# Firestarter Manual

## Content

# 1. System requirements

### Game Installation

Insert the Firestarter disc into your CD-ROM drive. The installation will start automatically if you have autorun option enabled. Otherwise, double click on the CD-ROM icon in "My Computer" menu to open the list of files on the disc. Then select and double-click the SETUP.EXE file to launch the installation process and follow the instructions.

### Minimum System Requirements:

| | |
|---|---|
| CPU | AMD Duron 850 MHz / Intel Pentium 750 MHz |
| RAM | 128 MB |
| Video | GeForce 2 MX |
| Sound | Win 2000 compatible sound card |
| OS | Win 2000 |

### Recommended System Requirements:

| | |
|---|---|
| CPU | AMD Athlon 2000 MHz / Intel Pentium 2000 MHz |
| RAM | 512 MB |
| Video | GeForce FX 5800 |
| Sound | EAX 3.0 compatible sound card |
| OS | Win XP |

### Controls

The game requires a standard two-button mouse and Microsoft standard keyboard.
Joysticks are not supported.

### Disc Space

To install the game you must have at least 800 MB of free disc space on your hard drive.

### Multiplayer

To play the game in a multiplayer mode you must have a network adapter installed on your computer with TCP/IP protocols enabled. The max number of players via LAN is 32.

# 2. Getting started

You can start the game by double-clicking the game icon on the desktop or from the programs menu. After watching the Intro movie you will get into the Main Menu, where you can start the single player or multiplayer game, load previously saved games, adjust game settings, watch the Intro movie again or quit the game.

**Main Menu**

In the **Main Menu** you can create a new character for single-player game, change the existing character, continue the game started earlier, load an instant game, start a multiplayer game or join other games, view demos (recorded games), adjust settings, check the performance of your computer and see high scores.



**Options**

When in the **Options** menu you can adjust video and sound options, keyboard controls and mouse sensitivity as well as other settings to your preferences.

## Levels

Firestarter offers a total of 16 levels for single- and multiplayer modes. All single player levels are split into 4 episodes. First three episodes consist of 5 levels each with the last episode having only one level. Level structure for each episode is as follows:

The first basic level contains several locations connected with passages and teleports.

The second level is more complex than the previous one and split into various zones. Initially, the player starts in zone one, with the rest of the areas being inaccessible. As long as certain level objectives are met, other zones are gradually enabled.

The third and fourth levels are the biggest and toughest to play. They consist of 5-7 locations each divided at least into 3 zones.

The fifth level can be either simple and consist of one location or quite difficult and consist of a huge number of zones. However, they have a common attribute – in the mid part of the level a spacious open area is allocated for a boss, i.e. a gigantic and dangerous monster that shows up at the end of each episode. Bosses are different for every episode.

### Industrial Zone

This level features angular architecture with lots of light and glistening surfaces. The dominant hues are blue-green and brass. The architecture resembles several neighboring rooms connected with small passages. The major feature is a number of conceivable ways for maneuvers. Substantial lighting makes the industrial zone levels perfect for training.

### Empire

The empire level brings the player into the world of heavy totalitarian architecture with brutal gigantic skybox-style cities and expensive materials as granite and marble. The levels are huge outdoor areas with bulky architecture details. This makes it easier to accomplish the level objectives. On the other hand, the player has to vary their tactics with regards to flying monsters in the first place.

### Space Station

The level comprises high-detail architecture, dim lighting, metal textures, yellow lamps and a skybox with planets and orbiting structures. Its locations differ in architecture and a large number of details. Construction elements obstruct player's navigation. The space station episode requires reasonable reaction and solid training. Most levels are badly lit; they have long and narrow corridors and passages, outer space platforms in copious amounts.

### Arena

The arena level is a murky semi-ruined Coliseum with gloomy lighting, rifts and pits in the floor, pieces of stones and boards and dark looming sky. Inundated basements secrete dead bodies of other players in cages. The level consists of two zones, i.e. outer corridors and passages and arena itself. Beyond the Coliseum lies a bottomless abyss.

# 3.    Single player

Click **Create Player** in the **Main Menu** to start a single player game.
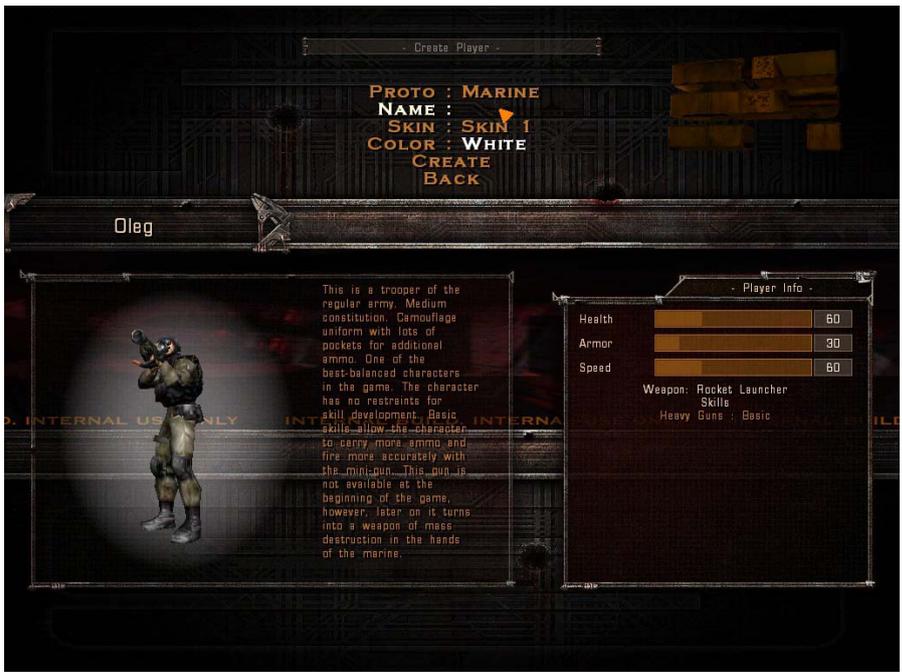
You then will get into a menu where you can choose among six characters:



**Marine** – one of the most balanced characters in the game. All the skills have effect on the character's combat and survival. Marine's basic skills allow carrying heavy weapon modifications virtually without loss of speed, as well as allow firing heavy rocket launcher more accurately.



**Agent**. Female agent possesses well-developed acrobatics skills. The balance of parameters has a strong speed slant. Basic skills allow her making huge leaps forward and get a minimum of damage at falling. The characters drawbacks include impossibility to develop such skills as vandalism and limited wielding of heavy guns. The preferred weaponry is assault rifle, which gives a big advantage at initial levels.



**Policeman.** It is the first runner-up in terms of balance. The balance is split almost equally between health, speed and armor. Basic skill allows carrying a weapon in both hands. A major advantage in the middle of the game is that Policeman's preferable weapon is shotguns, available from the second level on.

**Gunslinger.** His main qualities are fantastic reaction and great fire accuracy. The balance is slanted towards speed, but at the same time his initial health is 10 points greater than that of the Agent. Gunslinger's basic skills allow making huge leaps forward and getting a minimum of damage when falling. Gunslinger is virtually the best character, but for one limitation – impossibility to develop heavy weapon wielding skill. His preferred weapons are Relight Lasers.

**Cyborg**. The balance has a strong slant towards armour, leaving virtually no reserve for life and speed. Basic skills allow effective use of heavy weapons. He is the only game character who can learn the armour restoring skill, enabling the restoration of armour when immovable. His preferred weapon is Minigun.

**Mutant**. He possesses an immense strength. The mutation attribute is the second pair of arms, which makes him a unique character able to fire with all the four arms. His initial armour parameter is just 10 (minimal in the game), while the balance is hugely shifted towards health. Besides, the mutant is considerably aggressive which enables him to develop vandalism skill. The latter gives experience bonus when killing the enemies brutally. Another unique skill is health restore that allows restoring health when motionless. The basic skill of the monster is two-hand-fire ability. Circular saw is his favourite weapon.

After you enter a name and choose skin and color for your character, press **Create**. You then will be able to select one of two single game modes – campaign or instant game. Click **Create Game** to play the campaign or **Instant Game** to select a map for the mode you pick. When the level is loaded you can start playing the game. In case you created more than one character, you can explore and select between them in the **Change Player** menu.

**Campaign**

Campaign is a consequent accomplishment of the game levels with a gradual development of the characters' skills (for details see **Skills**). The player can not save the game while accomplishing levels. The game is autosaved when the levels are being switched. The campaign objective is to survive within a given time and collect various artefacts that provide certain skills and abilities to

the player. The game difficulty can be adjusted right at the beginning of every new map and is set in per cents (25%, 50%, 100%, 150% and 200%).

**Instant game**
In this mode the player selects a map from the list of available locations. Skills are not developable and transferable. The game is played with a character created in the campaign mode. The character's level is the one reached during campaign.

# 4.    Multiplayer



**Creating Game Server**
To play the game via the Internet, select **Multiplayer** in the **Main Menu**. You then will be offered **Create**, **Join**, **Refresh** and **Back** options. **Create** is used to generate a new network map. Set the game mode, time limit, respawn time, number of frags and password for the game server (optional). The game utilizes TCP/IP LAN protocol.
After you select the protocol, press **Create**. You then will be prompted to enter your nickname. Starting this moment the game is considered created and other players can connect to it. Pressing **Start** the player commences the game.

**Connecting To Game Server**
To join a created game, click **Multiplayer** in the **Main Menu**, press **Refresh** and select the server from the list of available games. Then click on **Join** to connect to the selected game server. If you got in the multiplayer menu unintentionally or want to leave it, press **Back**.

## Multiplayer Modes

**Deathmatch**
This is a classic deathmatch mode. The player selects a level and creates the game.  Other players connect to the server. The player with a maximum number of frags wins.

**Cooperative**
In this mode several players can accomplish the game objectives together. It is possible to save the game and continue it in the same team later on. Depending on the number of players the difficulty level varies.

**Hunting**
In this mode several players are supposed to find and eliminate the target monster within as little time as possible. No other monsters are to be found on the level. Winner is the one who can be the first to find and kill the monster.

**Slaughter**
Several players will be fighting non-aggressive respawning stealth mimers in this mode. The players are to kill as many monsters as they can. The player who kills most of the monsters wins the levels. If the player kills another player several frags will be taken out of his record.

# 5. Game Interface
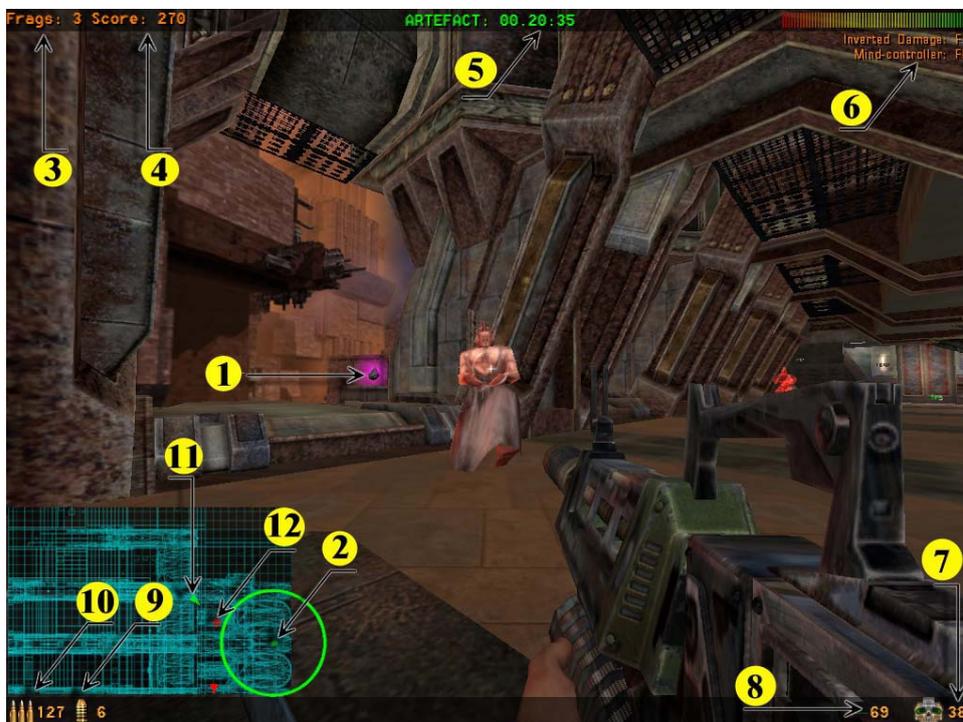


The game interface is rather simple and intuitive.
**1** – artifact;
**2** – artifact location is shown in green on minimap;
**3** – number of monsters killed;
**4** – experience points;
**5** – time left to pick up artifact;
**6** – available special skills and their restore bar (upper right);
**7** – armor points;
**8** – health points;
**9, 10** – number of rounds for different modes of fire;
**11** – player's location on minimap is shown with green arrow;
**12** – monster's location on  minimap.

# 6.    Weapons

The game features 19 weapons: 10 of them are unique with light and heavy modifications. Saw, assault rifle, shotgun and rocket launcher are real prototype weapons, the rest are fictional. Light and heavy modifications will differ in fire rate, damage, and availability of alternative fire modes. The light modification can be used by all of the characters with whatever experience, exploiting heavy modifications will result in speed and jump penalty. To reduce the penalty effect or completely remove it the character needs to develop **Heavy Weapon Handling** skill. There is also a chance to fire two weapons at once, but it will take a special skill too.

## Circular Saw

This is a default weapon, a real prototype of the electric engine driven hand-held circular saw. It is always available in the inventory of the character and has an infinite operating resource. The weapon is used in melee combat only inflicting medium damage. It can be a good weapon against relatively weak monsters attacking from close distance provided the character wields it well. The main advantage of using this weapon is saving ammo for other weapons.

## Assault Rifle

This is a basic weapon, a real prototype. It has good rate of fire, weak damage, and high accuracy. The gun is equipped with a grenade launcher for alternative mode of fire. GL has a low rate of fire and reasonably good damage, though for a short range. Heavy modification of the weapon stands out with increased rate of fire and greater damage. A very high speed of the bullet makes the assault rifle a perfect choice against fast adversaries with light armor. An additional advantage of this weapon is the possibility to fire two weapons simultaneously providing for a significant density of fire. You can also shoot up the grenades in the air making them explode and cover a greater territory.

## Shotgun

This is a smooth-bore gun, a real prototype. It delivers strong damage and has very low accuracy and low fire rate. No alternative fire modes are available. The heavy modification doubles the damage. High shrapnel dispersion makes shotgun the best close combat weapon, compared even to the energy gun. To use shotgun to the full it is advised to develop reload and two-hand fire skills. It should be noted, that because of strong recoil, it makes it too difficult to use shotgun while running if the necessary skill is not developed.

## Minigun

This is a multi-barreled heavy machine gun, a real prototype. It possesses a high rate of fire and speed of bullets, quite low damage. No alternative modes of

fire are available. The major disadvantage is fast ammo consuming. The light modification has six barrels. The heavy modification has eight barrels and greater rate of fire. The mini-gun may be a dangerous weapon if a proper skill is developed, for it has a significant recoil and reactive force. The mini-gun is recommended for use against the crowds of monsters.

## Rocket Launcher



This is a hand-held rocket launcher, a real prototype firing three types of rockets:
*Uncontrollable missiles* – most prevalent type.
*Flare missiles* – used to blind the monsters temporarily.
*Cluster missiles* – consist of 10 separate warheads with thermal homing system. They inflict great damage in quite extensive range of explosion.
The weapon has a low rate of fire. Alternative mode of fire - selection of the rocket type. Low speed of the projectile. The heavy modification has additional types of the rockets available:
*Self-guided missiles* – modification of the uncontrollable rockets with homing module.
*Ultra-high-speed missiles* – tenfold speed mini-missiles. This is the best weapon against flying monsters with strong armor.
*Mega-missiles* – flying powerful torpedoes with a very extensive radius of effect.
*Penetrative missiles* – experimental and most rare to find type of the rockets. It carries several charges, penetrates the monster, detonates only one charge and spins on.
The rocket launcher is the last and most powerful weapon of the initial level. Its biggest restraint is the shock wave, which can damage the player. However, if the necessary skills are fully developed the weapon can be used safely in close combats as well.

## Relight Cannon



This is a super-speed energy weapon. The gun is an illegal modification of an industrial drilling argon laser with a forced pumping and compact extra capacity batteries. It possesses high rate of fire. Unlike minigun, though inferior in fire rate, this gun possesses greater ammunition load and gives virtually no recoil when shooting.
Unfortunately, wall-reflected impulses present a mortal danger for the shooter, so it is not recommended to use this weapon in close combat. Heavy modification has two coupled barrels, and, accordingly, a doubled fire rate.

## Hand Turret



This is a very special weapon. Designed to be a ground fixed turret for defense structures the weapon has been modified for mobile use. It fires energy capsules at high speed that explode when they hit a target. It looks like a turret with two non-static barrels to reduce recoil. This weapon is recommended against fast moving targets, and monsters capable of dodging missiles and grenades. The heavy modification has another barrel-battery and allows firing adjusted charge shots.
Warning! The gun and its ammo are a rare thing to find. Try to use it when appropriate!

## Plasmagun

This is a unique energy gun that fires low temperature plasma balls three at a time, exhausting ammo quickly. The weapon is recommended against large targets. Has a special effect on robots bewildering and stunning them. The speed of the projectile amounts the speed of a missile. It delivers strong damage to the enemies. The gun model has a high capacity battery and two mobile concentric accelerators. The breech end holds vents and cooling module. The battery is linked to a breech end with sockets carrying refrigerant. Heavy modification has two barrels and a higher capacity battery resulting in greater rate of fire.

## Electro Gun

This is an experimental weapon. Its operation is based on generation of a high-voltage directional charge. It can inflict very strong damage. The model looks like three isolators positioned on one axis. It should be noted that the gun doesn't preserve charges between the shots, meaning that to take another shot will take the time to charge. This disqualifies the gun from intensive shootings. Has the same effect on robots as the plasma gun by bewildering and stunning them. Warning! The side effect is about residual charge that injures the shooter. It's recommended for big distances or against robots. The heavy modifications bears better isolators and greater power.

## Mortar

This is the most powerful weapon in the game. It fires mines or grenades along a parabolic trajectory. It can fire 7 types of shells.

Light modification:

*Standard grenades* – these will inflict as much damage as 3 uncontrolled missiles. Grenades explode when hitting a monster or in 3 seconds after hitting the floor or walls.

*Mines* – these will explode upon contact with a monster or if it steps on or goes by a mine lying on the floor. They will not explode unless in contact. They cause as much damage as 2 uncontrolled missiles.

*Phosphorus grenades* – active substance is napalm spilled around the point where the grenade hits the ground. It will burn for about 10 seconds after the explosion. It is very effective for blocking narrow corridors.

Heavy modification:

*Demolition mines* – these inflict as much damage as the mega-missile, though covering a smaller area. This weapon is very dangerous and recommended against bosses.

*Blocking grenades* – these explode half a meter above the floor spraying napalm-like substance. The 10 meter long cloud can preserve its shape for a long time. Grenades react upon contact with a moving object by causing a shock waveless limited area high-temperature powerful explosion. The weapon is recommended for blocking corridors as a more powerful mine alternative.

*Vacuum bombs* – one of the most dangerous weapons in the game that makes a big volumetric explosion with high radius shock wave. The damage inside of the shock wave is equal to missile damage. Any human or monster affected by the shock wave is completely bewildered and imparts a great momentum capable of inflicting strong damage or death when hitting the walls.

*Nuclear grenades* – these are most powerful. Nuclear warhead explodes when hitting a target destroying every creature in the range of 1 kilometer. Use only with necessary protection or a sure way back!!

# 7.    Bonuses

Bonuses are the objects placed around the level to be picked up by the player. They can restore health, armor or equip the player with temporary extra powers.

### Ammo

Ammo bonuses look like a metal container with pulsatory lights and weapon icons. The light and icons are unique for every weapon and can be identified from a large distance. The ammo bonus (value) for each weapon will be adjusted individually, and the exact figures will be sorted when the game balance is adjusted.

### Health

Health bonuses look like capsules with bubbled liquids differing in color. Every bonus will restore certain value of hit points. The exact figures will be sorted when the game balance is adjusted.

### Armor

Armor bonuses will have two shapes. One looks like a metal skull with pulsing green orb inside, the other will be a metal armored chest with a spine and a moving substance inside. Every bonus will have its armor value; the exact figures will be determined when the balance is adjusted.

# 8.    Artifacts

Artifacts are certain objects (devices, implants, runes etc) that use player psycho energy and equip him with paranormal powers. Every artifact will be activated with a specific key (F1, F2 by default). Some artifacts will have an instant effect others will last longer. The player can activate maximum of one artifact every 20 seconds. This delay can be changed by the **Psifactor** skill (see **Skills**). The artefacts should be picked up within a given time. If the player fails to get it the game ends in failure. Besides, the moment of the artefact spawning is a kind of autosave. The player can load the game from this moment in case of failure without having to replay the game from the very beginning.

### Time Jumper

It gets the player 5 seconds back in time.

### Teleporter

This artifact teleports the player to a point, where his sight crosses a level geometry. Distance to the "destination" point doesn't matter.

### Mind Controller

It subjugates targeted monsters' mind making him attack other monsters.
It can not be used against robots and higher monsters with a special module which provides immunity.

**Terminator**
Monster aimed at by the player becomes a number one enemy for other monsters, who will proceed attacking this monster until they kill it.
Note! Some monsters are immune to this effect, nevertheless they will attack the monster affected by this artifact.

**Vampire**
The artifact "sucks" health out of a selected monster giving it to the player. The aimed monster has a green halo over its head.

**Inverted Damage**
Damage taken by the player inverts into the player's health points.

**Annihilator**
This artifact eliminates all monsters in the sight.

**Time Decelerator**
This one makes the time go slower, i.e. player will act real-time, whereas monsters, clouds, etc will start moving four times slower.

**Power Kick**
Kicks become much powerful and have pushing effect. It is recommended to use kicks when squeezed into a corner.

**Invisibility**
The monsters can't see the player for a certain period.

**Mega Damage**
The artifact allows delivering 6 times as powerful damage to the enemy. All bosses are immune to it.

**Tele-killer**
This artifact teleports the player inside monsters, thus killing them. Some monsters are immune to it.

# 9.   Skills
There are 27 skills in **Firestarter** altogether. One skill is granted to a player when a new game is started, other can be acquired. Each skill has four progress degrees: basic, advanced, master and expert. Development/acquisition of the skills occurs at the same time with character parameters when the next experience level is achieved. The maximum number of the skills is limited to 7.

## Converter

Two-way health to armor conversion. With this skill the player can covert excessive picked up armor into health, and the other way round. The skill progress level will affect the conversion rate.

*Basic level: 5% of armor can be converted into health and the other way around*
*Advanced level: 10% of armor can be converted into health and the other way around*
*Master level: 20% of armor can be converted into health and the other way around*
*Expert level: 30% of armor can be converted into health and the other way around*

## Psifactor

The skill reduces the next artifact use delay. According to the gameplay, the player can use his next artifact in a certain time after the previous artifact was used. By developing this skill the player will reduce this delay.

*Basic level: delay reduced by 5%*
*Advanced level: delay reduced by 10%*
*Master level: delay reduced by 15%*
*Expert level: delay reduced by 20%*

## Blind Resistance

This skill allows the player to reduce blind, paralyze and topple effects.

*Basic level: blind effect reduced by 25%*
*Advanced level: blind effect reduced by 50%*
*Master level: blind effect reduced by 75%*
*Expert level: blind effect reduced by 100%*

## Critical Damage

Provided this skill is fully developed, the player can kill several monsters with one shot from any weapon.

*Basic level: possibility to kill several monsters at the same time is 2.5%*
*Advanced level: possibility to kill several monsters at the same time is 5%*
*Master level: possibility to kill several monsters at the same time is 7.5%*
*Expert level: possibility to kill several monsters at the same time is 10%*

**Energy Weapon Damage**

The skill increases damage inflicted with an energy weapon through more accurate tuning of the gun electronics.

*Basic level: damage increased by 10%*
*Advanced level: damage increased by 20%*
*Master level: damage increased by 30%*
*Expert level: damage increased by 40%*

**Energy Weapon Reload**

This skill will make energy weapon reload faster increasing the rate of fire.

*Basic level: reload time reduced by 20%*
*Advanced level: reload time reduced by 30%*
*Master level: reload time reduced by 40%*
*Expert level: reload time reduced by 50%*

**Evasion**

The evasion skill helps the player to dodge bullets, meaning the player will have less chance to be hit.

*Basic level: probability of evasion from bullets is 4%*
*Advanced level: probability of evasion from bullets is 8%*
*Master level: probability of evasion from bullets is 12%*
*Expert level: probability of evasion from bullets is 16%*

**Learning**

This skill increases the amount of experience points received with every monster killed. In other words, with the skill aboard it takes shorter to upgrade your character.

*Basic level: experience points increased by 10%*
*Advanced level: experience points increased by 20%*
*Master level: experience points increased by 30%*
*Expert level: experience points increased by 40%*

**Extra Ammo**

This skill allows the player to carry more ammo for all weapons. It will add as percentage to the initial ammo value. The more this skill is developed the more extra per cent is granted.

*Basic level: max amount of ammo increased by 25%*
*Advanced level: max amount of ammo increased by 50%*
*Master level: max amount of ammo increased by 75%*
*Expert level: max amount of ammo increased by 100%*

**Favorite Weapon Handling**

Furthermore improves favorite weapon handling. It reduces the reload time and recoil, increases accuracy and damage.

*Basic level: favorite weapon handling improved by 10%*
*Advanced level: favorite weapon handling improved by 20%*
*Master level: favorite weapon handling improved by 30%*
*Expert level: favorite weapon handling improved by 40%*

**Fire Resistance**

The skill reduces damage taken from fire.

*Basic level: damage from fire reduced by 20%*
*Advanced level: damage from fire reduced by 40%*

*Master level: damage from fire reduced by 60%*
*Expert level: damage from fire reduced by 80%*

**Fire Weapon Damage**
This skill allows to increase the fire weapon damage by a finer calibration of the mechanical parts of the weapon.
*Basic level: fire weapon damage increased by 10%*
*Advanced level: fire weapon damage increased by 20%*
*Master level: fire weapon damage increased by 30%*
*Expert level: fire weapon damage increased by 40%*

**Fire Weapon Reload**
The skill speeds up fire weapon reload.
*Basic level: reload time reduced by 20%*
*Advanced level: reload time reduced by 30%*
*Master level: reload time reduced by 40%*
*Expert level: reload time reduced by 50%*

**Heavy Weapon Handling**
Every weapon in this game has light and heavy modifications. Heavy modification will differ in damage, rate of fire, alternative modes. When using a heavy weapon the player's speed will decrease. "Heavy weapon Handling" serves to reduce this effect. By developing this skill it is possible to reduce speed decrease, reaching the "Expert" level will remove this affect altogether. Basic level skill will reduce speed penalty by 25 % of the player using heavy weapon.
*Basic level: speed decrease reduced by 25%*
*Advanced level: speed decrease reduced by 50%*
*Master level: speed decrease reduced by 75%*
*Expert level: speed decrease reduced by 100%*

**Over Ammo**
This skill allows the player to pick up more ammo than is allowed for individual weapon.
*Basic level: the player can take 10% more ammo*
*Advanced level: the player can take 20% more ammo*
*Master level: the player can take 30% more ammo*
*Expert level: the player can take 40% more ammo*

**Over Armor**
Just like over ammo this skill allows the player to pick up even more armor.
*Basic level: max armor increased by 10%*
*Advanced level: max armor increased by 20%*
*Master level: max armor increased by 30%*
*Expert level: max armor increased by 40%*

**Over Health**
This skill is completely identical to "over armor".
*Basic level: max health increased by 10%*
*Advanced level: max health increased by 20%*
*Master level: max health increased by 30%*
*Expert level: max health increased by 40%*

**Resistance**
The resistance skill allows the player to stand steadier on his legs and keep orientation after damages or injures. This skill is vital in close combats, when monsters attack turn the player around or even topple him.
*Basic level: disorientation effects reduced by 25%*
*Advanced level: disorientation effects reduced by 50%*
*Master level: disorientation effects reduced by 75%*
*Expert level: disorientation effects reduced by 100%*

**Armor Restoring**
This skill allows restoring armor points to the maximum value. The armor will restore only when the player stands still.
*Basic level:1 point of armor is restored each two seconds*
*Advanced level: 2 point of armor is restored each two seconds*
*Master level: 3 points of armor is restored each two seconds*
*Expert level: 4 points of armor is restored each two seconds*

**Health Restoring**
This skill is completely identical to **Armor restoring**.
*Basic level: one health point restoring every 2 seconds*
*Advanced level: two health point restoring every 2 seconds*
*Master level: three health point restoring every 2 seconds*
*Expert level: four health point restoring every 2 seconds*

**Self Defense**
This skill protects the player from damage inflicted with his own weapon. It applies to shock waves and aftereffects of weapons like the electro gun. By developing this skill the player will reduce the safe shooting range of the weapon that fires projectiles with a volumetric explosion. This applies to weapons like grenades, missiles, plasma, bombs.
*Basic level: own weapon damage protection increased by 20%*
*Advanced level: own weapon damage protection increased by 40%*
*Master level: own weapon damage protection increased by 60%*
*Expert level: own weapon damage protection increased by 80%*

**Soft Landing**
Soft landing skill allows the player to increase the safe jumping height. At the expert level the player can jump safely from any height.
*Basic level: safe height increased by 25%*
*Advanced level: safe height increased by 50%*
*Master level: safe height increased by 75%*
*Expert level: safe height increased by100%*

**Stability**
The stability skill allows decreasing or completely eliminating recoil effects like vibration, reactive force. By developing this skill the player can most effectively use quick firing weapons as minigun.
*Basic level: recoil effect reduced by 25%*

*Advanced level: recoil effect reduced by 50%*
*Master level: recoil effect reduced by 50%*
*Expert level: recoil effect reduced by 90%*

### Super-jump

Given this skill is developed the player can make rapid flank jumps and make a larger frontward jump, though its height will be the same as of normal jump. This skill is very useful for dodging rockets, close combat, etc. The jump power increases along with the skill development.
*Basic level: enables powerful jumps in any direction*
*Advanced level: jump impulse increased by 10%*
*Master level: jump impulse increased by 20%*
*Expert level:  jump impulse increased by 30%*

### Two Handling

This skill allows the player to carry out fire from two guns at the same time. This will increase the damage and rate of fire, though the movement speed will decrease as if the character were using a heavy weapon. By developing this skill this penalty can be reduced, expert level will remove it completely.
*Basic level: enables firing from two hands*
*Advanced level: speed penalty decreased by 50%*
*Master level: speed penalty decreased by 75%*
*Expert level: speed penalty decreased by 100%*

### Vampire

This skill allows any damage except lethal inflicted to a monster to be contributed to the player's health. Health will restore to a certain degree depending on the damage. This degree will grow as the skill is developed.
*Basic level: health increases by 3%*
*Advanced level: health increases by 6%*
*Master level: health increases by 9%*
*Expert level: health increases by 12%*

### Vandalism

A very special skill that brings more experience points if the player kills a monster brutally or desecrates dead bodies. Extra experience points will be added as over percentage to the default value of each monster. This percentage will grow as the skill is developed.
*Basic level: 10 extra experience points*
*Advanced level: 20 extra experience points*
*Master level: 30 extra experience points*
*Expert level: 40 extra experience points*

# 10.  Credits

**Producers**
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Official Web Site – www.firestarter-game.com

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