Renegade

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Section 1: Introduction

Story:

In the year 2089, the United States Government is a full fledged Communism. The government controls everything. Stealth fighters and police officers often patrol seeking people who are doing suspicious activities. Privacy and freedom are a thing of the past as government officials are always somewhere. There was once a group of radicals that fought these changes. They wanted to return the country to its old ways, of freedom and equality in justice, but alas, they were crushed and imprisoned for life. The prisons of this day are truly impossible to escape and even if you did, you'd be tracked by the microchip implanted in your skin. Even if you somehow evaded that, you couldn't do anything as your microchip wouldn't let you anywhere as everyone has a microchip that lets them into businesses, as the government regulates your purchases. You are the last of the radicals. Your are a wanted man. You have managed to evade authorities so far, but they have you trapped in the city. How long will you last in a world gone mad?

Section 2: Game Play and Controls

Your name in-game — Name: I gots gas!
Your current speed — Speed: 112.0
Current time in 24 hr format — Time: 17:29:19
Current game information — Info: Cop ram damage: 40%
Console command input — >=screenshot

Your car
Cop cars

Note: City seen is from alpha test. This can not be seen in this version.
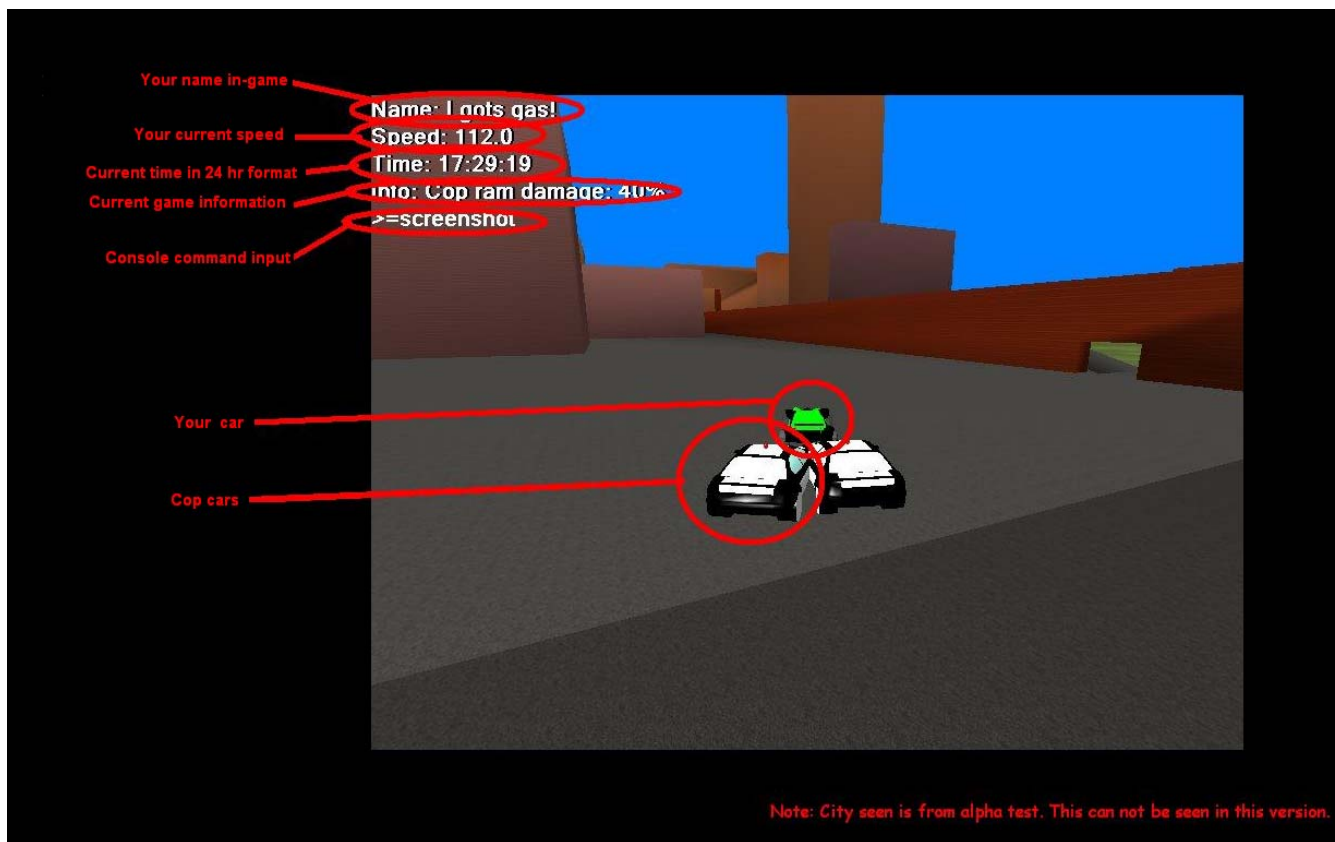
--Global Controls--
Tab: Expand console
Enter: Confirm command
F7: Screen Shot
Esc: Escape this screen and save

--Keyboard controls--
Up: Gas
Down: Brake
Left: Steer Left
Right: Steer Right
Left Ctrl: ???

--Mouse Controls--
Button 1 (left): Gas
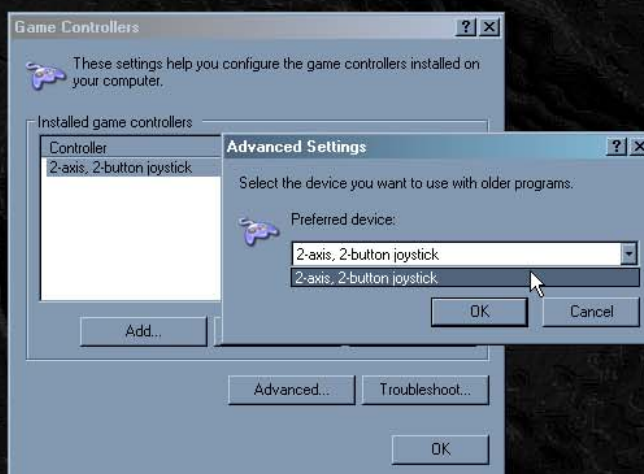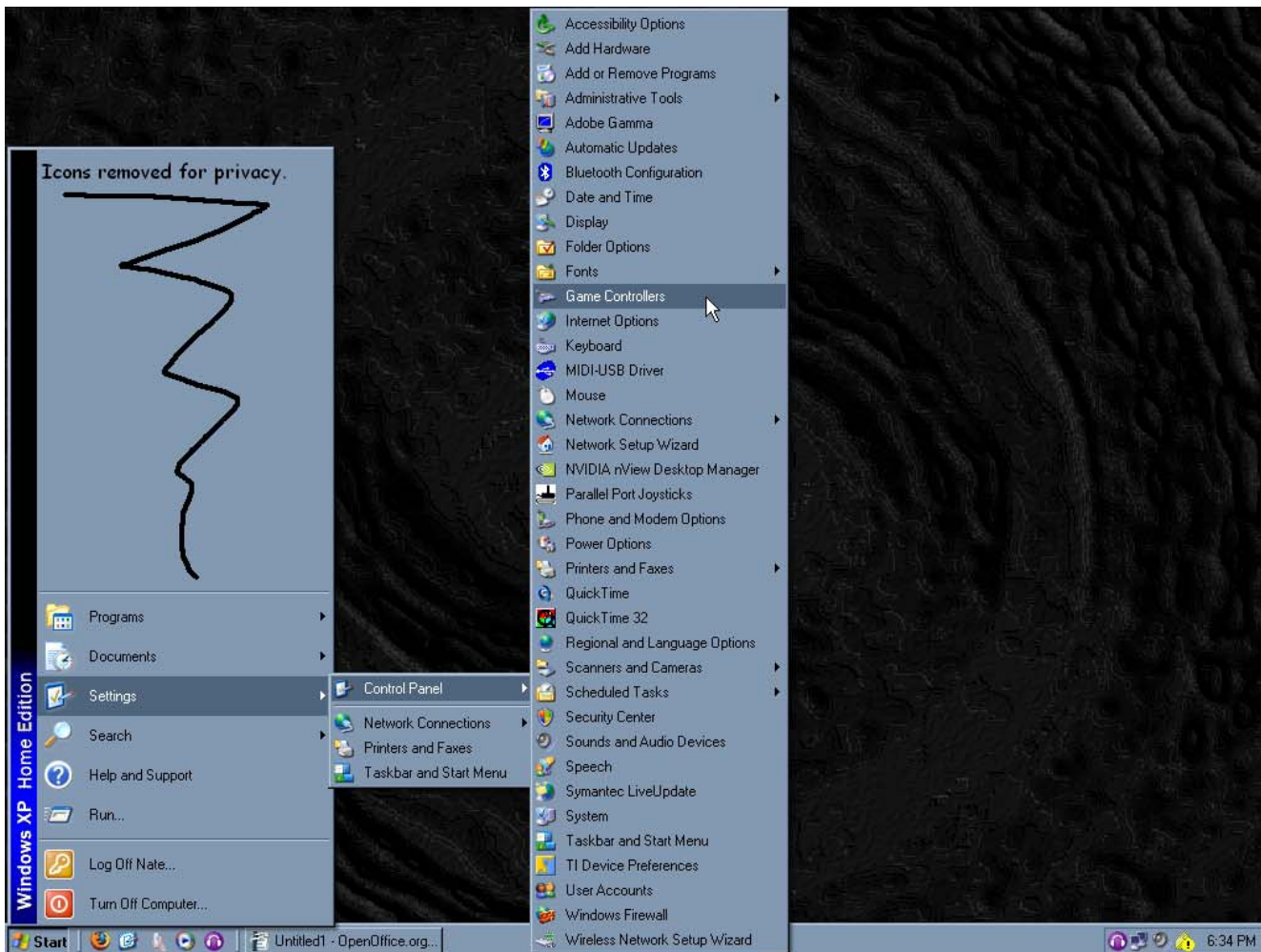**Button 2 (right): Brake**
Button 3 (center): ???
Move left: Steer left
Move right: Steer right

--Joystick Controls--
As joysticks vary greatly, you'll have to figure them
out on your own. This mode requires you to setup the
joystick with windows as follows on the next page.
If you can't figure it out, use keyboard or mouse modes.

Icons removed for privacy.

Windows XP Home Edition

Programs
Documents
Settings
Search
Help and Support
Run...
Log Off Nate...
Turn Off Computer...

Control Panel
Network Connections
Printers and Faxes
Taskbar and Start Menu

Accessibility Options
Add Hardware
Add or Remove Programs
Administrative Tools
Adobe Gamma
Automatic Updates
Bluetooth Configuration
Date and Time
Display
Folder Options
Fonts
Game Controllers
Internet Options
Keyboard
MIDI-USB Driver
Mouse
Network Connections
Network Setup Wizard
NVIDIA nView Desktop Manager
Parallel Port Joysticks
Phone and Modem Options
Power Options
Printers and Faxes
QuickTime
QuickTime 32
Regional and Language Options
Scanners and Cameras
Scheduled Tasks
Security Center
Sounds and Audio Devices
Speech
Symantec LiveUpdate
System
Taskbar and Start Menu
TI Device Preferences
User Accounts
Windows Firewall
Wireless Network Setup Wizard

Start   Untitled1 - OpenOffice.org...   6:34 PM

Game Controllers

These settings help you configure the game controllers installed on your computer.

Installed game controllers

Controller
2-axis, 2-button joystick

Add...

Advanced...   Troubleshoot...

OK

Advanced Settings

Select the device you want to use with older programs.

Preferred device:

2-axis, 2-button joystick
2-axis, 2-button joystick

OK   Cancel

Section 3: Console Commands and Usage
The console is a feature of this game that allows for in game changes like in a many PC first person shooter games. The commands can be typed in game using the keyboard and will appear under the info readout. This game uses a = (equals) sign to signal a command. If you don't use one, it will be interpreted as a chat message.

Simple Commands:
=fix
=respawn
=wheels
=addcop
=report
=killcop
=screenshot
=killufo
=addbot
=killbot
=cls
=addufo
=addstealth
=addsaucer
=stats
=log
Complex Commands: (don't use parenthesis)
cheat=(code here)
say=(your message here)
echo=(your log data here)
flush=log
engine=(volume of engine sfx in decimal [1=max, 0.5= half, 0=off])
mvol=(volume of bgm in decimal [1=max, 0.5= half, 0=off])
track=(track #)
traxlist=(file name)
color=(name of color)
gravity=(gravity value, default is -.06)

Section 4: Options
On the options menu, click on an option to change it.
   Your Name: (your name for network play)
   Screen Mode: (game screen mode in game data format)
      [clicking will send you back to the setup graphics prompt you see   when you first start the game the first time.]

Your gamename: (save game file name [defaults to last game])

Credits: (shows game credits and a secret!!   )


Section 5: Network Game

This game supports network gaming. When you click netplay on the main menu, the game begins the same way as single player except that enemies are disabled,network is on, and you can not save your game. When the game is about to begin, however, you get the following dialog box:

First choose a connection mode. Your computer may not support all modes, so choose wisely. If you get a message "can't enumerate sessions" then that connection is unavailable. IPX is default for local LAN games. TCP/IP is default for on-line games but is untested. If you want to play on-line, you should get the host's IP and use it in the IP dialog box. Modem and Serial modes are not recommended, explained, tested, or otherwise supported. If you know how to use these modes, caution is advised.

Once you choose a mode, double click the game you wish to join. If there are no games to join, or you wish to create your own, use the Name for new game text field and Create new game button.
(Windows firewall may pop up asking you to unblock, this is normal, just unblock.)
Once the game begins, it is played like any normal game with the following exception. Other players can join or leave your game without warning. The host can leave, shifting that position to another player. Also, you can use the console entry to send chat messages. As long as those messages do not contain an equals (=) sign, they will be sent to all other players.
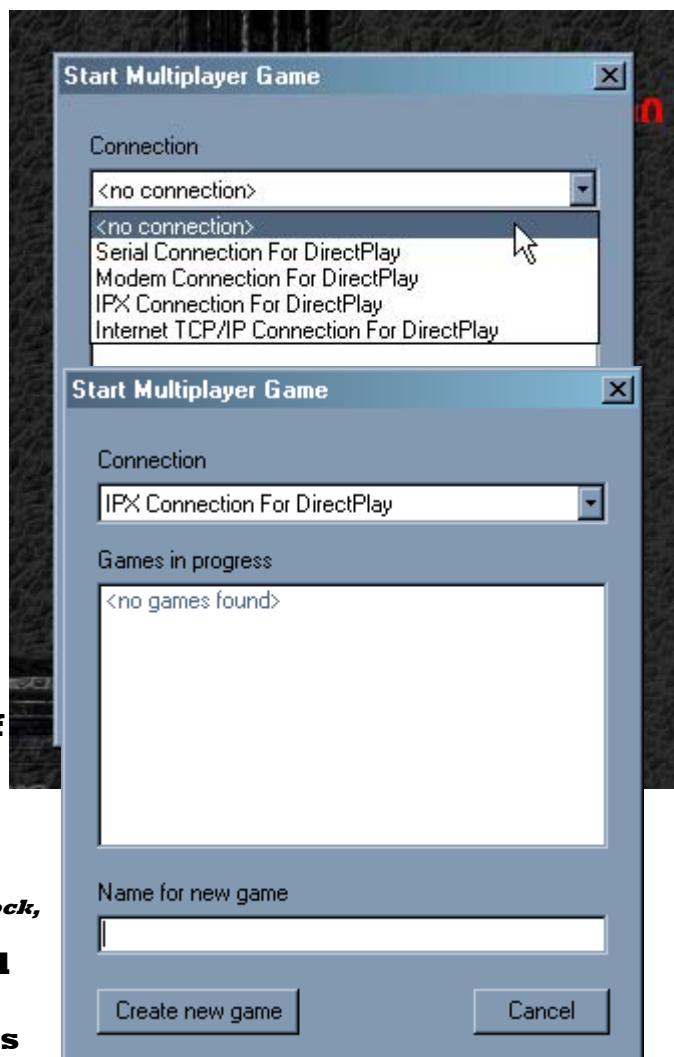
Section 6: Track List Editing

The in-game background music (BGM) track list can be amended and changed by changing or copying the text file, trax.txt. This file contains scripting commands that load tracks to play in-game. If you don't want to change the original file, but want to create your own, clone the file within the game folder and set the console variable traxlist to the name of the new file. This new list will now be loaded each time you start the game. The list uses the following context:

@tracks(
track#=filename
)

Each track must be in chronological order and have the correct number from the top or game issues may arise. Put the track number where the # is in the example. Put the following information in the filename location:

Right click and click properties on the music file you wish to add to the track list. The game supports the following formats;
raw/mod/s3m/xm/it/mid/rmi/wav/mp2/mp3/ogg/wma/asf

Copy the information from **A** first then put a "\" character, then copy the information from **B** after it without spaces.

Once this information is added to the script, when the game loads it, you will hear that song when that track is played.
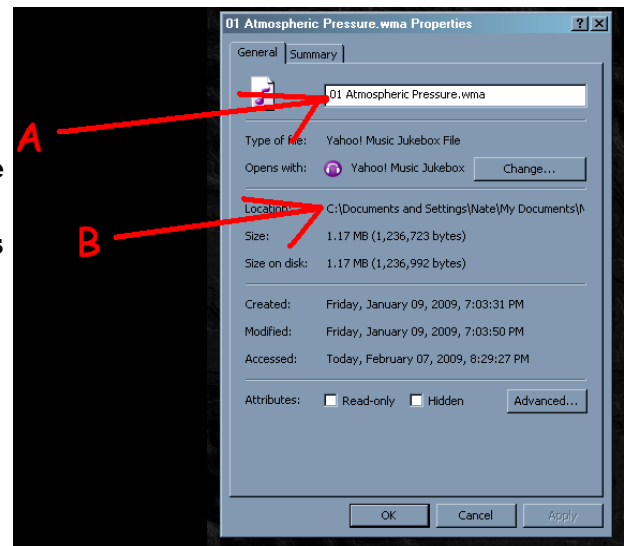
Section 7: More Information (Secrets)

Web-page and Forum:

Game secrets and cheats will be released slowly on the Nate Works web page. (www.freewebs.com\nateworks) [subject to change]. It will be released on the forum under the appropriate topic. To get news, find updates, ask questions, find other players and even start discussion, use the forum! If you want to get a group together to start a net game, use #RENEGADEGAME @ irc.centralchat.net.

Chat room:

If you don't know what that means, go to www.centralchat.com and select create a room. Copy the code generated (doesn't matter what

you type in here) into a blank text document and save as starter.htm.
Open this file in your favorite web browser and click on where it says
"alternate chat". This will take you to a web page that has a simple
IRC client. It will allow you to join the #RENEGADEGAME room. There,
you can find people to start a net-game with.
Game Given Secret:
Read the entire credits roll to find out how to unlock a secret game
mode and how to be the enemy in a net-game.

Section 8: Legal Stuff
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