

# Fatal Hour

## PETROLEUM



## THOR GAMING

# How To Play

Starting out, the gas station may seem completely abandoned. This is bound to change very soon though, so use the time you have to prepare for what's to come.

Mechanic Mike is working to fix the bus, but he will need some time. You have to buy him that time, by keeping the undead from getting to him until he's done. Next to Mike's picture in the player panel on your left, you will see a countdown indicating the time remaining until the bus is ready to depart.

When Mike has completed his repairs, he will board the bus and start the engine. As that happens, a green light will appear on the ground next to the passenger door and you will have one minute to get all of your survivors there. As the countdown reaches zero, or when everybody is onboard, Mike will get the hell out of Dodge - regardless of any group members still left outside.



	<b>Prepper Jack</b> <b>Get ammo!</b> Ammo: 20 <b>KILLS: 32</b>
	<b>Trailer Jane</b> <b>Get ammo!</b> Ammo: 3 <b>KILLS: 45</b>

You will need to watch the ammo count and health of eventry group member. If ammo levels drops to low, they can replenish from the munitions supply box just outside the bus. To do so, you can either move the character to the box or press the Get Ammo-button on the player's panel.

When a character's ammo has been replenished, the character will automatically return to the position he or she occupied when ordered to move to the supply box.

There are several healthpacks distributed throughout the map. Moving a character to a healthpack will retore the character's health to a maximum and conume the healthpack. The exact locations of these healthpacks are your's to discover.





# How To Play

Your characters all have different weapons and stats, making them useful for different tasks.

Samu Jin stands out a bit from the rest of the group. He is not carrying a firearm and as such he has no need for ammo. Instead he uses a sword to fend off the hordes at point blank range. He also carries three home made remotely detonated explosive charges, which you can place by pressing the bomb symbol buttons on Samu Jin's panel. After a bomb has been placed, it can be detonated by pressing the same button again. These explosives cannot be replenished, however, so don't spend them on small groups of enemies. If you know anything about bombs, they don't discriminate, so **keep your distance** when detonating!

Selecting a character is done by either clicking (LMB) on the actual character or on the character's picture in the character panel. The selected player will be highlighted in the panel.

Moving a player is done by right clicking (RMB) on the position you want him or her to move. Double right-clicking (2RMB) will make them run, which is often a good idea.

You move the camera by standard WASD controls. Q and E will rotate the camera left or right respectively. The camera is unable to move outside of the immediate area of the gas station.

You can zoom in or out with the mouse scroll wheel, within certain limits. Holding the scroll wheel (MMB) will activate freelook on the camera.

Pressing H will show/hide the player panel and allow for a better screenshot view.



The player panel is a vertical list of characters on the right side of the screen. Each entry includes a small character icon, a name, a 'Get ammo!' button, an ammo count, a kill count, and a bomb icon. The timer '24:40' is displayed at the bottom of the panel.

Character	Ammo	Kills
Prepper Jack	30	53
Trailer Jane	50	56
Shotgun Joe	19	12
Depute Klaus	88	152
Samu Jin	-	27
Mechanic Mike	-	-

24:40



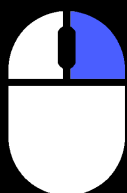
# Controls

W	Camera Move Forward
S	Camera Move Backward
A	Camera Strafe Left
D	Camera Strafe Right
Q	Camera Rotate Left
E	Camera Rotate Right
H	Show/Hide UI



Left Mouse

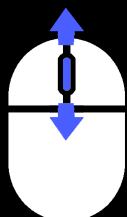
Select Character / Click Button



Right Mouse

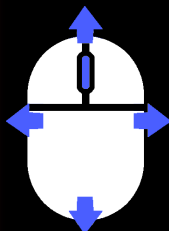
Move Character

(2x to run)



Mousescroll

Zoom In/Out



Hold Middle Mouse

Camera Freelook

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# Characters

Name: Jack Reeves

Age: 38

Preferred Weapon: High Precision Sniper Rifles

Favourite Movie: Mad Max

Favourite Quote:  
"Fortune favours the prepared mind."

/Louis Pasteur



Most people of the Earth were caught completely unprepared by the sudden events of what came to be known as "The Outbreak". This guy was not. Some people would even say that he was so prepared for the Apocalypse that he was actually happy when it finally happened.

Armed with a military grade precision sniper rifle and the eyes of an unrivalled marksman, Prepper Jack could probably hit a fly on a wall from a mile away. However, most flies these days are not on walls and should he miss the occasional flying bug, chances are that his shot will still have the desired effect on the undead thing it was sitting on.

Pros: Long Range, High Damage

Cons: Slow Rate of Fire, Low Ammo Capacity

# Characters

Name: Jane Dakota

Age: 26

Preferred Weapon: Colt 1911

Favourite Movie: Thelma and Louise

Favourite Quote:

"Mama tried to raise a lady, but daddy won, he raised a lady that doesn't take shit from anyone."

/Unknown



Trailer Jane was working late on the day of The Outbreak. When the hordes reached the diner, the young waitress was the only survivor, thanks to the Colt 1911 - a present from her father on her 9:th birthday - that she never left out of reach even before the end of the world. What really ticked her off was when one of the undead managed to mess up her hair on the same day as she had been to the salon. The killing spree that followed is said to have made even the undead sick to their stomach and chances are that some of the corpses she left behind in the diner wasn't really dead to begin with. But don't even hint about that to Jane if you know what's good for you.

Anyway, since the trailer park that had been Jane's home since birth was completely overrun by the hordes, Jane has made it her mission in life to kill again what is already dead.

Pros: High Rate of Fire

Cons: Low Damage

# Characters

Name: Klaus Mueller

Age: 35

Preferred Weapon: AR-15

Favourite Movie: Dirty Harry

Favourite Quote:  
"I am The Law."

/Judge Dredd



When the hordes descended on Dirtmine, Arizona, Deputy Klaus was busy, escorting an undesired bum out of town and "mildly persuading" him never to return. As Klaus came back to the sheriff's office, no one appeared to be left alive. A few minutes later, Klaus had made sure that no one was left moving as well.

Some people say that there actually was a survivor, a local man that spent every other night in lockup due to a habit involving drinking, fighting and... well mainly drinking and fighting. Since Klaus was a firm believer in the value of teaching lessons, it is not unlikely that if so, Klaus may have just left him in his cell awaiting the sheriff's order to release the prisoner, as regulations stated. At least if there was nothing in the regulations about making exceptions in case the sheriff was no longer able to issue such an order due to being busy prowling the streets with an urge to devour human flesh.

Pros: Medium Range, High Rate of Fire

Cons: NONE

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# Characters

Name: Jin Suzuki

Age: 22

Preferred Weapon: Swords and explosives

Favourite Movie: Akira

Favourite Quote:

"A samurai will use a toothpick even though he has not eaten."

/Yamamoto Tsunetomo



A tech student who really didn't bother to hang out with anyone else. Jin spent most of his time prior to The Outbreak studying or practicing with the ancient sword replica he purchased on eBay. Most people around him thought him fairly strange, and the word "creepy" was more often than not used by people describing him to others. As The Outbreak came, Jin was convinced that it was caused by something in the air, perhaps something to do with chemtrails. Although there's been no proof of such a connection since, Jin retains his conviction about the state of the matter and prefers to keep his gas mask on at all times. Well, he actually takes it off from time to time for eating and drinking, but generally tries to hold his breath as best as possible during those rare occasions.

So far, he's turned down all opportunities to switch out his sword for a ranged weapon and seems to prefer going all out berserk when confronted with the undead.

Pros: Explosives, Hard to Hit

Cons: No Ranged Weapon

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# Characters

Name: Joseph "12-Gauge" Jackson

Age: 36

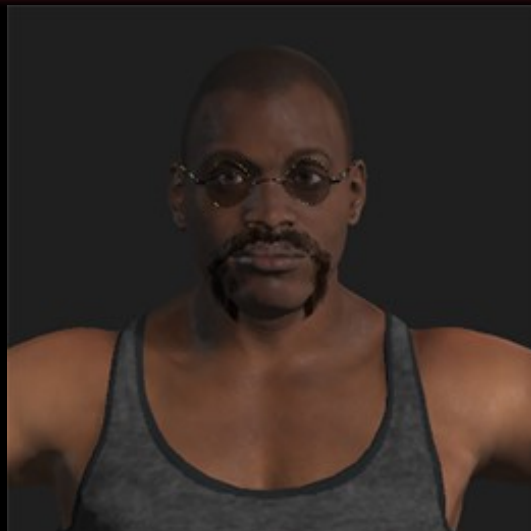
Preferred Weapon: Double Barrel Shotgun

Favourite Movie: Juice

Favourite Quote:

"The only thing that comes to a sleeping man is dreams."

/Tupac Shakur



No one really knows much about what Shotgun Joe did before The Outbreak, but he seems to regard the undead as mostly a nuisance that has to be put down with much the same focus as a buzzing mosquito has to be waved away. A sawed off shotgun is his weapon of choice, some say because he cannot be bothered to have to aim to hit his target. Having to raise his weapon to aim would probably piss him off quite badly. In fact, Joe is pissed off by a lot of things but mostly by people, especially the kind that bother him with talking.

The jury's out on whether Joe actually likes living, talking people or undead the least. But at least he can kill the undead kind without anyone complaining, which seems to suit him just fine.

Pros: High Damage, Tough

Cons: Slow Rate of Fire, Low Ammo Capacity, Short Range

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# Characters

Name: Michael "Simple Mike" Smith

Age: 40

Preferred Weapon: None

Favourite Movie: E.T. The Extra Terrestrial

Favourite Quote:

"Life is like a box of chocolate."

/Forrest Gump's mother



Growing up Mechanic Mike was not the brightest kid in town. In fact, he was probably just about the opposite. By the age of 12, he had just learned the basics of reading and to be honest he didn't really get any further than that. He never spoke much and he easily got confused when people talked fast or used difficult words. You might expect a kid like that to get bullied badly by the other kids, and it might have happened to Mike as well, had it not been for one reason: He was simply huge. A head above other kids his age and about twice as wide. Most of all he reminded you of a bull, both physically and intellectually. No kid would run the risk of provoking him, even though he really never got into a fight or hit someone.

Living alone with his widowed mother, he preferred to spend his time in the garage, playing with his late father's tools and old car. Mike failed miserably at school and didn't appear to be able to learn anything at all above the level of a 6-year-old. Except for one thing. He had an amazing understanding of engines and mechanics, far beyond what anyone could expect of a professional mechanic or engineer. As his mother was one of the first victims on The Outbreak, Mike ran from town. An almost unbelievably peaceful person, he couldn't bring himself to use force even against the undead hordes, not even to save his own life.

Lucky for him, he came across a group of individuals with more than plenty of potential for violence, but in desperate need of a mechanic.

Pros: Can Repair

Cons: Won't Kill

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