

# IF THE BOMB DROPS!



## DEFCON

A nuclear survival guide

Published by Introversion Software



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# IMPORTANT

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If Britain is attacked by nuclear bombs or by mis-  
siles, we do not know what targets will be chosen  
or how severe the assault will be.

If nuclear weapons are used on a large scale,  
those of us living in the country areas might be  
exposed to as great a risk as those in the towns.  
The radioactive dust, falling where the wind blows  
it, will bring the most widespread dangers of all.

No part of the United Kingdom can be considered  
safe from both the direct effects of the weapons  
and the resultant fallout.

The dangers which you and your family will face  
in this situation can be reduced if you do as this  
booklet describes.

- Read this booklet with care
- Do as it advises
- Keep it safely at hand
- And only use it as toilet paper as a last resort

# THE NUCLEAR AGE



Introversion Software presents its third title, DEFCON, an online competitive multiplayer game based around the real world scenario of global thermonuclear war. Inspired by the 1983 cult classic film, Wargames, DEFCON superbly evokes the tension, paranoia and suspicion of the Cold War era, playing on the fascinating aspects of psychological gameplay that occur during strategic nuclear warfare.

## PROTECT AND SURVIVE

You play a General hidden deep within an underground bunker. Your mission is to successfully exterminate your enemy's civilian population whilst saving your own. Points are awarded or lost depending on both the efficacy and thoroughness of your nuclear vendetta and the number of your own civilian deaths. In order to win you must wipe out the enemy population and simultaneously disable the enemy's ability to retaliate against you.

This is an extremely difficult task since launching an attack on the enemy exposes the positions of your own Ground Silos, Subs and Bombers the moment they fire nuclear weapons, making you extremely vulnerable and exposed to a crushing counter-attack.

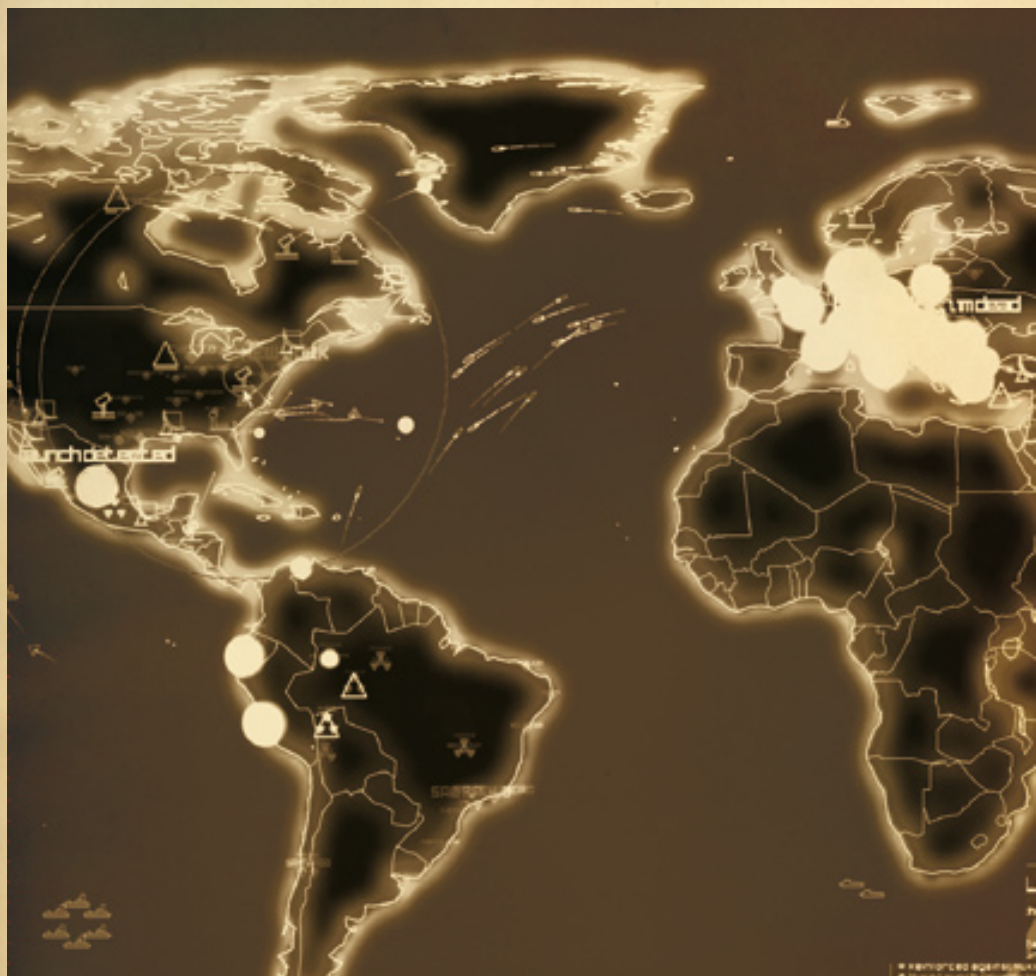


## EVERYBODY DIES

Desperate attempts must be made to form fast, tactical alliances, alliances that may at any moment breakdown to become the treacherous and most deadly of betrayals. Everyone looks to each other in a mixture of nervous suspense and paranoid accusation.

In an all-out nuclear Armageddon, everybody dies, everybody loses, you just have to make sure you lose the least!





## ATMOSPHERE AND VISUAL STYLE

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The harsh stark realities of nuclear warfare are further emphasised by the minimal atmosphere of DEFCON. Buried 200 meters underground in a bunker you are entirely oblivious to the millions of deaths you are causing at the touch of a button. All you can see on the world map is the slow graceful sweep of nukes as they obliterate their targets, and the unsettling calm announcement of the number of millions dead.

All you can hear is the odd deep rumble as a nuke detonates and the haunting, disturbing melody of a string adagio which becomes progressively subdued and melancholic as the nuclear war reaches its devastating conclusion.

The minimalist purity of DEFCON is carried right through to the uncluttered, classic graphical styling. The primary screen is a map view of the world where the main game action takes place and from which you can zoom into areas of particular military and strategic interest. Other statistic screens appear on the map for further information such as, points scored and alliances.

# WHAT IS FALLOUT?

Fallout is dust that is sucked up from the ground by the explosion. It can be deadly dangerous. It rises high in the air and can be carried by the winds for hundreds of miles before falling to the ground.

The radiation from this dust is dangerous. It cannot be seen or felt. It has no smell, and it can be detected only by special instruments. Exposure to it can cause sickness and death. If the dust fell on or around your home, the radiation from it would be a danger to you and your family for many days after an explosion.

Radiation can penetrate any material, but its intensity is reduced as it passes through - so the thicker and denser the material is, the better. Even the safest room in your house will not be safe enough!



## HOW TO BUILD A FALLOUT SHELTER

You need to build a fallout room and an inner refuge within it to protect your family from the radioactive fallout of a nuclear blast which you may have to live in for up to 14 days after an attack. Let's face it, after that length of time in confinement with other family members you may be wishing your shelter hadn't been so effective. If this is the case do not listen to the following advice...

- 1) Choose a space furthest from the outside walls and roof. Use the cellar or basement, if you have one, otherwise a hall, room, or passage on the ground floor.
- 2) Block windows and any other openings to protect against radiation.
- 3) Thicken the outside wall and floor with the thickest, densest materials you can find. Bricks, concrete, building blocks, timber, boxes of earth, sand, books and furniture are best. You might need to make a family day trip to your local beach - sand is your best protector, stock up on it!



# YOUR INNER REFUGE

Your inner refuge shelter situated within the fallout room will provide extra protection for the first 48 hours. Here are some ideas to make it extra safe:

## LEAN-TO SHELTER

1. Construct your 'lean-to' using sloping doors or strong wooden boards and lean them against an inner wall. To stop them from slipping, hammer them to the floor. Anchor further protection to the slope of your refuge using bags or boxes of earth and sand, books or even clothing! (Check with the female members of the family first.)



## TABLE SHELTER

2. If you like, use a large table instead as your fall-out shelter, surrounding it with heavy furniture and boxes. Make sure it's large enough for you and your family to fit in underneath.



## CUPBOARD SHELTER

3. Use the cupboard under your stairs if it's accessible. Put bags of sand and earth on the stairs and along the wall. If the stairs are on an outside wall, strengthen the wall outside in the same way to a height of six feet, mind your head!



# RECOMENDED SURVIVAL KIT

- ❑ Walkie Talkies
- ❑ Special Respirators and Protective Suits
- ❑ Compressed Air Cylinders
- ❑ Transistor Radios
- ❑ Camper's Cooking Stove
- ❑ Packets of Seeds
- ❑ Garden Forks
- ❑ Small Arms: Rifles, Shotguns, Revolvers, Signal Flares
- ❑ Jammy Dodgers
- ❑ Field Telephones and big reel of telephone wire-
- ❑ Scrabble or other long-winded board games
- ❑ Flash Lights
- ❑ Decontaminating Fluids
- ❑ One Rubber Chicken
- ❑ Dosimeters
- ❑ Wellington Boots
- ❑ Wire Cutters



# BUILDING YOUR OWN FALLOUT SUIT

## MATERIALS

- Obtain or make a one-piece suit, preferably zip-fastened. We recommend the following:
- Tracksuit / Shellsuit
- Boiler suit
- Overall
- Ski Suit

You will also need a thick pair of cotton socks, gloves and a hood or balaclava helmet to cover the neck, head and as much of the face as possible. Ingenious survivors may like to consider adapting racing helmets for use as a home-made 'fallout' mask.

## MAKING THE SUIT

Heat 2 gallons of water to 140° F (60C).

Add 1/2 a gallon of liquid washing up detergent, 1/2 a pint of disinfectant, and 1 lb of household soap peelings.

Mix well.

Immerse the suit and other items and leave soaking for 15 minutes.



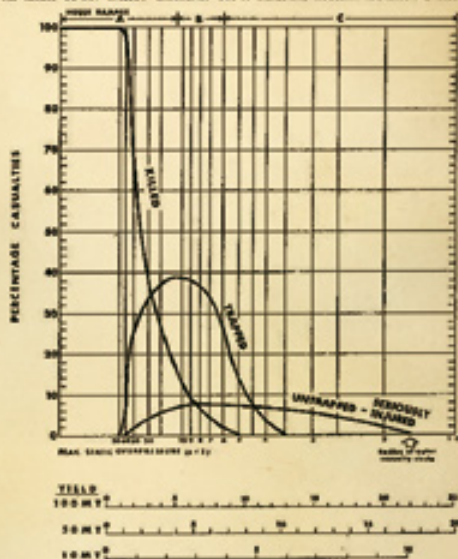
## IMPORTANT

A duplicate set of undergarments should be worn underneath the protective suit to avoid skin irritation. The protective suit may be made from 'impermeable' materials such as PVC plastic or rubber, however such materials trap body heat and may cause excessive sweating and heat exhaustion.

## CASUALTIES DUE TO IMMEDIATE EFFECTS OF GROUND BURSTS

People protected from heat flash in British houses

THE VALUES DO NOT INCLUDE CASUALTIES DUE TO IMMEDIATE NUCLEAR RADIATION & FIRE





# GAMEPLAY



A typical game of DEFCON lasts 30-40 minutes in which you will be able to set your chosen game speed, from the disarming reality of real-time, up to 20x faster. In multiplayer the game runs at the slowest requested speed, for a maximum realistic and authentic experience of nuclear warfare.

## THE DEFCON STATUS

To intensify the atmosphere of nervous anticipation throughout DEFCON, a level system has been developed, which guarantees a slow progression of the game; starting with a cat-and-mouse-style of play as each side tries to hide the position of their Subs and Carriers across their territory ready for a massive nuclear strike, whilst also trying to hunt out enemy units in order to destroy them.

Nuclear conflict eventually erupts and the game becomes despicably violent for a short while as each territory initiates their devastating attack. In the final phase, the last surviving units try to search each other out in order to launch that final all-conquering strike on the enemy capital.

DEFCON is a thinking man's game, requiring careful, tactical thought and at the critical moment of

an incoming strike you will be rewarded for your ability to make cool, deliberate, and fast retaliation responses.

LEVEL	STATUS
5	No hostile actions. Can move naval units within international waters
4	Radar coverage will provide information on enemy units within range
3	Can engage the enemy in conventional Naval and Airborne combat
2	Continued and more aggressive hostile actions
1	Nuclear attacks allowed

**JOIN THE AIR SERVICE**



**LEARN-EARN**



## HOW RADAR COVERAGE WORKS

You can view your radar coverage at any point during the game. Every unit in DEFCON has some radar coverage in a circle around it; some units such as Radar Stations have longer radar range than others.

You can only see enemy units if they appear on your radar, or following a launch, whereupon it will remain visible. Suss out your opponent's nuclear capabilities by flying your aircraft over enemy territory and mapping out the position of their Silos and Radars. If you can spot the enemy radars and take them out early it will make the remainder of your attack much easier as their silo-based defences receive far less warning of your oncoming attack!

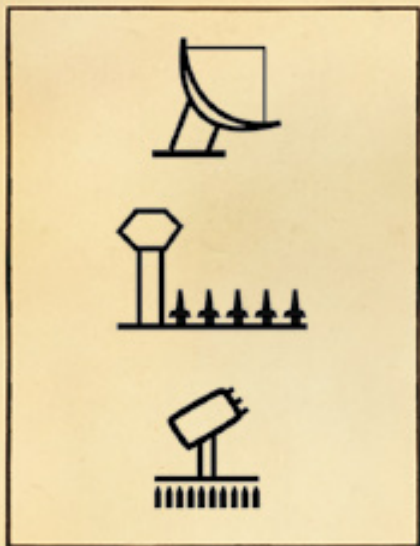
## BENEATH THE SURFACE

Be warned – some units don't show up on your radar, such as Subs in stealth mode. Subs may be detected by putting your sea vessels into sonar mode if you're close enough. Subs can themselves go into sonar mode (to sneak out other subs) but it lights up their position on the enemy's radar making them vulnerable to attack.



# GROUND INSTALLATIONS

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## RADAR DISH

All units extend radar coverage but dishes have the most, providing excellent coverage although they themselves are defenceless!

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## AIRBASE

Launches fighters and long-range bombers.

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## MISSILE SILOS

Has two modes: launching nuclear warheads and shooting down incoming aircraft and nukes. Switching between modes takes time, and a silo is in-operative during a switch. Firing a silo reveals its position to all players.

# NAVY UNITS

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## CARRIER

Mobile versions of land Airbases to launch fighters and bombers. Carry depth charges against sub threats.

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## BATTLESHIP

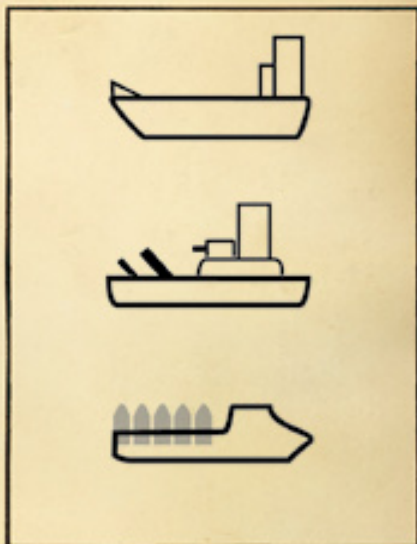
Anti-ship unit, used to detect enemy units and to destroy opposing units without use of warheads.

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## SUBMARINE

Invisible to conventional radar, but with no radar themselves. Subs launch nukes or torpedoes from any ocean location. They are strong against battleships.

Can use sonar attack to destroy enemy subs, but gives its location away to other naval units.





# AIR FORCES

## FIGHTER

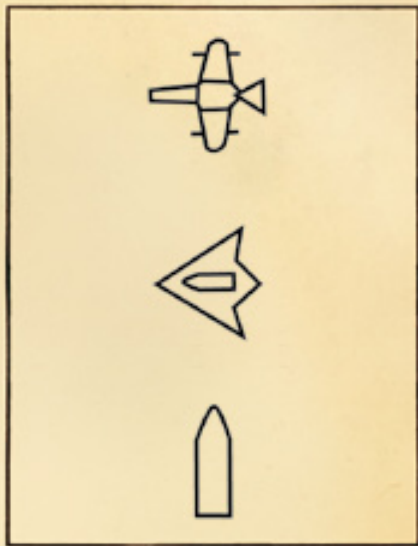
Good against enemy aircraft and to scout out enemy territory.

## BOMBER

Carry one nuclear warhead each but are slow and vulnerable to attack.

## NUKE

BOOM!



# NUCLEAR EXCHANGE SURVIVAL TIPS

Brought to you by Defcon: If We Can't Destroy It, It's Not Worth Demolishing

- Follow advice of 'elected' officials  
Wear a sunscreen of at least SPF45 to prevent radiation burn
- DUCK AND COVER
- Keep in mind: Bombs will fall every ten (10) seconds for at least twenty (20) minutes, so keep calm, duck low, and remember, it will all be over soon
- In the event of a nearby nuclear strike of twenty (20) megatonnes or more, expect variable hours of operation in your local stores and businesses
- Despite what some anti-nuclear exchange activists and Communists tell you, stockpiling food will not help you...your government can
- The taller the building, the safer you are



- If you see looters, do not join them as they may be Communists. The National Guard will be along soon... to maintain order
- The shockwave from nuclear explosions is very similar to your everyday earthquake. For maximum personal security, stand in a door frame
- And remember, nuclear exchange is for national security and your long-term protection. So put your best face forward, chest out, and show those foreigners what us Brits are made of!

# SINGLE PLAYER

As well as multiplayer, DEFCON has a highly-developed artificial intelligence. Similar to HAL, WOPR and other machines dedicated to respond optimally to the threat of a possible enemy nuclear attack, DEFCON's AI allows a single player to train and hone the skills and tactics required for an all-out multiplayer nuclear blood-bath.



# MULTIPLAYER AND ALLIANCES



The alliances system permits you and up to 5 other players to form alligiances and play against each other in teams.

Despite these pacts, each individual player is still playing to win; their score is independent of their allies' progress, and players can betray their partners and switch to the opponent's team if they choose to, and are able to convince the enemy to permit it. Switch-overs are determined in a vote by all the players in the destination alliance.

Such a system creates a pervading atmosphere of paranoia and mistrust in which players desperately try to secure their alliances, make fatal 'misjudgements' over the trustworthiness of their comrades, and are eventually decimated by the despicable betrayal of supposed team-mates.

Note: the alliances system option can be disabled for those who fancy a slightly more friendly game of global nuclear war!



## OFFICE MODE

Bored at work? Introversion brings you DEFCON office mode to keep you entertained during the working day. Sneak up on your opponents and position your subs during the early morning when your co-workers are still sleepy. Form an alliance with Dave from accounts while everyone else enjoys a break in the coffee room. All hell breaks loose during lunch as everyone throws their weight behind their own massive assault. Watch in horror as 100 million people die while you eat your sandwiches. Scream and shout when Dave from accounts betrays you and launches a sneak attack on your capital city.

Managers on the prowl? Hit the Panic key (double ESC) to immediately remove the game from the screen, placing a discreet icon in the system tray.

The icon changes when important things happen so you don't miss out on the action, for example, if you detect some nuclear launches the icon will flash the Nuclear Launch symbol for a few seconds.

Deadline pressures? Don't worry, because everything is taking place in real-time, you've got at least 30 minutes to respond before a nuke lands on your territory, allowing you time to finish off that all important document before retaliation. As the afternoon stretches into early evening at the office the last surviving units prowl the world, looking for one last target...one last strike that will ensure victory. And try to remember... it's nothing personal.



# UPLINK

Introversion's debut title, Uplink, blasted onto the game scene in late 2001. As a computer game it was intense, addictive, atmospheric and moody; the product of one man's two year obsession with the twilight world of hacking. As a debut title, it was spectacular - highly innovative, daring, even rebellious.

The minimalist graphical flavouring and unique style of play immediately made Uplink stand out in the crowd. Turning its back on established game-play idioms such as the 'save game', Uplink was an instant underground hit, and a happy surprise to anyone who experienced it.

Numerous gameplay innovations, a genuine "total fiction" story and even a long term worldwide plot were merged together with an equally subversive PR campaign both online and in several major computer games publications.



Uplink received fantastic reviews across the board (80% PC Gamer, 81% PC Format), and was recently voted the 9th greatest game of all time by readers of PC Gamer UK.

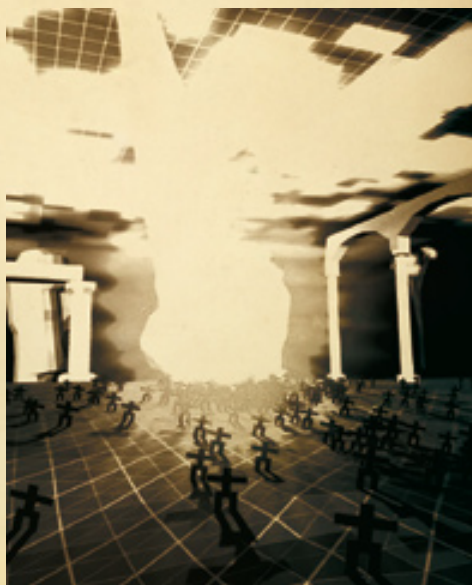
# DARWINIA

Introversion's second title, Darwinia, was released in March 2005 - a game that defies stereotypical genre categorisation to combine both fast-paced action and real-time strategic battle planning.

Three years in the making, Darwinia features a beautifully styled graphical landscape lifted from classic games of the 1980's and a dynamic soundscape emulating the vintage eight-bit sounds of arcade machines and home consoles of the same era. The story is intricate and highly original; a plot in which you, the player, must save the Darwinians from the threat of extinction when a computer viral infection attempts to take over and destroy their virtual, 3D world.

Like Uplink before it, Darwinia was a massive critical success with the gaming press, obtaining 90% in both the UK's PC Gamer and PC Format, and 8.8/10 at IGN.com, including the Editor's Choice Award.

In March 2006, Darwinia was awarded prizes for Technical Excellence, Innovation in Visual Art and



the Seumas McNally Grand Prize at the Independent Games Festival Awards in San Francisco.



# THE INTROVERSION STORY SO FAR

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Heralded as 'the last of the bedroom programmers', Introversion Software is a UK based independent games developer and publisher founded in 2001 by three university students. Starting out with just £600, no advertising budget, and relying solely on the power of word of mouth, Introversion went on to produce Uplink, the highly acclaimed, genre-defining, cult-hacking sim.

## OVERNIGHT SUCCESS

The unmitigated success of Uplink was a complete surprise, enabling Introversion to recuperate their initial investment within a few hours of re-tailing online, going on to sell a total of 40,000 copies worldwide and receiving an average rating of 80% in the gaming press.

Unfortunately the good times were not to continue, Introversion's second title, Darwinia, took 3 years to make, 18 months longer than initially planned, and each of the directors was forced to

sign up for unemployment benefits for 10 months as they watched Introversion's cash flow plummet.

## DARWINIA'S RELEASE

The long-awaited Darwinia was released in 2005, to a flurry of stunning media reviews averaging 90% and, despite initially disappointing retail sales, Darwinia went on to be a huge success when Valve launched it on its digital distribution system, Steam, in December 2005. Within 3 weeks on Steam, more copies of Darwinia had been sold than in 6 months via the Introversion Software online store and UK retail.

The culmination of Introversion's recent success was heralded at the Independent Games Festival Awards held in San Francisco in March 2006. Darwinia was awarded three prizes, making all of the hard graft, low wages and late nights seem worth while.

# DEFCON DEVELOPMENT

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Like all of Introversion's titles, DEFCON has a unique and interesting development history. Chris Delay, inspired by an upcoming episode of "24" on TV, set himself the demanding and ambitious task of writing a computer game based around the theme of thermonuclear war, all within 24 hours.

24 hours later the game was not complete, but within a week of solid 18-hour-day stints, Delay had created a fully-working multiplayer prototype.

The project was dropped due to ongoing work pressures with the release of Darwinia and was finally resumed towards the end of 2005, with the aid of a new addition to the Introversion development team; one of the Introversion community's longest standing and most committed members, Gary Chambers.

# CREDITS

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## Air Chief Marshal TOM ARUNDEL

Tom is in charge of commercialising Introversion's games, and also makes sure that we don't get into legal trouble or run out of money.

## General JOHN KNOTTENBELT

John is our resident technical guru, and is responsible for platform ports and solving seemingly impossible technical problems.

## Supreme Commander CHRIS DELAY

As Introversion's rebellious creative force, Chris is the lead developer for all our games and ensures that we don't stray to the dark side of game development.

## Lord High Admiral MARK MORRIS

Mark uses his Ministry of Defence background to manage the team and make sure they deliver everything to his precise schedules.



## GARY CHAMBERS

One of the first members of the original Introversion community, Gary has teamed up with Chris to co-develop DEFCON.

## ALISTAIR LINDSAY

Alistair returns once again after producing a stunning soundscape for Darwinia, to do us proud for DEFCON.

## MICHAEL MAIDMENT

Michael also returns after his audio successes in Darwinia to produce a full hour's worth of original hauntingly atmospheric music.

## VICKY ARUNDEL

Vicky is in charge of marketing our games and making sure that everyone knows what we're up to.

## WILL MORRIS

Will handles production and dispatch of our boxed games to customers worldwide.

# CONTACT INFORMATION

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For any further information, press queries and requests please contact Vicky Arundel at [vic@introversion.co.uk](mailto:vic@introversion.co.uk).

Visit our website [www.introversion.co.uk](http://www.introversion.co.uk) for information on our other games and the latest Introversion news announcements.



*Taking in the sun with fellow comrades - 1951*



*Turning on the new rockery water feature for the Mrs. - 1954*



*The kids 4th of july fireworks display - 1956*



*Demonstrating my new strategies for total annihilation - 1958*



*My first PC - 1959*



*The Love Parade - 1963*

*- Carl I. Hydes*



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thinking . feeling . judgement . perception . sensation . intuition . extraversion . introversion