

STARTRIFE™



M A N U A L

TABLE OF CONTENTS

System Requirements

Story

Getting Started

Main Menu

How to Play

Controlling the Action

Statistics

Items

Other Inhabitants

Hazards

Is That It?

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SYSTEM REQUIREMENTS

Hardware Requirements

STRIFE requires an IBM™ or 100% compatible computer with a 486DX-66 processor, 8 megabytes RAM, a VGA graphics card, CD-ROM drive, and 70 megabytes of available hard disk space. A Pentium™ and a sound card are recommended. For modem play, a 9600-baud or faster modem is required, and network play requires an IPX-compatible network.

Software Requirements

DOS 5.0 or higher, Windows, or Windows 95™ Running **STRIFE** in DOS mode is recommended. Appropriate drivers for sound card, mouse and network are necessary.

Sound Card Compatibility

STRIFE supports Creative Labs Sound Blaster™, Gravis Ultrasound™ and Pro Audio Spectrum™. For music, **STRIFE** also supports General MIDI, Sound Blaster AWE™, Wave Blaster™ and Roland Sound Canvas™.

STORY

You are a wandering mercenary, lead to the small town of Tarnhill by rumors of conflict between The Order, a well-equipped religious monarchy, and The Front, the rag tag resistance movement. The town is under martial law. Framed for looting, you have been disarmed and hauled away by a couple of Order Acolytes to the local sewage plant for questioning. Actually, they intend to execute you quickly and dispose of your remains in the muck. What they didn't expect, though, is the knife you keep concealed for situations just like this one...



GETTING STARTED

Installation

To play **STRIFE**, you first have to install the game on your hard drive. The program's installation utility will transfer all the necessary files to your hard drive. To install the game, insert the **STRIFE** CD into your CD-ROM drive, and from a DOS prompt, enter the following:

```
D:  
INSTALL
```

This assumes that your CD-ROM drive is drive D. If your CD-ROM drive has a different drive letter, substitute it above.

The installation program will verify that you have enough free disk space, copy the **STRIFE** files to your hard drive, and then display the file `README.TXT`, which contains late-breaking news about **STRIFE**.

Setup

If you are playing for the first time, be sure to run the `SETUP` program. The `SETUP` program will direct you through the configuration process. If you are unsure of what to select, consult your computer manual or sound card manual for assistance, or simply accept the defaults by pressing [Enter].

Be sure to select the right sound card, or you won't hear the voice samples! If you don't have a sound card, be sure to select NoSound for your sound card—by default, **STRIFE** will not show you conversation text, so if you don't have a sound card be sure to turn it on.



Configuring Your Controller

The fourth item in the Main Menu for **SETUP** allows you to configure your controller. Reconfiguring your keys will change the key setup defaults for all games played with your copy of **STRIFE**. You can always reconfigure them by running **SETUP** again.

When **SETUP** is complete, select **SAVE PARAMETERS AND LAUNCH STRIFE**.

Running STRIFE from DOS

To start a game, enter **STRIFE** at the DOS prompt. To start a multi-player game, run **SETUP** at the DOS prompt, and follow the instructions below for starting a multi-player game. If your system won't play the intro movie, or you've seen it already, you can skip it by running **STRIFE1.EXE**.

Running STRIFE from Windows '95

To start a game right away, double click on **STRIFE.BAT**. Please refer to the readme text before running Windows'95 To start a multi-player game, double click on **Setup.EXE** and select **RUN NETWORK/SERIAL GAME**, however, we recommend quitting Windows and running your network game from DOS. To skip the intro movie, double-click **STRIFE1.EXE**.

Starting a Single-Player Game:

After the title sequence, the **STRIFE** Main Menu will appear. Use the arrow keys, mouse or joystick to make your selection, then press the [Enter] key, mouse button 1, or the joystick's fire button to activate your selection.

Starting a Multi-Player Game:

From the **SETUP** menu, each player must select **RUN NETWORK/MODEM/SERIAL GAME**. After selecting mode, network, or serial, each player must select number of players and options. Each player should select the same



options, although if there are differences, one configuration will be the default for all players. We recommend using Random Respawn and No Enemies.

If more than one group of players is playing a networked **STRIFE** game on the same subnet, each group should choose a unique socket number for their game. All players in the group must select the same socket number.

MAIN MENU

The following describes the choices available from the Main Menu in a single-player game.

New game

If you select this option you will begin a new game. Select a skill level and name your character.

Use the Training level to familiarize yourself with the game and its controls. The Rookie level is the equivalent of easy—a good place to start, honest. Veteran has more and tougher bad guys and less ammunition, for a challenging game. Elite is the most difficult setting within the realm of sanity, and is not for the faint of heart. If you've mastered Elite, try Bloodbath if you dare!

After you have selected the level you will be prompted to name your character. Select an empty character slot with the arrow keys (or select a game you want to overwrite), then press [Enter]. Type a name for your character and press [Enter] again. From now on, your game will be saved with this name. You can have up to six separate character slots. Note that **STRIFE** will not let you save to a different slot once you begin the game.



Options

If you select Options from the Main Menu the following choices will be displayed. Use [Up Arrow] or [Down Arrow] to select your choice.

End Game: Select this to end your current game. You will be returned to the Main Menu. End Game does not exit from **STRIFE**.

Screen Size: You can change the screen size with this slider bar. Use [Left Arrow] or [Right Arrow] to change the size of the game screen—So go as large as you can with your system, as long as you're happy with the performance. You can also adjust your window size during the game using the [+] and [-] keys.

Settings: To change the Sound Effects Volume, Music Volume, Voice Volume, or Mouse Sensitivity, choose the appropriate slider using [Up Arrow] or [Down Arrow], and change it with [Left Arrow] or [Right Arrow]. When you're done, press [Esc] to return to the main menu.

Load Game: If you have saved a game in **STRIFE**, then the Load Game option will restore your character at the point where you last saved. During a game, you can also quickload your current game from your last save point by pressing [F3].

Save Game: Save your game whenever you think trouble lies ahead. Everything is saved—your current location and status, status of the guys around you, your inventory, etc. You can only save to your original slot—**STRIFE** doesn't allow you to rename a game after you've started it. During a game, you can quicksave by pressing [F2].

Note: If you die, you can quickload from the last area transition by hitting [Spacebar]. This is different from loading your normal saved game!



Help: There are various shortcut keys to assist in game play; these keys might even save your life. Select this option to view the three help screens. Press [Enter] to progress through the screens. Press [Esc] to return to the Main Menu. To directly access the help screens from within the game, press [F1].

Quit Game: Rumor has it that there are a few activities that take priority over playing **STRIFE**. Please remember to eat at least one meal a day, and do have the decency to call in sick. Select this option, then press [Y] to quit, or [N] to change your mind. [F10] is the shortcut for this option.

HOW TO PLAY

So now you know what happens when you select options from the Main Menu. You get a few choices, you make a few decisions, then you will live, or die, by these decisions.

It should be made clear from the onset that in **STRIFE**, you shouldn't kill everyone that crosses your path. It isn't always a good idea to shoot first and ask questions later. (There will be plenty of time for that later). In general, you won't want to shoot anyone who isn't shooting at you. Try talking—it works! But hey...if talking doesn't work, then you can blast 'em.

Talking to Characters

You can talk to any of the people in **STRIFE**—just walk up to one of them and press the spacebar to initiate a conversation. Many characters will talk with digitized voices if you have a sound card. The rest talk via text messages displayed on the screen. Use [Up Arrow] and [Down Arrow] to select a reply, and press [Enter] key to activate that choice. The [Esc] key will exit the conversation mode and return you to the game. Sometimes items can change hands during a conversation, so keep an eye on your inventory, key, and stats screens.



There you have it. Explore the world and talk to the characters. Simple, huh? Yeah... right! Your choices can unseal doors, or they can seal your fate.

CONTROLLING THE ACTION

Exploring the world is important, but staying alive makes it more fun. To keep your heart pounding you'll need to know a few facts. A list of quick keys is available by selecting the 'Help!' option from the Main Menu or by pressing [F1] from within the game. If you want additional information on how to take control of your life in **STRIFE** read the following. (Note: these are the default keys. If you reconfigure your controls from the setup menu, you're on your own.)

Action

- [Arrow Keys] **Walk.** Use the arrow keys to move forward/backward and turn left/right.
- [Alt] **Strafe.** Combine with arrow keys to step left or right without turning. You can also strafe by pressing [<] and [>].
- [Shift] **Run.** Combine with arrow keys to move faster.
- [A] **Jump.** Use to jump over pits, onto crates, etc.

To pick up an item, simply walk over it. If you have room for it in your inventory, you will pick it up automatically.

- [Spacebar] **Talk or activate.** Starts conversations, opens doors—good stuff.
- [Ctrl] **Fire.** Fires currently selected weapon. Hold down for auto fire.
- [PgUp/PgDn] **Look up/down.** Hitting [Shift] will center your view.
- [Tab] **Map.** Toggles map on and off.
- [/] **Last Message.** Repeats the last on-screen text message, in case you were preoccupied.



Weapons

Press twice for alternate fire modes.

[1]	Punch Dagger
[2]	Crossbow (Electric and poison bolts)
[3]	Assault gun
[4]	Mini-missile launcher
[5]	Grenade launcher (High-explosive and white phosphorus)
[6]	Flamethrower
[7]	Mauler (Scatter and torpedo modes)
[8]	Sigil

Inventory

[Enter]	Use the selected item. This will equip armor, set off a teleporter beacon, etc.
[Ins/Del]	Scroll left/right through your inventory.
[Backspace]	Drop item. Use to place ore, empty your pockets, etc.
[Home/End]	First/last item in your inventory.
[W]	Mission log. "What the heck was I supposed to be doing?" This is very useful!
[H]	Heal. This will immediately use a surgery kit if you have one in your inventory.
[Z]	Stats screen. Tells you what weapons/ammo you have, and your stamina/accuracy statistics.
[K]	Keys. Shows what keys you have. Remember: Not all keys will look like the ones for your car. If you collect more keys than will fit on one screen, press K multiple times to page through all screens.
[Q]	Query item. Tells you what the currently selected thing is.



Conversation

- [Spacebar] Start a conversation.
- [Arrow Keys] Select your response.
- [Enter] Choose selected response.
- [Esc] Abort the conversation. Selecting the bottom response also does this.

Map Screen

- [Tab] **Toggles** map screen on/off.
- [+]/[-] **Zoom** the map in or out.
- [F] **Follow mode on/off.** If on, arrow keys move you. If off, they only scroll the map.
- [M] **Marker.** Puts a marker on your map wherever you're standing.

Note: Area transitions are marked in green on the map. You'll go to another area if you cross them.

The Function Keys

- [F1] **Help.** Brings up the help screens.
- [F2] **QuickSave.** Saves your game into your slot.
- [F3] **QuickLoad.** Loads a saved game.
- [F4] **Settings.** These are the same as those found under Options on the Main Menu.
- [F5] **Auto Health.** Turns auto use health on/off (default is on). If your health drops below 50, it will automatically use a med kit, or med patch if you are out of Kits. It will NOT use a surgery kit—you'll need to select and use these through your normal inventory, or use the [H] key.
- [F6] **New Game.** Brings up the Game Menu to start again with a new character.



- [F7] **End Game.** This quits your game and returns to the main menu. It does not quit **STRIFE**.
- [F8] **Text On/Off.** Turns on/off text for voice conversations. If you have no sound card, be sure the text is on, or you won't know what the major characters are saying!
- [F10] **Quit.** This quits **STRIFE**.
- [F11] **Gamma Correction.** Use this to brighten up your display (especially if screen glare is bothering you.)

Multi-Player Controls

There are a few things that work differently in multi-player mode.

The new controls are:

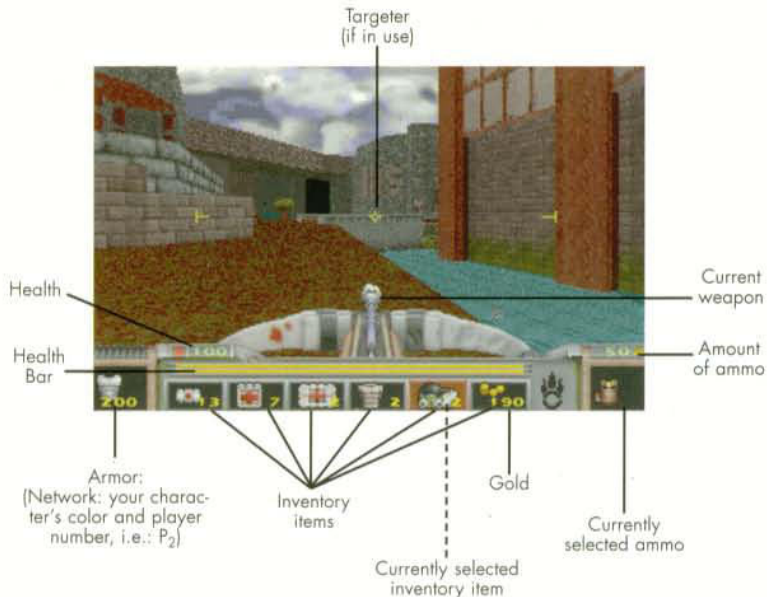
- [T] [\$] **Change name.** Type [T][\$] and then your nickname and hit [Enter].
- [T] **Chat.** Type [T] and then your message, followed by [Enter] to send a message to all players.
- [T] [#] **Private chat.** Type [T] and then a player number (1-8) to send a private message to that player.
- [K] **Kills screen.** Shows number of kills and player colors. Players who have left the game will be marked with an X. You gain one kill each time you kill another player, and lose one for committing suicide.

Note: Cheats will not work in network mode. Actually there aren't any cheats, but if there were, they wouldn't work in a network game.



Screen Layout

What you may not know is what all that stuff on the screen really means. A labeled representation of the interface is shown below to help you become familiar with the screen layout.



STATS

Your character has two stats that can improve—stamina and accuracy. Completing missions is the most common way to increase your stats. Use the [Z] key to bring up the stats screen and see your current values. If you have stat vouchers in your inventory, visit the Front's medic and weapons trainer to redeem them.

Stamina: Increased stamina means you can have more than 100 health points. Very handy.

Accuracy: Increased accuracy means your weapons will fire more accurately.

ITEMS

To pick up an item, simply walk over it. If you have room to carry it, it will be picked up. You can only drop items that are in your Inventory.

Weapons and Ammo

To use a weapon, you must first acquire it. Someone might give you a weapon, but more often than not you will find (steal) them as you go. Most weapons need ammo (bullets, bolts, energy pods, etc.), so watch for ammo laying around. To select a weapon, just press the corresponding number. The stats screen (viewed by pressing [Z]) will show your current weapons and ammo. Refer to the back cover for a list of all weapons and ammo.

The ammo satchel doubles your carrying capacity for all types of ammo, and includes a few rounds of each type. You can only carry one ammo satchel, but you can use the ammo out of others that you find or buy.



Keys

Keys come in all sizes shapes and colors: silver keys, pass cards, some guy's severed hand, etc. Use the [K] key at any time to scroll through your key collection.

Money

You can buy health, ammo and a lot of other useful items. Gold is the currency of choice in **STRIFE**. You'll find it laying around in piles of different sizes.

Armor

To put armor on, select it from your inventory and use it. **STRIFE** will automatically use armor for you if you're carrying it when you're hit.

Type	Effect	Total Hit Points	Inventory Capacity
Leather	Reduces damage by 1/3	100	5
Metal	Reduces damage by 1/2	200	3
Environmental Suit	Immunity from radiation and poison gas	-	5
Shadow Armor	Invisibility: makes you harder to hit	-	2

Health

Use health via the inventory screen, or by leaving the auto-use health feature (F5) on and just taking your lumps.



Type	Effect	Inventory Allowance
Med Patch	Restores 10 health points	20
Med Kit	Restores 25 health points	15
Surgery Kit	Restores health to max.	5

Miscellaneous



Targeter: Use this from your inventory. It runs out after a while. Capacity: 5. This won't improve your accuracy (see STATS), but it will help you line up your shots. As your accuracy improves, the targeter brackets will get closer together.



Com Unit: After getting this, you can receive messages from Blackbird (not a bad thing—she knows stuff that will come in handy later in the game). It does not appear in your normal inventory—check your stats screen instead.



Teleporter Beacon: Use this (via the inventory) to bring Front soldiers to your aid. Place the teleporter beacon out in the open to be sure they have room to teleport in. Then, when you shoot enemy, they'll go after it. If no soldiers come out, you may have placed it too close to a wall. Try picking it up and placing it again. You can carry up to 3 teleporter beacons.



Ore: You can carry up to 10 chunks of ore. Drop one near force fields (or people you don't like) and then shoot it to set it 299off. Neat, huh?



There are plenty of other items floating around, but we don't want to ruin *all* the surprises.

OTHER INHABITANTS

Not everyone in **STRIFE** is an enemy, but remember, trust no one. You can talk to anyone in the game as long as they aren't trying to kill you. The following are some of the more interesting inhabitants:

Enemies



ACOLYTE: The Order uses Acolytes as guards and soldiers. They appear to be human, but no one is quite sure where they come from. They are armed with assault guns, so don't make them mad unless you are ready for a fight. At least they're not too bright.



SENTINEL: They fly, they shoot, they seem to be everywhere. Keep your eyes (and ears) open for these guys, and drop them before they drop you.



STALKER: They're the best reason yet for arachnophobia. Stalkers like to drop down on unsuspecting visitors and chew them up. Use the assault gun if they get too close.



TURRET: Ceiling mounted, rapid firing, and deadly. At least they can't chase you.



REAVER: These automated troublemakers are fast...VERY fast. If you can hit a moving target, you might do okay. Otherwise, saturation bombing is the only way to take them out.





CRUSADER: Toting a long range missile launcher AND a flamethrower, Crusaders are trouble from the moment they show up. Dodge the missiles and you might have a chance.



TEMPLAR: A nasty demonstration of The Order's mastery of technology. Templars are armed with maulers, so be wary.

INQUISITOR: Rumor has it that The Order's Loremaster is developing a deadly new mechanical menace. It's bigger, more dangerous, flies, shoots lasers out of its eyes—well, since no one has seen one, who knows? If you DO see one, panic.

A Word About Alarms

Acolytes, Templars, and Turrets will only attack you if you set off the alarm or attack them first. The other robots are not so particular—stay out of their way if you are trying to be stealthy, because once they see you they'll come after you, alarm or no alarm!

Other Characters

Here are some key characters:

Macil: Leader of The Front. He'll send you on missions and he'll also give you rewards.

The Oracle: An independent figure who is not a member of The Order, but is happy to use their hardware for protection. He will explain many a mystery, if you can get to him alive.

Blackbird: She's an underground (literally) agent that will help you stay alive. If you think you've missed an important message from her (or anyone else), be sure to hit [W] and read your mission log.



Merchants: In the town, you can purchase health, ammo, and armor from merchants. Just start a conversation with them and they'll hawk their wares. Gold will be transferred to them when you purchase an item (assuming, of course, that you have the cash). Prices may vary due to local availability and transportation costs.

HAZARDS

Teleporter: Just step into the light... Teleporters are one of those new technologies introduced by The Order and stolen by The Front. If someone is teleporting in, get out of their way—if you are occupying their space when they arrive, it will kill you.

Lift: Switch or pressure operated, lifts give you rides up and down—very useful.

Switches: Switches can do all kinds of things (turn off force fields, call lifts, open big doors). Just walk up and hit [Spacebar] to throw a switch. Switches come in a variety of shapes and colors.

Doors: Small, large, wood, metal, doors are everywhere. Hit [Spacebar] to open them. Doors are often locked, so keep your eyes open for keys and switches.

Secret Doors: If you poke around enough, you might find some.

Glass: It doesn't just look cool—you can break windows, monitors, etc. with your fist or gunfire. This may give you access to areas beyond, if the opening is large enough.

Hidden Entrances: Some walls are only illusions so keep your eyes peeled.



Area Transitions: You may notice a slight pause when you change from one area to another—this will also change your map. Watch for messages telling you where you're headed during an area transition. Area transitions are marked on the map in green.

Force Fields: Shimmering fields may block a door or entrance.

Alarms: Flashing lights around doors mean trouble. Also, firing noisy weapons will alert enemies to your presence. Once you do this they will hunt you down mercilessly. If you hear a klaxon, they know you're coming, your only hope is to find quieter area.

Sludge: Water is not supposed to be green. Sludge gives off a poisonous gas, so if you don't have an environmental suit on, try not to stand in or near the stuff. It will eventually start killing you, and it takes a few seconds to clear your system once you get out of it.

Radiation: Much like sludge, except you can't see it. Be wary in areas like power plants and factories, and if you don't feel so good, put on an environmental suit.

Crushers: Watch your head.

Deathtraps and Long Drops: You can't fly, so don't try. The farther you fall, the more damage you take. Some drops are lethal at any height. Watch your step if you see caution stripes and black technology stuff, especially if you can't see the bottom. Practice jumping over these kinds of things, but save your game first.

IS THAT IT?

So now you know how to lie, cheat, steal and kill. Of course, we couldn't put everything about the world of **STRIFE** into this manual. The rest is up to you.



Explore the world, get to know its people. Keep your head on straight, things can get tricky. We hope that **STRIFE** gives ya a kick in the pants. Thanks from Velocity, Inc. and Rogue Entertainment! Your purchase of **STRIFE** is sincerely appreciated.

Do you require further Technical Support? Call Velocity, Inc. at 1-800-VLO-CITY

Visit our web site: <http://www.velocitygames.com/>. Download the demo! Watch for updates! Tell your friends how to find us!

Comments? Send email to stife@velo.com, we'd love to hear from you. When we get really great mail, we print it out and attach it to our requests for raises.

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WEAPONS AND AMMO

Key	Weapon	Ammo	Capacity	Usefulness
1	Punch Dagger	none	-	Doesn't alert the guards, requires no ammo, always available.
2	Crossbow	Electric Bolts	50 (100)	Will damage just about anything, but not too badly. Useful when you don't have anything better.
2	Crossbow	Poison Bolts	25 (50)	Silent and deadly, but won't do anything to non-living (robot) targets.
3	Assault Gun	Bullets	250 (500)	Until your accuracy goes up, you'll be spraying bullets everywhere, but it's still a useful weapon.
4	Mini-Missile Launcher	Mini-Missiles	100 (200)	"Mini" refers to the size of the missile; you can really mess someone up with this thing. That includes you, if you're standing too close to your target.
5	Grenade Launcher	High-Explosive (HE) Grenades	30 (60)	High-explosive means just that... BOOM!
5	Grenade Launcher	White-Phosphorus (WP) Grenades	16 (32)	WP is an incendiary device—it will start an inferno that lasts a long time.
6	Flamethrower	Energy Pods and Packs	400 (200)	Whoosh!
7	Mauler			The mauler has two firing modes, scatter and torpedo. Press [7] to toggle between them. Torpedo is much more lethal, and may well damage you.
8	Sigil	Your life force	-	Throughout the game you'll acquire pieces of the Sigil. Even one piece is a powerful weapon.





Trust no one