

Comm-Bat™ Modes

There are nine different Modes (or games) you can play in Comm-Bat mode.

NORMAL - This is just you and your buddies blasting each other into oblivion. There are no special parameters in this game, and everyone is your enemy.

SCORE MORE - This is very similar to NORMAL, with one notable exception. You get more points for more difficult kills. The point values you can get are:

- 1 point - Killing an enemy with a missile weapon on the ground.
- 2 points - Killing an enemy with a bullet weapon on the ground.
- 2 points - Killing an enemy with a missile in the air.
- 3 points - Killing an enemy with a bullet in the air.
- 4 points - Crushing someone (i.e.: standing on their head).

COLLECTOR - In this game, the object of the game is to collect more "Triads" than your opponent(s). There are no weapons in this game.

SCAVENGER - This is very similar to Collector, except that there are weapons in this game. You can shoot at your opponents as they try to get the Triads.

HUNTER - In this game, one player is the "Prey". This player will be unarmed, and it is everyone's job to find that player, and kill them. A player is prey for a defined amount of time (this time is declared by the Master), and at the end of that time, the prey becomes a hunter, and another player is then chosen to be the prey. During play, the Prey will have no weapon on their screen, and that person's picture and screen name will be in the upper left side of the screen.

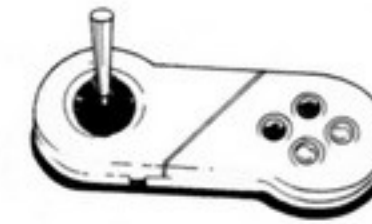
TAG - In this game, one person at a time is defined as "it". This player is denoted in the upper left hand corner of the screen. If you are "it", it is your job to run up to another player, and tag them. You tag someone by going up to them and pressing the 'use' key (by default, this is the space bar). Once you tag that person, they become "it", one point gets added to their score. The person with the lowest number of points at the end of the game will win. This game cannot be played in team mode.

ELUDER - In this game, you chase roving "Eluders" (they look like small colored Triads - similar to the objects in Collector). Your object is to tag them (by running up to them and pressing the 'use' key).

DELUDER - Similar to ELUDER, except that you need to destroy the roving "Eluders" by shooting them.

CAPTURE THE TRIAD - In this game, you play teams (if there are only two playing, it is two teams of one), and each team gets a Triad to protect. It is the object of the other team to steal your Triad from your home base, and take it back to their home base. This is the only mode of ROTT that has to be played in team play. There can only be two teams in this mode.

Controlling The Input Devices



GAMEPAD

Movement	Running direction
Button 1	Fires current weapon
Button 2	Sidestep
Button 3	Use objects and open doors
Button 4	Run



JOYSTICK

Movement	Running direction
Button 1	Fires current weapon
Button 2	Use objects and open doors



MOUSE

Movement	Running direction
Button 1	Fires current weapon
Button 2	Sidestep
Button 3	Use objects and open doors



SPACE PLAYER

Movement	Running direction
Button 1	Use objects and open doors
Button 2	Automap
Button 3	Fires current weapon
Button 4	Aim button
Button 5	Switch weapons




CYBERMAN


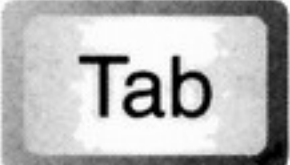
Movement	Running direction
Button 1	Fires current weapon
Button 2	Sidestep
Button 3	Use objects and open doors

Command Card For Network Games

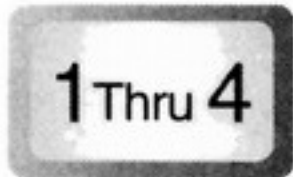




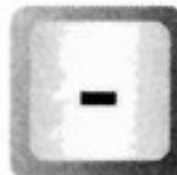


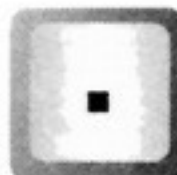



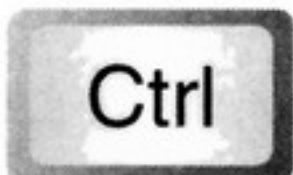

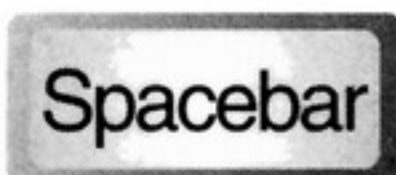

RemoteRidicule™ Default Quick Keys

									
"Gotcha"	Laughing	"La-Da-Da"	"Where are you?"	"Over here"	"Guess what I have"	"Behind you"	"Go for it"	"Ya got me"	"Waiter!"

RemoteRidicule™ Macros

	Type a message—send to all players
	Type a message—send to a specific player
 Then  + 	Send a pre-defined message to all players
 Then  + 	Send a pre-defined message to a specific player
 + 	Enable/Disable game messages
 + 	Change detail level
	Show all players' KillCounts

Other Important Keys (Default)

	1-Pistol 3-MP40	2-Dual Pistols 4-Missile weapon		Autorun On/Off
	Drop current missile weapon			Turn 180°
		Increase/Decrease Screen size		Gamma correction
		Side step Left/Right		Aim Up
	Switch between missile weapon and bullet weapon			Aim Down
	Fires current weapon			Look Up
	Use objects Open doors			Look Down