

Table of Contents

[Technical Support](#)

[Credits](#)

[Cheat Codes](#)

Installation

[Minimum system requirements](#)

[Installing Rebel Moon Rising](#)

Introduction

[History of the First Lunar War](#)

[The United Nations](#)

[The Free State Selena](#)

[Rebel Moon](#)

Playing the Game

[How to complete missions](#)

[The status bar](#)

[Oxygen supply](#)

[Weapons](#)

[Main menu functions](#)

[The Options menu](#)

[Configuring the keyboard](#)

[Configuring the mouse](#)

[Configuring the joystick](#)

[Troubleshooting](#)

Technical Support

If you are having technical problems with *Rebel Moon Rising*, please contact *Rebel Moon Rising* technical support at (970) 522-1844. This will connect you to an automated system that will provide you with answers to frequently asked questions and guide you through troubleshooting procedures.

Live technical support is also available for a fee of \$2 per minute. You can obtain this 900 number by calling the automated support number above.

If you have access to the Internet, you will want to visit the *Rebel Moon Rising* web site at **<http://www.gtinteractive.com/rebel>**. Here you will find extensive information on the history of the First Lunar War, FAQs, as well as information on upgrading to the retail version of *Rebel Moon Rising*, available in May, 1997 from GT Interactive.

If you have any comments or suggestions that you would like to make, please feel free to contact Fenris Wolf at **rnr@fenriswolf.com**. You may also visit the Fenris Wolf web site at **<http://www.fenriswolf.com>**.

Credits

At Fenris Wolf

Art	Brett Hawkins Rocco Basile
Audio	Michael Larson
Legal	Frederick Dawe
Level Design	Emil Busse Tim Schutz
Programming	Andrew Lunstad Benton Jackson
Producer	Theodore Beale
Testers	Daniel Lunstad Ted Carlson

At GT Interactive

Producer	Kurt Busch
Product Manager	Ken Gold

At Intel

Project Sponsor	Justin Smith
Primary Consultant	Joe Eisner
Head Cheerleader	Howard Jacob
Experts in Alchemy	Michael Julier Jackie Harrison Ken Cardita
Testing	Dave Sokolowski Nathan Freidig
Technical Support	Randy Bakker

Technical Credits

InstallShield®3 by InstallShield Corporation
Novation Music Products' Drum and Bass Stations (www.musicindustries.com)
L-Squared Sound Effects Platinum Sound for the 21st Century (www.l2comm.com)
E-mu Systems E-64 Sampler
Emagic Logic Audio sequencing software



Uses Miles Sound System. Copyright © 1991-1996 by Invisible, Inc. dba RAD Software.

Special Thanks

All the animals: Amiga, Barney, Bert, Freya, and Mithra.. Thanks to Deb, Heather, Marit, and Shannon for putting up with late hours and absent minds. And to God, for allowing us to do what we've always dreamed of.

Cheat Codes

We really didn't want to give out these codes. However, *Rebel Moon Rising* is a difficult game designed for experienced 3D action gamers, so these codes may be needed by some beginning players. We suggest that you use them sparingly, and only when you feel you're totally stuck.

FWWARP01 - FWWARP17	Skip to level 1 - level 17
FWIGIVEUP	Automatically completes level
FWMIGA	Get all weapons and ammo
FWMARIT	Get full shields and oxygen
FWMITHRA	Invincibility
FWKITTY	Invisibility
FWBERT	Get jetpack (press J to activate, Z to fly)
P and S (simultaneous)	Capture a screenshot in 16-bit TGA format

Installation

Minimum System Requirements

Rebel Moon Rising is a 3D action game designed expressly for Windows® 95 and Intel MMX™ technology. This means that if you are running with a different Operating System like DOS or Windows 3.1, *Rebel Moon Rising* will not work. *Rebel Moon Rising* also will not work on a 386 or 486 computer, or an Intel Pentium® computer without MMX™ technology.

- ◆ A 100% IBM PC-compatible computer system
- ◆ Intel Pentium® processor with MMX™ technology
- ◆ *Rebel Moon Rising* CD-ROM
- ◆ A 100% Windows® 95-compatible computer system (including 32-bit Windows® 95-compatible drivers for CD-ROM drive, video card, sound card, and input devices)
- ◆ Windows® 95 operating system
- ◆ 16 MB RAM
- ◆ Double-speed CD-ROM drive (for digital music)
- ◆ 35 MB to 105MB of hard disk space
- ◆ High-color (16-bit) PCI video graphics card (Direct Draw drivers required)
- ◆ Windows® 95-compatible sound card (Direct Sound drivers recommended)
- ◆ Mouse and joystick input is optional

Important Note: *Rebel Moon Rising* uses Microsoft® DirectX technology, which requires your system to be able to support Direct X. While *Rebel Moon Rising* installs DirectX 3 during the installation process, it is possible that your specific sound card or video card may not be supported. If this is the case, contact your hardware vendor for DirectX 3-compatible drivers.

Installing Rebel Moon Rising

1. Before installing, close all other applications.
2. Insert the *Rebel Moon Rising* CD into your CD-ROM drive and wait a few seconds until the *Rebel Moon Rising* title screen appears.
3. There are two buttons on the title screen. Click the **Setup** button to begin the installation process and then follow the on-screen instructions.

After *Rebel Moon Rising's* setup is complete, your computer will install the Microsoft DirectX drivers. After DirectX has been installed, you may be instructed you to restart your computer for the new drivers to take effect. If you are instructed to restart your computer, do so. If not, you may run *Rebel Moon Rising* by choosing **Rebel Moon Rising/ Rebel Moon Rising** from the Windows® 95 **Start** menu or by clicking **Play** on the *Rebel Moon Rising* CD title screen.

If you later wish to uninstall Rebel Moon Rising, you may do so by selecting **Rebel Moon Rising/Remove Rebel Moon Rising** from the Windows® 95 **Start** menu. This will remove all of the installed *Rebel Moon Rising* files from your computer.

After all of the *Rebel Moon Rising* files are installed, the InstallShield program will ask you if you want to install Microsoft® DirectX 3. Unless you have already installed DirectX 3 or later on your system, *Rebel Moon Rising* will not run.

Introduction

The History of the First Lunar War

Since the middle of the twentieth century, Terran scientists advocated the establishment of research stations in space and on the moon. But the expense of such stations, combined with a stagnant world economy and monstrous budget deficits in the developed countries, effectively ruled out the possibility of even a single manned lunar station.

But in 2057, a Swedish scientist at the University of Oslo discovered a revolutionary technique for augmenting the growth rate of hydroponic grains, reducing the time to harvest by a factor of ten in low-G environments. With the average price of foodstuffs doubling yearly as population growth continued unchecked in the underdeveloped nations of the Third World, the establishment of lunar colonies became not only cost-effective, but vital.

Twelve years later, twenty-six domed colonies had been established on the moon by the nations of Earth. Although technically the property of their respective governments, the United Nations has maintained full jurisdiction over the colonies since the 2062 Jakarta Conference through its Committee on Lunar Development. However, the lunar colonists resented being governed by a bureaucracy that allows them no voice in matters directly affecting their lives.

Late in 2069, efforts to set up a democratically-elected Lunar Council were rejected by the CLD. In protest, a group of twelve colonies agreed to reduce their collective food shipments to Earth by twenty-five percent. The CLD immediately responded by imposing a series of trade restrictions that prevented, not only the twelve protesters, but all twenty-six lunar colonies from obtaining the minerals and metals needed for their survival. The embargo was endorsed by a unanimous vote in the United Nations Security Council.

Three days later, twenty of the twenty-six lunar colonies declared their independence from Earth, its governments, and the United Nations. In response, the UN General Assembly voted to turn over the lunar situation from the Committee on Lunar Development to the Committee on World Peace.

The story of the ensuing struggle between the rebellious Free State Selena and its Lunar Defense Forces and the UN-CWP's Anti-Terrorism Force, (ATFOR), is told in the game *Rebel Moon*TM. Although the rebellion was beaten militarily and its leader, governor Pieter von Hayek, disappeared during the final battle, the rebellion lives on in the person of his son, Josef von Hayek.

As *Rebel Moon Rising* begins, the situation is rather precarious for both sides. Although ATFOR defeated the rebel LDF, it was only able to do so with the help of the Blacksuits of the Neue Deutsche Einheit. And the NDE is no true ally of the United Nations; it is primarily concerned with establishing its own foothold on the Moon.

Another unknown variable is the strange alien race that was glimpsed briefly by a squad of ATFOR troopers during the joint ATFOR-NDE assault on the Tycho Dome. Their teleportation technology has been successfully adapted and put into use by both the LDF and the Terran allies, and it is not known what other amazing technologies they may have— nor which side they may choose to aid.

This, then, is the situation you face, as you enter the future world of *Rebel Moon Rising*.

The United Nations

In the seventy years that have passed from the birth of the new millennium to the time of *Rebel Moon Rising*, the United Nations has evolved from a large, unwieldy, politicized and bureaucratic supernational organization to— a large, unwieldy, politicized and bureaucratic supernational organization with an army.

This, of course, has made all the difference in the world. Through the means of an international conscript system where fifteen nations randomly selected from the General Assembly, plus two from the Security Council, assign twenty percent of their military forces to United Nations commanders for a four year term. The system has allowed the United Nations to evolve from a toothless entity, helpless even in the face of petty local banditry, to the preeminent world power.

However, even in 2070, the United Nations has not evolved into an organized world government. Although national Assemblymen are now elected to the General Assembly by direct vote, the United Nations generally tends to behave as the first among equals, rather than as a governing body. There are now 316 member states represented in the General Assembly, with Switzerland and the lunar Free State Selena being the only two internationally recognized governments that do not enjoy representation.

At the current time, the United Nations enjoys excellent relations with four of the other six major world powers, including the United States of North America, Democratic India, Japan, and Imperial Russia. It has an uneasy relationship with China, and is in a virtual cold war with the Neue Deutsche Einheit, (New German Unity). In fact, the NDE was stripped of its seat on the Security Council in 2065 following the Austrian occupation, although it retained its right to vote in the General Assembly.

The All-Terran Anti-Terrorism Force, (ATFOR), is the main United Nations military force involved in the Lunar War. Due to the problems of lunar logistics, ATFOR is, by Earth standards, a comparatively small deployment of only two brigades. Each brigade consists of two infantry battalions and one mechanized battalion supplemented by a company of specially trained commandos.

During the initial conflict, ATFOR quickly learned that its chief advantage was its space superiority, which was the primary reason for its victory over the LDF. It has since converted the lunar orbital station into a giant field headquarters, armored against ion artillery and armed with laser turrets to defend against commando infiltrations.

However, ATFOR's field forces are still, like most UN troops through history, armed and armored less than adequately. Even the heavy strike troopers are armed only with ACL's, and the UN tradition of supplementing Third and Fourth World troops with First World cadre officers has not proved to be any more effective in ATFOR than in any previous UN deployment. This has caused ATFOR to have to rely heavily on the Blacksuits of the NDE, which is a dangerous position for both ATFOR and the United Nations.

The Free State Selena

The Free State Selena came into being on October 24, 2069. First Councilor Pieter von Hayek, the governor of the Port Aldrin colony, read the lunar declaration of independence that was not widely heard on Earth, thanks to the quick actions of Antonio Aguila, the Committee on Lunar Development's undersecretary for lunar affairs.

Nevertheless, it was an effective declaration, and the Lunar Free State celebrated its independence with the active support of twenty of the twenty-six lunar domes. Unfortunately, the celebration was short-lived, as the UN Committee on World Peace managed to have the first two ATFOR battalions in operation only four days later, on October 28th.

October 28, 2069, is a notable date for several reasons. First, it marked the first man-made nuclear explosion ever to occur on the surface of a planetary body other than the Earth. Second, it was the date of the most spectacular epic suicide since Masada in the first century. A group of lunar engineers, trapped in the central core of the Volodya Dome and enraged by the apparently accidental slaying of a group of Volodyan children by ATFOR shock troops, intentionally triggered the dome's nuclear reactor. Of course, they perished, but they were accompanied in death by virtually the entire ATFOR Second Battalion, including General Jackson, the ranking ATFOR general in the field.

Following Volodya, ATFOR learned that attempting to overwhelm the Lunar Defense Forces with sheer numbers could be dangerous. But since their battlesuits and weapons were little better than those used by the LDF, they were forced to turn to the Neue Deutsche Einheit for assistance. The NDE Blacksuits, armed with railguns and grenade launchers and armored with their namesake black Speer-Mosva battlesuits, were capable of going head-to-head with the dangerous LDF commandos and not only surviving, but defeating them.

In fact, it was the disastrous LDF raid on Lacus Mortis that turned the course of the war in the United Nations favor. An ill-conceived raid on the gunship hangar's at the NDE-garrisoned dome cost the LDF commandos almost a third of their numbers, and left them incapable of defending the Free State leadership against a determined attack. By the 26th of November, the war was essentially over.

But not completely. Although the Free State had lost control of all but six of its domes to ATFOR and NDE troops, it had become a legally recognized national entity thanks to its formal recognition by the NDE. The NDE only recognized the Free State in order to declare war upon it, so that the NDE would be able to claim any domes taken by its forces by right of conquest. However, the United Nations, not wanting to allow the NDE any lunar territory, but also not wanting to confront the NDE directly, found itself in the odd position of protecting the remaining Free State domes against the NDE.

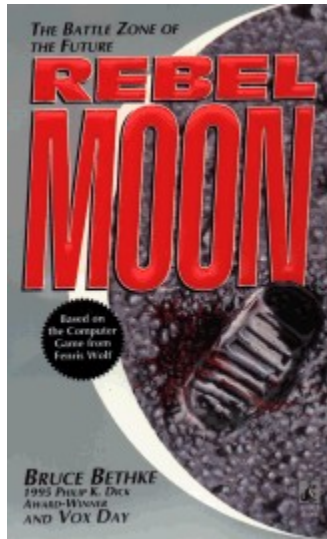
So at the present, the Free State and the LDF survive in the colonies at Kepler B, Iridum, Helicon, Kozyrez, Copernicus, and Sinus Medii, as well as at its secret base on Farside. Its existence is tenuous, but as long as Pieter and Josef von Hayek are free, it will live on and continue to fight.

*Rebel Moon*TM

*Rebel Moon*TM is included with Creative Labs 3D Blaster. An older, 17 mission version was shipped with the early VL-based 3D Blaster, while an updated 27 mission version was shipped with the PCI-based 3D Blaster.

*Rebel Moon*TM is not otherwise available for purchase, although GT Interactive will be releasing *Rebel Moon*TM for the Sony Playstation in the spring of 1997. The Playstation version is based on the later, 27 mission version of *Rebel Moon*TM.

For the complete *Rebel Moon*TM story, read the novel, *Rebel Moon*TM, written by 1995 Philip K. Dick award-winner Bruce Bethke and Vox Day. It is published by Pocket Books and is available wherever books are sold.



Playing the game

How to complete missions

It is important to understand that although *Rebel Moon Rising* is very similar in appearance to other 3D action games like *DOOM™* and *Duke Nukem 3D™*, it has a very different style of play. Simply running through the mazes killing monsters will not enable you to successfully complete most missions. It might help if you think of *Rebel Moon Rising* as a combination of *DOOM™* and *Mechwarrior 2™*.

There are seventeen missions in *Rebel Moon Rising*. These may be broken down into four basic types: Commando, Search & Destroy, Defense, and Rescue.

A *Commando* mission is most similar to the traditional 3D action game. Here, your goal will be specific, whether it is simply finding an exit, finding a specific item, or even killing a specific enemy unit. Once you have performed your task, you can find the exit and go on to the next mission.

Search and Destroy missions are a variant on the *Commando* mission concept. Here you will be given orders to find and destroy every occurrence of a specific item or enemy unit. You will be told how many targets you need to destroy. Once you have destroyed all of the specified targets, you may find the exit and go on to the next mission. Note that in *Search and Destroy* missions, the Kills counter on the bottom right side of the status bar will only count kills of your specified targets. The first mission is a good example of a *Search and Destroy* mission.

Defense missions are more complex. In these missions, your task is to defend a specific target from enemy attack. These targets are usually shield generators or colony power cores, static objects that the enemy units will approach. Reinforcements are usually available on *Defense* missions, but you will need to summon them yourself.

Rescue missions are possibly the hardest missions. In a *Rescue* mission, you must find where the prisoners being held, free them, and then escort them to safety. You must simultaneously fight off enemies attacking them, as well as survive yourself in order to rescue the prisoners not freed yet.

The Status Bar

The status bar is your main source of information in *Rebel Moon Rising*. Although messages will occasionally flash across your heads-up display, the status bar is where you will be updated regarding the state of your shields, oxygen supply, and ammunition.

The long purple bar at the bottom of the status bar is your shields meter. Because the Moon is a hostile environment, there is no separate gauge for health and armor. Once your shields are penetrated, you are dead. There is no such thing as wounded in combat taking place in a vacuum. Your shields can be reduced by enemy fire, a nearby explosion, or by falling from too great a height. However, they can be increased by picking up the glowing purple globes that can be found scattered around the battlefield. Note that some enemy units will drop shield powerups when slain.

The cyan bar on the right side of the status bar is your oxygen meter. See the Oxygen supply section below for more information on this. Below the oxygen meter is the Kills counter. This counts the number of all the enemy units you have destroyed on a mission, except when playing Search & Destroy missions, in which case the Kills counter only keeps track of the mission-specific targets you have destroyed.

On the left side of the status bar is the clock, which keeps track of how much mission time has elapsed. This can be helpful in determining exactly how much time you have before your oxygen runs out. Next to the clock are five gauges which tell you how much ammunition you have collected. For more information on weapons and ammunition, see the Weapons section below.

The Status Bar



Oxygen Supply

Rebel Moon Rising takes place entirely in hostile environments, where the air is unbreathable and your oxygen supply is vital. In most missions, your oxygen supply is barely sufficient to perform your tasks, and in some, it is not enough.

On each mission, there is an oxygen recycler hidden somewhere in the level. Once you find the recycler, your oxygen level, indicated by the cyan bar on the right side of the status bar, will stop declining. If, however, the oxygen meter goes completely black, you will die within one minute regardless of what level your shields are at.

The Oxygen Meter



Weapons

There are seven different weapons in *Rebel Moon Rising*, plus an additional two special weapons. These weapons are listed below along with some important statistics. You begin play with only the drill and the laser pistol, and will have to find the other weapons in order to acquire them. Note that the drill does not require ammunition, and that when empty, the laser pistol will recharge itself up to its minimum charge of ten.

It is also important to remember that enemy units in *Rebel Moon Rising* are armed with exactly the same weapons as the player carries.

<u>Weapon</u>	<u>Number</u>	<u>Ammo Type</u>	<u>Damage</u>	<u>Damage/sec</u>
Dirtshark drill	1	no ammo	10	50
H&K laser pistol	2	1	10	30
ACL laser rifle	3	1	15	53
Particle accelerator	4	2	9	63
Railgun	5	3	5	60
Grenade launcher	6	4	100	175
Plasma cannon	7	2	75	175

Main Menu Functions

<i>New Game</i>	Starts a new game.
<i>Load Game</i>	Loads a previously saved game. Up to six games may be saved at one time.
<i>Save Game</i>	Saves a game in progress.
<i>Difficulty</i>	Sets the difficulty level for the current game. There are three levels of difficulty.
<i>Options</i>	Sets the volume levels for sound effects and digital music. Also allows you to configure the keyboard, mouse, and joystick settings without quitting out of the game.
<i>Quit</i>	Ends the game and returns to Windows®.

The Options Menu

There are three submenus under Options. These are SFX VOL, MUSIC VOL, and CONTROLS.

SFX VOL allows you to adjust the volume of the sound effects in the game.

MUSIC VOL allows you to adjust the volume of the digital CD music in the game. Note that the digital music will not play if the *Rebel Moon Rising* CD is not in your CD-ROM drive. Also note that if you wish, you can play the *Rebel Moon Rising* soundtrack in your regular CD player— just remember to skip track one, which is the computer data. There are three audio tracks on the *Rebel Moon Rising* CD.

VIDEO RES allows you to adjust your screen resolution. The choices are all of the 16 bit resolutions your display adapter allows. The smaller the screen resolution, the faster *Rebel Moon Rising* will run.

CONTROLS allows you to customize your keyboard, mouse and joystick settings. Note that until your mouse or joystick are turned ON, you will not be able to calibrate your joystick or change your mouse and joystick settings.

Configuring the Keyboard

There are four menus that relate to customizing the keyboard controls of *Rebel Moon Rising*. You can do this at any time. Your new configuration will be saved, although restoring a saved game with a different keyboard settings will change the key configurations.

MOVE Commands under this menu allow you to change the following keys:

<u>Command</u>	<u>Definition</u>	<u>Default keys</u>
FWD	Move forward	Up arrow, 8 on numpad
BACK	Move backward	Down arrow, 2 on numpad
LEFT	Turn left	Left arrow, 4 on numpad
RIGHT	Turn right	Right arrow, 6 on numpad
JUMP	Jump up	Z
RUN	Move faster	ALT

ACTION Commands under this menu allow you to change the following keys:

<u>Command</u>	<u>Definition</u>	<u>Default keys</u>
SHOOT	Fire weapon	CTRL
OPEN	General use key	SPACEBAR
LSLIDE	Strafe left	3 on numpad
RSLIDE	Strafe right	1 on numpad
SLIDE	Strafe	SHIFT
JETPACK	Switch jet on/off	F

VIEW Commands under this menu allow you to change the following keys:

<u>Command</u>	<u>Definition</u>	<u>Default keys</u>
LK UP	Look up	A
LK DN	Look down	D
LK CTR	Center view	S

RESET Returns the keyboard settings to their default settings.

Configuring the Mouse

There are four menus that relate to customizing the mouse controls of *Rebel Moon Rising*. You can do this at any time. Your new configuration will be saved, although restoring a saved game with a different keyboard settings will change the key configurations. Also note that while you may have a command assigned to both a mouse button and a keyboard key, changing a key in the Mouse configuration will affect the settings in the Key configuration.

MOVE Commands under this menu allow you to change the following keys:

<u>Command</u>	<u>Definition</u>	<u>Default keys</u>
FWD	Move forward	Right mouse button
BACK	Move backward	
LEFT	Turn left	
RIGHT	Turn right	
JUMP	Jump up	
RUN	Move faster	

ACTION Commands under this menu allow you to change the following keys:

<u>Command</u>	<u>Definition</u>	<u>Default keys</u>
SHOOT	Fire weapon	Left mouse button
OPEN	General use key	Middle mouse button
LSLIDE	Strafe left	
RSLIDE	Strafe right	
SLIDE	Strafe	
JETPACK	Switch jet on/off	

VIEW Commands under this menu allow you to change the following keys:

<u>Command</u>	<u>Definition</u>	<u>Default keys</u>
LK UP	Look up	
LK DN	Look down	
LK CTR	Center view	

SENSITIVITY This adjusts how responsive the mouse is to your movements. Default is 15.

Configuring the Joystick

There are three menus that relate to customizing the joystick controls of *Rebel Moon Rising*. You can do this at any time. Your new configuration will be saved, although restoring a saved game with a different keyboard settings will change the key configurations. Also note that while you may have a command assigned to both a joystick button and a keyboard key, changing a key in the Joystick configuration will affect the settings in the Key configuration.

The default settings are configured for a standard joystick or a Thrustmaster FCS.

MOVE Commands under this menu allow you to change the following keys:

<u>Command</u>	<u>Definition</u>	<u>Default keys</u>
FWD	Move forward	Joystick forward
BACK	Move backward	Joystick back
LEFT	Turn left	Joystick left
RIGHT	Turn right	Joystick right
JUMP	Jump up	Button 3
RUN	Move faster	Button 4

ACTION Commands under this menu allow you to change the following keys:

<u>Command</u>	<u>Definition</u>	<u>Default keys</u>
SHOOT	Fire weapon	Button 1
OPEN	General use key	Button 2
LSLIDE	Strafe left	Hat left
RSLIDE	Strafe right	Hat right
SLIDE	Strafe	
JETPACK	Switch jet on/off	

VIEW Commands under this menu allow you to change the following keys:

<u>Command</u>	<u>Definition</u>	<u>Default keys</u>
LK UP	Look up	Hat up
LK DN	Look down	Hat down
LK CTR	Center view	

Troubleshooting

Problem:

Colors appear florescent or green.

Solution:

Some direct draw display drivers incorrectly report the pixel format. To override this, in the “set.ini” file in your *Rebel Moon Rising* directory, add a “[GRAPHICS]” section with the entry “PixelFormat=565”. If this doesn’t fix it, then try “PixelFormat=555”.

Problem:

I get a screen saying I need a Pentium® processor with MMX™ Technology.

Solution:

Rebel Moon Rising requires a computer with MMX™ Technology.

Problem:

Sounds stop working when using Power Management.

Solution:

DirectSound doesn’t handle Power Management well. Don’t use Power Management with *Rebel Moon Rising*. If you must use Power Management, you can disable DirectSound by adding the line “UseWaveOut=1” to the [SOUNDS] section of the “set.ini” file in your *Rebel Moon Rising* directory.

