EPILEPSY WARNING

PLEASE READ THIS CAUTION BEFORE YOU OR YOUR CHILD PLAY A VIDEOGAME:

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some videogames. This phenomenon may appear even if the subject has no history of previous difficulties. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise that parents supervise the use of videogames by their children. If you or your child experiences any of the following symptoms while playing a videogame: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

STANDARD PRECAUTIONS WHEN PLAYING VIDEOGAMES:
- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a videogame.

TECHNICAL SUPPORT

If you encounter a software problem when installing or playing the game and the particular solution could not be found in this manual, or solved by updating your computer with the latest audio or video drivers, we strongly advise that you visit our website at http://www.iceberg-interactive.com to download the latest patches or updates, or visit the official forums from the developer where in most cases known issues are listed.

If the solution to the problem is not listed on the official game website or its forums, please email us at: support@iceberg-interactive.com

WHEN CONTACTING US, PLEASE BE SURE TO INCLUDE:
- The exact title of the game
- A brief description of the problem. (e.g. my game crashed after reaching level x or picking up object Y)
- The hardware configuration of your computer.

NOTE: in order to give any support we require a Direct X Diagnostic-report for this purpose.
We can’t guarantee a reply if the DXDIAG file is missing.

To generate a DXDIAG file, please follow these steps:
From de desktop, click on Start > Run. (search on Windows 7) type “DXDIAG: “ and press OK.
Start and wait for the program to finish and click “save all info” to copy all hardware info to a .txt file.
Please email the generated DXDIAG file to our support desk.

NOTE: Please do NOT e-mail us using a Hotmail or Yahoo e-mail address. Hotmail and Yahoo automatically filter out (and delete) our replies, making it hard for us to get in touch. If you don’t have any other accounts than Hotmail or Yahoo, then please check your “unwanted items” or “spam” folder regular or ads the domain@iceberg-interactive.com to my ‘safe senders’ list in order to minimize the risk losing our response.

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TABLE OF CONTENTS

INSTALLATION..................................................................................................................3
GAME CONTROLS..............................................................................................................3
PROLOGUE.........................................................................................................................4
FIRST PERSON HUD...........................................................................................................4
CLASS COMBAT................................................................................................................5
REAL TIME STRATEGY HUD............................................................................................5
GAME MODES....................................................................................................................6
CREDITS............................................................................................................................6
LEGAL NOTES....................................................................................................................7

INSTALLATION

Insert the Nuclear Dawn disc into your optical drive. If the installer doesn’t start on its own, browse to your disc, and double click on the ‘setup.exe’ application to launch the installation.
Simply follow the on-screen instructions to install the game. Nuclear Dawn requires the presence of DirectX, and a suitable version will be installed along the game.

GAME CONTROLS

FIRST PERSON CONTROLS:

<table>
<thead>
<tr>
<th>Key</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>W</td>
<td>Move forward</td>
</tr>
<tr>
<td>A</td>
<td>Strafe Left</td>
</tr>
<tr>
<td>S</td>
<td>Move backward</td>
</tr>
<tr>
<td>D</td>
<td>Strafe</td>
</tr>
<tr>
<td>SPACE BAR</td>
<td>Jump</td>
</tr>
<tr>
<td>CTRL (LEFT)</td>
<td>Crouch</td>
</tr>
<tr>
<td>R</td>
<td>Reload weapon</td>
</tr>
<tr>
<td>F</td>
<td>Special Ability</td>
</tr>
<tr>
<td>E</td>
<td>Use panel (bunker, armoury)</td>
</tr>
<tr>
<td>SHIFT (LEFT)</td>
<td>Sprint</td>
</tr>
<tr>
<td>Q</td>
<td>Radial Radio Menu</td>
</tr>
</tbody>
</table>
REAL TIME STRATEGY CONTROLS:

<table>
<thead>
<tr>
<th>ARROW KEYS</th>
<th>Move camera</th>
</tr>
</thead>
<tbody>
<tr>
<td>G, W, E</td>
<td>First row of grid hotkeys</td>
</tr>
<tr>
<td>A, S, D</td>
<td>Second row of grid hotkeys</td>
</tr>
<tr>
<td>Z, X, C</td>
<td>Third row of grid hotkeys</td>
</tr>
<tr>
<td>CTRL + 1 - 10</td>
<td>Assign control groups 1 – 10</td>
</tr>
<tr>
<td>1 - 10</td>
<td>Recall control groups 1 - 10</td>
</tr>
</tbody>
</table>

REAL TIME STRATEGY HUD:

1. Waypoints
2. Health
3. Structure Name
4. Resource Point
5. Ammo Display
6. Minimap
7. Resource Counter
8. Control groups
9. Minimap
10. Resource Display
11. Health bar
12. Exit button
13. Tutorials and tips
14. Information tooltip
15. Structure Display
16. Control grid

PROLOGUE

The Nuclear Dawn, mankind’s last, desperate attempt to protect itself from the nano-storms, devastated the planet.

In a single, fiery stroke, the civilizations of man collapsed and shrank, until only two were left standing: the People’s Empire in the East, and the Consortium of Free States in the West. As a survivor of the Dawn, you must make your choice and enter the ranks of one or the other, if you are to find the shelter and support of a civilization.

Join the Consortium, or the Empire, fight to make yourself valuable to your allies, and mind not their motivation and propaganda: those are concerns for the past. In this troubled world shaken by unprecedented disaster, your only concern is survival.

FIRST PERSON HUD

CLASS COMBAT

The most important combat dynamic in Nuclear Dawn’s universe is class interaction. As well as varying by size, speed, health and load-outs, player classes in Nuclear Dawn have special abilities that were designed to work against each other to create an impressive number of tactical combinations.

EXO class players are the slowest, and most armoured. They also carry the most powerful weapons, though they also require the most skill to bring to bear effectively. Exo class players can go into lockdown mode, becoming living turrets.

STEALTH class players are the fastest and least armoured players. Their weapons are meant for precise assassination and sniping, and their special ability is a cloaking device that turns them invisible to enemy eyes. Stealths are the premier Exo-killers.

ASSAULT class players are moderately armoured, with a normal running speed. Their weapons cover the widest range of tactical options, and their special ability is a tactical visor that allows them to see cloaked Stealth class players. Assaul tss are the best Stealth killers in the game.

SUPPORT class players may be the least glamorous of all, but must not be underestimated. From medic to engineer kits, to flamethrower class, they carry the widest range of grenades, and have the ability to see player and structure health when appropriate in their kit. Support class players require the greatest skill to play, but also allow for the greatest tactical advantages of all classes.
GAME MODES
Nuclear Dawn ships with WARFARE and TEAM DEATHMATCH game modes.

WARFARE is the full Nuclear Dawn experience, where players are arrayed in two teams, with one Commander each. Full RTS functionality is enabled, and the ultimate goal of the game is to destroy the enemy bunker. In Warfare mode, players will be called to capture and hold resource points as their Commander advances and fortifies their base, until they can lay waste to their enemies’ bases.

TEAM DEATHMATCH is a straightforward shoot-fest, with all RTS functions disabled. Players are arrayed in two teams that spawn at random locations on the maps, to fight each other to the total humiliation of the other team.

CREDITS

ICEBERG INTERACTIVE
CEO
Erik Schreuder

INTERWAVE STUDIOS
MANAGING DIRECTOR
Michel Beerten

FINANCE DIRECTOR
Alain de Klein

OPERATIONS DIRECTOR
Igor Raffaele

EXECUTIVE PRODUCER
Ben Palmer

SENIOR SOFTWARE ENGINEER
Onoig Ying

SENIOR SOFTWARE ENGINEER
James Guy

LEAD LEVEL DESIGNER
Jeroen van Werkhoven

LEAD ANIMATOR
Andrew Belovs

LEAD AUDIO ARTIST
Michael Vondras

LEVEL DESIGNER
Douglas Hamilton

PRESS OFFICER
Rubbert van der Lee

ASSISTANT LEVEL DESIGNER
Rus Briggeman

Jr, Chris Hamilton

STUART KIM
Mark Borellini

BRICE LECLUYSE
Jonatan Poljo

TOM PREEN
Spencer Rose

BEN VAN BRUMMELLEN
Ben van Brummelen

www.iceberg-interactive.com
www.iceberg-shop.com

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