

They said the facility would be a secure testing area... They lied.

Something has gone horribly wrong at the Death Effects and Dynamics Center, more simply known as Dead Center. This government facility, tasked with the research of the living dead has stopped responding to all calls and someone needs to find out why. You have been given this mission. Use a multitude of weapons including a massive sword and a rocket launcher to fend off hundreds of zombies in various areas of the research facility! Will you become the savior of the Dead Center, or its next victim?



DEAD CENTER





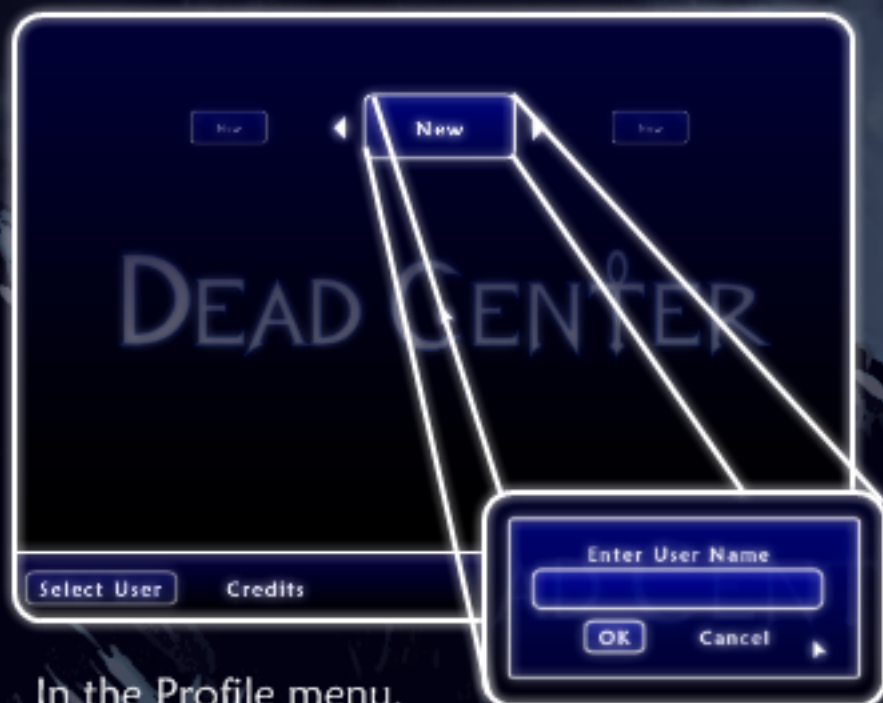
DYSTOPIAN GAMES

Table of Contents

Menus and Controls	2
The Dead Center	7
Jessica Summerset	10
Your Arsenal	12
The Horde	21
The Terrain	26
Achievements	29
Statistics	30
Credits	32

MENUS

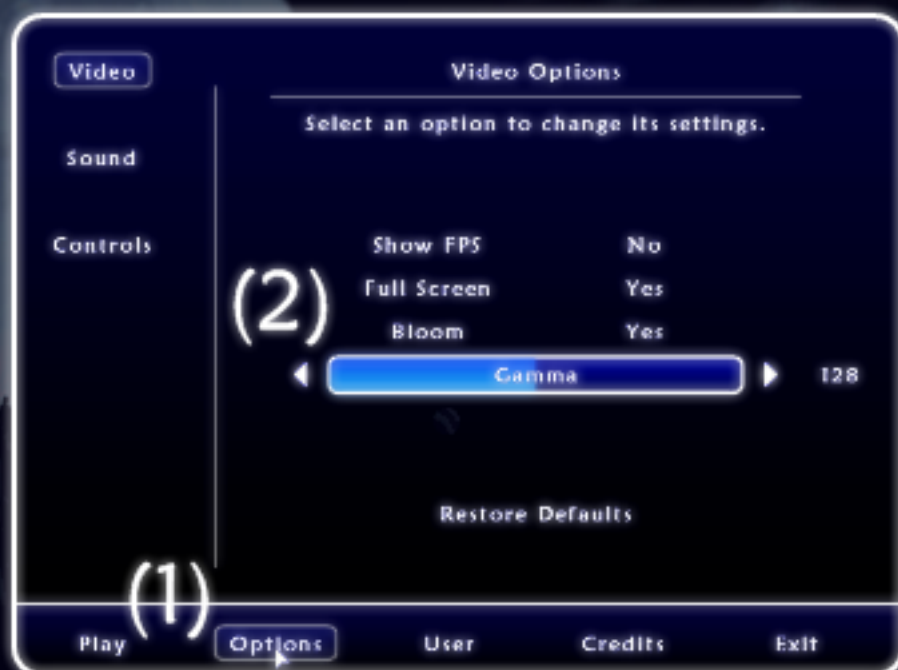
Profile Menu



In the Profile menu, you can use the arrows on each side of the profile selection slides to navigate through your available profiles. If you click on the "New" profile, you will see the Enter User Name pop up box. This box allows you to enter your user name for storing and accumulating stats. Clicking on, or hitting the A button on the Xbox 360 Controller on an available profile will select that profile, and load everything that is pertinent to it.

MENUS

Basic Menu



- (1) Hover your mouse over text such as "Options" here to select buttons. Then click the left mouse button, press enter, or hit A on an XBox 360 Controller to perform that button's action, or open its sub menu.
- (2) Throughout menus, you will see bars like this Gamma bar. Click the arrows on the sides of the bar, use the Left and Right arrow keys, or the Direction Pad on the XBox 360 Controller to increment or decrement the bar's value.

MENUS

Upgrade Menu



- (1) Here you will see the amount of points you have to use towards your upgrades.
- (2) This side will show you all available upgrades for the current item. Click, press Enter on, or hit A with the Xbox 360 Controller on the Buy buttons to purchase these upgrades.

If you haven't purchased a weapon yet, an icon like this will show up, allowing you to buy it.



CONTROLS

1

Change Ranged

2

Change Melee

3

Change Trap

R

Reload

Left Shift

Drop Trap

Space

Jump

W

A

S

D

Player Movement

↑

↓

←

→

Menu Control

Return

Menu Selection

Use

Melee

F1

Help

Drop
Trap

P

Pause

Use
Ranged

Esc

Pause / Back



CONTROLS

360 Controls



BACKGROUND



The Death Effects and Dynamics Center has had a long standing reputation for pioneering terrible and gruesome experiments on the recently dead, giving the facility the nickname, the Dead Center. The scientists in this facility are by no means strangers to the macabre and taboo, but an experiment seems to have gone horribly wrong. The facility has stopped responding and you have been tasked with finding out what happened. You will venture into the halls of this unholy facility to clear out whatever mess they've made. As a mercenary for hire, you are used to taking on new and intriguing missions, but this is going to be a whole new experience.



DEAD

Helipad

Security
Tower

Conferenc
Hall

Courtyard

Offices

Sector Clear

Sector Alert

Research La

CENTER

DEAD CENTER

Test Chamber

Furnace

Service Elevator

Refrigerator

THE PLAYER



Jessica Summerset

Mercenary

Age :	22
Sex :	Female
Height :	5'8"
Health :	100
Speed :	6.0 m/s
Jump :	5

Jessica grew up quickly, raised by a surrogate family of bounty hunters.

Living in the bowels of New York hunting down the scum that corrupts her city, she fights for justice and to escape the pain of not knowing her past. After learning of the crisis at the Dead Center, Jessica sets off to do what she can to set things right again and maybe find out something about her dark and uncertain past.

UPGRADES

Speed

Increase : +0.4 m/s
Amount : 5
Cost : 1500 pts each



The speed upgrade increases the rate at which Jessica can run.

Jump

Increase : +0.2
Amount : 5
Cost : 1500 pts each



The jump upgrade increases Jessica's ability to jump higher.

Health

Increase : 10
Amount : 10
Cost : 2000 pts each



The health upgrade increases the amount of damage Jessica can take.

RANGED



Pistol

Offensive

Damage : 50

Clip Size : 12

Reload : 1.5 sec

Standard in any arsenal, the trusty pistol is useful in many circumstances. After a few upgrades, this versatile sidearm becomes a force to be reckoned with and perfect for dispatching minions of the Horde.

Upgrade Damage

Increase : +5

Amount : 5

Cost : 1500 pts each

Upgrade Clip Size

Increase : +2

Amount : 5

Cost : 1500 pts each

Upgrade Piercing Bullets

Cost : 10,000 pts

These bullets will pierce through flesh, damaging multiple enemies with each shot.

RANGED

Shotgun

Offensive

Damage : 150
Clip Size : 6
Reload : 4.0 sec



When dealing with endless hordes of minions what better weapon is there to turn to then a pump-action shotgun? The perfect weapon for taking out a small group or one really big, angry guy.

Upgrade Damage

Increase : +5
Amount : 5
Cost : 1500 pts each

Upgrade Clip Size

Increase : +1
Amount : 5
Cost : 1500 pts each

Upgrade Spread

Cost : 15,000 pts

Convert your shotgun to a sawed-off shotgun allowing you to damage even more enemies at once.

RANGED



Rocket Launcher

Area Effect

Damage : 250

Radius : 3.0 m

Clip Size : 1

Reload : 10 sec

If you need a bunch of somethings dead, and you need it right now, the rocket launcher is what you're looking for. Deal a massive blow to the horde with this ultimate room clearer!

Upgrade Damage

Increase : +5

Amount : 5

Cost : 1500 pts each

Upgrade Cooldown

Increase : -0.6 sec

Amount : 5

Cost : 1500 pts each

Upgrade Blast Radius

Cost : 20,000 pts

Increase the explosion range of your rockets.

MELEE

Knife

Offensive

Damage : 100
Cooldown : 1 sec



An upclose and personal weapon, the knife can be a quick and deadly way of dealing with members of the horde who like to get personal. Weighing the costs of close range combat to high damage is a skill every mercenary needs.

Upgrade Damage Upgrade Cooldown

Increase : +10

Amount : 5

Cost : 1500 pts each

Increase : -0.1 sec

Amount : 5

Cost 1500 pts each

Upgrade Percise Strike

Cost : 5,000 pts

Make your strikes count, double the damage you deal with well trained knife skills.

MELEE



Baseball Bat

Defensive

Damage : 5

Knockback : 5

Cooldown : 1 sec

A slightly unconventional choice for a spot in a highly trained mercenary's arsenal but none the less, extremely effective. This defensive tool will allow you to clear a path to safety, so swing away!

Upgrade Knockback Upgrade Cooldown

Increase : +2

Amount : 5

Cost : 1500 pts each

Increase : -0.1 sec

Amount : 5

Cost : 1500 pts each

Upgrade Mighty Swing

Cost : 10,000 pts

Swing for the fences, knocking back enemies even further and dealing more damage

MELEE

Sword

Offensive

Damage : 100
Cooldown : 1 sec



The embodiment of melee perfection, the sword becomes an extension of yourself and your quest to vanquish the horde. But, besides all that, it's really cool and can cut down an entire group of zombie scum in one swing!

Upgrade Damage Upgrade Cooldown

Increase : +10

Amount : 5

Cost : 1500 pts each

Increase : -0.1 sec

Amount : 5

Cost 1500 pts each

Upgrade Massive Slash

Cost : 15,000 pts

Swing your sword in a wider arc, allowing it to hit more enemies.

TRAPS



Spikes

Tactical

Damage : 20

Charges : 3

Duration : 30 sec

Small and compact, spikes are a perfect supplementary addition to a mercenary's armament. While dealing moderate damage, they are also able to keep a small group of enemies at bay leaving you time to regroup.

Upgrade Damage

Increase : +5

Amount : 5

Cost : 1500 pts each

Upgrade Cooldown

Increase : -1 sec

Amount : 5

Cost : 1500 pts each

Upgrade Reinforced Spikes

Cost : 10,000 pts

Reinforced spikes will withstand more punishment, damaging more enemies before falling apart.

TRAPS

Stasis Mine

Defensive

Slow Speed : 0.3
Range : 2.8m
Duration : 30 sec



The most effective defensive too at your disposal, the stasis mine gets the job done. Allowing you to put ample space between you and the horde by slowing them down lets you demolish them at your pace, not theirs.

Upgrade Slow

Increase : 5%
Amount : 5
Cost : 1500 pts each

Upgrade Cooldown

Increase : -0.1 sec
Amount : 5
Cost : 1500 pts each

Upgrade Stun Pulse

Cost : 15,000 pts

Equip your stasis mines with a stunning pulse, giving them a chance to stop enemies dead in their tracks.

TRAPS



Explosive Mine

Offensive

Damage : 100

Range : 3m

Duration : 15 sec

Deadly in the worst circumstances, devastating in the best. The explosive mine has one job and that is to clear the area of anything near it. Drop em' and run because things start to heat up when you add these to the equation!

Upgrade Damage

Increase : +10

Amount : 5

Cost : 1500 pts each

Upgrade Cooldown

Increase : -1 sec

Amount : 5

Cost : 1500 pts each

Upgrade Blast Radius

Cost : 20,000 pts

Increase the mine's explosion range.

ENEMIES

Zombie

Undead

Age : Unknown

Sex : Male

Height : 5'9"

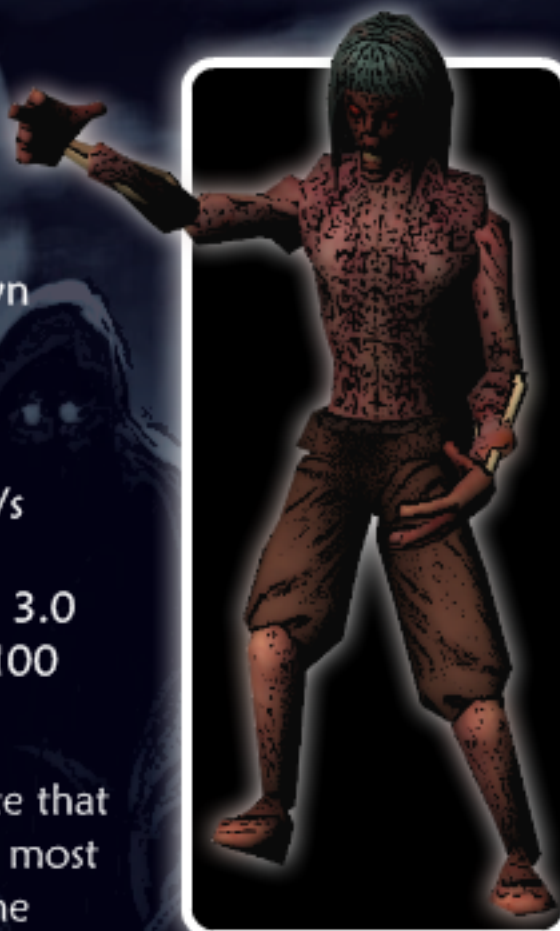
Health : 75

Speed : 3.2 m/s

Damage : 5

Attack Speed : 3.0

Point Value : 100



Reports indicate that this will be the most numerous of the undead that will be encountered within the Dead Center. It is believed they are the reincarnated bodies of the menial staff that once worked within the facility. Though they may be slow, their numbers may become overwhelming, so picking them off as they come will be a high priority.

ENEMIES



Ghoul

Undead

Age : Unknown

Sex : Male

Height : 5'6"

Health : 50

Speed : 6.0 m/s

Damage : 2

Attack Speed : 0.3 sec

Point Value : 200

Believed to be the remnants of the military personnel that guarded the Dead Center's secrets, the Ghouls are far more tenacious and agile than any of their undead counterparts. Reportedly, they will leap through the air trying to reach their prey, and once within range, will ravage their target with swift, menacing attacks.

ENEMIES

Abomination

Undead

Age : Unknown

Sex : Male

Height : 6'2"

Health : 200

Speed : Varies

Damage : 50

Point Value : 500



It is speculated that the gruesome Abominations may be the creatures that started the undead outbreak at the Dead Center. Test subjects that have been injected with countless chemicals, these brutes will charge recklessly at people and then explode, releasing their poisonous blood upon any nearby victims.

ENEMIES



Skeleton

Undead

Age : Unknown

Sex : Unknown

Height : 5'9"

Health : 100

Speed : 5.0 m/s

Damage : 15

Attack Speed : 5.0

Range : 20 m

Point Value : 200

When the undead have had their fill, a Skeleton is what remains. The fact that these Skeletons can still move about the facility is a testament to their conviction. These undead have resorted to throwing the remnants of their fallen brethren to take down their prey. Though they make look fragile, their projectiles are thrown with deadly accuracy.

ENEMIES

Surgeon

Undead

Age : Unknown
Sex : Male
Height : 6'0"
Health : 1,000
Speed : 3.0 m/s
Damage : 60
Point Value : 1,000



No one was safe from the undead outbreak at the Dead Center. Those most responsible were the medical staff who performed the ghastly operations on the undead specimens. These Surgeons still seek to complete their experiments, wandering the facility to find more corpses to raise from the dead. They don't like being interrupted, either...

TERRAIN



Sand

Tactical

Slow : 50%

Found in large quantities around the perimeter of the Dead Center, the sand can become quite a nuisance. Anything, human or not, that walks through the sand will have their speed reduced significantly. Using this to your advantage could prove particularly valuable, but if not careful, the sand could become even the most experienced mercenary's downfall.

TERRAIN

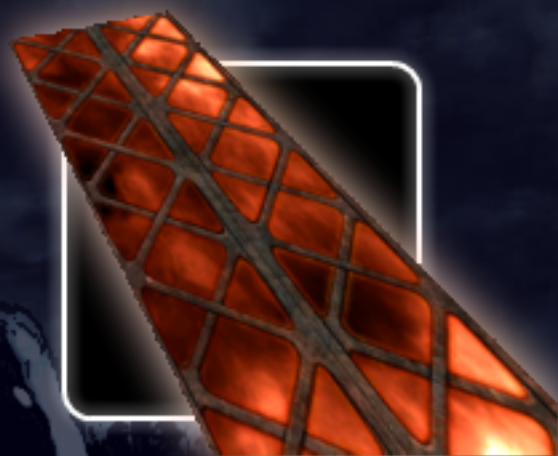
Ice

Tactical



In the dark recesses of the bitter cold there is but one constant, ice. Treacherous and unforgiving, it has been the driving force behind many unfortunate circumstances in the past. True to form, anyone that finds themselves in its grasp will lose their footing and begin sliding uncontrollably towards an uncertain fate. Creatures have been known to overcome this harsh reality by adapting claws on their feet, too bad you didn't!

TERRAIN



Fire

Tactical

Damage : 20

Duration : 4 sec

Fire, an essential element to life, and inside the Dead Center, death too. Originally used to dispose of spent testing materials, now it performs a similar, yet less indiscriminating role. Any unfortunate soul finding themselves inside the fires embrace will suffer untold agony, burning the shackles of life away.

MEDALS

Medal Unlocked!



Mission Complete

Throughout your time in the Dead Center a number of different feats you accomplish will result in unlocking a Medal. Medals act as signs of accomplishment and respect in the eyes of other mercenaries so collecting as many as possible should always be on your mind.

Top mercenaries have reported collecting over 60 individual medals throughout all areas of the facility.

STATS

Zombies Killed: 541

The Dead Center's computer systems contain some of the worlds most advanced data tracking software. As soon as anything steps within the buildings perimeter, a whole array of information begins to be collected and cataloged. Once a full sampling of the target is complete, over 400 separate entries will be associated with it and stored within the facilities data banks.

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