

CONFIDENTIAL

LEVEL 5 ONLY

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**INFINITUM
RESEARCH**

SUBJECT 617

Weapons

There are a selection of weapons available to both the Infinium marines and the Hidden in this modification, details of the weapons and their respective strengths and weaknesses are given below. Should the player reload a half empty clip, that clip will be wasted, so reload only when necessary.



Infinium Weapons

- Fabrique National P90

The FN P90 carries 50 rounds per clip with three clips being supplied. A good choice of weapon for flushing out the enemy at range but lacks power close up. A good all round weapon for most situations.



- Remington 870

The shotgun carries 8 cartridges at any one time with 32 cartridges being supplied as standard. Although very powerful close range, the wide spread of the shots makes this weapon a poor choice for long range combat.



- Fabrique National Five Seven

The FN Five-Seven carries 18 rounds per clip, with four clips being supplied, using the same bullet type as the P90. Generally considered a last resort with very little stopping power and should only be used in back-against-the-wall situations.



The Hiddens' Weapons

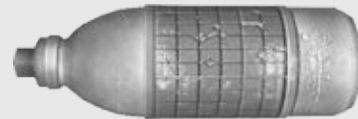
- The Combat Knife

Close range combat knife. Melee weapon that can inflict considerable damage to the opponent but has no long range capabilities at all. Secondary fire give a much more powerful plunge, but takes much longer to carry out.



- Pipe Bomb

Five pipe bombs are issued as standard. Very powerful but can be difficult to hit targets. Often used to separate a squad from each another. Once the device has been activated it cannot be stopped and must therefore be thrown.



The Hiddens' Abilities

- The Pounce

Although not strictly a weapon, it is a side effect of the experimentation carried out on the Hidden and it is essential to his survival. Using this special option allows the hidden to gain access to areas the Infinium team cannot. It is useful for both closing the distance between himself and adversaries as well as a quick escape method. However the Pounce is governed by the Hidden's stamina, and a total of about four or five pounces is possible before the Hidden must rest.

- The Wall Grab

The Hidden can, for very short amounts of time and depending on his stamina, be able to cling to the walls and ceilings of the level. Again this can be used to launch a surprise attack on the marines or as a quick hide away.

The Hidden regains health when feeding upon the body of the team members that he eliminates, however the mess that feeding creates will be visible for all to see, the body will shake about and blood will be seen lashing about the victim.

Game Rules

Obviously, the aim of each round is to kill the Hidden if you are on the Infinitum team, or kill all the Infinitum members if you are the Hidden.

- The Hidden must kill at least one of the team members in the round to continue being the Hidden.
- Each round lasts four minutes.
- If the Hidden kills itself, a random player will be selected to play as the Hidden next round.
- Each team member will be issued with either a shotgun or SMG depending upon class choice. All Infinitum members will also be issued with a pistol as a last resort.



Gameplay tips for the Hidden:

- Use pounce as much as possible. This is by far the quickest way to get around the map.
- The Hidden has a secondary attack on his knife called the "Pig-sticker". It spells instant death for whoever is on the receiving end. Bare in mind that it takes a couple of seconds to wind up so make sure you start well ahead of schedule. A true master will be able to start it off and then leap into an opponent.
- Looking up and then pouncing while running forward will send you right up in the air. This is a good tactic to get in close to people, sometimes you can land on their head without them noticing, then its pig-sticker time.
- You'd be surprised how often people forget to look upwards. As the Hidden, there are very few places that are inaccessible. Pouncing from above is one of the most effective tactics.
- Remember that the Hidden has pipe bombs. These are especially useful for dislodging campers as well as splitting up a large group of people.
- Be wary of large groups. Running into a large group of people is a pretty fast way of getting killed, use those pipe bombs to split them up.

Gameplay tips for the Team:

- Don't cower in a corner, it's good way to get a pipe bomb landing at your feet.
- Keep moving. The longer you stand still, the greater the chance of attack.
- Listen to the sounds around you. This can often give away the Hiddens location or warn of imminent attack.
- Stay together if possible. You stand a better chance with other people, unless of course the Hidden uses his pipe bombs which means you'll probably get blown up in the event of an attack.
- Don't waste your ammo. You only get so much and its often wasted on reloads, then you're down to your pistol - back against the wall time.
- If you see the Hidden, don't let on. Simply run up to the Hidden as if you haven't seen it and then give it a lead salad.
- If attacked by the Hidden, keep moving! Run backwards, changing direction all the time to avoid a knife in the head.
- The Hidden is most visible when he's moving. You can quickly develop an eye for this movement and look for it.