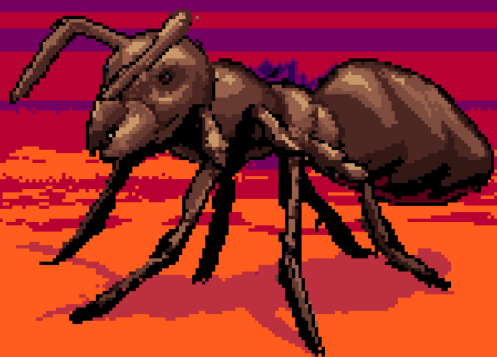
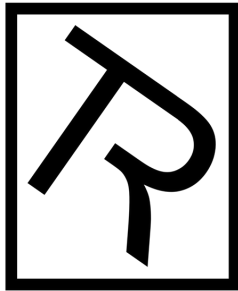


IT RETURNED TO THE DESERT



USER MANUAL



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IT RETURNED TO THE DESERT

It Returned to the Desert
Manual



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Oh boy! So much to read, I don't know where to start.



Introduction

Thank you for buying this game. It means a lot to me and I really hope you are enjoying it!

It's been an immense amount of work to get this out the door... especially because I'm a single developer and had to do almost everything myself.

The idea to create this game came to me when I was thinking about how special and unique many old games are, but how they often lack the refinement and polish of modern game design.

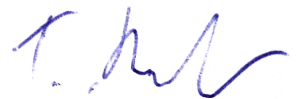
I wanted to capture the eerie atmosphere of 50s horror movies and make a memorable place filled with horror movie tropes and likable characters.

And I also tried to leave genre conventions behind and combine many ideas from classic 90s games to something new and exciting.

It doesn't make marketing the game easier, but I just couldn't resist the challenge to unite all those different systems into something that works and hopefully didn't end up as a Frankenstein's Monster... even though that would be fitting the premise.

This has been the biggest indie project I have worked on so far, and I've learned a lot on the road to its release.

I would love to hear about the experience you had with the game, so feel encouraged to send a mail to:
contact.trgames@gmail.com



Quickstart Guide

At the top of the screen, you will see a bar with a sun and a moon on it. This bar shows you how much time you have left that day. Once it's nighttime, you will automatically go to bed after you leave the current location.

When you move the mouse to the top of the screen, the main-menu will open up:

- Inventory: Shows the inventory of your character and allows equipping items.
- Notebook: Gives you hints on how to progress the current phase of the game.
- Party: Set up your party and give orders.
- Load/Save: Load or save the game.
- Time Limit: You will lose the game if this drops below 0.
- Exit Game: Pause the game and exit to the title screen.



During the first part of the game, you have to find out more about the meteor crash.

Visit the crash site north-east of the town center and talk to the people of Glint Rock. Watch out for exclamation marks on the map that will indicate that something is happening at that place.

Once you've reached the second phase, you'll want to recruit people to your party. They will more likely join your cause if you do them some favors. Also, some are more skeptical and less inclined to join you until you've raised the *town's alertness* enough. (See the gauge indicator on the map.)

You do this mostly by fighting ants in combat. Once you've convinced somebody to join, you can issue orders on the party screen:

- Work: The party member will go to work, and you will get a share of their income the next day.
- Patrol: The party member will go on patrol and look for events on the map.
- Recruit: The party member will try to persuade other people in town to join you.

Party members will leave you messages on the answering machine when they have completed your orders.

Tip: Send your party members on patrol to find the ants and fight them. It's the most reliable way to increase the town's alertness.

Once the town's alertness reaches its maximum, you can commence to the final phase.



Controls

You can control the game completely by mouse. There is no keyboard input necessary. In many instances, you need both mouse buttons to interact.

Keyboard Shortcuts:

- WASD or Arrow Key: Scroll the current screen
- '1' to '4' in Combat: Select party member 1 to 4
- Space in Combat: End the current turn
- Escape: Pause/Exit game
- 'I' in Town: Open inventory
- 'P' in Town: Open party menu
- 'N' in Town: Open notebook



Combat

Each character has two movement points.

The green area shows you how far you can move while only spending one movement point, which allows you to make another move this turn. The blue area shows you how far you can move, when spending both movement points. You can move the selected character by left-clicking on any of the colored squares.

Additionally, to your movement, you can attack ants that are in range of your weapons. You have one attack for each hand, except when you have a two-handed weapon equipped. You can attack with your left hand by left-clicking on an enemy, and with your right hand by right-clicking.

The number below the weapon indicates how likely you will hit the enemy, or if the weapon is 0(ut)0(f)R(ange)



Character Portrait

Left Hand Weapon

Right Hand Weapon

Consumables

Visible Ant Count

Wind Dir.

Switch

Hit Chance

Hit Chance

End Turn

You can stash a weapon by clicking on it. This is useful if you run out of ammo and want to use your fists instead. All stashed weapons will be re-equipped automatically after combat.

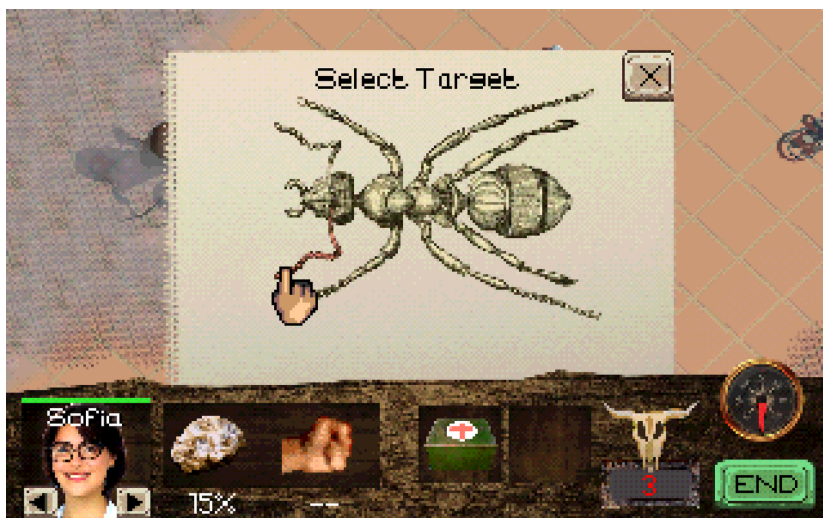
You can use consumables by left-clicking on them. Note: Some consumables can only be used if it makes sense. You can't reload a fully loaded gun, for example.

You can click on the *Ant Count Indicator* to focus the camera on the next visible ant.

If you click on the *Wind Direction Indicator*, you will see the scent your party left in the air. Ants are almost blind, they will mostly follow scent or the sound of gun shots.

Once you've finished giving commands to your party, you can end the turn by clicking the *End Turn* button. Then you wait for the ants to move and attack until your next turn starts.

When you click on a large ant, a target window appears. Hover over a body part and left- or right-click to attack it.



Each destroyed body part will cause a specific amount of damage to the ant's overall health. Some parts are easier to hit than others, the head and antennas can only be hit by ranged attacks.

Destroying different body parts has additional effects:

- Antennas: Ants are less likely to find and follow your party members.
- Head: If you destroy the head, the ant will die instantly.
- Legs: If the ant loses legs, it will get slower.

If you manage to kill all ants, you will win the fight and gain *town alertness* if you're in the second phase of the game.

If one of your party members dies, the fight will continue, but the character will stay dead after combat with all the consequences. If the player character dies, the combat is over, and you will end up in hospital.

The player character will be healed up automatically after combat, but for your party members to heal, you have to bring them to the hospital.



Ewww... I hate ants. Kill them, quick!



Injuries

Each time one of your characters gets attacked, there's a chance that they will suffer an injury.

Injuries persist through combat unless they are removed with a consumable. After combat, all injuries get removed automatically.



Head Injury

Decreases the character's hit chances.

There's a 50% chance at the start of your turn that the character gets disabled and misses the turn.



Broken Left Arm

The character can't use his left hand or two-hand weapon anymore.



Broken Right Arm

The character can't use his right hand weapon anymore.



Broken Legs

The character's movement distance is halved.



Bleeding

The character is bleeding and will lose 2 points of health at the start of each turn.



Game Phases

The game is generally structured into three distinct phases:

1. Investigation
2. Preparation
3. Escalation

Investigation

During this phase, you have to research the meteor impact site and talk to people in town. Once you've actually encountered the giant ants and informed the sheriff, the second phase will start.

Preparation

There are two main objectives in the preparation phase: convince people to join your party and increase the *town alertness* level.

You can see a list of all possible recruits on your party screen. Some people are easier to convince, others take more effort. They will only join you if they trust you and if they believe that the town is in danger.

To fill up the *town alertness* meter, you have to do combat and complete certain tasks in town. Combat can happen randomly, on special occasions, or mostly on *patrols*. So send out your party members to *patrol* the area to engage the ants.

Once you've filled up the *town alertness*, an event will be triggered that will transition the game into its third phase.



Escalation

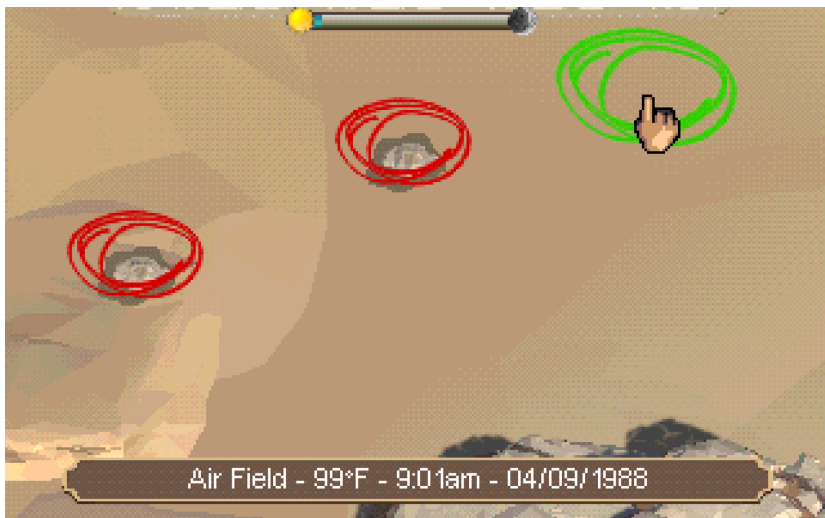
The final phase is where you go on the offensive. Soldiers from the military base will regularly scout the area for ant activity. If they find something, they will mark it in green on the map.

You can either go there directly to investigate or take the reconnaissance plane from the *air field*.

If the reports turn out to be true, the corresponding ant hill will be marked on the map. This gives you an idea of the underground tunnel structure that leads you to the *nest location*.

If you're convinced that you know where the nest has to be, you can mark it on the map with a *right-click*. Then you can go to the *air field* and fly a bombing run.

But be careful: if you miss the target it will take another two days to rearm the plane, and if you hit civilian buildings it's instant *Game Over*.



Party

Once you've entered the *preparation phase*, you can open the party screen from the top menu.

Active Party Members

Selected Order



All Possible Recruits

Go to Inventory

Available Unavailable In Hospital In Party

Dead

Close Party Screen

Click on an active party member to remove them from the party, or click on an available member from the bottom to add them to the party. Only the active party will join you in combat.

Click on any of the three orders to select it.

Note: Orders are locked to *Work* during the final phase.

The number below the medpack shows you how long the recruit will stay in hospital in hours and minutes.

Orders

Every active party member can execute one order per day. They will let you know of the results on your answering machine in the morning.

There are three orders to choose from:

- Work: The recruit will go to work, and you will receive a cut of his wage the next day.
- Patrol: The recruit will patrol the desert. They might find old mining tunnels that sometimes contain treasure or ant activity that will lead to combat. They will draw the location of his find on the map.
- Recruit: The recruit will talk to other people in town, trying to convince them to join your cause. Even if they are not successful to outright get them to join, they might make it easier for you to convince the person yourself.

You know you could do some of that work yourself, Doc?!



Action Games

There are a bunch of action mini-games that you can encounter in the game. Some are required to advance the plot, but most will give you optional bonuses or help you to recruit a new party member.

Keep on Truckin'

You can help Kenny to bring back his crates to the market.

The only thing you have to do here is evade the obstacles on the bad roads all around Glint Rock.

Steer the truck left by holding the left mouse button and right with the right mouse button.

You can later repeat the drive daily to earn some money.

Machine Gun Ant Chase

Josh wants to see the ants himself before he agrees to join your party. Good thing they will chase his truck with you and a machine gun in the back.

Hold the left mouse button to shoot and right-click to reload. Don't let any ants get near the vehicle.

Get off my Road!

A bus tries to force you off the road.

Accelerate by holding the left mouse button and brake by holding the right mouse button. Try to evade the bus and spend as little time as possible next to it.

After some time, the bus will give up and leave you alone.



The Grand Hospital Escape

If the player character dies, he will usually end up in hospital. There you have the choice to try to escape.

Your goal is to go through both hospital floors and then leave through the exit without being caught by a nurse.

You control your character by clicking on the position your character should move to. On the first floor, you can hide in vacant hospital beds. Just click on a bed to do so.

On the second floor you will find a wheelchair. There's no more hiding here, but with the wheelchair you will be fast enough to leave the nurses behind. To escape through the exit, you have to lure the guards from the doors and then return to go through them.

If you get caught, you will return to the hospital bed and recover for the next two days.

The Lab Experiment

The goal of the experiment is to match the colors from the rectangles below the test tubes.

Click on any of the top three color bottles to fill the syringe and then drop the color in the test tubes. Be careful: you need only a few drops, and you won't see the effect immediately.

Click on a test tube to put it in the centrifuge. Then click on the green button to start it. Once the centrifuge is finished, you will see the result. Click on the test tubes again to remove them. You can add more color if needed.

If you've hit the color correctly, the test tube will be bottled up. Hit all colors and the experiment concludes.

Bullseye

You can do some target practice on the *shooting range*. Just left-click to shoot your gun.

- Every target you hit will gain you 10 points.
- Every target you miss will cost you 20.
- Every shot you miss another 5.

Eye in the Sky

You can rotate the plane either by dragging the mouse left and right, or you can use the cursor keys.

A right click will toggle the plane's speed. A left click will shoot a photo. Try to catch the green exclamation marks in your camera's viewfinder. They either disappear if the report was false, or reveal an ant hill on your map.

The game is over when your plane runs out of fuel or if you leave the red boundaries of the map. You can repeat the game once per day.

Bombing Run

Once you've selected the presumed position of the nest on your map, you can start the bombing run.

You can control the plane by dragging the mouse or cursor keys. A left click will drop the bomb on the target seen in the viewfinder.

The *action game* is over once you drop the bomb, run out of fuel or leave the map boundaries.

If you miss the target, you can try again every two days.



The Town of Glint Rock



Glint Rock is a small town in Arizona, United States. It was founded in 1876 by Chuck Silver, Bruce Pratt and Carl Sawyer. After Bruce Pratt struck gold, the three friends founded a mining operation and dug a tunnel in the mountains nearby. It didn't take long before other people came along in search for work and fortune.

To better support the incoming crowd, they started building a few wood cabins and a dirt road that went all the way back to San Peringo.

One of the original cabins is still in use today by the local gun shop.

The "Golden" Years

The gold found around town made a few people very rich. They were so focused on mining the gold though that they didn't spend much of the money they've made.

Those people weren't businessmen, so they've mostly kept the gold instead of reinvesting it or expanding their ventures. This way, Glint Rock stayed small and humble throughout the *gold rush* period.

The Fire of 1887

In the night of the 12th of March, a fire broke out in the pump house. More than 14 people died that night and almost the whole town was burnt to the ground.

Carl Sawyer was able to escape the fire, but suffered severe burns. He deemed the town to be cursed and left with his family and fortune to the West Coast.

With Bruce Pratt dying of a lung infection three years prior, Chuck Silver was the only remaining founder that wanted to rebuild the town.

The Opening of Glint Rock

Even though Chuck had saved enough money to rebuild the town, he needed people to get the job done. There was still some gold left in the mountain ranges, so he was able to convince Timothy Baller and his mining company to invest in the town.

Baller was an entrepreneur that had big plans to modernize and professionalize the mining operations. He oversaw the construction of a new road, new cabins and even a bar to entertain his workers. His company would also start to dig deeper into the mountains and use heavy equipment and explosives to increase productivity.



Slow Decline

The mining operations remained profitable into the 1900s, but after the 20s it became more and more expensive to wrestle the gold from the mountains.

After several failed attempts to find new gold veins, the Silver Mines (named after Chuck Silver, not the metal) had to be closed down, and the workers let go.

Timothy Baller had built himself a very comfortable two-floor mansion that was also used as the town hall. He had earned enough money to never work a day again, so he refused to leave the town after his business had wound down. A few of his partners, Maria Silver – Chuck Silver's daughter – and her husband also stayed in town, trying to unsuccessfully find new business opportunities.

In the end, Baller paid all residents in town an allowance. Only a family of bean farmers that had moved into town a few years back was able to barely make a living for themselves.

A New Hope

In 1940 the Air Force designated a public domain plot of land near town to build a WWII base and bombing range. The remote location and flat grounds made it the perfect location for air training and bomb testing.

Roughly 220 soldiers were stationed at the base, which led to a huge influx of activity in the area. Even before the base finished construction, new businesses sprung up in town to supply the new potential customers that were soon to arrive.

Timothy Baller stayed mayor of his town until 1943 when he retired and held an election for his successor. Melanie Hope – wife of one of the scientists at the base – won the election and moved into Baller's home.

Present Day – 1988

Bomb Testing was recently put to an end after tensions between the US and Russia started to relax. Soldiers stationed permanently at Camp Louis decreased to little over 30. The camp stayed an important air training facility though, and there's a constant throughput of new recruits.

Nature tourists and burnt out Yuppies came to town to flee the evermore stressful life in the cities, and made up for the lost revenue from the base's downscale.

The Annual Spring Festival manages to attract a few thousand people each year, keeping Glint Rock on the map.

Alice Hope, Melanie's stepdaughter, took over office 11 years ago with the goal of modernizing the town. She has good connections and the town's treasury is still well filled with old gold money. That's how she managed to attract a private investment company to build the Glint Rock University. Hope that the students would bring new life to the town didn't come to fruition, as they mostly commute from San Peringo and don't stay overnight. Plans for constructing an on campus dorm building were put on hold due to a legal dispute between two of the investors.

Support for the mayor is dwindling since the massive investment hasn't paid off. But as of today, there hasn't been anybody challenging her position.

*Vote
Hope!*



Radio Station

University

Black Goat Camp

Kenny's Farm

Carnival

Park

Camp Louis

Pharmacy

Gun Shop

Police Station

Mayor's Office

Bar

Home

Gas Station





Meteor Crash

Alloy Ranch

Hospital

Hank's Farm

Main Characters



Dr. Hendrik Mill

Geologist, Age: 53

Movement: Normal

Health: Normal

Sight Range: Normal

Melee Hit Chance: Good

Melee Damage: Normal

Ranged Hit Chance: Good

Background:

He was born in 1935 in Portland into an old aristocratic family that lost most of its fortune during the Great Depression. His parents tried to uphold family tradition, but when more and more debt piled up they lost the family estate.

Lydia Mill, his mother, had a hard time adapting to a new lifestyle and abandoned him and his father when he was three years old. Having lost multiple jobs, Patrick Mill saw no other way to move back to his parents in Arkham.

Hendrik's grandparents weren't keen on feeding two more mouths and were constantly arguing with their son. Fortunately, the animosity was not targeted towards Hendrik, and they tried to support their grand-child wherever possible. After a few years, Patrick was able to score a stable job at a local can factory. It wasn't enough to support Hendrik's education though, but an anonymous benefactor of the family paid for his tuition under the condition that Hendrik would enroll for geology classes at the Miskatonic University.

Background (cont.)

There, Hendrik studied under Prof. Millerheim and graduated with summa cum laude in 1957. He became very close with the professor and wanted to continue his studies and do a doctorate. He wrote a letter and asked his grandparents to deliver it to his benefactor. The responding letter was not only agreeing to continue his studies, but full of encouragement and suggestions. A regular correspondence between the two started and something akin to friendship began to develop.

Hendrik focused his studies more and more on meteors. His growing fascination with outer space led him to the belief that meteors would be the first point of communication between earth and possible alien lifeforms. He published the book "From the Stars" in 1968 to great success.

He kept his more outlandish ideas between him and his benefactor until he started an excursion in '73 to a rune circle in the woods near Dunwich which ended in disaster. The two research assistants that accompanied him went missing. Hendrik Mill claimed he didn't witness their disappearance and only found them missing the next day without a trace.

Despite this setback, Hendrik continued his research, discovering a possible link between the rune stones and a meteor crash as far back as 800 B.C. With hard work he managed to restore his reputation as a leading expert in his field.

Ten years after the incident in Dunwich his benefactor foretold a meteor crash in Glint Rock precisely on April 6th, 1988. Hendrik planned ahead and made sure that the university would send him to investigate immediately after the crash.





Alex Fowler

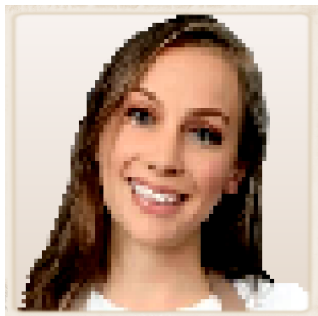
Sheriff, Age: 47

Movement:	Normal
Health:	Normal
Sight Range:	Normal
Melee Hit Chance:	Good
Melee Damage:	High
Ranged Hit Chance:	Normal

Background:

Alex worked for the military police on Camp Louis from 1967 to 1977. He has a good way of getting along with the townsfolk and was the first officially elected sheriff of Glint Rock.

After a few years in office, his approval rating declined. His chill demeanor turned out to be more laziness than anything else. Even though Glint Rock's crime rate is very low, that has more to do with everybody knowing everybody than with any involvement of the local police force.



Billy Miller

Bar Owner, Age: 33

Movement:	Normal
Health:	Normal
Sight Range:	Normal
Melee Hit Chance:	Normal
Melee Damage:	Normal
Ranged Hit Chance:	Good

Background:

Billy grew up in Austin with her mom in a shabby apartment. Her mom fell in love with an Italian tourist and moved to Italy a few years back. Her mother's friend Antonio – a well off restaurant owner – sent Billy a check to start a business of her own. With the money, she moved to Glint Rock and bought the local bar and renovated it.

**Tom Huxley**

Radio DJ, Age: 39

Movement:	Normal
Health:	Normal
Sight Range:	Low
Melee Hit Chance:	Very Good
Melee Damage:	Normal
Ranged Hit Chance:	Bad

Background:

Tom grew up in Saint Peter's Orphanage, San Peringo. He has never met his parents and was raised by nuns. He always aspired to spread God's word. When his plans to become a missionary failed after he was involved in some criminal activities, he looked out for other opportunities and found one as a radio DJ for the Christian radio station in Glint Rock. As the town's last church closed about 20 years ago, he made it his mission to bring faith to the people and listen to their concerns.

**Sofia Almarez**

Pharmacist, Age: 27

Movement:	Fast
Health:	Low
Sight Range:	Normal
Melee Hit Chance:	Bad
Melee Damage:	Normal
Ranged Hit Chance:	Very Bad

Background:

Sofia was one of the first graduates from Glint Rock University. She never planned to stay in town, but after a short while she fell in love with the small-town life. For the longest time though, it seemed she would have trouble finding a job here. Right when she planned her departure, Hank approached her and offered to run his pharmacy once the construction was complete. Overjoyed to be able to stay, she accepted the offer immediately.



Kit (Kirsten Tanner)

Teenager, Age: 14

Movement:	Fast
Health:	Very Low
Sight Range:	High
Melee Hit Chance:	Bad
Melee Damage:	Normal
Ranged Hit Chance:	Very Bad

Background:

Kit was a trouble-maker from the moment she learned to speak. Her parents both work in San Peringo and only live in Glint Rock because they inherited the house from Celia Tanner's grandparents. Kit dropped out of school at the age of 8. Her parents tried therapy, but after she set fire to a cabin in a boot camp, they more or less gave up. While her parents are at work, she's spending most of her time at the park, trying to get someone to buy her booze or vandalizing the playground.



Kenny Jr. Smith

Farmer, Age: 30

Movement:	Normal
Health:	High
Sight Range:	Low
Melee Hit Chance:	Normal
Melee Damage:	Normal
Ranged Hit Chance:	Bad

Background:

Kenny took over the farm three years ago when his stepfather vanished. His mother moved to Florida, and he tries to keep the farm running all by himself. He's mostly growing beans and selling them on the great market in San Peringo. He never left the state and became a bit paranoid living all by himself.





Marc Piekarski

Gas Station Owner, Age: 41
Movement: Normal
Health: Normal
Sight Range: Normal
Melee Hit Chance: Normal
Melee Damage: Very High
Ranged Hit Chance: Normal

Background:

Marc moved to Glint Rock with his wife in 1981. He used to work in construction in L.A. and with the help of his former boss Rick Maloney he tore down the old gas station and completely rebuilt it. He didn't have the best business plan and Rick demanded high interest rates on the loan he gave to Marc, so life has been tough for the two. But Marc is not one to complain and obligingly works off the debt. His wife Carla occasionally does some bar tending when Billy takes time off.



Hank Moody

Farmer, Age: 55
Movement: Normal
Health: Normal
Sight Range: Low
Melee Hit Chance: Good
Melee Damage: Very High
Ranged Hit Chance: Good

Background:

Hank's farm was the first established in Glint Rock. He inherited it from his wife when she died a few years back. He ran it together with her after her parents passed it on to her in 1973. After the loss of his wife, he mostly withdrew from town life and kept to himself. The only person he really trusts is Alex, who regularly visited Hank after his loss, but mostly just to have an excuse to drink. He invested his money in building the town's pharmacy.



Marge Green

Senior Nurse, Age: 25

Movement:	Fast
Health:	Low
Sight Range:	Normal
Melee Hit Chance:	Bad
Melee Damage:	Normal
Ranged Hit Chance:	Bad

Background:

Marge has been working at the Memorial Hospital in Glint Rock for the last 4 years. She is aspiring to become the head nurse of the hospital and is making good progress towards that goal. Her career is taking a toll on her personal life though. Besides working, she also has to keep an eye out for her mother Maria, who still works at the Alloy Ranch at the age of 71. She wants her mom to retire, but Maria is afraid to lose her home when she gives up the ranch.



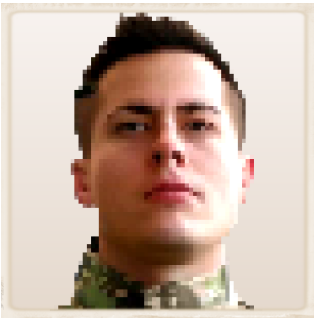
Josh Steiner

Gun Shop Owner, Age: 36

Movement:	Normal
Health:	Normal
Sight Range:	Low
Melee Hit Chance:	Good
Melee Damage:	Normal
Ranged Hit Chance:	Good

Background:

Josh comes from a wealthy family, owning several ranches around Phoenix. Being the oldest son, his dad put him under a lot of pressure to take over the family business. One summer he was sent to one of their ranches. Spending time in Arizona's beautiful nature, he was convinced he had to leave the city. He finished school, but then ran off to stand on his own feet. Ironically, he now has become a business owner in Glint Rock himself, but under his own conditions.



Dan Cody

Sergeant, Age: 23

Movement:	Normal
Health:	High
Sight Range:	High
Melee Hit Chance:	Good
Melee Damage:	High
Ranged Hit Chance:	Very Good

Background:

Cody comes from a family with a long military tradition. His father was a marine and met his mother when he was stationed in Wisconsin. The family moved a dozen times through different states, so Cody was already used to it when he was stationed in Camp Louis and had to move to Arizona. His dad worked together with General Brook on a mission and arranged the transfer to Glint Rock. Dan always wanted to join the Air Force, and this is his best shot to get a spot on the Interservice Transfer program.

Winner Winner Chicken Dinner!



Side Characters



Alice Hope

Mayor, Age: 43

- Has been in office since 1977
- Took over from her stepmom
- Commissioned the university
- Worried about approval ratings and the town's image



Alfons Brook

General, Age: 66

- Should have retired years ago
- Got a special exemption to stay in service
- His father was involved with the camp's construction logistics
- Takes his job very seriously



Professor Killian Lee

Biology Professor, Age: 58

- Got one of the initial professorships at GRU
- Lost his job at the last university over some undisclosed accident
- His reputation is in the gutters
- Desperately chases success to reinstate his good name



Tyog (???)

Community Leader, Age: ??

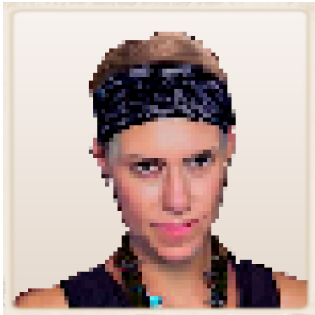
- Spiritual leader of the Black Goat Camp
- Just showed up two years ago with a deed to the land record
- Built the camp with his community of 6–9 people



Maria Green

Rancher, Age: 71

- Grew up in Glint Rock
- Owns the Alloy Farm
- Mother to Marge Green
- Cooks amazing casserole



Kathrin Sternlicht

Fortune Teller, Age: 20

- Grew up in Camp Louis
- Daughter of Prof. Dean Sternlicht who worked at the base's laboratory
- Left Glint Rock to go to college
- Recently came back to town



Jenny Meyer

Deputy (in training), Age: 23

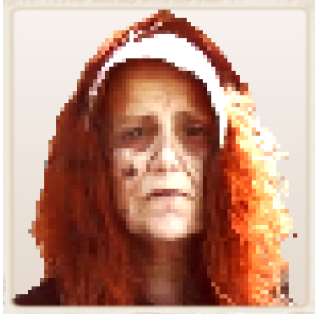
- Born in Salome, Arizona
- Graduated from high school and earned a law enforcement certificate at community college
- Moved to Glint rock with her brother Stan and applied for the long open deputy position



Kim Watanabe

Senior Airman, Age: 25

- Her parents fled from the Korean War in 1954 to Glendale, AZ
- She grew up in a strongly pro-American household
- So she joined the forces to make her parents proud



Beth Baller

Unemployed, Age: ??

- Arrived hitchhiking about 6 years ago and has been camping in the park ever since
- Rumors have it that she was a hippie in the 60s
- Drugs probably destroyed her life



Michael Scott

Assistant Intern, Age: 17

- His parents live in Phoenix
- His father was dismayed of how much of a snob he had become
- So his parents sent him to work in some random small town as a lesson in humbleness



Stan Meyer

Nurse, Age: 26

- Aspires to become a doctor but couldn't afford the education
- When his sister was also desperately looking for a job, they decided to move in together to save money
- He's the new one at the hospital, leading to lots of extra shifts

Weapons



Rock

Range: 5 Ammo Type: -
Damage: 5-8 Ammo Max.: -
Hit Chance: Bad Price: -
One-Handed



Knife

Range: Melee Ammo Type: -
Damage: 5-9 Ammo Max.: -
Hit Chance: Normal Price: \$35
One-Handed



Butterfly

Range: Melee Ammo Type: -
Damage: 3-9 Ammo Max.: -
Hit Chance: Normal Price: -
One-Handed



Syringe

Range: Melee Ammo Type: Drugs
Heals: 10 Ammo Max.: 2
Hit Chance: 100% Price: -
One-Handed



Gun

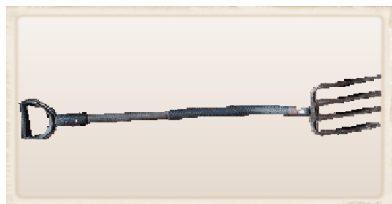
Range: 6 Ammo Type: Bullets
Damage: 11-13 Ammo Max.: 8
Hit Chance: Normal Price: \$80
One-Handed





Colt

Range: 6 Ammo Type: Bullets
Damage: 12-15 Ammo Max.: 6
Hit Chance: Mediocre Price: -
One-Handed



Pitchfork

Range: Melee Ammo Max.: -
Damage: 18-22 Price: -
Hit Chance: Normal
Ammo Type: -
Two-Handed



Baseball Bat

Range: Melee Ammo Max.: -
Damage: 14-22 Price: -
Hit Chance: Normal
Ammo Type: -
Two-Handed



Shotgun

Range: 5 Ammo Max.: 2
Damage: 16-20 Price: \$110
Hit Chance: Mediocre
Ammo Type: Rounds
Two-Handed



Rifle

Range: 7 Ammo Max.: 4
Damage: 12-18 Price: -
Hit Chance: Great
Ammo Type: Rounds
Two-Handed



Consumables



Energy Drink

Allows the character two additional moves.

Price: \$10



Deodorant

Reduces the amount of scent a character produces.

Price: \$15



Bandage

Removes one random injury from the character.

Price: \$20



First Aid Kit

Removes all injuries and heals 5 health points.

Price: \$100



Aspirin

Removes a head injury from a character.

Price: \$5



Drugs

Adds 2 shots to the syringe.

Price: \$30



Bullets

Adds 5 shots to a gun.

Price: \$50



Rounds

Adds 2 shots to a rifle.

Price: \$35



Tips (Spoiler Warning!)

Combat

1. Try to get out of reach of enemies before you end your turn.
2. Click on the compass and look at the scent your characters left behind. If an ant picks up your smell, it will move farther and follow you.
3. If you can't avoid being followed by an ant, try to place scent everywhere. That way, the ant will have trouble following a specific path.
4. Try to kill small ants with melee attacks to save ammo.
5. Lure ants out of hiding with gun shots.
6. If you're facing several ants at once, shoot off the antennas of the big one. That way you can ignore it as it won't find any of your characters unless they are directly next to it.
7. If you run out of ammo, click on the weapon to put in your backpack and attack with your fists. You'll find them surprisingly effective.

Around Town

1. Always be prepared! If you are low on ammo or your party is injured, then take care of that before a random ant attack might surprise you.
2. Send your party members on patrol regularly. You should always have the option to start an attack and increase the *town alertness*.
3. Remember, if someone doesn't want to join your party and get back to them when you've increased the alertness level.
4. Listening to the radio doesn't cost you anything and might provide some interesting pieces of information.



Around Town (cont.)

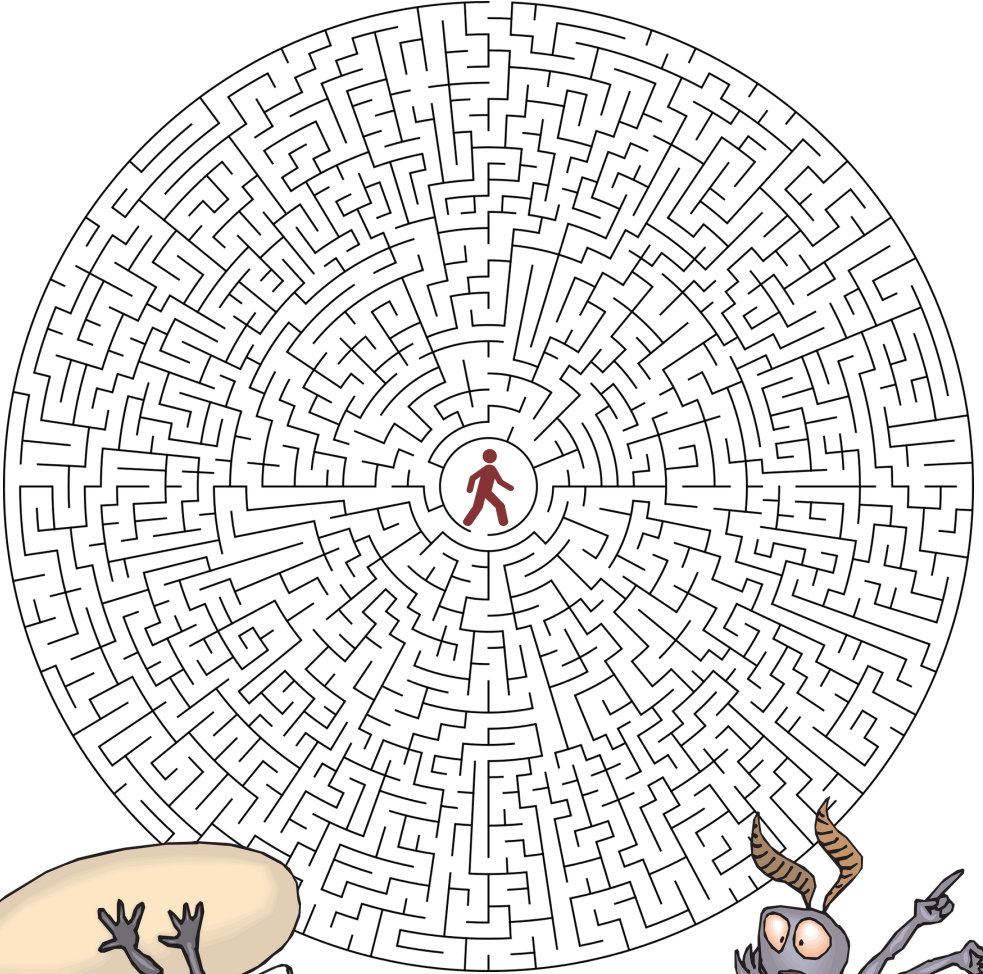
1. If you run out of money, send your party members to work or help Kenny or Prof. Lee once you've unlocked their jobs.
2. You can reach any location even if you have very little time left. Try to use the last hours of the day for the longest trips.
3. Be aware that you can't do activities that cost time after nightfall.

The Finale

1. Finding *ant hills* with the plane is much more time effective than on foot.
2. Avoid running into the red map borders while you fly.
3. Use some long object like a ruler and hold it in front of your screen to see how the tunnels connect the *ant hills*.
4. Don't use permanent marker to draw the tunnels on your screen!
5. Don't visit the general immediately after a successful bombing run. Take the time to prepare for the final battle.
6. Lure the *ant queen* with gun shots close to one of the red barrels. Shoot the barrel to remove her armor. Once the armor is removed, you can damage her.
7. Don't stand close to the barrel yourself.
8. There's a secret ending to the game and a very secret epilogue.



Escape the Nest!



DEPARTMENT OF THE AIR FORCE
U.S. ARMY AUDIT AGENCY
Deputy Auditor General
643 Alamo Drive
Glnt Rock, AZ 85327

SNBB-IRI (53-5c)

32 August 1975

POST MORTEM FOR Director Military Operations Ministry,
SUBJECT: Preliminary Results of Project STAR SPAWN

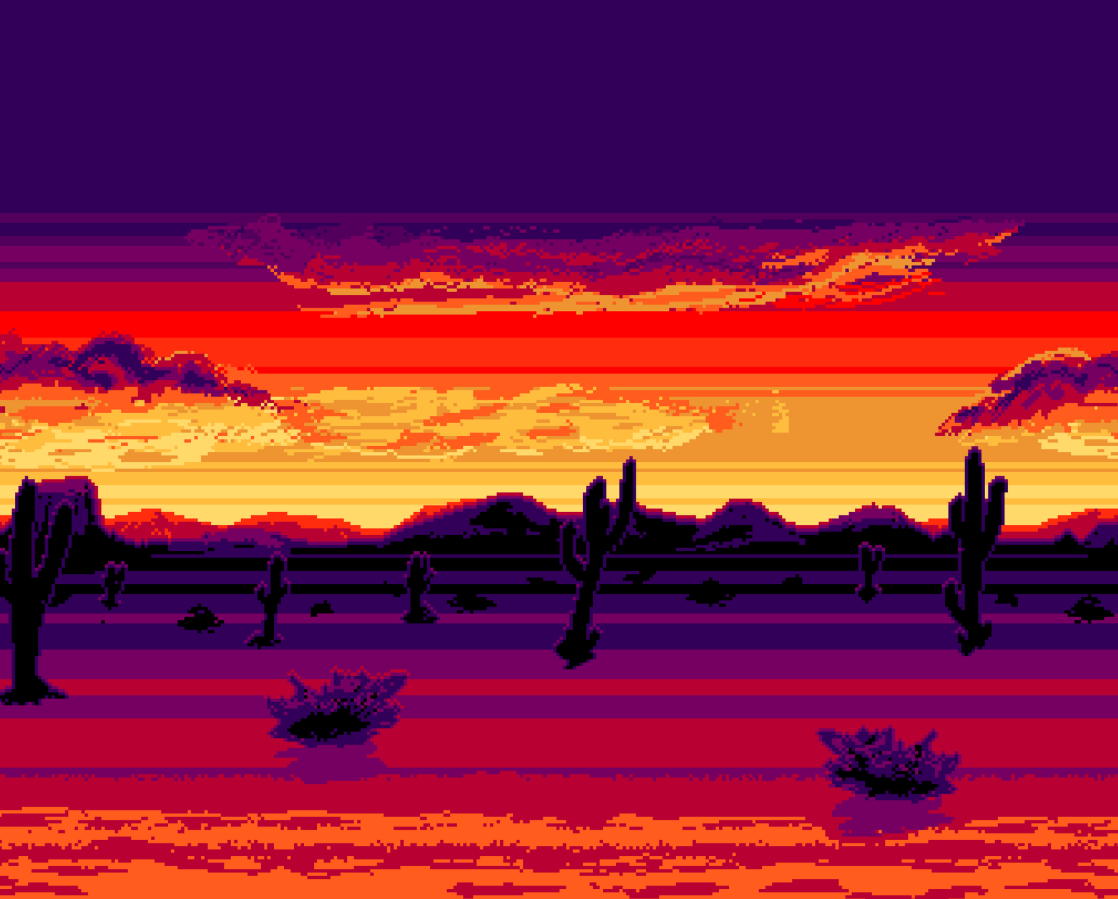
On the [REDACTED] of [REDACTED] project STAR SPAWN could be concluded. Thanks to [REDACTED] and the extraordinary work of Prof. Sternlicht we were able to [REDACTED] lens on the testing grounds. The energy set free during test run [REDACTED] was captured successfully and the professor [REDACTED] to attune the lens to the nuclear explosion.

The test subject was put [REDACTED] front [REDACTED] the lens and was able to peer through it. She could confirm a time and position for the arrival. Unexpectedly, [REDACTED] shown a possible threat to our operation. You will be succeeded by a general very much opposed to our cause when M.O.M. abandons the base. The closing of the lens cause a seizure in the test subject [REDACTED]. Prof. Sternlicht was unwilling to volunteer his daughter for a second run.

We have taken immediate action and contacted our agent in Arkham. He will set things in motion to send help once the hour draws near.



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LIMITED TO AUTHORIZED PERSONS



**Tim
Rachor**
GAMES