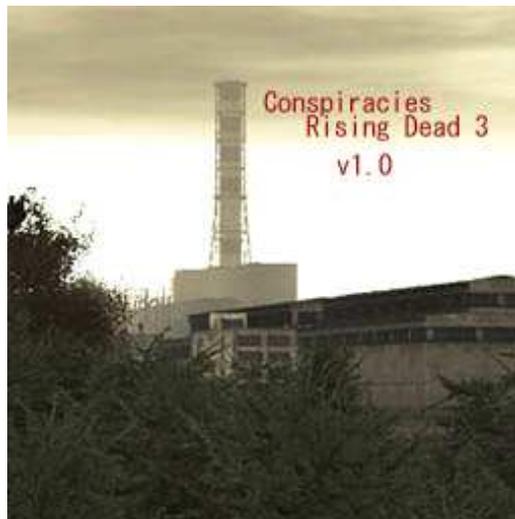


CONSPIRACIES RISING DEAD 3 MANUAL v.1.0

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01. INTRO

Conspiracies Rising Dead 3 is the official sequel to Rising Dead 1 and 2. Because we have not exact intro made for CRD3, I maybe have to explain what the player is about to do in this game. Your mission is to destroy the Powerplant of Chernobyl at all costs. The so called "Free-Roaming" mode is, to say it short, a huge mission where you decide what you do, how you do and when you do your next steps. You can do what you want, as long as you succeed your mission. You can accept additional missions, which were maybe not that necessary to succeed, but which will maybe bring you closer or easier to your mission-target. Remember that not all creatures or people were hostile to you in the zone...

02. NEW FUNCTIONS

Conspiracies Rising Dead 3 offers a few new funtions which makes the players life more easier to survive. You can jump and perform a combat-roll when pressing the SPACE button on your keyboard. So you can jump over objects or escape a deadly situation fast. In Prypiat it is also possible to jump from one to another building.

You can also use a close-combat action. You can select the "BASH" option in your actionmenu when it appears. So you can perform a knife-kill when you want to be quiet. Bashed 2 times and the hostile creature or person gets killed.

03. ENEMIES

In CRD3 you will encounter some creatures that can easily kill you and has some special possibilities to do that. I will tell what they can.

CLEANERS: They are operation for the government of the ukraine. They are heavily armed. They are using helicopters, tanks, APC's and infantry units to kill all the stalkers and creatures in the zone.

DUTY: The DUTY's were an organisation of stalkers which signed to the government. They are killing stalkers, creatures and helping out the scientists. They are using infantry units only.

BLOODSUCKERS: This are the most dangerous creatures in the zone. They make themselves invisible for other peoples and creatures and attack out of the dark. You can spot them with the sound they make.

ZOMBIES: They are very slow and wont harm you if keep distance. This are just some soulless people...

GLOWING ZOMBIES: This were conterminated scientists which wanted to go to close to locations the peoples should never see again... They can harm you when come to close because of the radiation.

PSI-ZOMBIES: They are the most dangerous zombies in the zone. If you come to close they are using their PSI-attack to make you nearly blind and then attack. They are glowing blue in the dark.

DOGS: They are fast and deadly. Most likely they are hunting in groups of 2 or 5. Watch out!

04. FRIENDS

At the beginning of the game you should contact Ondrej. He belong to an organisation called "FREEDOM". This are the only friends you have in the zone, except two:

TRADERS: You can do mission for them to come closer to you target. Also they have some special equipment for you later. If you made them satisfied...

SCIENTISTS: They will have some interessting gadgets for you if you complete some missions for them. They will be very useful later...

05. WEAPONS

You have the free choice of over 300 weapons you will find in the zone. About L85A1 to M16 to AK74 to SVD, RPG, LAW's ect. An exclusive weapon is also included: the TAR-21, also called TAVOR. Only the government-troops using this weapon.

06. SECRETS

In the zone we hidden some interessting objects. Like vehicles, ammo-boxes or something that could be

useful to you.

07. GAMEWORLD

The gameworld represents the exact area of chernobyl in 2012. We added several important loactions to it. The 2 villages, the powerplant, DUGA-3, Jupiter-Facility, Prypiat and Ianov. A Map can be found in our official forums of Conspiracies. <http://conspiracies.forumprofi.de>

08. ANOMALIES

Of course also anomalies were present in the zone.

- Gravtiy
- Electro
- Mincer

09. RADIATION

In Version 1.0 we only have to think about the PSI-Radiation, because the nuclear radition is not implemented now. If your screen turns grey and blur, get out of that zone!

10. ARTIFACTS

For now, the artifacts in CRD3 are only mission-related.