RISE OF THE TRIAD™

GAME MANUAL

EPILEPSY WARNING

<u>READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE ANY VIDEO GAME</u>

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition.

If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using any video games. We recommend that parents observe their children while they play video games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, **DISCONTINUE USE IMMEDIATELY** and consult your physician.

<u>FOLLOW THESE PRECAUTIONS WHENEVER USING VIDEO GAMES:</u>

- When using your computer do not sit or stand too close to the screen or monitor.
- Play video games on the smallest available screen or monitor.
- Do not play if you are tired or need sleep.
- Always play in a well lit room.
- Be sure to take a 10 to 15 minute break every hour while playing.

<u>REPETITIVE STRAIN WARNING</u>

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should **ALWAYS** take a 10 to 15 minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of your system could aggravate the condition. Before playing, consult a doctor.

MOTION SICKNESS

Rise of the Triad™ generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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1. STORY

You're a member of the HUNT – the High-risk United Nations Taskforce. You've been sent to perform reconnaissance on San Nicolas Island, a remote isle off the coast of southern California.

The United Nations has evidence that a rogue organization known only as 'the Triad' may be using San Nicolas as their base of operations. The group has recently claimed responsibility for terrorist attacks on several major world powers - and the UN has reason to believe that they are planning something even bigger.

Step into the shoes of Taradino Cassatt, Thi Barrett, Doug Wendt, Lorelei Ni or Ian Paul Freeley as you fight your way across San Nicolas Island to uncover the sinister secrets of the Triad organization - a group so powerful its rise seems almost inevitable.

Good luck. You're going to need it.

RISE OF THE TRIAD™

2. SINGLE PLAYER

BASIC INFO

Minimum:

OS:	Windows XP or Vista 32-bit
Processor:	2.4 GHz Dual Core Processor or Better
Memory:	2 GB RAM
Graphics:	ATI Radeon HD 3870/NVIDIA 8800 GT
DirectX®:	9.0
Hard Drive:	5 GB HD space
Sound:	DirectX Compatible

Recommended:

OS:	Windows 7 64-bit
Processor:	2.4 GHz Quad Core Processor or Better
Memory:	4 GB RAM
Graphics:	AMD Radeon HD 6950/NVIDIA GTX 560
DirectX®:	9.0
Hard Drive:	5 GB HD space
Sound:	DirectX Compatible

Note: If your copy was provided to you in the form of a serial key, an internet connection is required to validate this key via the Steam™ client.

INSTALLATION

Note: In order to play the game online, as well as record stats and save games for future synchronized use, a Rise of the Triad™ online account is required and can be created via the main menu.

If you do not have an internet connection, you may select the Play Offline option.

STEAM SERIAL KEY VALIDATION

If you received a serial key for the game from a website, or via a promotion, it may be activated through the Steam client. If you have a Steam account, instructions for validating the key are as follows.

1)   Open the Steam client and log into the account you wish to activate the key on.

2)   Click on the GAMES tab then "Activate a product on Steam".

3)   Follow the onscreen prompts until a product code box is displayed, then type your code in and press next.

4)   If your key is not already in use and legitimate, your copy of the game will be activated on the account.

GENERAL OPTIONS

Crosshair	-	Toggles weapon crosshair
Gore	-	Toggles blood, gore and gibs
Console	-	Toggles developer console
Gamepad	-	Toggles use of a controller
Hit Indicator	-	Toggles hit indicator
LAN Name	-	Set your multiplayer name

VIDEO OPTIONS

HUD Fade	-	Toggles fading of HUD when inactive
HUD Scale	-	Adjusts scale of Heads Up Display
Field of View	-	Adjusts player's field of vision
Brightness	-	Adjusts game brightness
Resolution	-	Adjusts screen resolution
Full Screen	-	Toggles full screen mode

AUDIO OPTIONS

Master Volume	-	Sets volume for all audio
Music Volume	-	Adjusts music volume
SFX Volume	-	Adjusts sound effects volume
Voice Volume	-	Adjusts volume of all voices
Classic Mode	-	Plays classic music from original ROTT

HOW TO KICK ASS – CONTROLS

Move Forward	-	W
Move Backward	-	S
Strafe Left	-	A
Strafe Right	-	D
Duck	-	CTRL
Jump	-	SPACE
Activate	-	E
Primary Fire	-	Left Mouse Button
Secondary Fire	-	Right Mouse Button
Reload	-	R
Knife	-	Q
Next Weapon	-	Mouse Scroll Down
Previous Weapon	-	Mouse Scroll Up
Remote Ridicule	-	F
Talk	-	T
Scoreboard	-	F1

LOADING AND SAVING A GAME

Rise of the Triad™ uses a checkpoint-based saving system, which saves your progress to the San Nicolas Island map. This is also known as the Overworld.

Each time you pass a checkpoint, the game will automatically save your progress. You can load any completed checkpoint from the Overworld, or restart at your last checkpoint or current level from the in-game menu.

To access the Overworld, select Load Game from the Single Player menu. Alternatively, there's also a progress chart on this screen. It will show your completion percentage, as well as load previous levels you've played.

Loading a checkpoint will lose any progress associated with Resume Game.

ATTENTION: Due to the unique nature of The Room (E2L2), and Circles of Fire (E4L4), loading checkpoints from the Overworld instead of using Resume Game will reset your progress.

EPISODES

Rise of the Triad™ spans 4 action packed episodes:

1 — DROP THE BASE

In what proves to be their greatest challenge yet, the HUNT blasts their way into the Triad's treacherous military installation. Training grounds, prison facilities and fortified bunkers set the stage for a deadly showdown with the cybernetic psychopath, General Darian.

2 — OCCULT FOLLOWING

Emerging from the depths of General Darian's bunker, and with little time to waste, the team pushes on to a magnificent, sprawling castle. The HUNT are soon tested by the demented Sebastian "Doyle" Krist - a villain who attempts to defeat our would-be heroes with a ludicrous arsenal of tricks and traps.

3 — WHAT LIES BENEATH

Underneath its sprawling magnificence, the castle sits atop a Triad robotics facility containing technology far beyond their means. As our team fights their way through this robotic nightmare, they uncover more evidence of the Triad's nefarious plan. It's only after terminating the enormous mecha-foe known as 'The NME' that they escape and move on to more heated pastures.

4 — SERPENT ON THE MOUNT

After escaping the hardware-heavy horrors of the Triad's robotics facility, the HUNT arrives at the base of an active volcano surrounded by a series of elaborate cathedrals. With new territory, however, comes new questions, new foes and a new, unimaginable evil.

LEVELS

Each map contains various weapons, items, and pickups. To reach 100% completion for each map, you must kill every enemy, collect every token and find every secret. Secret maps are hidden throughout normal levels. See if you can find them.

TIPS FOR SINGLEPLAYER

- If you're stuck, try backtracking to make sure you haven't missed a switch. Killing every enemy might help, too.

- Remember that playable characters have their own strengths and weaknesses. Use them to your advantage. See the **CHARACTERS** section on page 33 for more information.

WEAPONS

The HUNT has access to an insane arsenal of weaponry. Note: All bullet weapons have infinite ammo. Missile and magic weapons, however, only have a limited supply.

KNIFE

HUNT members carry two combat knives for quick-to-kill close quarters combat. Press [Q] to embed some heavy metal into Triad skulls or to slice your way out of a sticky situation.

PISTOL

Known for its ability to tag enemies from a reasonable distance, this standard issue pistol is used by both HUNT and Triad forces alike. Fire from the hip or press [RMB] to aim down the sights [RMB] for increased accuracy.

DUAL PISTOLS

Twice the pistols, twice the power, twice the awesome! This combo will definitely "Woo" the competition.

MP40 SUBMACHINE GUN

Often described as 'the death of the party,' the MP40 is the most effective group-killing bullet weapon in the game. Its high rate of fire and secondary fire iron sight [RMB] make it a killer cornerstone of the HUNT's arsenal.

BAZOOKA

Big, bad and 'bazookary,' this classic rocket launcher is the game's most common missile weapon. It fires a single missile in a straight line, with a secondary fire scope [RMB] for better aiming.

HEAT SEEKER

Ideal against quick-moving, corner-hugging foes, this cold killer launches a heat-seeking missile at the first enemy it finds. Secondary fire [RMB] toggles its HOT display (Heat-seeking Opposition Tracker) and WARM system (Warning And Recognition Monitor).

DRUNK MISSILE

The DRUNK (Destructive Random Unguided Nullification Kit) Missile has two fire modes: Primary fire launches rapid-fire rockets in a straight line. Secondary fire [RMB] spews out five heat-seeking rockets at once. 60% of the time, it works every time. Almost.

FIREBOMB

Launching a thermonuclear RPG that explodes in four directions - obliterating any enemies unfortunate enough to be found in a group - the Firebomb does what it says on the tin. Secondary fire [RMB] causes the rocket to nosedive, making it extremely precise when attacking enemies below you.

FLAMEWALL

Flamewall is one of the game's deadliest weapons. Its primary fire launches an explosive canister that erupts into a travelling wall of fire, incinerating anything in its path. Secondary fire [RMB] spews flaming flechettes, acting as a fiery machine gun.

SPLIT MISSILE

What's better than one heat-seeking missile? Two heat-seeking missiles, of course. Primary fire [LMB] launches two missiles. Secondary fire [RMB] splits the missiles left and right - the perfect weapon for taking out two unwitting foes.

DARK STAFF

One of the game's deadliest weapons, this staff's primary primary fire [LMB] unleashes a stream of magic, terrorizing enemies with an electrical arc. Secondary fire [RMB] catches incoming projectiles and suspends them until released, shooting them back at the enemy.

EXCALIBAT

The Excalibat's origins are unknown. Primarily a melee weapon, it knocks enemies out of the proverbial park. Its secondary attack [RMB] launches mystical baseballs. A single shot fires a single ball. Holding down [RMB], however, will unleash up to eight balls in an explosive and deadly arc. Don't ask questions, just use the damn thing.

ITEMS

POWERUPS/POWERDOWNS:

Throughout the game, you'll come across a whole variety of powerups and powerdowns.

MERCURY MODE

Mercury Mode gives you wings, enabling access to areas otherwise inaccessible on foot. It's also incredibly useful for circumventing traps, avoiding enemies and locating secret areas. And that's not to mention the distinct 'height' advantage it gives you in multiplayer.

GOD MODE

While other games might give you the option to become invulnerable, Rise of the Triad™ lets you become a supreme deity capable of smiting foes with a blast of pure energy. Be warned, though - it's for a limited time only.

DOG MODE

With four paws, a tail and a mean coat of fur, you can move faster, lie lower and jump higher than your measly human counterparts. Dog Mode's primary fire launches you into a ferocious leap, followed by a nasty bite. Secondary fire [RMB] initiates the room-clearing BarkBlast™.
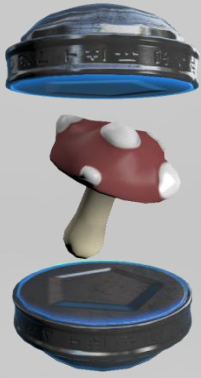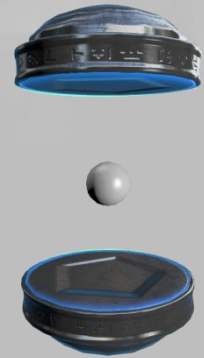
SHROOMS MODE [POWERDOWN]

If you're looking to play the game effectively, Shrooms - with their vision-shaking, sound-distorting side effects - are almost certainly a powerdown. If you're looking to vomit on everything and everyone - these are almost certainly a powerup.

ELASTO MODE [POWERDOWN]

A human pinball - 'nuff said.

TOKENS:

Found on every map, these appear in the form of spinning coins and ankhs. Each awards you a certain amount of points. The values are listed below.

Bronze Coin	1000 points	
Silver Coin	2500 points	
Bronze Ankh	5000 points	
Silver Ankh	10000 points	

HEALTH:

Monk Meals, Priest Porridges and Monk Crystals are health sources. Meals and porridges can be heated with missile weapons and explosives and will glow when cooked. Cooked foods provide more health when picked up.
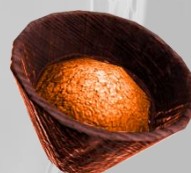
Monk Meal	10 HP
Monk Meal (Hot)	20 HP
Priest Porridge	20 HP
Priest Porridge (Hot)	50 HP
Small Monk Crystal	10 HP
Large Monk Crystal	50 HP

20

KEYS:

You must find various keys to open certain doors on the island. Keys are often vital to progressing through the level.

ARMOR:

Throughout the game you will find two types of protective armor. Their protective properties are listed below.

BULLETPROOF ARMOR

Identified by a greyish-blue tint, this armor will absorb gunfire from pistols, MP40s and Triad Enforcer machine guns. While it protects from bullets, this vest will not shield you from missile weapons and explosions.

ASBESTOS ARMOR

Identified by its orange tint, this fire-resistant armor is made of asbestos and other itchy, fire-retardant materials. It offers only partial protection from fire and explosion. Yes, bullets still hurt. Don't be greedy.

ENEMIES

Rise of the Triad™ puts you up against a multitude of men, machines and monks.

LOW GUARD

Characterized by their lowly grey coats and bad attitudes, these common grunts come armed with only a pistol. Although of little threat alone, they can prove deadly in numbers.

HIGH GUARD

Sporting a fancy green coat, an MP40 and a mean attitude, these guys will wail on you with reckless abandon, chewing through your health like, well, a man with a machine gun.

LIGHTNING GUARD

As fast and as deadly as their name suggests, these cunning thieves carry only a pistol, leaving plenty of room to steal your weapons. Think you've killed one? Think again.

STRIKE TEAM

Made up of the quickest and most athletic members of the Triad forces, these teams are capable of dodging anything from bullets to rockets. They're not to be toyed with.

OVERPATROL

Overpatrol guards are senior Triad members. Sporting a fine black uniform and armed with a net-casting gun, they can easily slow you down before blowing you up. Keep a knife handy.

TRIAD ENFORCER

The most badass of Triad troops, these big ugly sons o' bitches are armed and armored to the teeth. Carrying an MG42 and seemingly limitless ammo, you're going to need some serious firepower to take them down. Oh, and they also throw grenades.

UBERPATROL

Uberpatrols are the most elite of the Triad forces. As sworn protectors of Oscurido monks, they have the combined skills of nearly all other Triads at their disposal.

ROBOT GUARD

As dumb as they are deadly, their constant barrage of hot pink plasma makes them incredibly effective terminators. They can't be killed with anything other than high-end firepower – you know, because they're robots.

BALLISTIKRAFT

With a tendency to wander independently, these nearly indestructible robots attack with a barrage of deadly missiles. Think smart. Find a way to destroy them before they destroy you.

DARKFIRE MONK

As you might expect, these fiery conjurers summon deadly fireballs from the nether. These fireballs hurt. Avoid them.

DEATH MONK

These fat-bodied baddies are masters of the dark arts. As quick as they are deadly, these magical menaces can steal your health. Don't let appearances fool you.

BOSSES

"GENERAL" DARIAN

Part man. Part machine. This disgraced former "general" turned to the powers of the Triad when they promised to show him the future of mankind. Now, this towering cybernetic madman dreams of world domination and nothing will stand in his way.

SEBASTIAN "DOYLE" KRIST

This Hollywood producer of 'cult classics' used to be the toast of the town until unspeakable scandal turned him criminally insane. Twisted, depraved and deprived of what once made him human, Krist now only finds pleasure in traps, torture and death.

NME

Nasty Metallic Enforcer - the name speaks for itself. The ultimate creation of Triad Robotics, he's one mean machine. Increasingly self-aware and extremely ill-tempered, all carbon-based life forms should keep their distance or be turned into porridge.

SPAWN OF OSCURO

Found in the Dark Nest, these little critters will swarm you. Want to burst those egg sacs, you say? That's fine - just make sure to bring a can of bug spray along for the ride.

EL OSCURO

Not much is known about the mysterious force behind the 'true' power of the Triad. Only spoken of in whispers, it's said he wields unimaginable power that no earthly being could possess. Some even say that he's not of this world.

EL OSCURO II

It's said that El Oscuro has an incredibly powerful secondary form, but no one has ever seen it. Perhaps the HUNT can breach the Dark Nest and discover his most powerful form.

RISE OF THE TRIAD™

3. MULTIPLAYER

BASIC INFO

The Multiplayer area consists of 4 different selections, as outlined below.

ONLINE

This window contains the multiplayer game browser, which allows you to browse and sort servers by **Server Name, Type, Map, Players, Status and Ping.**

TIP: For the best performance, pick a server with a low ping.

LAN

This window allows you to browse local area network servers only, based on **Server Name, Type, Map, Players, Status and Ping.**

DIRECT IP

Direct IP allows you to enter the IP address of the server you wish to join. If you are having difficulties joining via the Online tab, it is recommended you try connecting via IP address.

HOST

The Host option allows you to host your own game, either online or on a LAN connection.

Server name	-	Name of your server
Game Type	-	Type of gameplay for the server
Map	-	Specifies the map for the server to run
Time Limit	-	Sets a time limit for server
Community Maps	-	Allows you to browse maps
Player Highlight	-	Enables/disables player colour logos
Host Spectator	-	Starts server with host as a spectator
Password	-	Password protect a server
LAN Server	-	Starts a LAN server

TIPS FOR MULTIPLAYER:

- Join a server with the lowest **Ping** possible to minimize lag and network speed issues.

- Remember, if you're not doing so well, you can always annoy enemies by pressing your taunt key until they lose focus and choke.

- Try experimenting with different mouse sensitivities. Lower mouse sensitivity offers more precision aiming, but higher mouse sensitivity allows you to look around much easier and keep an eye on your six.

- Dying a lot? Try not to run into enemy projectiles next time. Alternatively, go hide in a corner. It's quite safe. Warm, too.

HOSTING A SERVER

In order to host a server, you must have port 7777 open on your router and your firewall must be able to accept incoming connections.

Rise of the Triad™ features several methods of UPNP discovery. If players have difficulty joining your server, turning the "Use Async. UPNP" launcher option to off may provide better results.

WINDOWS XP USERS:

1) Click on Start, and navigate to Control Panel.

2) Ensure you're in Classic mode (If you are not, click on "Switch to classic view" on the left taskpane").

3) Double click on "Windows Firewall".

4) Click on the "Exceptions" Tab and then the "Add Port" button.

5) For "Name", you may call it whatever you wish, but "Rise of the Triad™ Multiplayer" may help you find it for future modification. For "Port Number", enter "7777". Check the UDP circle and click Ok.

WINDOWS 7 USERS:

1) Click the Start Button, and in the search box, type "firewall", click on Windows Firewall and select advanced settings.

2) Select Inbound rules and then new rule.

3) Select the port and ensure it is set to UDP with number 7777.

WINDOWS 8 USERS:

Open the Windows Control Panel.

1. Type **Firewall** into the Search Box in the upper right area of the Control Panel window.

2. Click the **Windows Firewall** link to open the main configuration screen of the Firewall.

3. On the left hand side, click the link that's labelled **Advanced Settings**.

4. With the **Advanced Settings** window open, click the item **Inbound Rules** on the left side menu.

5. You will now see a list of inbound rules which currently exist for the Firewall. Choose the option **New Rule** from the far right hand side menu.

6. Here, specify that you're looking to create a rule based on a Port. Choose the second option labelled **Port** and click **Next**.

7. Choose the option **UDP** where it states **Does this rule apply to TCP or UDP?**, and choose **Specific local ports** and key in the port number 7777 and click **Next**.

8. On this screen, choose the first option labelled **Allow the connection** and click **Next**.

9. Here you want to specify that this rule exists for all three areas **Domain**, **Private** and **Public**. Ensure all three boxes have a check and click **Next**.

10. Finally, give this rule you've defined an appropriate name such as **ROTT Hosting Port** and optionally a description. When you're finished, click **Finish**.

For more information on opening ports, see the following articles.

Windows 7 Users:
http://windows.microsoft.com/en-us/windows7/open-a-port-in-windows-firewall

http://windows.microsoft.com/en-us/windows7/allow-a-program-to-communicate-through-windows-firewall

Please note; Anti-Virus and firewall software may conflict with Rise of the Triad™. If you encounter issues when hosting a game, you can attempt to host with your anti-virus and firewall software disabled, or if available, use the "Game Mode" that comes with the software.

For information about how to configure compatible network hardware, contact your hardware's manufacturer.

CHARACTERS

Rise of the Triad™ features 5 playable HUNT members, each with their own set of attributes. If you're looking to be the last man standing, Doug Wendt might be your character of choice. But if you're in search of something a little more fast-paced, Lorelei Ni is the way to go.

Multiplayer features both the HUNT and Triad members, each with their own unique traits and abilities.

THE HUNT
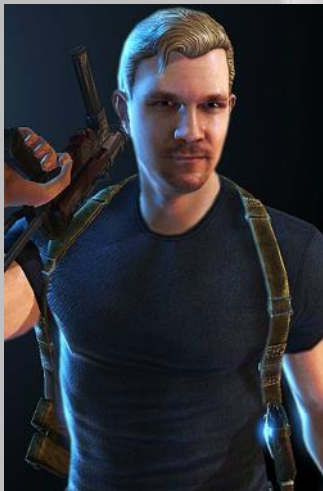
TARADINO CASSATT

The tactical leader of the HUNT team. He's a man's man, a ladies' man, and all-round badass.

Equal parts speed and endurance, Taradino is your best choice for a well-balanced experience.

Age:	35	Hair:	Blonde
Height:	5'11	Eyes:	Blue
Weight:	175lb	Speed:	●●●○○
Country of origin:	Italy	Endurance:	●●●○○

THI BARRETT

A fiery redhead from the Great White North, Thi Barret is never one to shy away from a fight. The emotional leader of the HUNT, she's nearly as strong as she is fast - and the best choice if you're looking for a slightly quicker pace of play.
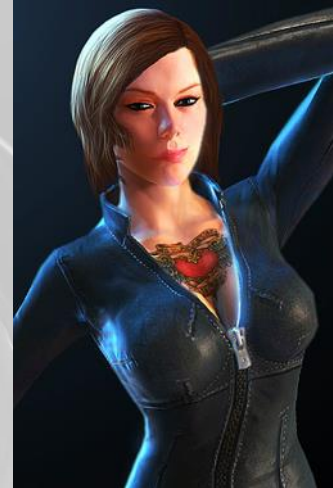
Age:	28	Hair:	Red
Height:	5'7	Eyes:	Blue
Weight:	125lb	Speed:	●●●●○
Country of origin:	Canada	Endurance:	●●○○○

DOUG WENDT

An ex-professional line backer, Doug's slow and steady style wins the game. With unmatched strength and endurance, this killing machine's hulking physique makes him the perfect choice if you're looking to stand your ground.

Age:	33	Hair:	Black
Height:	6'6	Eyes:	Brown
Weight:	250lb	Speed:	●○○○○
Country of origin:	USA	Endurance:	●●●●●

LORELEI NI

After defecting from Communist China, Lorelei soon became the HUNT's infiltration expert. With a quick foot, a sharp intellect and an even sharper tongue, Ni has everything she needs to be the fastest member of the team. Her low endurance makes her an easy target, but she's ideal if you're looking to push your wits to their absolute limits.

Age:	30	Hair:	Black
Height:	5'3	Eyes:	Brown
Weight:	105lb	Speed:	●●●●●
Country of origin:	China	Endurance:	●○○○○

IAN PAUL FREELEY

As the HUNT's intelligence expert, this former MI6 agent goes where he pleases. Slower than many, this British ex-spy prefers to take his time. He prefers to take damage, to``o, making him more resilient than most. Freely is a positively cracking choice if you're looking for an experience shaken, not stirred.

Age:	37	Hair:	Brown
Height:	6'2	Eyes:	Green
Weight:	169lb	Speed:	●●○○○
Country of origin:	Great Britain	Endurance:	●●●●○

GROZGERZASROGTIVESLIN ZWUDIZKATROLTOSKYSITLIEV

After being rescued from the depths of the Triad's castle, Grozgerzasrogtiveslin has followed the HUNT team around ever since. They'd ask him to stop, but they can't pronounce his name.

Age:	???	Hair:	None
Height:	5'9	Eyes:	Grey
Weight:	167lb	Speed:	●●○○○
Country of origin:	???	Endurance:	●●●●○

BOB

Yes - Bob is a skeleton. He was created because we need another player to even out the HUNT roster. We ran out of ideas. Deal with it.

"To gib or not to gib: that is the ludicrous question!"

Age:	Old	Hair:	Bone
Height:	6'0	Eyes:	None
Weight:	40lb	Speed:	●●●●○
Country of origin:	???	Endurance:	●●○○○

THE TRIADS

BEN "WAY" DOWN

Ben has been passed over for promotion 17 times now. He's weak, slow and sloppy. His wife left him, his kids hate him, and he's the butt of every joke on the island.

Ben Down - You're about to be f**ked.
"Drop it!"

Age:	44	Hair:	Black
Height:	5'9	Eyes:	Brown
Weight:	160lb	Speed:	●●●●○
Country of origin:	USA	Endurance:	●●○○○

ARTURO "DIRTY" SANCHEZ

Arturo is fast. Real fast. He's so fast, in fact, that they had to give him a fancy white uniform and make him a member of the Triad Strike Team. He's hard to miss, but even harder to hit.

"Infidel!"

Age:	26	Hair:	Black
Height:	5'7	Eyes:	Green
Weight:	150lb	Speed:	●●●●●
Country of origin:	Mexico	Endurance:	●○○○○

"LUCKY" LARRY LOLLITT

High Guards aren't supposed to be this happy. Always polishing his MP40, Larry loves to whistle "Task Force." Nothing can bring him down - except maybe a rocket to the face.

"Outsider!"

Age:	37	Hair:	Black
Height:	5'10	Eyes:	Brown
Weight:	180lb	Speed:	●●○○○
Country of origin:	Great Britain	Endurance:	●●●●○

NOLAN "DOLAN" DOSÉ

Blessed with an arm so good that he can do without his net-casting gun, Dosé's mission is to capture interrogate and kill those in opposition the Triad. That includes you, naturally.

"Fire!"

Age:	38	Hair:	Black
Height:	5'11	Eyes:	Brown
Weight:	180lb	Speed:	●●●○○
Country of origin:	France	Endurance:	●●●○○

LEO "LEFTY" LIEBOWITZ

The only Jewish member of the Triads, Lightning Guard Leo earned his rank with cunning, deception and trickery. Don't turn your back on him or he'll most certainly gun you down.

"Oi, please! Don't shoot!"

Age:	40	Hair:	Brown
Height:	5'8	Eyes:	Green
Weight:	155lb	Speed:	●●●●○
Country of origin:	Brooklyn	Endurance:	●●○○○

"BIG" JOHN BADSEN

Anti-statist and anti-social, "Big John" is the most hated, feared and respected of all Triad Enforcers. A fan of the band "Anti-Flag," it's said that Badsen rarely takes off his armor, making bathing an equal rarity. This, of course, is just one of the many reasons to avoid him.

"Eat lead!"

Age:	41	Hair:	Brown
Height:	6'4	Eyes:	Grey
Weight:	350lb	Speed:	●○○○○
Country of origin:	Denmark	Endurance:	●●●●●

"FANTASTIC" FABIO AARONSON

Fabio grew up in the circus and always enjoyed playing with fire.

Upon hearing of the wonders of the Oscurido cult, Fabio was to surrender his soul so that he could be forever flaming.

"Hoomahnay"

Age:	27	Hair:	Brown
Height:	6'1	Eyes:	Blue
Weight:	190lb	Speed:	●●●●○
Country of origin:	New Zealand	Endurance:	●●○○○

HOEG "THE HOG" HELGESON

Hoeg travelled to San Nicolas Island all ze way from Austria once he heard of the supernatural powers of the Oscurido cult.

The big guy just wants a hug, but be careful, he might take your breath away.

"Raaggghh"

Age:	33	Hair:	Blonde
Height:	6'0	Eyes:	Blue
Weight:	300lb	Speed:	●●○○○
Country of origin:	Austria	Endurance:	●●●●○

MAPS

With a wide array of multiplayer maps available in Rise of the Triad™, there's no shortage of variety when fragging with friends in Deathmatch, Team Deathmatch or Capture the Flag.

Selecting a game mode will limit the available maps to those that support your chosen mode. Some maps can only be played in team-based modes, while others may work in all modes.

Capture the Flag and Team Deathmatch maps have been specially made to ensure each team has a defendable base, in which they can bring the opposing flag to in order to score points.

For more information on the different types of multiplayer game modes, see the next section entitled **GAME TYPES**.

GAME TYPES

Rise of the Triad™ supports 16 players, 3 game modes, and endless amounts of fun. Multiplayer modes consist of: Deathmatch, Team Deathmatch and Capture the Flag.

Three modes. Three different styles of play.

DEATHMATCH

Square off with anyone and everyone in this missile fest. Fight forever or die alone. No rules. No teams. Run and gun fun.

TEAM DEATHMATCH

Two teams. Two colors. Team Deathmatch pits two teams in a fight to the death. Fence-sitters not invited.

CAPTURE THE FLAG

Two teams. Two colors. Two flags. Capture the Flag's objective is simple: Steal their flag before they steal yours.

4. FAQ

FREQUENTLY ASKED QUESTIONS

Q: I'm receiving a message, "You must open port 7777 before hosting a game", and the game won't let me host - what's up with that?

A: If you're having trouble hosting, you need to go into **Windows Firewall** and add a new rule to open **UDP 7777**. See the **HOSTING A SERVER** section of this manual for more information. If that does not work try opening **7777, 7778, 27900, 6500, 7787, 13000** and **50123** on both **TCP** and **UDP**. Occasionally using software such as McAffee™ can blacklist Rise of the Triad™, please check your software settings or contact their technical support for guidance. Also Rise of the Triad™ features several methods of UPNP discovery. If players have difficulty joining your server, turning the "Use Async. UPNP" launcher option to off may provide better results.

Q: I'm stuck on a map. There's a locked door that won't open or something else is stopping me from proceeding. What should I do?

A: Look around. Observe your surroundings. Search for switches or keys. Or, you know, kill everyone in the room.
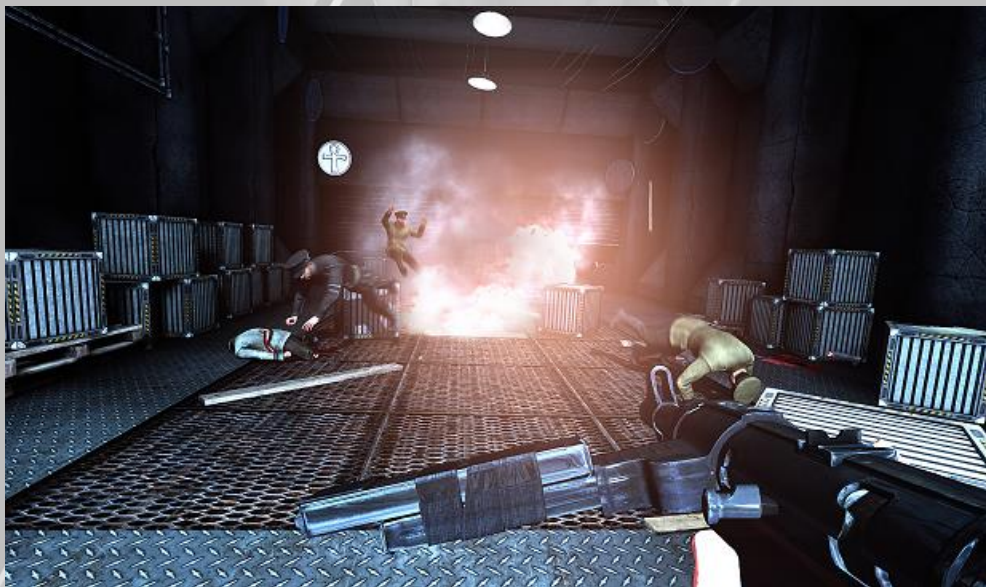
PROTIP: Shoot at enemies until they die.

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TECHNICAL SUPPORT

If you're having issues with ROTT, you can reach technical support for the game at http://www.apogeesoftware.com/support

We can also be reached via Carrier pigeon, Morse code, or telegram, and all other forms of modern communication.

GOG.COM USERS:
If you bought the game through GOG.com and are having issues with GOG.com, the GOG.com game, patch installers or goodies pack installers, you can request support at http://www.gog.com/support

STEAM USERS:
If your issue is related to STEAM, the STEAM service or inability to launch the game through STEAM, you can launch a support ticket at https://support.steampowered.com/

LEGAL