

A promotional image for the video game Rogue Trooper Redux. The central figure is the character Rogue Trooper, a blue-skinned, muscular soldier. He is wearing a helmet with two glowing red lights and has glowing white eyes. He is holding a large, futuristic, grey and black assault rifle. The background is a dark, atmospheric space scene with blue and green nebulae and some distant starships. In the top right corner, the title "ROGUE TROOPER REDUX" is displayed in a stylized, white, blocky font with a registered trademark symbol. The word "ROGUE" is on the top line, "TROOPER" is on the second line, and "REDUX" is on the third line, all in a bold, sans-serif font. The "REDUX" text is set against a white rectangular background.

ROGUE TROOPER[®] REDUX

The most feared soldier on Nu-Earth is back in business in a remastered version of the Rebellion classic Rogue Trooper. **Rogue Trooper Redux** is a visually enhanced graphical remake for a new generation of players and 2000 AD fans.

IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games. These seizures may have a variety of symptoms, including light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms.

Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit further from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.



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The Legend Of The Rogue Trooper



Nu-Earth is a hellish, nightmare planet ravaged by war. The planet's atmosphere is deadly to inhale, devoid of life, and poisoned by repeated chemical attacks.

But the planet is close to a vital wormhole in space, a fact that has dragged its two rival factions — the Norts and the Southerners — into a never-ending war. Now Nu-Earth is a toxic, hell-blasted rock where millions of soldiers in bio-suits wage bloody battles and die by the millions. Nu-Earth is too important to lose. Not an inch of ground can be lost!

Here is where the legend of ROGUE TROOPER was born. Created by Souther forces, ROGUE TROOPER is the sole surviving example of the Genetic Infantrymen: a regiment of soldiers grown in vats and bio-engineered to be the perfect killing machines. Complete with protective blue skin and the ability to breathe the venomous atmosphere, the Genetic Infantrymen (GI) became renowned figures on both sides of the conflict.

Moreover, the mind and soul of the GI could be downloaded onto a silicon chip in case of a mortal wound on the battlefield. Once downloaded, the biochip could then be slotted into special equipment and preserved until the soldier could grace a newly grown body.

Betrayed by a general in their own high command, almost the entire regiment of GIs were wiped out in the Quartz Zone Massacre. The sole survivor managed to save just three biochips from his former comrades and slot them into his gun, helmet and backpack.

Now he is a loner with just the disembodied personalities of his comrades for company...
...roaming the chemical wasteland in search of revenge...

...the **ROGUE TROOPER!**

Throughout the game Rogue Trooper is assisted by three computer biochips, each containing the unique personality of one of his dead friends. Helm, powered by his helmet, Gunnar, contained in his gun, and Bagman, stored in his backpack. Each offers Rogue tactical guidance and physical options, creating a dominating team with the ability to fight their way across Nu-Earth.

Helm

Stored in Rogue's helmet, Helm offers tactical advice, updates the on screen radar and can be used to create distractions for the Norts.

Gunnar

Stored in Rogue's gun, Gunnar's primary role is to offer Rogue assistance with shooting accuracy. Additionally he has an underslung unit that can be fitted with several different ammunition types, and he can also be deployed in the field to act as an Automated Sentry Gun.

Bagman

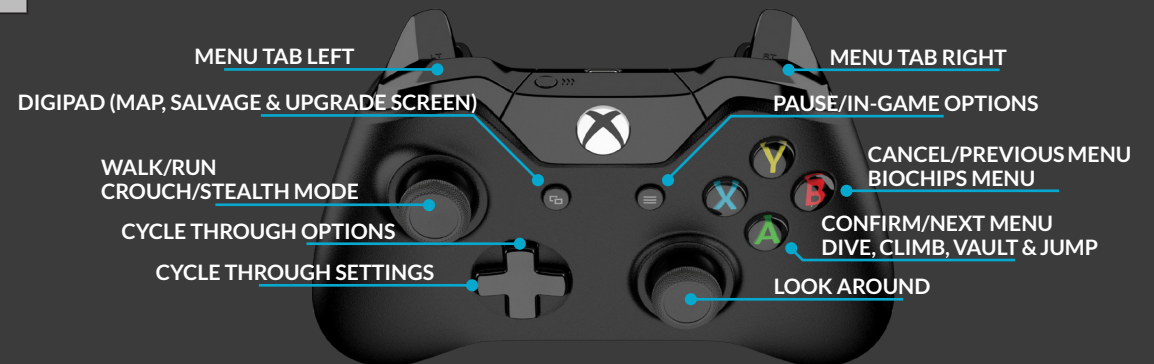
Stored in the Rogue's backpack, Bagman offers the ability to manufacture any type of ammunition and health packs from salvage points collected around the levels, and turn blueprints into upgrades for the entire range of equipment.

Menu Actions

ACTION	CONTROL
CYCLE THROUGH OPTIONS	UP & DOWN
CHANGE OPTION SETTING	LEFT & RIGHT
CONFIRM/NEXT MENU	ENTER
CANCEL/PREVIOUS MENU	ESCAPE
BIOCHIPS MENU	CAPS LOCK
DIGIPAD (MAP, MANUFACTURE & UPGRADE SCREEN)	TAB
MENU TAB LEFT	[
MENU TAB RIGHT	]
PAUSE/IN-GAME OPTIONS	ESC

Movement

ACTION	CONTROL
MOVE FORWARD	W
MOVE BACK	S
STRAFE LEFT	A
STRAFE RIGHT	D
LOOK & AIM	MOUSE
CROUCH/STEALTH MODE	CTRL
DIVE, CLIMB, VAULT & JUMP	SPACE



MAIN ACTIONS

ACTION	CONTROL
FIRE	MOUSE BUTTON 1
AIM ASSIST	HOLD Z TO AIM
SNIPER SCOPE	MOUSE BUTTON 2
ZOOM SNIPER SCOPE	MOUSE WHEEL
ACTION	E
GRENADE	F
MICRO-MINES	Q
MEDI-PAK	B

WEAPON SELECTION

ACTION	CONTROL
WEAPON SELECTION	MOUSE WHEEL
GRENADE SELECTION	G
GUNNAR	1
PISTOL	2
SHOTGUN	3
MORTAR LAUNCHER	4
BEAM RIFLE	5
SAMMY LAUNCHER	6
FRAG GRENADE	7
STICKY BOMB	8
SCRAMBLER GRENADE	9
INCENDIARY GRENADE	0



Main Menu



Single Player

New Campaign: Begin a new Single Player Campaign. Warning! This will overwrite all progress in the Single Player Campaign.

Continue Campaign: Proceed from your last save point on your profile.

Select Mission: Replay any mission already completed.

Stronghold: A defensive mode where the goal is to defend your position against the incoming waves of Norts. In this mode you can play as Rogue, Helm, Gunnar and Bagman.

Progressive: Fight your way through the enemy Norts and reach a safe point at the end of the map. In this mode you can play as Rogue, Helm, Gunnar and Bagman.

Online

Online mode lets you experience the Quartz Zone Massacre from a different perspective; that of the GIs who didn't make it. Five areas are available which fall into either the Stronghold or the Progressive category. Online supports cooperative play for up to four players.

Note: A Broadband internet connection is required.

Options

The Options Menu can be accessed from either the Main Menu or the Pause Menu.

Game

Difficulty: Adjust the difficulty setting to suit your gaming ability and preferred level of challenge. Normal is the default difficulty.

Note: For Achievements to unlock the game must be played on Normal difficulty or above

HUD Opacity: Adjusts the brightness of the HUD display.

Hide HUD: Turns the HUD On & Off. This is great for taking and sharing screenshots.

Enable Hints: Turn in-game Hints On & Off.

Enable Gore: Turn Gore On & Off.

Low Gravity Ragdoll: Turn Low Gravity Ragdoll On & Off.

Extreme Ragdoll: Turn Extreme Ragdoll On & Off.

Hippy Blood: Turn Hippy Blood On & Off.

Mirror World: Play levels in a mirrored world.

Controls

Controls: View layout.

Vibration: Turn Vibration On & Off.

Invert Y Axis: Invert the effect of the vertical movement.

Sensitivity X: Adjust the left/right look sensitivity.

Sensitivity Y: Adjust the up/down look sensitivity.

Display

Changing the following settings to improve the visuals may impact performance and the gameplay experience:

Screen Resolution: Select the Screen Resolution suitable for your graphics card.

Screen Mode: Choose from Full Screen, Window and Borderless

Texture Detail: A higher Texture Detail setting will result in higher resolution textures being used.

Shadow Detail: A higher Shadow Detail setting will result in sharper more complex shadows.

Anti-Aliasing: The setting adjusts the complexity level of post-processing to reduce image jaggedness.

Anisotropic Filtering: The Anisotropic Filtering level controls the complexity of texture filtering when viewing surfaces at an angle.

A higher number results in sharper looking textures.

Ambient Occlusion: When enabled this option will render contact shadows between close surfaces and cavities.

Render Scale: Render Scale modifies the internal frame buffer resolution at which the game renders to increase visual quality.

V-Sync: Synchronize the frame rate of the game with the monitor refresh rate for better stability.

Audio

SFX Volume: Adjust the volume of the game's sound effects.

Music Volume: Select the game's Music Volume.

Subtitles: Turn the in-game Subtitles On & Off.

Chip Speech Level: Choose the frequency of biochip talk; Essential or All.

Extras

Credits

Homage to the team that created the original and the Redux versions of Rogue Trooper.

Cinematics

Replay videos that have been unlocked in Single Player Campaign.

Nu-Earth Encyclopaedia

Browse info and imagery from Nu-Earth. Progression in Single Player Campaign will unlock content.

HUD



Reticle

Use the reticle to aim weapon.

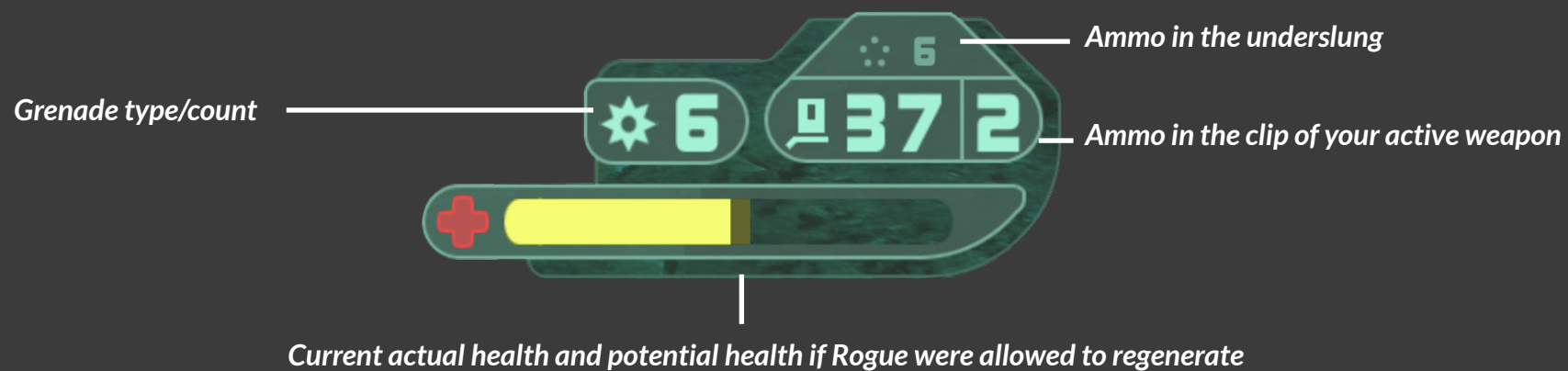


Changes to red when over enemies and green when over an ally.

The shape of the reticle changes according to the weapon selected.

The reticle also gives a visual indication of a headshot and an air tank shot.

Primary Weapons



Secondary Weapons

To access your available weapons use the mouse wheel.

The newly selected item automatically becomes the focused weapon.

The pistol can also be selected from this menu.



Grenade Select

This works in the same way as the secondary weapon select, except using the G key. Help text appears centred above the currently highlighted option.



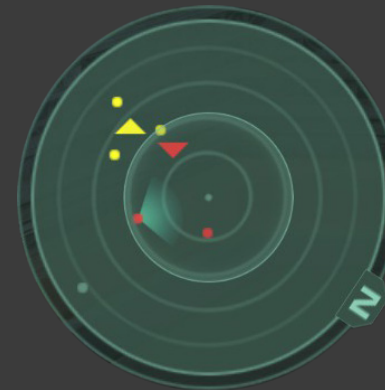
Navigation/Communications and Information



Radar/Compass

The dot on the radar shows all nearby GIs, enemies, salvage and checkpoints in the radar radius. A triangle signifies if they are above or below Rogue.

- Yellow:** Mission objectives and checkpoints
- Green:** GIs
- Red:** Enemies
- White:** Salvage



Biochips

The biochips offer invaluable advice. When a biochip talks to Rogue this will be indicated on the right side of the screen.



Information

Important information is displayed in the centre of the screen. Press the action button to continue play.

Other hints are displayed on the left side of the screen.

When an objective is completed or a checkpoint is reached, a notification appears.

Digipad Menu

Press Tab to activate the Digipad menu. Move the mouse to cycle through the Digimap, Salvage/Manufacture and Upgrade screens.

Digimap

Rogue's objectives are displayed underneath the mission map.

Salvage / Manufacture

Collect salvage from defeated Norts and Scavenge Piles found throughout the game. Bagman can transform it into ammo and items on the Manufacture screen.

Highlight an item and click the left mouse button to manufacture it.

Click the right mouse button to manufacture the maximum number of units allowed of the item.

If an item is classified, it is not yet available for manufacture.

Upgrade

Throughout the game, opportunities will arise to upgrade items in the inventory. Check the Summary screen for information on new upgrade availability. You must collect the right amount of salvage to upgrade an item.

Highlight an item and then select to upgrade it.

Biochips Menu

Press Caps Lock to activate the Biochips menu. The game pauses while you're using the menu.

To select one of the items below highlight it to activate it. Press Esc to exit the menu.

Attract

Rogue makes a noise to draw the attention of the patrolling enemies.

Holodecoy

The Holodecoy is a holographic projection of Rogue that you can position as a decoy to draw enemy attention away from Rogue. This is very good for drawing sniper fire.

Take control of a low powered invisible Holodecoy and move it into position. Activate high power mode to draw the attention of the enemy.

Silencer

Using Gunnar's silencer, Rogue can shoot and take out the enemy quietly and efficiently without alerting other Norts to the gunfire.

Sentry Gun

Rogue can place Gunnar on the ground to apply suppressing fire to the enemy.

Select Sentry Gun from the Biochips Menu, choose the location, and confirm to place Gunnar.

To activate Gunnar follow the on screen prompts.

To collect Gunnar, return to his location and press the action button.

Stealth & Combat Strategies



Crouch/Stealth Mode

When Rogue is in the crouch position he makes less noise and his chance of being detected is lessened.

Cover

Most objects on Nu-Earth can be used for cover. Walk towards an object to take cover behind it.

While taking cover, you can move Rogue along the edge of the object.

To leave cover walk away from the object.

Peek & Fire

When taking cover, Rogue can peek-and-fire around or over edges. Start firing to peak out of the cover position. Stop firing to return to cover.

Blind Fire

From a cover position, Rogue can fire blindly by pressing the action button, forcing the enemy into a defensive position.

Kill-Move

If an enemy is unaware of Rogue's presence, you can approach your potential victim from behind for a kill-move.

Use Crouch to sneak up behind an enemy then press the action button to execute the kill.

Weapons



GI Rifle

Specialised troops require specialised equipment, and Genetic Infantrymen are equipped with the most versatile weapon on Nu-Earth; the GI rifle.



Scope

Turning the GI rifle into a precision sniper rifle is as simple as putting the scope to your eye.

Automatic sensors detect and load the high-calibre armour-piercing rounds.

To ensure the shot is held steady, a gyro-stabilizer is available.



Universal Adaptor Attachments

Beneath the main barrel of the GI rifle is the Universal Adaptor, the key to its supremacy in battle. The UA allows a multitude of secondary weapons to be attached and activated at the press of a key.

Shotgun

Designed for close encounters with multiple enemies, the shotgun attachment sprays high-velocity pellets out in a cone-shaped array.



Fragment Mortar

A medium-range cluster weapon. The mortar fires out in a spreading array towards its target, bursting into fragments at the top of its flight arc. Each fragment then rains down and detonates on impact, creating a widespread blanket of damage.



Sammy Launcher

A medium-to-long range missile weapon, the Sammy works by first acquiring a lock on the target's heat signature, then using that to home in. Once locked-on, a Sammy cannot be shaken.



Beam Rifle

A close-range electrical weapon, daisy-chaining to any nearby target.



Emplacement & Heavy Duty Weapons

Machine Gun

Good rate of fire but prone to overheating.



Flak Cannon

Designed for taking down aerial threats, the flak cannon fires a fast-moving projectile that detonates either on impact or at a preset altitude, creating a cloud of debris that damages anything flying nearby.



Hell Cannon

Fires a large fireball plasma bolt, used for distant attacks against navy vehicles.



Lazooka

A large-targeted mortar, the Lazooka round slowly climbs to its desired altitude, then quickly homes in on its target, causing massive damage.



Grenades & Explosives

Grenades

Press F to quickly throw a grenade. For a more accurate throw, press and hold F and then press W, A, S or D to move the aiming arc. Press F again or click the left mouse button to throw the grenade, or press Esc to cancel.

Frag: Standard issue explosive fragmentation grenade.

Sticky: Magnetic grenade attaches to any moving object before exploding.

Scrambler: Disrupts electrical equipment such as sensors and radios.

Incendiary: Plasma fire grenade.



Micro-Mines

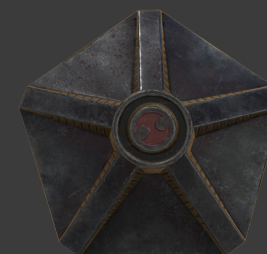
Micro-mines can be detonated when the micro-mine icon is displayed.

Press Q to drop a micro-mine. You can also project multiple mines by holding down Q.

The mine has a proximity trigger that detonates when an enemy gets close.

Alternately, press and hold Q to detonate the mine.

Use W, A, S, and D to move the aiming arc.



Items

Medi-Pak

Press B to use a Medi-Pak to regenerate Rogue's health. A health boost from Bagman restores 50% of Rogue's health: 20% immediately with an additional 30% (up to full) over time.



The Norts



From the vicious rogue nations of Nordland comes the Nort Army, made up of small, highly skilled teams, each with a sergeant and a small number of deadly infantry.

Nort Troops

Sergeant

Co-ordinating each team, the Sergeant hangs back in a battle, initiating full engagement only if his team is compromised. With better armour and a more powerful weapon than the Infantryman, the Sergeant poses a significant threat.

Infantryman

He is the grunt of the Nordland Army, outfitted with a basic breathing apparatus commonly known to explode when pierced. Because the Infantryman is saddled with a visor that barely allows visibility and a weapon that often jams when fired, it's possible to believe that the Nordland Generals almost want their infantry to die.

Nort Vehicles

Hoppa

Since Nu-Earth is a large planet; it takes advanced technology to efficiently move troops around it.

Flying vehicles known as Hoppas are used to get extra troops quickly to the front line. Artillery-based flying vehicles are also rumoured to exist.

Drill Probe

Treating its troops kindly is not something the Nordland Army does well. The best example of this is the Drill Probe. Essentially small metallic chambers with a large drill on the front, these "vehicles" are used to deploy troops behind enemy lines. The drill erupts from the ground, and then protects merging troops with machine gun blisters. Once the troops are deployed, the driver drills the probe back underground to collect another team.

Online Multiplayer



Online mode lets you and up to three other players experience the Quartz Zone Massacre from a different perspective: that of the GIs who didn't make it. Five areas are available, which fall into either the Stronghold or the Progressive category.

Note: A broadband Internet connection is required.

From the Main Menu, select **Online**. The Online Menu allows you to:

Browse Games: Join an existing game lobby and play by their rules.

Create Public Game: Create a game lobby for anyone to join. You set the rules.

Create Friends Game: Create a private game lobby that only players in your friends list can join.

The Lobby Menu offers these options:

Main: View general information about the game. Select **Start Game** to begin play.

Players: View player stats.

Options: Set by the game host:

Map: There is a choice of 5 maps available.

Map Type: Select a Progressive or Stronghold game.

Mirror World: Set to On to mirror the environment.

Character: Choose a character to play as.

Underslung: Select the weapon attachment.

Time Limit: Set the time limit for completing the map objective.

Total Lives: The number of lives available in the respawn pool.

Friendly Fire: When enabled, players can inflict damage on teammates at the rate set.

Character Selection

Each of Rogue's companions has unique abilities and weapon levels. Having a range of character-type selections gives you the luxury of tailoring the gameplay to your own personal style.

Character Attributes

All: Outfitted with radar, scope, choice of 1 Underslung, and level 4 inventory, three quarters full (6/8 clips of standard ammo).

Rogue: Starts with full inventory.

Helm: Equipped with Holodecoy.

Gunnar: Has unlimited standard ammo.

Bagman: Has infinite Medi-Paks.

Respawning

A continual timer counts down the time to the next wave; when "killed," players automatically join the "benched" group. When the timer is zero, expired players respawn via a drop pod.

Progressive maps show several landing zones. Respawn players land at the nearest secure zone.

Pick-Ups

In Multiplayer mode the emphasis is on constant action, so instead of the salvage system, items are granted via pick-ups placed throughout the levels. Pick-ups respawn over time. To collect a pick-up, move over it and press the action button.

Medi-Pak: Grants 1 Medi-Pak.

Ammo: Grants 1 clip of specified ammo.

Grenade: Grants 2 of specified grenade type.

Objectives

Each map has a preset overall objective: it could be defending ground for a set amount of time on Stronghold maps, or gaining a certain position on Progressive maps. In addition, mini-objectives (such as taking out all the Hoppas) provide short-term goals.

Scoring

All actions gain points. The highest scores per map are stored in the currently active profile.

Thanks

Our thanks go to Gerry Finley-Day and Dave Gibbons who created the original Rogue Trooper comic and also to all the writers and artists that worked on Rogue Trooper over the years.

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