RISE OF THE TRIAD

DARK WAR



Developed and Published as Shareware by
Apogee Software, Ltd.
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STORY

You are a member of the HUNT, the top secret High risk United Nations Taskforce, sent on extremely covert operations to possible trouble spots outside the three-mile boundary waters of member countries. You are on a routine reconnaissance mission on San Nicolas Island, located in the Pacific twenty miles west of Los Angeles. Your team is investigating possible cult activity in an old monastery, when suddenly troops pour out of nowhere! In the distance your boat explodes.







Just before your radio goes to static, you hear desperate newsmen describing the systematic destruction of Los Angeles.





An escaped prisoner informs you that a pyrotechnics expert and a rich movie studio head have joined forces with the Oscurido cult. Their plan: kill millions of innocent people for the glory of their master, El Oscuro. Having no other escape route, the HUNT heads into the monastery, taking the only course of action left: stop the Oscuridos or die trying.



Review Manuel

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SYSTEM REQUIREMENTS

Rise of the Triad (*ROTT*) requires an IBM™ or 100% compatible 386 DX-40 or better computer with 4 Mb RAM (a 486 with 8 Mb and local bus video recommended), a VGA graphics card, and 20 Mb free space on a hard disk drive. Joystick, Cyberman™, Space Player™, mouse, and Gravis GamePad™ are optional. *ROTT* supports any of the following sound cards (or a 100% compatible): Sound BlasterPro/16™, AWE32™, AdLib™, WaveBlaster™, Roland Sound Canvas™, Gravis UltraSound™, Ensoniq SoundScape™, ProAudio Spectrum™, Logitech Soundman 16™, Disney/Tandy Sound Source™, and any General MIDI™ device. The use of a sound card is recommended.

Le vrai Manuel

INSTALLATION

To play *Rise of the Triad*, you must first install the game. The program's installation utility will place all of the necessary files on your hard drive. To install the game, follow these simple instructions.

1. Before installation, make backup copies of the original floppy disks and store them in a safe place. Use the backups to install.
2. Place Disk 1 (or the CD) into the appropriate disk (or CD) drive. Type the letter of the drive followed by a colon and press the ENTER key. Example: A:<ENTER>.
3. Type INSTALL and press the ENTER key.
4. Follow the instructions in the installation program.
5. After installation is complete, type SNDSETUP and press the ENTER key to configure your sound and music.
6. Once the sound setup is complete, type *ROTT* and press the ENTER key to play the game.

Note: With the CD-ROM version of *ROTT*, the game can be installed on the hard drive. However, in order to play the game the CD-ROM must be in your CD drive.

When starting, you will see a lovely introduction sequence. Once you have seen all you want to see, press a key. You will be whisked away in extreme comfort to the Main Menu. This is where everything starts to get interesting.

Le Vieux Manuel

NAVIGATING THE MENUS

Rise of the Triad (*ROTT*) has not been called one of the most user-friendly games ever for nothing. Complete control has finally been put into the hands of the gamer. Through *ROTT*'s Main Menu, you can adjust almost anything in the game to fit your needs.



MAIN MENU

NEW GAME

If you choose a new game, you will be asked which of the five characters you would like to be. Your choice will determine how many hit points you have, how fast you can run, and how accurate you are with certain weapons. (For more information, see the "Our Cast " section on page 15 and the "Starting a New Game" section on page 6.) After a brief intro, the game will begin.



SELECT PLAYER

COMM-BAT™ GAME

If you have a modem, a network, or a serial cable, you can play *ROTT* against your friends! To choose this item, you must already have connected to your buddies by running the SETUP program from DOS. Whoever is the "MASTER" (the one who called, or the one who ran their program first) gets to choose the Battle Options. Each player gets to choose what character they would like to use in the Comm-bat™ Zones. (See more about this in the "Comm-Bat™" section on pages 18-19.)



COMM-BAT™

SAVE GAME

You can save your game *anywhere* in a level. If you haven't started a game, this option will be dimmed, and thus not selectable. Your saved game is stored with a picture of where you were, with the episode and area number that you were in. All you need to do is type a name or description of the game to be saved, and press the ENTER key.



SAVE GAME

Review Manual



RESTORE GAME



OPTIONS



CONTROLS



USER OPTIONS

RESTORE GAME

You can resume a previously saved game with this option. When restoring a game, you are shown a still shot of were you where when you saved that game.

ORDERING INFO

Find out about Apogee's easy game ordering information for *Rise of the Triad.*

OPTIONS

There are four selections here:

CONTROLS

You can choose what input devices you would like to use, and reconfigure them to what you prefer. There are three strange items here:

Adjust Threshold

This is how far you can move from center before the input device says, "Okay, let's move."

Mouse Sensitivity

You can move wildly or very little.

Customize Controls

Change what keys or buttons you use.

USER OPTIONS

This is an interesting section—under user options, you get to modify the game to suit your needs. You can change eight different things:

Auto Detail

If you want the game to automatically adjust the detail levels so the gameplay continues to run fast, choose this option.

Double-click Open

For the players of other 3-D games, we stuck in a double-click open. Use it if you're used to it.

Light Diminishing

Is the game "just too dark"? Turn this off and all the areas will be brightly lit.

Bobbin'

If the gun bobbing makes you sick, turn this off. However, it won't stop shrooms mode.

Review Manuel

Floor and Ceiling

If you are using a slower computer, you can choose not to draw the floors and ceilings; this will speed up the game.

Menu Flip Speed

Some people like to watch the menu flip, others just want to blaze to the next menu.

Detail Levels

Choosing a lower detail level will speed up the game if you're on a slower computer.

Violence Level

Because of the growing concern with the amount of violence in games, Apogee once again leads the way with another industry first, a violence level adjustment option.

*You can now control how much blood you see in the game, from **None** to **Excessive**. If you enter a password, everyone else will be locked out from changing the violence level. This is provided for the convenience of parents.*

Note:You cannot change the violence level while in a game. You must end the game first.

MUSIC VOLUME/ SOUND FX VOLUME

These user options are used to adjust the volume levels of the music and sound effects.

VIEW SCORES/END GAME

If you are not currently in a game, this option allows you to view the current high scores. Otherwise, you'll have the option to end your current game.

BACK TO DEMO/BACK TO GAME

If you're not in a game, and you'd like to see the demo loop again, choose this. If you're playing a game, you can return to it by choosing this option.

QUIT

Now that you've had your daily dose of death and destruction, use this option to quit back to boring reality.



USER OPTIONS



VIOLENCE LEVEL



VIOLENCE LEVEL ON *NONE*



VIOLENCE LEVEL ON *EXCESSIVE*

Levelux Manual

STARTING A NEW GAME

After selecting New Game from the Main Menu, there are several options which must be chosen in order to start a new game. The first screen is the Select Player screen.

Select Player

In order to increase the playability and choices for the gamer, we designed *ROTT* with the option of five different characters to pick from. Each character has his/her own individually unique strengths and attributes. No two are exactly the same.



SELECT PLAYER

This is not a RPG, however, *ROTT* does allow you the ability to play as a character that has a personalized history and even an individual personality. Thus giving you, the gamer, an option to pick someone who represents you better than the ever-popular *generic* player.



DIFFICULTY SCREEN

Difficulty

Next, you must select the difficulty of the game. There are four skill levels to choose from. The different skill levels determine how quickly you are hurt, how many opponents are on a level, the skill levels, and how easy it is to see secret walls!



LOADING SCREEN

After these selections have been made, the loading screen will be displayed while your system prepares the level. Then the game, and your demise, will begin.

OBJECTIVE

With the boat gone and no means of escape, it's clear that this routine recon mission has suddenly taken a turn for the worse, and you now find yourself in a desperate situation. With no time to spare, and the balance of the free world resting in your hands, there is only one thing to do—blaze your way through the monastery. By seeking out and destroying this deranged cult, maybe you can save the world. And who knows, you might even live to talk about it. (We know this is cliched, but you folks don't care about story do you?)

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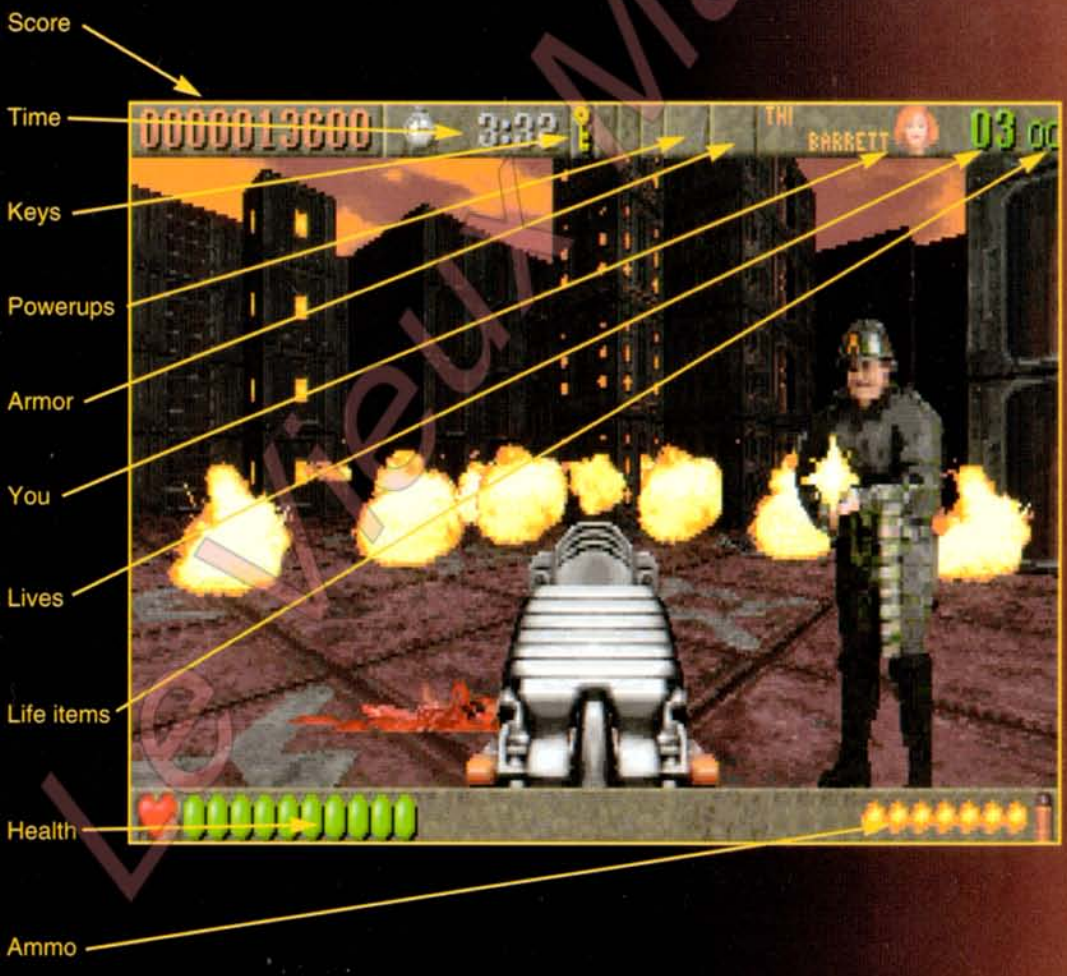
THE GAME SCREEN

Information Bar (Top of Screen)

The Information Bar displays how many points you've earned, how long you've been in the current area you're exploring, which keys you have, plus powerups and armor. On the right is a picture of your character, how many lives you have left, and how many life items you have collected. (When you've collected one hundred life items, you get a free life.)

Status Bar (Bottom of Screen)

On the Status Bar, we have two things: your health, which is displayed on the left; and pictured on the right is the ammo you have remaining for your current missile or magical weapon, with the infinity symbol displayed for bullet weapons.



Level Manuel

ITEMS IN THE GAME

Simply walk over an item to collect it. Items in the game come in four categories: weapons, healing, dangers, and useful items.

WEAPONS

There are 11 different of weapons you can get in *ROTT*. Of these, there are three kinds: bullet weapons, missile weapons, and magic weapons. Let's take a look at them, shall we?

BULLET WEAPONS



Pistol (Press "1" to activate.)
You don't have to collect bullets in this game.
Ammo: Infinite



Dual Pistols (Press "2" to activate.)
Two guns at once. Double your pleasure, double your fun! This'll "Woo" them to your side.
Ammo: Infinite



Machine Gun (Press "3" to activate.)
Once you have this, low guards are not a problem.
Ammo: Infinite

MISSILE WEAPONS (Press "4" to activate.)

Oh, man, do we have the missile weapons.

Missile weapons automatically upgrade. You can switch back to the bullet weapons by pressing INSERT (you may also customize this). You can carry only one missile weapon besides the three bullet weapons, and you can also drop your missile weapon by pressing the DELETE key.



Bazooka
Your basic straight shooting missile-firing weapon. Always a fun way to toast *Triad* terrorists terminally. **Ammo:** 10 Per Weapon



Firebomb
This explodes in a big X of fireblasts, shaking the very ground you walk on. Not for close quarters.
Ammo: 5 Per Weapon

Le view Manual

Heat-seeker

Will lock in on any heat source and head towards it. Handy for surgically picking off baddies. **Ammo:** 7 Per Weapon



Drunk Missile

Five missiles fly out with no clue of where they are going. **Ammo:** 7 Per Weapon



Flamewall

As soon as this missile hits the ground, a wall of flame springs to life and burns enemies to cinders. **Ammo:** 5 Per Weapon



Split Missile

Hold down the fire button and two heat-seeking missiles fire. Let go, and they split off at 45 degree angles, plus the missiles both heat seek once split. **Ammo:** 7 Per Weapon



MAGIC WEAPONS

Two very powerful weapons exist in the game, borne of the magic of El Oscuro.

Excalibat

When one of the ancient staff-creating spells called for a length of wood, all the Oscurido minions could find was a baseball bat. Now it's an enchanted baseball bat. You can bat around your enemies, which is pretty cool. But it has a secret power, if you can only unlock it. **Ammo:** Infinite Swings and 10 Excaliblasts



Dark Staff

This is an incredibly powerful weapon. Little stops it, except thick walls. It destroys virtually everything in its path. A kinetic energy sphere, bristling with wild blue magic, shrieks toward your enemies. **Ammo:** 7 Per Weapon



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HEALING ITEMS

Collect many different items for health. The amount of health you have is determined according to which character you select to play with.



Guard Gruel

10 Hit Points.



Priest Porridge

20 Hit Points (Cold) and 50 Hit Points (Hot).



Small monk crystal

10 Hit Points.



Large monk crystal

50 Hit Points.



Healing basin

Random number of Health Points (at least 25; up to 100).



LIFE ITEMS

Collect 100 life items, and you get a free life. Life items come in denominations of one, five, ten, and twenty five. Collect them all!



1Up

This gives you another life, or another death, depending on if you're an optimist or pessimist. However, if your health is less than 75%, this will not give you a life, but will give you full health.



3Up

This gives you three lives. However, if your health is less than 75%, this will only give you two lives and full health.

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DANGEROUS ITEMS

The environment in *ROTT* is not static. You will encounter many things to turn and run from!

Rolling Boulders

You got the idea, Pancake Boy!

Crushing Cylinders

If you are between one of these and a hard flat surface, well, let's put it this way—you'll have to untie your shoe to see the enemy.

Gun Emplacements

There are two kinds of gun emplacements. One kind senses when you are near, then rises and shoots at you. The other kind shoots in four directions as soon as you're near.

Firechutes

These launch fireballs across the room, which tend to interfere with one's traversal from one side to the other.

Firejets

Whether on the floor or ceiling, these guys blast a jet of fire into the air. To anyone standing by them, it ain't the humidity, it's the heat. Some firejets also move on tracks.

Gas Grates

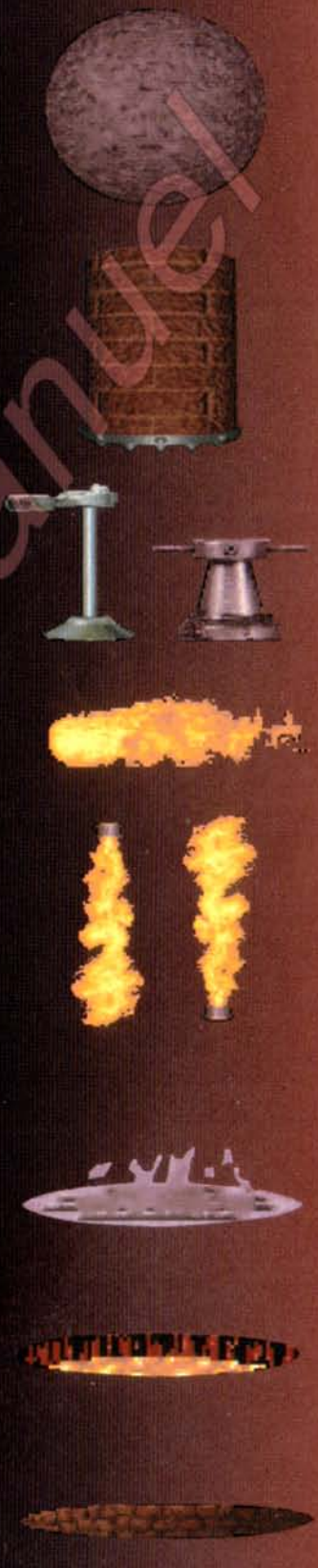
Activated by a switch or a touchplate, these grates spew out poisonous green gas for an uncomfortable length of time. You cough, you lose health, and so on—unless you had the forethought to pick up a nice gas mask along the way.

Heat Pits

Filled with fiery lava, these really hurt to walk over. Anyone with sense wouldn't walk over them, but then anyone with sense wouldn't have tangled with a bizarre blood cult, now would they?

Pit Traps

They look like the floor, but walk over them and *crack-blump*, you have less health than you did.



Review Manuel



Spinblades
Big, solid, spinning, covered with razor-sharp blades. Need we say, "don't run into them?"



Stabbers
Big circular racks of sharp spears, whirling out of the floor or ceiling. Note the little chunks of red matter on them. Beware!

Spinblade Stabbers
Okay, you've read the previous two. Combine them. 'Nuf said.



WANDERWALLS

Moving Walls
As if the shooting guards weren't enough, there are WanderWalls that are out to get you.



FIREWALL

Firewalls
They might look nice, but we would not advise leaning on them. Firewalls are as the name implies: they are hot, they often can move, and if you make contact, they will fry you like a chicken.

USEFUL ITEMS
There are some useful items in the lair of the *Triad*.

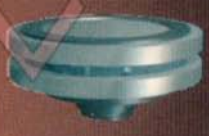




Bonus Barrels/Crates
Who knows what they contain? Healing, weapons, life items? Blow 'em up and take their contents. Crates are full of TNT; they explode and hurt enemies near them.



Pushpillars
You can push some pillars out of the way, by pressing the SPACEBAR. Or in the way, if you want. Some can only be pushed in one direction. Real puzzle-building stuff.



Gravitational Anomaly Disks
Gravitational Anomaly Disks are massively useful, and they're everywhere! You'll see them as elevators (EGADs), bridges, sky trains, stairs, ledges, and more. A combination of Darian's technical wizardry and El Oscuro's wizardly wizardry, they are quite helpful. Ride them, stand on 'em — disk-over all sorts of possibilities!

Level Manuel

Keys
There are three regular keys: gold, silver, and iron. There are locked doors that they open, which have the same symbol as the key's ring. And there is a rare fourth key, the Oscuro Key. You never need an Oscuro Key to finish a level, but you can bet whatever it hides is very valuable.



Switches
Flip them, by pressing the SPACEBAR. They probably do something. If it's bad, well, at least you tried. Some switches are up on a pole, so you have to get up there somehow to flip them.

Jump pads
Jump pads are pneumatic launchers that chuck you up into the air. Some jump pads work only once, and some fire at intervals, so you have to stand on them and wait.

Touchplates
Some floors have secret touchplates installed in them. They appear as dark areas on the floor.



Elevators
They will shuttle you to some other place in the level. Press the SPACEBAR to activate.



ARMOR ITEMS
Three armor items help you out a lot. Get them whenever you see them. They are time limited.

Bulletproof Vest
Bullets do not hurt you when you wear this. However, missile weapons can still kill you.



Fireproof Vest
Made of asbestos and other itchy, fire-retardant materials, this vest helps protect you from fire and explosions. However, bullet weapons can still kill you.



Gas Mask
If you flip a switch or step on a touchplate and hear "Release the gas!", I hope you have one of these. Otherwise, a lot of coughing, unstoppable tears, and agonizing green pain will ensue.



Vieux Manuel

POWERUPS

There are six powerups. They significantly (but temporarily) change your abilities. How? Read on!



God Mode (30 Seconds)
Being eight feet tall, glowing, invulnerable, and able to discorporate people and utterly destroy objects at your slightest whim has its advantages. [Editor's Note: this is not Jehovah, God, Allah, or any other god. This is a game. Get a grip.]



Dog Mode (30 Seconds)
Okay, two feet tall, furry, invulnerable, nasty bite, vicious bark. Trained well enough to open doors and go on the paper. Discover the secret BarkBlast!



Mercury Mode (30 Seconds)
Put on them crazy magic winged boots and run like the wind or fly into the air by pressing the Spacebar.



Elasto (15 Seconds)
Imagine you're a superhero who can turn into magical rubber and bounce off of anything. Okay, now imagine you're not invulnerable, and stuck in a bunch of narrow corridors with horrible environment dangers all around you. Not so tough now, huh?



Shrooms (15 Seconds)
Do not do shrooms. Your vision will wander sickeningly. The walls will start wiggling. Everyone will start glowing. Winners don't do shrooms. [Editor's Note: this is a powerdown in the game. It is not a real drug. It does bad things. If you're worried that little Johnny will want to try them, this will convince him never to do anything of the sort, it's that repulsive. And this is not reality. Once again, please get a grip.]



Random
Run into this and you never know what you'll get. For the desperate, or the thrill-seeking.

One note: To make things somewhat fair, you can still plummet to your awful death off any mountain if you're in God Mode or Dog Mode.

Level Manual

Our Cast: Heroes of the HUNT

Thi Barrett



AGE: **22** HAIR: **Red** EYES: **Blue** SKIN: **White** HT: **5'6"**
SPEED: **Fast** ACCURACY: **Good** HIT POINTS: **Avg.**
Scottish. Thi (pronounced "tee") is stout, but gorgeous. A toss of hair tends to fall over her forehead. Straight-laced. Medal in unarmed combat.

Taradino Cassatt



AGE: **29** HAIR: **Blonde** EYES: **Blue** SKIN: **Tan** HT: **6'1"**
SPEED: **Med/Fast** ACCURACY: **Good** HIT POINTS: **Avg.**
European Mix. Fit and powerful, Cassatt is the son of jetsetters who found a direction in life in the armed forces. Looks like a serious-minded beach bum.

Lorelei Ni



AGE: **27** HAIR: **Black** EYES: **Brown** SKIN: **Olive** HT: **5'4"**
SPEED: **Fast** ACCURACY: **Excellent** HIT POINTS: **Low**
Chinese. Fiercely competitive. Won troop boxing championship. Intense eyes. Scar on shoulder from rock-climbing accident. Once married and soon divorced.

Doug Wendt



AGE: **34** HAIR: **Black** EYES: **Brown** SKIN: **Brown** HT: **6'3"**
SPEED: **Med/Slow** ACCURACY: **Good** HIT POINTS: **Tons**
African-American. Impressive and large, Wendt wouldn't win the 100-yard dash, but he can take hellacious damage. Tends to be insubordinate to book-following superiors. Lost last joint of right ring finger. Likes fighting with bullet weapons.

Ian Paul Freeley



AGE: **37** HAIR: **Brown** EYES: **Green** SKIN: **Tan** HT: **5'11"**
SPEED: **Medium** ACCURACY: **Good** HIT POINTS: **High**
Euro-Mediterranean Mix. Seen as a dangerous person, Freeley likes to release his aggression through the readily-available high-powered firearms. Frizzy brown hair seems to explode and fall to the side of his head. Greco-Spaniard by heritage. Not overly concerned with his

Review Material

VILLAINS

A lot of people and things want to kill you, so perhaps you'd like to know who you're up against.



Episode One: APPROACH

Low Guard

The grunt of the Oscuridos forces: they shoot, and when it's time to "ask questions later," they shoot some more. (Male and Female)



High Guard

Armed with the old MP40 machine gun, these fellows enjoy perforating the enemy.



Overpatrol

Be careful around this enemy: they'll trap you in a net, then shoot you dead.



Boss

"General" Darian. The pyrotechnics wizard himself, now sporting the title of General, has plenty of tricks in store for you, including racks of stabbing spears, and a big bad bazooka!

Episode Two: MONASTERY

Lightning Guard

Trained for speedy maneuvers, watch out for lightning guards—they'll steal your stuff! Armed with a pistol. Once killed, you get your stuff back.



Strike Teams

Tough and resourceful, these acrobatic guards won't stay still—they continually tumble out of the way of your attacks! (Male and Female in Triad Deluxe Edition)



Le Viex Manuel

Triad Enforcer

Big, bad, and wearing black, the Triad Enforcers wail on you with a big chain gun, then have the nerve to throw grenades at you! Jeez!



Boss

Sebastian "Doyle" Krist. Watch out for the former head of Triad Pictures—he's insane and heavily armed. He flies towards you in his battle throne, firing missiles and ramming you. Try and attack him! You'll see what happens!



Episode Three: CAVES BELOW

Patrol Robot

Forever patrolling the halls of the monastery; one sound and you'll have some high-speed visitors pummeling your chest!



Ballistikraft

Indestructible, double-attacking iron cylinders of death. Slow, but extremely deadly.



Boss

NME, the Nasty Metallic Enforcer. A huge robot guard constructed as the last guard of El Oscuro's Lair. Oh so deadly. (*We even have trouble beating this guy.*)



Episode Four: THE SLOW AND THE DEAD

Death Monk

These undead folks walk toward life sources and try to drain them of their energy. Tough to kill.



DeathFire Monk

These monks like their prey cooked before they feed, so they will blast you with fireballs.



Boss: El Oscuro, the Dark

The dark ancient force worshiped by the Oscuridos. With many magic attacks and awful surprises, you'll be dead twice before you notice your body is vaporized.





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COMM-BAT™

In *Rise of the Triad*, you can play games over your modem, network, or serial cable. For advanced features of Comm-bat™ setup and play, please run the ROTTHELP.EXE program.

Starting Serial Play

For serial play, connect your computers. Run SETUP. Choose the correct serial port and run a serial game.

Starting Modem Play

Run SETUP. Choose Modem Game. Choose Change Modem Setup. Select your modem, type, and its setup.

Choose Manual Dial and enter your friend's number. If you have entered that number in the Number List and set it to Default, you can simply choose QuickDial Default Number. Once connected, you can follow the MASTER OF CEREMONIES text in the Starting Network Play section.

Starting Network Play

While future versions may have player/servers, *ROTT* requires a separate computer to act as the server for all the players. This is so no one is slowed down by the server functions (making the game unfair), and also so no computer is required to have 16 Mb of memory (which it would need if it kept track of the data for 11 players and the game.)



SETUP PROGRAM



COMM-BAT™ OPTIONS

Starting The Server

Run SETUP. Choose Network Game. Select the *Launch as Server* option, now choose the number of players that want to play and press Enter.

Starting The Clients (Players)

Run SETUP. Choose Network Game. Choose *Launch As Client*. Once the server finds all the people (and it will ridicule the people who are slow to enter), you can press a key and the game will start.

Master of Ceremonies

Whoever launched first will now be the "Master". Once everyone has selected a player and uniform color, the Master gets to choose the Comm-bat™ level, options, then Play Game, or Play Team Game. You can play a game to completion or the Master can press ESC and then "Y" to quit, and that game will end. Any other players can simply leave the game at any time by pressing ESC and then "Y".

Review Manuel

In the game, press TAB to see everyone's "KillCounts." The list is actively sorted. (Except in Hunter—the person being hunted will be displayed in the upper left hand corner, so you know who you are looking for!)



COMM-BAT™

REMOTE RIDICULE™

If you have a microphone hooked up to your SoundBlaster, make sure it is set up, then hold F12 and speak in the microphone. What you say will be heard on everyone else's computer! Otherwise, press F1-F10 to play the preset sounds.

Messages

To type a message to everyone, press "T". You can send directed messages by pressing "Z", entering the message, and pressing ENTER. A list of all the other players will appear on the screen. Press the number of the player you'd like to send the message to.



SOME OF THE COMM-BAT™ OPTIONS

For message macros, press "T" or "Z" to choose everyone or directed, then F1-F10 to select your macro string.

These are the barest rudiments of getting Comm-bat™ running. Please run the ROTTHELP.EXE program for a more detailed explanation.

THE GAME SCREEN (NETWORK)

On the status bars for Comm-bat™, we have five things: On the top left, the KillCounts leader is pictured with code name and current score; in the center, time and powerups; pictured on the right is your mug with your code name and current KillCount. On the bottom status bar in Comm-bat™ mode, all players are pictured with code names and each individual's current score.



Levelux (manuel)

HINTS (Read at your own risk)

If you're having trouble and don't mind having surprises spoiled, here's the section for you. The following are little tips that once you know them, getting through *Rise of the Triad* becomes a lot easier.

- To pick something up, jump on a jump pad, or activate a touchplate, just run over it.
- Bosses can't be hurt by bullet weapons—only missile weapons.
- On easier difficulty levels, pushwalls are visible as slightly darker walls.
- You can see touchplates on the floor fading in and out.
- If you are having an extremely hard time locating touchplates, try turning the floors and ceilings off.
- The first boss, General Darian, can't stab you if you're standing under a light. There is a way to stop him stabbing. After that, if you can cover most of his escape routes, you can finally fight him on even ground. You may need to get into his room to finish your task first.
- You can heat up the Priest Porridge by firing a missile weapon near it, causing an explosion, and thus making it more helpful.
- Panes of glass break when shot. What if you run through them?
- Find the statue with the knife. You will need it when the Overpatrol guards throw their nets on you.
- If you can not find the knife, try shaking or moving from side to side in order to dislodge the net.
- If you're in trouble, save often. (You'll be in trouble a lot, believe me.)
- To finish a level, you either have to exit through the exit arch, or kill the boss.



NORMAL EXIT ARCH



SECRET ARCH

- There are several secret objects throughout the game. Pick these up for big bonuses.
- There are some secret levels which you have to go through a secret arch to get to.
- You can walk on top of pillars, spinblades, and fences.
- All gas switches have a gas mask hidden somewhere in the area.
- You can save missile ammo by luring guards into the line of firechutes or WanderWalls.
- BE CAREFUL with the Firebomb in close areas.
- Bonus Barrels have a gray Triad plaque on them. Normal barrels have a blue one.
- If you aren't in No Violence mode, you can distinguish Sneaky Guards from regular guards, because they don't have blood on them.
- Some pushwalls are hidden behind things you can destroy, and some are only pushable from up on platforms.
- On the first level of Dark War, there is a touchplate to the right before the first door. It opens room with health and an MP40 in it.

Review Manual

SPECIAL FEATURES

Jump Pads

One of the many unique things in *ROTT* are the jump pads. These pneumatic launchers are a key element in clearing almost every level. If there is a jump pad in the area, rest assured that it was placed there for a reason.

The Oscurido cult has used its evil magic to suspend objects in the air such as weapons, powerups, health items, and Gravitational Anomaly Disks—to name a few. Often jump pads are placed near items that are in the air.



JUMPING TO GET AN OBJECT

Statue With Knife

The knife is a very useful item when facing the Overpatrol guards. When making your way through the monastery, you will locate the golden statue with the knife. Walk up to it and remove the knife. When a net is thrown on you, the knife will automatically appear. Press Fire to use it. (You can not use the knife to cut anything other than the net.)



STATUE WITH KNIFE



FIND THE STATUE

Aiming Up and Down

Combining aiming a weapon with the added feature of looking up and down creates a deadly combination. By pressing the HOME key to look up and the END key to look down, the gaming possibilities are now endless. (Press the PgUp or the PgDn keys to automatically recenter.)

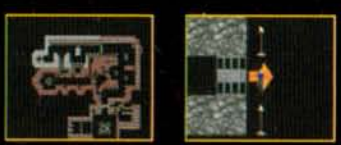
Imagine walking along a catwalk, sixty feet up, and aiming a heatseeker down at your enemy... Or how about lobbing a flamewall over a wall into a room of unsuspecting guards? These are just a few of the things that can happen in *ROTT*.



AIMING UP AND DOWN

Automap

To help with your bearings in *ROTT*, the game is equipped with an Automap. Press the TAB key to activate a top down map of everything you've seen to date. PgUp and PgDn will zoom in and out of the map, in the current level.

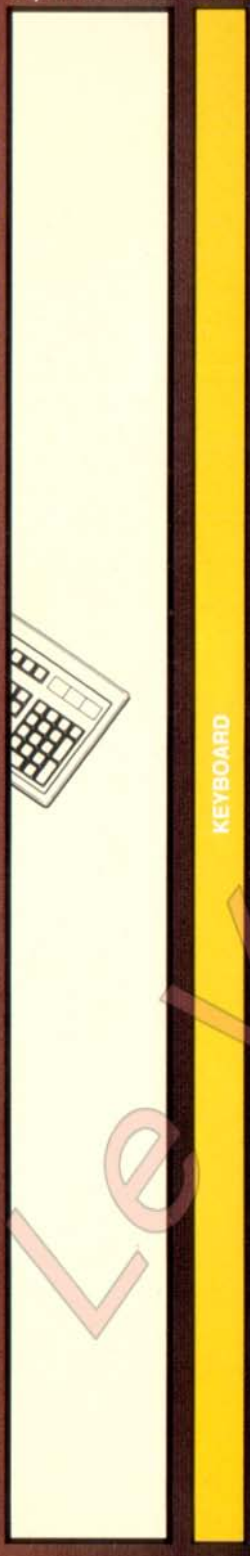


AUTOMAP

Lo Viejo Manuel

CONTROLLING THE ACTION

You can play *Rise of the Triad* by using a joystick, gamepad, mouse, Cyberman™, Spaceball™, or the keyboard. The following outlines the player input actions and the functions they control:



KEYBOARD

Up Arrow	Run forward
Down Arrow	Run backward
Left Arrow	Left turn
Right Arrow	Right turn
Alt + Arrow	Strafe according to arrow direction
Spacebar	Use objects and open doors
Ctrl	Fires the selected weapon
Enter,INS	Switch between bullet and missile weapon
Backspace	Turn 180°
RShift + Arrow	Run/Turn faster
Tab	Enter Automap
Pg Up	Look up (center aiming up or down)
Pg Dn	Look down (center aiming up or down)
Home	Aim up
End	Aim down
Pause	Pause game
Comma/Period	Strafe left/right
Delete	Drop current missile weapon
+/-	Change view screen size
#'s 1-4	Weapons (1-3 are bullet weapons, 4 is the missile weapon)
F1	Help
F2	Save game
F3	Restore game
F4	Sound/Music/Controls menu
F5	Low/Medium/High Detail
F6	Quick save
F7	Messages on/off
F8	End game
F9	Quick load
F10	Quit
F11	Gamma correction (Change light level for game play)
F12	Boss key (Here comes the boss)—Put up fake screen!
Comm-bat™ Options	
F1-F10	RemoteRidicule™ using the preset sounds
F12	Hold down and speak through your microphone
T	Type a message to everyone
Z	Send a direct message to a certain person
Tab	See everyone's KillCounts

Level Manuel



JOYSTICK

Movement	Running direction
Button 1	Fires current weapon
Button 2	Use objects and open doors



GAMEPAD

Movement	Running direction
Button 1	Fires current weapon
Button 2	Sidestep
Button 3	Use objects and open doors
Button 4	Run



MOUSE

Movement	Running direction
Button 1	Fires current weapon
Button 2	Sidestep
Button 3	Use objects and open doors



SPACE PLAYER

Movement	Running direction
Button 1	Use objects and open doors
Button 2	Automap
Button 3	Fires current weapon
Button 4	Aim button
Button 5	Switch weapons



CYBERMAN

Movement	Running direction
Button 1	Fires current weapon
Button 2	Sidestep
Button 3	Use objects and open doors

CHEAT CODES

Are you having a little trouble? Hey, we designed the levels and wrote the code; we know how hard *ROTT* is. However, we are not totally sadistic; we have hearts. *We're not monsters, for God's sake!*

Well, before you find yourself out shopping for a new keyboard due to frustration, take a moment and reflect on the reason you're playing a game in the first place, *to escape reality and to relax.*

Okay, if you find yourself being challenged, and *feel the strong need to cheat*, type "\BUM" to receive a few hit points and a few keys. Those who like typing can type "SLACKER" for the same effect. There are many more secret cheat codes. Can you find them?

Review Manuel

THE REAL STORY

You are a member of the HUNT, the top secret High-risk United Nations Taskforce, sent on extremely covert operations to possible trouble spots outside the three-mile boundary waters of member countries. You are on a routine reconnaissance mission on San Nicolas Island, located in the Pacific twenty miles west of Los Angeles. Your team is investigating possible cult activity in an old monastery in the tall, rugged hills of the island, once used for the location of the film *Prayers in the Dark*. Dressed in black, you peer at the ramparts, looking for signs of life.

Ni spotted a man crawling away from the small mountain the monastery rests on. He ran desperately towards the team and fell to his knees.

"They're crazy," said the man hurriedly, "They don't know what they're messing with. Darian, Krist—they've hooked up with those wackos, and they have these impossible plans but they're really serious. They're manufacturing ammo. They're performing these rituals. They've planted bombs everywhere. Some of them are already scheduled to go off. They're not going to warn anyone, they're just going to—"

"Barrett, I've been listening to the radio," Wendt said. "Bombs have gone off in the shipyards. The harbor's in flames. There's been explosions of major downtown buildings. And—damnit. Heavy static. The radio's being jammed."

"They have a mobile band jamming system," said the man. "They're signalling the bombs on their private, moving band while jamming all the others."

Barrett grimaced at the bizarrely informative guy, then turned to the team. "All right, Cassatt, Wendt, get back to the boat, try the WB radio, and get to—"

A volley of gunfire hit the rocks next to them, and the HUNT opened fire on the two sentinels that spotted them. The HUNT ran to the sentinel's post at the top of the hill.

Freeley kicked over the dead soldier. "What's with the uniforms? These are, what, Korea? And the triangle, that looks like the logo of Triad Pic—"

A huge explosion came from the island shore. The HUNT looked up to see their boat raining down upon the ocean. A dozen or so soldiers were making their way up the rocky path towards them.

"Looks like we missed our ride," Barrett said, taking a breath. "Okay, they know we're here. The only way out is the way we came, and they're coming from that way. No way to contact anyone, and we're the only ones who know what's going on. It's my call. Let's go for the keep. If we can get to their transmitter, we've got a chance at stopping it. And maybe we can take down the big boys while we're at it."

Levelx Warrior

THANKS FROM APOGEE!

All of us at Apogee would like to express our sincere appreciation for your purchase of this software package. Much time and effort goes into the development of our software, and your support ensures that we can continue to offer quality software entertainment.

APOGEE SOFTWARE

Apogee Software, Ltd. is the publisher of *Rise of the Triad*, and many other cool VGA action games for IBM™ and compatibles.

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Le Vieux Manuel

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THE DEVELOPERS OF INCREDIBLE POWER

Tom "Is My Eye Red?" Hall, Designer/Producer
Tom co-founded id Software, worked on *Commander Keen*, *Wolfenstein 3-D*, and *DOOM*, then came to Apogee to head up the in-house team. Tom is from New Berlin, Wisconsin, and got a B.S. in Computer Science at UW—Madison. Tom designed the game, and his iced tea must have "no lemon, no spoon".

Mark "Okay...Everybody SHOOT ME!" Dochtermann, Head Programmer
A native of Bedford, NY, Mark graduated from RIT while still having time to make a chest-plate with animating LEDs on it. Mark did a co-op at crazy IBM™,©,®, then made the happy mistake of coming to work for Apogee. Mark did the amazing engine, network, and modem code.

William "Our Weapons are TOO Gone" Scarboro, Programmer
William went to Texas A&M, where he studied Computer Science, Math, and Smelly Comestibles 101. "Food is just fuel" to him, so he eats pasta, egg whites, and beans for almost every meal. He is working toward being a professional fitness instructor in between complex actor coding sessions.

Jim "Wicked" Dose', Programmer
Our master of sound is also from New York (Binghamton to be exact), and thinks the game is "wicked cool". He went to Berklee to study some sort of musical engineering deal, then to a whole other college to study computer science. He likes Eno, root beer, and The Tick, but not necessarily in that order.

Stephen "Mr. Explosion" Hornback, Artist
Steve hails from Ohio, where he left a sordid past. Having worked on *Duke Nukem* and *Cosmo*, he was hired as an in-house artist once the department started up. He drives a spiffy Nissan 300ZX, and did the walls,enemies, and explosions.

Susan "Terrified of Left Turns" Singer, Artist
From New York, too (Levittown), Susan has worked on the opening of Pee Wee's Playhouse and the Fritos Round-up commercial. When not taking classes or teaching them, Susan relaxes by taking more classes. She did the textures, faces, and females.

Chuck "Chuck" Jones, Artist
Chuck Jones is not THAT Chuck Jones, but he is a gifted artist from Dallas. Chuck used to work in a tattoo parlor, and has a collage of the many bodies he's tattooed. Chuck did the "game over" cinematics and wide doors.

Former Developers of Incredible Power
These talented folks had to leave for various reasons. We'll miss 'em!
Nolan "Donut" Martin, Programmer. Did the menus, setup, sound setup.
Tim "Sony" Neveu, Artist. Did the killer weapons, intro, and end cinematics.

Associate Developers
Who did all these dang levels? Well, Tom and these folks:
Joseph "Building Climber" Selinske. Did many battle levels, ate sashimi.
Joe "D. Fish" Siegler. Did levels, petted his cat Flash, watched *Red Dwarf*.
Marianna "Harem Girl" Vayntrub. Worked on game levels, Krist's chair, Mark.

In-House Musician
Lee "Rainbow Lake" Jackson. Wrote the music, also a World Champion Pun-meister.



Starting at the top left:
Stephen Hornback
Chuck Jones
Mark Dochtermann
Jim Dose'
William Scarboro
Tom Hall
and
Susan Singer

CREDITS

Designer/Producer
Tom Hall

Programming
Mark Dochtermann
Jim Dose'
Nolan Martin
William Scarboro

Art
Stephen Hornback
Chuck Jones
Tim Neveu
Susan Singer
Cygnus Multimedia

Music
Lee Jackson
Bobby Prince

Additional Level Design
Joseph Selinske
Joe Siegler
Marianna Vayntrub

Cover Illustration
Les Dorscheid

Manual Design
Robert M. Atkins
Tom Hall

Financing & Resources
Apogee Software, Ltd.

Special thanks to
"The Apogee Beta Testers"
All our patient spouses and friends

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