



RANK

8

To create a new game  
(singleplayer or co-op)



To join an existing game, click here



This will take you to the Tutorial Mission  
or the Firing Range



Click here to view the items  
that you have unlocked



Access the Steam Community while  
playing.

Press Shift+Tab to begin



# JOIN GAME



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- 1)  
Dedicated Sessions
- 2)  
Listen Sessions
- 3)  
Game Servers

Lobby Name	Map	Progress	Host	Password	Server Type	Difficulty	Host Score	Ping	Players
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Clicking on each of these buttons will search for available games to join.

- 1) Dedicated Sessions are in general more performant and usually provide a better game experience.
- 2) Listen Sessions are games hosted by players
- 3) Game Servers are similar to Dedicated Sessions except they do not have voice chat enabled



Server Name Filter





CREATE GAME



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This displays your system information.  
It is VERY Important to have as much RAM Available  
to ensure the best performance for you and the players  
that join your game

It is recommended to close all unnecessary programs  
(such as web browser, etc..) to free up more RAM

If you want to make your game accessible to only your friends  
you can specify a password here

SYSTEM INFORMATION		HOST SCORE
14 cores	RAM AVAILABLE 24 GB	61
MAX PLAYERS 1	DIFFICULTY Easy	
Session Name		
Password		

The host score is calculated based on your System Specs.  
More CPU cores and RAM available will increase the HOST Score.

A higher host score allows you to have more civilians, enemies in your game

START

BACK



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## Create Game



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NUMBER OF MISSION	5
PLAYER DAMAGE	50
PLAYER NUMBER OF RESPAWN	3
ENEMY AMOUNT	39
ENEMY SPAWN RATE	50
ENEMY DAMAGE	50
ENEMY AWARENESS	50
ENEMY ACCURACY	50

You can fine tune these settings to change the gameplay to your liking.

For example, increasing the Player Damage will make the game's weapons' feel more lethal and thus require less shots to kill an enemy.

Increasing Enemy Damage will make the enemies more lethal and they will kill the player more quickly.

NOTE: Some variables such as Enemy Amount, Civilian Amount, etc.. may be capped at certain values based on the HOST Score (eg. a higher HOST Score will allow more civilians and enemies to be spawned )



◀ Luzonia ▶

Message: start typing..

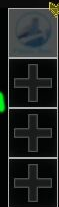
Send

◀ LEAVE

START GAME ▶

PARTY 1/4

froensealgames



To invite your Steam friends, click here