

Table of contents

System Requirements	2
Setup And Installation Instructions	2
Menu Walk Through	3
Controls	3
Story	4
Levels	4
Characters	5/6
Gameplay Mechanics	7
Point Decrease Table	8
Unlock Items	8
Introduction to HUD	9
Weapons	10
Unlock Weapons	11
Pickups	12
Credits and Thanks	13
Notes	14

System Requirements

Operating System: Windows 98/2000/ME/XP

Processor: Pentium III 1.0 GHz or AMD Athlon 1.0 GHz or faster (1.2 GHz or faster recommended)

Memory: 128 MB RAM minimum (256 MB RAM recommended)

Hard Disk Space: 350 MB

Video: 32 MB Windows 98/2000/ME/XP compatible video card

DVD-ROM Drive: 6x Speed

Sound: Windows 98/2000/ME/XP compatible sound card

DirectX: DirectX version 9.0b or higher

Modem: 33.6 Kbps modem (Broadband connection recommended)

Software: Unreal Tournament 2004, version 3369

Setup and Installation Instructions

1. Start Windows98/ME/2000/XP
2. Insert the Snowball Effect CD
3. The Snowball Effect installer should automatically start up; if it does not or you have auto-run turned off on your system, then simply run SnowBallEffect.exe from the CD.
4. Follow on-screen instructions
5. Once installation is complete, click the Start button on the taskbar and choose Programs/Snowball Effect/Play Snowball Effect to start the game



Menu Walkthrough

Join Game

Join an existing internet or LAN game

Host Game

Host an internet or LAN game for other players to join

Settings

Configure the look of the game here

Credits

Game credits and thanks

Quit

Quit Snowball Effect

Controls

Movement	Control
Fire	Left Mouse Button
Alternate Fire	Right Mouse Button
Move Forward	Up Arrow (or W)
Move Backward	Down Arrow (or S)
Strafe Left	Left Arrow (or A)
Strafe Right	Right Arrow (or D)
Jump/Up	Space Bar
Crouch/Down	Shift
Look Up	Delete
Look Down	Page Down
Center View	End
Weapons	Control
Next Weapon	Mousewheel Down or Number Pad Plus (+)
Previous Weapon	Mousewheel Up or Number Pad Minus (-)
Switch to Last Weapon	B
Switch to Best Weapon	G

Story

Since time immemorial, the plight of snowmen has been the same. Every year, the first pure snow of winter brings another group as diverse as those before it. Some snowmen are lovingly constructed by families, while others are created for the sole purpose of being destroyed again. Regardless of their origin, all snowmen begin with the same innocent dreams and aspirations of greatness. Sadly, these dreams never come to fruition, as the coming of spring inevitably melts away all ice, snow, and hope.

In an incredibly fortunate turn of events, this year's snowmen have discovered a collection of magical penguin idols with the power to prolong winter indefinitely. Instead of uniting under a common cause, however, the snowmen have splintered into groups, each fighting to gain control of the idols and preserve themselves. The very future of all snowmankind is at stake, and the world waits, cornucopia in hand, for the result.

Levels

Arctic Avenue

While the humans travel around to celebrate their silly "holidays", the snowmen are busy plotting. When penguin idols are discovered in a quiet neighborhood, adjacent houses are quickly commandeered by opposing snowmen. A vicious battle is about to unfold in the middle of tranquil suburbia...

Frost Gulch

Away from the large, busy cities, another set of idols has been discovered hidden in the hills between two farms. Despite the treacherous terrain, snowmen flock to the countryside, ready to claim ownership of these idols at any cost.

Cave of the Tuxedo Gods

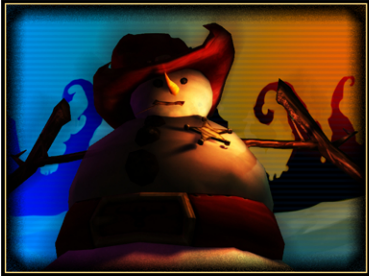
Snowman legend holds that this mystical cave contains three of the elusive penguin idols. The penguin gods knew it was their duty to keep these idols hidden away, for they knew that if their power fell into the wrong hands, the harmony of nature's seasons would be irreparably disrupted. For better or worse, a group of snowmen have found the cave, and now fight for their possession.

Characters

Frosty Locks - One day, Frosty's husband Jack was at work when a truckload of young troublemakers came through town and knocked his head clean off. Since the loss of her husband, Frosty wants to prolong winter so that she may one day take revenge upon the drive-by snowman assassins.



Pipesmoker McMagicHat - Pipesmoker is unique among snowmen in that he has a deep love for nature and vegetation - various types of grass and weed specifically. He rarely knows what is actually going on around him, but fights to continue his carefree existence.



Tex - Tex does not have the luxury of long wintry wonderlands. He is from Texas, a terrible land where winters are short and snow is rare. Bitter from his hard life, Tex is out for slush and anyone who stands in his way will soon be defrosted.

Berg - Berg is the typical alpha male and a snowman who likes big guns and big action. He claims to fight for the sake of fighting, but his bluster and bravado hide a sensitive side that truly wants the best for the snowman race.



Jacques Frost - No one is quite sure how Jacques made the transatlantic journey from Paris to the United States, but everyone knows of his disdain for non-French snowmen. Jacques believes all other snowmen are uncultured and cares not for their preservation; he is simply taking a break from snacking on crepes to inflict punishment on other uncivilized snowmen.



Shivers - Shivers is a tortured young soul who always seems to be misunderstood. He really just wants the world to be a little more real. Shivers probably wouldn't mind melting come spring time, and has joined the fight in hopes of causing himself bodily harm.

Gameplay Mechanics

Gameplay Overview

The primary gameplay in Snowball Effect revolves around the possession of the three Penguin Idols. Teams start at opposite ends of the map and both try to capture the three Penguin Idols that are initially located in a neutral area near the center of the map. Each team starts a map with an overall team temperature of 32 degrees and the temperature increases as the game goes on. For every penguin idol your team controls, the rate of temperature increase slows, and will completely halt if your team controls all three idols. The first team that reaches 50 degrees loses. Teamwork is crucial to win.

Recovering Idols

At the start of each match, the two teams start at opposite ends of the map. The penguin idols are located equidistant from the two bases in the central areas of the map. Players gravitate toward the central areas to recover the penguins as the match begins. Once a player picks up an idol (by running over it), he must return it to a holding pedestal located in his team's base. The deposit to the pedestal is automatic, and upon drop off, the team has control over that specific idol. The player can stay and defend it or venture out to capture another idol. Players may hold up to three idols on their person at one time.

If a player has an idol and dies, the idol drops to the ground and any player can pick it up.

Point Decrease Table

Number of Idols Controlled	Rate of Temperature Increase
0	1 Degree every 10 Seconds
1	1 Degree every 15 Seconds
2	1 Degree every 20 Seconds
3	Stops temperature increase

Unlocked Items

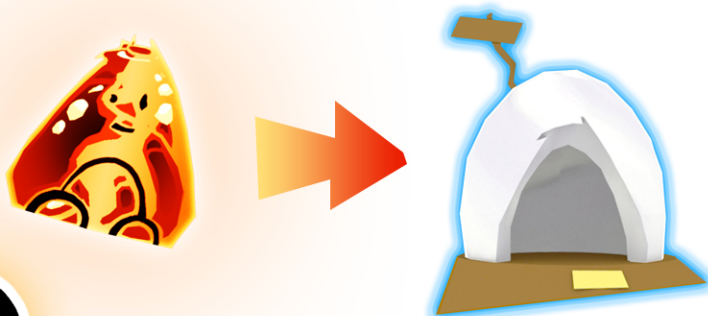
As a team's temperature increases, unlocked items gradually become available to them.

When a team reaches 35 degrees, the Heal Gun is unlocked in their base and only that team can pick up that weapon. When a team reaches 40 degrees, the Freeze Ray is unlocked in their base. Finally, when a team reaches 45 degrees, the Flamethrower is unlocked.

Unlock Item Table

Temperature	Unlocked Item
35	Heal Gun
40	Freeze Ray
45	Flamethrower

AMMUNITION for these weapons comes with the pickup and is not replenishable anywhere except at the pickup location.



Introduction to HUD



Weapons

Combat Shovel: When all else fails, snowmen need a weapon that they can find anywhere, and what object is more plentiful during winter than a snow shovel? The shovel makes any snowman a terror in melee combat, and can block incoming shots from enemies. All players start with the Combat Shovel.

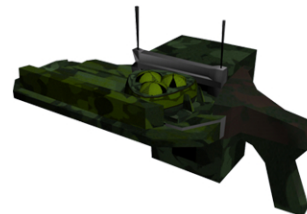


Rock-Salt Gun: Few things wreak as much havoc on snow and its formation as salt, making the Rock-Salt Gun especially dangerous. This lethal weapon fires iodized sea salt from its barrel in a deadly stream. The Rock-Salt Gun's alternate fire produces a large spray of numerous salt chunks that tears apart any snowmen unfortunate enough to be standing in short range of the user.

Coal Buster: Snowmen have observed humans creating heat by mixing fire and coals, and the coal launcher is their attempt at emulation. By lighting the coal and placing it in a launching mechanism, the coal launcher rapidly fires coals in a stream ahead of its user. The Launcher's alternate fire lobs a Molotov cocktail-like firebomb.



Hot Poker Rifle: Inspired by the success of the coal gun, snowmen scientists have mastered yet another aspect of human fire control. Having seen humans employing fire pokers to manipulate heated coals, the original purpose of the fire poker was to keep heat at bay. The rifle has a long reload time and fires but a single poker, but each shot is capable of destroying another snowman in one hit if aimed properly. The rifle comes with a scope to aid in targeting far-away players.



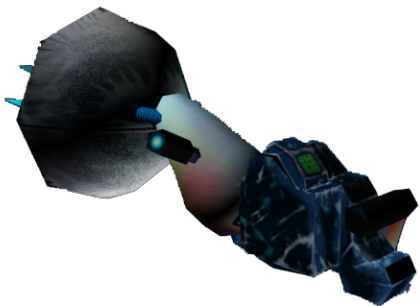
Sand Mine Layer: Noticing a lack of defensive weaponry in the snowman arsenal, a team of crack scientists developed the "Sand Mine." Upon explosion, the mine damages nearby enemies. Alternate fire on the Sand Mine Layer explodes any mines already on the ground.

Unlock Weapons

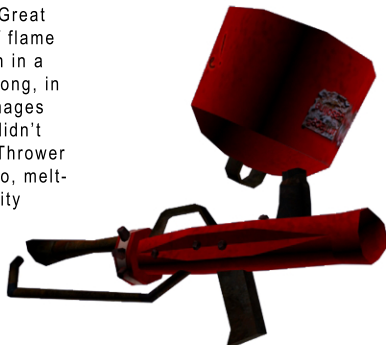
Heal Gun - Designed to take advantage of the cold, the heal gun draws moisture from the air and imbues in it the essence of its user. It then freezes it and packs it into snow over time. This snow retains some moisture, and increases both the health and armor of your target teammate, as well as yourself. The snow is specifically calibrated to heal one group, so contact with the other team has no effect.



Freeze Ray - This device rapidly decreases the temperature around its target, locking it in an impenetrable box of ice. During the three-second freeze timer, an enemy player's Combat Shovel's hit instantly kills the frozen target. If not hit in the three-second window, the frozen player emerges with full armor. Only the Combat Shovel successfully unlocks this deadly combo move.

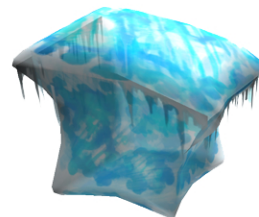
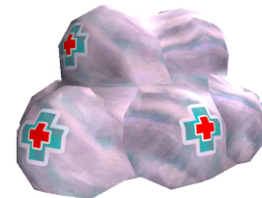


Flame Thrower: The snowman's greatest enemy has finally been harnessed, and it produces horrifying results. When one side is in desperate need, the gloves come off and the Great Destroyer comes into play. The tongues of flame this weapon produces can melt a snowman in a fraction of a second. The weapon is so strong, in fact, that its residual heat also slowly damages the user. Unfortunately, snow-engineers didn't get the design quite right, and the Flame Thrower actually explodes when it runs out of ammo, melting the user and any snowman in the vicinity.



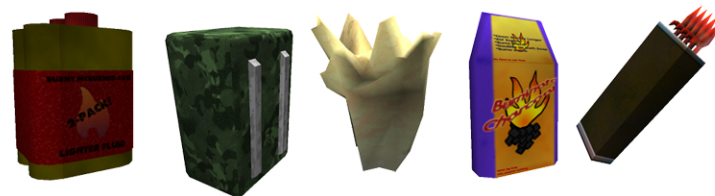
Pickups

Snow Health Pickup - Ordinary snow cannot rebuild snowman warriors, so a special blend is vital to mending injured warriors. Found throughout the snowman world, the Health Snow radiates with a mystical blue glow. Health Snow replenishes 25 health to the snowman who picks it up, but only to the maximum of 100 player health.



Ice Armor Pickup - Melted Health Snow sprayed onto snowmen acts as ice armor for the snowmen. Dispersed in bottles, snowmen spray the special formulated water onto themselves and as it hardens, ice armor forms.

Ammunition Pickups - Each weapon (excluding unlockable weapons) has a corresponding ammunition pickup found throughout each map. Unlockable weapons have a set amount of ammunition when picked up. The only way to replenish the ammunition is to return to the weapon's pickup origin.



Credits and Thanks

Diamondz In Muh Mouf Productions

Team Lead

Steve Baroski

Art Creation

Ian Shadden - Technical Lead

Jeffery Hofer - Visual Lead

Software Development

Walter Lucman - lead

Keith Blackstone

Level Design

Ethan Compton - lead

Steve Baroski

Kevin Hsu

Bailey Overton

Patrick Dempsey

Audio

Barry Overton (external)

Voices

Berg - Ethan Compton

Frosty Locks - Bailey Overton

Shivers - Jeffrey Hofer

Pipemoker McMagicHat - Jeffrey Hofer

Jacque Frost - Greg Cherlin

Tex - Drew Pickett

Special Thanks

Under The Bed Entertainment

Shenanigans Softworks

&

All the Professors and their
combined wisdom.

Grax Note Taking Log
