

Player guide

How to play Midwest 90: Rapid City

Everything you need to keep a monster diner open on Interstate 90.



Daily Diner Routine

You run a roadside diner in a town that's broke and overrun. The monsters are the problem. They're also the menu.

1

6AM · Morning
The Market opens. Buy monster meat and supplies, stock the fridge and the shelves.

2

Day · Service
Customers roll in, eat, and pay. Your staff run the floor while you run the numbers.

3

8PM · Close up
The Market shuts. Close the diner, review the day, set your traps.

4

Night · Incursion
Monsters hit in waves. Traps, staff and your shotgun hold the line. Harvest what's left, then do it all again.

The Menu & UI Stuff



1 **Cash and Profits.** Your register. Profits usually go red before they go green.

2 **Time.** Pause, play and fast forward, plus the clock and date.

3 **Traps and Gun.** Flip these on when night falls.

4 **Quick buttons.** The Market, the restaurant and the kitchen. Same as Z, X and C.

5 **Pinkirten cams.** Four security cameras. Check the dark corners.

6 **The binder.** Info and reference on your diner.

7 **Black Hills Catalogue.** New traps, gear and decor show up here.

8 **Popularity.** The road sign. How well known your diner is.

9 **Rapid's Welfare.** The town paper. How Rapid City is holding up.

Every keyboard shortcut in the game

Camera

Pan	W A S D
Pan with the mouse	HOLD MIDDLE MOUSE
Rotate	Q / E
Zoom	MOUSE WHEEL
Zoom in / out	SHIFT + LMB / RMB

Get around

The Market	Z
The restaurant	X
The kitchen	C
Show or hide walls	V

Open up

Food menu	M
Rapid's Welfare	N
Build Catalogue	B
Finance	F
Incursion alert	R

Time

Pause	SPACE
Normal speed	1
Double speed	2
Triple speed	3

Fighting, building and buying in bulk

Defense

Trap mode	TAB
Gun mode	LEFT CTRL
Shoot (gun mode)	LMB
Reload	HOLD RMB

Building

Place	LMB
Cycle variants	[/]
Cancel	ESC or HOLD RMB

Buying in bulk

Buy or stock 5 at a time	SHIFT + CLICK
Buy or stock 10 at a time	CTRL + CLICK
Salary in steps of 5 or 10	SHIFT / CTRL
Liberty Fund 100 / 200 / 500	CLICK / SHIFT / CTRL

Everything else

Select and interact	LMB
Object actions	RMB
Skip dialogue	HOLD LMB
Close the top window, or open Options	ESC

Every key can be rebound in Options. LMB and RMB are left and right mouse. Left Ctrl also works as the 10x modifier inside shop windows.

Shopping at The Market





- Vendors trade **6AM to 8PM**. Each one sells something different, and shops restock over time.
- **Jericho** is the butcher. Zoid steaks, zoid eyes, and shells for your gun. BUY SHELLS. You need them. And its fun. And you need them.
- Watch **Fridge Space** and shelf space too. Can be annoying to go back and forth.
- Talk to vendors about meat, monsters and the town. New ones show up as things change.



Cooking monsters

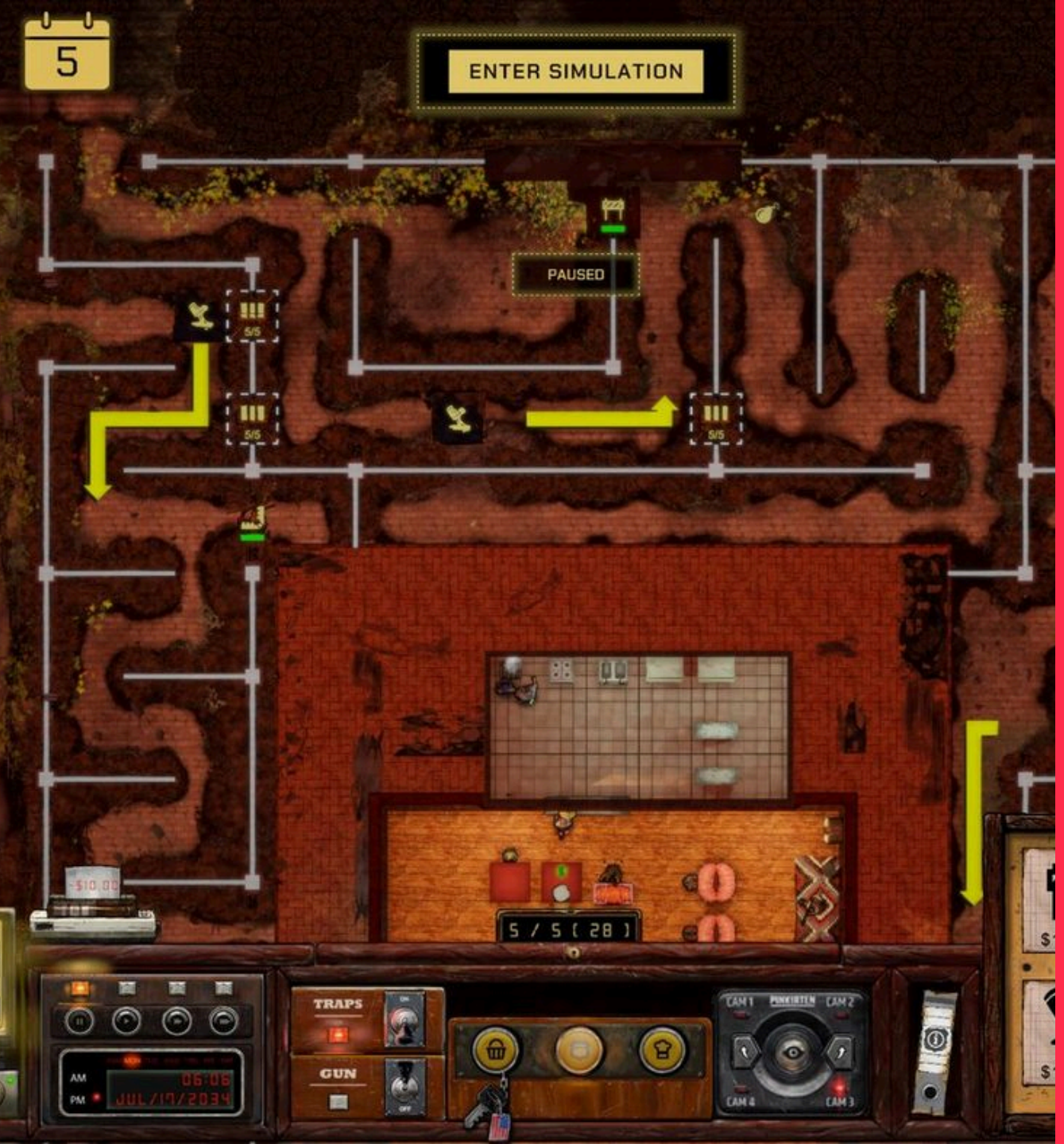
Every monster you bring down is an ingredient. Every ingredient is a recipe waiting to happen.

- Each monster has its own recipe book: **Zoid, B.E.G., Smiling Death, Night Fang, Blood Boar, P.Zilla, Scrawler, Jersey Devil, Pit Pug**.
- Research unlocks new dishes as you harvest new monsters.
- Every recipe shows its ingredients, its **Tastiness** and its **Dish Traits**.
- Traits do real work. Some toughen customers up so they fight back, some make food good enough that people pay more, some keep staff motivated.
- **Missourite** pushes a dish further. Profits go up, but sometimes there are... let's say, *side effects*.

Keeping your crew alive and motivated

- Hire staff and give them a job, **cook** or **waiter**.
- Motivated staff work faster and level up quicker.
- Moods shift during the day. You'll get a heads up when someone goes from fine to upset.
- Send a burnt out employee home to recover. Or slap them to hurry up. Your call, boss.
- Click in to hear what they're thinking.
- Train their survivability. They're on the front line at night too.





Defending the diner

Defense is part of your operating costs. Budget for it like rent.

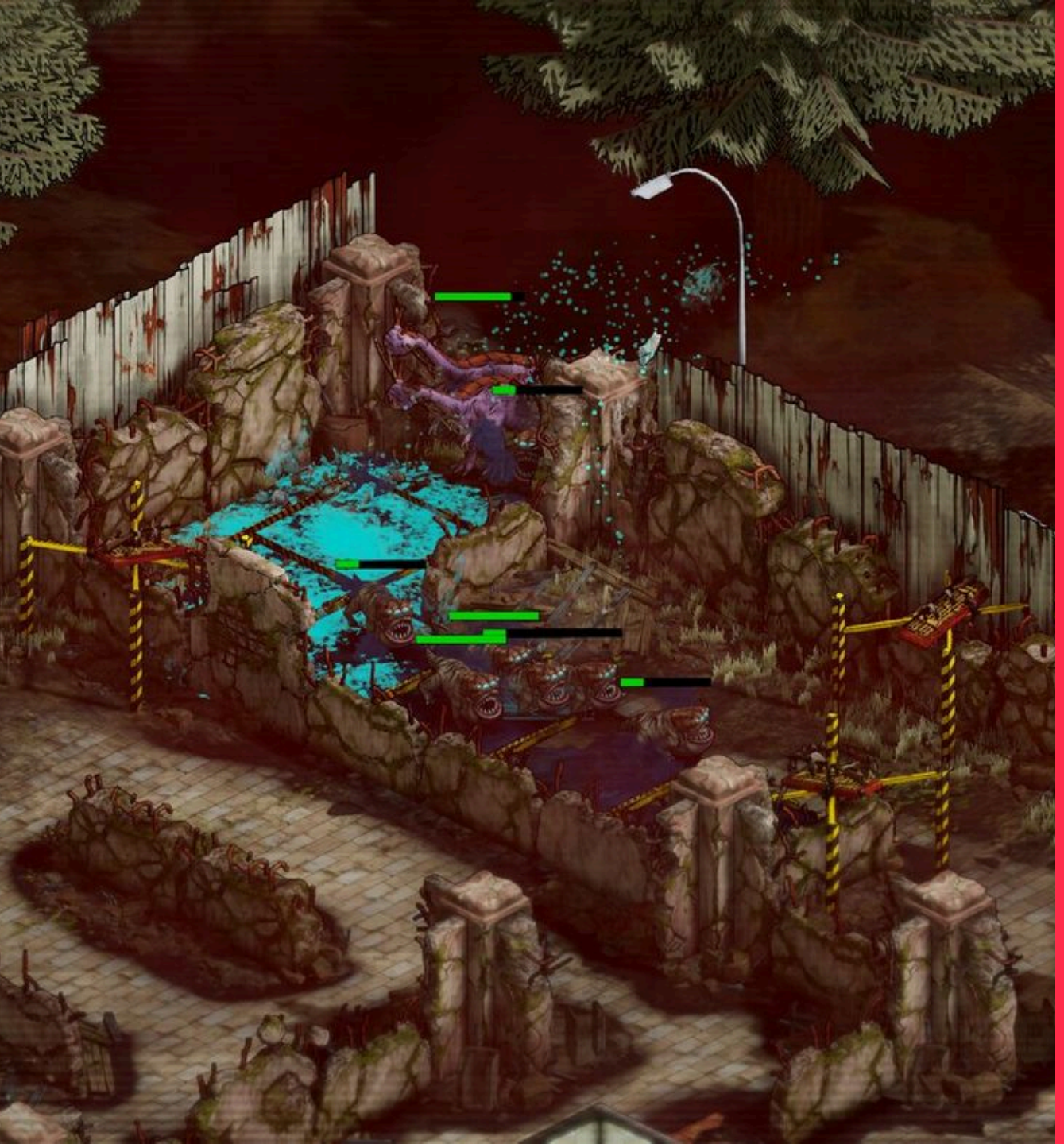
- The blueprint view shows every path in. **Yellow arrows** mark where monsters walk.
- Place traps along those paths. Barricades, bombs, bear traps and more, from $10 to $150.
- Traps have limited charges, shown as 5/5. Check them between nights.
- Flip **Traps** on before dark. Flip the **Gun** on and keep shells stocked.
- Monsters come in **waves**. The counter up top shows how many are left.
- **Enter Simulation** replays the last incursion against your new layout. Test it before you pay for it.

Rapid City is watching

Those who fight monsters risk becoming one.

- **Rapid's Welfare** tracks how the town is doing. **Popularity** tracks how well known your diner is.
- Every day brings business decisions. Support the community or squeeze it.
- The **Liberty Fund** lets you invest in expansions that pay off for you and the town.
- The story branches, and people remember what you did.





Endless Mode

No story and no finish line. Just the loop, running as long as you can keep the lights on.

- Pick your difficulty and your map. New maps change the paths monsters take.
- A progression system rewards long runs.
- Bank cash for bad nights. They come.
- Keep trap charges topped up and rotate tired staff.
- Research ahead of the next monster, not after it shows up.

Some stuff that takes a while to learn...

1. MOST IMPORTANT: The opening section can be the hardest to survive, but that's intentional. It's a game about iteration, failure, learning, and balance.
2. Shells are super useful, and hard to buy once it's too late. Can shoot these beasties yourself.
3. Lead the menu with your highest Tastiness dish.
4. Run 'Enter Simulation' every time you rearrange everything.
5. Traps have ammo to, so reload them (we've got handy popups to remind you).
6. Pause whenever you need to think. No harm in it.
7. When the Catalogue says new items are in, go look.
8. Watch Rapid's Welfare. A rich diner in a dead town is a short run.



See you in Rapid City.

store.steampowered.com/app/1818480
#Midwest90