

MANUAL FOR **SPACE RANGERS -** EPISODE 8 THE ROUGE ROBOT



THE GAME

THIS IS A 3D ADVENTURE GAME.

AGENT KAT OF THE SPACE RANGERS, AKA THE HUNTRESS, IS GIVEN THE MISSION TO RETRIEVE THE POSITRON BRAIN FROM A ROBOT THAT ALLEGEDLY HAS KILLED A CREW OF QUONIONS ON A SPACE STATION, EVEN THOUGH THAT SHOULD NOT BE POSSIBLE ACCORDING TO THE ROBOTIC LAWS. THE QUONIONS WANT TO HANDLE THE SITUATION ON THEIR OWN. THEY DON'T LOOK KINDLY ON ANY FEDERATION INTERFERENCE AND THEY REALLY DON'T LIKE AGENT KAT.

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1. INSTALL THE GAME

YOU HAVE TWO OPTIONS. YOU CAN USE AN INSTALLER OR YOU CAN MAKE A MANUAL INSTALLATION FROM A ZIP-FILE.

1A. USING THE SETUP INSTALLER FILE

CLICK ON THE SETUP.EXE-FILE AND FOLLOW THE INSTRUCTIONS.

THE GAME WILL BE INSTALLED IN A PROGRAM-FOLDER AS A SUB-FOLDER (SPACERANGERS8). YOU HAVE THE OPTION TO CHOSE ANOTHER PLACE FOR THE

INSTALLATION.

IN THE START-MENU YOU WILL AFTER THE INSTALLATION FIND A GROUP (SPACERANGERS52) WITH 4 OPTIONS;

SPACERANGERS52	STARTS THE GAME
MANUAL	OPENS THIS DOCUMENT
FOLDER	OPENS THE SPACERANGERS8 FOLDER
UNINSTALL	TO UNINSTALL THE GAME.

THE INSTALLER IS SET TO INSTALL A SHORTCUT ON YOUR DESKTOP. YOU CAN UNCHECK THAT OPTION IF YOU DON'T WANT TO HAVE A DESKTOP SHORTCUT.

IN THE FOLDER SPACERANGERS8 YOU WILL FIND A LOT OF FILES AND SUB-FOLDERS. TWO OF THE SUB-FOLDERS ARE DOCUMENTS AND ICONS.

DOCUMENTS HOLDS THIS MANUAL AND THE LICENSE/TERMS OF USE DOCUMENT.

ICONS HOLDS THE ICONS INTENDED FOR THE FILES AND DESK TOP SHORTCUT. IF THEY ARE NOT CORRECTLY IN PLACE AFTER THE INSTALLATION YOU HAVE THE POSSIBILITY TO CHANGE ICONS TO WHAT THEY ARE SUPPOSED TO BE.

1B. USING THE ZIP-FILE

UNZIP THE FILE AND PLACE THE FILES INSIDE IT IN A FOLDER OF YOUR CHOICE. YOU START THE GAME BY CLICKING THE SPACERANGERS8.EXE FILE.

1C. INSTALLING VP6 CODEC

THE GAME WILL NOT RUN UNLESS YOU GOT VP6 CODEC INSTALLED. IF YOU DON'T ALREADY HAVE IT INSTALLED THERE IS INSTALLER FILE FOR IT IN THE VP6 FOLDER. CLICK THE EXE-FILE AND FOLLOW THE INSTRUCTIONS.

2. LICENSE/TERMS OF USE

THIS GAME IS FOR NON-COMMERCIAL USE ONLY. IT'S FREE TO PLAY AND DISTRIBUTE AS IT IS, BUT YOU MAY NOT SELL IT.

THE LICENSE.TXT HOLDS SOME ADDITIONAL TEXT BUT THAT IS THE CORE OF IT.

3. SETTINGS

THE GAME IS SET TO PLAY IN A 640*480 WINDOW USING OPENGL DRIVER.

THE SETTINGS CAN BE CHANGED MANUALLY IN THE FILE REALITYFACTORY.INI IN THE FOLDER SPACERANGERS8.

OPEN THE FILE USING A TEXT EDITOR. FIND THE FOLLOWING TEXT

```
-----
;
; Fullscreen tells the engine to go full-screen or not
;true
;false
```

```
FullScreen=false
```

```
;
; Width is the width of the game display
;
```

```
Width=640
```

```
;
; Height is the height of the game display
;
```

```
Height=480
```

```
;
; Driver tells the system which driver to use
;d3d
;d3d16
;opengl
```

```
Driver=opengl
```

LINES STARTING WITH A ';' ARE COMMENTS AND ARE NOT USED BY THE GAME.

IF YOU WANT TO PLAY IN FULL SCREEN MODE CHANGE

```
FullScreen=false
```

TO

```
FullScreen=true
```

DO NOT CHANGE THE VALUES FOR WIDTH AND HEIGHT. THE GAME WILL NOT

LOOK AS IT IS SUPPOSED TO DO IF YOU CHANGE THOSE VALUES.

DEFAULT DRIVER IS OPENGL. IT IS POSSIBLE TO CHANGE TO DIRECT3D FOR 32 OR 16 BIT (d3d OR d3d16).

WHEN YOU HAVE DONE THE CHANGES YOU WANT TO DO YOU NEED TO SAVE THE FILE.

IT IS ALSO POSSIBLE TO CHANGE THE SETTINGS USING THE VIDESETUP-PROGRAM IN THE MAIN FOLDER. THAT DOES NOT HOWEVER HAVE THE WIDTH AND HEIGHT OPTION 640*480 SO THIS IS NOT RECOMMENDED.

4. CONTROLS

WHEN IN WALK MODE THE FOLLOWING CONTROLS CAN BE USED

W FORWARD
S BACKWARD
A STRIFE LEFT
D STRIFE RIGHT

E JUMP
C CRUCH
SHIFT TOGGLE BETWEEN RUN AND WALK

MOUSE MOVEMENT TURN

IN CLOSEUP MODE AND DIALOGS THE MOUSE POINTER WILL BE VISIBLE. USING CLICKS ON THE LEFT MOUSE BUTTON DIFFERENT OPTIONS CAN BE USED.

THE SPACE KEY CAN BE USED TO SKIP CUR SCENES AND MESSAGES. IT MIGHT MEAN THAT YOU MISS IMPORTANT INFORMATION. USE WITH COTCION.

5. KEY SHORT CUTS

I OPEN THE INVENTORY BAR
H OPEN THE HELP PAGE
ESC GO TO THE MAIN MENU

THE INVENTORY BAR SHOWS WHICH INVENTORIES YOU HAVE. FROM THE START OF THE GAME YOU HAVE A PHASER AND A TRICORDER.

THE INVENTORY BAR AND THE HELP PAGE ARE CLOSED BY LEFT-CLICKING A CLOSE BUTTON IN THE UPPER RIGHT CORNER.

IF YOU WANT TO QUIT PLAYING OR TO SAVE THE GAME YOU FIRST GO TO THE MAIN MENU AND USE THE OPTIONS AVAILABLE THERE. IF YOU AFTER SAVING THE GAME WANT

TO CONTINUE TO PLAY GO BACK TO THE MAIN MENU FROM THE SAVE MENU AND CLICK THE ESC KEY.

6. MAIN MENU

THE MAIN MENU HOLDS 5 OPTIONS;

NEW GAME	START A NEW GAME.
LOAD GAME	OPEN THE LOAD GAME PAGE TO START THE GAME FROM AN EARLIER SAVED POINT.
SAVE GAME	OPEN THE SAVE GAME PAGE.
CREDITS	OPEN THE CREDITS PAGE
QUIT	QUIT THE GAME.

7. TRICORDER

YOU OPEN THE TRICORDER WITH AN ICON IN THE INVENTORY BAR. WITH THE TRICORDER YOU CAN SCROLL THROUGH HINTS. DIFFERENT HINTS WILL BE AVAILABLE AT DIFFERENT POINTS IN THE GAME. THE TRICORDER ALSO HOLDS A MAP ON WHICH YOU CAN SEE YOUR POSITION WHILE IN THE SPACE STATION.

CLOSE THE TRICORDER WITH THE CLOSE BUTTON.

8. DIALOG

AN IMPORTANT PART OF THE GAME IS TO TALK WITH OTHER PERSONS (NON-PLAYER CHARACTERS) IN THE GAME.

DURING A DIALOG YOU WILL BE GIVEN OPTIONS ON WHAT YOU CAN SAY AT THE BOTTOM OF THE SCREEN. CLICK ON LEFT MOUSE-BUTTON WHILE HOVERING OVER YOUR CHOICE.

THE LINES OF DIALOG FOR YOU AND FOR THE NON-PLAYER CHARACTERS ARE SHOWN AT THE TOP OF THE SCREEN. EACH LINE IS SHOWN FOR A CERTAIN AMOUNT OF TIME.

YOU CAN FAST-FORWARD THROUGH CONVERSATIONS BY CLICKING THE SPACE KEY. EACH CLICK MOVES YOU TO THE NEXT LINE OF DIALOG. BE CAREFUL WHEN USING THIS OPTION. YOU MIGHT MISS IMPORTANT CLUES IF YOU SCROLL THROUGH A DIALOG TO FAST.

9. THE GAME IS MADE BY

PER K GROK

ADDITIONAL MODELS BY SEPPGIRTY.

10. ACKNOWLEDGMENTS

A LOT OF DIFFERENT STUFF HAS INSPIRED THE CONTENT OF THIS GAME.
A SPECIAL INSPIRATION IS

ISAAC ASIMOV, (JANUARY 2 1920-APRIL 6, 1992), AMONG A LOT OF OTHER THINGS
THE FATHER OF THE LAWS OF ROBOTICS.

THE GAME IS BUILT USING GENESIS3 AND REALITYFACTORY.

THE MODELS ARE BUILT WITH MISFIT MODEL 3D, MILKSHAPE AND EQUITY.

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