



The Official Game Manual

Table of contents

Preface

System Requirements

Quick Start Guide

About Revolt

The Decimation Games

The Structure

The Seasons

Pre-Season Assessments

Game Variations

Introduction

Revolt Weapon System

Primary Weapons

High Grain vs. Low Grain

Power Weapons

Decimation Season #1 Battle Grounds

Decimation Off-Season Battle Grounds

Revision History

Preface

LANclan are two brothers constructing a full multiplayer experience on the Valve Source Engine. Previous projects are the foundation for this game and if you're interested, you can visit the lanclan.com website for a full description and past project history.



We started out making maps for Counter-Strike and Battlefield1942. As we became proficient we took on larger projects until we reached an optimistic approach to total conversion in 2004 on the Call of Duty game. Since then we finished and published that modification and moved on to the open source engine of Halflife2. We outlined the entire project for 36 months that would include a complete multiplayer team game that is focused on pure E-Sports. We hope to find employment together in the game design industry as professionals.



Memorable Screenshot taken from Revolt, Call of Duty 2004

The Decimation is a full total conversion with almost all assets and heavy code functionality created by us for the Valve Source Engine. This multiplayer game is designed for a 5v5 100% balanced competitive game. We are aiming it at e-sports and the clan communities. With a high skill ceiling and two-stage objective, the game feels like a sport and in the right company, has the potential to be the next step in competition.

System Requirements

Minimum System Requirements:

- 2.4 GHz or Equivalent Processor
- 512MB RAM
- DirectX 8 level or higher graphics card
- Windows 2000/XP/Vista
- 5.0 GB of available Hard Drive Space
- Mouse
- Keyboard
- Broadband Internet Connection
- Valve Half Life2 and Steam

Recommended System Requirements:

- 2.4 GHz or Equivalent Processor
- 1024MB RAM
- DirectX 9 level or higher graphics card
- Windows 2000/XP/Vista
- 5.0 GB of available Hard Drive Space
- 3 or more button Mouse
- Keyboard
- Microphone
- Broadband Internet Connection
- Valve Half Life2 and Steam

We used extremely high requirements for the benefit of players. We feel that the game should be run in all it's splendor without performance issues that can affect a given competitor's skill level. The game will run on minimal requirements Valve set with Retail HalfLife2, but will suffer in performance on larger battlegrounds and sub-Directx8 capable video cards. For instance, the game will seem to run fine with Directx7 but some world geometry will disappear at short distances leading players to believe they are not there, when in fact, they are. A given player may be shooting at a target that is blocked by this "invisible" geometry leading the player to believe they are shooting an enemy when they are really hitting model geometry. Directx8 and above does not suffer any such issues, therefore, that's what we recommend playing with. We have no plans to optimize for Directx7 and below and cannot support players running such hardware.

Quick Start Guide

The Decimation is different from that of a conventional Shooter. Here is a quick and dirty way to get up and Running.

1. Download and install Steam for steampowered.com if you haven't done so already.
2. Make an account and purchase HalfLife2 if you do not own it already.
3. Go to the Tools palette and download the sdkbase.
4. While Steam is updating, head over to www.TheDecimation.com and download the latest version of The Decimation.
5. Execute the installer, once you've completed the download, follow the onscreen instructions all the way to completion.
6. Once Steam has finished updating the sdkbase, execute it and run the stress test. This will effectively gauge your computer and allow you to adjust settings. You want to get the highest possible score on this test. Over 35 is recommended and will ensure The Decimation will run smoothly.
7. Close Steam from your start menu and re-launch it. You will now see the Revolt icon in your games menu if you have followed the above steps correctly.
8. Launch Revolt and setup your preferences.
9. Go to the Find Servers button and look for a server with some people connected and try to pick one with a low ping or in your region.
10. Join the server and begin feeling out the weapon you've chosen in the multiplayer menu. In season 1, there are 5 primary weapon choices that you are able to engage with and will be given to you when you re-engage. There are in-game shortcuts which are default F1-F5 which allow you to pick a new primary while on the battleground for your convenience.
11. First, you'll notice the player moves a bit slower compared to other games, this is because we've incorporated the sprint feature that allows to run at about twice that speed for long periods of time. Sprint is considered to be a constant player function, so set a comfortable key if shift is not.
12. Second, you'll notice the weapon kicks kind of higher than other titles. This is because we've made an intricate aiming down site system which is 100% accurate. Firing from the hip, is not as precise and only effective at short ranges.
13. You can toss frag grenades and melee without holstering your weapon.
14. You can holster your weapon and go bare handed to lift certain objective-based items or use a series of attacks to embarrass your opponents. You can only carry one rifle at a time, but you can holster your primary if you find a power weapon on the battleground. You cannot holster a power weapon and will have to drop it if you'd like to use your primary.
15. To communicate with your team, you can either talk into your microphone **or shout pre-recorded radio calls using the number keys**. We ask that you hook up a microphone if you'd really like to take advantage of what The Decimation has to offer.

Take your time and learn to shoot. It takes some time, but we guarantee these weapons can be relied on once you've mastered them. If you feel you need practice and don't want to get beaten badly in a public server, just create a local server from the main menu and run **rev_intermission**. There are a number of activities you can

utilize in the camp to get better acquainted with all of The Decimation's weapons and if you enter the big prison building you will be taken to a **“walkthrough tutorial”**.
Good luck!

About Revolt

Revolt is a story that follows an alternate timeline that shifted, from the one we follow, in the 1930's. When a famed and influential political figure's life comes to an end too early, the Japanese do not attack the US, Great Britain negotiates a treaty with Nazi Leaders, and the US does not enter what, we refer to as, World War 2. The Nazi army engages Russia and greater Asia and eventually consolidates a swelling empire. After decades of various wars, the Nazi empire eventually consumed the eastern hemisphere and engaged the west with a full frontal assault. The eastern seaboard of the US was captured swiftly and occupied by the Nazis, but a frontline stalemate lasted a decade after.

Note: *If so interested, visit thedecimation.com for the Revolt Back Story. The Decimation is merely a single chapter in the Revolt book.*

The Decimation Games:

During this stalemate, the Nazis began creating camps, similar to those created abroad, which enabled a slave-driven labor force and eventually a gladiator type breeding farm for games. The games quickly became the most popular form of entertainment and a prime solution to control the impure population. Even though the games were first conceived by the Wardens Council, which set camps against one another to fight over riches, the political ends drove the games around the globe commercially.



The Structure:

The Wardens Council kept full control of the games and rules of engagement. A huge administration swelled underneath the Council to handle the logistics and eventually began to offer new exciting concepts that suggested further evolution of the core games. A pilot program called the Pre-Season Assessments followed the first full season of games. The Assessments were simple, introduce a new concept or rule to the field and gauge the reaction. If the reaction was positive, the new ideas would be incorporated into the following season. Exhibition matches run throughout the year. These Exhibitions are graded on the body counts each team takes in a given event. The camp with least casualties is the victor.

The Seasons

The first season was introduced with very little warning to the viewing audiences. It took several broadcasts to even start to reach viewers outside of western occupied territory. The games were adopted quickly by political and military viewers, but general Nazi society shunned the gore and felt it was too barbaric. The focus was purely political, but with the induction of the assessments administration, the games would change face throughout the first season.

Certain modifications were made to ease the crowds. An objective was given to the teams which made killing a by product instead of an entirety. Uniforms laced with a Kevlar hybrid material and coverings for the head, were issued which effectively de-personalized fatalities and helped viewers identify teams. More primary weapons were available to warriors engaging, instead of issuing the same old American surplus rifles. 2 different grain levels were used for ammo. One was high grain, an extremely fatal cartridge, and the other, low grain, was typically used in between serious matches. The lower grain ammo inherently caused less recoil on all weapons which made new warriors more comfortable getting acclimated to the weapons and allowed some to live to fight another day. 5 battlegrounds were chosen to fit tournaments, this helped viewers become familiar with the areas and camera crews to fix locations in those hot areas.

The commercialization of the games took the entire first season. To ensure continued success and expand the audience, The Council approved the Pre-Season Assessments act.



Pre-Season Assessments

While camps prepared for the next season, the Wardens Council allowed the Pre Season Assessments to be arranged and deployed. At first, the Pre-Season was a pilot program, where only exclusive members were allowed to view. This was soon changed as the Council realized the best way to assess is to simply ask the target audience. The Pre-Season would broadcast in the off-season for a variable amount of time depending on the assessment scores. Whatever became the most successful elements in the pre-season would be adopted into the following full season. The sub-par nature of the pre-season had some distinct elements that differed from the regular, while giving the audience a live side show.

Some of the elements include:

- *Fewer warriors on the field*
- *Imbalanced battlegrounds at times*
- *Abrupt glitches in new product introductions*
- *New objectives not thoroughly engineered at times*
- *New rules not clear to the audience*

Despite these issues, the pre-season was accepted and in most cases anticipated. It was the perfect way to set up the next season and add new concepts that have been proven to work well.

Game Variations:

Most wardens wanted to recycle warriors for various reasons, but the most influential was to have a well trained team going into a competitive match. Some camps went as far as to split their population into 2 teams for scrimms. Using low-grain ammo and heavier armor, these scrimms took place in the camp sites and sometimes authorized use of seasonal battlegrounds. The casualties were minimum and better stronger teams were the by product. The council agreed to limit the overall amount of scrimms each camp was allowed to carry out.

Clutch was sometimes practiced, but the dominate objective in these scrimms were mostly Exhibition. Exhibition was a form of objective that was based on body count. Dead or alive, warriors who fell were tallied and the side with the highest count would be favored to engage first in the real match. The tally was set based on quota. Each camp had to reach a fatality quota no matter how many were lost during a match. These quotas were often very high so many internal scrimms and exhibitions were carried out in between seasonal matches.

Some wardens, secretly, used women and inferior males to fight in the scrimms stacking one team with their elite. This effectively made quota, trained great warriors without endangering them and cut costs in many areas that were non-game related. This form of control would be highly illegal in the council, and if revealed, the offending warden would be executed and assets distributed directly to the remaining council members.

Introduction

Welcome to the Decimation! This Multiplayer team-based combat game is designed for perfect competitive mechanics. A simple two-stage objective game mode aids in the directional flow of battle but doesn't get in the way for casual gamers. That's right; we took the very best elements of traditional shooters and went to the next level in shooter evolution. A 100% skill based shooter that demands only the most advanced gamers and clans. The Decimation is here!

We've organized The Decimation into seasons to help simplify an explanation of what the game actually is. If you read through the preface, you should have a pretty good background and can now make the translation to how the game works from a player's perspective.

The first game season is comprised of 5 unique symmetrical battlegrounds, 5 primary weapon choices that can be chosen prior to engagement, 4 auxiliary (power weapons) placed around the battleground, a team spawn, a team base located somewhere near that team's spawn with a goal post, and a map center control point. Both teams must fight for the center control point. Whatever team gets it, that team's color smoke is emitted and that team is on offense. The defensive team has to try and get the center to get offense; the offensive team has to touch the enemy team's goal post to score a goal. The center is neutral when the match starts and when a goal is scored. The center point cannot be captured for 20 seconds after a goal is scored. Server administrators dictate the goal limit, kill limit and time limit for matches.

The team that is able to coordinate and communicate best will win over a team that is better at killing. Field positioning and timing are everything. Sometimes taking out the enemy might not be a good idea because you will have to worry about their replacement's position. Always exploit holes in defense when on offense and always push for the center together on defense. Be patient with your weapon's recoil. I guarantee, once you become skillful, you can rely on it to get the job done every time. Your sites will always determine that precise location of where your shot will be at the time you fire. Use your sites!

Following season #1 and every other successful season, the Pre-Season aims at random concepts to see what players like most. We want a way to test player suggestions without interrupting the core fundamentals of the game. This method helps us keep solid versions (full seasons) separate from test versions (pre-seasons). We encourage players to sign up for our forums at lanclan.com and post their suggestions. We'll be keeping track of all of them and will try to incorporate as many as we can into the next pre-season. We strongly advise the competitive community to ignore the pre-season content and only adopt each full season. We are loyal to clan combat and e-sports, after all, The Decimation was designed strictly for competitive play and only afterward migrated to an acceptable public style controlled via server side customizations. The default configuration is set for the general public but is only a couple of switches away from activating the truest and most advanced shooter the competitive community had ever seen.

POST TOURNAMENT INTERMISSION

Intermissions are the off-times for players. We initially started with the **Rev_Intemission** map to use as a tool. This map is basically a playground. It's a good place to meet, get teams organized before playing, launch an entire map cycle tournament or just play some good old fashioned team death match. If a blue guy stands in the blue circle and red stands in the red circle, the map cycle will be initiated. If match mode is enabled, the teams will be remembered and spawn on their picked team at match start. The intermission map is the beginning of something very special. As we progress through full seasons, the intermission will become the ultimate innovation we've conceived thus far. At the time of this writing, Rev_Intemission was still under heavy construction. It will most likely be released during the first season along with many off-season maps.

Revolt Weapon System

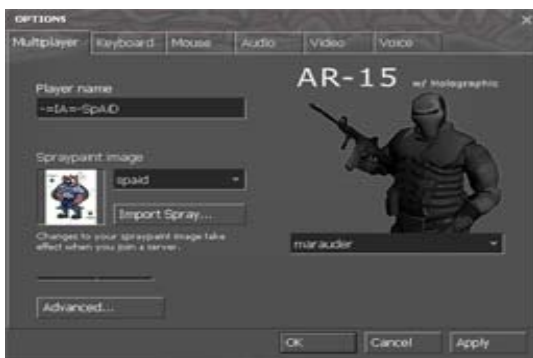
The Weapon System is a direct result of a previous modification we created for Call of Duty in 2004 called Revolt. We simply enhanced the weapon attributes to make them even more realistic keeping the general principal and mechanics. We are calling it the Revolt Weapon System because the system dynamics are unlike any other and deserve a name to carry across multiple titles.

The non-toggle-hold feature has been added to quickly raise and lower the sites. For players who demand toggle, they can easily switch in the keyboard options menu but they will eventually learn that hold is a much more effective way to use their weapons. This allows for a quick reaction time in combat where quick is, most of the time, never quick enough. The rate of fire follows a close



consistency to that of the real weapons. We used a simple formula to reach the end result and all rates are consistent with each other, but lowered for game play mechanics.

Grenades and melee attacks are both deployed in real time a button away. Recoil kick is a lift then a slow lower. The more successive shots fired the worse the recoil becomes. You can over this, however, by pulling down as you fire rhythmically. Firing for small targets using sites can be tricky at first. You'll want to use a slight settle time, which you will discover, to fire successive shots accurately. Using hip-shooting for targets outside of 25 feet are not recommended. There is a variability that becomes progressively worse over distance. Still, using the tracer shots, you can use the weapons effectively from the hip. You have 5 primary weapons to choose from in season 1 and more will follow in later seasons. As of the time of this writing, you can effectively select your weapons using the multiplayer menu and picking your character. Each character model looks the same but each has a unique primary weapon. *(NOTE: This has been done so Lanclan can add new character models later without changing the interface.)*



You can also select a new character with the F1-F5 keys respectively during game play. Your new primary will be issued when you re-engage. These are just simple binds and can be changed by the player if desired. The 1-5 corresponds with the 5 characters in the mp menu. Your character, along with his weapon, will be remembered every time you play.

Side arms are slowly being introduced to the season. We started by adding a 92fs to test, and plan on issuing a different side arms to each player down the road. As the season matures, both player models and weaponry will evolve to start intricate classes.

Primary Weapon Choices

| | | | |
|----------|---|---|--|
| 1 |  | Scrapper Equiped with a silenced AR-15 | a fighter or aggressive competitor. one always ready or eager for a fight |
| 2 |  | Marauder AR-15 with Holographic site | to roam or go around in quest of plunder. to rob of goods or valuables by open force |
| 3 |  | Sleeper AR- 15 A.C.O.G site system | a spy; mole |
| 4 |  | Enforcer AK-47 standard issue | the member of a group, esp. of a gang, charged with keeping dissident members obedient |
| 5 |  | Mauler MP-5 with laser dot site | to injure by a rough beating, shoving, or the like; bruise |

*Side note: **Fire mode switching** was an incorporated feature but revealed issues and was removed for season 1. There are remaining elements in game that will be re-activated in later seasons. Season 1 ignores them.*

Low Grain vs. High Grain Ammo:





During testing, it was revealed that the casual gamer demanded a much different game than a serious clanner. So, in response to appeal to a wider audience, we devised a switch system that would allow hosts to pick. By default, low grain is selected and high needs to be activated. Here's how the two compare:

Low Grain: The amount of powder used in the cartridge is significantly less. The effect is simple, less recoil and damage proportionately related to its high grain counter part. A much easier weapon to fire that takes more shots to stop the enemy.

High Grain: These cartridges have the standard military issued amount of gun powder. They make the weapons kick harder and extremely deadly. For weapons that feel real, and require a more rounded and skilled player, this is the way to play.

Auxiliary Weapon Choices

As an extension to the Revolt Weapon System, the power weapons, or auxiliary weapons, were added to the mix. These weapons share many attributes as primaries in most cases, but are extreme in some specialty areas. These weapons were added to aid in the dynamics of field positioning. Power weapons should always be a dominating factor with their respective ranges. Season 1 carries 4 power weapons which are carefully placed on the 5 maps. Some maps may have more than one, and others may even have them all. It strictly depends on the layout of that battleground.

| | | | |
|---|---|-----------------------------------|--|
| 1 |  | Shotgun: Close Range | A buck shot body slinging power weapon. The shotgun can blow the back right out of your opponent at short ranges. Careful though, at medium range the bb's scatter leaving only a slight sting. |
| 2 |  | Sniper: Long Range | With this dressed in black 10x scoped m14, the 7.62x52 monster cartridge devours opponents at astronomical distances. This weapon is intended for the patiently skilled competitor lurking in the shadows. It's best to drop this weapon if the enemy is close by. |
| 3 |  | M14: Medium Range | This 1950's M14 has been retrofitted with a red dot sight. Simply put the dot on your enemy pull the trigger. This power weapon only asks that you be skillful and accurate because in the wrong hands this weapon is ineffective. |
| 4 |  | Flash: Close Range | This four-rocket equipped portable RPG is purely disposable. If you can get your paws on one of these, you can annihilate an entire team with one carefully placed projectile. Every shot outside of short-medium range can be seen by the enemy easily and they can simply sidestep it. |

The Decimation Season #1 Battle Grounds



Season 1 brought an introduction to a new game. The clutches of a bloody shooter relies heavily on a given warrior's marksmanship, but the coordination and timing of a dynamic team. In order to accomplish solid positioning and a constant offensive strategy, the team needs to be ready to adjust cohesively and communicate effectively. We made the game seem simple and easy to play as a new or casual player, but there is science to those who seek more.

New Players: If you are just installing Decimation, you should read the players guide to get acclimated to the game.

5 battlegrounds are introduced in season 1. Starting from the smallest, we introduce the layout and boundaries in map form.



Rev trenchfoot

Probably the simplest structured map, trenchfoot is illustrated first because it's easiest to explain the game mode fundamentals here. The teams engage on each side of the home goal posts. The middle can be seen vaguely, but the dense fog and foliage help break the map up into 3 distinct sections. In the dead middle, a small cone is the control post. When this map reaches 5v5, you'll notice it's actually harder to score. This is because as you kill off the enemy, they re-engage so fast, they are able to defend their goal post with greater numbers. This makes this map unique from the others. The key is to kill the opposing team all at once or at least in short bursts. This will put them on a scrambling defense when they re-engage and give you a buffer time to score.



Rev torsion

Your first introduction to a controlled center, torsion is broken by the tressel structure and two trains. A controller button(lever) opens and closes the doors on the trains for you to get to the middle control cone. So instead of simply touching the control cone to get offense, you now have to get those doors open or get them closed if you already have offense.



Rev hijinks

Hijinks is built on the trenchfoot layout while adding elevation to an urban environment. The center control cone is in the middle of an overpass, center map, and the bases are buildings looking at each other. Each team engages behind their bases and must walk through a censored door that only that team can activate. This prevents spawn killing known in many shooters and allows players to easily re-engage with multiple exits.



Rev battery

Probably the most straightforward sharp-shooting layout, this arena is on the beaches of New York. Home to an old defense fortress, battery has a bridge that can be raised and lowered via a control console next to the bridge. The controlled center makes this an extremely difficult map to score on and requires careful planning.



Rev blackout

A more complex controlled center as the games evolved, blackout's center control point is hard to get too if you don't have the window washer control button. The control button is in the building across the street and the one with control of it can see out of the window to look at the position of the lifts. The team's bases are fortified and take damage. So if you get your hands on a rocket, you can make a clear path for you and your team-mates to score goals easily. Blackout is a smaller version of Pre-Season "Redhook". Both are deep in the New York City urban environment.

Decimation Off-Season Battle Grounds

During the seasons, Lanclan is dedicated to the delivery of the expanded experience. There are many environments that were well under development, some even before Clutch was conceived, that lend change to the play style of the game. Due to inconsistencies and to avoid confusion, we took these maps away from Season 1. The five maps included in the first release were intended to draw a clear picture of what the game's main focus was. This way, players knew what to expect as the regular season was expanded to 9 core maps. Aside from those 9, we still wanted to release maps, which in most cases, didn't line up with competition but played well in small public servers. We refer to these maps as "Off-Season" and include the OF prefix to their names. There are dozens of maps slated to fill the Off-Season, but I think we'll start off by introducing the Dash Map Series.

DASH

Dash is another game-mode similar to the tradition capture the flag mode. The first of three Dash maps is the introductory "Field". 100 yards of back and forth! There is no flag, just a touch on the enemies home zone and your team has offense. Light up the field on your way home to get a goal. To stop the other team, you must get offense by touching their home post. So, in other words, touch their post! After a goal is scored the players all return home to do it all over again. 2 more maps are slated for release that will expand the Dash experience. Dash is an Off-Season series. Dash is a great public-style game mode in Low Grain, and an awesome 1v1 or 2v2 in High Grain competitiveness. Check thedecimation.com regularly for updates on Dash.

Revision History

4-15-07 Updated:

- Added Off Season Section and Dash
- Added sidearm info
- Prepared text for web publication season pilot release
- Highlighted in “red” features not incorporated yet

3-27-07 Updates to systems:

- Added Low vs High Grains.
- Added information about Exhibitions

2-27-07 Initial Publication:

- Full description of The Decimation and the first season.
- Introduction of the Intermission and the upcoming pre-season.
- Revolt weapon system, primary and auxiliary weapons