

REBEL MOON RISING

A first-person 3D sci-fi adventure designed exclusively for Intel® MMX™ technology.



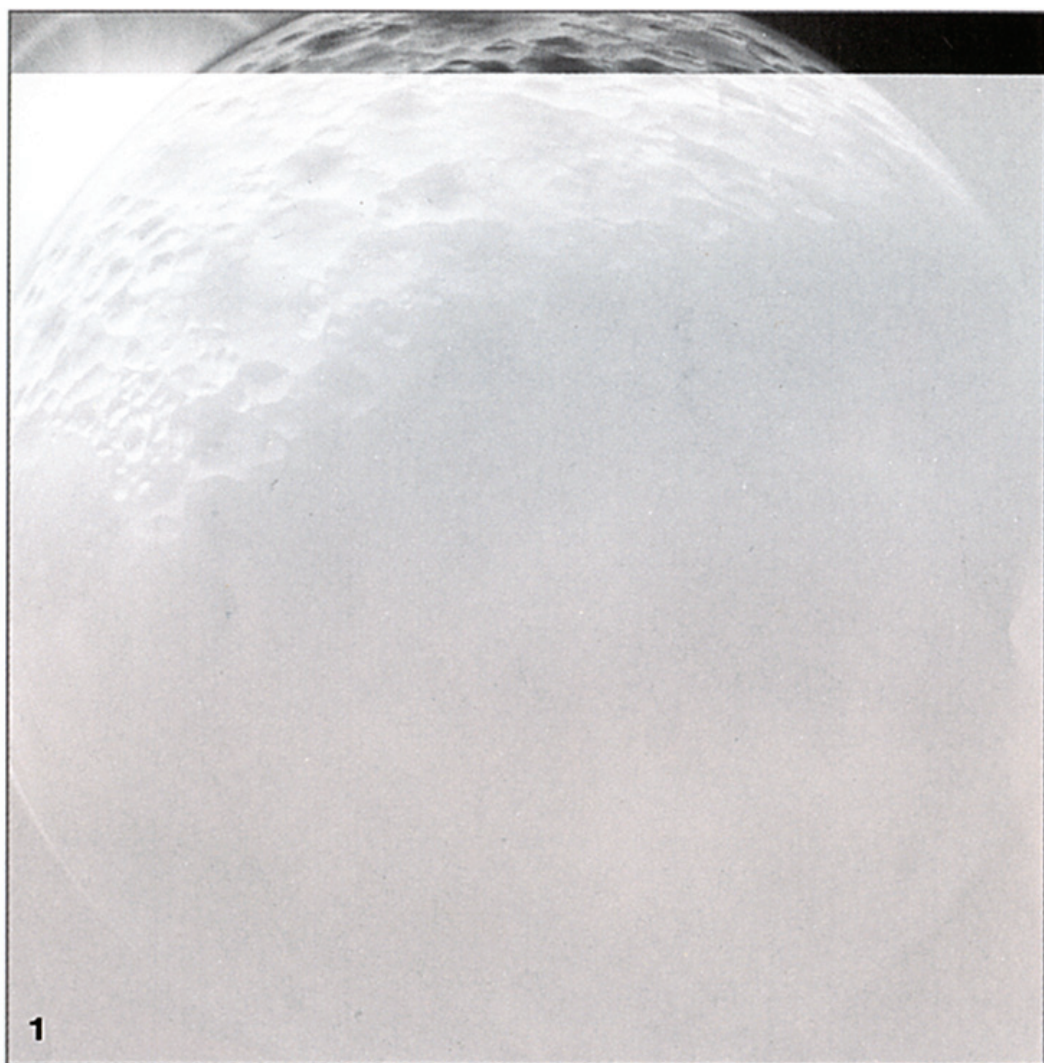
GT Interactive Software



**WINDOWS 95
CD-ROM**



**Intel
MMX™**
DESIGNED FOR



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Special Thanks

To Deb, Heather, Marit, and Shannon, for putting up with late hours and absent minds.

SYSTEM REQUIREMENTS

To install and run Rebel Moon Rising, you need:

- The Microsoft Windows 95 operating system.*
- An Intel Pentium® processor with MMX™ technology.**
- At least 16 MB RAM.
- At least 35 MB of available uncompressed hard disk space.
- A 4x CD-ROM drive (or faster).
- High-color (16-bit) PCI video graphics card.
- Windows 95-compatible sound card.
- All hardware must be DirectX 3 compatible.
- Mouse or joystick input (optional).
- For voice recognition, a microphone and a DirectX 3-compatible sound card is required

* Note: Rebel Moon Rising, was designed expressly for Microsoft Windows 95. It will not work under MS-DOS or Microsoft Windows 3.1.

**Also note: Rebel Moon Rising, was designed expressly for the Intel Pentium processor with MMX technology. It will not work on a 386 or 486 system, or on a Pentium system without MMX technology.

Finally, note: Rebel Moon Rising, uses Microsoft DirectX technology, which requires that your system support DirectX. While the installation process does install DirectX 3, it is possible that your specific sound or video card is not supported. If so, contact your hardware vendor to get updated drivers.


INSTALLATION INSTRUCTIONS

To install *Rebel Moon Rising*, follow these steps:

1. Close all other applications.
 2. Put the Rebel Moon Rising CD in your CD-ROM drive.
 3. Wait until the Rebel Moon Rising title screen is displayed.
 4. Click the **Setup** button to begin the installation process.
 5. Follow the instructions that are displayed on-screen.
 6. After the setup process is complete, the InstallShield program will ask if you want to install Microsoft DirectX 3. If you have previously installed DirectX 3 (or a later version), click No. Otherwise, click Yes. You must have DirectX 3 (or later) installed in order to run *Rebel Moon Rising*.
 7. After DirectX is installed, you may be instructed to perform a shut down/restart for the new drivers to take effect. If instructed to restart, do so.
- You are now ready to begin playing *Rebel Moon Rising*.

Starting the Game

To start the game:

1. Click the Windows 95  **Start** button and select Programs.
2. Select Rebel Moon Rising from the Programs menu.
3. Select Rebel Moon Rising from the Rebel Moon Rising menu.

Alternatively, if the *Rebel Moon Rising* CD title screen is displayed, you can click the Play button to begin.



Online Help

The menu also contains an item named *Rebel Moon Rising Help*. This is a standard Windows help file that contains setup and troubleshooting information, game play advice, cheat codes, and more.

Uninstallation Instructions

If you decide to remove *Rebel Moon Rising* from your system, select *Uninstall Rebel Moon Rising* from the menu. All game files will be deleted. However, if you chose to install DirectX 3, the DirectX files will not be deleted.

Note on DirectX 3 Problems

The DirectX drivers supplied with *Rebel Moon Rising* are not necessarily the best drivers to use on your PC. They only represent Microsoft's best effort to provide working drivers for as many graphics and sound cards as possible. It is possible that since DirectX 3.0a was shipped, your hardware manufacturer may have discovered a problem with their drivers and fixed it. In this case, the Microsoft DirectX 3.0a drivers included with *Rebel Moon Rising* may not work.

To solve an apparent incompatibility problem, we recommend that you get the latest drivers from your graphics card manufacturer. This does *not* mean getting the latest Microsoft DirectX package! This is most easily accomplished by visiting your hardware manufacturer's Web page and downloading the latest DirectX 3 compatible drivers.

GAME CONTROLS

Main Menu Functions

Once you have started the game, there are six options on the Rebel Moon Rising Main menu:

NEW GAME	Start a new game.
LOAD GAME	Load a previously saved game. You can save up to six games.
MULTIPLAYER	Create or join a multiplayer game.
SAVE GAME	Save a game in progress.
DIFFICULTY	Sets the difficulty level for the current game.
OPTIONS	Access the Options menu (see next page).
QUIT	End the game and exit to Windows.

Sound and Video Options

There are five submenus on the Rebel Moon Rising Options menu:

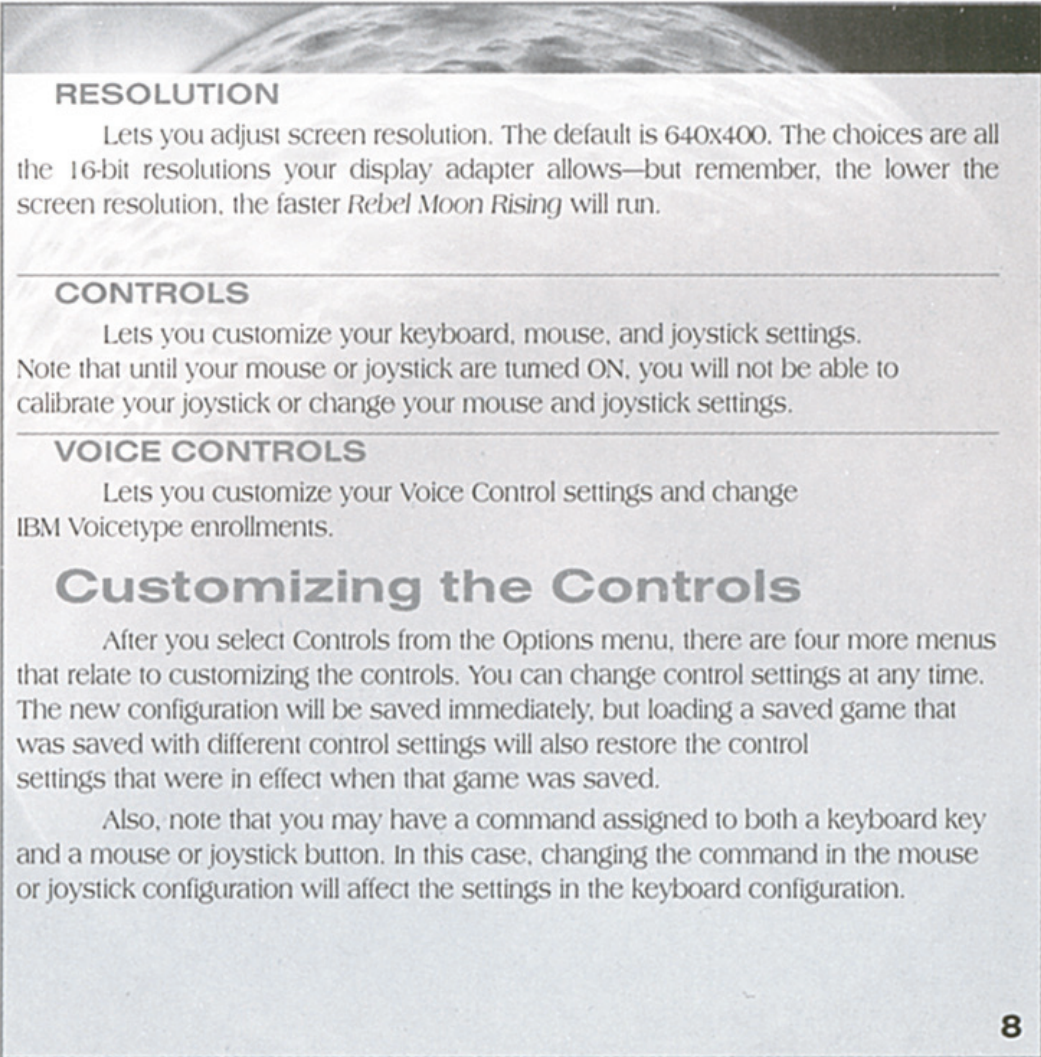
SFX VOLUME

Lets you adjust the volume of the game sound effects.

MUSIC VOLUME

Lets you adjust the volume of the game music.

Note: The Rebel Moon Rising CD must be in your CD-ROM drive in order to play the Rebel Moon Rising soundtrack music. Also note that the soundtrack can be played in any ordinary audio CD player—just remember to skip track 1, which is computer data. There are 6 tracks of music on the CD.



RESOLUTION

Lets you adjust screen resolution. The default is 640x400. The choices are all the 16-bit resolutions your display adapter allows—but remember, the lower the screen resolution, the faster *Rebel Moon Rising* will run.

CONTROLS

Lets you customize your keyboard, mouse, and joystick settings. Note that until your mouse or joystick are turned ON, you will not be able to calibrate your joystick or change your mouse and joystick settings.

VOICE CONTROLS

Lets you customize your Voice Control settings and change IBM Voicetype enrollments.

Customizing the Controls

After you select Controls from the Options menu, there are four more menus that relate to customizing the controls. You can change control settings at any time. The new configuration will be saved immediately, but loading a saved game that was saved with different control settings will also restore the control settings that were in effect when that game was saved.

Also, note that you may have a command assigned to both a keyboard key and a mouse or joystick button. In this case, changing the command in the mouse or joystick configuration will affect the settings in the keyboard configuration.

GAME CONTROLS

Menu	Command	Definition	Default Settings
MOVE	FWD	Move forward	KBD: up arrow; numpad 8 JOYSTICK: forward MOUSE: right button
	BACK	Move backward	KBD: down arrow; numpad 2 JOYSTICK: back
	LEFT	Turn left	KBD: left arrow; numpad 4 JOYSTICK: left
	RIGHT	Turn right	KBD: right arrow; numpad 6 JOYSTICK: right
	JUMP	Jump	KBD: Z JOYSTICK: button 3
	RUN	Move faster	KBD: Shift JOYSTICK: button 4

GAME CONTROLS

Menu	Command	Definition	Default Settings
ACTION	SHOOT	Fire weapon	KBD: CTRL JOYSTICK: button 1 MOUSE: left button
	OPEN	Open door; activate switch	KBD: SPACEBAR JOYSTICK: button 2
	LSLIDE	Strafe left	KBD: numpad 1 JOYSTICK: hat left
	RSLIDE	Strafe right	KBD: numpad 3 JOYSTICK: hat right
	SLIDE	Strafe (use with left/right keys)	KBD: ALT
	JETPACK	Switch on/off	KBD: J
	TALK	Voice recognition	KBD: C
VIEW	LOOK UP	Look up	KBD: A JOYSTICK: hat up
	LOOK DOWN	Look down	KBD: D JOYSTICK: hat down
	LOOK CTR	Center view	KBD: S
	MOUSE LK	Mouse Look	KBD: X Mouse: middle button
RESET	Restore the default keyboard control settings.		

Voice Controls

Setting up your Voice Control system

Before starting Rebel Moon Rising, run the Microphone Setup program from the IBM VoiceType folder on the Windows 95 Start menu. You must do this if you want to use voice recognition in Rebel Moon Rising! Follow the instructions, and make sure that your microphone is plugged into the proper input on your sound card. Once the Microphone Setup process is complete, you can start Rebel Moon Rising.

However, the VoiceType system will be more likely to understand your commands if it has been trained to understand the idiosyncracies of your speech. To train the system to recognize your voice, exit Rebel Moon Rising and run the Enrollment program from the IBM VoiceType folder on the Windows 95 Start menu. You will be asked to pronounce a series of 190 phrases, after which time the computer will process your pronunciations. This processing will take about twenty minutes. Note that you can save more than one VoiceType Enrollment on your computer, you can also switch Enrollments from within Rebel Moon Rising. VoiceType enrollments are saved under the format IBMN#, where N refers to the first letter of the user's name, and # to the number.

For example, if Tim created an enrollment before Tom, Tim's enrollment would be IBMT1, and Tom's would be IBMT2. If Harry later created a third enrollment, his would be listed as IBMH1. Enrollments can be selected from within Rebel Moon Rising using the Options/Voice Controls submenu.

The default setting for voice recognition is Push To Talk. Press C before speaking, speak the command, and then release.

The Voice Control Vocabulary


Rebel Moon Rising has a 120 word vocabulary. Most of these words are only usable in multiplayer games, with the exception of suit commands, which can also be used in single-player games and are indicated below by italics. Target words, indicated below by capital letters, can also be used in the body of a message. Note that with the exception of suit commands and the word HELP, which is always sent to your squad, all messages require targets. The correct form is: TARGET - Message. Example: "ALPHA - I Need Ammo".

Messages can be strung together in a variety of ways. They can be as simple as "SQUAD - Forward", or as complex as "BRAVO - go to the northeast quadrant". For an expanded list of acceptable phrases, visit the Rebel Moon Rising web site at <http://www.fenriswolf.com>.

abandon	cease	follow	<i>laser</i> (3X toggle)	northeast	south
advance	CHARLIE	forward	left	northwest	southeast
ahead	chase	FOXTROT	look	off	southwest
<i>alien</i>	come	go	<i>look up</i>	on	SQUAD
ALPHA	commence	<i>grenade</i>	<i>look down</i>	<i>open</i>	start
am	cover	GULF	low	<i>particle</i>	stop
ambush	<i>darker</i>	halt	make	<i>pistol</i>	TARGET
ammo	DELTA	has	<i>map</i> (toggle)	<i>plasma</i>	to
ammunition	destroy	have	me	pursue	trap
are	down	health	<i>menu</i>	quadrant	<i>triple</i>
at	<i>drill</i>	HELP	more	<i>quit</i>	up
back	east	hi	move	<i>railgun</i>	use
base	ECHO	HOTEL	moving.	reinforcement	weapons
begin	ENEMY	I	near	REPLY	west
BRAVO	enough	in	need	return	you
<i>brighter</i>	<i>fire</i>	is	needs	right	loser
BROADCAST	firing	<i>jetpack</i> (toggle)	no	sector	punk
by	flag	<i>jump</i>	north	set up	idiot

Valid Communications Targets

Target Command	Message will be received by:	Touchpad Key	Voice Command
Broadcast	All Net players	Enter	Broadcast
Squad	All friendly Net players (in Squads or Capture Flag mode)	S	Squad
Enemy	All unfriendly Net players	N	Enemy
Alpha	Friendly player 1 (Squads or CTF), Player 1 (Combat)	A	Alpha
Bravo	Friendly player 2 (Squads or CTF), Player 2 (Combat)	B	Bravo
Charlie	Friendly player 3 (Squads or CTF), Player 3 (Combat)	C	Charlie
Delta	Friendly player 4 (Squads or CTF), Player 4 (Combat)	D	Delta
Echo	Friendly player 5 (Squads or CTF), Player 5 (Combat)	E	Echo
Foxtrot	Friendly player 6 (Squads or CTF), Player 6 (Combat)	F	Foxtrot
Gulf	Friendly player 7 (Squads or CTF), Player 7 (Combat)	G	Gulf
Hotel	Player 8 (Combat)	H	Hotel
Target	Player directly in sights	T	Target
Reply	Last message received	R	Reply



Using the Keyboard to communicate

The keyboard communications system uses the same targeting system as the Voice Control system. To use it, press the Enter key. A double-hit will target a wideband broadcast, or you can look at the directory to find the appropriate key that will address your message to a specific target. Type your message in, and hit Enter to send it.

Multiplayer


There are three ways to play multiplayer Rebel Moon Rising: IPX Network, Internet Connection and Modem Connection. Up to eight simultaneous players can play via IPX network or the Internet, depending on the speed of your Internet connection. Two players can play via modem connection. Rebel Moon Rising uses Microsoft's Direct Play for multiplayer support.

Rebel Moon Rising has three multiplayer modes: Combat, Squads, and Capture the Flag. It does not have any cooperative multiplayer modes. Unlike the single-player game, multiplayer Rebel Moon Rising is not mission-based. Note also that in version 1.1, playing multiplayer games using different language versions will NOT work.

Some of the key features of multiplayer Rebel Moon Rising include:

- * A 100-word, multiplayer-specific speech recognition vocabulary
- * Callsigns for faster squad communications
- * Selectable squad colors
- * AI reinforcements
- * Variable-level gravity
- * Selectable starting level
- * Two exits on every level - one forward, one back

There are three submenus under the Multiplayer menu, CREATE, JOIN, and PLAYER SETUP.




CREATE - Starts a multiplayer game. Here you can also select the number of players, the type of multiplayer game, and which level to start on. You can also get your current IP Address for Internet games. After setting your options, highlight **START GAME** and press Enter to begin a multiplayer game. You will then be given three choices, IPX Connection, Internet TCP/IP and Modem Connection. Select the appropriate one, and the game will start.

JOIN - Joins a multiplayer game already in progress. You can join a game at any time. Simply select the appropriate connection type, and press Enter. The Choose Game menu will then appear with the names of all the multiplayer games found. Select the game you wish to join, and press Enter. Before selecting an Internet game, a dialogue box will first appear- you must know the IP address of the host computer and enter it in the space provided in order to find the computer. See the Internet section below for more details.

PLAYER SETUP - You can access the **PLAYER SETUP** menu and make changes at any time before or during a multiplayer game. Here you can change your name, switch between LDF and UN squads in a Capture the Flag game, or change colors in a Squads game. Note that the UN uniforms are only available in Capture the Flag games, and that you cannot change colors in a Combat game.

Combat

Combat is the conventional, anarchic free-for-all. There is no object except to pile up the body count and do unto others before they do unto you. Your score is determined by how many kills you've made. All eight weapons are freely accessible and scattered throughout the twenty-one levels, along with many powerups and ammunition packs.



There are two exits to every level. The green exit will move you forward to the next level. The red exit will move you back to the previous level, unless you are on the first level, in which case it will move you to the twenty-first level. This can be very useful if you are having difficulty finding a needed item, but can remember where it was on a previous level.



A
Reinforcement
Button

On most levels, there are AI-controlled reinforcements which can be summoned by pressing the appropriate button. The appearance of these buttons, as well as the reinforcements themselves, will change somewhat from level to level. These AI reinforcements will attack your opponents on sight, and their allegiance is denoted by the color of the glow that surrounds them. Note that once you have called for reinforcements, you cannot do so a second time until another player has called for reinforcements.



The Gravity
Switch

The gravity on each level can be switched on or off by hitting the gravity button. When gravity is turned off, you will be able to jump much higher and farther than normally. However, being high in the air when the gravity is turned back on can prove fatal. The gravity switch can be thrown at any time by any player.

You cannot change your armor color or your callsign in Combat mode. The default colors, in order, are Orange, Yellow, Green, Blue, Red, Purple, Grey and Cyan. To get an update on the current score and standings, press the F2 key.

Squads

Squads is a team-based form of Combat play. The squad's score is the sum of all of the individual player's scores, cooperation is important if you want to win. Your squad allegiance is determined by your armor color, which is selectable in the PLAYER SETUP submenu.

Gravity and reinforcement buttons are active in Squad play. However, once you have called for reinforcements, no player sharing your Squad allegiance can summon more until a player from another Squad has called for reinforcements. AI reinforcements will attack all other squad members on sight, and show their allegiance by the color of the glow that surrounds them. AI kills do not count towards the squad total.

In Squad play, your callsign is determined by your position in the squad. The first Red player to join a Squads game will have the callsign Alpha, while the second Red player will be Bravo. The first Yellow player will also be Alpha, but a message targeted to Alpha by Red Two will only be seen by the Red Alpha. Changing allegiance may change your callsign. If Red Two switched to the Yellow Squad, which already had two players, his callsign would change from (Red) Bravo to (Yellow) Charlie. If, however, there was only one player on the Yellow Squad, his new callsign would be (Yellow) Bravo.



Squad Armor Colors

Your allegiance can be changed at any time by changing your armor color. Note that this will change your callsign. To get a current update on the score and your squad callsigns, press the F2 key.

Capture the Flag



Capture the Flag is a specialized form of Squad Play. The object in Capture the Flag is not primarily to kill the other side's soldiers, but to capture the enemy's flag and bring it to your base. The difficulty is that your own flag must also be at your base in order to record a successful Capture. Each successful capture is worth ten points. Each return of your own flag is worth two points. Killing an enemy soldier is worth one point.

When an enemy player is killed, he will drop the flag if he is carrying it. The flag will be automatically returned to its own base when a friendly player runs over it. All gravity and AI reinforcement switches are in effect during a Capture the Flag game, but as in regular Squad Play, AI kills will not count towards the overall Squad score.



There are two sides in Capture the Flag, the white-armored LDF troops of the Lunar Free State, and the blue-armored shocktroopers of the United Nations. You cannot choose your armor color in a Capture the Flag game, (the LDF armor is white with orange), but you can change allegiances at any time. However, if you are currently carrying a flag at the time you switch sides, it will be automatically taken away from you and returned to its base.



IPX Network

Starting an IPX Network game

1. Make sure that your computer is attached to the local area network.
2. Start Rebel Moon Rising.
3. Select MULTIPLAYER if you are going to be starting a Combat game. If you are going to be starting a Squads or Capture the Flag game, select the PLAYER SETUP menu and choose your Squad color or Capture the Flag side. Press Esc to return to the main menu and select MULTIPLAYER.
4. Select CREATE from the Multiplayer menu
5. Choose your game options and select START GAME
6. Select IPX CONNECTION. You will enter your new Network game.

Joining an IPX Network game

1. Make sure that your computer is attached to the local area network.
2. Start Rebel Moon Rising.
3. If you are joining a Combat game, select MULTIPLAYER. If you are going to be joining a Squads or Capture the Flag game, select the PLAYER SETUP menu and choose your Squad color or Capture the Flag side. Press Esc to return to the main menu and select MULTIPLAYER.
4. Select JOIN from the Multiplayer menu.
5. Select IPX CONNECTION. You will see the list of games running on the network.

Select the game you want to join. You will enter the game.

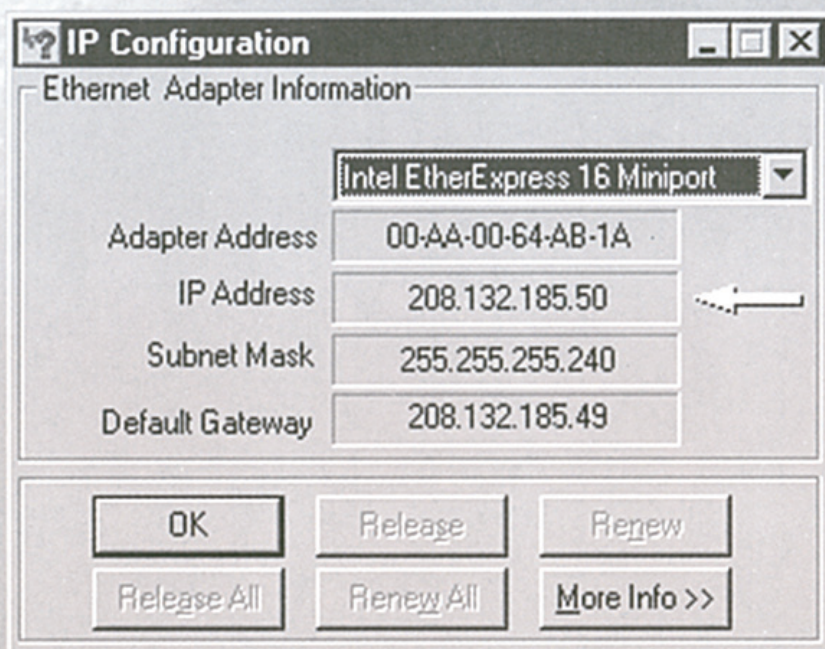


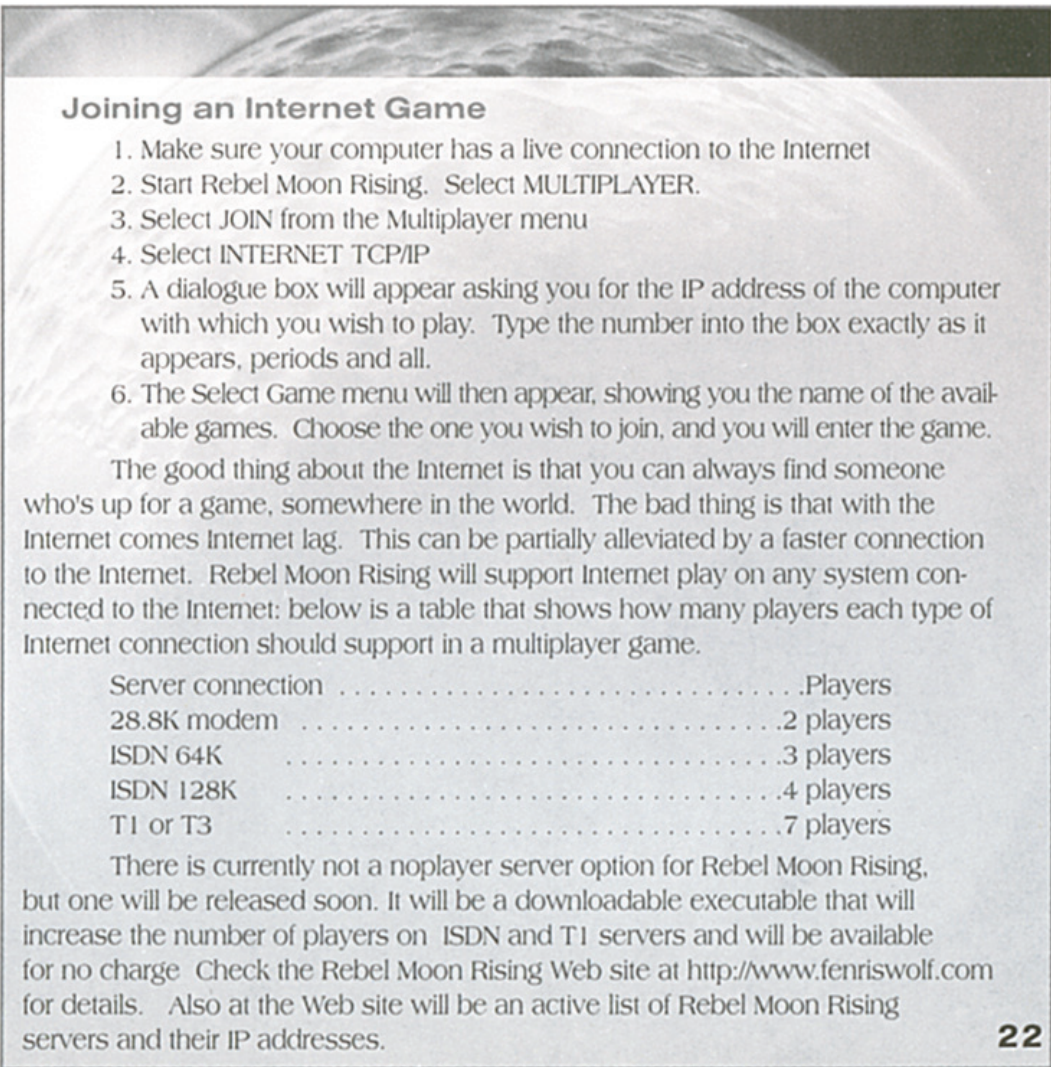
Internet

Starting an Internet game

1. Make sure that your computer has a live connection to the Internet.
2. Start Rebel Moon Rising and select MULTIPLAYER.
3. Select CREATE from the Multiplayer menu.
4. Select GET IP ADDRESS. The game screen will minimize and run a program in Windows called WINIPCFG.
5. Click on the gray button next to the white box, as in the image below, and get your IP address. Contact the players you are going to play with and give them the IP Address.
6. Click on the minimized Rebel Moon Rising button at the bottom of the screen to return to the game.
7. Choose your game options and select START GAME.
8. Select INTERNET TCP/IP. You will enter your new Internet game.

The reason you must know your IP address so that players who want to join your game will be able to find your machine on the Internet. You can also find your IP address before starting Rebel Moon Rising by running WINIPCFG.EXE, a standard Windows 95 program that is located in your Windows directory. Once you are connected to the Internet, run WINIPCFG, then press the down arrow next to the white box and highlight the PPP (or SLIP) adapter. Your IP address will be in the second gray box, as show below:





Joining an Internet Game

1. Make sure your computer has a live connection to the Internet
2. Start Rebel Moon Rising. Select MULTIPLAYER.
3. Select JOIN from the Multiplayer menu
4. Select INTERNET TCP/IP
5. A dialogue box will appear asking you for the IP address of the computer with which you wish to play. Type the number into the box exactly as it appears, periods and all.
6. The Select Game menu will then appear, showing you the name of the available games. Choose the one you wish to join, and you will enter the game.

The good thing about the Internet is that you can always find someone who's up for a game, somewhere in the world. The bad thing is that with the Internet comes Internet lag. This can be partially alleviated by a faster connection to the Internet. Rebel Moon Rising will support Internet play on any system connected to the Internet: below is a table that shows how many players each type of Internet connection should support in a multiplayer game.

Server connectionPlayers
28.8K modem2 players
ISDN 64K3 players
ISDN 128K4 players
T1 or T37 players

There is currently not a noplayer server option for Rebel Moon Rising, but one will be released soon. It will be a downloadable executable that will increase the number of players on ISDN and T1 servers and will be available for no charge. Check the Rebel Moon Rising Web site at <http://www.fenriswolf.com> for details. Also at the Web site will be an active list of Rebel Moon Rising servers and their IP addresses.



Modem Play

Starting a modem game

1. Start Rebel Moon Rising and select MULTIPLAYER.
2. Select CREATE from the Multiplayer menu.
3. Choose your game options and press START GAME.
4. Select MODEM CONNECTION
5. A dialogue box will similar to the one below will appear. When the phone rings, click Answer.
6. You will then enter the new game.

Joining a modem game

1. Start Rebel Moon Rising and select MULTIPLAYER.
2. Select JOIN from the Multiplayer menu.
3. Select MODEM CONNECTION.
4. A dialogue box will similar to the one below will appear. Enter the number and click Connect.
5. After the connection is made, you will enter the new game.

United Nations

Committee on Lunar Development



CLASSIFIED DOCUMENTS

24



United Nations
ATFOR
Anti-Terrorism Force
"Peace is Our Profession."

TOP SECRET — EYES ONLY!

TO: Antonio Aguila, Chairman, Committee on Lunar Development

FROM: General Marcia Daniels, CINC—ATFOR

DATE: 12 February 2070

RE: CLASSIFIED BRIEFING — THE LUNAR SITUATION

The enclosed data disk and training manual were found on the body of an LDF officer that my people killed in action at Tycho. I advise you to examine this immediately. Frankly, it scares the hell out of me.

First, the data on this disk clearly indicates that the rebels are not about to surrender. In fact, it now looks as if they are preparing to launch a major counter-offensive against our UN occupation forces.

Second, the interactive training simulations on this disk—apparently developed from actual battlesuit vid records—show they have scouted our positions far more thoroughly than we had thought possible. This in itself is disturbing, and indicates dangerous weaknesses in our security procedures.

But third? Look, let's be honest with each other, for a change. The longer this police action drags on, the greater the risk someone in the Earthside newsmedia will discover the truth: that we are not facing "a handful of fanatical terrorists" here on the Moon, but rather the Lunar Colonists themselves, who are fighting for their independence. And I assure you, on the day that that news leaks out, you, I, and a whole lot of ATFOR officers will be looking at a war crimes trial—or worse.

25 Therefore, please review the attached materials and advise, ASAP.

LUNAR DEFENSES FORCES



COLONIAL MILITIA TRAINING MANUAL

HEADQUARTERS, LDF
THE FREE STATE SELENA
DECEMBER 2069

AUTHOR: MAJ. L. J. THOMPSON
This manual supersedes TM12-2, 9/68,
including C1, 10/69. 26

CHAPTER 1: INTRODUCTION

1. Background

In case you've slept through the last decade, here's the story. The Moon was first settled about thirty years ago by a number of the old Earth governments, who built 26 major colonies and a smattering of minor ones. After that, things were more or less okay until 2062, when the UN decided to step in and take over.

If you want to know what the UN's been up to since then, read our Declaration of Independence: the charges are listed there. Suffice it to say our country, The Free State Selena, was born on October 24, 2069. Twenty proud and free lunar colonies, banded together to make a nation! The UN responded by imposing a blackout, labeling us "terrorists," and sending in two battalions of ATFOR shocktroopers. But now, Militiaman, with your help, we're going to strike back.

2. Why It's Important to Follow Orders

There's one thing we need to get settled up front. Whenever you go on a mission with the LDF, you will be given a set of orders. It is vitally important that you follow your orders.

Got that? You have orders. So does the enemy. If you don't succeed in doing your job before the enemy succeeds in doing theirs, it won't matter how many of them you've killed—you will have blown the mission. In fact, the quickest way to screw up is to go hunting bluesuits when you should be taking care of business.

Remember, the objective here is not to pile up bodies; it's to complete your mission and get out in one piece. Our revolution already has more than its quota of martyrs; if we're going to win this thing we need live soldiers, not dead heroes.

So keep that thought in mind as you read your orders, and consider how they fit into the four basic mission profiles as shown in Table 1:

TABLE 1: STANDARD LDF MISSION PROFILES

COMMANDO

This is the kind of mission you're no doubt itching to tackle. You will be given a specific goal: find an exit, secure a device, or take out an enemy unit. Once you succeed in doing that, you can find the exit airlock and get out.

SEARCH & DESTROY

This is a jacked-up Commando mission. You'll be given a list of things to destroy. After you've finish your shopping, you can make for the exit airlock.

DEFENSE

Defense missions are not as glamorous, but on the whole they're a lot more important to our survival. In these your job is to guard a specific object (such as a shield generator or a colony's power core) from enemy attack. Most of the time you'll be able to call for reinforcements once the balloon goes up, but since we don't know just when or where they'll hit, you will be on your own until then.

RESCUE

These are our toughest missions. On a Rescue mission you must find LDF prisoners being held by the enemy, free them, and escort them to safety. Along the way, you can expect some heavy enemy opposition. The enemy will be targeting both you and the prisoners you are trying to rescue.

CHAPTER 2: ASSETS

1. Your Friend, the Battlesuit

The basic combat uniform of the LDF is the **armored battlesuit**. I'll keep this simple: your suit is your life. Since most of our actions tend to take place in hostile environments (e.g., in hard vacuum or high-radiation areas), there is no point in our having medics or emergency first-aid kits.

If your suit is punctured, you die.

Fortunately, your suit's armor is augmented by **power shields**. These are capable of absorbing at least some of the enemy fire that is directed at you. You'll know if you've taken a hit on the shields by the characteristic red flash.

Unfortunately, both we and the enemy have devoted considerable effort to developing weapons capable of penetrating shields. This means, don't expect your shields to hold up long under direct fire.

If your shields are penetrated, you die.

LDF battlesuits come in two flavors: light armor (Fig. 1a) and heavy (Fig. 1b). You don't get a choice; if we had the sort of military budget that allowed \$10,000 hammers, we'd of course give everybody heavy armor. But since we don't, you will be issued the best battlesuit we have available at the start of each mission.

The important part here is: study the illos at right, and remember, all LDF battlesuits are white. Got that? WHITE = FRIENDLY.



light armor



heavy armor

(I personally know of a number of LDF soldiers who are very concerned about the idea that you might be running around behind them with a loaded weapon. So far there have been no reported incidents of LDF regulars fragging Militiamen who got careless about target identification, but there's always a first time.)

2. The Battlesuit Status Display

No matter which type of battlesuit you are issued, once you are wearing it, there are no obvious visual or operational differences. The difference is entirely in the effectiveness of the shields and armor. Both types feature a **status display**:



TABLE 2: BATTLESUIT STATUS INDICATORS

Mission Clock	Elapsed time into the mission. Useful for tracking your oxygen consumption.
Weapons Status	Indicates your ammo status for each type of weapon (see Weapons, later in this chapter). Don't worry about indicator #5: all our suits have it, but none of us knows what it's for, either. We expect someday the eggheads will let us in on the secret.

Oxygen Reserve

This indicator is really important. Your suit should be topped up with enough O2 to complete the mission, but if this indicator goes completely black, you will be dead in one minute, unless you can get a refill.

Shield Energy

This indicator shows your remaining shield energy. Watch it like your life depends on it—because it does.

Kills Counter

This shows the number of enemy units you have killed, destroyed, neutralized, or otherwise whacked during the mission. If you are on a Search & Destroy mission, this shows the number of targeted units killed; targets not specified in your mission orders do not count.

3. Weapons

The basic LDF arsenal consists of seven weapons:

1. The “Dirtshark” MolyCarbide Power Mining Drill. Yeah, I know, I laughed too the first time the brass talked about issuing these as last-ditch hand-to-hand weapons. But then I learned that the self-contained enercel lasts near forever, the molycarbide tip goes through armor like a hot fork through tofu, and when your back is up against the wall, it beats having nothing.



Dirtshark Drill

2. The LP-7, Mark V, Laser Pistol. The standard hand weapon for us, ATFOR, and most old Earth countries still permitted to have armies, the LP-7 is lightweight, accurate, dependable as a good Swiss watch, and uses the same Type 1 powercel as the ACR rifle.



Laser Pistol

3. The Applied ThermoDynamics ACR-5A2 Automatic Combat Laser (ACR) Rifle. The next step up from the LP-7 pistol, the ACR offers improved hitting power, while using the same powercels (Type 1 on your suit status display). On the downside, as several hundred recruits have pointed out to me, the term "rifle" implies a barrel, not a collimated-light emitter.



ACR Rifle

Give me a break. It's a two-handed, shoulder-fired weapon. We'll call it a rifle, okay?

We also have a limited supply of the M-6E Triplex upgrade kits (fig. 3d). If you can find one of these and attach it to your rifle, you will roughly triple your effective firepower.



ACR w/3X

4. Particle Accelerator Beam. This little pup comes to you courtesy of the Farside High-Energy Physics lab. Basically, the white coats have figured out how to build a portable charged-particle beam. Single shots from this weapon are fairly mild, but when fired in sustained bursts, it is more than twice as effective as a pistol.

The Particle Accelerator uses the Type 2 plasma energy packets.



Particle Beam

5. Railgun. It has been said that necessity is the mother of invention, and boy, did we invent a mother here. A railgun is just exactly what it looks like: a belt-fed industrial fastener driver, modified for use as a fully automatic weapon. If you need to hang a few sheets of plasteel in your rec room it'll do a bang-up job on them, too.

The Railgun uses standard Type 3 E-Z Load™ fastener belts.

6. Sukayev T-23 Grenade Launcher. The T-23 is the neutron bomb of hand weapons; it blasts hell out of humans, but almost never destroys the architecture. The grenades (Type 4 on your suit display) are too slow to hit flying targets, but against bunched human adversaries, they have few equals.

7. The Fusion Dynamics PC-12/2 Plasma Cannon. Finally, we get to a real nightmare—and this you can thank ATFOR for, because we stole a whole shuttle-load of these babies from them. The PC-12/2 is as destructive as a grenade launcher, but because it uses the same Type 2 plasma energy packets as the particle beam, you can carry a lot more firepower and use it as a streaming or fully automatic weapon.



Railgun



Launcher



Plasma Cannon

Initial Weapons

At the beginning of each mission, you will be issued one (1) Dirtshark Drill and one (1) Laser Pistol. Whenever possible, we have cached more powerful weapons in your mission area, which you are free to locate and use.

If you have acquired more than one weapon, use your suit's keypad to select the power routing. The keys (1 through 8) correspond to the descriptions above.

4. Goodies

Once you begin your mission, you will need to find or scavenge additional supplies. These include **weapon** powercels and purple spherical **shield** powercels (fig. 4a). Note that weapon and shield powercels are not interchangeable.

We have also cached an **oxygen recycler** (fig. 4b) in each mission area. Once you retrieve this unit, your oxygen supply will remain stable. However, you must have some oxygen (status bar not completely black) in order for the recycler to work.

The **jetpack** (fig. 4c) provides limited flight capability. It won't put you into orbit, but it will give you enhanced leaping abilities and improved mobility. To toggle the jet on/off, press J on your keypad.



Shield Power



O₂ Recycler



Jetpack

You may also find red shield super-powercells that give temporary **invulnerability**, and pale blue powercells that reconfigure your shield's photon bypass gradient to provide a temporary cloaking shield that will negate the enemy's autoaiming capabilities.

Finally, if you do draw defense duty, you'll probably want to know what the **call button** for reinforcements looks like. The exact appearance of call buttons and actuators varies from mission to mission, but Figure 4f shows a fairly typical example.

Oh, yeah. And remember to keep an eye peeled for **teleport pads**.



Button

CHAPTER 3: OPPOSITION

1. United Nations ATFOR (Anti-Terrorism Force)

Remember, no combat unit ever goes into action with complete intelligence about the enemy. Sometimes, the easiest way to tell who the enemy is is to wait for them to start shooting at you.

This is known in military circles as a “bad” idea.

With that said, your basic ATFOR trooper is a lot like you: he's wearing light armor, packing a laser pistol, and he'd really rather go home. The difference is, his home is a quarter-million miles away, and the only way he's going to get back there is by ending this revolution—which means, his job is to kill you.

You will generally prefer the outcome if you kill him, first.



UN Light Armor

ATFOR battlesuits also come in a variety of flavors and their weaponry is comparable to ours, which is not surprising when you consider that most of ours was stolen from them. The distinguishing characteristic here is that all ATFOR uniforms are a bright blue.

Got that? BLUE UNIFORM = BAD GUY.

Some ATFOR units are also equipped with jetpacks and similar devices. So remember, if you're under fire and you can't figure out where it's coming from, try looking up.

2. Automated Weapons Systems

Because of the expense involved in transporting and supplying troops on the Lunar surface, the UN has placed heavy reliance on robotic weapons systems. These fall into two basic categories: turrets, which mount a heavy laser cannon and are most often found in static defensive situations, and probes, which are self-propelled and used either as area patrol devices or in support of human troops.

Neither device is particularly intelligent, but the probes are harder to hit than they look, and if one sees you it will likely call for backup. All probes are armed, either with lasers (blue markings), or with grenade launchers (red markings), and if they catch you out in the open they can do considerable damage.



UN Jumptrooper



Turret



Grenade Probe,
front and side



A third device, which does not exactly qualify as a weapon, is the **communications dish**. The UN is very definitely a top-down sort of organization, and anything we can do to disrupt the flow of information and orders from Earth to the local ATFOR units is a plus for our side. Whenever you see a UN comm dish, feel free to pump a few shots into it, just for the heck of it.



Comm Dish

3. Neue Deutsche Einheit (NDE)

The NDE is the joker in the deck. Their stormtroopers did not appear until the battle for Tycho, and unlike the UN, it seems they're here to acquire lebensraum. If you run across anyone in an **all-black battlesuit**, expect them to be heavily armed and very hard to kill. But on the other hand, there are reports that they have been seen shooting at ATFOR, too.

4. Aliens

Finally, we come to the real mystery, and I can tell you this much: yes, the rumors are true. Intelligent aliens have been found living on Farside.

Unfortunately, that's all I can tell you. There may be more than one species; they may be friendly or hostile; at this point, we simply don't know. The only four LDF members who have been in close contact with the aliens have disappeared without a trace, and we have literally no idea what has happened to them.

But if you run into aliens, remember this: we really don't need any more enemies.

Troubleshooting

Problem:

When I try to run the setup program, I get a screen saying that I need a Pentium™ processor with MMX™ Technology.

Solution:

Rebel Moon Rising requires a computer with MMX™ Technology. Rebel Moon Rising will not run on 386, 486, or Pentium processors without MMX™ Technology.

Problem:

When I select TALK ANYTIME from the Voice Controls menu, my frame rate slows down dramatically and my sound effects are shut off. However, when I press C and speak into the microphone, nothing happens.

Solution:

The current implementation of TALK ANYTIME mode is problematic. If you run into this problem, quit Rebel Moon Rising and restart your computer. Start Rebel Moon Rising and use only the Push To Talk mode for voice recognition.



Problem:

The Voice Control submenu says NOT AVAILABLE 10.

Solution:

Install the IBM VoiceType speech recognition software from the Rebel Moon Rising CD. Insert the CD into your CD and run the Setup program. You can install the VoiceType software without reinstalling the entire game.

You can update your Creative Labs Soundblaster drivers from the Creative Labs Web site at: <http://www.createlabs.com/wwwnew/tech/ftp/ftp-sb16awe.html#95>. The file you need to download is sbw95up.exe. Download this file and run the self-unzipping executable, then run the setup program. You should then check the Options/Voice Control submenu to verify that Voice Control is now available.

Problem:

Colors appear florescent or green.

Solution:

Some direct draw display drivers incorrectly report the pixel format. To override this, in the "set.ini" file in your Rebel Moon Rising directory, add a "[GRAPHICS]" section with the entry "PixelFormat=565". If this doesn't fix it, then try "PixelFormat=555".

For more troubleshooting information, please see the Rebel Moon Rising FAQ at www.fenriswolf.com.

For the complete story of the Lunar War for Independence, read the novel Rebel Moon, written by award-winning science fiction author Bruce Bethke and nationally syndicated gaming columnist Vox Day. Rebel Moon is published by Pocket Books and available wherever books are sold."



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(U.S. & Canada)

Assistance Via World Wide Web

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DESIGN NOTES...


My fascination with 3D action games began with a game called Akalabeth in 1979. Andrew and I used to play it on an Apple II at our local Radio Shack. It came in a little plastic Ziploc bag, and although it was more 3D than action, it wasn't very much of either. The graphics were crude, line drawings that moved at a rate of about one-half a frame per second. But it was a great game nevertheless.

It wasn't until the release of Wolfenstein 3D, Id's tribute to another of our Apple II favorites, Castle Wolfenstein, that the modern 3D action game appeared. Although Andrew and I were still students at Bucknell University, we had begun design work on a similar concept, but couldn't figure out how to make the game look realistic. Wolfenstein 3D showed us how, through the then-revolutionary technique of texture-mapping. Then Doom appeared and upped the ante with much better-looking graphics and the amazing concept of multiplayer action.

What all three of these games had, despite their vast differences in software technology, was the ability to make the player believe that he was actually a part of the game. In every case, there was purpose and an immersive environment that took precedence over the real world. To the gamer, the game world would actually become the real world. This suspension of disbelief is the Holy Grail of the game developer, and is the goal we set out to achieve when beginning work on Rebel Moon Rising.

Although any well-done game with absorbing gameplay can achieve the suspension of disbelief, the 3D action game is perhaps the ideal mechanism. The 3D environment is inherently immersive, to the point that people only watching the game can sometimes be physically affected. The main problem that we saw when we began Rebel Moon Rising was that most designers of 3D action games have been seduced away from a focus on gameplay, preferring to concentrate instead on technological features.

With Rebel Moon Rising, we decided to focus our attention on how the game is played, rather than on new technology. Our one concession on this point was the decision to require Intel's MMX technology because we had no interest in doing yet another 256-color game and we wanted to use our 24-bit dynamic colored lighting model. Unlike most 3D action games, where the object is simply to kill as many



enemies as possible while traveling through a maze, we decided to create a game where the player would be assigned different missions, with a variety of objectives that would force him to change his approach to the game. An evolution of gameplay rather than a revolution of technology.

Perhaps the best examples of this evolution are on the various defense missions. Although Rebel Moon Rising necessarily bears a superficial similarity to Dark Forces and other sprite-based 3D action games, you'll soon see that the gameplay on a defense mission derives more from Missile Command than it does from Doom. And the rescue missions are like playing a version of Missile Command where the helpless cities you're trying to protect insist on strolling towards the falling missiles.

But there are a few technological innovations. As far as we know, Rebel Moon Rising is the first computer game to offer speech recognition. Although our implementation of the Voicetype technology kindly provided by IBM will someday seem as crude to the gamers of the future as those stick figures in Akalabeth look to us now, we believe that speech recognition will soon be a standard controller option in all computer games. Most modern games are much more complex than their current input devices allow for, and we believe that speech recognition is the only logical solution to the problem.

I hope you will enjoy Rebel Moon Rising. Fenris Wolf is now working on our next game, Rebel Moon Revolution, which will continue the evolution of the 3D action game. For information on patches, updates and future products, we invite you to occasionally stop by our Web site at www.fenriswolf.com. There's also an email connection there if you'd like to send your comments on this game, or ideas for our next one.

By the way, the programmer who wrote that little game that came in a bag went on to found a company you might know by the name of Origin Systems. If you'd like to see Akalabeth for yourself, download an Apple II emulator, (<http://www.globaldialog.com/~pliethen/apple2/index.html>), and visit the Asimov Apple II archive. (FTP directory /pub/apple_II/images/games/rpg/ at [ftp.apple.asimov.net](ftp://ftp.apple.asimov.net))

Theodore Beale
Shoreview, Minnesota
April 14, 1997

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GT Interactive Software REBEL MOON RISING

REBEL MOON RISING

One small step for the moon...
one giant shock for mankind!
The Lunar Free State has declared independence from the Earth. For a rebel Lunar Militiaman like you, that means strategic combat against the military might of the United Nations on treacherous moonscapes and space stations.

Voice Recognition.

A.I.-Controlled Reinforcements. Variable-Level Gravity.

Radical Multi-player Technology.

Extreme Resolution (up to 1280 x 1024).

Goal-Based Missions.

Soundtrack by Kranium.

Rebel Moon Rising is a revolution in every sense of the word.

SYSTEM REQUIREMENTS:

- Intel Pentium Processor with MMX Technology
- Windows 95
- 16 MB RAM
- 35 MB available hard disk space
- 4X CD-ROM
- 16-bit PCI video graphics card
- Windows 95 compatible sound card
- Direct-X 3 compatible hardware



Voice Recognition Technology lets you talk directly to fellow rebels in multi-player squads.



The rebellion against the United Nations will lead you from the moon to a space station and ultimately, alien worlds.



Lunar combat assignments include infiltration, search and destroy, defense and rescue missions.



Dynamic colored lighting model, 64,000 colors and incredibly hi-res graphics.



3 multi-player modes: Combat, Squad and Capture the Flag.



Variable level gravity and limited oxygen supply will challenge the most experienced lunar militiaman.

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TEEN 13+ ANIMATED VIOLENCE

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Voice Activated with IBM
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WINDOWS 95
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