

TRIBAL RAGE

LOADING INSTRUCTIONS

Your copy of *Tribal Rage* should contain a player's guide, a CD-ROM, Quick Start instructions (which you are holding right now), and a TalonSoft product brochure.

INSTALLING FOR WINDOWS 95

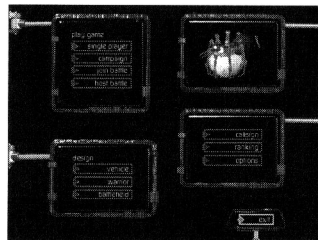
1. Launch Microsoft Windows 95®.
2. Place the **Tribal Rage** CD in the CD-ROM drive. The Auto-Run feature of Windows 95® will launch the Install program. If so proceed to step 5. If not, continue to step 3.
3. If Auto-Run is disabled on your computer you will need to run the Install program manually. From the Desktop, click on the "Start" button on the Taskbar and select "Run".
4. When the "Run" window appears, type **E:\SETUP** and click "OK".
NOTE: If your CD-ROM drive letter is not E: (as shown above), then substitute the appropriate letter (e.g., **D:\SETUP**).
5. When you reach the "Welcome" screen, click on the **Next>** button to continue.
6. When the "Choose Destination Location" screen appears, either choose the default folder by clicking the **Next** button, or see the note below.
NOTE: The default folder for installation is **C:\TribalRage**. If you wish it to be something other than that, click the **Browse** button and enter a new destination in the **Path** box. If the folder you specify does not exist, the program will prompt you to create it.
7. When installation is complete, click on the **Start** button on the Taskbar. Then select **Programs**, then **Tribal Rage**. Finally, select **Tribal Rage** again to begin the game.

Basic Rage...

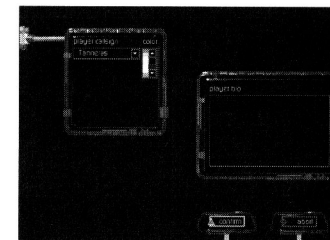
This section covers the basics of how to play *Tribal Rage*. For more detailed information about the game's interface and features, and background about the *Tribal Rage* universe, please refer to the Player's Guide.

STARTING A GAME

Start Up Screen

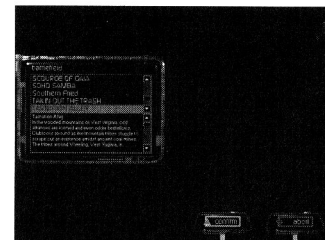


Callsign Screen

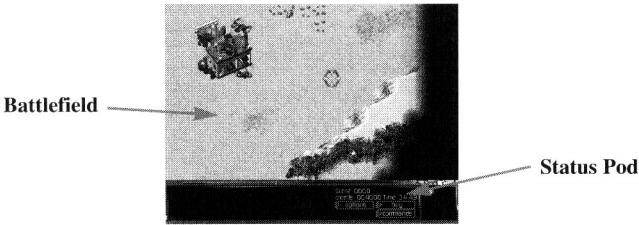


After launching the program, left-click the **Single Player** button on the Start-up Screen which appears after the introduction movie. Immediately, the player Call-sign screen appears. This occurs the first time you enter *Tribal Rage*, for you must type in a name for yourself and select a team color. After typing your name and choosing a color, select **Confirm**. When the Single Player Screen appears, left-click on the title of a battlefield (i.e., scenario) you wish to play. We recommend you begin with "Intro-Biker Gambit" as this scenario is a simple Bikers Vs. Enforcers brawl. Read the description and objectives of the selected scenario below the list of scenario names, then select the **Confirm** button to start the game. *A complete explanation of the Start-Up, Callsign, and Single Player screens can be found in the Player's Guide.*

Single Player Screen




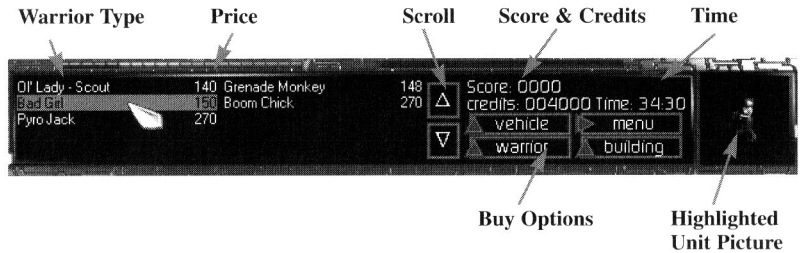
THE MAIN GAME SCREEN AND STATUS POD



Once you've confirmed a battlefield on which to play, the Main Game Screen appears with its status pod open at the bottom. This is the screen on which *Tribal Rage* is played. The screen's status pod shows information about the selected unit, such as its current health and power levels, the weapons/equipment it carries, etc. Also available in the status pod are buttons which allow you to buy units (see below), change various game options, and give selected units commands. A complete explanation of the Main Game Screen and Status Pod can be found in the *Player's Guide*.

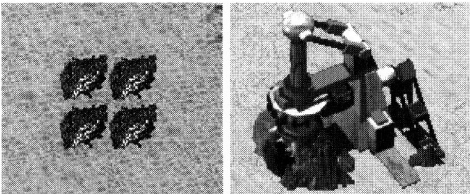
BUYING UNITS

 To get the ball rolling, the first thing you should do upon entering a scenario is purchase units. To purchase units, you can either select the **Buy** button at the bottom of the Main Game Screen, or you may double left-click on your headquarters (HQ) building to place you in the buy mode. Once you are in the buy mode, you may choose either to purchase warriors, vehicles, or buildings by clicking the appropriate button appearing on the status pod. Once you've made your selection, an available list of warriors, vehicle, or buildings appear on the status pod.



The price of the selected unit appears next to its name. To purchase a unit, click on its name. The purchased unit appears next to your headquarters. When you make the purchase, the cost of the unit is deducted from your credits.

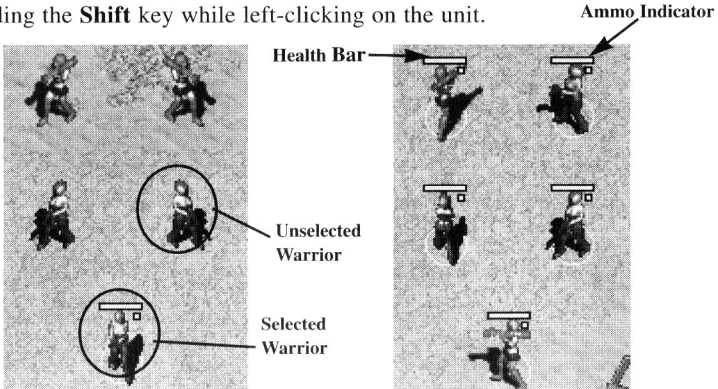
GAINING CREDITS



The resource in *Tribal Rage* you use to purchase units is "credits." You begin each scenario with a set amount of credits (see status pod above), and then it will be your responsibility to gather more credits as you go along. [NOTE: Certain scenarios are designed where you will not use credits - see the *Player's Guide* for more details]. While there are a few ways in which to earn credits, the primary way is to purchase and deploy ore mines which drill the earth for natural resources that are immediately translated into credits. Ore mines are classified as "buildings" and are placed on the map as buildings. The basic cost of a mine is 3000 credits, and you purchase one the same way you purchase other units: simply select the **Building** button on the status pod and select a mine in the list of available buildings. The construction truck carrying the mine appears next to your HQ. You then select the truck and deploy the mine. To Earn credits, mines must be deployed on Ore Spots. See below for more details about selecting and deploying buildings.

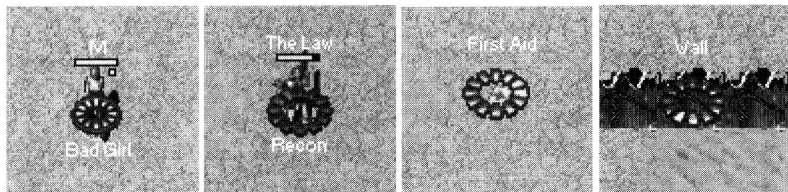
SELECTING UNITS

Normally, you must select a unit before ordering it to do something. To select a unit, simply left-click on it. The selected unit will have a health bar shown over it. You can select several units at a time by left-clicking and dragging the mouse to draw a box around them. You can toggle the selection of a unit by pressing and holding the **Shift** key while left-clicking on the unit.



HOVERING THE MOUSE

You can hover the mouse cursor over units to identify them. Friendly units have white text with the callsign (i.e., name) of the player that owns them above them and the name of the unit below them. A health bar and an ammo indicator are also displayed. Enemy units have this text drawn in yellow.



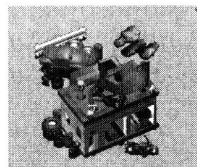
You can also hover the mouse over the map to locate terrain which is impassable (the cursor will change to a yellow color) or to identify items like first aid kits.

MOVING UNITS

To order a *selected* unit to move, simply left-click to select a destination somewhere on the map. If the destination you click cannot be reached by the unit, it will move as close as possible to the spot before stopping.

- Giving a selected unit a new destination clears the unit's current target (if any). This means a unit will stop attacking to follow the new movement order.
- To order a selected unit to enter a building, or to order a selected warrior to enter a vehicle, press and hold the **Ctrl** key while left-clicking on the intended destination.
- To order a unit to leave a building, select the building then left-click on an empty spot anywhere outside the building. To order a warrior to get out of a vehicle, double left-click on the vehicle the warrior is in or press the **X** key on the keyboard. The warrior will appear outside the vehicle.
- To give a selected unit a series of destinations or waypoints, hold down the **Shift** key while left-clicking. The unit will move from one destination to the next.

ENTERING BUILDINGS



As indicated above, you can order a *selected* unit to enter a building by pressing and holding the **Ctrl** key while left-clicking on the intended building. If the unit can move into that building, it will do so. A badly damaged building or one fully occupied, or one occupied by enemy units cannot be entered. Entering an enemy building means that you "capture" it. Many scenarios require that you destroy or CAPTURE enemy buildings. So, during play, whenever you have an opportunity to capture an enemy building, you should do so. Once you have captured an enemy HQ you may begin buying enemy units that will be under your control.

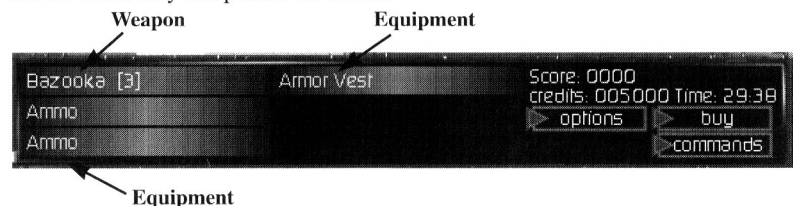
ATTACKING

Attacking enemy units is a very important thing to do in *Tribal Rage*. To order a *selected* unit to attack, you can either left-click on an enemy unit or right-click on an enemy unit. Left-clicking will cause your unit to stop moving to its ordered destination, and instead move as close as necessary to the target before it begins attacking.

- Ordering a *selected* warrior to attack an empty enemy building will instead result in the warrior attempting to enter and capture the building.
- Right-clicking does not alter the selected unit's present movement path. Instead the unit continues to move as it was previously ordered to. This allows you to order a vehicle to retreat and possibly still attack an enemy if it has a turret mounted weapon. If the selected unit was not moving and is out of weapon range of the enemy, right-clicking causes it to move within range and begin attacking.

SELECTING WEAPONS OR EQUIPMENT

Some units are designed to carry more than one weapon, or other special equipment "modules" (see the Player's Guide). A unit has the first available weapon active by default. A selected weapon or equipment item will be green. To select a different item during play, simply select the unit you are interested in, then left-click the item you wish to be active. Items which are shown in yellow are reloading or recharging (see below). Items which are red are unavailable for use (they are either out of ammo or power). Certain items are automatically "on" and active when they are placed on a unit.

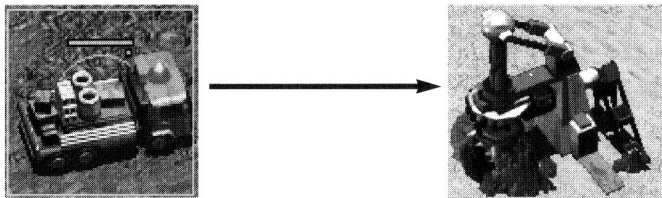


WEAPONS AND AMMUNITION

Bazooka [3]

All weapons in *Tribal Rage* have a set amount of ammunition. Once the ammo runs out, the unit must reload. A unit can reload its weapon(s) by either entering its HQ, entering a Supply Building, or collecting ammo crates or power packs (for energy weapons) which are scattered around the battlefield in many scenarios. *See the Players Guide for full information about weapons and ammo.*

DEPLOYING BUILDINGS AND MOUNTED GUNS



When you purchase new buildings or stationary units like guns mounted on a tripod, the unit arrives in a construction or delivery truck. You can drive the truck around like any other vehicle by using the left-click to select a destination. When you find a good spot to place the building or gunstand, right-click the area to order the truck to deploy the unit it is carrying.

Note: *Ore Mines will only produce credits when placed on ore spots.* Right click directly in the center of the ore spot to ensure that the mine is properly placed.

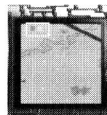
OTHER ACTIONS

Right-clicking is also used to order a unit to do actions other than attacking. For example, some units may be equipped with a MedKit or mine-laying equipment. To use this special equipment, select the equipment and then right-click on the map to designate where the unit should use the equipment. *For more information about all the various special equipment items in Tribal Rage, see the Player's Guide.*

GROUPING UNITS

After playing a few games you will find that controlling a large number of units becomes complex. To make things easier, *Tribal Rage* allows you to group units. To establish a group, select the units, then press and hold the **Ctrl** key along with one of the numbers 1 through 9. Once a group is created, it can be selected by pressing the number key associated with it. A group can also be de-selected by holding the **Ctrl** key and pressing 0. A maximum of 12 units may be grouped at one time.

SCROLLING



To scroll the map on the Main Game Screen, you can either bump the mouse cursor against the edges of the screen or press one of the arrow keys. You can also quickly center the map on the selected unit by pressing the **Home** key; however, if no unit is selected it will center on the players HQ.

The game also has available a small overview map in the lower-right corner of the Status Pod. Right-click on this map to jump the large map to this spot. Left-clicking on the overview map allows you to order a selected unit to move to that spot.

WINNING THE GAME

To win a scenario in *Tribal Rage* you normally have to eliminate all hostile units or buildings. Some scenarios allow you to win by capturing all enemy buildings or just the enemy headquarters; some have other victory conditions. Check the briefing which appears below the list of scenario names (on the Single Player Screen) to be sure of the victory conditions of the selected scenario before starting the game. *A full description of all victory conditions in Tribal Rage can be found in the Player's Guide.*

Now, go ahead and play some more of the scenarios and see what you can do. Remember, *Tribal Rage* has many editors in the game. Think you need a different vehicle with a little more firepower or need a warrior with some shield protection? Make one. Its all there for you to create. *Refer to the Players Guide for more information on how to use each of the editors.*

TROUBLESHOOTING

The performance of *Tribal Rage* on your system will depend on how “fast” your video card is, how “fast” your system is, and how much total system memory is available. *Be sure to add the latest available drivers for your system hardware to ensure optimal performance.*

We highly recommend reading the **Readme.txt** file on the game CD for the latest troubleshooting tips and gameplay changes. Also, visit the TalonSoft website for the latest updates to the game.

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