APOCALYPSE: FLOODGATES

GAMEPLAY MANUAL

RETRORAVE, LLC

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OVERVIEW

SUMMARY

A flesh eating, DNA altering virus infected the entire planet with no cure in sight after the outbreak. A decade from its original origin, A small percentage of Human Warriors are set out to kill every infected Zombie Wave to save humanity from extinction.

GENRE

Third-Person Zombie Horde Shooter.

TARGET AUDIENCE

Mature (17+ ESRB): Blood & Gore, Intense Violence.

PLATFORMS

Steam.
System: Windows 64-bit.

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1

CONTROLS

KEYBOARD

Move Player	W-A-S-D
Move Camera	Mouse
Aim / Zoom	Right Mouse Click
Shoot / Throw / Plant	Left Mouse Click
Change Weapon State	Left Alt
Jump	Space Bar
Crouch	Ctrl
Reload	R
Switch Weapon	Mouse Wheel
Punch	Mouse Wheel Click
Interact	E
Sprint	Shift
Health Medicine Slot	2
Defense Medicine Slot	3
Pause	Enter
Leaderboard	Tab
Communicate	T

CONTROLLER

Move Player	Left Thumbstick
Move Camera	Right Thumbstick

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2

Aim / Zoom	Left Trigger
Shoot / Throw / Plant	Right Trigger
Change Weapon State	Left Shoulder Button
Jump	Bottom Face Button
Crouch	Right Face Button
Reload	Left Face Button
Switch Weapon	Top Face Button
Punch	Right Shoulder Button
Interact	Right Thumbstick Press
Sprint	Left Thumbstick Press
Health Medicine Slot	Left D-Pad Button
Defense Medicine Slot	Bottom D-Pad Button
Pause	Right Special Button
Leaderboard	Left Special Button

GAMEPLAY

GAME MODES

UNLIMITED WAVES

How many waves can your team clear?
Unlimited Waves. No Time Limit.

CAPPED WAVES

Defeat Every Wave to Win the Game.
A Fixed Set of Waves. 5-50 (5 wave increments) Limit Options.

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3

ZOMBIE WAVES

The first wave will consist of the smallest and weakest amount of Zombies. The difficulty, number, and speed will gradually increase the longer you or your team survives. After the first few sets of waves, Large Killer Monsters will also begin to spawn at random with the horde.

WEAPON STATES

The player has multiple ways and options to kill hordes of zombies. The player can choose from a Rifle State, Pistol State, Melee State, or an Explosive State by Pressing ALT on the Keyboard or the Left Shoulder Button on the Controller.

1. Rifle State
   - Automatic Rifles, SMGs, Shotguns, Semi-Auto Rifles.
2. Pistol State
   - Pistols
3. Explosive State
   - Grenades, Claymores, Molotov Cocktails, Bombs.
4. Melee State
   - Post-apocalyptic Style Melee Weapons.

DOWNTIME

In between each wave, the player will have a very small amount of time to collect weapons, silver, ammo, or activate traps before the next Wave begins.

DEATH FOG

The Zombie Hordes will run out a Smokey Substance after they spawn. This is called Death Fog. If a player enters the death fog, their health will diminish at a rapid pace. If a player enters Death Fog, turn back quickly to regain your health or you will die!

CURRENCY

Find Loot Crates to collect In-Game Silver currency which are used to activate Traps planted around each map. Approach the Trap and select Interact (If you have enough currency) and make it easier to shred through hordes of Zombies!

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4

TRAPS

Each map has planted Traps scattered around the base to make it easier for Warriors to kill Zombies the faster way. Since the Traps batteries run on Silver Coins, the Player will need to find Silver in Loot Crates in order to successfully activate the Traps for a limited amount of time. The Traps are broken down into Four Categories listed below.

HEAVY HITTERS

- Spike Hammer
- Spinning Blades

TRIGGER SHOOTERS

- Crossbow Shooter
- Wall Shooter
- Rock Drop

ELECTRIC TRAPS

- Shocker Trap

SHOWER TRAPS

- Liquid Acid Burner

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5

MAPS

FORGOTTEN CITY

Map Description: The Forgotten City was once a thriving and boisterous concrete jungle until the DNA altering Virus plagued the world. Now left for urban decay and neglect, the Forgotten City is home to many astray Warriors. Defend the City at all costs from the enemy. A small and difficult map. It is recommended to stay in the middle and set as many explosives and traps as possible.

HILLSIDE MEMORIAL HOSPITAL

Map Description: Hillside Memorial Hospital is an Abandoned Hospital located on top of a Mountain in an isolated location. This level is on the larger side and has plenty of unique spots to run through, including the Hospital interior and the back parking lot. Although this level is big, be careful of barricades and other obstacles that may impede your getaway.

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6

McHENRY FARM

Map Description: McHenry Farm is an isolated patch of Farmland that is now occupied by the Warriors. This map is much more spaced out and has fewer obstacles to impede. This map is excellent for Long Range Rifles but be weary of the Zombies as they spawn from all four sides!

UNDERGROUND STATION

Map Description: The Underground Station is a former top secret military base located miles underground and known for experimenting and creating the Large Killer Monsters roaming around today. This map is the smallest of the three and more closed quarters. Excellent for Shotguns and Planted Explosives, but be careful not to get cornered as this map is the most difficult.

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7

CHARACTERS

WARRIORS

- Hank
- Lilith
- Mike
- Elly
- Laz
- Maria

STATS

- Waves Completed
- Kills
- Deaths
- Headshots
- Revives (Multiplayer Only)

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8

SETTINGS

ADJUSTABLE OPTIONS

VIDEO	AUDIO	CONTROLS	SENSITIVITY
Resolution	Master Volume	Auto Reload When Empty	Gamepad Horizontal Sensitivity
Resolution Scale	SFX Volume	(*List of Controls*)	Gamepad Horizontal Sensitivity
Anti-Aliasing	Weapon Volume		Gamepad Horizontal Aim Sensitivity
Post Processing	Music Volume		Gamepad Vertical Aim Sensitivity
Shadows	Ambient Volume		Mouse Sensitivity
Effects	Menu Volume		

(End of Manual)

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9