to the Options section later in the manual.

Credits
Lets you view the credits to see who made Shadowgrounds Survivor!

Quit
Exits the game.

Game Options
CONTROLS

Shadowgrounds Survivor has been designed for keyboard and mouse control. The default controls can be changed in the Options menu. Please note that the controls are separate for each Profile. However, other settings such as Sound options and Gamma settings are universal.

MOVEMENT	DEFAULT KEY
Move Forwards	W
Move Backwards	S
Move Left (strafe)	A
Move Right (strafe)	D
Run	Left SHIFT

WEAPONS AND GEAR	DEFAULT KEY
Flashlight	F
Use	E
Map	⇆
Reload	R
Medkit	M
Weapon / Character Upgrade	ENTER or U
Primary Fire	Left Mouse Button
Secondary Fire	Right Mouse Button
Previous Weapon	Mouse Wheel Up
Next Weapon	Mouse Wheel Down
Throw Grenade	G or Q
Special Attack	SPACE
First Weapon	1
Second Weapon	2
Third Weapon	3
Grenades	4

You can reset the controls to these default settings by clicking 'Reset to defaults'.

SOUND OPTIONS
Sound Options allows you to change music, sound, speech and ambient volume.

CAMERA MODE
There are several camera options that you may want to experiment with.

Free Camera shows the character in a more isometric perspective, allowing you to see much more of your surroundings. The Free Camera mode also allows you to shoot in any direction, and rotate the camera by moving your mouse cursor to the edge of the screen.

Camera Lock Y-Axis locks the camera angle, so when you use the CAMERA BUTTON (default: ALT) to modify the view, the angle does not change, the camera only rotates around your character.

Rotate Speed means how fast your character turns in the non-Free Camera mode.

Mouse Spring means how fast the mouse cursor is rebounded back towards the middle of the screen in Free Camera mode.

GRAPHICS
You can change the Gamma setting if the picture is too dark or bright for your taste. Please note that Shadowgrounds Survivor has been designed to be somewhat dark. It is recommended that you play in dim conditions and leave the Gamma setting rather low.

Other graphics settings can be found in the Launcher, instead of within the game itself.

USER INTERFACE

Health and flashlight

In the bottom-left corner is the Health bar that shows you how much health you have left. When you are in desperate need of a medikit, the Health bar will become red.

Keycards in your possession are displayed near the Health bar and the flashlight's on/off status is displayed right above the Health bar. The flashlight is a modern 2096 version and does not run out of batteries. Use is highly recommended in dark areas. Some aliens may even react to light which can give you an edge in battle.

Weapon and ammo

Your currently selected weapon is shown in the bottom-right corner. Next to it is the ammo counter, and the ammo clip counter. Each of the main weapons has a secondary fire that you can make available by obtaining the appropriate upgrade.

Grenades are the fourth weapon and the throw distance can be adjusted by keeping the left mouse button pressed down for a period of time.

Please note when selecting weapons with the mouse wheel, weapons with no ammo are automatically skipped and not selected. If you want to select a weapon that doesn't have any ammo, please use the keyboard shortcuts (numbers $\boxed{1}$ to $\boxed{4}$).

Experience bar

The Experience bar is located in the upper-left corner. It shows you how much experience you have accumulated by killing aliens. When the bar reaches the end, your character will move on to the next experience level, giving some characters points to spend on character improvements (see Upgrades section).

MAP SCREEN/OBJECTIVE
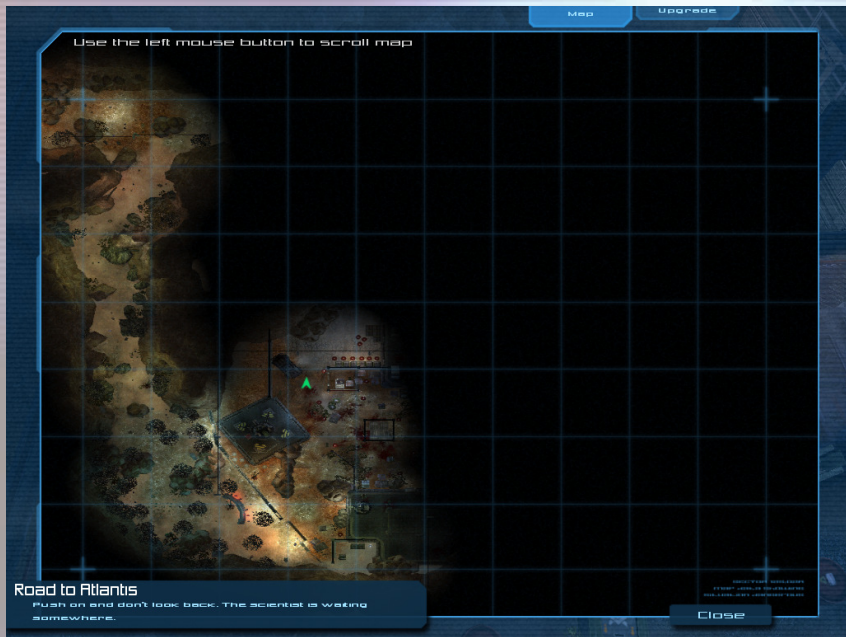
There is a map that helps you navigate and highlight your mission objectives. To access this map, press the Map button (default: 🖰). The map works automatically and reveals areas when you visit them. Your character is displayed as a green arrow, and your objective is displayed at the bottom. You can use the left mouse button to scroll the map.

UPGRADE MENU

You can buy various weapon enhancements with weapon upgrade parts (that are sometimes dropped by aliens or found in the levels) in the Upgrade menu (default button: ENTER). You can also improve your character by buying character improvements with character improvement points that are gained when your character reaches a new level. Level ups also unlock upgrades as you progress through the game.

Pay extra attention to Special Attack upgrades and Secondary Fire upgrades - they change the very nature of the weapon or character and allow you to create some interesting tactics.

Weapons and Upgrades

HP2 PISTOL MK II - Wareng HP2 Pistols are designed for police and military use. ISEU distributed them to security guards on Ganymede. This Mark II version is greatly improved and has new upgrade possibilities.

Available Upgrades

Enhanced Damage
Enhanced damage adds nEx bullet chamber technology that doubles the damage caused by normal ammo.

Target Lock
Adds automatic target locking. Once a target has been acquired, a single shot should kill the enemy. Multiple targets can be locked at once. Lock time depends on enemy size and may not work on the larger enemies.

Electric Tazer [secondary fire]
The Electric Tazer fires an immobilizing electric shock. Takes two seconds to recharge and requires good aim.

HP2-B PISTOL - Wareng HP2 Pistols are designed for police and military use. ISEU distributed them to security guards on Ganymede. This B version is a special weapon designed for crowd control situations.

Available Upgrades

Tranquilizer Bullets
These special version 2 Tranquilizer bullets slow down the target remarkably while inflicting normal bullet damage.

Poison Dart
Poison Dart automatically injects lethal poison into the victim's body. Targets will die from the first hit after a brief period of time.

Shield [secondary fire]
Gives a shield that protects you from enemy fire for a moment, allowing you to gain a tactical advantage. Once depleted, the Shield automatically recharges.

AM-92 PULSE RIFLE MK II - Wareng AM-92 Pulse Rifle is a fully automatic rapid-fire pulse weapon. Its main characteristics are excellent reliability and medium firepower. The Pulse Rifle is a standard marine weapon in the IGTO military forces. Mark II version has been slightly upgraded.

Available Upgrades

Radiated Bullets
Bullets are exposed to slight radiation, creating a powerful after effect that causes more damage.

Clip Extension
This standard marine upgrade extends clip size to 90 rounds.

Tag Grenade [secondary fire]
Fires a grenade that sticks to the enemy. Can be detonated manually with another click or explodes automatically after a few seconds.

IZR2 ROCKET LAUNCHER - iZertech iZR2 Rocket Launcher fires a rocket at high velocity. The rocket causes an effective explosion when it hits its target, making the Rocket Launcher a devastating long range weapon.

Available Upgrades

Double Warhead
Another rocket is attached to the normal version. The first rocket explodes normally but the second rocket will continue straight towards another target.

Targeting System ic-4
iC-4 Targeting System is one of the newest additions to the Rocket Launcher, and it uses advanced computerized auto-guide technology, allowing you to move and fire at the same time.

Nuclear Warhead [secondary fire]
Four rocket warheads are combined and mixed with uranium. The end result is similar to a tactical nuclear explosion.

HX-1 COMBAT SHOTGUN - Wareng HX-1 Combat Shotgun is a formidable weapon in close combat situations. It is highly respected despite its short range.

Available Upgrades

Assault Extension
Assault Extension adds a semi-auto loader and a spring holster that improves the accuracy and reload time of the shotgun.

Capacity Extension
Extends the HX-1 Combat Shotgun capacity to 12 shells. Very useful in conjunction with the Burst Firing upgrade.

Burst Firing [secondary fire]
Burst Firing adds an improved firing system that shoots all the shells in rapid succession, destroying everything in the way.

WP650 B.R.N FLAMER - Wareng WP650 B.R.N Flamer has a short but extremely hot flame. This specific model has been designed with user security in mind, in addition to elegant looks and easy usability.

Available Upgrades

Available Upgrades
Injects an extra burst of liquid into the flame, resulting in a flame that is twice as deadly. Effective after two seconds of continuous flaming.

Continuous Flame
Removes the need for separate fuel cans, instead all fuel is now in one big canister, allowing continuous flaming.

Fuel Trap [secondary fire]
A second flame pipe allows the Wareng WP650 B.R.N Flamer to spill pure fuel onto the ground. Only a slight amount of heat is needed to ignite the fuel and unleash its fiery flames.

IZ8 MINIGUN - iZertech iZ8 Minigun hits the mark if not by accuracy, then by sheer numbers and raw force. The iZ8 Minigun is lightweight and has extensive upgrade possibilities.

Available Upgrades

Heated Plasma Bullets
Bullets get a plasma treatment, making them twice as effective. They will shred enemies like never before.

Improved Rotation
The Minigun barrel will rotate much, much faster, which means that the gun starts spewing bullets without a long delay.

Minigun Sentry [secondary fire]
This special upgrade takes the Minigun apart, twists it, and places it onto the ground, fully armed and ready to fire at hostile targets.

TCM-1 RAILGUN MK II - TCM-1 Railgun uses a very compact burst of energy that creates a projectile that travels at extreme speed, hitting its target almost instantly. Experienced snipers are able to line up several targets and shoot them all with a single shot. Mk II has a larger clip by default.

Available Upgrades

Bouncing Projectiles
Projectiles rebound from walls and other hard surfaces - a single shot can kill several enemies even if they are not lined up.

Clip Extension
Extends the clip size to 4 rounds, allowing four deadly shots without the loading delay.

Magnetic Burst [secondary fire]
The Magnetic Burst sends a magnetic shockwave, shaking the surroundings and moving all lightweight objects. Sometimes targets are stunned by its effect.

AR-X PLASMA RIFLE - this rifle was put in production very recently and only limited quantities exist. The most effective weapon currently available on Ganymede but ammo supplies may be limited on the battlefield.

Available Upgrades

Damage Upgrade
This hack solution creates more pressure in the gun barrel, providing maximum damage power.

Recharger
Alters the plasma chamber inside the weapon so that it automatically produces more plasma. Production is slow so clips are still useful.

Plasma Burst [secondary fire]
The Plasma Burst packs all the plasma into one big burst that takes a while to load but ultimately inflicts a lot of damage.

GRENADES

Regular
A normal grenade that is effective against all kinds of hostile units.

Poison Grenade
Emits poisonous gas that kills all living creatures fast, or at least gives them a severe headache.

Toxic Gas Bomb
Emits toxic gas that is dangerous to animals, beasts and humans. Not very effective against outer space monsters.

Cluster Grenade
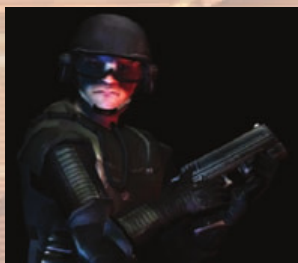A grenade that splinters into multiple small explosions, causing earthshattering destruction.

Tazer Grenade
Freezes multiple enemies in a thunderous frozen cloud.

Stun Grenade
Stuns one enemy for a brief period of time.

Characters and Upgrades

LUKE "MARINE" GIFFORDS

Age:	32
Occupation:	IGTO Military Squad
Special Attack:	Brute Slayer
Signature Weapon:	Rifle

Luke, the last remaining member of his squad, fights to save the remaining survivors on Ganymede. Keeps his cool during battles.

Brute Slayer
With Brute Slayer, you can climb on the big Brutes and battle the furious creature, aiming to fire a precision shot directly to its brain, killing the Brute instantly. Beware, if you get thrown off, you're in grave danger!

Quick Reload
Gives you fast hands that make switching clips and other ammunition a breeze. Great for the Rocket Launcher.
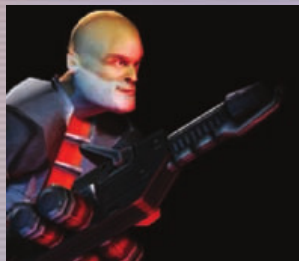
Protective Skin
Forms a protective layer around you, preventing damage from the first enemy shots and attacks.

Cluster Bomb
Upgrades the normal grenade to a Cluster Bomb, bringing destruction everywhere!

BRUNO "NAPALM" LASTMANN

Age: 49
Occupation: Unknown
Special Attack: Napalm Flame
Signature Weapon: Flamethrower

The odd man out. Is constantly hungry and tired, running on midnight oil. Only tries to survive the day, no plans and no hope.

Napalm Flame
Napalm Flame is a special attack upgrade that unleashes a devastating ring of fire that burns everything in its way. Use when surrounded!

Poison Resistance
If poison is your thing, this upgrade gives you protection from its lethal fumes.

Tough Guy
When health gets critical, you get going. Gives you energy when you most need it, just don't take any damage for a while.

Poison Grenade
Upgrades the Toxic Gas Bomb to a more powerful Poison Grenade that emits deadly gas. Extremely effective but be careful - you breathe the same air!

ISABEL "SNIPER" LAROSE

Age:	28
Occupation:	IGTO Special Forces
Special Attack:	Killing Spree
Signature Weapon:	Railgun

Isabel is a highly trained recon operative in IGTO Special Forces. Routinely runs on solo missions and enjoys solitude. Was the first to see hostile targets.

Killing Spree
A special attack that boosts your reflexes while slowing down the world around you. Gives precision aiming that lets you fire deadly shots for 12 seconds. All enemies die from a single shot of the Railgun.

Medikit Heal Power
Lets you take full advantage of each medikit so you gain more health than you normally would.

Enemy Intelligence
Gives you a device that scans the nearby environment for hostile life forms and then displays their health condition.

Tazer Grenade
The Stun Grenade is upgraded to a full-blown Tazer Grenade that freezes enemies in their tracks, allowing you to snipe them off one by one.

GENERAL CHARACTER UPGRADES

Health Upgrade
Gives you greater stamina so you can withstand more pain. Increases maximum health by 25 points.

Motion Sensor
Adds a Motion Sensor device to your arsenal, automatically picking up moving hostile signals and warning you about their movements.

Critical Hits
Gives the character a chance to pull off a deadly shot on a lucky occasion.

Improved Critical Hits
Gives a marksmanship-like ability to fire a deadly shot.

Automatic Medikit
Automatically uses a medikit if your health drops below 50 points, now with only 1 second delay. Only works if you have available medikits though!

Game Extras

Survival Mode

You will unlock Survival missions during your journey through the campaign. The Survival missions pit you against an ever-growing wave of aliens that are all out to get you. You can select your character and weaponry at the beginning and use upgrades as usual but the play area is small and the aliens just keep on coming. Try to survive as long as possible. When you die, your score will be calculated based on the survival time and the number of aliens killed. Good scores get to the high score list!

Special Notes

In total there are 20 secret parts hidden throughout the game's single player campaign. Can you find them all and unlock special bonus features and Survival missions?

Your progress is automatically saved between missions. You have a number of lives at your disposal per each mission. If you die, you will be respawned in some place safe but one life is lost. If your respawn count drops below zero, it is game over and you have to reload the mission again. When you complete a mission, your game is saved to your Profile. You can load any of the already completed missions from the Load Game menu.

Screenshots can be taken by pressing the F11 button. They will be saved in .bmp format to the Screenshots directory within ~/.lgp/survivor .

Credits

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