

Children  
of the  
Sun

SNIPER'S HANDBOOK



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# Story

*THE CULT* PROMISED YOUR FAMILY A BETTER LIFE. A SIMPLER WAY OF LIVING, FREE FROM THE CHAOS OF THE MODERN WORLD. THEY LIED.

YOU ARE *THE GIRL* AND *THE CULT* MADE YOUR LIFE HELL. BUT NOW IT'S TIME TO DRAG THEM ALL DOWN WITH YOU, ONE BULLET AT A TIME.

DESTROY THEM AND EXTERMINATE THE TRUE SOURCE OF THE ROT: *THE LEADER*. THERE WILL BE NO PEACE.





# Basics

TO TAKE DOWN *THE CULT* AND GET YOUR REVENGE, YOU'LL HAVE TO MASTER A FEW BASICS FIRST.



## MOVING & SHOOTING

MOVE *THE GIRL* BY PUSHING THE MOUSE LEFT OR RIGHT. THE MORE YOU PUSH, THE FASTER SHE'LL MOVE. PRESS MOUSE 1 TO AIM DOWN YOUR SCOPE AND USE THE SCROLL WHEEL TO ZOOM IN.



## MARKING ENEMIES

WHEN YOU HAVE AN ENEMY IN YOUR SIGHTS, PUSH MIDDLE MOUSE TO MARK THEM. EVEN IF YOU FAIL OR RESTART A LEVEL, THE MARK WILL REMAIN. KILLING AN UNTAGGED ENEMY ALSO COUNTS AS A MARK.



## WEAK POINTS

IF PART OF A CULTIST'S BODY IS GLOWING, THAT MEANS THEY HAVE A WEAK POINT. THIS IS HOW YOU CHARGE UP THE ARMOR-BUSTING POWER SHOT ABILITY. MORE ON THAT LATER.







# Powers

AS YOU PROGRESS THROUGH THE GAME YOU'LL UNLOCK A SERIES OF INCREDIBLE BULLET-BENDING SPECIAL ABILITIES.



## TRAJECTORY CHANGE

AFTER FIRING A SHOT, HOLD MOUSE 2 TO ALTER THE TRAJECTORY OF THE BULLET. THIS POWER CAN BE ACTIVATED AT ANY TIME, BUT YOU CAN ONLY SLIGHTLY ADJUST THE PROJECTILE'S PATH.



## RE-AIM

KILL TWO CULTISTS BY HITTING THEIR WEAK POINTS AND YOU CAN PRESS MOUSE 2 TO COMPLETELY RE-AIM A SHOT. THE BULLET WILL KEEP MOVING, BUT SLOWLY ENOUGH TO PICK A NEW TARGET.



## POWER SHOT

HOLD MOUSE 1 WHILE A BULLET IS IN MOTION AND IT'LL GRADUALLY BUILD UP SPEED. WITH ENOUGH MOMENTUM, THE BULLET WILL RIP THROUGH ENEMY ARMOR. TOO SLOW AND IT'LL JUST BOUNCE OFF.



# Cultists

REGULAR CULTISTS ARE EASILY EXECUTED, BUT SOME OF *THE LEADER*'S HENCHMEN ARE HARDER TO TAKE DOWN.



## SHIELD CULTIST

SOME CULTISTS CARRY RIOT SHIELDS, MEANING YOU CAN'T KILL THEM HEAD-ON. YOU'LL HAVE TO USE *THE GIRL*'S BULLET MANIPULATING POWERS TO GET AROUND THEIR DEFENCES.



## ARMORED CULTIST

ELITE CULT SOLDIERS PROTECTED BY HEAVY DUTY RIOT GEAR. REGULAR BULLETS ARE USELESS AGAINST THEM, BUT CHARGE UP A POWER SHOT AND THEIR ARMOR WILL BE RENDERED USELESS.



## PSYCHIC CULTIST

FLOATING CULTISTS WITH MIND POWERS TO RIVAL *THE GIRL*'S. IF A BULLET MOVES INTO THEIR PSYCHIC SPHERE OF INFLUENCE ITS TRAJECTORY WILL SUDDENLY CHANGE, KNOCKING IT OFF ITS PATH.







# Environment

PAY CAREFUL ATTENTION TO THE ENVIRONMENT AROUND *THE GIRL*. IT MAY HELP, OR HINDER, YOU.



## BIRDS

IF THERE ARE NO CULTISTS IN SIGHT, BREAKING YOUR CHAIN, LOOK TO THE SKY. IF A BIRD IS FLYING PAST YOU CAN SHOOT IT AND KEEP THE BULLET GOING. YOU'LL NEED A SHARP AIM THOUGH.



## EXPLOSIVES

SHOOTING GAS CAPS AND PROPANE TANKS WILL TRIGGER VIOLENT EXPLOSIONS. IF ANY CULTISTS ARE NEARBY THEY'LL BE KILLED IN THE BLAST. THIS IS A KILLER WAY TO WIPE OUT MULTIPLE ENEMIES AT ONCE.

## MOVING TARGETS

IN SOME LEVELS YOUR TARGETS WILL BE JOY-RIDING IN CARS, MAKING THEM TRICKY TO HIT. COMPENSATE BY ANTICIPATING THEIR MOVEMENTS AND AIMING SLIGHTLY AHEAD OF THEIR PATH.



# Challenges

WHEN YOU START A LEVEL, PAY ATTENTION TO THE WHITE TEXT BENEATH THE TITLE CARD.

EVERY STAGE IN *CHILDREN OF THE SUN* HAS AN OPTIONAL BONUS OBJECTIVE HIDDEN IN IT, AND THIS TEXT IS A CLUE TO HOW TO COMPLETE IT.

THESE OBJECTIVES ARE AN ADDITIONAL TEST OF SKILL, CHALLENGING YOU TO USE THE ENVIRONMENT IN INTERESTING WAYS. CAN YOU COMPLETE THEM ALL?







Children of the Sun



# Scoring

AS YOU PLAY *CHILDREN OF THE SUN* YOUR SKILLS WILL BE GRADED BASED ON THE FOLLOWING CRITERIA.

## DISTANCE

THE FURTHER AWAY A TARGET IS, THE MORE POINTS YOU SCORE. KILL DISTANT ENEMIES TO MAXIMIZE YOUR SCORE.

## TIME IN LEVEL

AS YOU SPEND TIME IN A LEVEL YOUR SCORE SLOWLY LOWERS. MOVE AND KILL FAST TO KEEP YOUR POINTS HIGH.

## BODY PARTS

HEAD, CHEST, ARM, LEG, AND DICK SHOTS ALL SEPARATELY SCORED. HEADSHOTS EARN YOU THE MOST POINTS.

## EXPLOSION KILL

EARN BONUS POINTS BY KILLING CULTISTS WITH EXPLOSIONS. LOOK OUT FOR PROPANE TANKS AND GAS-FILLED CARS.

## MULTIKILL

IF YOU MANAGE TO TAKE OUT SEVERAL ENEMIES WITH A SINGLE EXPLOSION YOU'LL EARN EVEN MORE POINTS.

## SCORE MULTIPLIER

YOUR SCORE MULTIPLIER WILL INCREASE WITH EACH SUCCESSIVE KILL, INCREASING YOUR END-OF-LEVEL TOTAL.

## TIME AIMING

A TIMER RUNS DOWN WHEN YOU'RE AIMING, LOSING YOU POINTS. AIM AND SHOOT DECISIVELY TO AVOID THIS.

## ENEMY TYPE

KILLING SHIELDED, ARMORED, AND PSYCHIC CULTISTS EARNS YOU MORE POINTS THAN KILLING REGULAR DUDES. YOU'LL ALSO EARN EXTRA POINTS IF YOUR TARGET IS MOVING.



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DIGITAL