



NUCLEAR DAWN

PLUTONIUM EDITION



 MANUAL

EPILEPSY WARNING

PLEASE READ THIS CAUTION BEFORE YOU OR YOUR CHILD PLAY A VIDEOGAME:

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some videogames. This phenomenon may appear even if the subject has no history of previous difficulties. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise that parents supervise the use of videogames by their children. If you or your child experiences any of the following symptoms while playing a videogame: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

STANDARD PRECAUTIONS WHEN PLAYING VIDEOGAMES:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a videogame.

TECHNICAL SUPPORT

If you encounter a software problem when installing or playing the game and the particular solution could not be found in this manual, or solved by updating your computer with the latest audio or video drivers, we strongly advise that you visit our website at <http://www.iceberg-interactive.com> to download the latest patches or updates, or visit the official forums from the developer where in most cases known issues are listed.

if the solution to the problem is not listed on the official game website or it's forums, please email us at: support@iceberg-interactive.com

WHEN CONTACTING US, PLEASE BE SURE TO INCLUDE:

- The exact title of the game
- A brief description of the problem. (e.g. my game crashed after reaching level x or picking up object Y)
- The hardware configuration of your computer.

NOTE: in order to give any support we require a Direct X Diagnostic-report for this purpose. We can't guarantee a reply if the DXDIAG file is missing.

To generate a DXDIAG file. Please follow these steps:

From de desktop click on Start > Run, (search on Windows 7) type "DXDIAG:" and press OK). Start and wait for the program to finish and click "save all info" to copy all hardware info to a .txt file. Please email the generated DXDIAG file to our support desk.

NOTE: Please do NOT e-mail us using a Hotmail or Yahoo e-mail address. Hotmail and Yahoo automatically filter out (and delete) our replies, making it hard for us to get in touch. If you don't have any other accounts than Hotmail or Yahoo, then please check your "unwanted items" or "spam" folder regular or ads the domain@iceberg-interactive.com to my 'safe senders' list in order to minimize the risk losing our response.

TABLE OF CONTENTS

INSTALLATION.....	3
GAME CONTROLS	3
PROLOGUE.....	4
FIRST PERSON HUD	4
CLASS COMBAT	5
REAL TIME STRATEGY HUD	5
GAME MODEs.....	6
CREDITS.....	6
LEGAL NOTES	7

INSTALLATION

Insert the Nuclear Dawn disc into your optical drive. If the installer doesn't start on its own, browse to your disc, and double click on the 'setup.exe' application to launch the installation. Simply follow the on-screen instructions to install the game. Nuclear Dawn requires the presence of DirectX, and a suitable version will be installed along with the game.

GAME CONTROLS

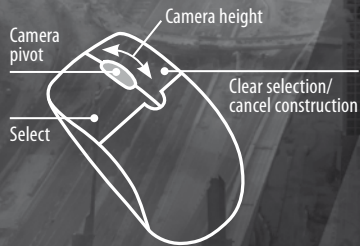
FIRST PERSON CONTROLS:

W	Move forward
A	Strafe Left
S	Move backward
D	Strafe
SPACE BAR	Jump
CTRL (LEFT)	Crouch
R	Reload weapon
F	Special Ability
E	Use panel (bunker, armoury)
SHIFT (LEFT)	Sprint
Q	Radial Radio Menu



REAL TIME STRATEGY CONTROLS:

ARROW KEYS	Move camera
Q, W, E	First row of grid hotkeys
A, S, D	Second row of grid hotkeys
Z, X, C	Third row of grid hotkeys
CTRL + 1 - 10	Assign control groups 1 - 10
1 - 10	Recall control groups 1 - 10



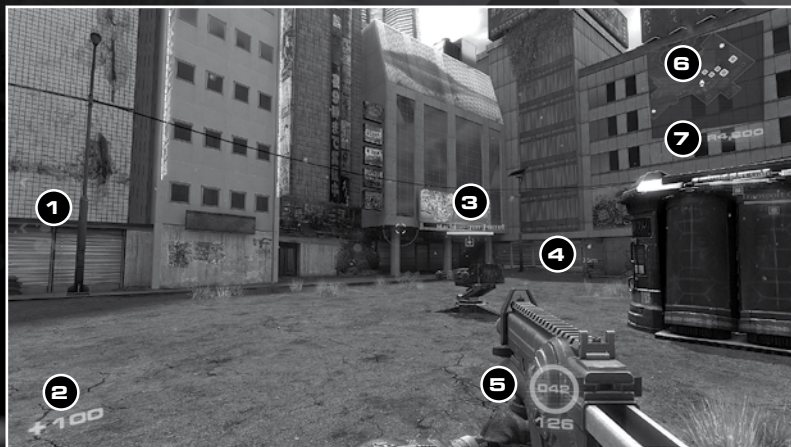
PROLOGUE

The Nuclear Dawn, mankind's last, desperate attempt to protect itself from the nano-storms, devastated the planet.

In a single, fiery stroke, the civilizations of man collapsed and shrank, until only two were left standing: the People's Empire in the East, and the Consortium of Free States in the West. As a survivor of the Dawn, you must make your choice and enter the ranks of one or the other, if you are to find the shelter and support of a civilization.

Join the Consortium, or the Empire, fight to make yourself valuable to your allies, and mind not their motivation and propaganda: those are concerns for the past. In this troubled world shaken by unprecedented disaster, your only concern is survival.

FIRST PERSON HUD



- | | | |
|----------------|------------------|--------------------|
| 1 Waypoints | 3 Structure Name | 6 Minimap |
| 2 Health | 4 Resource Point | 7 Resource Counter |
| 5 Ammo Display | | |

CLASS COMBAT

The most important combat dynamic in Nuclear Dawn's universe is class interaction. As well as varying by size, speed, health and load-outs, player classes in Nuclear Dawn have special abilities that were designed to work against each other to create an impressive number of tactical combinations.

EXO class players are the slowest, and most armoured. They also carry the most powerful weapons, though they also require the most skill to bring to bear effectively. Exo class players can go into **lockdown** mode, becoming living turrets.

STEALTH class players are the fastest and least armoured players. Their weapons are meant for precise assassination and sniping, and their special ability is a **cloaking device** that turns them invisible to enemy eyes. Stealths are the premier Exo-killers.

ASSAULT class players are moderately armoured, with a normal running speed. Their weapons cover the widest range of tactical options, and their special ability is a **tactical visor** that allows them to see cloaked Stealth class players. Assaults are the best Stealth killers in the game.

SUPPORT class players may be the least glamorous of all, but must not be underestimated. From medic to engineer kits, to flamethrower class, they carry the widest range of grenades, and have the ability to **see player and structure health** when appropriate in their kit. Support class players require the greatest skill to play, but also allow for the greatest tactical advantages of all classes.

REAL TIME STRATEGY HUD



- | | | |
|--------------------|----------------------|-----------------------|
| 1 Control groups | 4 Health bar | 7 Information tooltip |
| 2 Minimap | 5 Exit button | 8 Structure Display |
| 3 Resource Display | 6 Tutorials and tips | 9 Control grid |

GAME MODES

Nuclear Dawn ships with **WARFARE** and **TEAM DEATHMATCH** game modes.

WARFARE is the full Nuclear Dawn experience, where players are arrayed in two teams, with one Commander each. Full RTS functionality is enabled, and the ultimate goal of the game is to destroy the enemy bunker.

In Warfare mode, players will be called to capture and hold resource points as their Commander advances and fortifies their base, until they can lay waste to their enemies' bases.

TEAM DEATHMATCH is a straightforward shoot-fest, with all RTS functions disabled. Players are arrayed in two teams that spawn at random locations on the maps, to fight each other to the total humiliation of the other team.

CREDITS

INTERWAVE

INTERWAVE STUDIOS

MANAGING DIRECTOR

Michiel Beenen

FINANCE DIRECTOR

Alan de Klein

OPERATIONS DIRECTOR

Igor Raffaele

EXECUTIVE PRODUCER

Ben Palmer

SENIOR SOFTWARE ENGINEER

Olly Ginger

SENIOR SOFTWARE ENGINEER

James Gray

LEAD LEVEL DESIGNER

Jeroen van Werkhoven

LEAD ANIMATOR

Andrew Boetsma

LEAD AUDIO ARTIST

Michael Vondras

LEVEL DESIGNER

Douglas Hamilton

PRESS OFFICER

Robbert van der Lee

ADDITIONAL STAFF MEMBERS

Russ Briggeman

Jr. Che Hamilton

Stuart Kim

Martin Konecny

Brecht Lecluyse

Jonatan Poljo

Tom Poon

Spencer Rose

Benjamin Salmi

Matthias Schmidt

Joe Swan

Alan van Ryzin

Travis Wright

<http://www.interwavestudios.com>



ICEBERG INTERACTIVE

CEO

Erik Schreuder

RETAIL SALES DIRECTOR

Howard Newmark

BUSINESS DEVELOPMENT DIRECTOR

Raymond Snippe

PR MANAGER

Marcela Koster

JUNIOR PRODUCT MANAGER

Lex Suurland

PROJECT MANAGER

Kimara Rouwit

ASSISTANT ONLINE MARKETING

Matthew Op 't Eijnde

ASSISTANT PR & MARKETING

Patty Winder

ART DIRECTOR

Michael van Zijl

ASSISTANT PRINTED MATERIALS

Ben van Brummelen

www.iceberg-interactive.com

www.iceberg-shop.com

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

This LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (this Agreement), including the Limited Warranty and other special provisions, is a legal agreement between You (either an individual or an entity) and Iceberg Interactive B.V., (collectively, the Owner) regarding this software product and the materials contained therein and related thereto. Your act of installing and/or otherwise using the software constitutes Your agreement to be bound by the terms of this Agreement. If You do not agree to the terms of this Agreement, promptly return the software packaging and the accompanying materials (including any hardware, manuals, other written materials and packaging) to the place You obtained them, along with your receipt, for a full refund.

Grant of Limited Non-Exclusive License. This Agreement permits You to use one (1) copy of the software program(s) (the SOFTWARE) included in this package for your personal use on a single home or portable computer. The SOFTWARE is in use on a computer when it is loaded into temporary memory (i.e., RAM) or installed into the permanent memory (e.g., hard disk, CDROM, or other storage device) of that computer. Installation on a network server is strictly prohibited, except under a special and separate network license obtained from Owner. This Agreement shall not serve as such necessary special network license. Installation on a network server constitutes use that must comply with the terms of this Agreement. This license is not a sale of the original SOFTWARE or any copy thereof. You may not sell, rent, lend or otherwise transfer the SOFTWARE and/or ACCOMPANYING MATERIALS to any other individual or entity.

Intellectual Property Ownership. Owner and/or our Licensors retain all right, title and interest to this SOFTWARE and the accompanying manual(s), packaging and other written materials (collectively, the ACCOMPANYING MATERIALS), including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sound effects, musical works, and moral rights. The SOFTWARE and ACCOMPANYING MATERIALS are protected by EU copyright law and applicable copyright laws and treaties throughout the World including the USA. All rights are reserved.

Restrictions. Other than as provided specifically in this Agreement, You are not permitted to copy or otherwise reproduce the SOFTWARE or ACCOMPANYING MATERIALS; modify or prepare derivative copies based on the SOFTWARE or ACCOMPANYING MATERIALS; distribute copies of the SOFTWARE or ACCOMPANYING MATERIALS by sale or other transfer of ownership; rent, lease, or lend the SOFTWARE or ACCOMPANYING MATERIALS; or to display the SOFTWARE or ACCOMPANYING MATERIALS publicly. You are expressly prohibited from transmitting and/or sharing the SOFTWARE or ACCOMPANYING MATERIALS electronically or otherwise over the Internet or through any other media or to any other party. You are expressly prohibited from selling or otherwise using for profit any scenery, maps, levels, level packs, add-on packs, sequels, characters or other components or items based upon or related to the SOFTWARE or ACCOMPANYING MATERIALS. YOU ARE NOT PERMITTED TO REVERSE ENGINEER, DECOMPILATE OR DISASSEMBLE THE SOFTWARE IN ANY WAY. Any copying of the SOFTWARE or ACCOMPANYING MATERIALS not specifically allowed in this Agreement is a violation of this Agreement.

LIMITED WARRANTY AND WARRANTY DISCLAIMERS.

Owner warrants that the original Storage Media holding the SOFTWARE is free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of purchase as evidenced by Your receipt. If for any reason You find defects in the Storage Media, or if you are unable to install the SOFTWARE on your home or portable computer, You may return the SOFTWARE and all ACCOMPANYING MATERIALS to the place You obtained it for a full refund. This limited warranty does not apply if You have damaged the SOFTWARE by accident or abuse. Your exclusive remedies, and the entire liability of Owner, shall be (i) replacement of any original Storage Media with the SOFTWARE or (ii) full refund of the price paid for this SOFTWARE.

By opening the sealed software packaging, installing and/or otherwise using the SOFTWARE and all ACCOMPANYING MATERIALS, you hereby agree to waive any and all other remedies you may have at law or in equity. Any such remedies you may not waive as a matter of public policy, you hereby assign, or shall assign as they become available, over to Owner.

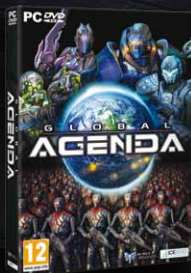
WARRANTY DISCLAIMERS.

EXCEPT FOR THE EXPRESS LIMITED WARRANTY SET FORTH ABOVE, OWNER MAKES NO WARRANTIES, EXPRESS OR IMPLIED, ORAL OR WRITTEN, CONCERNING THE PRODUCTS OR ANY COMPONENT PART THEREOF. ANY IMPLIED WARRANTIES THAT MAY BE IMPOSED BY APPLICABLE LAW ARE LIMITED IN ALL RESPECTS TO THE FULLEST EXTENT ALLOWED AND TO THE DURATION OF THE LIMITED WARRANTY. OWNER DOES NOT REPRESENT, WARRANT OR GUARANTEE THE QUALITY OR THE PERFORMANCE OF THE SOFTWARE OR ACCOMPANYING MATERIALS OTHER THAN AS SET FORTH IN THE ABOVE LIMITED WARRANTY. OWNER ALSO DOES NOT REPRESENT, WARRANT OR GUARANTEE THAT THE SOFTWARE OR ACCOMPANYING MATERIALS CAPABILITIES WILL MEET YOUR NEEDS OR THAT THE SOFTWARE WILL CONTINUOUSLY OPERATE, BE ERROR FREE, OR THAT PROBLEMS WILL BE CORRECTED. OWNER DOES NOT REPRESENT THAT THE SOFTWARE WILL OPERATE IN A MULTI-USER ENVIRONMENT, NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY OWNER, ITS DEALERS, DISTRIBUTORS, DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES SHALL CREATE ANY OTHER WARRANTY OR EXTEND OR EXPAND THE SCOPE OF THIS WARRANTY. YOU MAY NOT RELY ON ANY SUCH INFORMATION OR ADVICE. SOME COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER STATUTORY RIGHTS WHICH MAY VARY FROM COUNTRY TO COUNTRY. LIABILITY LIMITATION.

To the maximum extent permitted by applicable law, and regardless of whether any remedy set forth herein fails of its essential purpose, IN NO EVENT WILL OWNER, ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS OR AFFILIATES NOR ANYONE ELSE INVOLVED IN THE DEVELOPMENT, MANUFACTURE OR DISTRIBUTION OF THE SOFTWARE OR THE ACCOMPANYING MATERIALS BE LIABLE FOR ANY DAMAGES WHATSOEVER, INCLUDING WITHOUT LIMITATION, DIRECT OR INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES FOR PERSONAL INJURY, PERSONAL PROPERTY, LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF TEXT OR DATA STORED IN OR USED WITH THE SOFTWARE INCLUDING THE COST OF RECOVERING OR REPRODUCING THE TEXT OR DATA, OR ANY OTHER PECUNIARY LOSS, ARISING FROM OR OUT OF THE USE OR INABILITY TO USE THIS SOFTWARE. THIS LIABILITY LIMITATION APPLIES EVEN IF YOU OR ANYONE ELSE HAS ADVISED OWNER OR ANY OF ITS AUTHORIZED REPRESENTATIVES OF THE POSSIBILITY OF SUCH DAMAGES, EVEN IF SUCH IS CAUSED BY, ARISES OUT OF OR RESULTS FROM THE ORDINARY, STRICT, SOLE OR CONTRIBUTORY NEGLIGENCE OF OWNER OR ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES. SOME COUNTRIES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

JURISDICTION: This agreement is governed by the laws of THE NETHERLANDS. In the event that any provision of this Agreement shall be held to be unenforceable, it shall be severed from, and in no way shall effect the validity or enforceability of the remaining provisions of this agreement. TERMINATION: This Agreement is valid until terminated. This Agreement ceases automatically (without any form of notice) if You do not comply with any Agreement provision. You can also end this Agreement by destroying the SOFTWARE and ACCOMPANYING MATERIALS and all copies and reproductions of the SOFTWARE and ACCOMPANYING MATERIALS and deleting and permanently purging the SOFTWARE from any client server or computer on which it has been installed.

GAMES FROM ICEBERG INTERACTIVE THAT MAY INTEREST YOU



MMO Shooter



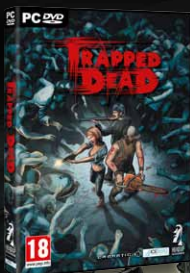
MMO RPG



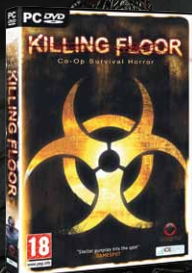
RPG Simulator



Strategy



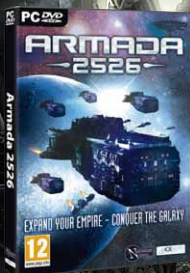
Action



First Person Shooter



Strategy



Strategy



Strategy

For our complete catalogue, please visit:
www.iceberg-interactive.com - www.iceberg-shop.com

ACTIVATION CODE:

