

ROOT



DEEP FRIED ENTERPRISES



HACKER'S MANUAL

classified materials
for professional
hackers

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THE PLOT

"Step into the inexpensive loafers of expert hacker Edward Summerton. Roll up your sleeves, pop your collar and brew a pot of coffee, because today you're going to breach the networks of a mysterious and powerful corporation."

An evil corporation is colluding in the shadows and growing more powerful with every passing day. They control the most advanced computer network in existence, and with it under their control nothing can stop them. Unless, control was wrested from them. With this goal, Edward Summerton begins his quest for R00T access.

He is immediately greeted by the System SHELL, a powerful program and liaison between programmers and the digital world. Whether SHELL can or cannot be trusted is not easy to tell, but with no other choice, Edward continues his journey with SHELL's assistance.

SETTINGS



KEYBINDS

These are the default keybinds in ROOT. They can all be reconfigured by clicking the command you wish to rebind and then pressing the desired key on your keyboard.

COMMAND	KEY
Category :: Movement	
STEP FORWARD STEP BACK STEP LEFT STEP RIGHT JUMP LEAN LEFT LEAN RIGHT CROUCH DODGE SNEAK	W A S D SPACE Q E CONTROL RIGHT MOUSE TAB
Category :: Combat	
ATTACK KICK RELOAD WEAPON	LEFT MOUSE SHIFT R
Category :: Inventory	
NEXT WEAPON IN WHEEL PREVIOUS WEAPON IN WHEEL BLACKJACK HANDGUN SHOTGUN	MOUSE WHEEL UP MOUSE WHEEL DOWN 1 2 3
Category :: MISC	
USE (INTERACT WITH WORLD) SHOULDER TAP HOLLER	F T C

INTERACTION SETTINGS - PAGE 1

In R00T there are many options which you can configure to fit your personal playstyle. These settings are listed here for your convenience.

FIELD OF VIEW: Floating point value (1 - 179)

Field of view controls the width of the "lens" the game world is rendered with. The higher the value the more peripheral vision you gain, but at the cost of distorting the image. Values closer to 179 can become unintelligible.

MOUSE SENSITIVITY: Floating point value (0.0 - 10.0)

Mouse sensitivity is the rate of translation from mouse movement to player rotation. Higher sensitivity = less mouse movement for a full rotation, lower = more movement.

SNEAK: Two values (Toggle or Hold)

Sneaking can be activated with a toggle (press the key once) or hold (continually hold down the key).

CROUCH: Two values (Toggle or Hold)

Same as with sneaking, crouching can be activated by toggling the key or holding it down.

INTERACTION SETTINGS - PAGE 2

RUN BY DEFAULT: Boolean value (Yes, No)

Allows the player to set whether to run by default (and press the sneak key to sneak) or sneak by default and press the sneak key to run.

STORY: Boolean value (Yes, No)

If you have played R00T many times (Or if this is your first), you may grow weary of SHELL's witty banter and sarcastic tone. In these situations, simply set story to "no" and enjoy the game distraction free.

RENDER SETTINGS

TEXTURE RESOLUTION: Low, Med, Hi

This setting controls the size of textures used within the game. Higher = better quality, but at a potentially lower framerate (on most systems the impact on framerate is lower than would be expected).

ANTIALIASING: No, 2x, 4x, 8x

Antialiasing is a rendering technique to reduce the jagged edges which occur at the edges of 3D geometry. Higher values result in a smoother image but at a rather significant cost in framerate.

ANISOTROPIC FILTERING: Boolean value (No, Yes)

Anisotropic filtering is another rendering technique to reduce the occurrence of artifacts. These artifacts are most noticeable in large rooms or along long corridors with no visual breaks. Yes = better quality but at the cost of framerate.

VERTICAL SYNC: Boolean value (No, Yes)

Vertical sync prevents "screen tearing" by locking your framerate to your monitor's refresh rate (60 Hz monitor = 60fps, 75 Hz = 75fps) for this reason some players appreciate it while others feel that an uncapped framerate gives them an edge in gameplay.

SET COLOR PREFERENCES: configuration screen

Allows you to change the colors of the walls in game. Purely cosmetic.

AUDIO SETTINGS

MASTER VOLUME: Floating point value (0.0 - 1.0)

Set the volume of all sounds.

SFX VOLUME: Floating point value (0.0 - 1.0)

Set the volume of special effects (gunshots, enemy chatter, reloading, etc.).

MUSIC VOLUME: Floating point value (0.0 - 1.0)

Set the volume of the in-game music.

AMBIENT VOLUME: Floating point value (0.0 - 1.0)

Set the volume of ambient sounds.

MUTE: Boolean value (Yes, No)

Mute all game audio.

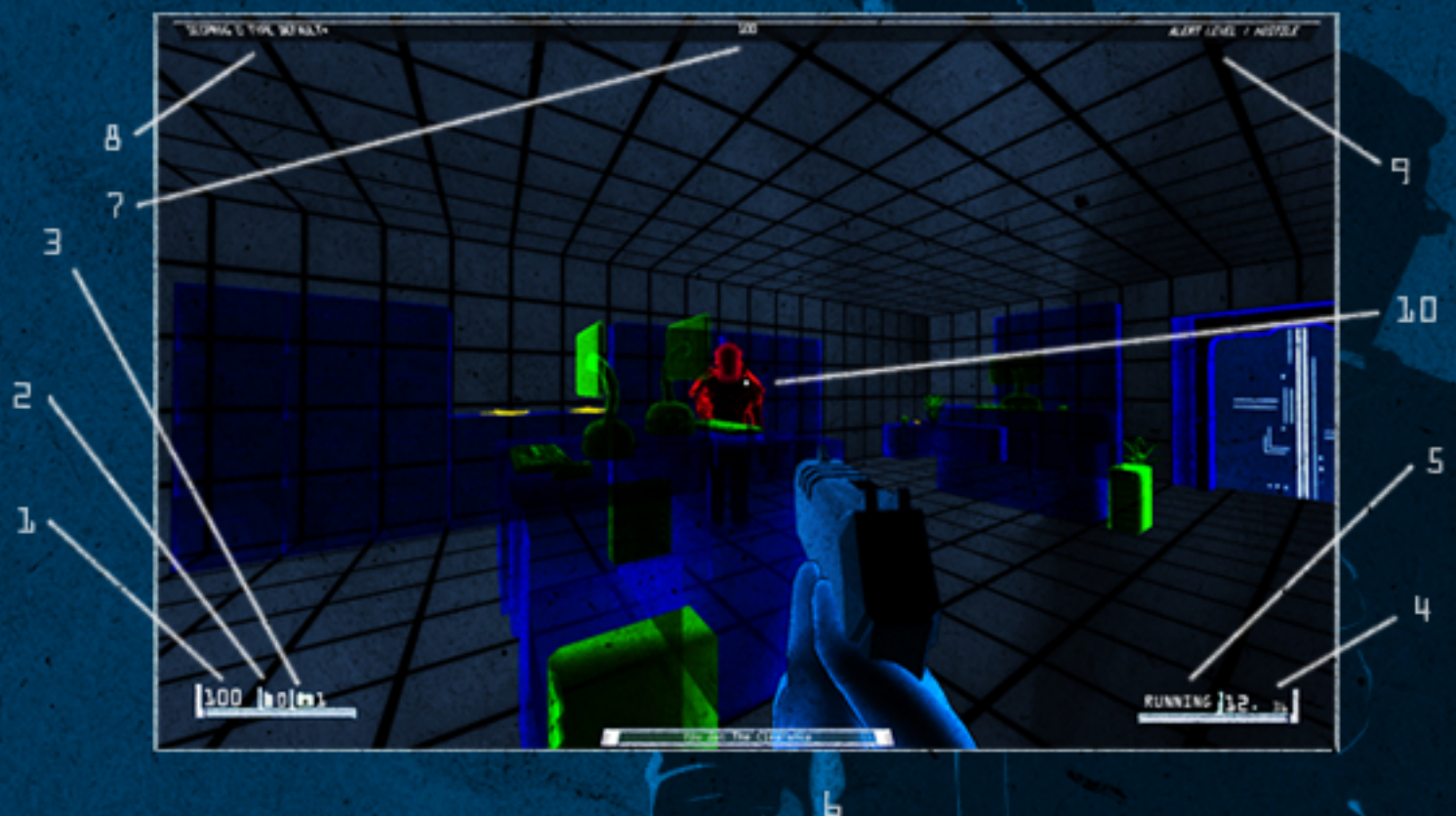
AUDIO BY UTOPILO

Audio for R00T (including music, ambience and special effects) was created by the very talented group UTOPILO (who are also dear friends of Deep Fried Enterprises).

GAMEPLAY



HEADS UP DISPLAY (HUD) - PAGE 1



1. Health - Your health. This number starts at 100 and decreases as you take damage from enemies. When it reaches zero, you die.

2. Keycards - Some doors are locked. Locked doors appear as red. These doors have a key somewhere in the level, usually on a guards person. You can kill the guard to take his key, or you may sneak up behind him and press the use key (f) while aiming at the keycard to pickpocket him.

3. Clearance - Some levels are protected by Firewalls. To breach a Firewall you must have the necessary clearance level. This is obtained by finding as many clearances as the firewall requires (level 3 Firewall requires 3 clearance).

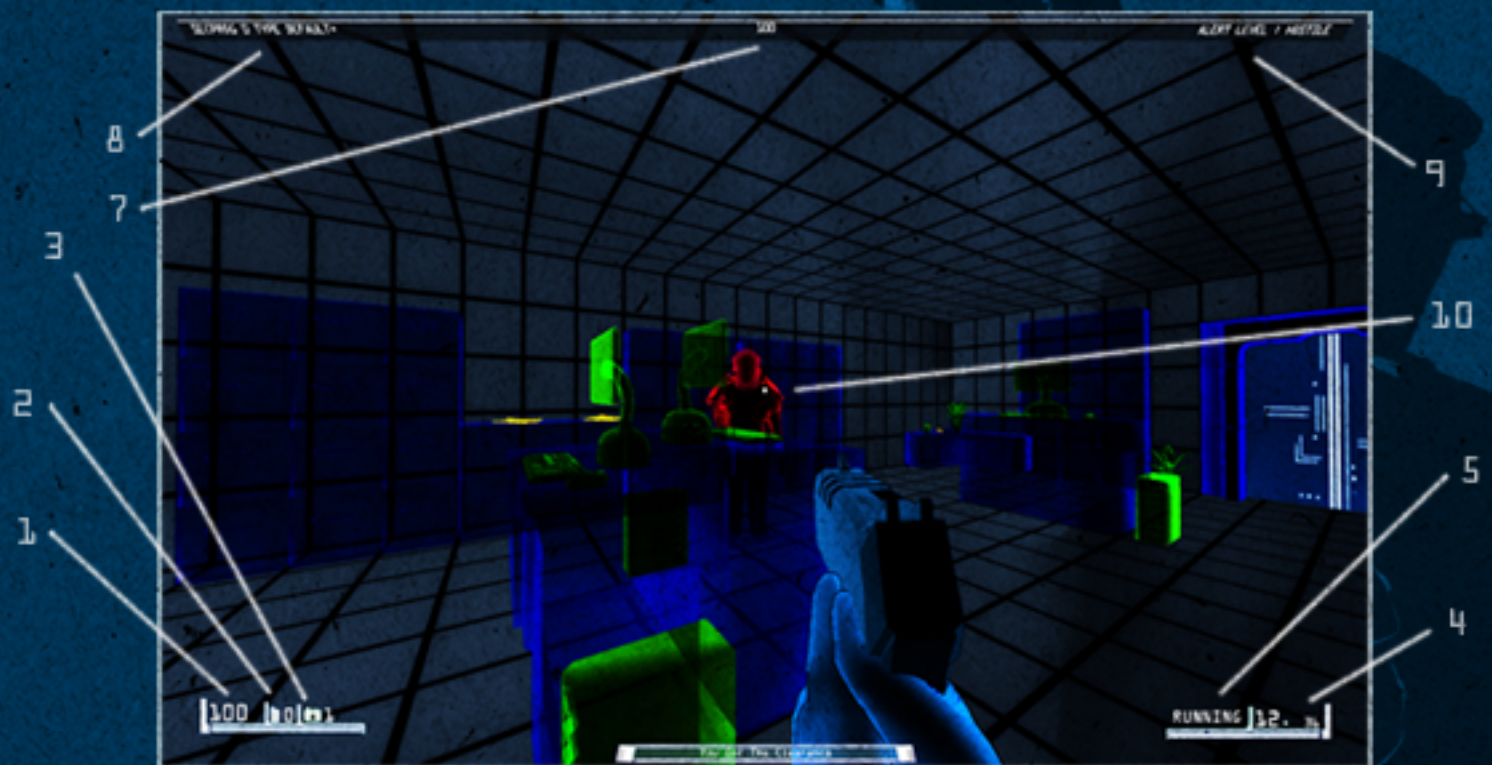
4. Ammo - Your ammo. the left number is the number of rounds currently in the clip, the right number is the total ammo in your inventory. when the numbers in the clip reach zero you must reload, when the number in your inventory reaches zero you cannot fire the weapon.

5. Sneak Status - Displays whether you are currently Running or Sneaking. If you are sneaking you cannot be heard by enemies, while running you can.

6. Tooltip - Displays helpful information.

7. Enemy Health - Displays the health of an enemy you are aiming at. Like your health, when it reaches 0, the enemy dies. unlike your health, enemies can have more than 100.

HEADS UP DISPLAY (HUD) - PAGE 2



8. Enemy Type - Displays the type of enemy you are currently facing.

9. Enemy Alert Level - The alert level of the enemy you are currently facing. If they are unaware of your presence it will usually be Patrolling or "Idle". If their attention is engaged their alert level will be updated to "Hostile". When they are stunned or killed this is updated to "Not Responding"

10. Reticule - The most important HUD element of all, this humble dot marks the center of the screen. it is here that all your shots will land, including the center of the shotguns spread.

GAMEPLAY - OVERVIEW

Gameplay in R00T consists of two different styles: Stealthy and Aggressive. As the player you can utilize either style you see fit or you can alternate fluidly between a mixture of the two.

STEALTHY: A careful hacker can infiltrate deep into a network without being detected. You can press the sneak key (Default TAB) to walk quietly. While sneaking you will not move as fast but you can move past enemies without their knowledge. And armed with your blackjack, you can knock (most) enemies unconscious.

AGGRESSIVE: But even the most careful hackers are sometimes detected. In these circumstances, a fight is sometimes unavoidable. In such cases you must employ the use of firearms. However discharging a weapon makes a great deal of noise, and will likely alert every hostile program on your floor.

GAMEPLAY - CRITICAL SKILLS

There are some skills that a player must have to successfully complete the game.

LEARNING: It may not sound very important, but leaning is critical to remaining undetected. It allows you to see into the next room without being seen. Without it stealth would not be possible. press (q) to lean left and (e) to lean right. If you are going to sneak at all, you must know how to lean.

HEADSHOTS: Enemies have as much health as you do. You deal *considerably* more damage if you shoot them in the head. If you cannot consistently achieve headshots, *you do not have a chance.*

DODGING: Later into the game some enemies have very powerful melee attacks. Some of these attacks can almost kill you in one hit. Your counter to this is dodging. While moving to left or right press the dodge key (right mouse) to perform a dodge. A well timed dodge allows you to avoid taking damage from powerful attacks. If you cannot dodge you *will not pass level 6.*

GAMEPLAY - NON-CRITICAL SKILLS

In addition to the skills you must have to survive, there are some skills that can be useful but are much less necessary. Such as...

KICKING: Kicking (shift) does not do much damage but can stagger enemies and prevent them from shooting you. Also a kick in the head can render a program unconscious.

HOLLERING: In some situations it can be useful to make noise. In these moments you can holler (c) to attract enemies to your location.

THROWING OBJECTS: When you throw an object it will make a sound and attract enemies to the point it makes contact with. This can be useful for distracting enemies and drawing them away from your location. To throw an object press (f) to pick it up and (left mouse) to throw it.

SHOULDER TAP: When you are feeling cocky you can tap enemies on the shoulder (t) to get their attention.

GAMEPLAY - CLEARANCE LEVEL

Throughout R00T you will find locked doors and Firewalls. Locked doors require a keycard to open, firewalls require clearance to breach. The number of clearances you must obtain is directly proportional to the level of the firewall. i.e. a level 3 firewall requires 3 clearances.

GAMEPLAY - DEATH

Inevitably, you will die.

When Death occurs you will restart at the very beginning of the level (in front of the elevator you arrived in) with a *very few* exceptions. For instance, if you are killed during a Boss Fight a checkpoint will be granted to you.



ENEMY PROGRAMS

ENEMIES - PAGE 1

This is a brief summary of the enemies you will encounter.



SECPR0G-0

The basic security program of the System.
Moderately dangerous.
Comes in several varieties.

Base variety has 100 health.

Deals 15 damage.

SECURITY SPIDER

Another basic program.
Has vision that's based on movement.

Moves along a pre determined grid.

Has 30 health,
deals 10 damage.



ENEMIES - PAGE 2

Gravewarden

A very dangerous program. Oversees zeroing-out of incriminating files. Incorporeal, cannot be stunned. Capable of devastating melee combat and can create fireballs.

Has 400 health,
deals 30 damage.



Orcish Legionary

Extremely dangerous.
Attacks with a plasma rifle
and knife.
Highly intelligent.

Has 250 health,
deals 25 damage

MAXWELL'S DAEMON



Not much is known about Maxwell's Daemon. Presumably it is very important to System functions, but does not make many appearances. It is typically not hostile, but when its attention is engaged it is extremely powerful and spiteful.



UNKNOWN

???

no records found

???

CONCLUSION

This manual is in no way meant to prepare you.

But at least now you know the basics. So long as you tread softly, check your corners, aim for the head and remember to dodge... you might be alright... maybe.

Never forget that Crypto-Espionage is no easy task, and once you set down your mug and take up the keyboard, it will be a long and harrowing road to achieve your goal: Total R00T access to the System.

The Deep Fried Enterprises team wish you all the best.

HAPPY HACKING,
CYBER TERRORIST!



DEEP-FRIED ENTERPRISES

IAN ANTHONY

Programming, Animation, and Mechanics Design

WILL ENGLISH

Artwork and Shader Development

HARRISON TUCKER

Level Design and Additional Animation

JONATHAN FIELDER

Sound Effects and Music

Special Thanks to IAN "TYLER" COLE

R00T

Step into the inexpensive loafers of expert hacker Edward Summerton. Roll up your sleeves, pop your collar and brew a pot of coffee, because today you're going to breach the networks of a mysterious and powerful corporation.

R00T is a cyber espionage themed stealth FPS that lets you play it how you want: whether creeping along corridors undetected or bursting into rooms to blow away all adversaries. Cyber terrorism is a dangerous profession, and risks have real consequences. Damage sustained cannot be recovered, the slightest mistake will jeopardize your chances to reach the next level.

During this undertaking of corporate crypto-espionage you will face many hostile programs, but your most dangerous enemy is the man who designed them. The Systems Administrator built the System from the ground up and holds immense power within the network. He will use the limitless resources at his disposal to prevent you from achieving your goal: total R00T access to the System.



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