

# Combat Starter Kit

Getting Started Guide

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## System Requirements

The following is required to run the Combat Starter Kit:

Torque Game Engine 1.5.2 or later

### **Windows 2000/XP**

Pentium III 1000, 512 MB RAM

OpenGL or DirectX Compatible 3D Graphics Accelerator, DirectX compatible Soundcard

### **MAC OS X (10.2 / 10.3 / 10.4)**

G5 or Intel Mac, 512 MB RAM

OpenGL Compatible 3D Graphics Accelerator

### **Linux**

Pentium 1000, 512 MB RAM

NVIDIA TNT2 or better 3D Graphics Accelerator, Linux-supported sound card

XFree86 4.0 or newer with NVIDIA OpenGL drivers

glibc 2.2 or newer (e.g.: Redhat 7.x+, Mandrake 8.x+, Debian 3.0+)

SDL version 1.2 or newer (1.2.3 or later is recommended)

OpenAL Runtime or SDK Installation

Mesa3D version 3.4 or newer (3.4.2 or later recommended)

Copied from the garage games website:

<http://www.garagegames.com/products/torque/tge/requirements/>

## Installation

Download and install your copy of TGE according to the instructions for your operating system.

Download the Combat Starter Kit archive from garage games.

Unzip the Combat Starter Kit archive into your TGE folder

## Starting the game

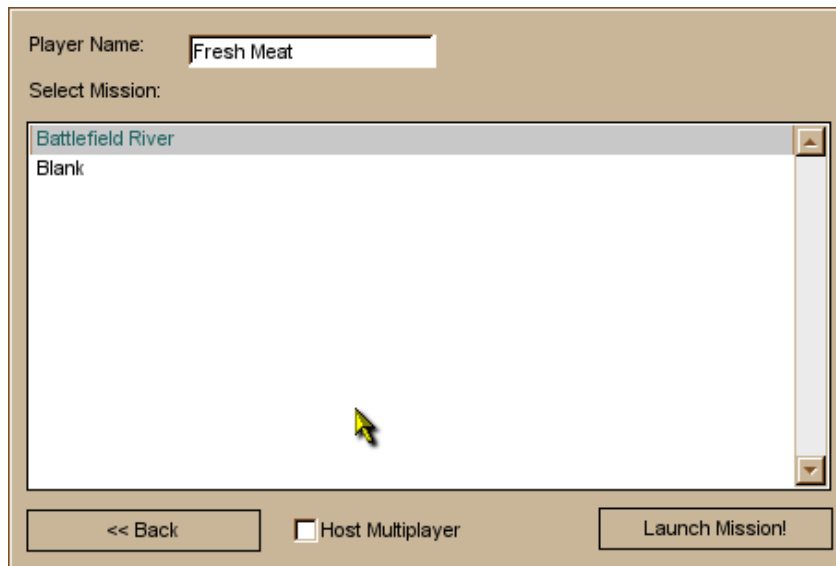
Run the torqueDemo executable (details vary by operating system).

### Single Player

After the garage games splash screen, the following menu is displayed



Select **Start Mission...** and choose “**Battlefield River**” from the list of missions



A mission selection dialog box with a tan background. At the top, there is a text field labeled "Player Name:" containing the text "Fresh Meat". Below it is a label "Select Mission:" followed by a list box. The list box contains two items: "Battlefield River" (highlighted in blue) and "Blank". At the bottom of the dialog, there are three buttons: "<< Back", a checkbox labeled "Host Multiplayer" which is currently unchecked, and "Launch Mission!".

The usual TGE mission load sequence starts



A mission loading screen with a tan background. At the top, the title "Battlefield River" is displayed in a large, bold, black font. Below the title, there is a paragraph of text: "The Red and Blue Armies have been on the verge of war for weeks. The Port and nearby fuel storage facility are strategically important. Your orders are to capture and hold the bridges, warehouses, and tactical positions. NOTE: Tactical Positions are denoted by capture flags. Stand close to the flag base to activate. Your army will score points according to the number of flags held". At the bottom of the screen, there are two buttons: "Cancel!" and a button labeled "LOADING DATABLOCKS" which has a blue gradient and a progress bar.

Eventually you are presented with the following screen



Select the red team or the blue team by clicking on one of the team icons at the top, then select a class to play.

Center of Map Center on Me Red Base Blue Base

BLUE JOIN RED

Assault

RECONNAISSANCE  
THE FLEET FEET ELITE

SUPPORT  
WHOOYA MEAN, OUT OF AMMO?

ENGINEER  
BUILD IT AND THEY WILL COME

MEDIC  
PINT OF O NEGATIVE, STAT!

ASSAULT  
TRUE POINT AND CLICK ACTION

HEAVY ASSAULT  
CALL IN THE BIG GUNS

Click a spawn icon to begin

[illegible]

## Picking a Spawn point

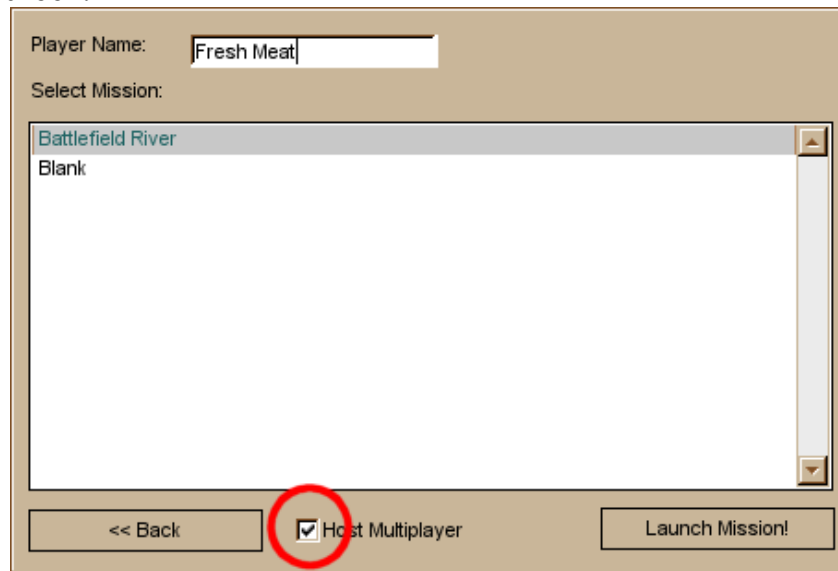


When a valid spawn point has been selected, the commander map will disappear and Gameplay will start.



## Multiplayer

Multiplayer start up is identical to single player start up with the exception of the host multiplayer checkbox:



The screenshot shows a mission selection window with a tan border. At the top, there is a text field labeled "Player Name:" containing the text "Fresh Meat". Below this is a section labeled "Select Mission:" containing a list box with two items: "Battlefield River" (highlighted in light blue) and "Blank". At the bottom of the window, there are three buttons: "<< Back" on the left, a checkbox labeled "Host Multiplayer" in the center (which is checked and circled in red), and "Launch Mission!" on the right.

All other startup sequences are identical to single player.

### Dedicated Server

To start a dedicated server, run the included **Starter.combat.Dedicated** command script / batch file. The output should resemble this:

```
.....
Loading compiled script starter.combat/server/scripts/TeamManager.cs.
Loading compiled script starter.combat/server/scripts/zoom.cs.
Loading compiled script starter.combat/server/scripts/parachute.cs.
Loading compiled script starter.combat/server/scripts/aiTurret.cs.
Loading compiled script starter.combat/server/scripts/genericTurret.cs.
Loading compiled script
starter.combat/server/scripts/genericAITurret.cs.
Loading compiled script starter.combat/server/scripts/helivehicle.cs.
Loading compiled script starter.combat/server/scripts/heli.cs.
Loading compiled script starter.combat/server/scripts/vehicle.cs.
Loading compiled script starter.combat/server/scripts/wheeledvehicle.cs.
Loading compiled script starter.combat/server/scripts/jeep.cs.
Loading compiled script starter.combat/server/scripts/transport.cs.
Loading compiled script starter.combat/server/scripts/tank01.cs.
Loading compiled script starter.combat/server/scripts/chaingun.cs.
Loading compiled script starter.combat/server/scripts/rocketpod.cs.
Loading compiled script starter.combat/server/scripts/gameUtils.cs.
Loading compiled script
starter.combat/server/scripts/ClimbableObjects.cs.
*** LOADING MISSION: starter.combat/data/missions/CSKTerrain.mis
*** Stage 1 load
*** Stage 2 load
Executing starter.combat/data/missions/CSKTerrain.mis.
*** Mission loaded
Engine initialized...
Sending heartbeat to master server [IP:69.64.50.217:28002]
Received info request from a master server [IP:69.64.50.217:28002].
%
```

A note on ports. CSK dedicated server runs on port 28000, so you may need to open or forward that port on your router or firewall in order to successfully host a game. See your firewall and/or router documentation for instructions on how to do this.

### Joining a server

To join a new game, or a game in progress click the **Join Server** button on the first screen. A new window appears:

Server:  Join Server!

Player Name:  One server found.

Server Name	Ping	Players	Version	Game
Combat Starter Kit	140	1/64		

<< Back Query LAN Query Master Refresh Server Join Server!

Fill in the name you want to use in game.

The garage games master server will be queried for any existing CSK games, and allow you to join one of them.

To join a server on your local LAN, enter the IP address of the server in the 'Server' box and click 'Query LAN'

## Playing the game

Elements of the interface:



### 1. The chat window.

The chat window displays information messages about the game and messages from your team mates and other players in the game.

Press the 'P' key to expand the chat window.

Press the 'Enter' key to send a global chat message.

Press the 't' key to send a chat message to your teammates.

### 2. Scores

The scores section displays 3 scores, Red, Blue and Me, which is the players personal score.

Team scores are raised by capturing neutral flags or changing enemy flags to neutral.

The personal score is raised by getting kills and by capturing flags.

The team score and personal score is **lowered** by killing team mates (including yourself), so be careful where you aim.

### 3. Objective status

The objective status has 1 flag for each capture point in the mission. A yellow flag is neutral, a red flag means the red team has captured the objective, and a blue flag means the blue team has captured that objective.

At the start of the game all flags are neutral (yellow) except the red base and blue base

### 4. Ammo and Health

The Ammo and health bars show your current health and ammunition status for the current weapon. The upper silver bar shows single shots, the lower grey bar shows the number of clips.

Keys:

Enter – chat

T – team message

1 – switch to knife

2 – switch to pistol

3 – switch to rifle

4 – switch to grenades / mines.

5 – switch to special weapon (Mines, C4, Medic kit, Repair tool, Rocket launcher)

Q – switch weapon mode. Not all weapons have more than 1 mode.

Control+K – suicide (to switch classes/teams).

## Points and Winning a game

The combat starter kit is setup as a capture the flag and hold style of game with a Control Panel destruction option. Each team gets more points over time based on how many flags they own.

To capture a flag, a player needs to get close enough and the flag will start to move. Neutral flags start at the bottom of the flagpole, captured flags are at the top and colored to match their respective team color.

### A Neutral flag



A Capture in progress





#### A Captured Flag:



Each flag icon on the screen corresponds to a capture point. Lowering an enemy flag earns 1 point, and then capturing that flag also earns a point. The more players capturing a single flag, the faster the flag moves. If an enemy player also tries to capture the flag, the flag will stop



moving.

The first team to 300 points wins the game.

## Vehicles

Combat Starter Kit has 4 different vehicles to be used in game play, 2 helicopters, a jeep and a tank.

General vehicle operation:

- ‘E’ – enter a nearby vehicle.
- ‘E’ – exit the vehicle you are in.
- ‘Q’ – switch seats.

### Attack helicopter



The attack helicopter is armed with a rapid fire rocket pod and dual chain guns. The rocket pod rockets are quite powerful, but run out of ammo fairly fast. Rocket pods can be refueled at any helicopter landing pad. The attack helicopter travels faster than the transport helicopter

## Transport helicopter



The transport helicopter holds up to 6 players, 1 pilot and 5 passengers. It is armed with 2 machineguns for defense, one on each side.

## Jeep



The Jeep holds up to 4 players, 1 driver and 4 passengers. The jeep has a top mounted machinegun for offense. The jeep is lightly armored, but travels quite fast over the ground.

## Tank



The tank holds up to 2 players, a driver and a top gunner. The driver controls the main turret, while the top gunner controls the top mounted machinegun. The tank does not move very fast, but is well armored.

### Driving the vehicles

The default entry point for a vehicle is the driver's seat. The WSAD keys are used to control directions. The tank and the jeep both have a speedometer and a damage indicator. If a vehicle crashes into something while moving fast enough it will be destroyed along with all occupants, and the driver gets credit for killing teammates.



Here you can see the speedometer and the damage indicator. 1.00 is full health, anything less, and the tank is damaged. The jeep works the same way.

The tank is the only vehicle with a turret controlled from the driver's seat. Use the WSAD keys to steer the vehicle and the mouse to aim the turret.





The jeep driver's seat just has a speedometer and damage indicator. Steer with the WSAD keys, or use the mouse for left/right movement.



The mounted machinegun view. Note the crosshairs. All the mounted machineguns (Tank, Jeep, Transport helicopter) have the same look.

The helicopter HUD shown above. Normal gauges for aircraft, speed, horizon, altitude and direction. The helicopter display also has a damage and ammo indicator along with helpful key reminders.

Note that the helicopter must be a certain height above the ground before it will fly forward



## Player Classes

Combat Starter Kit has the following 6 player classes available:

- 1 Reconnaissance
- 2 Support
- 3 Engineer
- 4 Medic
- 5 Assault
- 6 Heavy Assault

Note: All classes start with the following basic weapons: Knife, Pistol and 4 Grenades.

### Reconnaissance

The Reconnaissance (or Recon) class is the scout type of class. Recon starts with an sniper rifle.

### Support

The support class carries a basic machinegun, but can also drop ammo packs for players to use when they run low. Note that ammo packs only contain clips, grenades and rockets.

### Engineer

The engineer class can repair vehicles and the base radar. The engineer starts with a repair tool, and a shotgun.

### Medic

The medic can drop medic packs for players to heal themselves on. Players must stand on the medic pack for a time in order for it to work. The medic starts with 6 medic packs and a regular rifle.

### Assault

The assault class is built around the assault rifle. This rifle has 3 modes, semi-auto, full auto and grenades.

### Heavy Assault

The heavy assault class has a number of weapons at his disposal, a submachine gun for close in work, the tried and true rocket launcher for longer range work. Heavy assault also has a c4 charge that can be thrown or placed on things and used to destroy radars.

## **The Commander Map**

Combat Starter Kit provides a commander map players can use to get information about the game. Pressing 'M' during the game brings up the commander map:

Use the mouse left button to drag/pan the map around. Mouse wheel or middle-mouse drag (vertical motion) will zoom the map.

Also use the top buttons to quickly move to a predefined point on the map. Your own player will show up with a fixed white circle around it.

Objects you can click on (left click) will have an animated circle around it when u hover the mouse on that icon.

Right-mouse-click will bring up the GUI which lets you place waypoints or target markers on the map. You can also drop (by parachute) ammo and medical supplies. All the above items are placed/dropped at the location you right-clicked.

## **The Radar**

Each base has a radar station

The radar station controls what players can see on the commander map. Disabling the other team's radar will cause the commander map to only display the objectives that have been captured. Information on which other waypoints that have been captured and the locations of other vehicles will not be shown.

A working Radar

The Radar disabled:

When a radar is disabled, any engineer class can repair it. Once repaired, the radar resumes normal operation.