

INFECTION RATE - GUIDE

Game Version 1.0.7

20 February 2017

Note:

All buttons described in the guide are by default

CHARACTERS

Each character has own characteristics. Here is a short description:

Life - It can be in three different stages. Green, yellow and red. Each stage affects the speed of walking and running. If life reaches 0, the character falls to the ground. Actually the death is not from life 0, coming from 100% infection.

Psyche - Different situations can test the psyche of the character. If it fails, follows a different condition in heart rhythm (EKG). In turn, each condition can be: low, normal and high level. It is connected to some harm on the characteristics of the character. More information about EKG conditions can be found in the section "EKG".

Bonus Hit Rate - At Hit Rate % of each weapon will be added Bonus Hit Rate % of the selected character. For example, if a weapon have Hit Rate 85% and character 5% bonus, the total hit rate becomes 90% hit accuracy. That is only 10% chance to miss. If firearm weapon miss from near or normal distance, weapon will be jammed few seconds. If miss from far distance, weapon will not be jammed, but not hit the enemy (even actually had to be hit). At the same time targeting (right mouse button) and walking, have -5% Hit Rate decrease. For greatest efficiency it is best to shoot without moving. Cold weapons (knife, axe, crowbar) not having Hit Rate. Everything depends on the positioning of the character.

Bonus Crit Rate - At Crit Rate % of each weapon will be added Bonus Crit Rate % of the selected character. For example, if a weapon have Crit Rate 10% and character 5% bonus, the total becomes 15% chance of success and 85% failure in every attack. Critical strike take double life of the enemy and slightly pushing him back. For example, if a normal shot takes 14 Life... in critical will be 28 Life. Note that the taken life is a value, not a percentage.

Infection - This determines life and death. Always the character begins not infected in the level. If he get infected, a process of infection starting in a percentage from 0% to 100%. At 100% infection, the character dies and the level ends. Each character has a different resistance, for example:

25 min | 15 sec = 1%, means that... for 25 minutes character will have reached 100% infection. Every 15 seconds added 1%. Note that if the character has fallen on the ground there becomes fixed: 6 seconds added 1%. So, it is better to stand up quickly. Each zombie attack will not only take Life of the character, might infect him. Depending on the attack it may automatically add 1% or 3% to already started infection. That means a time is not the only factor, but the attacks of enemies too.

Walking speed - The speed of the character at normal walking.

Running speed - The speed of the character while running.

Stamina - Allows the character to run longer. Contains 10 bars. For example, stamina 0.5 sec means that: 1 bar will be filled for a half second. Therefore, the lower value is better for the character, because the faster you will be refunded after running.

Apart from the characteristics, each character has special skills. They can be Active or Passive. Active starts with "Q" or "F" button, while Passive do not have to do anything. The only exception is the ability "FRIENDLY HAND", which is Passive and starts with the combination "SHIFT" + "E" near to another fallen player.

PIERRE / INFORMATION



<i>Name</i>	PIERRE
<i>Profession</i>	Policeman
<i>Life</i>	230
<i>Psyche</i>	85 %
<i>Bonus Hit Rate</i>	5 %
<i>Bonus Crit Rate</i>	5 %
<i>Infection</i>	25 min 15 sec = 1 % infection
<i>Walking speed</i>	2
<i>Running speed</i>	4
<i>Stamina</i>	0.5 sec

PIERRE / SKILLS

<i>Name</i>	KICK
<i>Type</i>	Active
<i>Reloading</i>	60 sec.
<i>Description</i>	Kick that slightly pushing back the enemy and taking 20 Life. This attack always have critical strike.

<i>Name</i>	SCOPE
<i>Type</i>	Passive
<i>Description</i>	When aiming with Handgun except from a near or normal distance, have target icon from a far distance too.

<i>Name</i>	FIRE SPEED
<i>Type</i>	Passive
<i>Description</i>	Additional 50% bonus fire speed with Handgun.

DIMITRI / INFORMATION



<i>Name</i>	DIMITRI
<i>Profession</i>	Bodyguard
<i>Life</i>	300
<i>Psyche</i>	80 %
<i>Bonus Hit Rate</i>	8 %
<i>Bonus Crit Rate</i>	2 %
<i>Infection</i>	15 min 09 sec = 1 % infection
<i>Walking speed</i>	1.8
<i>Running speed</i>	3.8
<i>Stamina</i>	0.7 sec

DIMITRI / SKILLS

<i>Name</i>	TAUNT
<i>Type</i>	Active
<i>Reloading</i>	60 sec.
<i>Description</i>	Taunts the enemy to attack you. As long as the focus is active, the enemy have -50% Hit Rate.

<i>Name</i>	DOUBLE HANDS
<i>Type</i>	Passive
<i>Description</i>	Hands have 100% bonus damage.

<i>Name</i>	BETTER MELEE
<i>Type</i>	Passive
<i>Description</i>	Additional 10% Crit Rate with Axe or Crowbar.

SAMIR / INFORMATION



<i>Name</i>	SAMIR
<i>Profession</i>	Engineer
<i>Life</i>	220
<i>Psyche</i>	75 %
<i>Bonus Hit Rate</i>	3 %
<i>Bonus Crit Rate</i>	0 %
<i>Infection</i>	20 min 12 sec = 1 % infection
<i>Walking speed</i>	1.9
<i>Running speed</i>	3.9
<i>Stamina</i>	0.5 sec

SAMIR / SKILLS

<i>Name</i>	CREATOR
<i>Type</i>	Passive
<i>Description</i>	Creating new items, that only he knows how to do.

<i>Name</i>	REPAIRING
<i>Type</i>	Passive
<i>Description</i>	Repairing of broken items.

<i>Name</i>	FRIENDLY HAND
<i>Type</i>	Passive
<i>Description</i>	He can pick up a fallen player on the ground.

<i>Name</i>	CONCENTRATION
<i>Type</i>	Passive
<i>Description</i>	When aiming with weapons and walking forward or backward, there is no penalty from -5% Hit Rate.

<i>Name</i>	VEHICLE EXPERT
<i>Type</i>	Passive
<i>Description</i>	He know how many slots have in the escape vehicles.

FRANK / INFORMATION



<i>Name</i>	FRANK
<i>Profession</i>	Hunter
<i>Life</i>	180
<i>Psyche</i>	75 %
<i>Bonus Hit Rate</i>	5 %
<i>Bonus Crit Rate</i>	2 %
<i>Infection</i>	15 min 09 sec = 1 % infection
<i>Walking speed</i>	1.9
<i>Running speed</i>	3.9
<i>Stamina</i>	0.4 sec

FRANK / SKILLS

<i>Name</i>	EAGLE EYES
<i>Type</i>	Active
<i>Reloading</i>	10 sec.
<i>Description</i>	Within a radius of 50 meters can see closest 3 items.
<i>Name</i>	FAKE DEATH
<i>Type</i>	Active
<i>Reloading</i>	60 sec.
<i>Description</i>	He can simulate death, but it will start infection (if not already started). While on the ground cannot move and infection filling much more faster. The enemies cannot attack. Can stand up at any time.
<i>Name</i>	SCOPE
<i>Type</i>	Passive
<i>Description</i>	When aiming with Hunting Rifle except from a near or normal distance, have target icon from a far distance too.
<i>Name</i>	BETTER HUNTING
<i>Type</i>	Passive
<i>Description</i>	Additional 10% Crit Rate with Hunting Rifle.

HIROSHI / INFORMATION



<i>Name</i>	HIROSHI
<i>Profession</i>	Biochemist
<i>Life</i>	210
<i>Psyche</i>	80 %
<i>Bonus Hit Rate</i>	0 %
<i>Bonus Crit Rate</i>	0 %
<i>Infection</i>	20 min 12 sec = 1 % infection
<i>Walking speed</i>	1.9
<i>Running speed</i>	3.9
<i>Stamina</i>	0.6 sec

HIROSHI / SKILLS

<i>Name</i>	ANALYSIS
<i>Type</i>	Active
<i>Reloading</i>	3 sec.
<i>Description</i>	Can analyze enemies or friends as understand what characteristics they have. These are: Life, Hit Rate, Crit Rate and Infection.

<i>Name</i>	BIOCHEMISTRY
<i>Type</i>	Active
<i>Reloading</i>	3 sec.
<i>Description</i>	<p>Can use syringes on enemies or other players. Depending on what kind and on whom... each syringe doing different things.</p> <ul style="list-style-type: none"> - Blue syringe on other player: heal small and normal heart attacks (EKG). - Blue syringe on the enemy: if the enemy has less than 25% Hit Rate, 100 Life is taken, otherwise 50 Life. - Green syringe on other player: heal high heart attacks (EKG). - Green syringe on the enemy: enemy focus on you and have -70% Hit Rate, as long as the focus is active. - Red syringe on other player: giving 80 Life. - Red syringe on the enemy: if the enemy have more than 75% Life, 150 Life is taken, otherwise nothing happens and syringe is wasted. - Yellow syringe on other player: stops infection for 5 minutes, but if the other player was not infected, after the time end, he will be infected. - Yellow syringe on the enemy: 300 Life is taken and significantly push him back, this attack will be treated as critical strike.

<i>Name</i>	CREATOR
<i>Type</i>	Passive
<i>Description</i>	<p>Creating new items, that only he knows how to do. Mainly syringes with different substances inside.</p>

STACY / INFORMATION



<i>Name</i>	STACY
<i>Profession</i>	Nurse
<i>Life</i>	150
<i>Psyche</i>	75 %
<i>Bonus Hit Rate</i>	0 %
<i>Bonus Crit Rate</i>	0 %
<i>Infection</i>	35 min 21 sec = 1 % infection
<i>Walking speed</i>	2
<i>Running speed</i>	4
<i>Stamina</i>	0.5 sec

STACY / SKILLS

<i>Name</i>	MEDICINE
<i>Type</i>	Active
<i>Reloading</i>	3 sec.
<i>Description</i>	Can use pills bottles and bandages on other players. Depending on what kind... each item doing different things.

- Blue pills bottle on other player:
heal small and normal heart attacks (EKG).

- Green pills bottle on other player:
heal high heart attacks (EKG).

- Red pills bottle on other player:
giving 80 Life.

- Bandage box on other player:
stops bleeding (actually this belongs to a high heart attack,
but cannot be healed with green bottle).

<i>Name</i>	CREATOR
<i>Type</i>	Passive
<i>Description</i>	Creating new items, that only she knows how to do. Mainly pills bottles and bandages against bleeding.

<i>Name</i>	FRIENDLY HAND
<i>Type</i>	Passive
<i>Description</i>	She can pick up a fallen player on the ground.

AMANDA / INFORMATION



<i>Name</i>	AMANDA
<i>Profession</i>	Breaker
<i>Life</i>	200
<i>Psyche</i>	70 %
<i>Bonus Hit Rate</i>	2 %
<i>Bonus Crit Rate</i>	1 %
<i>Infection</i>	35 min 21 sec = 1 % infection
<i>Walking speed</i>	1.9
<i>Running speed</i>	3.9
<i>Stamina</i>	0.3 sec

AMANDA / SKILLS

<i>Name</i>	BREAKER
<i>Type</i>	Active
<i>Reloading</i>	3 sec.
<i>Description</i>	Can open: locked doors, drawers, safes, electronic locks, hacking computers and almost everything else which is locked.

LISA / INFORMATION



<i>Name</i>	LISA
<i>Profession</i>	Psychologist
<i>Life</i>	130
<i>Psyche</i>	65 %
<i>Bonus Hit Rate</i>	0 %
<i>Bonus Crit Rate</i>	0 %
<i>Infection</i>	40 min 24 sec = 1 % infection
<i>Walking speed</i>	1.8
<i>Running speed</i>	3.8
<i>Stamina</i>	0.6 sec

LISA / SKILLS

<i>Name</i>	STORAGE
<i>Type</i>	Passive
<i>Description</i>	Can hold two times more items than normal.

ENEMIES

Each enemy has own characteristics. Here is a short description:

Life - If reaches 0, death occurs.

Damage - Life that takes from the player with every normal attack.

Hit Rate - Chance to be successful every attack against the player.

Crit Rate - Chance for the successful critical attack against the player. If this happens, taken Life is double, and slightly pushing player back. For example if normal attack take 12 Life, critical attack will be 24. Note that the taken life is a value, not a percentage.

Brutal Rate - Damage will have 3% infection added to player and will be infected, if not been already. Normal attack without brutality has 30% chance to add 1% to the player infection and infect him, if not been already.

Walking speed - Speed of the enemy at normal walking. When crawling, speed is the same as standing walking.

Running speed - Added to the walking speed and the final value is running speed. For example, if walking is 0.3 and running 1, final value will be 1.3. When crawling, final value speed is fixed at 0.8. Running occurs, if a player has been seen.

Respawn - The time that must pass before a new enemy to spawn, but only if current is dead. The new enemy can be quite different as type and characteristics.

Crawl - Ability to crawling on the ground.

Min. Max. Seeking - Seek time when the player has been seen. Every time is a different value between minimum and maximum.

Seeing - The maximum distance from which can be seen player. However, if the player is near, but not in the angle of vision or for instance behind a wall, will not be seen.

Smelling - The maximum distance from which can be smelled bleeding player. No matter whether it is in angle of vision or behind a wall, if he bleed can be found.

Melee absorb. - Absorbing part of the player damage with cold weapons. For example, 30% from 100 damage will ignore 30 and end value is only 70.

Range absorb. - Absorbing part of the player damage with firearms. For example, 50% from 120 damage will ignore 60 and end value is only 60.

The selected difficulty level also affects some of the enemy characteristics. Multipliers are used:

	<i>EASY</i>	<i>NORMAL</i>	<i>HARD</i>	<i>INSANE</i>
<i>Life</i>	x1	x1.2	x1.5	x2
<i>Damage</i>	x1	x1.2	x1.5	x2
<i>Respawn</i>	x1	x0.9	x0.7	x0.5

With every enemy spawn for the first time on the level, there may be additional bonuses randomly in some of the characteristics. Here are these bonuses:

<i>Life</i>	Between 1 and 10
<i>Damage</i>	Between 1 and 5
<i>Hit Rate</i>	Between 1 and 10
<i>Crit Rate</i>	Between 1 and 10
<i>Brutal Rate</i>	Between 1 and 10
<i>Respawn</i>	Between 1 and 10 sec.
<i>Walking speed</i>	Between 0.01 and 0.2

Apart from every bonus, each successful attack may take additional damage between 0 and 4.

Example:

The enemy have basic characteristics: Life 100, Damage 10, Hit Rate 75%, Crit Rate 25%, Brutal Rate 30%, Respawn 600 sec, Walking speed 0.3.

Selected difficulty is HARD and multiplier is applied. The result is: Life 150, Damage 15, Respawn 420 sec.

Additional random spawn bonuses are: Life 8, Damage 1, Hit Rate 4%, Crit Rate 5%, Brutal Rate 10%, Respawn 3 sec, Walking speed 0.15.

The final characteristics are: Life 158, Damage 16, Hit Rate 79%, Crit Rate 30%, Brutal Rate 40%, Respawn 423 sec, Walking speed 0.45.

Each successful attack will take a minimum of 16 and maximum of 20 damage, depending on bonus between 0 and 4, which is applied for every attack.

ENEMY₁ / INFORMATION



<i>Name</i>	MALE ZOMBIE ₁
<i>Life</i>	100
<i>Damage</i>	10
<i>Hit Rate</i>	75 %
<i>Crit Rate</i>	25 %
<i>Brutal Rate</i>	30 %
<i>Walking speed</i>	0.3
<i>Running speed</i>	1
<i>Respawn</i>	600 sec.
<i>Crawl</i>	Yes
<i>Min. Max. Seeking</i>	10 sec. / 20 sec.
<i>Seeing</i>	10 meters
<i>Smelling</i>	20 meters
<i>Melee absorb.</i>	0%
<i>Range absorb.</i>	0%

ENEMY₂ / INFORMATION



<i>Name</i>	MALE ZOMBIE ₂
<i>Life</i>	100
<i>Damage</i>	10
<i>Hit Rate</i>	70 %
<i>Crit Rate</i>	30 %
<i>Brutal Rate</i>	30 %
<i>Walking speed</i>	0.3
<i>Running speed</i>	1
<i>Respawn</i>	600 sec.
<i>Crawl</i>	Yes
<i>Min. Max. Seeking</i>	10 sec. / 20 sec.
<i>Seeing</i>	10 meters
<i>Smelling</i>	20 meters
<i>Melee absorb.</i>	0%
<i>Range absorb.</i>	0%



<i>Name</i>	FEMALE ZOMBIE
<i>Life</i>	80
<i>Damage</i>	10
<i>Hit Rate</i>	80 %
<i>Crit Rate</i>	20 %
<i>Brutal Rate</i>	30 %
<i>Walking speed</i>	0.3
<i>Running speed</i>	1.1
<i>Respawn</i>	600 sec.
<i>Crawl</i>	No
<i>Min. Max. Seeking</i>	15 sec. / 25 sec.
<i>Seeing</i>	12 meters
<i>Smelling</i>	24 meters
<i>Melee absorb.</i>	0%
<i>Range absorb.</i>	0%



<i>Name</i>	ARMORED ZOMBIE
<i>Life</i>	300
<i>Damage</i>	15
<i>Hit Rate</i>	70 %
<i>Crit Rate</i>	20 %
<i>Brutal Rate</i>	30 %
<i>Walking speed</i>	0.3
<i>Running speed</i>	0.8
<i>Respawn</i>	600 sec.
<i>Crawl</i>	No
<i>Min. Max. Seeking</i>	20 sec. / 30 sec.
<i>Seeing</i>	50 meters
<i>Smelling</i>	100 meters
<i>Melee absorb.</i>	0%
<i>Range absorb.</i>	50%



<i>Name</i>	SEMI ZOMBIE
<i>Life</i>	1000
<i>Damage</i>	20
<i>Hit Rate</i>	70 %
<i>Crit Rate</i>	20 %
<i>Brutal Rate</i>	30 %
<i>Walking speed</i>	0.3
<i>Running speed</i>	1
<i>Respawn</i>	1000 sec.
<i>Crawl</i>	No
<i>Min. Max. Seeking</i>	30 sec. / 60 sec.
<i>Seeing</i>	100 meters
<i>Smelling</i>	200 meters
<i>Melee absorb.</i>	30%
<i>Range absorb.</i>	0%





ITEMS

Items are the key for survival of the character. Every time they are in different places on the level. And difficulty determines the type and quantity. Some items can be: combined, splitted, consumed and also unique to a particular character. Two identical can have "Stack" in one inventory slot. For example, if you have 20 "Handgun Ammo" and get from the ground 20 more, the total will be 40 and will take only one slot in the character inventory. If you have "Medikit" and find another, one more inventory slot is needed, because this item does not have "Stack" option.

LIST

	NAME	TYPE	STACK	DESCRIPTION
	Handgun	Weapon	No	Contains 15 bullets
	Revolver	Weapon	No	Contains 5 bullets
	Magnum	Weapon	No	Contains 7 bullets
	Shotgun	Weapon	No	Contains 7 bullets
	Sub Machine Gun	Weapon	No	Contains 30 bullets
	Assault Rifle	Weapon	No	Contains 30 bullets
	Hunting Rifle	Weapon	No	Contains 2 bullets
	Handgun Ammo	Ammo	Yes	Contains 20 bullets in pack
	Revolver Ammo	Ammo	Yes	Contains 10 bullets in pack
	Magnum Ammo	Ammo	Yes	Contains 10 bullets in pack
	Shotgun Ammo	Ammo	Yes	Contains 12 bullets in pack

	Sub Machine Gun Ammo	Ammo	Yes	Contains 30 bullets in pack
	Assault Rifle Ammo	Ammo	Yes	Contains 30 bullets in pack
	Hunting Rifle Ammo	Ammo	Yes	Contains 8 bullets in pack
	Knife	Weapon	No	Have 20 attacks before breaking
	Crowbar	Weapon	No	Have 15 attacks before breaking
	Axe	Weapon	No	Have 30 attacks before breaking
	Broken Handgun	Misc	No	Broken weapon
	Broken Knife	Misc	No	Broken weapon
	Broken Crowbar	Misc	No	Broken weapon
	Broken Axe	Misc	No	Broken weapon
	Medikit	Medicine	No	150 Life
	Blue Pills	Medicine	No	Heal small and normal heart attacks
	Green Pills	Medicine	No	Heal high heart attacks
	Red Pills	Medicine	No	30 Life
	Blue Pills Bottle	Medicine	Yes	Heal small and normal heart attacks
	Green Pills Bottle	Medicine	Yes	Heal high heart attacks

	Red Pills Bottle	Medicine	Yes	80 Life
	Bandage	Medicine	No	Stop bleeding
	Bandage Box	Medicine	Yes	Stop bleeding
	Blue Syringe	Medicine	Yes	Heal small and normal heart attacks
	Green Syringe	Medicine	Yes	Heal high heart attacks
	Red Syringe	Medicine	Yes	80 Life
	Yellow Syringe	Medicine	Yes	Stops infection for 5 minutes, but if you are not infected, after the time end, you will be infected.
	Wrench	Misc	Yes	Repairing broken items
	Empty Bottle	Misc	Yes	Can be combined with other items
	Serum	Misc	Yes	Can be combined with other items
	Empty Syringe	Misc	Yes	Can be combined with other items
	First Aid Case	Stacy item	No	Can be combined with other items
	Laboratory Bag	Hiroshi item	No	Can be combined with other items
	Tool Box	Samir item	No	Can be combined with other items

	Blue Key	Quest	No	Opens doors
	Green Key	Quest	No	Opens doors
	Red Key	Quest	No	Opens doors
	Bolt Cutters	Quest	No	Breaking padlocks
	Gasoline Canister (Empty)	Quest	No	Can hold gasoline
	Gasoline Canister (Full)	Quest	No	Contains gasoline
	Car Key	Quest	No	Opens cars
	Helicopter Key	Quest	No	Opens helicopters
	Fire Extinguisher	Quest	No	Stops fire

RECIPES

	ITEM 1		ITEM 2		NEW ITEM	DESCRIPTION
	Tool Box		Broken Knife		Knife	Have 20 attacks before breaking
	Tool Box		Broken Crowbar		Crowbar	Have 15 attacks before breaking
	Tool Box		Broken Axe		Axe	Have 30 attacks before breaking
	Tool Box		Broken Handgun		Handgun	Contains 15 bullets

	Tool Box		Handgun Ammo		Handgun Ammo	Added 5 bullets
	Tool Box		Wrench		Tool Box	Added 2 uses
	First Aid Case		Blue Pills		Blue Pills Bottle	Have 2 uses
	First Aid Case		Green Pills		Green Pills Bottle	Have 2 uses
	First Aid Case		Red Pills		Red Pills Bottle	Have 2 uses
	First Aid Case		Bandage		Bandage Box	Have 2 uses
	First Aid Case		Serum		First Aid Case	Added 2 uses
	Laboratory Bag		Blue Pills		Blue Syringe	Have 2 uses
	Laboratory Bag		Green Pills		Green Syringe	Have 2 uses
	Laboratory Bag		Red Pills		Red Syringe	Have 2 uses
	Laboratory Bag		Blue Pills Bottle		Blue Syringe	Have 2 uses
	Laboratory Bag		Green Pills Bottle		Green Syringe	Have 2 uses
	Laboratory Bag		Red Pills Bottle		Red Syringe	Have 2 uses
	Laboratory Bag		Serum		Laboratory Bag	Added 2 uses
	Empty Bottle		Blue Pills		Blue Pills Bottle	Have 2 uses
	Empty Bottle		Green Pills		Green Pills Bottle	Have 2 uses
	Empty Bottle		Red Pills		Red Pills Bottle	Have 2 uses

	Empty Syringe		Blue Pills		Blue Syringe	Have 2 uses
	Empty Syringe		Green Pills		Green Syringe	Have 2 uses
	Empty Syringe		Red Pills		Red Syringe	Have 2 uses
	Green Syringe		Red Syringe		Yellow Syringe	Have 1 use
	Serum		Blue Syringe		Blue Syringe	Added 1 use
	Serum		Green Syringe		Green Syringe	Added 1 use
	Serum		Red Syringe		Red Syringe	Added 1 use
	Serum		Yellow Syringe		Yellow Syringe	Added 1 use
	Wrench		Broken Knife		Knife	Have 20 attacks before breaking
	Wrench		Broken Crowbar		Crowbar	Have 15 attacks before breaking
	Wrench		Broken Axe		Axe	Have 30 attacks before breaking
	Wrench		Broken Handgun		Handgun	Contains 15 bullets

WEAPONS

Each weapon has own characteristics. Here is a short description:

Max. ammo - Maximum amount of ammunition in the weapon.

Near damage - Damage from near distance. Up to 5 meters.

Normal damage - Damage from normal distance. Between 5 and 10 meters.

Far damage - Damage from far distance. Over 10 meters.

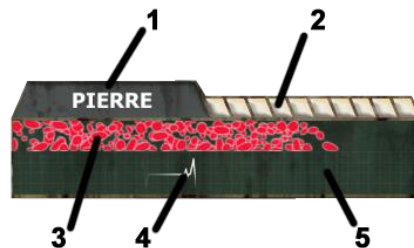
Fire speed - The time required to fire every next bullet.

Reloading - The time required to reload one bullet.

Hit Rate - See explanation in section: Characters - Bonus Hit Rate.

Crit Rate - See explanation in section: Characters - Bonus Crit Rate.

	Max. ammo	Near damage	Normal damage	Far damage	Fire speed	Reloading	Hit Rate	Crit Rate
<i>HANDGUN</i>	15	14	11	8	0.8 sec		95%	5%
<i>REVOLVER</i>	5	20	14	10	1 sec	2 sec	95%	10%
<i>MAGNUM</i>	7	90	81	72	1.2 sec	2 sec	95%	15%
<i>SHOTGUN</i>	7	70	42	7	1.1 sec	2 sec	95%	8%
<i>SUB MACHINE GUN</i>	30	12	9	7	0.1 sec		95%	2%
<i>ASSAULT RIFLE</i>	30	20	16	14	0.1 sec		95%	4%
<i>HUNTING RIFLE</i>	2	180	180	180	1.2 sec	2 sec	95%	12%
<i>KNIFE</i>		70			1 sec			8%
<i>CROWBAR</i>		40			1 sec			4%
<i>AXE</i>		55			1 sec			6%



1. Character name.
2. Stamina. Consists of 10 bars, which decreased at running.
3. Infection. It grows from 0% to 100% when is started. If character is standing, 1% is added of a certain number of seconds. If crawls on the ground, there is a fixed 1% infection every 6 seconds.
4. Heart rhythm (EKG). Can directly affect the condition of the character. It is possible in different situations to have a heart attack, which can be: low, normal and high level. These heart attacks vary in sound of heartbeat and the moving EKG line. From "psyche" of the character depends the resistance against these problems. More information about this topic is described in section "EKG".
5. Life. Can be in three different stages: green, yellow and red. If all life is lost, the character falls on the ground. In this state he can move, but slowly. Also items can be dropped and taken from the ground, but they can't be arranged or combined. There are two ways of standing up: from other player help or with using medicine item. The second way will not giving fully life from the item and will be only for standing up plus fixed value of 10 life. For example, "Medikit" gives 150 life, but because of fallen state will provide only 10 life. For this it is best to rely on a other player or to have enough medicine items in you. Character can't be attacked from enemies while is on the ground.

EKG

Heart rhythm (EKG) is the moving line front of the life color. Every character can get a heart attack, which will change the condition of the heart rhythm. There are 3 types of attacks: low, normal and high level. Each makes a different harm. From the "Psyche" of the character depends the resistance against these problems. At the same time can be active only 1 low attack, 1 normal attack and 1 high attack. There can't be 2 active attacks in the same category at the same time. For example, 2 normal heart attacks. If this does happen, the new attack (which is supposed to happen) is ignored and remains the current attack. Note that each type can be seen visually or not. For example, you can see how character coughs, but reduced Hit Rate is not visual thing.

Here is a description of different heart attacks:

Low EKG	Normal EKG	High EKG
5-10% reduced Hit Rate for 120 sec.	10-20% reduced Hit Rate for 300 sec.	Vomiting after 40-60 sec. Gets 80-120 Life.
5-10% reduced Crit Rate for 120 sec.	10-20% reduced Crit Rate for 300 sec.	Coughing from 5 to 10 times. One time gets 10-15 Life.
Cannot run 120 sec.	Blindness from 5 to 10 times. One time is 20 sec.	Bleeding from 5 to 10 times. One time gets 10-15 Life.
Stamina is recovered two times slower for 120 sec.		

So far so good, but how and what causes these heart attacks? There are "Causes" who tested the "Psyche" of the character. For example, psyche 85% have only 15% chance to cause a heart attack. Here are the different types of causes:

Low EKG Causes	Normal EKG Causes	High EKG Causes
10% chance each time when 1 stamina bar is removed	10% chance with every hand attack on breakable object (doors, trash bins etc).	50% chance with every brutal enemy attack.
10% chance with each new 1% infection	10% chance with each new 1% infection	10% chance with each new 1% infection
25% chance with every normal enemy attack.	25% chance with every normal enemy attack.	25% chance with every normal enemy attack.

Let's summarize. For this to happen a heart attack, should become two things:

1. Causer must succeed. For example, normal enemy attack have 25% chance of this happening and 75% will not happen.
2. Once the causer has succes, psyche of the character must fail. For example, psyche 85% have only 15% chance to cause a heart attack.

And now comes the most important question, how we can be saved from started heart attack? By one of the following ways: consumption of medicine item, if another character with special skill help us or if we fall on the ground - automatically stop all heart attacks.

KEYS

W	Move forward
S	Move backward
A	Left rotation
D	Right rotation
Left Shift	Run
R	Reload
1-10	Select/Use inventory item
Right Mouse	Aim
Left Mouse	Fire
Middle Mouse	Drop item from inventory (if mouse is over it)
Left Alt + 1-10	Drop item from inventory
Caps Lock + 1-10	Split item (if possible, mainly ammo)
V	Inventory arrange mode
C	Inventory combine mode
Q	Skill 1
F	Skill 2
E	Get item
Left Shift + E	Action (door opens etc.)
Space	Chat/Voice commands. Furthermore, when you use Click or ALT + Click on other player item slot, there are 2 additional commands (Request Item/Use Item).
Escape	Menu