

SIGMA
TEAM

ALIEN

SHOOTER

manual

RELOADED

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Introduction

System requirements

Supported OS: Windows ® 2000//NT/XP (recommended XP)

Processor: Pentium ® IV 1,5 ГГц или AMD Athlon (recommended 2,4 ГГц)

RAM: 512 MB

Videocard: with 32 MB memory, compossible with DirectX ® 9.0 (recommended 128 MB) check the list of supported cards

Soundcard: compossible with DirectX ® 9.0

DirectX Version®: DirectX ® 9.0c and higher

4x DVD ROM

Free disc space: 2 Gb

Supported circumferential devices: compossible with Windows ® mouse, keyboard and joystick.

Supported videocards:

NVIDIA ® GeForce series 3/4/FX/6/7

ATI ® Radeon ® series 8500//9000/X Matrox Parhelia

Correct work of the game on the notebooks with mentioned videocards is not guaranteed.

The work of the game is not guaranteed on any other cards, except mentioned above.

The extension of the list of supported videocards is possible after the official release of the game. You can get current information on our support site: <http://www.sigma-team.net/forums/> in the section of answers and questions.

Installation and Uninstallation

Installation of "Alien Shooter 2 - Reloaded"

Find the downloaded file "alienshooter2.exe" and click it twice to start installation process. In the appeared menu choose "Install" and follow the instructions of the installation program.

Uninstallation of "Alien Shooter 2 - Reloaded"

Click the sign "Uninstall the game" in the section of the game in the menu of the button "Start" to uninstall the game. Then follow the instructions of the uninstall program.

Game Interface

Click twice on the sign of the game on the desktop or click once on the sign of the game in the relevant section of the menu “Start” to start the game.

Main menu



After watching introductory one-reelers, you'll see the screen of the main menu. There you can choose one of the following items:

Campaign

This item opens menu of the single (single-user) game, where you can start the whole campaign. More detailed description of the campaign one can find on the page 6.

Survive

This item opens menu of the single (single-user) game, where you can start survive mode game. More detailed description of this type of the game one can find on the page 14.



High scores

This item opens table of high scores for different modes: campaign, carrier and survive. There you can find the name of the profile, score, amount of killed monsters and total time of the game. Here you also can send personal records to the site with the global table of high scores.

Options

In this item, you can choose graphic and sound options, which fit the best to the configuration of your computer. Here you also can change the game options. This menu is available even during the playing process. More detailed description is in the Appendix.

Change the accounting record

Here you can create a new profile, or choose from the already existing. More detailed description one can find below.

Credits

Displace the list of the developers and publishers of the game.

Exit

Exit to Windows.

Account record

In the main menu one can create or choose the profile, which will identificate you during the following game. You can create as many profiles as you like. The game saves according to the profile in use, it is saved automatically when the level is complete.



Campaign

By choosing this item you get access to the main narrative of the game "Alien Shooter 2". Starting the game, first of all you'll see the window, giving possibility to choose the main ability of the character with the description of these abilities. You can choose only one and it'll help you during the whole campaign.



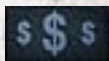
Self-Treatment

It's a unique ability to regeneration. Your injuries and pinks are hilled immediately.



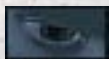
Analyst

The ability to analyze the situation and draw conclusions. Your experience increases



Economist

You get bigger amounts founding money.



Night Vision

Night way of life taught you to see in the dark perfectly.



Vampire

You suck the energy of those who die out. You health increases when you kill your



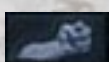
Hypnotizer

The enemy will come closer if you hypnotize him.



Observer

The ability to find cookie jars and hidden things.



Boxer

You are a professional boxer! In the nearest fight nobody will compare with you.

You can start the campaign from the very beginning or get the access to any of its levels, if you have completed it at least once.



After choosing the ability and pressing “OK” button you’ll get to the screen of choosing character (1) and distribution of initial experience scores (8) to the skills(6) or characteristic features (7). Short description (4), portrait choosing menu (1), sex choosing (2), closes color choosing (3) and initial equipment (5) are also there.



More detailed about the skills:



Health

The successful outcome of the mission depends on your health. With the increasing of it, the amount of health scores increases as well.



Strength

Influences the general body-built, gives ability to carry heavier cargo and weapon. Increases the amount of health scores.



Speed

Influences the speed of your movements.



Accuracy

Increases accuracy of shooting from every weapon.



Intelligence

Increases the level of intelligence, allows using of modern implants.



Ability

Improves the ability, chosen in the beginning of the campaign.

Control bases

After loading the first5 level you'll find the control-help screen:



CHANGE CONTROLS				
ACTION:	#1	#2	#3	
Move Up	'W'	Up Arrow		
Move Down	'S'	Down Arrow		
Move Left	'A'	Left Arrow		
Move Right	'D'	Right Arrow		
Previous Weapon	'Q'	T	MWheel down	
Next Weapon	'E'	T	MWheel up	
Fists	'0'			
vWeapon 1	'1'			
vWeapon 2	'2'			
vWeapon 3	'3'			
vWeapon 4	'4'			
vWeapon 5	'5'			
Toggle Flashlight	'F'			
Shoot	LMB			
Follow Cursor	RMB			
Exit Vehicle or Cannon	Spacebar	Return	CMB	
Reload	'R'			
Inventory	'I'	CMB	'C'	
Check Log	'L'			
Show or Hide Interface	Tab			
Screenshot	F9			
				OK
				CANCEL
				DEFAULT

Control in "Alien Shooter 2" is carried out by keyboard together with mouse, or joystick. All the control keys may be detached, both in main menu and during the playing process.



Playing interface

During the game this interface helps you to follow huge amount of information, which easers and clarifies the playing process.



Lets make it more clear:



This element shows you the type and attrition of the armor, which the character wears.



The type of lighter, which is used by character.



Type of the dron in use and its attrition.



Radar cell.



Types of medicine boxes, which will be used in case of critical for life damages.

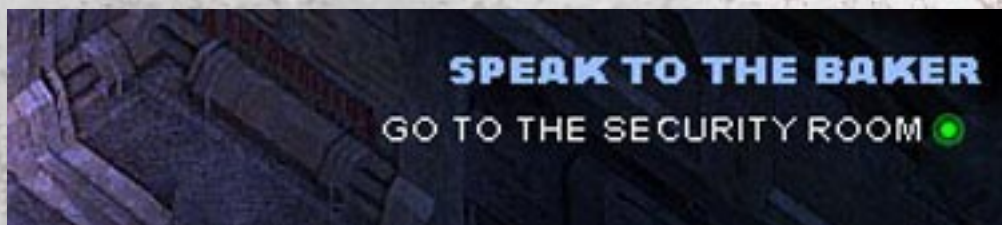


Quantity of character's lifes – maximum five.



Subjects, related to the mission.

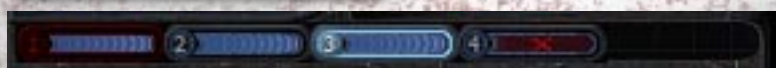




The targets and aims of the character differ from level to level.



Type, total amount of shells in the inventory for this type, minimal and maximal damage and the scale of emptiness of the weapon's cage, used by the character.



Types of the weapons available.

First cell – pistols, second –

shotguns, third – automatic rifle and machineguns, forth – grenade guns, fifth – plasma weapons and flame guns. If the weapon is enclosed in red frame (1), it means that it can't be used, because your skills are not enough. If in the middle you can see red cross (4), it means that you have no shells. If the slot is empty (5), it means that this type of weapon is absent, or is just in the inventory.



Green spots on the radar – player and drones, dark blue spots – helpmates, red spots – enemies.

There is a screen of inventory and improvement of the character's skills in the game, you can get there by pressing "I" or "C" buttons.



- ① Here one can see the name of account record and amount of money.
 - ② Sells for weapons in use. 1 – pistols, 2 – shotguns, 3- automatic rifle and machineguns, 4 - grenade guns and rocket launchers, 5 – energy weapons and flame guns.
 - ③ Slot for body armor.
 - ④ Sells for implants.
 - ⑤ Here are items related to your mission.
 - ⑥ Sells for: 1 – lighter or night viewer, 2- dron, 3 – radar, 4 – medicine boxes.
 - ⑦ Basic inventory, increases with the enlargement of “Strength” characteristics.
 - ⑧ Short information about the character: name, health, range, level, experience, money and quantity of destroyed enemies.
 - ⑨ Menu of the characteristics and experience scores. The scores are added by pressing “+” button and annuls by pressing “-“. You can decrease the amount only
- If you see red-colored weapons, implants or armor in the inventory, it means that you have not enough skill for using them. You can put them into your slot, but it won't work.

Nearly on every level of the game there is a shop, where you can buy, sell whatever you need, or repair your armor.



- ① In this menu you can see nine pictograms. Pressing them you'll get to the relevant store sections. First – pistols, second – shotguns, third - automatic rifle and machineguns, 4 - grenade guns and rocket launchers, 5 – energy weapons and flame guns, sixth – body armors, seventh – implants, eighth – medicine boxes, lighters, drons and radar, ninth – shells.
- ② Here you can see what you can or can not (if the object is marked with red color) buy. You can buy it by pressing “buy” button or by transferring the object, it means that you have to point the object with the mouse, press left mouse button and transfer the courser to the inventory, where you can let off the left mouse button. If you have enough money, the object will be bought. The sell process is same.
- ③ When taking weapons from the inventory you'll see the ammunition for it in the same cage, so you don't have to search for them.

Registry

All the missions and aims as well as all dialogues of the current campaign are saved in the registry.



Statistics

From the inventory screen you can open detailed statistics for the level.



Here you can see the amount of killed monsters and total amount of the aliens on the level; realized missions, and those of missions you still have to finish; the amount of hiding-places from the total amount; how much time did you spend on the level; accuracy; characters class; the amount of money you have and how much will you get for the level. So statistics screen helps you to finish the level with maximum results and minimal loses in the experience and in finding hiding-places.

Survive

By choosing this item of the main menu you'll see the window, giving possibility to choose the character and the regime of the survive game, there are two modes: career and survive itself. In the career mode you have to complete missions, gaining experience and choosing weapon





As you can see, the game interface has no changes. The only new thing is – “Score” where you can see gained scores. After completing the mission, the character’s progress is saved and if you have not finished career you can proceed next time. In the survive mode there are no experience scores and division into missions (levels). The game goes non-stop, more powerful weapons fall out from killed bosses.

Appendix

Game options

From the inventory screen or by pressing “Escape” button you can get to the game options screen.



In this item, you can choose graphic and sound options, which fit the best to the configuration of your computer. “Options” button opens the screen of more detailed game options, “play again” – reboot of the level, “main menu” - exit to the main menu of the game “Alien Shooter 2”. Let’s see in more details what you can change by pressing “options” button. It is again volume of music, sounds and voice.



In the “Video” inset you can change the graphics detailed elaboration, screen resolution, turn on/ off the shadows and change blood color from red into green.

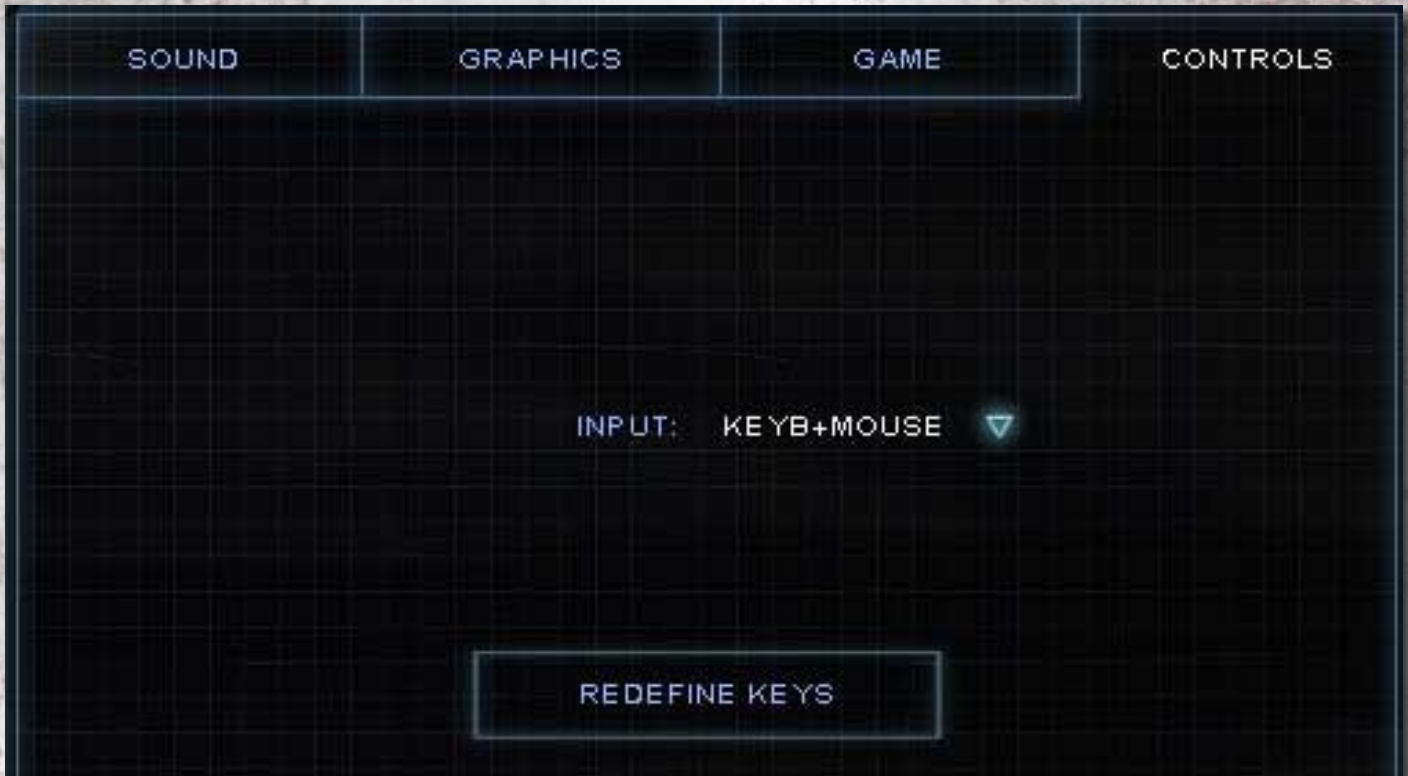


In the “Game” inset you can change level of complexity, time of slide show, or just turn them off, and choose to show or not to show your name in the network game without quitting the game.



Control bases

In this inset you can change it to keyboard together with mouse, or joystick. All the control keys may be detached for your own.



Control Keys by default:

- | | |
|-----------------|-----------------------------|
| [UP] or [W] | - Move Forward |
| [DOWN] or [S] | - Move Backward |
| [LEFT] or [A] | - Move Left |
| [RIGHT] or [D] | - Move Right |
| [F] | - Use Flashlight |
| [I] | - Open/Close Inventory |
| [C] | - Open/Close Character Menu |
| [SPACE] | - Exit Vehicle/Cannon/Robot |
| [TAB] | - Interface On/Off |
| [1][2][3][4][5] | - Choose Weapon |
| [R] | - Reload |
| [Q] | - Previous Weapon |
| [W] | - Next Weapon |
| [Esc] | - Open Menu |
| [F9] | - Screenshot |

Weapons and Equipment

Pistols



NAIL GUN

Unlimited ammo. Good for pincushioning things.



FLASH PISTOL

Uses small flares to lighten dark areas. Has unlimited ammo.



PM-5

A Russian handgun, called 'Makarov PM.' Simple, sound, and inexpensive, this is one of the best compact pistols around.



COLT 45

Also known as 'Peacemaker,' the .45 is one of the most popular and legendary pistols in the world. Produced for over 200 years and still very popular.



SIG-SAUER SIG PRO

Used by the US Drug Enforcement Administration (DEA) as well as numerous other law enforcement agencies worldwide.



BERETTA L5

This is the Gendarmerie variant, adopted by French National Gendarmerie. It is manufactured in France by "GIAT Industries".



S&W 0,44MAGNUM

A fast and easy-to-use pistol, making it a good choice for beginners.



GLK P5

A modern design, using a barrel cooling system that enables it to have a very high rate of fire.



BITTLER g2

A secret weapon, utilized only by Special Forces types.



SIG-SAUER P250 DCC

A reliable German handgun with high fire accuracy and easy handling.



BERETTA GL15

Combines the best concepts of combat handguns in one design. It is powerful, easy to handle, and reliable. The Beretta is the leading pistol for personal defense as well as law enforcement use.



DESERT EAGLE

Designed as a sport pistol. Used in numerous movies, giving it something of a reputation. This is one of the few gas-operated handguns ever produced, as well as one of the most powerful.



PROTOTYPE ET5

Developed in M.A.G.M.A.'s Energy Research Lab; exists in one variant only.

Shotguns



MOSSBERG 500 "CRUISER"

One of the most popular and versatile US-made pump action shotguns.



BERETTA 1201 FP

A smooth-bore shotgun developed at the end of the 1980s by Beretta.



FABARM SDASS

An Italian shotgun with a folding front sight and built-in weaver-style rails on the top of the receiver. Overall, an easy shotgun to handle.



CRAFT SP200

A special nozzle neutralizes this

shotgun's blast. It has a high rate of fire thanks to a reinforced barrel and a trigger modification.



JACKHAMMER MK3A1

A gas-operated, fully automatic shotgun with a floating barrel and revolver-type detachable clips, called "Ammo Cassettes".



SLIBERT DM5

The next generation of pump action shotguns; the DM5 uses an eight-round magazine and a short barrel. This is an optimal weapon for close encounters.



SLIBERT DM50

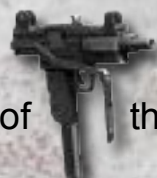
A modified DM5. It has a prolonged barrel and cooling radiator, which provides a high rate of fire. High quality optical sights enhance accuracy.



DOUBLE SHOTGUN RUIN S2

A home-made sawed-off shotgun with two shortened barrels. Good for clearing rooms in short order.

Miniguns and rifles



MINI UZI

A shorted ('bullpup') version of the venerable Israeli submachine gun. A high rate of fire makes up for its lack of stopping power.



H&K G11

A German assault rifle noted for its use of caseless ammunition. A reliable weapon with high accuracy.



INTERDYNAMIC KG-9

The ultimate in slug-based firepower, so much so that its manufacture was restricted by the US Assault Weapons Ban of 1994. Its unique looks, huge magazine capacity, and low price have made it very popular.



H&K MP-5

An outdated submachine gun, but very popular among anti-terrorist squads.



VIKHR SR-4

A compact assault rifle intended for concealment; used mostly by special VIP protection teams and State security operatives.



AKM

The classic Russian assault rifle. Reliable, especially in harsh conditions. Easy to use and maintain.



M16A1

The well-known American M16 assault rifle, a weapon with a good range of qualities.



STEYR AUG

A universal rifle designed on a bullpup principle, enabling it with high accuracy and easy handling.



H&K XM-29 OICW

A good weapon, with high accuracy and excellent ability to pierce armor.



BT-3

An assault rifle with tremendous firepower.



M240G

A lightened machine gun utilized by the US Marine Corps. Its high stopping power is balanced by a low rate of fire.



DISEMBOWEL H240

The most powerful assault rifle in its class. Very effective against large crowds of charging enemies.



VOLCANO G2000

A hand-held machine gun with a high rate of fire and excellent damage.



VOLCANO GP5500

An enhanced model of the VOLCANO hand-held machine gun. This model is equipped with batteries, giving it a high fire rate, high velocity and dealing large amounts of damage.



ATOM SLRK S100

The latest model of the popular Minigun/Rifle Skill series.

Grenade and rocket launchers



M-79
A n outdated but cheap and reliable hand-held grenade launcher.



RG-6
A compact version of portable grenade launcher. Due to it's high rate of fire and hitting radius, this weapon is good for eliminating large gatherings of enemy infantry.



RPG-7V A 40 - mm grenade launcher, 1 m long. Is intended for fighting against tanks, self-propelled gun mountings and other enemy's armoured targets. Fitted with optical and night sights.



RPG-29 VAMPIRE
This weapon is used to destroy enemies and their weapons in buildings and blindages.



NTR-40 S1
A hand-held rocket launcher with nuclear charges. Has a large destruction radius but a slow reload rate.



FLY-2
Is a short-range, tube-launched, infantry antitank rocket launcher, similar to the US LAW system. It fires a 73-mm fin-stabilized rocket with a HEAT warhead capable of penetrating approximately 390 millimeters of armor.



DSx4
A multiple-rocket launcher; has a high rate of fire but a long reload time.



SL-1
A compact hand-held rocket launcher, effective against unarmored enemies.



SLR 500 AUTO R5
A modern hand-held launcher model with auto-aiming system. An optical device enables target locking.



ROCKET VOLCANO TF5 "RAIN"
A hand-held rocket launcher with an infrared aiming system. A triple barrel provides a high rate of fire.

Flame and energy weapons



BURNER

Used for welding metal, but can weld flesh in a pinch.



GH-5

A home-

made flamethrower, jury-rigged from whatever materials are at hand.



GF-1

A standard light pistol, popular in modern armies worldwide.



GP-53

A standard

infantry laser weapon with high accuracy. It can pierce most modern body armors.



S-50

One of the first laser pistols. Not very popular due to its old construction.



PR-1500

A test pulse rifle model developed by the M.A.G.M.A. Energy

Corporation.



G-200

ION RIFLE

The Ion Rifle is one of the latest weapon industry designs. It has a strong beam that can pierce the thickest of armors.



5G

The latest in the line of heavy power guns.



SL-2000

The next generation of plasma guns. Can deal incredible damage to anything in its path.



SGP53-L1

The most powerful close combat weapon available. This monster has excellent accuracy and deals maximum damage.



G-5000

An ion gun prototype. Its thickened barrel and new cooling system provides a more powerful energy focus.



FR-Z5

This cannon shoots a special chemical that transforms aliens into aliensickles instantly.

Armors



S1

The simplest of body armor made of studded leather. Capable of barely protecting the wearer, but it's better than nothing.

DF-10



Lightweight body armor made of plastic and metal plates. Gives an average amount of protection.



G1

The most effective lightweight body armor around. Its plates are made from plastic and a durable iron alloy.



BAYONET SL-G105

The standard middleweight class of body armor with good all-around protection.



SG32-50

Based on the BAYONET series of armor, this model is designed to protect its wearer from severe damage. Hydraulic boosters minimize the armor's heavy weight, but movement speed is decreased.



S2-R

An enhanced model of the S1 leather armor. Metal plates are infused within this model, increasing durability and survivability of the wearer.



SPN-10

An enhanced model of the DF10 body armor, with interwoven plates and ceramic armor reinforcement.



G200

An enhanced model of the G1 series, infused with solid titanium plates.



BAYONET2 SL-P550

The most durable body armor in the middleweight class, designed especially for elite soldiers.



SMR-25

Designed for special operations during the Third World War. Provides the best protection in the heavy armor class.

Implants and radar



IMPLANT

1st class implant.



IMPLANT

3rd class implant.



IMPLANT

2nd class implant.



RADAR

A personal radar set, used to monitor enemy positions.

Lights and noctovisors



POCKET FLASHLIGHT

A typical pocket flashlight.



FLASHLIGHT X2

All-purpose flashlight. Provides good visibility. Works for a long time.



FLOODLIGHT

A special compact floodlight that provides excellent visibility.



NIGHT GLASSES S1

An older series of night vision glasses; has a small field of vision but is useful in dark places.

Medkits



SMALL MEDKIT

The simplest of medkits, with minimal set of drugs.



MEDKIT

Has a more diverse package than the Small Medkit.



MEGA MEDKIT

The ultimate in field body repair. This medikit restores full health instantly.

Drons



DRON M-20

The simple model of battle drones. A powerful CPU enables quick aiming and firing.



DRON M-50

The latest model of battle drones. Equipped with G5255 blaster, which can inflict lots of damage. A powerful CPU enables quick aiming and firing.