

SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in computer games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms including: light headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from your monitor, using a smaller monitor, playing in a well-lit room and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Thank you for purchasing **Total Overdose**. This software manual is provided to assist in your enjoyment of the game. Please be sure to check that your system meets the game's minimum requirements. These can be found in **Setting Up** or on the back of the box.

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SETTING UP

Please take time to ensure that your machine meets the Minimum Specification requirements, detailed below and on the back of the box. It is essential that your system meet these requirements in order for **Total Overdose** to function properly.

Minimum Specification

- Windows XP or Windows 2000 only
- Pentium 1.5 GHz or faster processor or AMD Athlon XP (1400 MHz)
- 256 MB system RAM
- DirectX compatible sound card
- DirectX 9 compatible graphics card
- 1.7GB Hard Disc Drive space for full installation (plus space for saved games)
- CD drive (US version)/DVD drive (European version)
- Mouse
- Keyboard

1. Insert the **Total Overdose** DVD into your DVD drive and select **INSTALL** from the launcher.

Note: If you have Autorun disabled in Windows you will need to browse the CD/DVD drive and double click on **Install_Overdose.exe**.

2. Select a location for the install or click **NEXT** to proceed with the default location.
3. Follow all on-screen instructions and refer to this software manual for all game information.

INTRODUCTION



Hey Ramolito! You've always been the black sheep of our family, but now you're in it up to your neck, looking at a life stretch in the state pen! They're gonna throw away the keys hombre! I don't want to hear your excuses, save that for the judge - but as your twin brother I'm gonna throw you a line!

You know as well as I do that the drug cartels are taking over Southern LA and most of Mexico poisoning both nations and dragging more and more people into a life of crime.



Hard drugs, guns and gang violence are the day-to-day currency and only the drug lords ever seem to win. I know it might seem crazy, but with me out of action, my buddies in the DEA need someone to play my part in the big picture...

Before you flip me off, hear me out. If you won't do this for yourself, maybe do it for papa's memory. The story goes that he died on the backstreets of Los Toros, Mexico of an overdose. But something doesn't add up. If he OD'd, it was a damn long fall from a kerb that caused his injuries, looks more like a long fall that killed him to me! But yet the flatheads at the DEA seemed to all too quickly write him off as an overworked and strung out cop who couldn't handle the pressure.



He was a damn good agent, he gave his life to the forces of law and order and I have one helluva hunch that he'd penetrated deep into the cartel's organisation before his cover was compromised - by a traitor, someone on the inside at the DEA. If you get involved maybe we can clear papa's name and blow the whole cartel wide open taking out the drug lords in the process.

Since you're not officially playing for our side, you don't need to follow the rules! Just make sure you're good enough to go up against these bad asses before you run in all guns blazing. These banditos aren't playing to lose and they will bury anyone who crosses them.

Did I mention that you can get all the training you need at the Pistoleros Asociados in downtown Los Toros, just south of the border? I'd started infiltrating the cartel when I got taken out by a grenade. So just carry on from where I left off and use any means necessary to take these scumbag pendejos out of the equation.



So, are you with us? I hope so, hombre, I hope so.



Why not visit the official **Total Overdose** website at:
<http://www.totaloverdose.com/>

GAME CONTROLS

Menu Navigation

Use these controls in **Total Overdose** is menus:

  : Highlight menu option

  : Alter options/move sliders

 /Left Mouse Button (Mouse1): Confirm selection/Go to next screen

 : Cancel selection/Return to previous screen

CHARACTER CONTROLS

Controlling Ram effectively could mean the difference between death and glory.

Run forward/backward

 / 

Strafe left/right

 / 


Turn/look up and down

MOUSE


Jump




Climb

 (against the object you want to climb on to)

Shootdodge

 while moving in any direction
(Use mouse to pivot in the air)

Reverse Shootdodge

double tap  while moving in any direction
(Use mouse to pivot in the air)

Tip: There are many other acrobatic skills to be learned. Get on over to downtown Los Toros and find them out at the Pistoleros Asociados, yourself.

Action button (When  prompt appears onscreen)



Enter/Exit stationary vehicle
(approach doors so  prompt appears)



Use Rewind



WEAPON CONTROLS

You may have been told that violence never solved anything. You clearly never worked in the front line of the War on Drugs before.



Learn how to use various commonly used firearms at the **Pistoleritos Asociados** in Los Toros.

Fire selected weapon LEFT Mouse Button (Mouse1) click and
hold for automatic fire with certain weapons)

Cycle through available weapons MOUSE WHEEL

Reload selected weapon 

Target enemy head hold RIGHT Mouse Button (When target
turns yellow, click LEFT Mouse Button / Mouse1)

Note: Not all firearms are accurate enough to attempt headshot targeting. See Weapons in Total Overdose on p.25 for details of the most accurate weapons.

Throw grenade (when selected) LEFT Mouse Button (Mouse1)
press and hold, then release to throw

Aim Weapon MOUSE

Note: If there's a red target onscreen, this is where your shots go. If there isn't a red target, use the white dot or cross hair cursor to aim.

QUICK SELECTING WEAPONS

Quick Weapon select shortcuts get the right weapon in your hands, quick!



Select handguns



Select rifles



Select shotguns



Select submachine guns



Select automatics



Select explosives












Select launchers



Select mêlée

Vehicle Controls

You can drive most vehicles you might see, as long as they're not totalled.

Steer right	
Steer left	
Accelerate	
Brake/Reverse	
Exit Stationary Vehicle	
Handbrake	
Lean out of Vehicle	Hold RIGHT Mouse Button
Leap from Vehicle	LEFT Mouse Button (Mouse1) when leaning out of vehicle
Shoot	LEFT Mouse Button (Mouse1) only in open-topped vehicles
Raise forks (forklifts only)	
Lower forks	
Honk Horn	


Loco Move Controls

Loco Moves are outlandish one-off moves that you can win in a variety of ways. Building a string of kills before the Combo Timer runs out or scoring big in a mission are both good ways of securing extra Loco Moves.

- To learn about the Combo Timer, see **Combo System** on p.19.

Use Rewind	
Cycle Loco Moves	 / 
Use selected Loco Move	LEFT 

SETTING UP THE GAME

1. Press  to skip cut-scene and open the Main Menu
2. Highlight and left click (press **LEFT** Mouse Button / Mouse1) **NEW GAME**.
Note: Next time you play, if you have a saved game select **LOAD GAME** to load it (For more detail, see **Saving and Loading** on p.24).
3. The game begins with you controlling Ernesto, long-time DEA agent and father to Cruz and Ram, deep in the Central American jungles in the mid 1980's.

Main Menu

You access all game modes from this menu and return here when you quit your game.

- Choose **NEW GAME** to start a new game.
- Choose **LOAD GAME** to continue a previously saved game.
- Choose **OPTIONS** to adjust settings (**Options** on p.24).
- **CREDITS** - Run the credits.
- **QUIT GAME** - Return to your Windows desktop and end the game.

THE GAME SCREENS

The game screen provides huge amounts of information while you're playing **Total Overdose**. Use the below screenshot and descriptions to understand the basics!

Screen Displays



MISSION SCORE



This displays the total score for the current mission. This displays the total score for the current mission. High scores mean more rewards. Rewards include extra missions, extra pick ups and extra points.

- Every point scored during a Story Mission or a Point Challenge is automatically added to your Global Score.

HEALTH



As Ram suffers injuries, the red section of the bar shrinks. When the bar is empty, Ram dies.

- Health pick ups can heal Ram and Body Armour temporarily shields Ram against losing health. See **Pick Ups** section on p.21.

WEAPON AND AMMO



This shows which weapon you've got selected and how many rounds of ammunition are in the current weapon's clip.

- See **Weapons Controls** on p.5 and **Weapons in Total Overdose** for weapons controls and stats.

RADAR



Use the radar to spot where objectives, enemies and other key mission-related objects are. See **Reading the Radar** section on p.9 to learn what the icons mean.

AIMING/DIRECTION CURSOR

An Aiming and direction cursor is always present on the screen. It's the whitish dot that by default rests in the centre of the screen. It indicates the direction that Ram moves in and will shoot in if auto targeting isn't activated.



Use the **mouse** to move the cursor over an enemy. If you're within range, the targeting icon appears.

STYLE POINTS



Style points measure your success in completing a mission in style! Use acrobatic skills and special moves linked together in quick succession to earn big scores. Gain style points for the seamless way that you deliver righteous fury and vengeance upon the scum of the Earth.

KILL MULTIPLIER

6x102

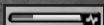
This indicates how many enemies have been killed in the current 'string'.

COMBO TIMER



Each time you waste a **bandito**, the Combo Timer starts a countdown. When the Combo Timer is empty, the current combo score is calculated as number of kills multiplied by Style points multiplier. This total is then added to your Mission Score. Dawdling and sneaking around in this game won't win prizes. Who the hell wants to watch someone act like a Ninja in Mexico, **pendejo!**

ADRENALINE BAR



Total Overdose's Adrenaline feature lets you pull off unfeasible feats of acrobatic carnage against multiple opponents. If you've got the moves, that is.

- Make sure that there are some bad guys nearby, then press the **space** to perform a 'Shootdodge' move. The Adrenaline Bar activates and time slows down while Ram is airborne.

LOCO MOVES



The currently selected Loco Move is highlighted with a black border.

- See **Loco Moves Controls** and **Loco Moves** section on p.6 for details of the various moves you can earn and use.

REWINDS



Rewind pick ups can be found and earned in the course of your missions. Use a Rewind to turn back time when things don't go your way.

- To use a Rewind press **tab**.

Reading the Radar



Use the radar to find your way around the game world. Ram is always at the centre of the radar and the shaded segment of the radar shows Ram's field of vision. The various icons show the location or direction of objects or information valuable to Ram.


TUTORIAL MISSION



Yo **pistolero!** If you need some training in the moves, weapons, combo system and **Total Overdose's** Loco Moves, Tommy's membership of the Pistoleros Asociados should help. The trainers are on hand to guide you through the various skills essential for success in the game's many missions.


STORY MISSION



Story Missions are missions that must be completed to advance your adventure. Press  then highlight and **left-click SELECT MISSION** to choose a mission.

POINT CHALLENGE



Complete Point Challenges to gain experience, improve your gun-handling and acrobatic skills. If you score high, you can earn extra goodies and even get extra bonus points to increase your score. Press  to see which Point Challenges are available.

ENEMY



A scumbag needs wasting, dude. Enemies appear as red dots on the radar.

BOSS ENEMY



You must defeat the boss enemy to complete many missions. These guys, denoted on the radar as a big red dot, don't go down in a hail of bullets. Something more like a lead storm is required to floor these *madres*.

FRIEND



The green dots are your friends! Make contact with friendly associates; they might be able to help you out, give you advice or advance your mission.

FRIENDLY OBJECT (CAR OR CHARACTER)



Approach these green squares for helpful pick ups, crucial intelligence, useful gossip and vehicles you need to use.

COKE AND CHECKPOINTS



This blue square represents a package of cocaine or a checkpoint. Either way, get to it!

AREA ICONS



Centre of Los Toros.



Junkyard.



Central Business District (Downtown).



Harbour area (Puerto).



Angel's apartment (Centro de los Angeles).



Meat factory.



Industrial estate (Zona Industrial).



Pyramids.



Los Toros Bullring.



Rancho Virgillo.




Meatpacking district (meat warehouse).



US border area.

Objectives Menu

- Press  to open the Objectives Menu.

Use the Objectives Menu to help you advance your adventure through a Story Mission or choose additional side missions, known as Point Challenges. You can also access the In-Game MENU for options and loading save games.

In-Game Menu

The In-Game Menu is where you can access options and load a saved game.

- Highlight and **left-click** MENU to open the In-Game Menu
- See **Options** on p.24 and **Saving and Loading** on p.24 for details.

Choosing Missions and Mission Types

Remember that this game involves doing more than just sight seeing. If your radar's edge is covered in icons and yellow stars, this means you have plenty to keep you busy. So focus on the job at hand, hombre!

- Press  to open the Objectives Menu then **left-click** CHOOSE MISSION to review the missions.

There are two types of mission in **Total Overdose**.

STORY MISSIONS




Story Missions are crucial if you intend to advance the story and overall game. You can find your way to these missions using the radar screen, or you can select them quickly in the CHOOSE MISSION section of the Objectives Menu.

POINT CHALLENGES



Point Challenges are side missions that help you build skills, points and additional experience and street cred. You must complete at least one Point Challenge after each Story Mission to unlock further Story Missions. If you do particularly well, you might unlock further bonus Point Challenges.

CHOOSING MISSIONS

You can either explore your way to a mission using the radar to help you find your way, or simply press  and **left-click** CHOOSE MISSION to proceed directly to the mission.

Note: Remember, if you want to advance the story, complete Point Challenges and Story Missions.

EXPLORING THE GAME WORLD



Just south of the U.S. Mexico border lies the sprawling, chaotic and dusty city of Los Toros. Home to murderers, bandits, prostitutes and drug traffickers - and one or two innocent civilians.

Getting around in the City OF LOS TOROS

There are various ways you can explore Los Toros and its surroundings.

On Foot



The obvious way to get around is just to use your feet.

'Hitch a Ride'



To get around faster, why not stop a car and hitch a free ride? Remember that you need to know how to drive, and watch out for those civilians!

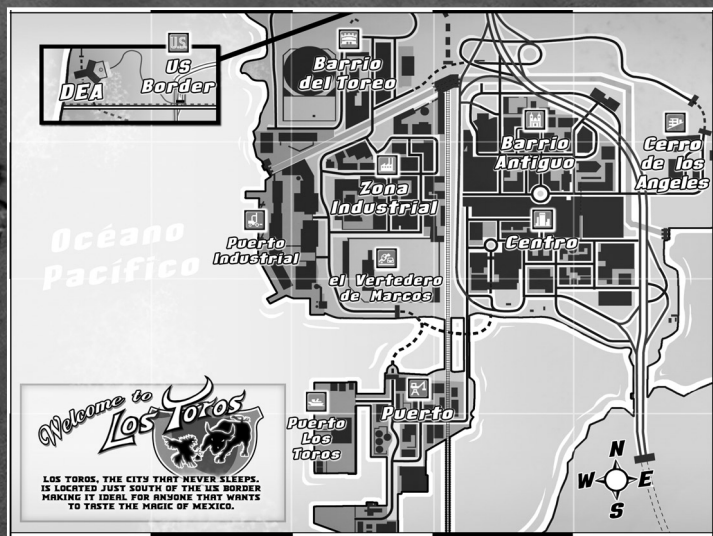
By Taxi



You might also try to hail a taxi to get the destination of your choice.

- When you get in the taxi, **left-click** on the destination you want to go to and the cabbie will whisk you there, quick style.

Map



Travelling Between Areas

As you progress through the game, you'll notice larger green 'Area' icons at the edge of the radar. These indicate that missions are available in other areas of the game world.



suspended above the road, pathway or drain in a blue transparent fog. Move under the icons to enter the next area. If there is more than one icon, a City Map Select screen appears.

CITY MAP SELECT

- Simply left-click on the destination you want to go to and that's the exit you'll take off the freeway.

The Pistoleros Asociados



This is the place to be if you'd like to get to grips with the control method, scoring system, special moves and weaponry in **Total Overdose**.

It is highly recommended that you complete the five tutorial areas at the Pistoleros Asociados before you venture further into the

game. These tutorials provide in-game instruction to help you get to grips with **Total Overdose**'s unique and exciting stunt-based acrobatic control and combat system.


Adrenaline!



Adrenaline lets Ram defy the laws of time and motion, for a few moments at least. Enemies, cars and other objects move slower but Ram still rotates and shoots at his normal speed. This means he can perform more moves before hitting the ground again and returning to real time.

The aim is clear, use Adrenaline energy to waste as many dirty **pendejos** as possible for big stylin' scores!

HOW TO USE ADRENALINE:

1. First, make sure there are some bad guys close by. If auto targeting is working, you're close enough!
2. Now, perform any Kill Move, such as a Shootdodge () in sight of the enemy. Time slows to a crawl, but Ram can still shoot and aim as he pleases.
3. Move the mouse to help aim at the bad guys and **left-click** to fire your selected weapon

Note: Time only slows down if enemies can be auto targeted (red target appears when you aim at an enemy)!

ADRENALINE ENERGY



You can't spend your whole life in freeze frame so the Adrenaline Bar shows you how much Adrenaline energy is left for your gravity- and time-defying stunts. Time spent in slow motion drains energy from the Adrenaline Bar; the longer the slow-motion move is, the more energy is used.

If the Adrenaline Bar is empty then an Adrenaline move isn't possible. Wait a while to let the Adrenaline Bar replenish itself.

- If there's no Adrenaline Bar onscreen, this means your Adrenaline energy is at full charge.

Kill Moves

The Kill Move is central to your mission to rid Mexico of the drugs cartels and clear your father's name.

The following moves are described separately and can be practiced in safety at the Pistoleros Asociados (that's the Shooter's Association, to you gringo!).

SHOOTDODGE



The Shootdodge move is the cornerstone of delivering death in **Total Overdose**. Ram's time on a surfboard has given him a level of balance and agility that makes him an acrobatic demon on the streets.

In a diving Shootdodge position, Ram presents a much smaller target to his would-be killers. Additionally, shootdodging near

enemies activates your Adrenaline, giving plenty of opportunity to send **banditos** to their Maker!

To Shootdodge move in the desired direction (**W** / **S** / **A** / **D**) of the dive then press **[space]** .

- To rotate mid-Shootdodge, use the **mouse**. This will help you target multiple enemies in one Shootdodge move.
- A Shootdodge can be performed in any direction.
- To perform a Reverse Shootdodge, press the **[space]** twice in quick succession while moving in any direction.

HEADSHOT



The Headshot will snuff out most assailants, other than Boss Villains, with a single bullet. However, since it's a precision move, timing is crucial.

Note: Not all weapons are precise enough to perform a headshot. See Weapons in Total Overdose for a list.

1. **Right-click** and **hold** to target the head of the enemy immediately in front of Ram.
2. **Left-click** only when the four targetting brackets meet at the enemy's head and turn yellow.

Tip: Listen out for the audio effect, too. This helps time it right at longer range.

- Only split second timing makes a perfect headshot. Pull the trigger too early or too late and you'll need to try again.



HAVOC KILL

The Havoc kill is a stylin' way to use unstable, explosive items to wipe out your adversaries.

Use the **mouse** to aim at explosive items then left-click (**Mouse1**) to shoot

WALL WALK



The Wall Walk is an acrobatic move where Ram runs a few steps up a wall and leaps off performing a cartwheel in the air before landing safely on his feet.

1. Sidestep (**A** / **D**) into a wall and press **space**. Make sure you don't press **space** too early, though or you'll perform a Shootdodge

2. As soon as auto targeting locks on, **left-click** (**Mouse1**) to start shooting.

Note: If you are deft with the mouse, you may be able to hit multiple targets for extra style points.

WALL BOUNCE



The Wall Bounce involves running almost directly at a wall and then bouncing off it, facing away from the wall, setting you up for a forward Shootdodge.

1. Run at a wall (**W**) and press **space**. Ram executes the Wall Bounce.
2. Once in the air, use the mouse to adjust Ram's view and fire (**LEFT Mouse Button** / **Mouse1**) as the red target appears on each enemy.

- Deft use of the mouse and plenty of Adrenaline energy should help you pull off multiple Wall Bounce kills.

120°/180°/270°/360°/TWISTER KILLS



While in a Shootdodge, move the mouse **LEFT/RIGHT** until Ram has turned the number of degrees listed above. When the target appears left-click (**Mouse1**) to make a kill and get valuable extra style points. Twister involves turning both ways before shooting, a showboating move that's difficult to execute!

KILL MULTIPLIERS: DOUBLE/TRIPLE/QUAD/ETC

If you make multiple kills within a kill move, this is displayed onscreen and means extra points!

OTHER KILL MOVES

Gringo Frenzy

Waste multiple enemies within a very short timeframe for a Gringo Frenzy alert and bonus.

Point Blank

Shooting an enemy while he is really close counts as Point Blank move.

Dirty

Ending a hood's life while he is lying on the ground counts as a Dirty move.

Brawl Moves

When you kill an enemy using your bare hands, you will get a name for the move matching the mode of attack! Hitting an enemy behind you results in an 'Elbow Smash'.

Dodge This

Waste an enemy who's mid Shootdodge gets you a 'Dodge This' bonus.

Butcher

Killing an enemy with any of the melée weapons gains a 'Butcher kill' bonus.

Exit Vehicle Kill

When driving in a vehicle you can perform an Exit Vehicle kill. **Right-click** to lean out then **left-click (Mouse1)** to leap out of the car. Just make sure you use the mouse to get some enemies in your sights while you're airborne.

Vehicle Kill/Door Sweep

If you're running low on ammo or simply want to vary the way you bring righteous justice to the cartels, why not use a vehicle or open vehicle door as a weapon?

COMBO SYSTEM

Total Overdose is all about taking out the bad guys with **pistolero** style and not taking your time about it.

- Each time you waste an enemy you score style points and start the Combo Timer.

Combo Timer

The Combo Timer is the key to scoring big in **Total Overdose**. Neglect it at your peril. Remember big scores mean bonus awards and extra missions.



Once you've killed an enemy, the Combo Timer starts counting down and you have a short amount of time to perform another kill to create a "string".

- Listen for a change in the pace of the music; this means the Combo Timer has started to count down.
- Get busy and waste another opponent to continue the "string". This increases the points you score per kill and this figure appears above the Combo Timer.



Once the Combo Timer runs out, the killing spree ends. The points per kill are multiplied by total number of kills and added to the total mission score. Higher scores in missions mean better rewards for you, amigo.

COMBO SYSTEM TIPS

The bigger the combination of moves and their relative difficulty, the more style points are scored - simple and effective!

- Hang about and you'll lose important points that are gained by massive combo kill strings.
- Be creative and use a variety of Ram's moves to perform your kills and you'll score more points.

RULE OF THREE



For every three scumbags you kill in a 'string', you get a reward.

- The first three 'offed' means an important Health power-up for you.

Tip: Try to get even higher kill combos to win further cool rewards. Further rewards come at 6, 9, 12, 18, 24, 30 and every ten kills thereafter.

Unique Combo Moves

Unique combo moves allow you to gain extra style points on top of those gained through kill strings. If you perform a predefined sequence of moves, you get the props and the points!


Below are a few examples, but there are many more to be discovered, hombre!

Note: Unique combo move scores are indicated by the numbers that rise from the corpses of your victims!

BULLS EYE KILL



Try to make a Shootdodge Headshot Kill and maybe you can perform a Bulls Eye gaining 50 points! Here's how:

1. Run close to an enemy then press  to Shootdodge.
2. Use the mouse to make sure Ram's looking at the enemy and **right click** to target the enemy's head.
3. As the four targeting brackets meet and turn yellow, **left-click (Mouse1)** to fire your weapon! Time it right and gain the BULLS EYE alert and fifty points!

TEQUILA TAKEDOWN



Get in real close and perform a headshot (**right-click** then **left-click**) on an enemy without shootdodging and you can make a Tequila Takedown.

FLY-ON-THE-WALL



The Fly-On-The-Wall is a stunning combination of a Wall Walk cartwheel and a headshot. Easy to say, trickier to perform.

1. Use **A** / **D** buttons and **space** to begin the Wall Walk
2. When you're into the move, **right-click** to target the head of your enemy. When the target turns yellow, **left-click (Mouse1)** and let the bullets fly!

Pick Ups

Pick Ups are scattered throughout the game world. Keep an eye out for them and walk over them to bag 'em.

WHITE BLOOD DROPS



Collect ten of these to permanently increase Ram's Adrenaline Bar.

RED BLOOD DROPS



Collect ten of these to permanently increase Ram's Health Bar.

DUAL WEAPON GOODIES



Collect ten of these puppies to allow Ram to shoot a pair of specified weapons at the same time. Double targeting and double firepower awaits! Collect loads of Weapon Skill Goodies to win unlimited ammo for different weapons.

Note: See Weapons in Total Overdose to see a full list of weapons that can be used with the Dual weapon skill.

COMBO TIMER GOODIES



These little beauties give you Double Combo time to find and waste the next bad guy. Superb for extending your Kill Strings from good to MUCHO BUENO!

POINTS GOODIE

3000 Points goodies are scattered everywhere. A bit of sight seeing and exploration could reap extra points. Big scores mean bonus missions and extra pick ups.

BODY ARMOUR




Collect a Body Armour goodie to temporarily increase Ram's resistance to gunfire. When the blue overlay shrinks to nothing, the protection shield ends.




HEALTH BOOST



Find these helpful health boosts to cure wounds. They come in two sizes, Big and Small.

Loco Moves

Loco Moves are outrageous one off special moves that you can activate using the LEFT  button, if you've earned or found 'em. They give temporary and short-lived special powers so don't dawdle when you've activated one!

- Press  /  to select a Loco Move.
- Press the LEFT  to use highlighted Loco Move.

Tip: Learn how to use the Loco Moves in the Loco Moves pit at the Pistoleros Asociados in Los Toros.

GOLDEN GUN



Use the Golden Gun to take enemies out with a single head shot. You've only got four shots and this weapon will not kill Boss enemies with a single shot. It will still inflict serious damage. Use the mouse to aim in the target's general direction and let the Golden Gun do the rest as you **left-click (Mouse1)**.

TORNADO



Find a good spot to unleash twin gun fury in a whirlwind of a spinning assassination move for maximum carnage with minimum effort.

EL TORO



Ram is blessed with the strength and speed of a raging bull. He is rendered temporarily invulnerable by the red mist before his eyes.

- Use the mouse to have Ram run into enemies. Make contact to destroy them, instantly.

EL MARIACHI



Mariachis ply their trade across Mexico bringing sweet guitar music to the masses. El Mariachi promises music but delivers only the final overture in a gangster's life.

Use the mouse to aim the guitar cases.

MAD WRESTLER



Ram is temporarily joined by a fat and very angry bat-wielding Mexican wrestler, who isn't taking any prisoners.

PIÑATA



Throw this traditional papier mâché effigy to a gang of hoodlums and watch (from a safe distance) as they relive their youth and delight at the surprises within!

SOMBRERO OF DEATH



Ram is temporarily joined by the Sombrero of Death, who is unleashes death and destruction all around him with his boomstick!

OPTIONS

To adjust various options within **Total Overdose**, highlight **OPTIONS** in the Main Menu.

- In-game, press **[esc]** to open the Objectives Menu. Then **left-click** **MENU** and select **OPTIONS**.
- Use the **LEFT/RIGHT** Arrow Keys to adjust slider options or **left-click** the arrow icons.

Options are grouped in the following sub menus:

SETTINGS - Adjust your game settings, including Gore, Difficulty, Subtitles, inverting mouse input axes, Autoswitch weapons (automatically chooses your best weapon), Screen Resolution, Graphics Quality and Mouse Sensitivity.

SOUND - Adjust Music, Speech, Effects and Ambience volumes and Audio System settings.

CONTROLS - View and adjust Gameplay controls.

A Note on Difficulty Settings: **NORMAL** is the default setting. If you're a novice game player, choose **EASY** and **banditos** inflict less damage.

Audio System Settings

Select **AUTO** to automatically detect and use Windows speaker settings (recommended).

Select **DIESEL POWER 3D** for headphones or two or four speaker setups.

Select **DIRECTSOUND** for 5.1 or 7.1 speaker.

SAVING AND LOADING

Total Overdose autosaves at key points in the game. If Ram dies, you can use a Rewind or enter the Load Game Menu where your most recent savegame (or autosave) is highlighted automatically.

Saving a Game



Save Points are located throughout the game world. If you spot one of these shining blue pillars of light, you can walk into it and save the game.


HOW TO SAVE A GAME:

1. Walk into Save Point and press **[F]**.
2. The Save Game Menu opens. **Left-click** an **EMPTY GAME** slot and the game saves automatically. If you are overwriting then **left-click** **YES** to confirm the save.

Note: If you wish, you can overwrite a previously saved game, though please check first, if it's not your save game.

LOADING a GAME

You can load a saved game from the Main Menu or the In-Game Menu.

- If you are already playing a game, press  button then click MENU to open the In-Game Menu.

1. Now **left-click** LOAD GAME to open the Load Game Menu.

Note: Each used save slot gives details of the date, time, mission and score of the save to help you identify the correct game.





2. Highlight the saved game to review the detail.







2. **Left-click** to load the game and **left-click** YES to confirm.

WEAPONS IN TOTAL OVERDOSE

There is a variety of weaponry in common use by the DEA, the Mexican drug cartels and the general criminal element. Familiarise yourself with the weapons available here.

FIREARMS

		Description	Damage	Range	Accuracy	Fire rate	Clip size	Dual wielding	Headshot
Handgun		Standard issue automatic pistol	Low	Medium	Medium	Medium	10	Yes	Yes
Heavy Handgun		A larger, more powerful revolver type weapon with a six round capacity. It'll blow your head clean off.	High	Medium	High	Low	6	Yes	Yes
Rifle		A basic rifle, commonly used at gun clubs and as home protection.	Medium	Medium	Medium	Medium	10	Yes	Yes
Hunting Rifle		The sort of weapon widely used to keep down pests, such as foxes and wolves. Also used for hunting down informants and gringo undercover agents.	Medium	Long	High	Medium	5	No	Yes

Sawn-Off Shotgun 	A very popular close quarters weapon. If used skillfully, leaves little behind for a body bag.	High	Low	Low	Low	2	Yes	No
Combat Shotgun 	Shotgun with higher accuracy than the sawn-off and greater ammo capacity.	High	Medium	Medium	Medium	6	No	No
Sub-machine Gun 	Ideal for single handed use. Awesome amounts of firepower from a pistol sized weapon.	Low	Medium	Low	High	30	Yes	No
Military SMG 	More accurate and powerful submachine gun, popular with the forces of law and order.	Medium	Medium	High	High	20	No	Yes
Assault Rifle 	Ubiquitous 7.62mm Assault Rifle	Medium	Long	Medium	High	30	No	Yes
Modern Assault Rifle 	US made special issue 5.56mm Assault Rifle	High	Long	Medium	High	20	No	Yes

Heavy Weapons

	Description	Damage	Range	Accuracy	Fire rate	Clip size
Grenade Launcher 	Break-barrel loaded, shoulder fired antipersonnel grenade launcher.	Very High	Medium	Medium	Medium	none
Rocket Launcher 	Two shot rocket launcher. Ideal for taking out larger vehicles, or important hoods.	Extreme	High	High	Low	none

THROWN EXPLOSIVES

Thrown explosives can cause widespread carnage in a big group of **banditos**. But be careful they don't blow up in your face!

How to throw explosives:

1. Use **Mousewheel** to select a hand grenade, Molotov Cocktail or Dynamite Stick.
2. Now, **left-click (Mouse1)** and **hold** to allow the Throw Power Meter to fill.



The Throw Power Meter lets you visually judge how much power to put into the throw. Practice at the Pistoleros Asociados where there are unlimited grenades.

3. As the Throw Meter fills, move the mouse to aim the direction of the throw.
4. Finally, release the LEFT Mouse Button (Mouse1) and Ram throws the selected object. Keep well clear as the carnage begins!

		Description	Damage	Range	Accuracy	Fire rate
Molotov Cocktail		Named after a Russian revolutionary, this petrol-filled bottle will cause some nasty burns.	Low	Medium	Low	High
Dynamite Stick		Dynamite packs a powerful punch, don't hold on too long!	High	Medium	Medium	Medium
Hand Grenade		A pineapple that you cannot eat. Thrown well, it'll leave a nasty taste in someone's mouth.	Very High	Medium	Low	Low

Melee weapons



There are a variety of implements that can be wielded when you run out of ammo. Only one can be carried so the last one you picked up is the one you'll use.

All melee weapons inflict VERY HIGH damage but can only be used at very close range.

Unarmed Combat



Sometimes, when weapons are thin on the ground or in very close quarters, close combat techniques are required.

The close combat move that Ram uses depends upon the angle Ram is at in relation to an enemy. He can execute different punches, jabs, elbow smashes, head butts and kicks, so practice from all angles.

CREDITS

SCi GAMES LTD.

CHIEF EXECUTIVE OFFICER

COMMERCIAL DIRECTOR

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WEBMASTER

COMPANY SECRETARY

PR

SALES

OPERATIONS

SPECIAL THANKS

MANUAL WRITER

DEADLINE GAMES

Directed by Simon Andreasen

EXECUTIVE PRODUCER

PRODUCER

PRODUCTION ASSISTANT

GAME DESIGNERS

ADDITIONAL GAME DESIGN

LEAD PROGRAMMER

PROGRAMMING

ADDITIONAL PROGRAMMING

LEAD LEVEL DESIGNER

LEVEL DESIGNERS

Jane Cavanagh

Bill Ennis

Rob Murphy

Darren Barnett

Patrick O'Luanaigh

Dave Clark

Lee Singleton

Dax Ginn

Marc Titheridge

Ian Rowsell

Allen Elliott

Germaine Mendes, George Wright, Matt Poon, Naomi Westlake,
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Chris Mottes

Per Kyed Laursen

Eva Larsen

Simon Andreasen, Mikkel M. Pedersen, Søren Lundgaard, Mads Salicath,
Thomas Colding-Jørgensen, Carsten Brandt

Stephen Cavalier

Søren Lundgaard

Anders Thernøe Jensen, Katrin Lyngby Kristensen, Anders Kjærgaard Kring,
Søren Trautner Madsen, Jakob Sillesen

Monty Melbye, Mogens Hvidtfeldt

Mikkel M. Pedersen

Ruddi B. Dal, Rob Peterson, Christian Güttler

ADDITIONAL LEVEL DESIGN Mattias Thorsen, Søren Lund, Signe Bruhn Ebbesen
 LEAD ANIMATOR Thomas Colding-Jørgensen
 ANIMATION Kenneth Jensen, Annika Strömquist, Mark Griffiths, Veno Prendergast, Robin Butler, Radek Jakubiak
 ART DIRECTION Mads Salicath
 ADDITIONAL ART Jonas Springborg
 LEAD GRAPHIC ARTIST Carsten Brandt
 GRAPHICS Sune Jensen, Martin Ciborowski, Lars Johansson, Seamus Flanagan, Jonathan Derby, Peter Villumsen, Adam Riishede, Michael Schierup, Morten Olsen, Pekka Järventaus, Wayne Elliot
 SOUND AND MUSIC Manuel Espasandin
 STORY BY Simon Andreasen, Mikkel M. Pedersen
 SCRIPT Stephen Cavalier
 LEAD TECHNOLOGY PROGRAMMER Finn Nielsen
 TECHNOLOGY Jacob Marner, Jakob Schou Jensen, Kim Steen Riber, Adrien Hernot, Henrik Weide, Simon Morris, Kasper Fauerby, Carsten Kjær
 ADDITIONAL TECHNOLOGY Søren Lundgaard
 IT/QA MANAGER Jonas Chonovitsch
 LEAD TESTER Claus Petersen
 SENIOR TESTER Lars Birch
 PLATINUM TESTERS Laust Christensen, Mikkel Eriksen, Peter Josef Kuczynski, Anders Højsted
 GOLD TESTERS Jens Chr. Harder, Thomas M. Andersen, Michael Bo Magling, Christopher Thisted, Ole Steiness, Morten Jacobsen, Bjørn Meldal, Jacob Herold Nielsen, Carsten Andersen, Jack Lundberg Andersen, Jamal Khan, Jakob S. Andersen
 ADDITIONAL TESTERS Morten Bavngaard, Nils Lukas Jensen, Jonathan Soper, Kim Sørensen, Sune Fengel, Mads Petersen, Anders Rutkjær, David Warmind, Mikkel Christensen, Jonas Gauguin, Mads Grathe Anders Kofod, Peter Bech Erikstrup, Søren Andersen, Brian Lund Mølgaard, Martin Flensborg, Asbjørn Jannik Nordby Kjeldsen, Alexander Romanoff, Steinar Sigurdsson, Kristian Nørregaard, Mikael Schiffmann, Jan Holdgaard Dissing, Kristian Redhead Ahm, Jens Falkesgaard, Kai Ejler Rasmussen, Caspar Gregers, Jensen, Hodja Berlev, Danni Stentoft Hermansen, Stine Ejsing-Duun, Martin Voola Bak, Dennis Lyth Frederiksen, Mickey Duvander Ølholm, Jens Peter Johansen, Jens Peter Johansen, Christian Sivertsen, Palle Himmelstrup Møller, Mikael Stub Nielsen, Peter Oberländer Jensen, Martin Schmidt, Lars Dawa Kalsang, Oliver Miehe Renard, Simon Skovgaard Jensen, Philip Fredericia Sacht, Torsten H. Nielsen

UK/US DIALOGUE RECORDING

DIRECTING/RE-WRITE, AMERICAN VERSION
PRODUCER, AMERICAN VERSION
DIALOGUE MIXER AND EDITOR

Alonso Mayo
Nina Leidersdorff
Mark Mercado

UK/US Dialogue Recorded at Salami Studios, LLC
Audio/Video Post Production.

Voice Actors – UK/US version

ANGEL, HOOKER
CESAR MORALES, PAPA MUERTE
MARCO/RAT, MENDEZ, GUARD, 2ND IN COMMAND,
TRUCK DRIVER
TOMMY, RAM, ERNESTO
JOHNSON, MONTANEZ
TRUST, ELVEZ, AGENT PIERSON
MONTANEZ 2
HOOKER 2
ADDITIONAL VOICE ACTING Manuel Espasandin, Søren Trautner
Madsen, Anders Thernøe Jensen, Henrik Lundari Weide,
Jonas Chonovitsch, Katrin Lyngby Kristensen, Rob Peterson
SPECIAL THANKS TO A FEW PEOPLE WHO KEPT US ALIVE Maja Berså,
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