SHADOWGROUNDS
SURVIVOR

FROZENBYTE

MERIDIAN4

Shadowgrounds Survivor is a next-generation adrenaline shooter and a spin-off/sequel to the underground hit Shadowgrounds. Join three battle-hardened survivors on Ganymede and take the battle against aliens to new epic heights. Fight back with a full arsenal of exciting weaponry and new tactics - gear up and get ready!

We had a lot of fun developing the game and hope that you enjoy playing it!

Sincerely,

Shadowgrounds Survivor development team

Frozenbyte

PRECAUTIONS

- Do not stand too close to the screen.
- Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

Epilepsy warning

Please read before using this game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had an epileptic seizure. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child should experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS:

Windows XP/Vista
1.5 GHz processor
384 MB RAM
DirectX 9.0c
DirectX compatible 128 MB graphics card (GeForce FX 5500 or Radeon 9200)
DirectX compatible sound card
1 GB of available hard drive space

RECOMMENDED SYSTEM:

Windows XP/Vista
2.0 GHz Dual-Core processor
1 GB RAM
DirectX 9.0c
DirectX compatible 256 MB graphics card (GeForce 7900 or Radeon X1800)
DirectX compatible sound card
1 GB of available hard drive space
Joypad for co-op play
AGEIA PhysX™ card

NOTE: Shadowgrounds Survivor will not work on GeForce 4 MX or integrated graphics cards.

INSTALLATION

Insert the Shadowgrounds Survivor disk into your optical drive. If your drive has Auto-Play enabled, the Installer will start automatically. Follow the on screen installation instructions.

If Auto-Play is not enabled, double-click on the "My Computer" icon on the desktop. Double-click on the optical drive icon to begin the Installation. Follow the prompts to install the game.

If the game does not begin installing immediately, right click on the drive icon, choose "Explore" from the pull-down menu, and then double click on "Setup.exe" to launch the installation.

Please read the game's ReadMe file for last minute documentation that may not be available in this manual.

TECH SUPPORT

For an optimal gaming experience, be sure to update your computer with the latest drivers and system updates. Some of the most popular hardware and system software companies are listed below. Be sure to check your PC manufacturer's Web site for additional updates and drivers.

ATI Technologies® - www.ati.com
Creative - www.creative.com
nVIDIA® - www.nvidia.com
Microsoft® DirectX® - www.microsoft.com/windows/directx
Windows® Update - http://windowsupdate.microsoft.com

Should you have any questions concerning the operation of this product, first check our Support page on our web site listed below to see if your issue has already been resolved. If you still need to contact us, please send an email to our technical support staff at: support@meridian4.com.

Meridian4 web site: www.meridian4.com

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 ultra-secret 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, it 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 reckon.

SHADOWGROUNDS SURVIVOR LAUNCHER

Shadowgrounds Survivor should be started from the Launcher. It allows you to change many technical options including screen resolution, graphic detail settings and other important options. Some options are divided into sub menus that let you tweak individual settings in more detail.

Some settings will influence the game's performance and speed.

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!

Co-Op
You can play the normal campaign and the Survival mode in co-operative mode on the same computer with up to four players. Multiple input devices, such as multiple keyboards and mice are supported, in addition to gamepads. Please see the separate notes about Co-Op later in this manual.

Profiles
You can set up multiple profiles – one for each player. This is especially useful if two or more people play Shadowgrounds Survivor single player or co-operatively on the same computer. 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. However, you can also use a gamepad – in single player and in co-op. Please refer to the co-op section of the manual for instructions.

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.

You can reconfigure the default control settings to fit your gameplay preferences.

MOVEMENT	DEFAULT KEY
Move Forward	W
Move Backward	S
Move Left (strafe)	A
Move Right (strafe)	D
Dash	LEFT SHIFT

WEAPONS + GEAR	DEFAULT KEY
Flashlight	F
Use	E
Map	TAB
Reload	R
Medkit	M
Weapon / Character Upgrade	ENTER or U
Primary Fire	MOUSE1
Secondary Fire	MOUSE2
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, not within the game itself.

SINGLEPLAYER MODE

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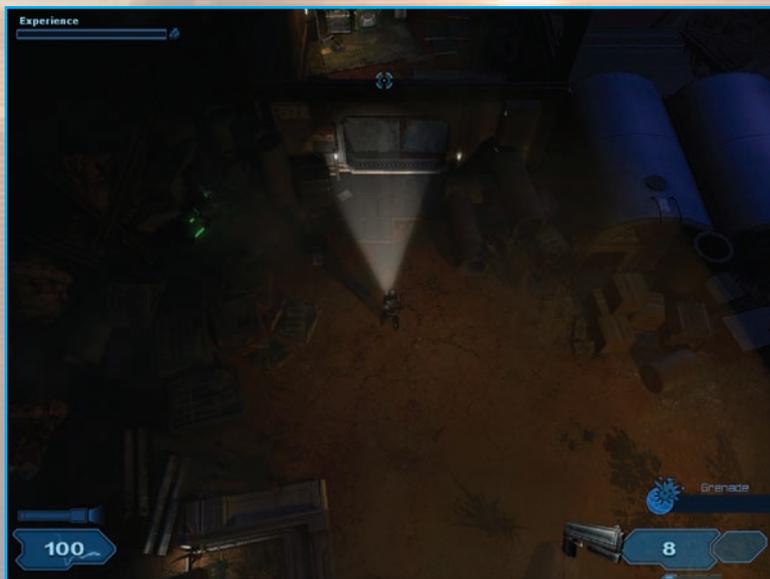
Health and flashlight
In the bottom-left corner is the Health bar that shows you how much health you have left. When you are in desperate need of a medikit, the Health bar will become red.

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 1 to 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
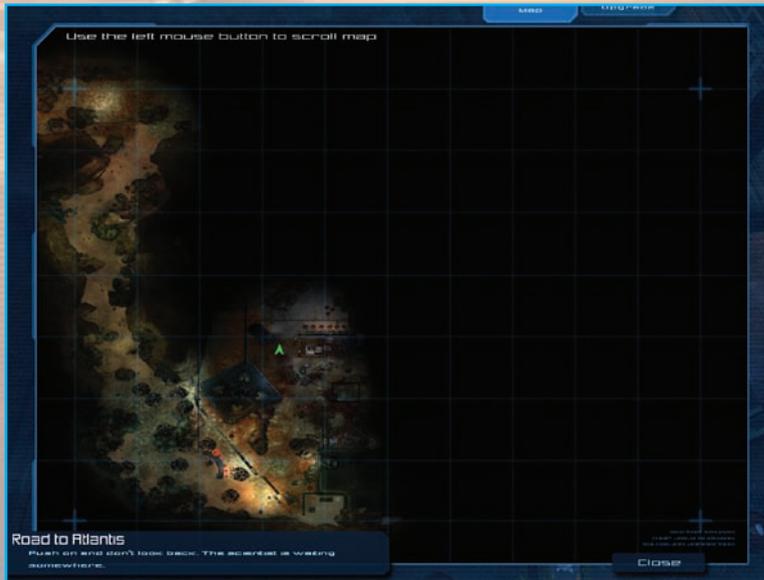
There is a map that helps you navigate and highlight your mission objectives. To access this map, press the Map button (default: Tab). The map works automatically and reveals areas when you visit them. Your character is displayed as a green arrow, and your objective is displayed at the bottom. You can 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/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.
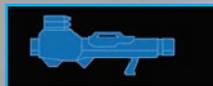
IZR2 ROCKET LAUNCHER - iZertech iZR2 Rocket Launcher fires a rocket at high velocity. The rocket causes an effective explosion when it hits its target, making the Rocket Launcher a devastating long range weapon.

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

Extreme Heat
Injects an extra burst of liquid into the flame, resulting in a flame that's 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 earth-shattering 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!

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!

CO-OP GAME

Shadowgrounds Survivor can be played in co-op mode on the same computer. Players can from time to time choose their characters and try to gain a tactical advantage by using the characters' different features.

Players can use gamepads or multiple keyboards and mice. To enable multiple keyboards and mice you must have the "Multiple input devices" checkbox selected in the Launcher. All USB keyboards and mice should work, although this kind of play may require a bit of technical know-how and willingness to try different settings.

Recommended gamepads have two analog sticks and at least 8 configurable buttons. Different gamepads have different button configurations. Analog stick sensitivity may also differ. Menus and other options are accessible with a gamepad but a mouse is recommended as a backup device at all times.

For a gamepad to work in Shadowgrounds Survivor, the operating system must recognize it first. To see if the gamepad is recognized, go to Control Panel/Game Controllers. If the gamepad shows up in the list, then it will work in Shadowgrounds Survivor. If the gamepad is not recognized, please consult the operating system's help files.

To connect a console gamepad to your PC, you may need to use an adapter device that plugs into the USB port of your PC. Shadowgrounds Survivor has been tested to work with console gamepads used via an adapter.

To start a co-op game using a gamepad, follow these steps:
- Check that your gamepads show up in your operating system's Game Controllers list.
- Launch Shadowgrounds Survivor.
- Go to Profiles and create a new player profile for each gamepad/player, or modify an existing profile.
- Select one of the newly created profiles and go to the Options menu.
- Set up the button configuration and the X and Y axis (aiming is best mapped to the right analog stick).
- Repeat the process for each player participating in the game.
- When all players have configured their gamepads and/or keyboard and mouse, select Co-Op.
- Select New Game, Load Game or Survival and proceed as usual.

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, its 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 where you installer Shadowgrounds Survivor.

- In a Co-Op game, players are advised to truly co-operate and share medkits and ammo evenly. Respawns are shared between the players.

MOD TOOLS

Shadowgrounds Survivor features extensive mod tools. These can be accessed from the Launcher. Main features of the mod tools include easy-to-use and versatile block sets for creating buildings, easy mission export to game, and lots of new content.

For more information on the mod tools and to see upcoming mods (or list your own!) check out the official website, http://www.shadowgroundssurvivor.com.

TROUBLESHOOTING

My game doesn't start!
Please make sure you have DirectX 9.0c or later installed. Also make sure you have the latest graphics card drivers and that you system meets the minimum system requirements.

The game runs really slow on my computer.
Try setting your graphics options to Low or Very Low settings. Also note that "Disappearing corpses" (dead monsters will disappear in 30 seconds after their death) improves performance. Another such option is the "Distortion", which means the beautiful Heat Distortion effect used with the flamethrower and explosions – Distortion should definitely be deselected on slow machines. On Very Low settings the game automatically uses half-resolution rendering for the ingame resolution, which means that the actual resolution is 512x384 instead of the 1024x768 shown in the Launcher. This improves performance greatly.

After playing for a while, my frame rate drops dramatically.
This error may occur with certain graphics cards with certain drivers. Try visiting the operating system desktop once by pressing alt-tab (not by exiting the game). Then go back to the game using alt-tab, or click the Shadowgrounds Survivor button in the Taskbar. This should fix the poor fps.

When I try to start the game it says "Version mismatch"!
This error is due to a copied executable file. If you have bought the game from a store or online, this error should not happen. Please contact Support for more information.

For more troubleshooting, please see the ReadMe file and the official website, http://www.shadowgroundssurvivor.com.

CREDITS

SHADOWGROUNDS SURVIVOR
Developed by Frozenbyte

Joel Kinnunen
Project Management

Kristian Vuorinen
Level & GUI Design, Gameplay Scripts
Tero Rickström
Level & Character Design
Tommi Hartikainen
Level Design, Script Writing
Oskari Nyman
Programming
Additional credits
Lauri Hyvärinen
Company Management
Ari Pulkkinen
Music & Audio
Juha Hiekkamäki
Programming
Jukka Kokkonen
Programming
Ilkka Kuusela
Ingame & Cutscene Animation
Santtu Huotilainen
Cutscene Animation
Samuli Snellman
Art, Marketing Material
Matti Hämäläinen
Art
Vesa Lepola
Art
Harri Hätinen
Programming
Iikka Meriläinen
Testing
Petri Purho
Programming

ADDITIONAL CONTRIBUTORS

Claire Sugden
Additional Production Advice

Tuomas Raninen
Junior Audio Design

Risto Hyvärinen
Screenshots

Kim Juntunen
Video Recording

Kimmo Kumpulainen
Video Recording

Hannes Lehtonen
Flash Programming

Mika Karilahti
Mentoring

Voice credits

Voice Production - Outsource Media
Casting & Dialog Director - Mark
Estdale
Dialog Editor - Kit Challis
Script Editing - Mark Estdale
Recorded at OM London
Voice cast
Scientist - Jay Simon
Marine - Noah Lee Margetts
Sniper - Laurence Bouvard
Napalm - Andrew Wincott

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Bugbear
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Housemarque
IGDA Finland Chapter
Lapland Studio
Mr.Goodliving
Neogames
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Remedy Entertainment
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Business Development
Andy Sher

Marketing
Steve Milburn

Production
Jeff Giasson

Writer
Mark Cecere

Game Packaging and Promotion Design
Eriq Chang

Promotion Materials
Anthony Vrakotas

Game Testers
Spencer Adams
Savannah Alexis
Web Team
Zaf Fardellis
Nizar Sabra
Special Thanks
Sav
Spence
Connor
Braeden
Jordyn
Stan
Moose

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