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INTRODUCTION



The civilization of the ancient Greeks was once the light of the Western world. Its culture reigned supreme and its gods ruled the universe. From the lofty heights of Mt. Olympus, the Greek gods and their soldiers watched over the world below as it flourished under their countenance.

Nothing lasts forever...

As Greek civilization declined, the Romans arose, supplanting the Greek gods with their own. With the rise of Rome, the greatness of the Greek immortals was questioned, and their very existence put into doubt. In time their deeds,

their accomplishments, and all that they achieved were reduced to nothing more than myths, legends, and folklore.

Legend has it that the Greek gods still thrive, locked away in a hidden world in the hills and valleys surrounding Mt. Olympus. They are unwillingly guarded by the spirit of Prometheus, bringer of fire, prisoner of Zeus.

There is a group of dedicated men and women who believe in this legend, people who pine for the resurrection of the ancient Greek civilization. They have formed a fanatical cult called the ORA – the Olympian Restoration Army.

Several years ago a few dedicated members made a startling discovery – a man-made entrance to a long-lost city nestled in the opening of a mountain near Olympus. The city is impenetrable, its surrounding mountain walls covered in words and symbols that they cannot decipher.

If they could only open the door....

GETTING READY TO ROCK

System Requirements

Minimum:

- Windows® 98/ME/2000 or XP only.
- Pentium® III 500 or AMD Athlon™ 550 MHz processor.
- 128 MB of RAM.
- 32 MB DirectX® 9.0 compatible GeForce™ 2 Ultra/Ti/Pro/GTS or equivalent.
- 100% DirectX 9.0 compatible sound card.
- DirectX 9.0 (included on the disc).
- 4x CD-ROM drive or faster (not recommended for use with CD-RWs).
- 700 MB free hard drive space.

Recommended:

- Windows 98/ME/2000 or XP only.
- Pentium III 800 MHz, AMD Athlon 800 MHz, or equivalent.
- 256 MB of RAM.
- 64 MB DirectX 9.0 compatible GeForce3, ATI® Radeon™, or better.
- DirectX 9.0 compatible sound card.
- DirectX 9.0 (included on the disc).
- 4x CD-ROM drive or faster (not recommended for use with CD-RWs).
- 700 MB of free hard drive space.

Installing the Game

1. Quit all other applications and insert the Will Rock CD into the CD-ROM drive.
2. Will Rock will begin installation automatically. If autoplay is disabled, then you must manually install the game. To manually start installation, double-click on the My Computer icon on the desktop or click on the Start menu and then double-click on the CD-ROM icon for the drive in which the Will Rock disc is located. You will see a file called Setup.exe. Double-click this file to begin installation.
3. Follow all on-screen instructions to install the game.

RUNNING THE GAME

You will start the game at the Main Menu. The Main Menu can always be accessed from subsequent menus by hitting the Back button at the lower left corner of the screen until you have returned to the Main Menu.

The menu consists of the following:



Single Player

Select this option for the single-player game. From here you will have two options:

- **New Game:** This starts a new game. If this option is selected, you will be taken to a screen with three levels of game difficulty to choose from. The levels are:
 - **Will Win:** This is the easy mode.
 - **Will Play:** This is the normal mode.
 - **Will Die:** This is the hard mode; it's like signing your own death warrant.
- **Load Game:** This allows you to load a previously saved game and start from the point of the last save.



Multiplayer

Select this option to be taken to the multiplayer sub-menu. From here your options will be:

- **Create LAN/Internet Game:** This option will take you to a sub-menu with three options:
 - **Player Name:** This allows you to input your chosen name.
 - **Connection:** Selecting this option allows you to indicate your connection speed.
 - **Character:** This selection allows you to pick a character model to control during the game.

You will then be taken to the Server Options page where you can select the desired map, type of game, number of players, and other options, some of which are specific to the type of game chosen.

- **Create Game on Ubi.com:** The options for ubi.com are essentially the same as those for LAN play. The primary difference is the player must be registered with ubi.com and enter his name and password to play.
- **Join LAN/Internet/Ubi.com Game:** This selection takes you to the same menu as the Create Game menu which has three options: Player Name, Connection, and Character. For ubi.com play, you must be registered and have a user name and password. After selecting these options, you will be taken to a server browser screen. Select from the available games and get ready to rock.

Multiplayer Modes

Cooperative: Co-op mode allows players to play the game together against the in-

game opponents. You can select the level you would like to play or play the entire game from start to finish. You can also customize options such as item picking (whether they are first-come, first-served or chosen separately by each player) and damage from friendly fire (on or off).

Treasure Hunt: This is a team-based game. The objective is for a team to gather all of the treasures in a given level. At the beginning of a game, 10 treasures (this is a default number and can be changed) are hidden throughout a level, each time in different places. Players will gather treasures for their particular team. The winning team must gather all 10 of the treasures. Once all the treasures are gathered, the objective is to kill the players from the other teams in order to grab their treasures. When a player is killed, the treasure items pop out from his/her body and the other players can grab them to add to their total. Once one of the two teams has grabbed all of the treasures, the level is complete.

Fragmatch: This is a standard death-match mode. You score a point for every kill; if you kill yourself, you lose one point. A deathmatch game can be limited by time. The one with the most points at the end wins.



Options

Select this option to be taken to the menu that allows for customization of the following parameters:

- **Video:** This selection takes you to a menu that allows you to customize video options.
- **Audio:** This selection takes you to a menu that allows you to customize audio options.

- **Game:** This selection allows you to hide the HUD, show subtitles, and control Crosshair and Auto-Weapon selection.

Controls

This option allows you to customize the player controls in the game. Click Accept to save your changes to the default controls. You can always return to the default controls by selecting the Default option.

You can customize controls in the Controls menu.

MOVING (Default Controls)

Move Forward	W or Arrow Up
Move Backward	S or Arrow Down
Move Left	A
Move Right	D
Jump	Space
Crouch	CTRL

COMBAT (Default Controls)

Fire	Left Mouse Button or Ctrl
Manual Reload	R
Next/Prev Weapon	[/] or Mouse Wheel Up/Dn
Shovel	1
Pistol	2
Shotgun	3
Machine Gun	4
Sniper Crossbow	5
Acid Gun	6
Fireball Thrower	7
Medusa Gun	8
Mini Gun	9
Grenade/Mine	0
Atomic Gun	- (Hyphen)
Zoom (Crossbow only)	Right Mouse Button
Use/Activate	Enter
Toggle Team (MP only)	F2

COMBAT (Other Controls)

Activate Titan Damage	I
Activate Immortality	O
Activate Titan Motion	P
Pause Game	Pause

KEYBOARD SHORTCUTS

Quick Save	F6
Quick Load	F9
Print Screen/Sys Rq	F5
Activate Menu	Escape
Toggle Full Screen	Alt-Enter

WILL'S WORLD

Will travels to the hills, valleys, mountains, caves, rivers, temples, dungeons, and cities of the forbidden city surrounding Mt. Olympus. The area is fraught with danger. Below is an example of the in-game interface, as well as a list of the game's rich array of weapons, opponents, and special powers.

Interface

Above is a picture of what you will see as you play the game. Will Rock's health and any armor he might be wearing are displayed in the bottom left-hand corner of the screen. The Ammunition icon at the top right-hand corner of the screen will change as he switches weapons; this also displays how much ammo is left. Next to the ammunition is the total amount of gold Will has uncovered. Lastly, if Will is facing one of the four boss creatures of the game, their health will be displayed in the top center of the screen, letting you know just how much ass is left to kick before they bite the bullet.

Weapons

Will Rock possesses a wide range of weapons at his disposal to do away with the game's opponents. Many of these weapons impact enemies in a very cool way. The weapons are listed below.

**Soviet Army Trowel
(small military-issue shovel):**

Powerful at close range, ineffective against multiple opponents. Can be used underwater.

**Pistol**

Single shot, but not too powerful.

**Lever Action Shotgun**

Powerful at close range, but slow to reload.



Lewis Machine Gun

Fast and effective against mass attacks of low-health opponents. Requires many bullets to kill medium to large opponents.



Sniper Crossbow

Slow shooting, but powerful and effective for taking out opponents at a distance. Causes opponents to burn and desiccate.



Acid Gun

Shoots acid. Opponent swells up like a balloon and pops. Medium rate of fire – very powerful.



Fireball Thrower

Slow shooting, but powerful against slow-moving opponents or opponents attacking directly. Large detonation radius.



Medusa Gun

Turns opponent to stone and then opponent cracks/disintegrates. Slow charging and limited in ammo, but can affect multiple opponents. Less effective against large opponents.



Mini Gun

Shoots bullets rapidly – very high rate of fire.



Grenade/Mine

Thrown by hand, it explodes on impact if it hits an opponent. Otherwise, it detonates when an opponent comes within close proximity.



Atomic Gun

Shoots a small nuke in an arc trajectory and melts everything within a ten-foot radius.

Opponents

The opponents in Will Rock are varied and diverse. Each has its own mode of attack. A strategy that works well for one opponent may not work for another. Be vigilant and conserve the right type of ammo for the right opponent.



The Regenerating Minotaur

This mythological half-man, half-bull has an axe to grind – beware!



Bloody Minotaur

The son of the bull – smaller but just as fierce.



The Charging Centaur

Half-man, half-horse, and real nasty.



The Skeletaur

Centaur's resurrected.



The Harpy

This creature is a hawk with a woman's skull. It's got a bad case of indigestion, so watch out below.



Kamikaze Sword-Slashing Skeletal Soldier

These skellies are dying to meet you.



Spear Skeleton

These former Olympians have put down their javelins for some spears – stay as far away as possible!



Swordsmen Skeleton

Some soldiers will never give up the fight. Being dead hasn't impacted their ability to battle.



Perseus

A nasty shock awaits you from the stone eyes of this gruesome medusa head if you're not careful.



Sphinx

Silent guardians that can sing a mortal's soul with but a glance.



Lion

The classic man-eater is out for blood.



Tiger

This isn't your neighbor's kitty cat.



Satyr

These are half-man, half-goats that shoot fiery arrows at you. They are the archers for the gods. Their aim is deadly accurate.



Atlas

He's got the whole world in his hands – and he wants it to blow up in your face.



Diskobolus

A statue that throws a deadly disc.



Mace Gladiator

These gladiators attack by hurling a fiery mace at you. Watch out for their fat brothers.



Knife-Throwing Gladiator

These gladiators attack by hurling knives at you. They have deadly aim. These guys also have fat siblings to watch out for.



Cerebrus

This two-headed dog with a poisonous snake tail has a real bad case of dog breath.



Rat-Bomb

These creatures are extremely volatile. Do not approach them too closely.



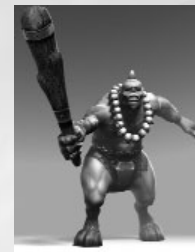
Crocodile

Just try to turn these bad asses into luggage.



Cupid

These winged babies are so ugly, they were abandoned at birth. They want revenge. They attack by shooting poisonous arrows.



Cyclops (BOSS)

The big, green, one-eyed killing machine. Don't wake him up – it'll really piss him off.



Hephaestus (BOSS)

This opponent is the god of fire. He protects his lair with his hammer and trusty burning coals.



Medusa (BOSS)

She is big, she is ugly, and she wants your soul – don't get too close to her, or you might regret it.



Zeus (FINAL BOSS)

The god of gods. If you can defeat him, you have attained immortality.

Special Power-Ups

Will Rock has the ability to acquire special power-ups in the game through the Titan Trading Altars located in various areas. In order to acquire the power-ups, you must gather gold and treasures hidden throughout the levels. Once you have obtained 50 units of gold, you can purchase one power-up. You do so by approaching the altar, selecting the side of the altar that represents the desired power-up, and activating it through the Use function. You can carry one of each power-up at a time. The power-ups can be activated at any time throughout the game. They are described below in detail.



- **Titan Motion:** This enables you to slow down time and battle opponents at about $\frac{1}{4}$ regular game speed. This is particularly effective in situations where you are surrounded by large numbers of opponents.
- **Titan Damage:** This makes your attacks four times as powerful as normal.
- **Immortality:** You will not suffer any loss in health points while this feature is activated.

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Courtesy of Snidest Music Co. (Administered by Zomba

Melodies Inc.) (SESAC) Performed by Twisted Sister

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