

SCOOT HARD

DAYTIME DRAMA ZERO

DX



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THE STORY



You are **Scootaloo**. You and your friends, Orion and Aurora, have been marked for execution by the **Cloudsdale Weather Corporation** for failing your flight exams.

You escape, but a guard chases you down - and you two fight to the death, with him losing.

Grabbing his blaster, a utility belt and a CB radio, you are tasked with trying to fight your way out - and also get your friends back.

However, you have no ideas what fears and horrors await you.

SYSTEM REQUIREMENTS

Windows/Linux

OS: Windows 7, 8.1, 10 (64-bit only), Relatively modern Linux

RAM: 8GB of RAM

Graphics Card: OpenGL 3.3 or Vulkan compatible

Sound: A nice one

Input: Keyboard+Mouse, or Controller

macOS

OS: Daddy Cook is watching you

RAM: 1984 is not an instruction manual you hacks

Graphics: Anything that doesn't show boobs I guess

Sound: Apple is listening to everything you say

Input: A HHHHHIDEOUS keyboard and a one-button mouse I guess

THE CONTROLS

W - Forward

S - Backward

A/D - Strafe Left/Right

E - Use/Swap Weapon

Mouse - Look Around

LMB - Primary Fire

RMB - Secondary Fire

Wheel - Cycle Weapons

Shift - Run

Q - Quick Kick

1 - Blaster/SMG

2 - Weather Weapon

3 - Missile Weapon

4 - Big Weapon

Keyboard and Joystick bindings can be customized to your liking in the menus. You can even fine tune the joysticks on your controller or the mouse sensitivity exactly to your liking. We advise people to experiment with this and find the layout that is best for them.

Space - Jump

Control - Crouch

Tab - Automap

~ - Debugging Console

-/+ - Screen Size

ESC - Open/Close Menu

THE MENU

- **New Game** - Start a new game from scratch
- **Load/Save Game** - Load or Save your game
- **Options** - Options for the game
- **Help Screen** - A condensed help screen
- **Credits** - The people who worked on the game
- **Exit To System** - Exit the game

OPTIONS

- **Scot Hard DX Controls** - configure the keyboard/mouse/controller bindings for Scot Hard DX
- **Mouse Options** - configure mouse-related properties for Scot Hard DX
- **Controller Options** - fine tune controller related things, including what each axis of the joypad does
- **HUD Options** - fine tune HUD scaling, crosshair behavior, and more
- **Sound Options** - fine tune sound related behavior
- **Display Options and Set Video Mode** - fine tune video related options
- **FOV** - adjust field of view
- **Always Run** - toggle always running or not
- **Protagonist One Liners** - enable or disable one-liners in combat
- **Weapon Hint** - disable weapon switch hint

- **Skip Cutscene Slideshows** - skip cutscenes
- **Subtitles** - enable or disable in-game subtitles
- **Cutscene Subtitles** - enable or disable cutscene subtitles
- **Sound Obituary** - enable or disable the RIP Sound Obituary, which mocks you when you die
- **Render Voxels** - Enable or disable rendering of voxels
- **Skip Jingle + Disclaimer** - fast boot option, bypass NT-style splash screen and disclaimer
- **GZDoom Options (Advanced)** - more advanced GZDoom related options are in here. ***Don't use this unless you know what you're doing.***

STARTING A NEW GAME

Press Escape, start a New Game by selecting **New Game**.

You have the following difficulties to select from.

- **Just Wanna Grill (Easy)** - Fewest enemies, lowest aggression, less damage taken, and enemies have lower health. Play on this skill to have fun and want to take it easy... or if you work for Polygon.
- **Where's The Trigger? (Medium)** - A few more enemies, normal damage and health, and bumped up aggression. Vending machines cost 3x more.
- **Bring It On (Hard)** - Enemy count is much higher, and they do more damage and have higher health. Vending machines cost 5x more.
- **The Cleaner (Discourse)** - Aggression is much higher, enemies are maxed out on health. Not only do vending machines cost 5x more, but coins are rarer now. Only the most epic of gamers will play on this skill.

THE WEAPONS

You have four weapon slots - bullet, weather, rocket, and big weapons.

You can carry two bullet weapons at a time, and one of each of the other categories.

To pick up a weapon, if you don't have one equipped, just walk over it.

You can also pick up other weapons for ammo this way.

If you don't have enough ammo to do a secondary fire, you will default to the primary instead.

To swap your weapon with another weapon, walk over the weapon and press the use key (default: E).

SLOT 1 - BULLET WEAPONS



Blaster - has unlimited ammo. While it's not always useful, it is excellent at taking out lower enemies in small areas, and one-shooting mini-sentries.



SMG - has unlimited ammo. Rapid fire goodness that can stunlock many enemies. This will be your fallback weapon of choice.

SLOT 2 - WEATHER WEAPONS



Hailer - This weapon has the ability to freeze enemies, which can be used as shields or shattered with a hoof kick or non-ice attack. Primary fire shoots hail cores in rapid succession, costing 1 shot each. Secondary fire acts like a shotgun, spraying five hail cores in a random pattern, costing 5 shots. This is useful against stronger enemies.

Contains 40 shots.



Lightning Gun - Highly experimental weapon from Tchernobog Laboratory. Primary fire shoots ball lightning in rapid succession, with 5 shots per volley. Secondary fire emits a huge Lightning ball that disintegrates projectiles, and can delete mini-sentries before they're done forming, at the cost of 25 shots.

Contains 75 shots.

SLOT 3 - MISSILE WEAPONS

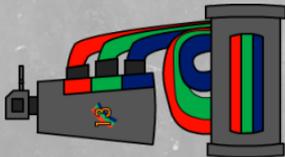


Missile Launcher - A basic missile launcher made by the Cloudsdale Weather Corporation's paramilitary. Primary fire is a straight-firing missile that causes considerable damage. Secondary Fire is a grenade with significant splash damage. Both attacks cost 1 shot, and the missile launcher contains 10 shots.
Contains 40 shots.

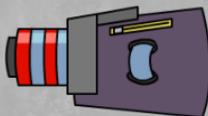


Fillyseeker - Used for crowd control. Primary fire is a missile that homes in on the nearest visible target at the cost of one shot. Secondary fire is a cluster grenade that doesn't bounce, but upon exploding, releases mini-grenades that go quite far, at the cost of 4 shots.
Contains 8 shots.

SLOT 4 - BIG WEAPONS



Rainbower - Energized Spectra weapon that atomizes most enemies. Primary fire shoots out a wave of Spectra that atomizes every enemy in its path. Secondary fire shoots out a semi-circle of Spectra balls that go right through most enemies. Both attacks cost 1 shot.
Contains 5 shots.



Tornadozer - Helen Hunt's worst nightmare, this sucker generates tornadoes. Primary fire shoots out mini-tornadoes that deal blast wind damage to whatever it hits, at the cost of 2 shots per tornado. Secondary fire generates a tornado that homes in on enemies, at the cost of 10 shots.
Contains 60 shots.

THE ITEMS



Sandwich - A tofu and hay sandwich. Yuck. You might be a vegetarian, but for Celestia's sake this is terrible. **Restores 10 health.**



Applesauce - Foal™ brand applesauce can **restore 25 health**. **Heat it up with an explosive and it gives you 50 health.**



Pizza - A slice of cheese pizza, **can restore 25 health**. Unlike the applesauce, pizza is never, ever able to be heated up and taste good. It remains cold forever.



Cupcake - Don't ask what's this is made out of. **Gives you 100 health, up to 200 health.** Also gives you, in most cases, a cringe joke or something on the wrapper.



Bit Coins - no, not the cryptocurrency. This is actually worth something. These coins can be used at vending machines for food. **Silver ones are worth one, Gold ones are worth five.**



Keycards - Keycards unlock doors and switches that are color-coded with Red, Green, Blue and Cyan strips. Most levels require a Management Keycard to exit the area.

Armor works like a health buffer, giving you essentially extra health to certain damage types.
(Note: Some of these may appear as voxels if the option is enabled)



Basic Armor - Basic Armor gives you 25 of each armor type.



Bulletproof Armor - Gives you 50 points of bulletproof armor, absorbing bullet damage.



Fireproof Armor - Gives you 50 points of fireproof armor, absorbing explosive and fire damage.



Weatherproof Armor - Gives you 50 points of weatherproof armor, absorbing wind, lightning and ice damage.



Armor Shards - Gives you 2 points of armor depending on the kind of shard picked up.



Super Armor - Gives you 100 points of all armor types.



Equestrian Fried Scootaloo - turns you into an invulnerable Chicken obsessed with saying no.

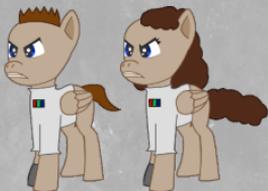
You may think this would be funny. And it is. However, it's also deadly for your enemies - they all will know, though not for long, the might of you turning into a feathered fiend that can peck their brains out, or blow them to bits with a clustercluck.

Use Left Mouse Button to peck, and Right Mouse button to unleash the clustercluck. Once you use the clustercluck, however, you lose your chicken privileges.



THE ENEMIES

Have a look at the eviltons you will be facing during your stay at the Cloudsdale Weather Corporation.



Low Guards - Basic cannon fodder. They're not paid enough to give a hoot. They welcome the sweet release of death. They fire a blaster and have a chance of dropping silver bits.



High Guards - more tanky than the low guards and armed with a submachine gun. ***Some with different colors wield missile launchers or grenade launchers and are resistant to explosives.*** Painful in large numbers. The normal variants drop a submachine gun if you don't have one all ready, and all variants will drop silver bits at random.

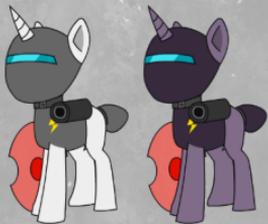


Pegapop - whoever thought of ACAB was thinking of these assholes¹. They are resistant to hail cores, and can roll out of the way when fired upon, and immediately retaliate with fire. They also aren't lazy and can fly, and they dart for you. They drop bits at random when killed. ***Rumor has it he has a cousin who is much tougher and wears all white, and retaliates based on what you attack him with.***

¹ - We here at Waffle Iron Studios want to remind everyone that this is a joke.



Engineer - scientists equipped with Lightning Guns that not only shoot electric balls, but have been modified with a plasma whip. They also throw mini-sentries that shoot out hail cores. Take out the engineers, and their mini-sentries will soon follow. When they die, they have a chance to drop gold bits.



Enforcer - a brainwashed Unicorn, armed with a shoulder mounted cannon and an explosive collar, as well as a shield that deflects projectiles. Light Enforcers fire grenades, while Heavy Enforcers fire cluster bombs and can fling you around with a magical attack. Very dangerous!



Zombie - an undead pegasus. The more common variants fling pieces of their flesh at you, while the more rare variants shoot rockets at you. Not particularly dangerous unless in a huge mob. When electrocuted, they can overcharge and explode.



SpectraWasp - mechanized death. They shoot lasers and spray atomizing Spectra everywhere.



Each episode has a boss battle with multiple stages.

Each boss has a distinct personality, and will attack you in different ways. Mastering their patterns is key to defeating them. They also call in reinforcements constantly, so be careful and watch yourself!

TIPS AND QUIPS

You can jump (default: spacebar) - but by holding down the jump key while jumping, you can glide around the map. Use the mouse to look around. You can also fire your weapon while in the air. Figuring this out is important to progressing through the game. Mastering this will give you a leg up on most enemies. Also **if you use shift while doing so you will get a speed boost.**



You can use vending machines to restore health. You need bits to use these. Press the use key (default: E) to use a vending machine. **An apple costs by default 1 bit, while a hot meal costs 5 bits. Keep in mind, the cost scales based on difficulty.**



Switches come in many variations. Press the use key (default: E) to use a switch. Some switches can be used again, others are a one-and-done deal.

Some walls can be walked through. Just because a wall appears solid, it might be fake.

All enemies have strengths and weaknesses. Figure out each weapon and how it works in relation to enemies. If you struggle with a new enemy, try using a different weapon, and figure out when best to attack.

Never stop moving. Enemies are relentless, so give them a moving target.

Check vents and solid walls with misaligned or slightly off textures. You can find hidden cache of goods behind walls, in vent ducts, and other hidden areas. Some of these might also be hidden switches as well.

Your Blaster and SMG have unlimited ammo. If you find yourself in a tight situation, lower enemies will go down with these weapons. You can also one-hit the mini-sentries with the blaster.



Live wires can sometimes be turned off. Look for switches nearby to turn off the power to wires.



Some posters can be used. When you use certain posters, it will give you tips in-game, usually based on something you can do nearby.

CREDITS

Creative Director, Art and Level Design - SanyaWaffles

Music, Sounds, Additional Level and Graphic Design - Metal Neon

Additional Level Design, Additional Sounds - Elliejojo

Weapons, Additional Level Design - Jona_Arts

Additional Level Design - Philnemba

Voice of Scootaloo - Victoria Prater

Voice of Male Low Guards - DRPRskins

Voice of Female Low Guards, Aurora Dawn - Tabby

Voice of Engineers - MovieUnleashers

Voice of Surprise - CakeofRage

Voice of High Guards, Dr. Atmosphere - Redsoilder55

Voice of Maimbow Undash - Jenna Pepper Fox

Mysterious Voice - AndromedaHawking

Script Proofreading - The Average Joe

Special Thanks - AuroraDawn, WoodenToaster, Jinzo, Korzodin, Zan, Accensus

Additional Code - Apeirogon, phantombeta, Mikk, Marisa Kirisame, Nash Muhandes

Soundtrack Available on Bandcamp

A PERSONAL THANK YOU

I want to thank you for playing **Scout Hard DX**. I hope you enjoy it. Plenty of hours went into making this even more polished than our first game, Daytime Drama - which I did over the course of five years mostly on my own.

We have more adventures in store in this crazy crossover universe we got going on.

What will happen next? Well, we have big plans. **Scout Hard DX** is only the beginning, and boy we have sights to show you!

Follow us on @WaffleIronCoop on Twitter for the latest updates. We post frequently and do our best to answer any and all questions about our works!

-SanyaWaffles, founder and creative lead of Waffle Iron Studios

Scout Hard DX is a fair use parody. Please support the official release.



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