

# ORION

## DINO BEATDOWN

# USER MANUAL <<<

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## INTRODUCTION

**'ORION: Dino Beatdown'** is an Open World, Class-Based Cooperative Survival Sci-Fi FPS. The game puts five players together in huge, endless environments in which they must work together to accomplish objectives and survive the devastating Dinosaur horde.

Players earn in-game credits which can be used to upgrade their abilities, purchase new weapons, unlock weapon upgrades and call in vehicles in order to ensure survival.

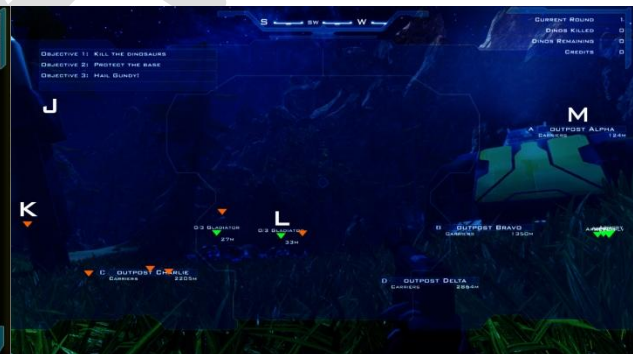
Experience the future as never before. Make use of *Jetpacks, Medic Guns, and Cloaking Devices* and equip yourself with state-of-the-art weapons ranging from *Shotguns, Machine Guns, Rocket Launchers, and Laser Rifles*. If that isn't enough then simply tear up the environments in a number of vehicles ranging from *Hover Bikes, Buggies, Mechs, Tanks and VTOL's*.

## PLAYER HUD



- A** – SQUAD & TEAMMATE INFORMATION
- B** – GAME STATISTICS
- C** – PLAYER HEALTH & SHIELDS
- D** – WEAPONS INFORMATION
- E** – ABILITY / PROGRESS BAR
- F** – GAME TIMER
- G** – COMPASS
- H** – MESSAGE INDICATOR
- I** – CROSSHAIR

## HUD AWARENESS ('F' Key)



- J** – OBJECTIVES LISTING
- K** – WORLD DINOSAUR INDICATOR
- L** – VEHICLE & INVENTORY INDICATOR
- M** – BASE INDEX

# CONTROLS (KEYBOARD & MOUSE)

## PLAYER MOVEMENT

W	=	MOVE FORWARD
A	=	STRAFE LEFT
S	=	MOVE BACKWARD
D	=	STRAFE RIGHT
C	=	CROUCH
C + WASD	=	ROLL
SHIFT	=	SPRINT / TURBO

## COMBAT & GEAR

MOUSE 1	=	FIRE WEAPON
MOUSE 2	=	ZOOM / IRON SIGHT
MOUSE 3	=	WEAPON SCROLL
CTRL	=	ABILITY
1	=	PRIMARY WEAPON SLOT
2	=	SECONDARY WEAPON SLOT
3	=	SIDEARM WEAPON SLOT
V	=	MELEE ATTACK
G	=	THROW GRENADE
Q	=	LAST USED WEAPON
R	=	RELOAD WEAPON
H	=	CHANGE FIRE-MODE
E	=	"USE" (Enter Vehicles, Use Objects)

## USER INTERFACE

F	=	HUD AWARENESS (Objectives & Details)
N	=	CLASS SELECTION MENU
Y	=	OPEN CHAT
U	=	SQUAD CHAT
Z	=	RADIO COMMAND MENU 1
X	=	RADIO COMMAND MENU 2

# PLAYER CLASSES

When you first enter a game of 'ORION: Dino Beatdown' you are greeted with a **Class Selection Screen** which will determine your overall play-style and role in the game.

Each 'Player Class' features a unique **Personality, Ability, Ability Upgrade, Starting Weapon** and **Grenade Type**.



**ABILITY:**

Jetpack

**ABILITY UPGRADE:**

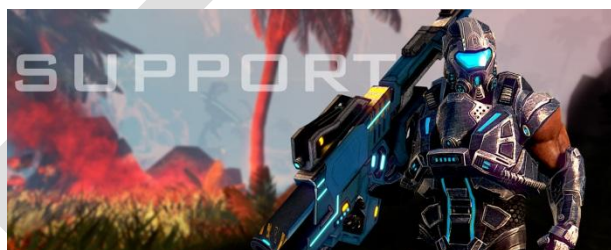
Hummer (Hover Mode)

**STARTING WEAPONS:**

CV-10 Pistol

**STARTING GRENADES:**

Frag Grenades



**ABILITY:**

Medical Gun

**ABILITY UPGRADE:**

Engineer (Heal Items & Vehicles)

**STARTING WEAPONS:**

M-40 Magnum / TREK-12 Combat Shotgun

**STARTING GRENADES:**

Smoke Grenades



**ABILITY:**

Cloaking Device

**ABILITY UPGRADE:**

Ninja (Shoot silenced weapons while cloaked)

**STARTING WEAPONS:**

CV-10 Silenced Pistol

**STARTING GRENADES:**

E.M.P Grenades

# DAY 1 (LAUNCH) DINOSAURS

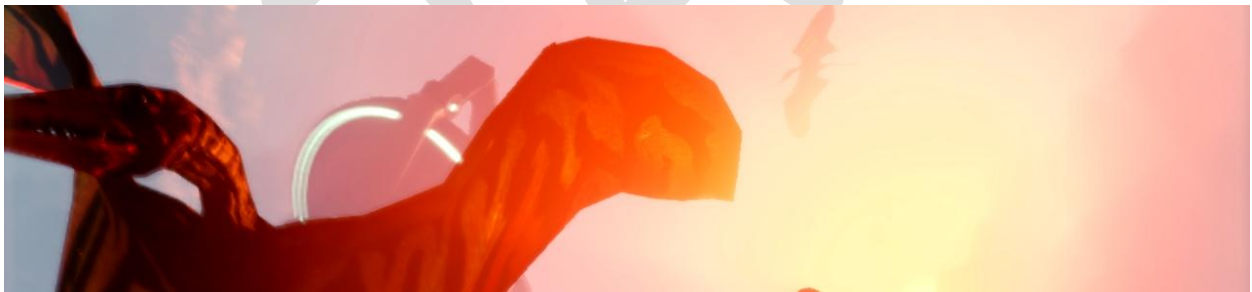
We are launching the Day 1 version of the game with **three** Dinosaurs: The **T-Rex**, the **Raptor** and the **Rham**.

## RAPTORS



They work in packs. Fast, agile, swarming little mother f\*ckers. Don't get surrounded.

## RHAM-PHORYNCHUS



They can grab you in the air, they can grab you on the ground, they can grab you anywhere.

## T-REX



If you see her – Run. She can hurl boulders, flip cars or just straight up eat you.



# THE WORLDS

We are launching the game with three massive worlds for you to explore and conquer. Each world has its own unique setting, style, gameplay experience and secrets.

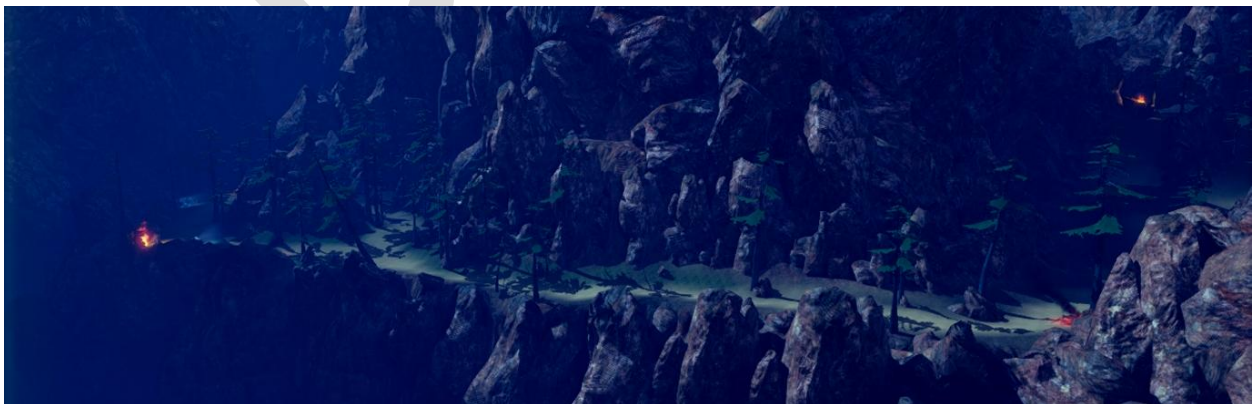
## COVAN



## EDEN



## DEPTH



# THE ARMORY – WEAPON SHOP

The '**Armory**' is the *Weapons Shop* of the game. If the Base is active you can use the Inventory Stations inside to purchase new **Weapons**, **Grenades** and **Weapon Upgrades**:

## SIDEARMS:

01 – CV-10 Pistol	500cr
02 – CV-10 Silenced Pistol	750cr
03 – M-40 Magnum	1,000cr

## SECONDARY WEAPONS:

04 – MX-4 Silenced SMG	1,500cr
05 – RNC-44 SMG	2,000cr
06 – TREK-12 Combat Shotgun	2,500cr

## PRIMARY WEAPONS:

07 – FNC-30 Assault Rifle	3,450cr
08 – TREK-79 Light Machine Gun	4,500cr
09 – TREK-22 Sniper Rifle	5,500cr
10 – Energy Carbine	10,000cr
11 – Rocket Launcher	10,000cr
12 – Laser Rifle	10,000cr

## GRENADES:

13 – FRAG Grenades (4)	2,500cr
14 – SMOKE Grenades (4)	2,500cr
15 – E.M.P Grenades (4)	2,500cr

## WEAPON UPGRADES:

16 – Stopping Power (2X Damage)	3,000cr
17 – Spray & Pray (2X Fire Rate)	3,000cr
18 – Cowboy (2X Reload Speed)	3,000cr
19 – Double-Up (2X Clip Size)	3,000cr

# THE BARRACKS – PLAYER SHOP

The '**Armory**' is the *Weapons Shop* of the game. If the Base is active you can use the Inventory Stations inside to purchase new **Weapons**, **Grenades** and **Weapon Upgrades**:

## CHARACTER PERKS:

<b>01 – Augmented Strength</b> <i>2X Melee / No Fall Damage / 2X Hip Fire Accuracy.</i>	500cr
<b>02 – Augmented Armor</b> <i>2X Shields / 2X Regen.</i>	750cr
<b>03 – Augmented Agility</b> <i>Power Jump Ability.</i>	1,000cr

## ABILITY UPGRADES:

<b>01 – Hummer (Assault Only)</b> <i>Hover Ability for the Jetpack (hold Space bar).</i>	3,250cr
<b>02 – Engineer (Support Only)</b> <i>Allow of healing of Vehicles &amp; Items.</i>	3,250cr
<b>03 – Ninja</b> <i>Allow shooting of silenced weapons while Cloaked.</i>	3,250cr

# THE GARAGE – VEHICLE SHOP

The '**Garage**' is the *Vehicle Shop* of the game. If the Base is active you can use the Inventory Stations inside to purchase new **Vehicles**:

<b>01 – Dragonfly Hoverbike</b> <i>Scout vehicle. 1 Seat.</i>	2,000cr
<b>02 – Gladiator Combat Buggy</b> <i>Combat Vehicle. 3 Seats.</i>	4,000cr
<b>03 – Cobra Mech</b> <i>Combat Mech. Two Mini Guns &amp; Two Rocket Pods. 1 Seat.</i>	8,000cr
<b>03 – Falcon VTOL</b> <i>Combat Fighter Craft. Two Mini Guns &amp; Two Rocket Pods.</i>	12,000cr



# GAME-MODE (DINO SURVIVAL)

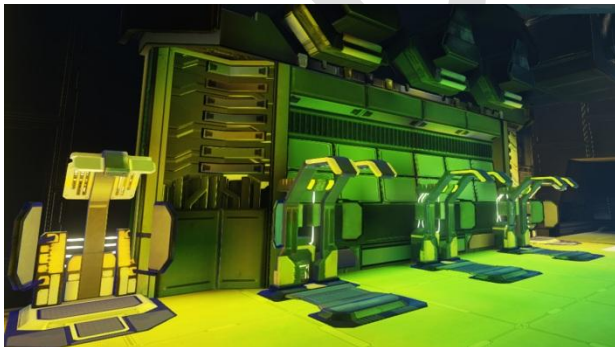
## BASES



\*Charlie Base on Eden World.

The **“Main Objective”** of the Open Worlds is to **Capture & Secure** all **Four Bases** (*Alpha, Bravo, Charlie, Delta*) scattered throughout the world. You start at a Random (*A, B, C, D*) Base and after securing that you are free to adventure and secure the rest in whatever order you’d like.

Each base has its own unique assortment of structures and supplies including the **Armory** (*Weapon Shop*), **Barracks** (*Player Shop*) and the **Garage** (*Vehicle Shop*). Each Structure has **Inventory Stations** where you can buy new equipment, perks, abilities and upgrades. There are also **Supply Stations** that automatically refill your health and ammunition (*think of them as TF2 Lockers*).



\*Supply Stations & Inventory Stations.



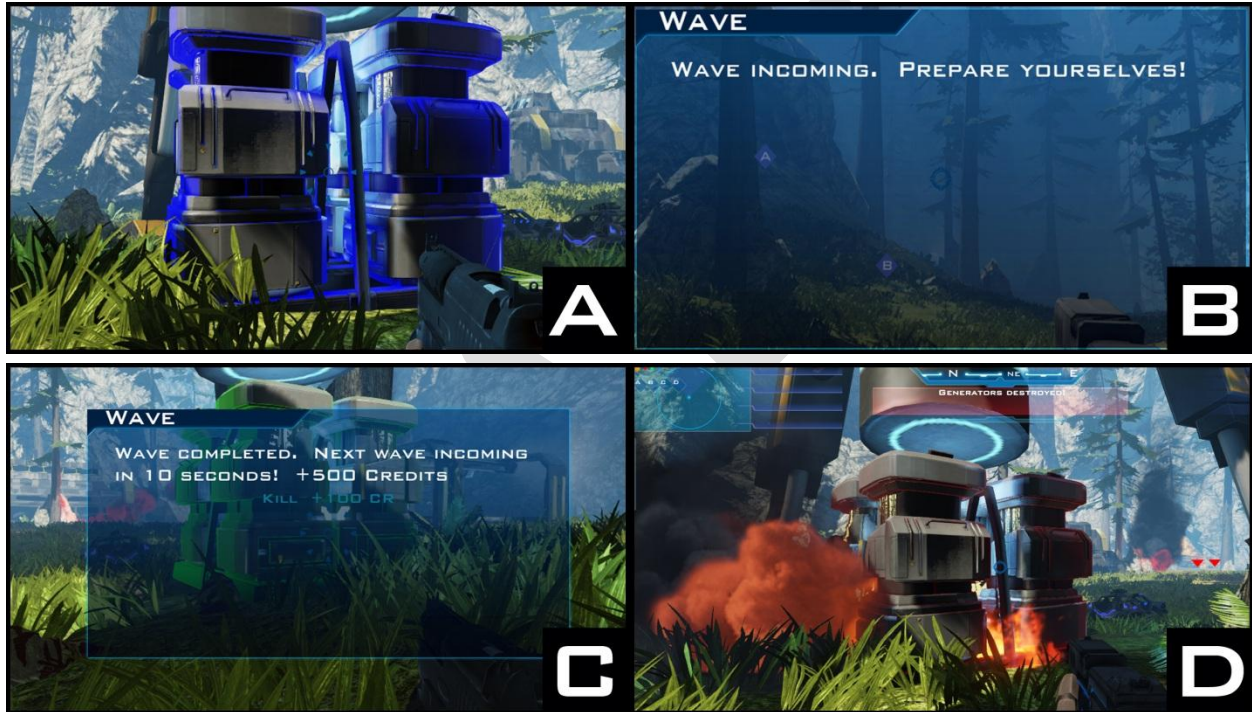
\*Armory Inventory Station.

To Capture a Base you simply need to activate its **Power Generator** which is located under the Communications Relay Satellite Dish. This will activate the power to the base and the **Dinosaur Waves** will start incoming in a Horde-styled fashion. There are (*default setting*) 5 Dinosaur Waves associated to each base. To secure the base you simply need to survive and complete the 5 waves until you accomplish this at all 4 bases.

# GENERATORS

Each base is powered by a **Power Generator** which supplies all of the power and functionality to *everything* at that base including the *Structures, Supply Stations, Inventory Stations* and more. If the generator is taken offline you must restore it in 1 of 3 ways:

- a. Hold **"Use"** until it's Re-Activated. (10 seconds)
- b. Use the **Medical Gun** (Support Class) with the **"Engineer" Upgrade**. (5 seconds)
- c. Throw an **E.M.P Grenade** at the Power Generator. (Instant)



## A = Neutral Generator (Blue).

Activate the Generator ('E' Key) to Secure the Base.

## B = Wave Incoming.

Once you activate the Generator the Dinosaur Horde will be headed your way.

## C = Wave Completed.

Complete 5 Waves per Base (*default*) to capture and secure that base. Complete all 4 to win.

## D = Damaged Generator.

The Dinosaur Horde can take out your generator rendering your Base useless. Restore it!

# GAME TIPS

- 01** - Try changing weapon Firemodes ('H' Key). You may prefer one over the other.
- 02** - Raptors work in groups. Continually move and check your sides to ensure survival.
- 03** - Running from a T-Rex isn't always the best option. Try charging it head on and rolling past its feet to temporarily confuses and stuns them.
- 04** - Need more credits? Explore and go Dino Hunting.
- 05** - Try all of the grenades. They each have their own unique function.
- 06** - Dying too much? Purchase a Character Perk at the 'Barracks' to increase your survival chances.
- 07** - Purchase new Weapons, Grenades and Weapon Upgrades at the 'Armory'.
- 08** - Traverse the worlds with speed and style by purchasing vehicles at the 'Garage'
- 09** - Running out of bullets? Melee is a powerful alternative ('V' Key)
- 10** - Each class has their own unique ability. Use it by hitting 'CTRL'.
- 11** - Want to get the most out of your Class Abilities? Purchase Ability Upgrades at the 'Barracks'.
- 12** - Hear a high-pitched shriek? You're probably about to get picked up by a Rham.
- 13** - In the middle of nowhere and low on health and ammo? Find an Outpost – they have Supply Stations inside.
- 14** - Need a ride but have no credits? Find a Supply Depot. They have unique vehicles available for the taking.
- 15** - You cannot ride the T-Rex. Stop trying.
- 16** - Trying to get a Developer-required Achievement? Just post on the Spiral Community and we'll be more than happy to help set something up.
- 17** - Getting cornered is on par with getting eaten.
- 18** - Grab the 'Engineer' Upgrade for the Support Class so you can heal vehicles and items – such as the Base Generator.
- 19** - You can heal yourself with the Medical Gun. Use the secondary fire button 'Mouse 2'.
- 20** - Raptors get scared easily. If you're surrounded by a group of them fire a few bullets to buy yourself some more time.
- 21** - If you're in a Mech and near a T-Rex – Get out.
- 22** - Getting annoyed from Rhams picking you up and dropping you to your death? Purchase the 'Augmented Strength' Character Perk in order to avoid Fall Damage.
- 23** - Reach new heights by purchasing the 'Augmented Agility' Character Perk to have access to the Power Jump ability (Hold Jump).
- 24** - Grab an extra layer of protection with the 'Augmented Armor' Character Perk. This grants you 2X Shields and 2X Shield Regeneration rate.
- 25** - Secure new bases by activating their Generator to restore power. Simply hold the 'Use' ('E') key until it reaches 100%.
- 26** - HUD Awareness is your best friend. When activated it provides additional information including Objectives, Dinosaur Indicators, Teammate Information and more.