

Operation Dog Tag

Developed by:

Tom "Sesestissan" Ferabach
and

Sam "Saren3510" Oster

For the GameDev.net
Four Elements IV Contest

Table of Contents:

1. Installation/Requirements
2. Storyline
3. Main Menu
4. Options Menu
5. Mission Selection/Player Lobby
6. Character Controls
7. Vehicle Controls
8. Player HUD
9. Weapons
10. Levels
11. Enemies
12. Multiplayer

Operation: Dog Tag

- Installation:

To install Operation Dog Tag double-click on the setup.exe file. This will launch the installation wizard that will guide you through the setup process. By default Operation Dog Tag will install to your

C:\Program Files\Operation Dog Tag\ Directory and will setup a shortcut in the start menu and on the desktop.

To uninstall the game simply click on the uninstall icon in the MS Windows start menu.

Minimum Specs:

1.4ghz pentium III or AMD Athlon processor
256 megs RAM
nVidia geforce3/ATI radeon or equivalent
200megs of Hard Drive Space

Recommended Specs:

1.5ghz pentium4 or AMD Athlon processor
512 megs RAM
nVidia geforce4Ti/ATi equivalent
200 megs of Hard Drive Space
high speed internet connection
(required for multiplayer only)

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The Story so far...

It's 3:30 in the morning...

you are awakened by an urgent call.
A group of unknown terrorists have
kidnapped the President's dog,
Peaches. No group has claimed
responsibility as of yet.

Your mission is to eliminate known
threats until you uncover which
organization has committed this
atrocity.

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Main Menu:

Start Button:

This button will open the start game/server screen

To start a single player game

- create character's name in the player name box
- click the start button

To begin a multiplayer of up to 4 people

- check the host online checkbox
- enter a name for your server and password (optional)
- create a player name for your character
- click the start button

Join Button:

This button will take you to the Join screen for finding
and joining a hosted multiplayer game

You have several options in this screen

- look for a LAN game
- enter an IP address for a direct join game
- click the Query Master Server button to find games
hosted online by other players

Enter the name for your player character and the
server's password, if required

Click Join

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Main Menu (continued):

Options Button:

This button will bring up the options screen.

In the options screen you can

- change your video settings
- change your audio settings
- remap the controls for the game

Intro Button:

This button will replay the Operation Dog Tag intro movie.

Quit Button:

This button exits Operation Dog Tag and returns the user to the desktop.

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Options Menu:

The options menu can be accessed from the Main Menu or from in-game by pressing the Escape key.

Graphics Options:

Using this menu you may

- toggle between full-screen and windowed mode
- set your screen resolution
- set pixel color depth

Recommended settings

between 800x600 and 1280x1024 with 32bit color

Audio Options:

Using this menu you may

- set the master volume
- set music volumes
- set sound effect volumes

Controls Options:

Using this menu you are able to set the mouse sensitivity and toggle reverse mouse controls.

You may remap the gameplay controls by clicking on each control and pressing the key you want to map to that function.

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Player Lobby

When the player starts or joins a server, the first screen they will encounter, unless a mission is in progress, is the player lobby.

In the lobby

- Players can chat with each other by typing into the text box located at the bottom of the screen and pressing the send button
- The server host will have access to another button at the bottom of the screen, this is the select mission screen.

Select Mission

The Select mission menu is available only to the game host or when playing single player mode.

- The host/player selects a mission to play next by selecting a mission title and pressing the start button.
- The player (client) will automatically begin loading the mission map.
- At the start of each mission there will be a briefing on the mission's objectives for the player(s) to read while the mission loads.

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Character Control

The default controls for the main player use the FPS
WASD scheme

W -moves the player in the direction he is looking
S -moves the player in reverse of direction he is looking

A -strafe left
D -strafe right

Mouse -controls look direction and aiming

Left Mouse Button is for the primary weapon

Right Mouse Button is for the secondary weapon

R -fire rockets if player has obtained launcher;
suggested: remap to 3rd mouse button
if available

Spacebar -Jump

Shift and W -run

E -exit vehicle

approach unoccupied vehicle to enter

F -use health kit, if available

Enter -open chat dialog for multiplayer game

Escape -brings up option menu in game and allows
play to exit/quit

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Vehicle Control

The vehicle controls are similar to the character controls.

- W -moves the vehicle forward
- S -moves the vehicle in reverse
- A -steer Left
- D -steer Right
- Mouse -aim turret, if available

Left Mouse Button is for the primary weapon, if available

Right Mouse Button is for the secondary weapon, if available

Spacebar -brake

E -exit vehicle
approach unoccupied vehicle to enter

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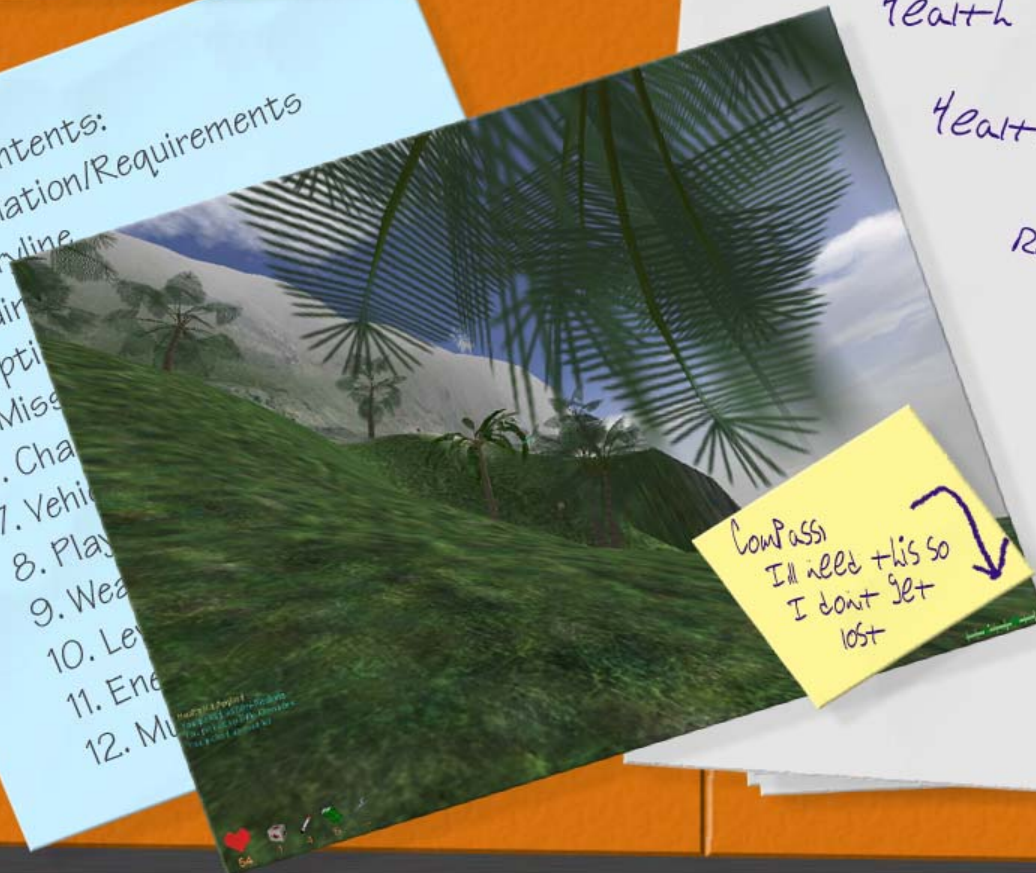
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6. Characters
7. Vehicles
8. Gameplay
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10. Level Design
11. Enemies
12. Music

Operation: Dog Tag



Compass
I'll need this so
I don't get
lost

Messages
from
Command and
other agents



Health

Health kits

Rockets

Grenades

Vehicle
durability

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Weapons

The player may find several weapons during missions.

- MXR4A - Standard issue auto rifle with grenade launcher
- MXR4A-R - Rocket attachment for MXR4A; allows player to fire mini-rockets

Power-ups

The player may find several power-ups during missions.

- Grenade Ammo Box - contains 4 grenades
- Rocket - contains 2 rockets; only useable if rocket launcher available
- Health Kit - Restores 50 health points

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Enemies

The player may encounter several types of enemy groups during missions.



Red Ninjas



Software
Pirates



Robots



Corporate
Zombies

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Levels

Necro, Inc.

This Evil corporation has been spreading its evil monopoly and turning the entire city into mindless corporate zombies. Command has taken the liberty of sending out an armoured platoon ahead of you, but no word has been heard from them since. Keep your eyes open for our missing tanks and eliminate the CEO of Necro, Inc.

Reality Assassins

A terrorist organization known as the Reality Assassins, sponsored by foreign networks, has threatened to destroy our country by eliminating our treasured reality series. You must stop the ninjas sent to attack the villages of this "real life" series by taking out the leader of each ninja clan.

Warez Cove

An eccentric group of internet software pirates have been suspected of stealing source code from multiple defense contractors for classified Government projects. Find their hideout, take them out, and remove all signs of top-secret weaponry.

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Multiplayer

Client multiplayer connections can be made 3 ways

- Click the Join Button on the Main menu then:
 - Connect by directly typing in the IP address of the host and clicking DirectIP
 - Or use the query LAN button for local games
 - Or use the query Master Button to query the Master server for internet games.
- Join the selected server by clicking join

To host an online game

- Mark the checkbox for Host Online in the Start server menu.
- Ports 28000-28002 need to be opened if you have a firewall and wish to host an online game, please consult your firewall software manual on how to do this.

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Credits

Featuring Models Created by
Chris Dozier - RadCoreAngelCities.com

Level Theme Music Composed by
Toshua Evenson

Special Thanks to

Katharine "Kora Tardi" Jennings
For art assistance, infinite patience,
support and accepting Sesestissan's
Proposal on 10/24/05. Congrats You two!

Playtesters:

Carl DiNardo
Lisa Fiening
Adam Jennings
Tuan Najera
Dan Potter
Mandi Potter
Mike Selfert
Dave Simone
Tony Rice
Paul Rittelman