

# CONSCRIPT

## INSTRUCTION BOOKLET



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# CONTROLS



You can rebind the controls from the options menu at any time.

# STARTING THE GAME

Select **START GAME** on the main menu to begin a new save file.

Before starting, you will need to select your preferred difficulty (difficulty can not be changed once starting the game).

## SAVE SETTINGS



Once **START GAME** has been selected, you will be taken to the save settings menu where you can choose some bonus parameters for this playthrough (save settings cannot be changed for this save file once they have been chosen).

### *Unlimited Saves:*

Saving the game at a **SAVE JOURNAL** will not require an **INK PELLET** item.

### *Checkpoints:*

The game will automatically save at certain points.

*Ink pellets are found throughout the environment or can be bought from the Merchant.*



## LOADING

From the main menu, select **LOAD GAME** to load a manually created save file.

Selecting **CONTINUE** will load the last used save (this could be either a manual save or a checkpoint autosave).

Difficulty	Chapter	Area	Saves	Time
Soldier	6	Fort Vaux	71	09:27:17
Soldier	6	Manile	72	09:37:18
Soldier	6	Manile	73	09:42:17
Soldier	4	Front Line	35	04:22:43
Soldier	1	Trench	1	00:00:47
Veteran	2	Trench	3	00:23:31
Soldier	3	Fort St. Michel	25	03:09:38
Soldier	3	The Road	18	01:54:45
Soldier	6	New Playthrough	0	10:20:28
Soldier		Load data?		0:11:08

# History

*July 12th, 1916.*

*The Great War has raged  
for nearly two years.*

*Millions of husbands, fathers and  
sons have already been sent to slaughter.*

*Many more will follow.*

*The German Army has hammered Verdun  
with artillery since late February.*

*Their plan is to "bleed France white".*

*But yet she holds...*

*This will be one of the longest and  
bloodiest battles of the entire war.*

# Story



## Verdun, Northeast France

*Ripped away from his idyllic life on his family homestead, André is a young conscript stationed at Verdun with his brother Pierre.*

*After a surprise German trench raid one evening, Pierre goes missing.*

*André is then incapacitated and awakes to find himself left for dead. Both Pierre and his regiment are nowhere to be found.*

*Can you find your missing brother, and ensure a home goes unbroken?*

*Can you survive the horrors of Verdun?*

# Characters

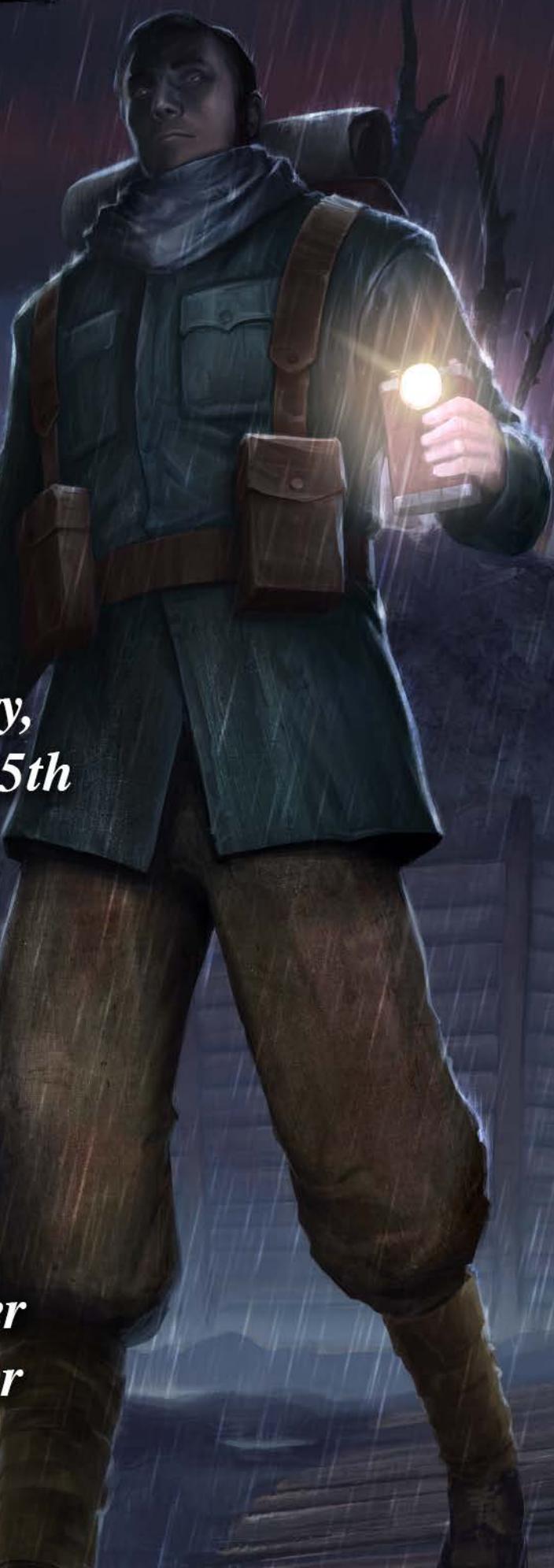
## *André*



*Protagonist of the story,  
member of Verdun's 55th  
regiment.*

*Oldest sibling of his  
family.*

*Made a promise to his  
mother to bring both  
himself and his brother  
Pierre home safely after  
the war.*



# Pierre

*André's younger, more rash sibling. Lied about his age in order to be conscripted with his older brother.*



# Merchant

*A mysterious French soldier donning an old gas mask and a large backpack with supplies. Friendly and always willing to help, as long as you have cigarettes to trade.*



# Marcel

*An old friend of André's and reliable compatriot on the battlefield.*



# Medic

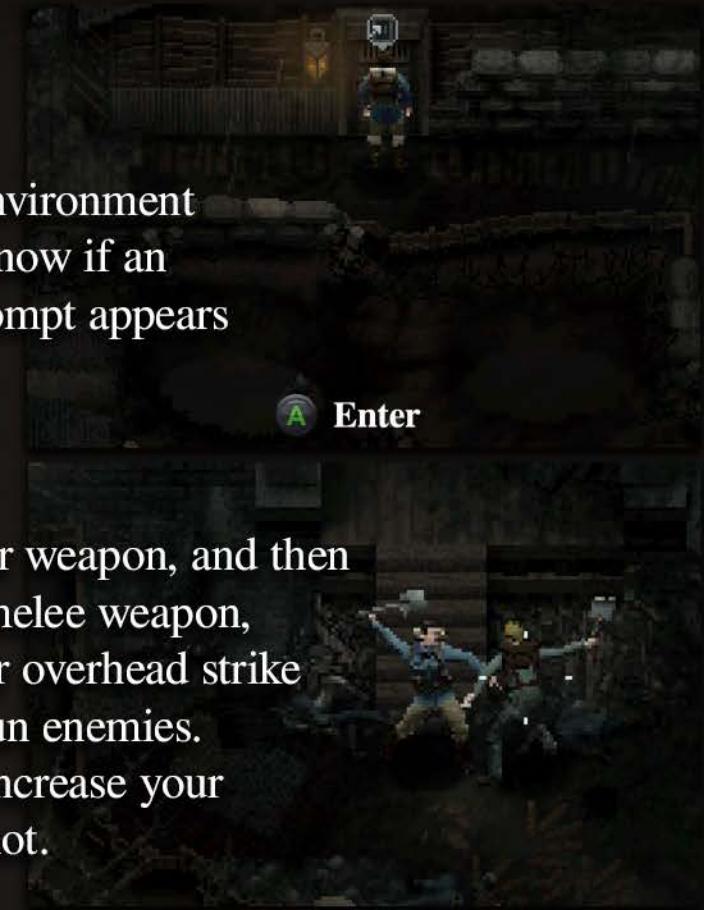
*A battle hardened French medic. Despite seeing the worst of battle, a sense of duty compels him to save the wounded wherever he can.*



# ACTIONS

## INTERACT

Press the **A Button** in front of an environment object to interact with it. You will know if an object is interactable if an action prompt appears at the bottom of the screen.



A Enter

## AIM & ATTACK

Once equipped, hold **LT** to aim your weapon, and then **RT** to use your weapon. If using a melee weapon, holding **LT** will charge up a stronger overhead strike that will inflict more damage and stun enemies. If using a firearm, holding **LT** will increase your accuracy and chance for a critical shot.

## SPRINT

Hold the **X Button** to sprint. Sprinting increases your movement speed. But beware, if your stamina reaches zero you will become fatigued and will have to wait until the stamina bar refills. During a fatigued state, you will no longer be able to sprint.

## ROLL

Press **LB** to perform a combat roll. If timed correctly, you can avoid damage from enemy strikes and bullets. Performing a combat roll uses stamina, but it can still be performed in a fatigued state.

## RELOAD / READY WEAPON

Press **RB** to reload your firearm if ammunition has been spent. Certain weapons will require you to ready your shot by removing spent shells and loading a new one in the chamber.

# INVENTORY & ITEMS



Press the **Y Button** during regular gameplay to access your inventory. Highlight an item and press the **A Button** to select it. From here you can choose a variety of options (the options that appear depend on the type of item).

**USE:** Use an item (this depends on the type of item).

**EQUIP:** Equip or unequip a firearm, melee weapon or grenade.

**EXAMINE:** Check the description of an item and view weapon stats.

**COMBINE:** Combine two different requisite items to form a new item.

**ASSIGN:** Assign weapons or the trench torch to the **quick select buttons**.

**DISCARD:** Throw away an item. Discarded items are lost forever (important key items cannot be discarded).

## Item Storage

# ITEM STORAGE

Chemical Fluid	
Gunpowder (B)	
Chemical Fluid	
Pump Shotgun	6
Shotgun Shells	13
Grenade	3
Fuel	4
Lighter	
Torch Battery	1
Knife	
Repair Kit	
Small Key	1

Inventory space is limited, so you can store unneeded items in the **ITEM STORAGE BOX**. These boxes can usually be found in save rooms.



# THE MERCHANT

From chapter 2 onwards, you will be able to talk to this mysterious figure to **BUY ITEMS, SELL ITEMS and UPGRADE FIREARMS.**



## TRADING

Trade **CIGARETTES** that you find around the environments for items.

Or, sell spare items you have in return for cigarettes!



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BUY	SELL
Ammo Pouch (5)	50
Larger Bag (1)	250
Luger (1)	110
Ruby Pistol	-
Revolver	-
Rifle	-
Pump Shotgun	-
Trench Shovel (2)	15
Raiding Club (2)	20
Grenade (2)	40
Gunpowder (A) (5)	15
Gunpowder (B) (5)	20

## UPGRADING

Gunsmith



Use **GUN PARTS** that you find throughout the environment to upgrade the **FIREPOWER**, **RELOAD SPEED**, **FIRE RATE** and **AMMO CAPACITY** of your firearms!

# PAUSE MENU

Press the **Menu Button** to access the **PAUSE MENU**. Player controls can be viewed at any time here.

**Load Last Checkpoint:** Restart the game from the last used save file or checkpoint autosave.

**Load Game:** Load a specific save file.

**Costumes:** Change the player costume (aesthetic change only). All unlockable costumes are locked to start. Survive the trenches to unlock new costumes!

**Challenges:** View the in-game challenge menu.

**Options:** Change the game settings.



# GAME OVER

You will take damage when attacked by enemies, or when in contact with environmental hazards such as gas or barbed wire.

Your total health is represented in the bottom right of the screen with a health bar.

When the health bar is empty, you will die and your game is over.



# FILES



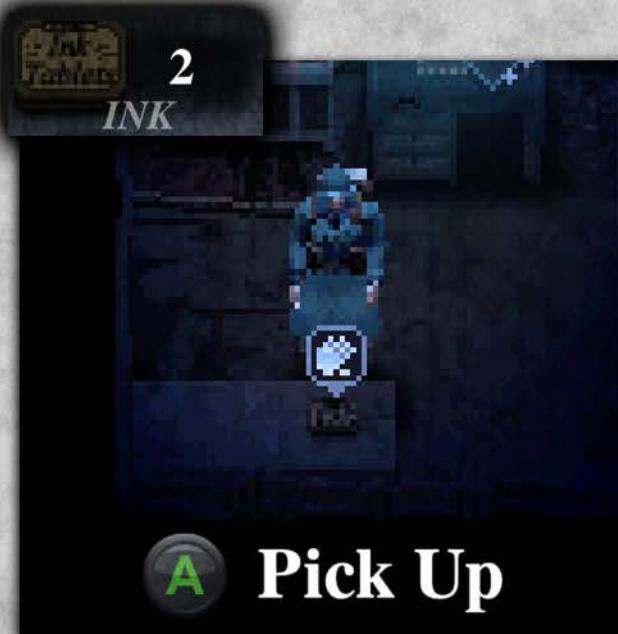
Press the **Y Button** and then **RB** while in normal gameplay to access the **FILES** menu, where you can re-read files that have been collected around the environment.



Press the **Y Button** and then **LB**, or the **View Button** while in normal gameplay to access the **MAP**. Here, you can view rooms you have visited. Unlocked doors are highlighted in blue, locked doors are in red, and unchecked doors are in black. Puzzles and certain points of interest are marked automatically as you progress through the game.

# SAVING THE GAME

Saving the game requires you to find a **SAVE JOURNAL**, these are often found next to blue lamps in rooms where the Merchant resides.



If playing with unlimited saves set to off, you will need to use an **INK PELLET** in order to save at a **SAVE JOURNAL**. If you run out of ink pellets, you will not be able to save - so use them carefully.



You can access the **OPTIONS** menu from Main Menu, or in normal gameplay through either the Inventory Screen or Pause Screen. Here you can adjust a variety of settings to tailor your own gameplay experience.

**GAMEPLAY SETTINGS** include: *HUD Toggle, Screenshake Toggle, Screen Blood Toggle*.

**CONTROL SETTINGS** include: *Rumble Toggle, Sensitivity Adjust, Controller Rebinding and Keyboard Key Rebinding*.

*Brightness Adjustment* can be found in the **DISPLAY SETTINGS**.

*Volume Adjustments* can be found in the **AUDIO SETTINGS**.

And many more!

<b>Gameplay</b>
<i>Control Settings</i>
<b>Display</b>
<i>Audio</i>
<b>Accessibility</b>
<i>Language</i>
<b>Reset All Options</b>

# COMBAT MANUAL

Enemy soldiers will attempt to swarm and overwhelm you as you fight for survival.



Use space to your advantage. The trenches are long and winding but usually offer enough space to manoeuvre around foes!

If enemies get too close, perform a combat roll (LB) to dodge their swings!

LB



Rifles can take out unsuspecting lower ranked enemies in one shot. However, this will usually alert the enemy soldiers around them!

Shotguns can be used to clear groups of enemies at close range with ease. These weapons are not standard issue however, so ammo is scarce!



Get some distance, and throw a grenade to take out multiple enemies at once!



If resources are low, enemies can always be avoided. Dugouts can be used as a hideout while enemies patrol the trenches.



If low on ammo during big battles, there are ways to abandon your post. Your cowardice will not be taken lightly, however...



# NEW GAME+

**NEW GAME+** is available upon completing the game! In New Game+, you can carry over all weapons, gun parts, cigarettes and non-key items from the previous playthrough. Health and stamina upgrades will also remain, making your second trip through the trenches a breeze!



## [SECRETS]

*Complete challenges to earn new costumes to wear! Unlocked costume can be changed at any time from the PAUSE MENU.*

*Rare unique items can also be earned and used in New Game+ by completing the hardest of challenges!*



# CONSCRIPT NOTES

# CONSCRIPT

## STANDARD EDITION



- BASE GAME

## DELUXE EDITION



- BASE GAME
- TRENCH RAIDER PACK

## OFFICER EDITION



- BASE GAME
- TRENCH RAIDER PACK
- DIGITAL SOUNDTRACK

PRE-ORDER AND GET THE GOLDEN GUN PACK FREE

## CONSCRIPT

### GOLDEN GUN PACK



## CONSCRIPT

### TRENCH RAIDER PACK



# **KICKSTARTER** **SPECIAL CREDITS**

## *Lieutenant*

Dave Oshry  
Taylor Davis  
LulianB  
Radu Tanasie  
Daniel Spadafora  
Jameson Wiley  
Mike Norris  
Virgus Knightmare  
Matthew Devine  
SilverSoul  
Sirviper235  
Lite  
Remington Cloutier  
LightHawk  
Hayden Iris Locke  
Tyler Russell  
Wilfred Owen  
Jose  
Justin Puchalski  
Styliana Sarris

## *Capitaine de Compagnie*

Jerod  
Ken Dreger  
Roy Arnett  
Gabriel Bowman

## *Capitaine*

Emilio Martinez  
Will  
Leland F Osceola

**KICKSTARTER**  
**SPECIAL CREDITS**



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Benjamin F Morris  
HyperionToASatyr

# CONSCRIPT

*Available July 23rd, 2024*

*[www.conscriptgame.com](http://www.conscriptgame.com)*

