



NEW EMPLOYEE HANDBOOK

FIRST EDITION PRINTING 1985

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1 WELCOME

Dear new employee _____ ,
FIRST NAME M. I. SURNAME

We are pleased to hear you've accepted the position with the company.

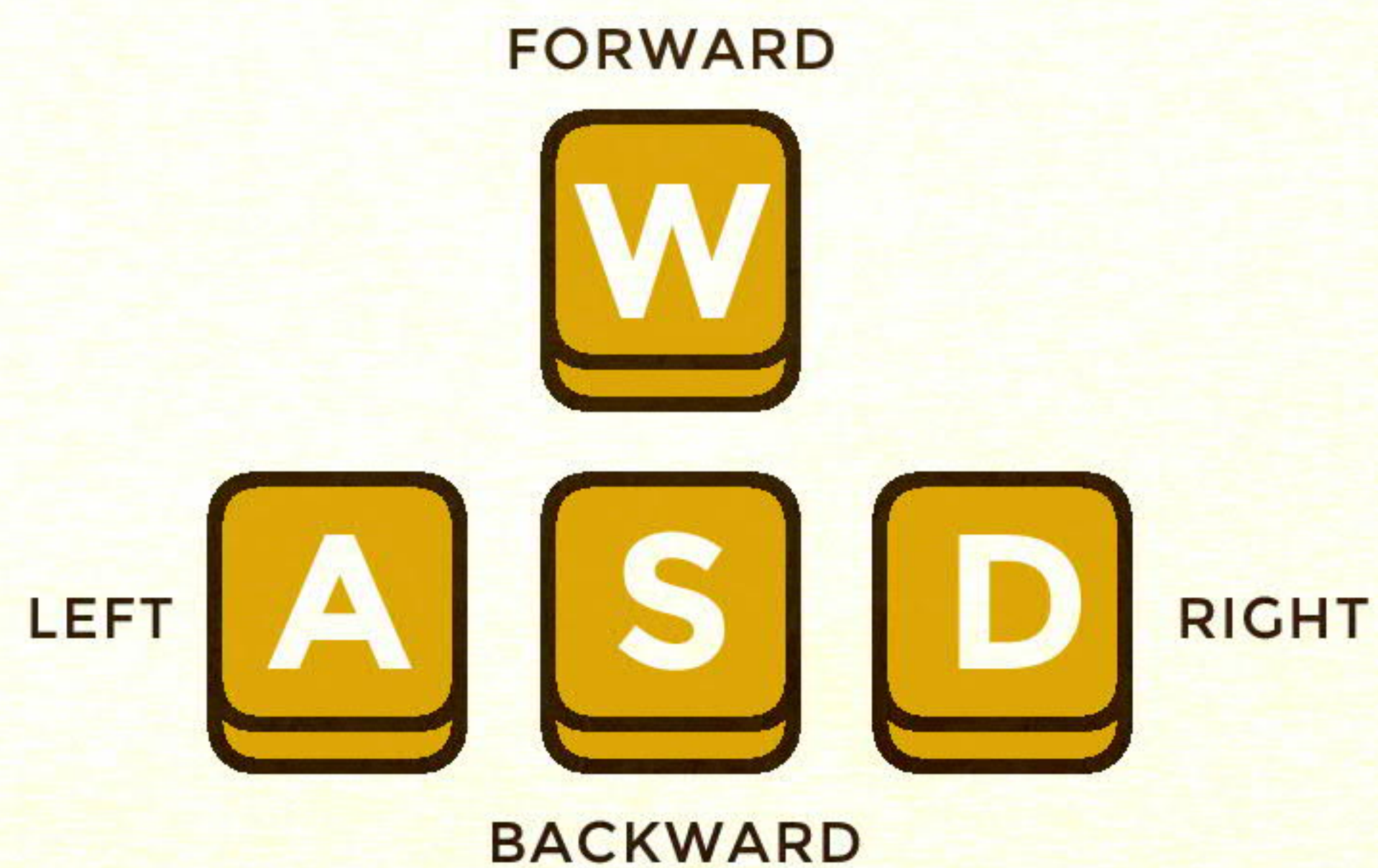
Make those phone calls and make those deals. Be cordial with your words and persuasive with your firearms. But above all: be professional.

Welcome to Sub Rosa!

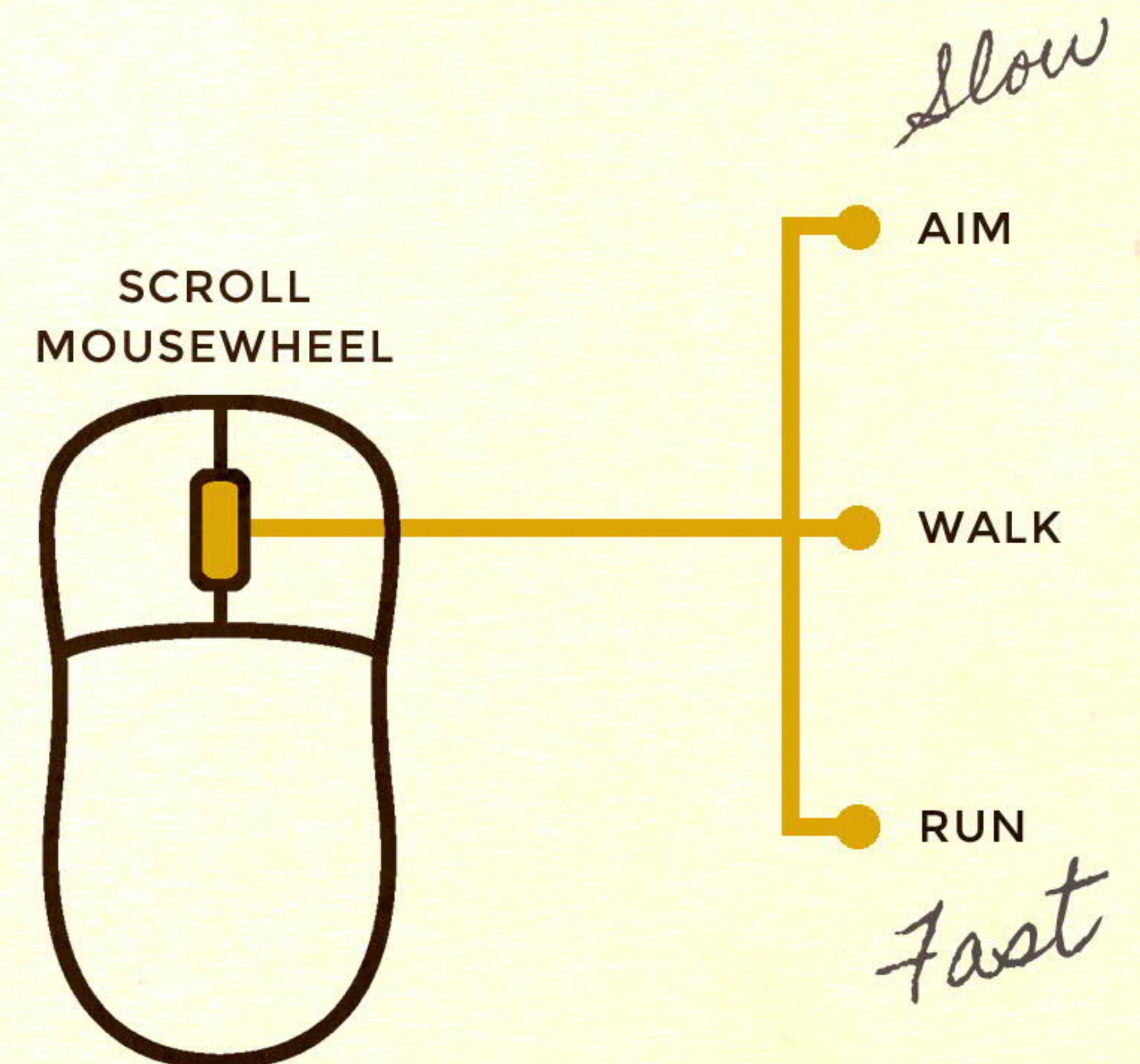
We have mobile phones now!

2 MOVEMENT

A. MOVING



B. SPEED



C. JUMPING

Press and hold

SPACEBAR

to jump.

*Hold longer =
higher jump*

D. GETTING UP

If you fall down,

press and hold

CTRL

to get up.

E. SLIDING

Press

SPACEBAR

-AND THEN-

press and hold

CTRL

to **slide**.

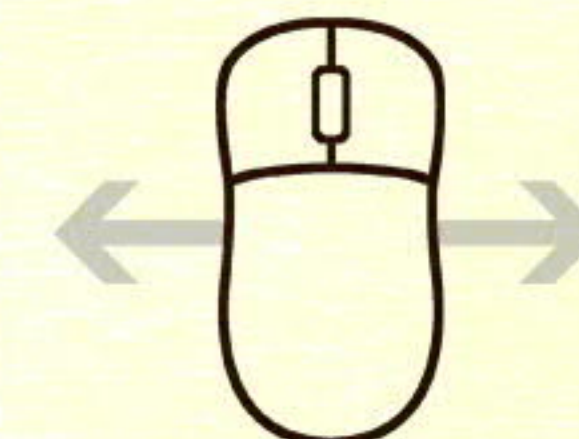
F. TORSO TURN

Press and hold

SHIFT

-AND-

move the mouse



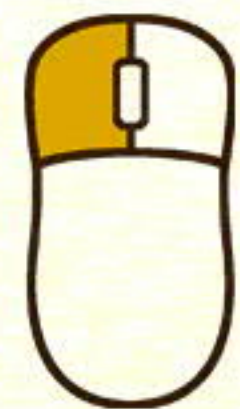
to **turn your torso**.

3 HANDS OVERVIEW

A. YOUR HANDS



LEFT HAND
is controlled with

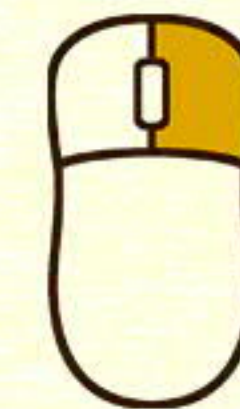


LMB

— **AND** —



RIGHT HAND
is controlled with



RMB

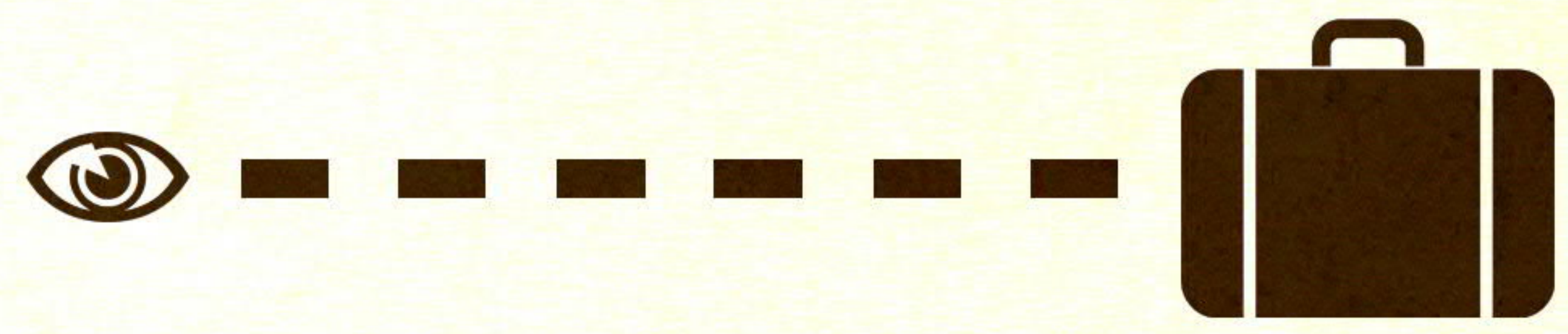
*You can swap the LMB and RMB
buttons in the options menu.*

F = move item into other hand

4 PICKING THINGS UP

To pick up an item, simply:

A. LOOK AT THE ITEM

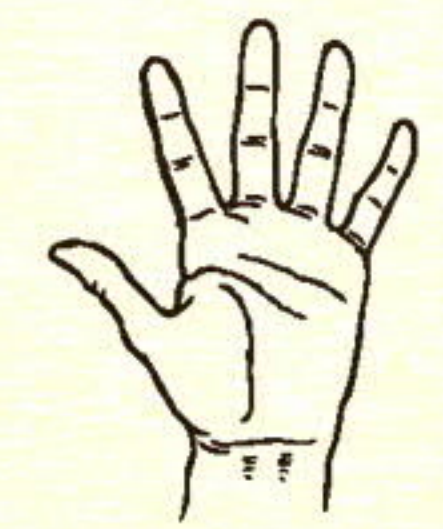


B. CLICK



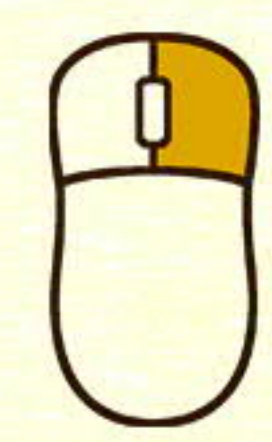
LMB

to pick up with your



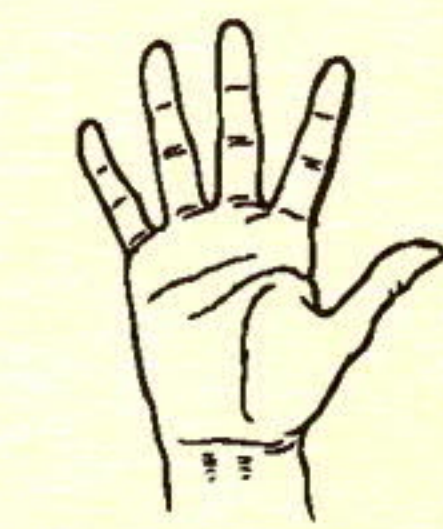
LEFT HAND

—OR—



RMB

to pick up with your



RIGHT HAND

5 INVENTORY

To store an item into your inventory:

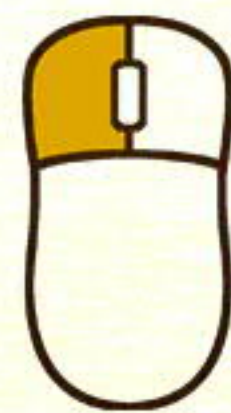
A. SELECT AN INVENTORY SLOT

Press and hold a number key.

*First slot is
only for weapons*



B. CLICK



LMB

to store the item
held in your left
hand.

—OR—



RMB

to store the item
held in your left
hand.

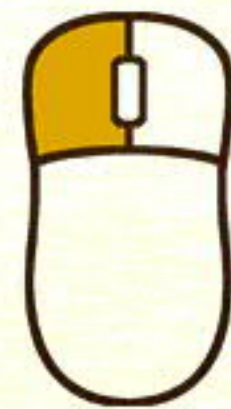
To get an item from your inventory:

A. SELECT AN INVENTORY SLOT

Press and hold the number key the item is stored in:



B. CLICK



LMB

to move the item
into your empty
left hand.

—OR—



RMB

to move the item
into your empty
right hand.

6 DROPPING ITEMS

To drop an item:

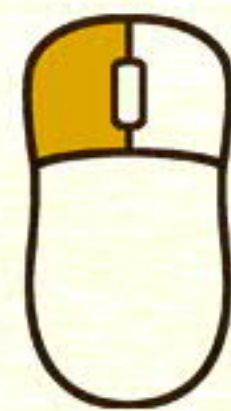
A. HOLD

Press and hold the tilde key.



tilde is next to the 1 (one) key

B. CLICK



LMB

to drop the item
held in your left
hand.

—OR—



RMB

to drop the item
held in your right
hand.

7 THROWING ITEMS

To throw an item:

A. HOLD

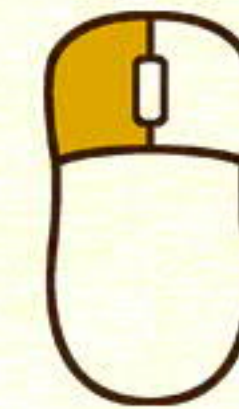
Press and hold the tilde key.



*tilde is next to
the 1 (one) key*

B. HOLD

HOLD

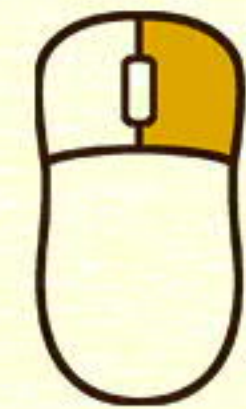


LMB

to throw the item
in your left hand

—OR—

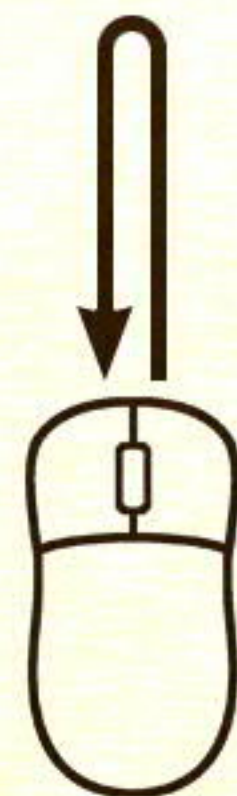
HOLD



RMB

to throw the item
in your right hand

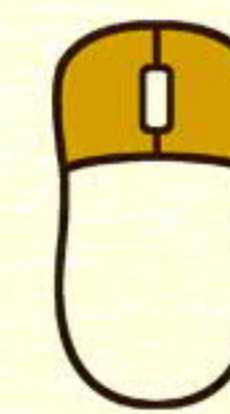
C. THROW



Move mouse
up then down
to throw
overhand.



Move mouse
down then up
to throw
underhand.



Release mouse
button to throw.

8 COMMUNICATION OVERVIEW

There are two ways to communicate with other employees:

I. VOICE CHAT



*Configure voice settings
in the Options menu*

II. TEXT CHAT



ENTER = open text prompt

COMMUNICATION MODES

WHISPER

LOW VOLUME



When talking to
someone next
to you.

NORMAL

ROOM VOLUME



When talking to
someone in the
same room.

YELL

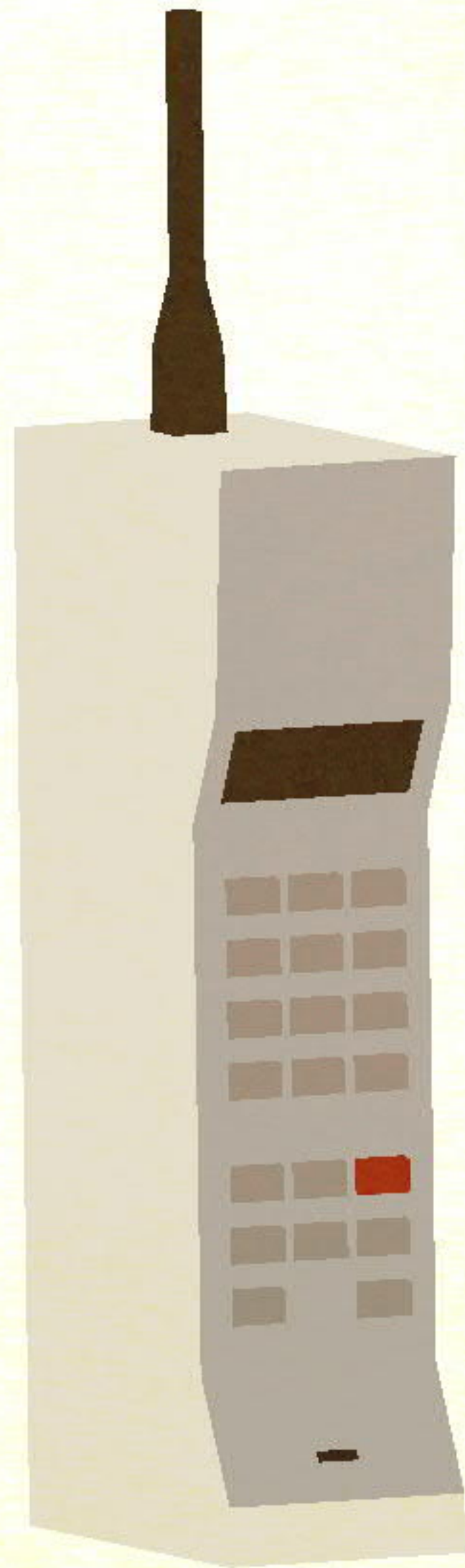
HIGH VOLUME



When talking to
someone far
away.

these all apply to text chat AND voice chat

MOBILE PHONE



MOBILE PHONE

PONTIFEX ULTRALIGHT 63

Every company headquarters is equipped with a mobile phone.

Use the mobile phone to call other companies and set up deals.

*To use phone:
put phone in hand,
click mouse button*

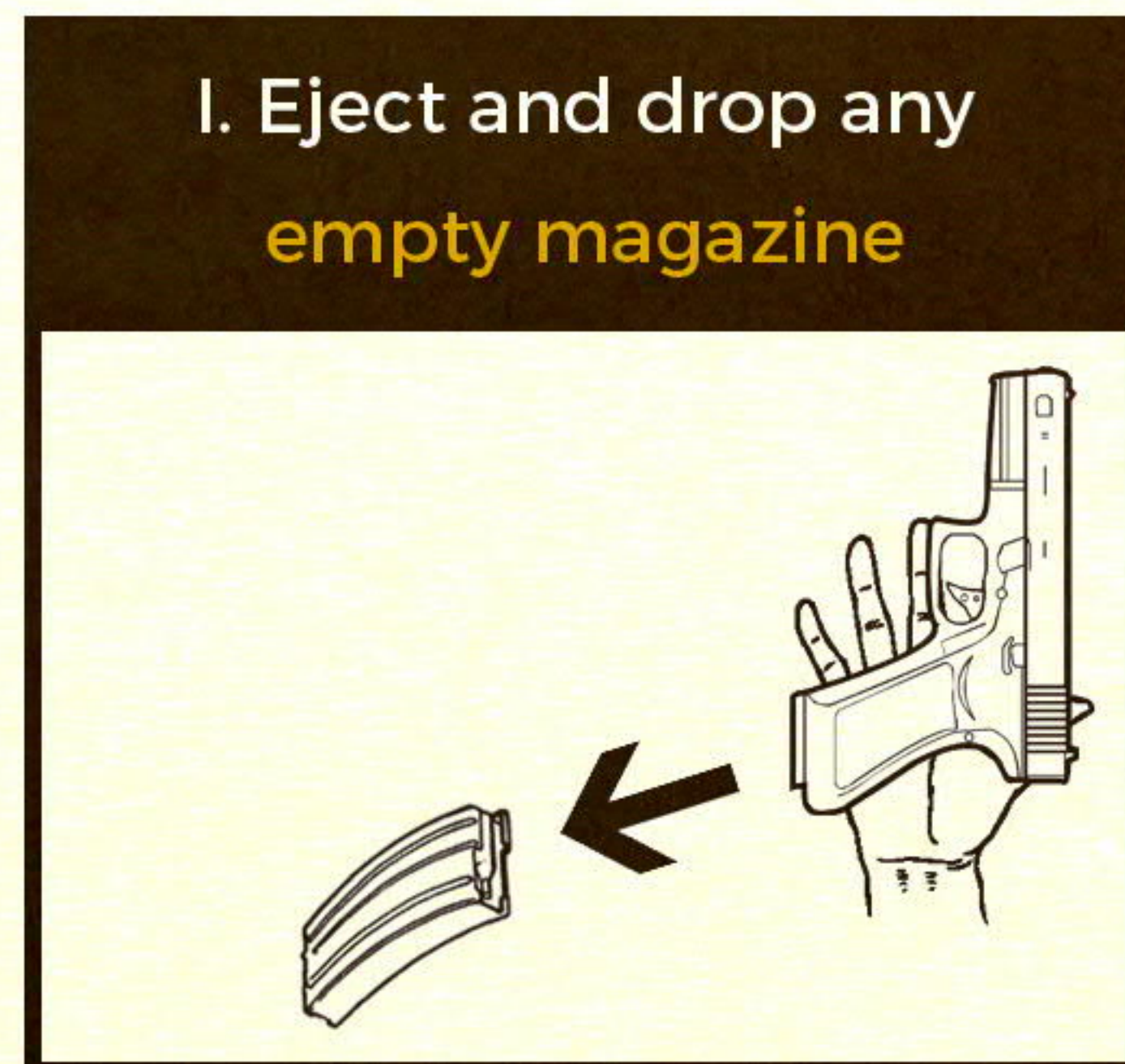
9 WEAPON RELOADING

Congratulations on earning your license to carry Negotiation Firearms.

Always follow the **APE** rules:

1. **A**ssume every firearm is loaded.
2. **P**oint your weapon only at things you want to destroy.
3. **E**stablish beyond all doubt the identity of the target and what is beyond it.

OVERVIEW OF WEAPON RELOADING

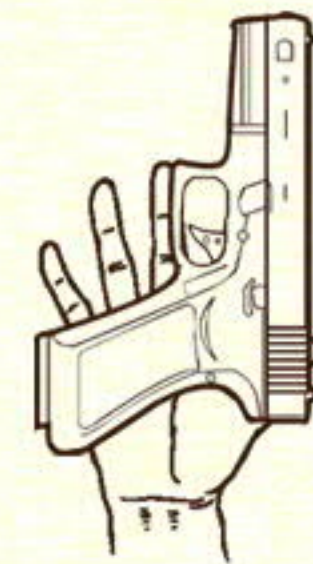


*Etiquette:
lower your
weapon during
business deals*

I. Start by ejecting and dropping any **empty magazine** inside the weapon:

A. HANDS

HAVE ONE EMPTY HAND.



HOLD THE **WEAPON** IN YOUR OTHER HAND.

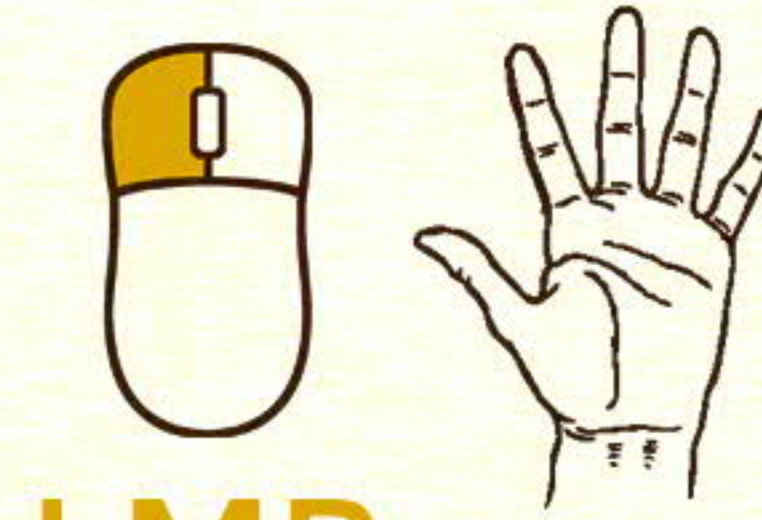
B. EJECT **MAG**

Press and hold



— AND THEN →
PUT THE MAG INTO
AN EMPTY HAND.

If your left hand is empty:



LMB

— OR —

If your right hand is empty:



RMB

C. DROP **MAG**

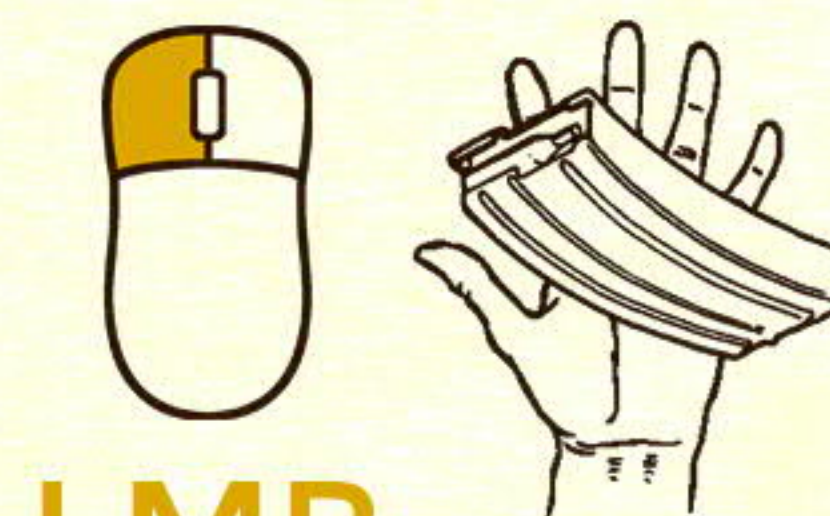
Press and hold



tilde

— AND THEN →
DROP THE MAG.

*If left hand is holding **mag**:*



LMB

— OR —

*If right hand is holding **mag**:*



RMB

II. Place a **fresh magazine** into your empty hand:

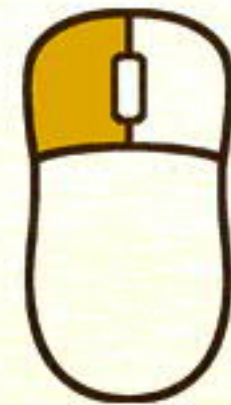
A. SELECT AN INVENTORY SLOT

Press and hold the number key the **fresh magazine** is stored in:



B. CLICK

If your left hand is empty:

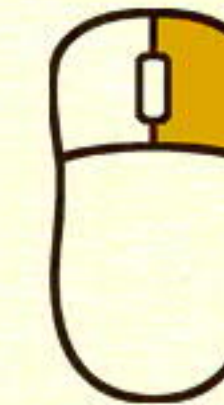


LMB

to move the **fresh magazine** into your empty left hand.

—OR—

If your right hand is empty:



RMB

to move the **fresh magazine** into your empty right hand.

III. Load the **fresh magazine** into the weapon:

A. STATE

You should now be holding:

A **FRESH MAGAZINE** IN ONE HAND.



AND AN **UNLOADED WEAPON** IN THE OTHER HAND.

B. RELOAD

Press and hold



— AND THEN →

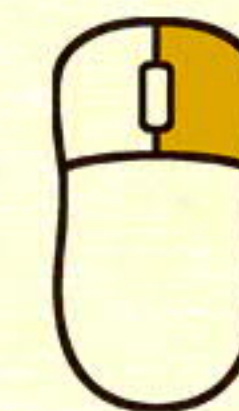
*If your left hand is holding
the **fresh magazine**:*



LMB

to load the weapon.

*If your right hand is holding
the **fresh magazine**:*

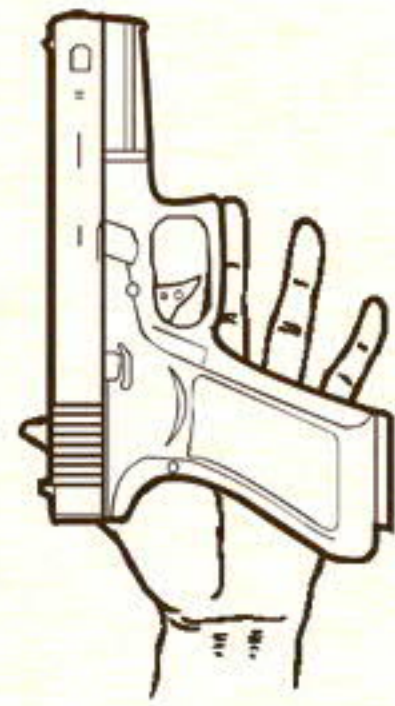


RMB

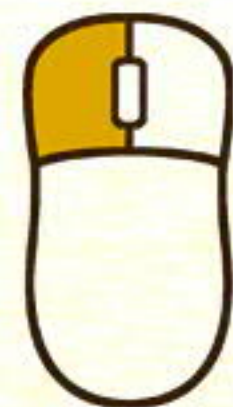
to load the weapon.

— OR —

10 WEAPON FIRING



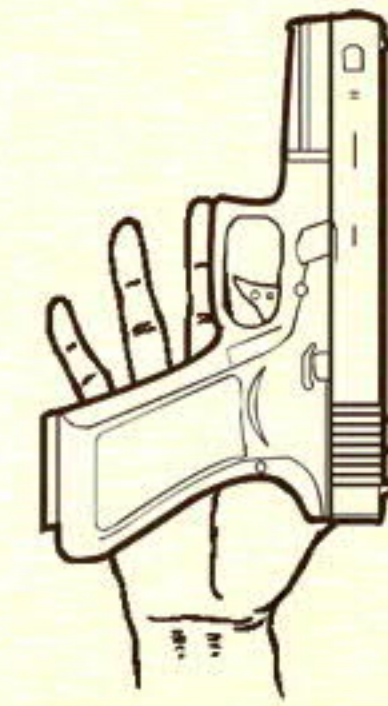
If your left hand is holding the **weapon**:



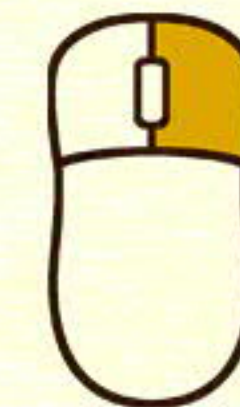
LMB

to fire the weapon.

—OR—



If your right hand is holding the **weapon**:



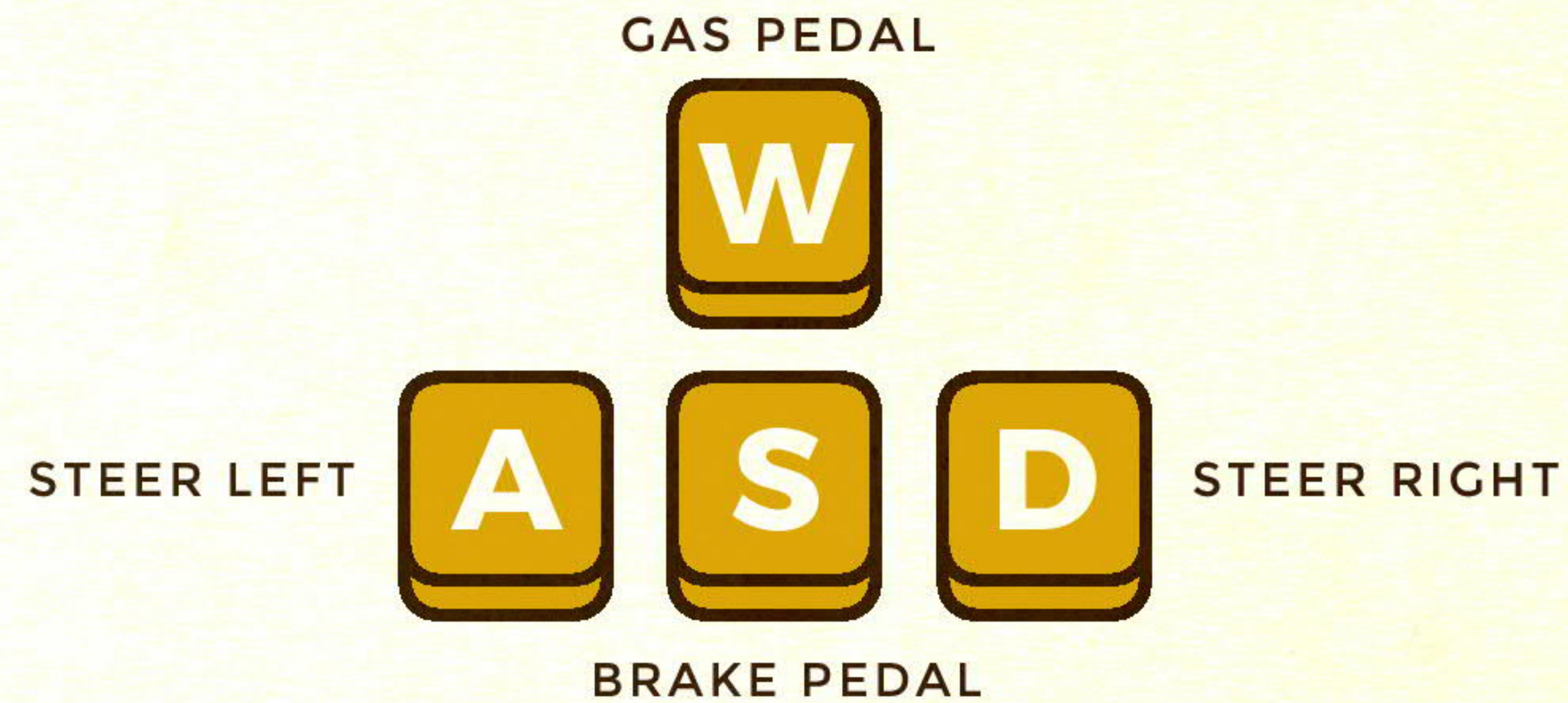
RMB

to fire the weapon.

*Hold two-handed weapons
(e.g. rifles, shotguns) in
right hand for better accuracy*

11 DRIVING

A. MANEUVERING




B. HANDBRAKE

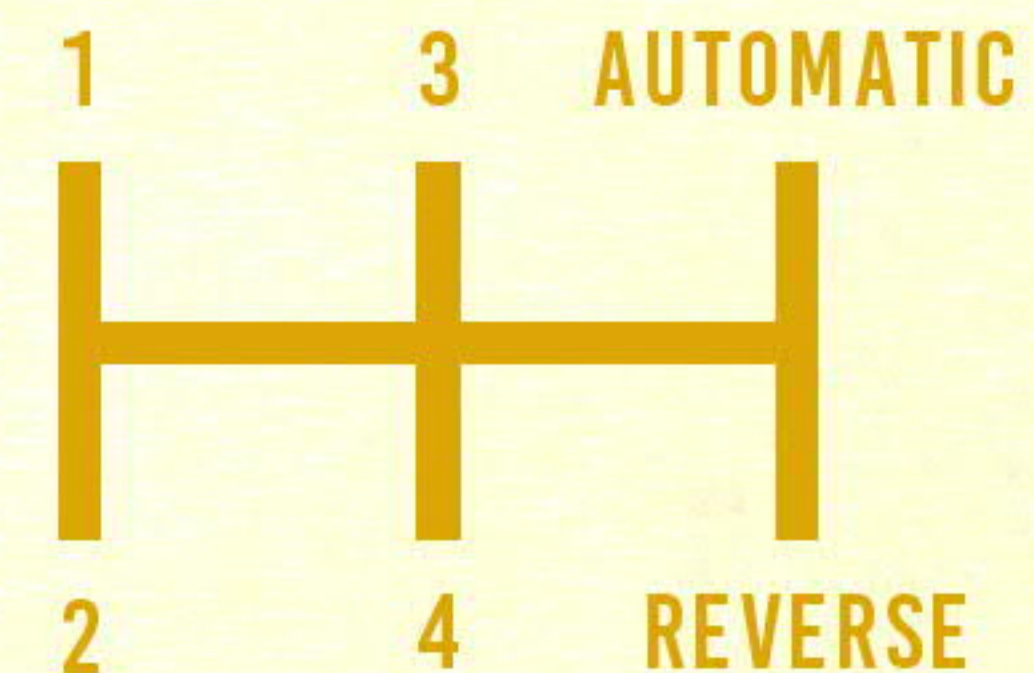
Press and hold

SPACEBAR

For tight turns!

C. STICK SHIFT

First, press and hold  **RMB**.
Then move the mouse to shift gears.



D. ENTERING VEHICLE

Look at the vehicle door
you wish to enter,

then press and hold



E. EXITING VEHICLE

Press and hold



*Good luck
leaving a moving
vehicle*

F. ITEM USE

To use **firearms or equipment** while
driving a vehicle,

press and hold



12 MISSIONS OVERVIEW

In the world of Sub Rosa, missions are flexible. Transactions revolve around social interactions. This opens the door to a world of infinite possibilities.

Try different approaches. Experiment. Make money.

A. MISSION INFO

To view mission
info, press



- objectives.
- map.
- payment info.

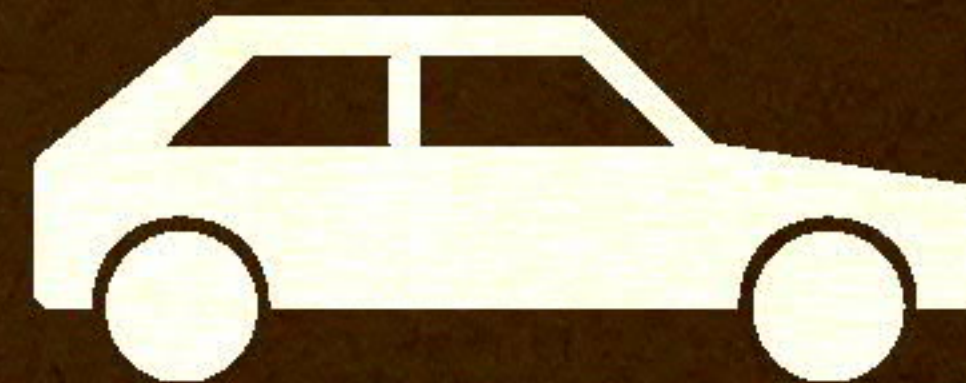
B. MISSION FLOW

1



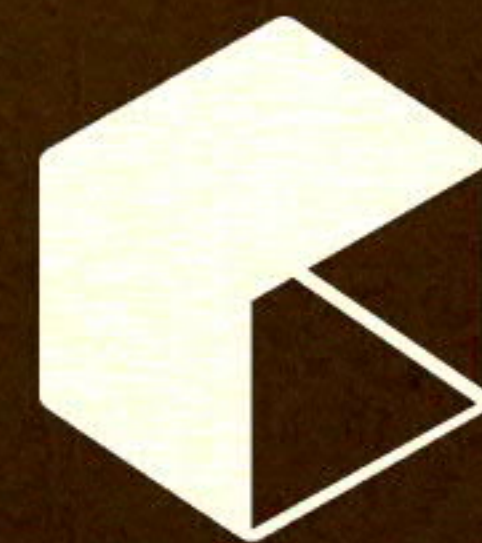
Use the **telephone** to call other companies. Do negotiations.

2



Go obtain the **acquisition**.

3



Place the **acquisition** into your company **vault**.

- The vault is in your company headquarters.
- Once all acquisitions have been placed in company vaults, the round will immediately end.
- If the round timer expires and the acquisition is anywhere inside your company headquarters, the acquisition is considered yours.

MISSION TYPE SINGLE TRADE

COMPANY A



starts with the **disk**.

COMPANY B



sometimes starts with **money**.

COMPANY C



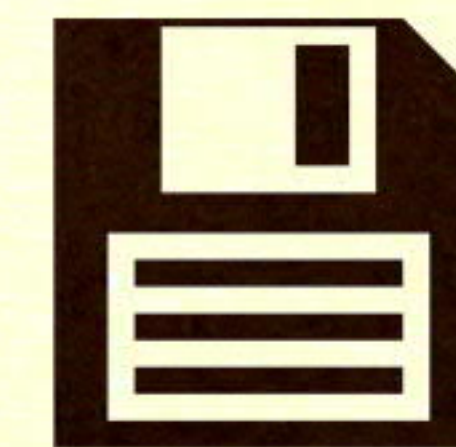
sometimes starts with **money**.



Wants to trade
the **disk** for **money**.



Wants the **disk**.



Wants the **disk**.

MISSION TYPE DOUBLE TRADE

COMPANY A



starts with a **disk**.

COMPANY B



starts with a **disk**.

COMPANY C



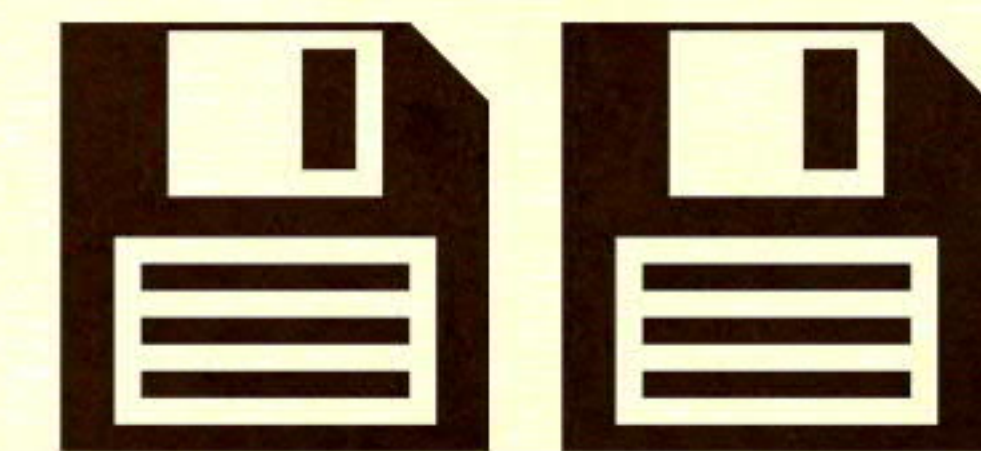
starts with **money**.



Wants to trade
the **disk** for **money**.



Wants to trade
the **disk** for **money**.



Wants both **disks**.

*We only get paid if
we get both disks.*

MISSION TYPE DEAD DROP

COMPANY A



starts with information of
where the **disk** is.

COMPANY B



sometimes starts with **money**.

COMPANY C



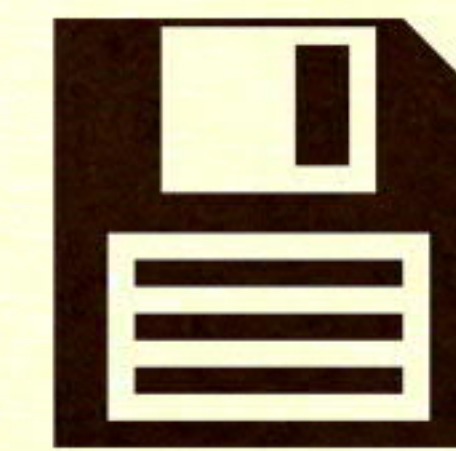
sometimes starts with **money**.



Wants to trade
the **disk** for **money**.



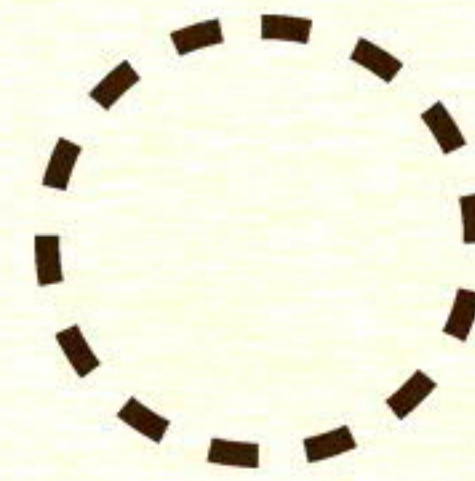
Wants the **disk**.



Wants the **disk**.

MISSION TYPE **LIMO**

COMPANY



starts with nothing.



Wants to find the limo and
get the **disk** inside it.

*The limo is driving
somewhere in the
city. Find it.*

ELIMINATOR

FUTURE RESISTANCE HANDBOOK

TOP SECRET - EYES ONLY
FIRST EDITION PRINTING 2019

THE YEAR IS 1985.

A ROBOT FROM THE YEAR 2019 HAS BEEN SENT BACK IN TIME TO DESTROY THE FUTURE RESISTANCE LEADER. THE ROBOT MUST BE STOPPED.

EVERY PLAYER IS ASSIGNED A SECRET ROLE. PRESS **C** TO SEE YOUR ROLE:

ELIMINATOR

GOAL: DESTROY THE FUTURE RESISTANCE LEADER.

- A RED BOX WILL APPEAR DISPLAYING THE LAST-KNOWN POSITION OF THE FUTURE RESISTANCE LEADER.
- YOU ARE IMPERVIOUS TO EVERYTHING EXCEPT GRENADES.

Looks just like a normal human!

PROTECTOR

GOAL: PROTECT THE FUTURE RESISTANCE LEADER.

- A GREEN BOX WILL APPEAR DISPLAYING THE LAST-KNOWN POSITION OF THE FUTURE RESISTANCE LEADER.
- ONLY YOU KNOW THE IDENTITY OF THE FUTURE RESISTANCE LEADER.

Press and hold Q to see player names.

CIVILIAN

GOAL: STAY ALIVE.

- EVERYONE ELSE IS A CIVILIAN.
- ONE OF YOU IS THE FUTURE RESISTANCE LEADER.

If you are the Future Resistance Leader, your role still just says "civilian"

Weapons and grenades spawn at random intervals in company bases and other buildings.

SUB ROSA WAS MADE BY

ALEX AUSTIN

LUKE

FI SILVA

IAN STOCKER

JUSTIN WOODWARD

JD "WINTERS" BURNS

BRENDON CHUNG

PUBLISHED BY

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