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1- SYSTEM REQUIREMENTS

Windows 95/98/2k/Millennium, DirectX 7.0 or higher (DirectX 8.0 is included in this CD-rom)
Pentium 200 (Pentium 350 recommended)
32 Mb RAM
3D ACCELERATED video card (8 Mb)
4X CD-ROM drive (8X recommended)
Windows compatible sound card (16-bit stereo recommended)
200 Mb on hard drive

2- MOVES

GENERAL MOVES:

-run:

press two times in the same way or press the run button.

-throw a weapon:

press punch+kick.

-pick up an item:

press punch.

-hold an enemy:

go on the enemy.

-back jump+running blow:

press the back jump button and hold the player run blow button (punch for Bruce and Alfred, kick for Max and Lisa);

MAX:



Normal:

punch: punch combo1;

kick: kick combo1-2;

superblow: super blow;

Running:

kick: running kick;

Jumping:

punch: knees hit;

kick: flying kick (two different types, if moving or not);

Holding:

Forward:

punch: punch combo2;

kick: kick combo3;

back +punch or +kick: back throw1;

forward +punch or +kick: front throw1;

jump: jump behind;

Back:

punch or kick: front throw2;
back +punch or +kick: back throw2;
jump: jump forward;

ALFRED:



Normal:
punch: punch combo1-2;
kick: kick combo1;
superblow: super blow;
Running:
punch: shoulder blow;
Jumping:
punch: chest blow;
kick: flying kick (two different types, if moving or not);
Holding:
Forward:
punch: punch combo3;
back +punch or +kick: back throw1;
forward +punch or +kick: front throw1;
jump: pile driver;
Back:
punch or kick: ass breaker;
back +punch or +kick: back drop;

BRUCE:



Normal:
punch: punch combo1-2;
kick: kick combo1;
superblow: super blow;
Running:
punch: uppercut;
Jumping:
punch: elbow hit (two different types, if moving or not);
kick: flying kick;
Holding:
Forward:
punch: punch combo3;
kick: kick combo2;
back +punch or +kick: back throw1;
forward +punch or +kick: front throw1;
jump: jump behind;
Back:
punch or kick: front throw2;
back +punch or +kick: back throw2;
jump: jump forward;

LISA:



Normal:

punch: punch combo1;
kick: kick combo1-2;
superblow: super blow;

Running:

kick: running kick;

Jumping:

punch: flying punch;
kick: flying kick (two different types, if moving or not);

Holding:

Forward:

punch: punch combo2;
kick: kick combo3;
back +punch or +kick: back throw1;
forward +punch or +kick: front throw1;
jump: jump behind;

Back:

punch or kick: front throw2;
back +punch or +kick: back throw2;
jump: jump forward;

3- OPTIONS MENU

After the intro, press enter when compares the text "press enter key". Now you have these possibilities:

- START GAME: to start playing The Rage
 - NORMAL GAME: to start playing The Rage with your PC
 - ONE PLAYER: to start playing The Rage with your PC with one player
 - TWO PLAYERS: to start playing The Rage with your PC with two players
 - THREE PLAYERS: to start playing The Rage with your PC with three players
 - FOUR PLAYERS: to start playing The Rage with your PC with four players
 - NETWORK GAME: to start playing The Rage via LAN or Internet
 - SERVER: to be the server in The Rage's game
 - CLIENT: to be the client in The Rage's game
- OPTIONS: to configure The Rage
 - GAME: to configure The Rage's game settings
 - GRAPHICS: to configure The Rage's graphics settings
 - SOUND: to configure The Rage's sound settings
 - CONTROLS: to configure The Rage's controls (joypad, joystick and keyboard)
- QUIT: to return to Windows

4- NETWORK MODE

The Rage allows you to play via LAN or Internet; to do this, you need two PCs, one will be the server and one the client. Please note that it works only with ONE client and ONE server. Before all, the server has to go to START GAME -> NETWORK GAME -> SERVER; then, the client has to go to START GAME -> NETWORK GAME -> CLIENT. Now the client has to enter the server's IP and port and press CONNECT. Now both the client and the server can press the START PLAYING button and start the match.

If the server has a LAN and a Internet connection, the shown IP is the Internet one; to get the LAN IP the server has to press the GET NEXT IP button.

5- PLOT

It's a Saturday like many others and four friends, Max, Bruce, Sarah (Bruce's girlfriend), and Lisa decide to spend the night at the disco. After drinking a cocktail, Sarah feels ill and suddenly faints. Bruce, worried, calls an ambulance, and the police arrives to the place as well. Sarah's friends discover that she has fallen in a such a deep sleep because of a new experimental drug she has unknowingly taken with her drink. A criminal organization is testing this explosive mix using random young people as testers. Unfortunately though this test version of the drug causes a coma and there are no known treatments for it yet. Bruce and his friends realize that only the chemists of the criminal organization might have a medicine to save Sarah, so they decide to search the barman who put the drug in her cocktail. Alfred, a long-time friend of Sarah, joins the team of guys in the quest. The local boss of the criminal organization gets infomed of our heroes' mission and sends a bunch of his followers to stop them in any way. The adventure begins here.

Max, Alfred, Bruce and Lisa go into a disco, the "Star Disco" located in "West Side", where they find Ronny, the barman. After a duel, they ask him about this new drug and he reveals them that an old prison not far from the disco was used as a laboratory to produce this substance. Armed with this information our team head to the masquerade lab, guarded day and night by a lot of underworld soldiers. After bating them all they find the chief chemist mutated by the collateral effects of his own new drug under testing. They defeat him and make him reveal that his boss (known as "Mr. Drug" in the criminal world), living on the other side of the city, could have an antidote for Sarah's coma.

At this point the four fighters have to go to Mr. Drug's mansion and get the much needed antidote, but they have to fight against a huge number of followers of his criminal organization first before reaching him.

When they finally get to face the big wig in the mansion (who shows the signs of a mutation similar to the chemist in the secret lab), they fight strongly against him, get the antidote and eventually rescue Sarah.

6- STAGES

-STAGE 1: RIVER TOWN

Section 1:

Time: evening;

Weather: rain;



Section 2:

Time: evening;

Weather: foggy, it doesn't rain but there are some puddles;

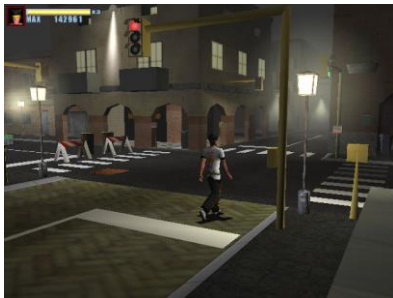


-STAGE 2: WEST SIDE

Section 1:

Time: night;

Weather: clean;



Section 2:

Time: night;

Weather: - ;



-STAGE 3: THE LABORATORY

Section 1:

Time: night;
Weather: foggy;



Section 2:
Time: night;
Weather: very foggy;



Section 3:
Time: night;
Weather: - ;



-STAGE 4: BUILDING SITE

Section 1:
Time: night;

Weather: very foggy;



Section 2:
Time: night;
Weather: foggy;



Section 3:
Time: early morning;
Weather: foggy;



-STAGE 5: EAST SIDE
Section 1:
Time: early morning;
Weather: clean;



Section 2:
Time: morning;
Weather: sunny;



-STAGE 6: THE MANSION

Section 1:
Time: morning;
Weather: sunny;



Section 2:
Time: morning;
Weather: sunny;



7- SKINS

Every The Rage's character has a "skin", i.e. his aspect, determined by a bitmap file; you can modify this file to change characters' aspect and you can download a great number of skins from our site (see chapter 9). If you want to have more than one skin for a character, you have to put all the skins' images (in .bmp format) in The Rage's images folder and each one has to start with the name of the character. During the character selection, inside the game, you can select the skin pressing up or down.

8- CREDITS

The Rage is a game developed by the Fluid Games team, composed by:
Alberto Candussi: game designer, main game programmer, main graphician, sfxs editor;
Nicola Candussi: 3D engine coder, game programmer, graphician;
Federico Specht: musics;
Davide Marcato: business manager;
Diego Ferrarin: artworks.

9- OUR WEB SITE

Please visit our site at:

<http://www.fluidgames.net>

To contact us please send an e-mail to:

contact@fluidgames.net

Thank you for buying The Rage

the Fluid Games staff