

Rogue Spear Mini-Manual

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1 Configuring the Game for Your System

1.1 *RSConfig.exe*

Included with the demo, is a program called *RSConfig.exe*. This program is similar to the device picker program that existed with Eagle Watch. If you click on this icon, you will get a windows dialog box that will allow you to select your video card, sound card, and toggle the movies on and off. If you have a 3D only card on your system, such as a voodoo2, then you will need to run this program prior to running the game. It will let Rogue Spear know that you wish to run using a Direct3D device other than your primary. Also, if you have multiple cards on your system, running this program will ensure that Rogue Spear is running on the desired card.

1.2 *Options*

From the options menu off of the main menu, you will find a large number of system options that can be tweaked to get the best performance of Rogue Spear from your system. If you are experiencing performance issues while running the game, try adjusting the values in the options menu. From here, you will be able to change your resolution and turn on or off several features. Your card must support a feature for you to turn it on in the options menu. If you are unsure whether your card supports a particular feature, or screen resolution, contact the card's manufacturer.

2 Main Menu

2.1 *Single Player*

From the single player menu, the player can create or continue a new campaign. If you have no prior campaign, you will immediately be placed in the new campaign creation screen. If you have a prior existing campaign, then you will be able to select it from a list of pre-existing campaigns. Each campaign will display all completed missions, along with the final mission that you have not yet completed. You will also be able to access the results for each mission that you have completed so far.

2.2 *Replay*

From the replay menu, you can view and delete replays. You can also edit the comments field in the replays to help you in sorting out what replay contains what information.

3 Single Player Options

3.1 *New Campaign*

By selecting new campaign, you will be able to create a new campaign, and establish its difficulty level. Just enter the name of the campaign, select the desired difficulty level, and press the enter button on the screen. This will start you into the first mission of the campaign.

3.2 *Resume Campaign*

When you have a pre-existing campaign selected, the resume campaign button starts the campaign at the last mission you have not yet completed.

3.3 *Practice Mission*

If you have a mission in the campaign selected that you had previously completed, you can select practice mission, and play it again to hone your skills.

3.4 Terrorist Hunt

After successfully completing a mission, the terrorist hunt option for that mission will open up. In terrorist hunt mode, you and your team of operatives will hunt down 30 terrorists in the same mission space. There will be no hostages, and no goals other than taking down those terrorists.

3.5 Lone Wolf

After successfully completing a mission, the Lone Wolf option for that mission will open up. In this mode, you enter the space alone. There are 30 terrorists randomly placed around the level. Your goal is to make it to the extraction zone in one piece.

3.6 View Mission Results

If you select a precious completed mission, you can press this button to view the results of the mission.

4 Single Player Interface Screen and Navigation

4.1 General Layout

Rogue Spear has updated the user interface into a Personal Data Assistant layout. The main screen area is where you will perform most of your actions. At the bottom of the screen are 6 buttons and a large indicator area with two arrows. The first three buttons are options that will pop up specific to each screen of the planning interface. The last three buttons will remain the same. These are buttons for loadin/saving plans, calling up the options menu, and returning to the main menu. The lights across the bottom of the screen indicator let you know which stage of planning you are on, and how many more you have to complete. Each completed stage is represented by a green light, and the uncompleted ones are represented by red lights. In addition, the two arrows are an indicator of whether or not you have completed everything you need in order to continue on to the next screen. The back arrow will take you back one screen. If you are on the briefing screen, this arrow will take you back to the single player screen. The forward arrow will be red until you have completed all tasks that you must perform on the screen before moving on to the next one. Should you press this button before it turns green, a dialog box will pop up that will let you know what you still need to complete.

4.2 Briefing Screen

The briefing screen provides you with the basic background information on the mission. The first three buttons have no icons on them because they serve no special functionality. You can select each of your briefer's and a recorded briefing will play, along with a text version for you to read at your leisure. When you have absorbed all the information that you think is necessary, then press the forward arrow button, and continue on to the intel screen.

4.3 Intel Screen

This screen will allow you to access all intel files that have been gathered by Rainbow pertaining to this campaign. This screen will contain information on people and organizations, in addition to newswire stories about Rainbow's exploits. When you feel you have all the information you will need, press the forward button to continue on to the roster selection screen.

4.4 Roster Selection Screen

From this screen, you can select which operatives you will take on each mission with you. It displays all information about the operatives, including their skills, and background. You will notice a new skill for snipers. The assault skill now governs the use of un-zoomed firearms, and fades into the sniper skill when you begin zooming in. This is to represent the difference in skills for those who are snipers, and those highly trained in CQB battles. You will also get the health state of each operative. Their name in the full roster list is color coded according to their health state. Once you have at least one operative selected, the forward arrow will turn green allowing you to advance to the kit selection screen.

4.5 Kit Selection Screen

From this screen, you can assign kit items and weapons to each operative. When you have an operative selected, a picture of his uniform, and kit items appears. If you click on the picture of the item you wish to change, the other half of the kit selection area becomes a selection dialog box that lists all available items for that slot, and provides a small description for each item. You can select an item, and then assign just that item to all your team members, or assign the entire kit to all your team members. You will also have the option to save and load user kits. These are default kit settings that you can create, so that you can have your own default assault setup, etc. This option can be accessed from the special button on the bottom of the interface screen. When you have all operatives with the items you desire them to have, click on the forward button, and proceed to the team selection screen.

4.6 Team Selection Screen

This screen allows you to place operatives from the roster onto the individual teams. You will get information on the operatives specialty, and uniform type to help remind you who has what. Once all operatives have been assigned to a team, you can advance to the planning screen by pressing the forward arrow.

4.7 Planning Screen

This is the heart of the strategic element of Rogue Spear. When you enter this map, you will see a map of the mission centered on the insertion zone. From here, you give all your teams orders. There is increased feedback for each of the orders, and an order will not become available unless you are at a point where you can complete that order. To utilize the new cover, defend, and sniper orders, you have to be at a go-coded waypoint. When you click on one of these orders, you will see a yellow arc that indicates the field of fire that will be covered by that team as long as they stay at this waypoint. To adjust the direction of this field, simply right click somewhere on the map. You will see a target icon appear. The team will focus on this point. You can even place this point on higher levels, and your team will adjust their focus. When in sniper mode, the team will break up into snipers and coverers. The order of preference for snipers is based on sniping skill, and available weapons. The coverers will fan out, and provide defensive covering for your snipers. In addition, you can move the information bars, and remove them completely using the three special buttons on the bottom of the interface. Once each team has at least one waypoint placed, you can press the forward arrow button, and continue on to the execute screen.

4.8 Execute Screen

This is the final screen before you enter the action phase. This screen will review the mission objectives, and allow you to review your team selection. The special button at the bottom of the screen will allow you to switch to full watch mode for the mission. You can select which team you wish to lead by clicking on the leader's info bar. When you are ready to start the mission, click on the forward arrow.

5 Controls

5.1 Default Key Layout

You can find the default key layout from the options screen. If you enter the options screen, and click on remap keys, you will find the default layout. You can customize this configuration as you see fit, even mapping joystick buttons to specific keys.

6 Configuring Alternative Control Devices

Joysticks and gamepads can be configured in the options menu under the joysticks heading. This will enable you to assign the joystick axes to various functions. If you wish to assign buttons to various functions normally assigned to keys, you will need to do this from the remap keys option menu. When you remap a movement key to a joystick, you must reassign it when you remove it from the joystick. If you just set the joystick axis to nothing, you will have no input mapped to that function.