WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

Please Read Before Using This Game Or Allowing Your Children To Use It.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.
Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.
If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.
We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

REDLINE
GANG WARFARE 2066

CONTENTS

SYSTEM REQUIREMENTS

Minimum Configuration

- Windows®95 or Windows 98
- Intel® Pentium® 200MHz processor
- DirectX™ 6.1 (included on CD)
- DirectX compatible 3D Accelerator Card
- PCI or AGP graphics card
- 16MB RAM
- 100MB hard disk space
- 4x CD-ROM or faster
- DirectX compatible 16 bit sound card

Note: Please make sure you have the most up-to-date drivers for your sound and video cards installed.

Recommended Configuration

- Pentium II 266MHz
- 32MB RAM

Supported Input Devices

- Keyboard
- Mouse
- 100% Windows compatible joystick

DISK PREPARATION

Before you install any software, it is critical that your hard drive be in proper working order. We recommend running ScanDisk and Disk Defragmenter. ScanDisk searches your hard drive for any lost allocation units as well as any cross-linked files and directories. Disk Defragmenter ensures that your data is sorted properly. Failure to verify this may result in corrupt data.

1. First, run ScanDisk. To start ScanDisk, left-click on the **START** button from the Taskbar. The Start menu opens.
2. From the Start menu, select **RUN**. Then, in the Run dialog box, type **scandisk** and click **OK**.

Once the program starts, ensure that you have selected **THOROUGH** in the Type of test section, make sure there is a check mark in the **AUTOMATICALLY FIX ERRORS** box and select the hard drive you are installing the game to (e.g., C:). Once everything is set up correctly, click **START** to have the program scan the drive and correct any errors.

3. Next, run Disk Defragmenter. To start Disk Defragmenter, left-click on the **START** button from the Taskbar. The Start menu opens.
4. From the Start menu, select **RUN**. Then, in the Run dialog box, type **DEFRAG** and click **OK**. As with ScanDisk, select the drive you are installing the game to and click **OK**.

DIRECTX™ INSTALLATION NOTES

Read This Section Completely Before Playing
Redline **Or Installing The DirectX Drivers.**

DirectX is an Application Programming Interface that allows Windows 95/Windows 98 based applications to have high-performance, real-time access to your hardware. It also reduces the complexity of installing and configuring your hardware. This makes the DirectX API well suited for Windows 95/Windows 98 games. Redline uses the DirectX 6.1 API (the latest version of DirectX at the time of release) and includes DirectX 6.1 files which you can install. The DirectDraw, DirectSound and Direct3D components of DirectX may require updating your video, sound or 3D card drivers respectively, for proper operation of these components. Using video, sound and 3D card drivers that do not have DirectX 6.1 support will result in display, audio and 3D problems in DirectX 6.1 applications. During the installation of DirectX 6.1, your video, sound and 3D card drivers will be updated if required. The DirectX 6.1 files included with *Redline* includes drivers for most video, sound and 3D cards from the major manufacturers of these peripherals. For new hardware, and for lesser-known brands of peripherals, you may have to contact your manufacturer to obtain drivers that have DirectX 6.1 support.
After installing DirectX 6.1, check to see if your video, sound and 3D card drivers have DirectX 6.1 support:

1. Click the **Start** button on your Windows 95/Windows 98 Taskbar. Then click **Run** .

2. From the Run dialog box, type **c:\program files\directx\setup\dxdiag.exe** then click **OK.**

The DirectX diagnostics program gives you information on your video, sound and 3D card drivers. To check your video card drivers click on the **Display 1** tab, to check your sound card drivers click on the **Sound** tab and to check your 3D card drivers click on the **Display 2** tab. On each of these screens, the **Drivers** section tells you whether or not your driver is certified by Microsoft as supporting DirectX 6.1.

If your driver is reported as 'Certified: Yes' your device has DirectX 6.1 support and should work properly in DirectX 6.1 applications.
If your driver is reported as 'Certified: No' your device does not have DirectX 6.1 support and may experience problems running DirectX 6.1 applications. If this is the case please consult the notes section at the bottom of the DirectX Diagnostic Tool application. Windows 98 users may also consult the **Troubleshoot** button, accessed from the **Still Stuck** ? tab.

Important Note: During the installation of DirectX 6.1, the setup program detects whether or not your drivers can be updated successfully. If the driver being replaced has not been tested or replacing the driver is known to cause problems, the setup program warns you accordingly. We recommend you abide by these warnings.

INSTALLATION

1. Turn on your computer and start Windows 95 or 98.

2. Insert the *Redline* CD-ROM into your CD-ROM drive

3. 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" and then click the **OK** button. Follow the on-screen instructions.

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 1950's, 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 realised 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, 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 capitalised 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 realisation 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 re-examine 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 realise 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.
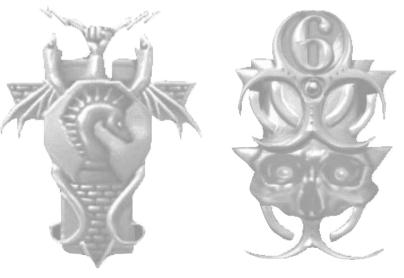
Tesla was aware that every object has a resonant frequency; a breaking point where an object vibrates in phase with waves that is striking it. This is why a glass will shatter when the correct note is struck nearby on a tuning fork. The glass resonates with the tuning fork, its structure vibrating faster 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 colonisation 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 stabilised, 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 labour 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.

GETTING STARTED

Display

Choose your primary display and display resolution settings. The default settings are chosen by the program to best display the game.

Advanced Options

Enable (CHECK) or disable (OPEN BOX) graphics options 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.

MAIN MENU SCREEN

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

Quits the game.

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

A multiplayer feature. 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 Firing Weapons

Your side 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.

DEFAULT ON-FOOT CONTROLS

Main Menu:	ESC
Skip Cut Scene:	SPACEBAR
Screenshot:	**F10**
Change Weapon	TAB
Pause Menu	ESC
Gun On/Off	F5
Display On/Off	F4
Look Left	INSERT
Look Rear	HOME
Look Right	PAGE UP
Sniper Zoom	**+ & -** keys
Right	ARROW KEY Right
Backward	ARROW KEY Down
Left	ARROW KEY Left
Forward	ARROW KEY Up
Strafe Left/Right	**< & >** KEYS
Jump	SPACEBAR
Look Down	**Z** Key
Fire	CTRL
Look Up	**A** Key
Change Weapons using the Number Keys.	

DEFAULT IN-VEHICLE CONTROLS

Change Weapons using the Number Keys

Mouse Control:

Fire Weapon:	Left Button
Forward:	Right Button
Change	Weapon TAB
Pause	ESC
1st Person Camera	F1
3rd Person Camera:	Near/Far F2
3rd Person Rear	View F3
Dashboard On/Off	F5
Look Left	INSERT
Look Behind	HOME
Look Right	PAGE UP
Exit Vehicle	DELETE & PAGE DOWN
Turn Right	ARROW KEY Right
Brake/Reverse	ARROW KEY Down
Turn Left	ARROW KEY Left
Accelerate	ARROW KEY Up
Fire Left/Right Side	< & > Keys
Parking Brake	SPACEBAR
Fire Front	CTRL

To exit a vehicle, press Delete or Page Down.

CREDITS

Accolade Credits

Accolade (Product Development)

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Executive Producer: Chris Downend
Producer, Lead Sound Designer: Ted Tahquechi
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Also: Tim Weaver, Jean Raymond, Wayne Leonard,
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Customer Services – Can We Help You?

Do you have a problem or do you just want to ask a question?
If so, there are several ways you can obtain help or have your questions answered.

On-line help file

All our new releases now include on-line help files with hints and tips on how to resolve problems that you may confront while trying to run the game. The help guide can be accessed from the Windows Start Bar in the same program folder as your game's shortcut. This gives you access to relevant support sites via web links as well as a support program to help diagnose problems that may stop you enjoying your game. The support program also gives you the option to send us your details via E-mail or Fax.

On-line Services

Website: http://www.ea.com
Electronic Arts offers 24-hour support via our on-line services. Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQ's) plus patches, updates and demos. If you still cannot find an answer to your query, please E-mail us at uk-support@ea.com. You will receive an automated reply within minutes; giving details of all the games you can request troubleshooting information on, as well as a number of standard help guides and information sheets. If this does not help, you can contact a representative for a personal reply.

Customer Support by Phone (including Faxback)

Electronic Arts have a staff of Customer Services Representatives ready to help you with any technical problems you may have with our games.
Please ensure you have run the support program from the on-line help file before calling us.
To run the support program:
1. Open the help file, navigate to the **Contents** page, and follow the link to **Support Information.**
2. Next, click on the **Contact Tech Support** button. After a few moments, you should see a dialog box with the option to Print, Save to Desktop, or E-mail your information to us.
3. Click on Save to Desktop, or Print (if you have a printer connected to your PC) and have the contents of the report in front of you when you call.

Note: If you choose to Save to Desktop, a file called **EAConfigInfo.txt** will be placed on your desktop. Simply double-click on this icon to view the file.
Customer Services are open 9am-6pm Monday to Thursday & 9am-4:30pm Friday, and can be reached on the following number

01753 546465

You have access to a number of automated services, including Faxback and recorded messages. You can also talk to one of our Customer Services Representatives, who will be pleased to help you with your questions. However, please ensure you have followed all normal troubleshooting steps and have all relevant information to hand before you call. Alternatively, you may write to us at the following address, including a daytime telephone number and the above information contained in the help file support program.

Electronic Arts Customer Service, PO BOX 835, Slough, Berkshire, England SL3 8XU.

Or fax us, including a complete report from the help-file's support program, on:

01753 546817

When contacting us by fax or letter, please include a daytime telephone number whenever possible, so we can contact you if necessary.

Game hints and cheats

To acquire hints and cheats for the majority of our new releases you will need to call the Electronic Arts Hintline (open 24 hours a day) on:
09067 53 22 53
Note: This is a premium charge line (calls cost 75p per minute). Please obtain permission to call this number from the person who pays the phone bill, before you call.

Having problems obtaining one of our games?

Electronic Arts has a Direct Sales department who will be happy to assist you in finding the game you're looking for. If you have a problem finding any of our games at your local store then please call our Direct Sales department on:

01753 546465

Notice

Limited Warranty

Returns After Warranty.