REDLINE

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*THE LAST PAGE OF THIS DOCUMENT IS A BLANK KEY-BOARD TEMPLATE FOR YOUR PERSONALIZED CONTROLS

INTRODUCTION

People who have the luxury of contemplating the past call the first decade of the twenty-first century the Golden Age of Technology. It's been only fifty years since that decade ended and things have begun to unravel, yet there is no one left who remembers that time. No one on the outside, anyway. People on the inside live a long time, I've heard, and people in my gang tell stories about how the Insiders all watched the world fall apart like it was some kind of fireworks show. I guess I'm getting ahead of myself, but I like to think about what it must have been like to be alive during that first decade. The Chinese used to have a saying: "There is great disorder under heaven, and the situation is excellent." I figure it must have been a little like that.

Back in the nineteen fifties, some guy named Reich told everybody that he'd discovered a boundless source of energy; maybe even the life force itself. He called it orgone, and he built these funny boxes called orgone accumulators. Some people bought them and said they cured diseases and made them think more clearly, but most people thought it was a hoax. Scientists wouldn't even look at the data because Reich was a psychologist. He went ahead and sold plans for the boxes to lots of people anyway. At the time, no one really understood what happened next, but all of a sudden Reich was put in prison, and his books were publicly burned in cities all over the country. Sometime around the turn of the century, people figured out why.

The boxes worked. Anybody could build an orgone accumulator, and soon engines began to appear that were driven by them, although the source of orgone energy was still a mystery. People built generators, cars, heating and cooling systems, you name it. Free energy. By the time the major world governments and the fossil fuel consortiums that controlled them realized the seriousness of the problem, the cat was out of the bag. Most of them didn't even resist handing over the reins of power, and outside of the Houston Riots and a few skirmishes in the Middle East and, a bloodless revolution took place. People learned that orgone and other alternative fuels had been deliberately suppressed for years, and that the Insiders, as the corporations and their puppet governments came to be called, had also retarded the development of environmental engineering technology that could dramatically reduce humanity's pressure on Earth's ravaged biosphere. The rhetoric of emerging world leaders capitalized on people's outrage, and hastened worldwide environmental repair. Some of their plans were a little strange, but they were so optimistic, so sure that they were leading mankind back to Eden, that no one really questioned them. After all, there's nothing wrong with cleaning up the planet.

The revolution started by Reich's accumulators and the realization that many such advancements could have been squelched by the Insiders sent people scurrying to their history books to exhume the theories of every eccentric and discredited scientist of the past century. Most of what they found was harmless delusion, but a few discoveries of valuable suppressed technology were made. The theories of the nineteenth century inventor Nikola Tesla gained tremendous notoriety, and physicists tripped over

themselves in their rush to reexamine his work. Tesla believed that he had discovered a way to transmit electrical power through the air as easily as radio waves, and envisioned a worldwide system of power stations transmitting free energy. He was proven correct, but the universal availability of orgone accumulators eliminated the need for his invention. Scientists turned to Tesla's more theoretical work.

What people didn't realize was that the Insiders had for the most part escaped the revolution unscathed; people were understandably more concerned with building utopias than with hunting down broken tyrants. The Insiders were never destroyed, they merely sank beneath the surface like Leviathan and waited for their chance to rise again. Furiously researching the technology they had restrained, they found in Tesla's theories an opportunity to resume their thrones.

Tesla was aware that every object has a resonant frequency; a breaking point where an object vibrates in phase with waves that is striking it. This is why a glass will shatter when the correct note is struck nearby on a tuning fork. The glass resonates with the tuning fork, its structure vibrating faster and faster until it shakes itself apart. This was thoroughly understood in Tesla's day, but he took the idea a step further. He reasoned that the Earth itself must have a resonant frequency, and he set out to calculate it. The Insiders were delighted to discover that while he was a little off in figuring Earth's frequency, he had hit the moon's right on the money.

The leaders of the world's emerging new nations, meanwhile, met at the first United World conference in Singapore to discuss solutions to the planet's remaining environmental dilemmas. It was decided that nuclear, chemical and biological weapon disposal was a priority, as was permanent relocation of the toxic wastes and heavy metals generated by hundreds of years or rapacious industry. As orgone-powered spacecraft were now under construction, it seemed feasible to easily and economically store these wastes on the moon, which was not considered desirable for colonization anyway. A corporation called Renewal, Inc. presented this plan, and indicated they were ready to implement it immediately. It's amazing to us now that no one questioned where Renewal, Inc. had come from, or why they were already so ideally equipped for an industry that had yet to be created. Contracts were signed, and Renewal, Inc. was given access to the most devastating weapons a self-destructive species had been able to devise. To universal cheers, they began hauling it all to the moon.

On April 1, 2012, the Insiders began a series of timed nuclear detonations on the poles of the moon. It took several hours before the moon began to resonate and shake apart, and at that point the explosions were stopped. Plenty of damage had been done, however, and the Insiders now had all of the aces back in their sleeves. The orbit of the moon was disrupted just enough to wreak havoc on Earth; tidal waves destroyed many coastal cities, weather patterns became chaotic, and clouds of fallout and debris from the lunar explosions circled the globe. Within a year, over two thirds of Earth's population was gone. Those who died quickly in storms or were claimed by the sea were lucky.

Most of the survivors developed some degree of the deteriorating skin condition dubbed

"Red-6," a legacy of the fallout and the poisonous air. Wealthy Insiders came out of hiding with treatments for Red-6 that only they could afford. When the search for clean water became the focus of most of humanity, the Insiders immediately unveiled a technique mating salt water purification and deep sea drilling to offer life's most crucial need at a "reasonable" price. Competing techniques for the extraction or purification of water spawned an enormous industry overnight, with the Insiders once more at the helm. They constructed domed cities for the wealthy, where corporations such as O2 sold pure metered air at whatever price the market could sustain. "Designer air," a mildly hallucinogenic but very addictive and expensive luxury, caught on among the wealthy as the Insiders in their greed began to prey even upon their own.

Life outside these cities was barely possible. Tremendous storms raged across what little arable land was left, and toxic debris still engulfed the planet like a diseased blanket. By 2060, the weather was somewhat stabilized, but few Outsiders could expect to live longer than thirty years. Most lived near the domed cities of the Insiders, where they could occasionally breathe clean air or drink clean water in exchange for menial labor or participation in grisly entertainments.

You see, we don't much look like the Insiders anymore, and we don't think like they do at all. They have come to see us as a separate, inferior species, and most of the gangs on the Outside would probably agree with the "separate" part. The Insiders started BattleWheels gaming about ten years ago, and it is by far the most popular of their diversions. A lot of the Outsider gangs hate each other anyway, and maybe the Insiders think that if we can be encouraged to fight amongst ourselves we won't make trouble. I'm not sure we could make much trouble against their weapons, but maybe that's what they think.

So I guess most gangs are into the games because they know they won't live long anyway, and there's always a chance that someday you might blow away one of the thrill-seeking Insiders who occasionally join the games. Or maybe it's because there are some Outsiders who have become legends in the BattleWheels arenas, and live on the Inside now. Some gangs just like to watch things die.

I don't need a reason. Let the games begin.
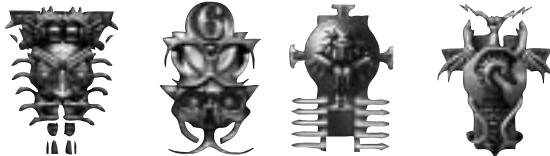
SYSTEM REQUIREMENTS:

Microsoft Windows® 98 or Windows 95 is required. DirectX™ compatible 3D acceleration required. Pentium® 200Mhz or AMD K6-2 233Mhz processor required (Pentium II 266Mhz recommended). 32MB RAM required. DirectX compatible sound card required. Please make sure you have the most up-to-date drivers for your sound and video cards installed.

INSTALLATION:

1. Microsoft DirectX™ 6.1 is required. Redline will install it if it is not found on your computer.

2. Redline requires up to 300 megabytes of hard disk space.

3. Insert the Redline CD into your CD-ROM drive.

4. If you have the Autorun feature enabled, follow the on-screen instructions for installation. If you do not have Autorun enabled, click on **START**, then click on **RUN** and type into the dialog box "**D:\SETUP**" (where D: is your CD-ROM drive) and then click the **OK** button. Follow the on-screen instructions.

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GETTING STARTED

Display: Choose your primary display and display resolution settings. The default display settings may not necessarily provide the best performance.

> **Advanced Options:** Enable (✓) or disable (❏) graphics option in the game. The fewer options you have enabled, the faster the game will run on slower machines.

Troubleshooting: If you are having trouble with any technical aspect of the game, check the Troubleshooting section. Here you will find an annotated table of contents of the Readme file.

Play Redline: Launches the game.

Note: You must have the CD in your CD-ROM drive to play a single player game. Only the host needs to have the CD in his CD-ROM drive to launch a Multiplayer game.

> **New Game:** Starts a new game of Redline.

> **Load Game:** Loads a saved game of Redline.

> **Multiplayer:** Type in your name or handle, then choose the multiplayer protocol (IPX or TCP) you wish to use. If you choose IPX, either join a detected game or start one of your own. If you choose TCP, then make a further choice of either the Internet and input the IP address of the game you wish to join, or LAN (local area network) and either join a detected game or start one of your own.

> **Settings:** Choose game settings.

>> **Controls:** Reconfigure default keyboard, mouse and joystick controls for both on-foot and in-vehicle game commands.
>> **Video Display Options:** Enable or disable graphics options in the game.
>> **Audio Options:** Change music and sound effects volume in the game.

> **Training Levels:** Learn how to drive & shoot, run & shoot, and configure your controls so you can do it all better than the opposition.

> **Quit:** Exits out of the game.

Exit: Quits the game.

Note: Please check the Readme file for additional control features.

PLAYING TIPS:

MOUSE DRIVING AND POWERSLIDING
Mastering the powerslide is essential to becoming a formidable car combatant. We highly recommend driving with the mouse. With a little practice, this gives the greatest degree of control. Use the spacebar to lock your brakes and throw your vehicle into a slide. Practice getting up a head of steam, locking the brakes, and spinning your vehicle into a 180-degree turn. The pursued becomes the pursuer.

SAW FLYING
While this feature is mainly for multiplayer games, it can be used in some single player missions. For short bursts, the saw blade weapon will fly you across a deathmatch in helicopter fashion. To saw fly, switch to the saw weapon, press the fire key, move forward, and jump. Away you go. Steer in the air as you would on the ground. Find a nice perch and load up your sniper rifle…

USE SIDE- AND REAR-FIRING WEAPONS
Your side- and rear-firing weapons are mapped to your strafe keys (or whatever you like. Check out the separate interfaces for setting in-vehicle and on-foot controls).

RE-MAPPING KEYS
Select Controls on the Main Menu then select the on-foot or in-vehicle tabs. Click on the control to be re-mapped, then input the desired keystroke or mouse click.

FREELOOK IN VEHICLES
In the Vehicle Controls menu turn Freelook on. This will allow you to move the aiming reticule with the mouse while driving a car.

EMP MISSILE
Launch it at an occupied vehicle and it will eject the driver, blind him, and render the vehicle useless for a few seconds.

MAIN MENU: [ESC]
SKIP CUT SCENE: [SPACEBAR]

Change Weapon

Pause Menu

Multiplayer Tally

Gun On/Off

Display On/Off

Save Game

Load Game

Suicide (Multiplayer)

Take Screenshot

Look Left

Look Rear

Look Right

On-Foot Weapon Select
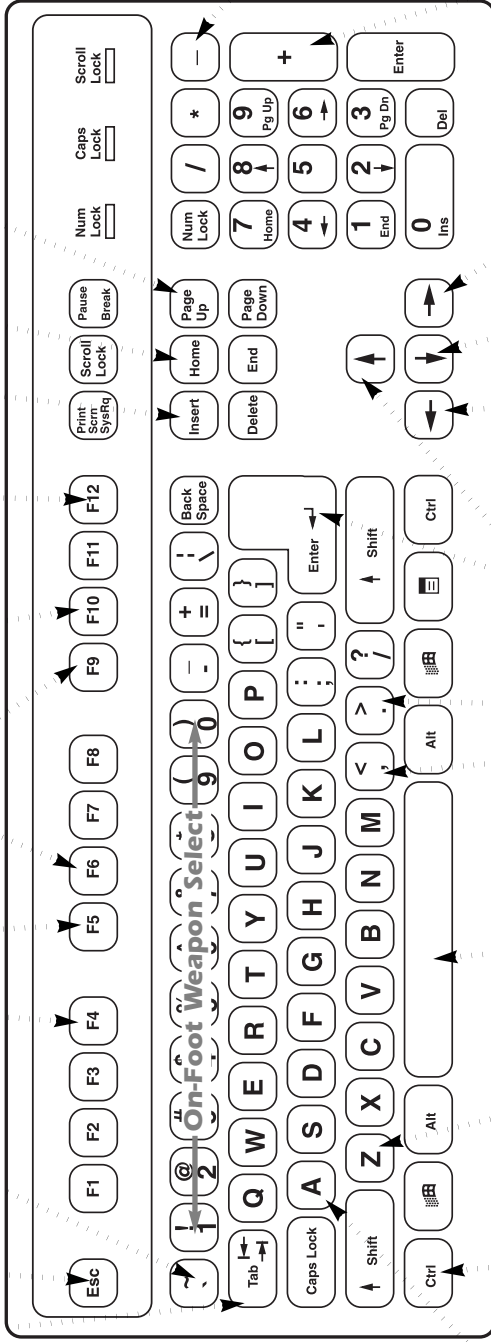
Look Up

Fire

Look Down

Jump

Strafe Left/Right

Mission Message
or Type/Send messages
in a multiplayer game

Forward

Backward

Left

Right

Sniper Zoom

**To enter a vehicle, move to the vehicle door and into the vehicle.
No special keystroke is required.**

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CHANGE WEAPONS: NUMBER KEYS

MOUSE CONTROL:
FIRE WEAPON: LEFT BUTTON
FORWARD: RIGHT BUTTON

DEFAULT IN-VEHICLE CONTROLS

1st Person Camera

Change Weapon

3rd Person Camera: Near/Far

3rd Person Rear View

Take Screenshot

Save Game

Load Game

Dashboard On/Off

Pause

Look Behind

Look Left

Look Right

Exit Vehicle

Turn Right

Turn Left

Brake/Reverse

Accelerate

Rear Fire

Fire Left/Right Side

Parking Brake

Fire Front
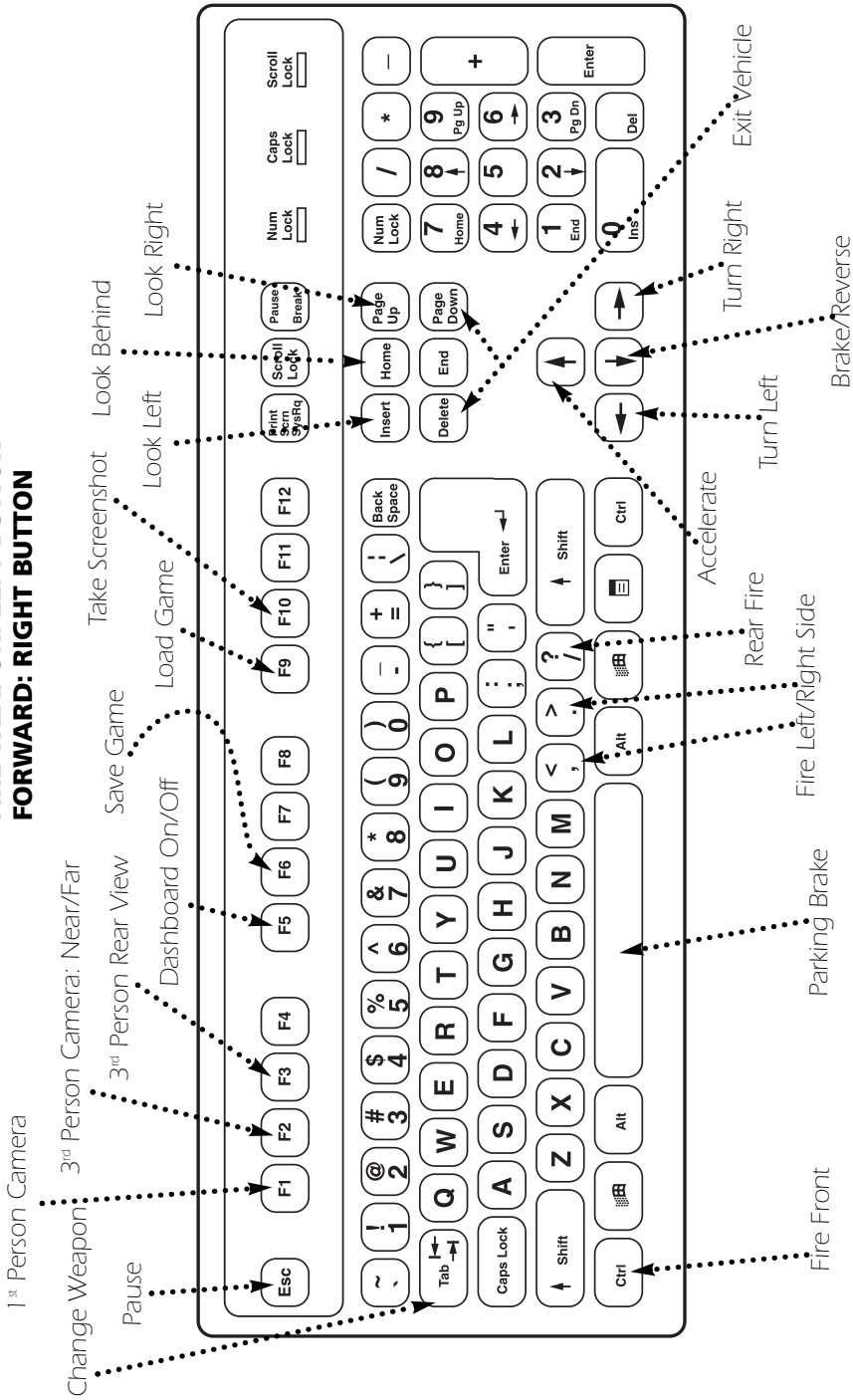
To exit a vehicle, press [delete] or [page down]

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TOMMY TALLARICO STUDIOS

Legal Stuff

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Esc

F1 F2 F3 F4 F5 F6 F7 F8 F9 F10 F11 F12

Print Scrn SysRq | Scroll Lock | Pause Break

Num Lock | Caps Lock | Scroll Lock

~ ` ! 1 @ 2 # 3 $ 4 % 5 ^ 6 & 7 * 8 (9) 0 _ - + = Back Space

Insert Home Page Up

Num Lock / * −

Tab Q W E R T Y U I O P { [}] | \

Delete End Page Down

7 Home 8 ↑ 9 Pg Up +

Caps Lock A S D F G H J K L : ; " ' Enter

4 ← 5 6 →

Shift Z X C V B N M < , > . ? / Shift

↑

1 End 2 ↓ 3 Pg Dn Enter

Ctrl ⊞ Alt Alt ⊞ ▤ Ctrl

← ↓ →

0 Ins Del