RED JACK

REVENGE OF THE BRETHREN™

Designed for Microsoft Windows 95

Mac OS

TEEN T

CYBERFLIX

THQ™

HINT LINE

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INSTALLATION

WINDOWS®

1. Disable any virus protection and exit all Windows programs before installing the game software.
2. Insert the game's CD #1 into your CD-ROM drive. Double-click the RJDISK1 icon.
3. Click INSTALL REDJACK when the setup screen displays.
4. Read the RedJack Setup Program opening screen and click NEXT.
5. Verify where the game is being installed by noting the destination folder at the bottom of the Choose Destination screen.
   - To accept the default destination folder, click NEXT.
   - To change the destination folder or drive, click BROWSE, select another folder for installation, click OK, click YES, and then click NEXT.
   - To place the game on a network, click BROWSE, click NETWORK, choose a network drive and path, click OK twice and then click NEXT.
6. Select where to place program shortcut icons in your Programs folder from the list of existing folders or let Setup do it for you. Click NEXT to begin copying files to your hard drive from RedJack CD #1.
7. Setup will complete the software installation. Click FINISH when prompted.
8. From the RedJack Start Screen:
   - Click PLAY to begin the game.

   Note: *Additional files will be transferred to your hard drive from the game CDs as you play through the game. If there is insufficient space on your drive to transfer the files, a message will appear: "User has canceled copy or hard disk is full . . . running from CD instead. Performance will be affected." Click OK to continue with the game.*
   - Click UNINSTALL to remove the game software from your hard drive.
   - Click EXIT to close the RedJack Start screen.

MACINTOSH®

1. Disable any virus protection program before installing the game software.
2. Insert the game's CD #1 in your CD-ROM drive. Double-click the RJ DISK 1 icon on your desktop.
3. Double-click the Install RedJack icon. Click CONTINUE on the Installer screen.
4. Read the License Agreement. If you agree with the terms, click ACCEPT.
5. Read the Readme file for the latest information on the RedJack program, and click CONTINUE.
6. Note the disk space available. The approximate disk space required for the basic RedJack files is 70MB.
7. Note the Install location. The RedJack folder will be placed in your hard drive folder by default. You can place the RedJack folder within an existing folder or new folder by opening SELECT NEW FOLDER from the Drive pull-down menu and selecting a different location. Click INSTALL.
8. When you see the message, "The software was installed correctly," click QUIT.
9. Double-click the RedJack application program icon in the RedJack folder to begin playing the game.

   Note: *Additional files will be transferred to your hard drive from the game CDs as you play through the game. If there is insufficient space on your drive to transfer the files, a message will appear: "User has canceled copy or hard disk is full . . . running from CD instead. Performance will be affected." Click OK to continue with the game.*

CONTROLS

WINDOWS CONTROLS

ACTION	MOUSE	KEYBOARD
Open/close Control Panel	—	Spacebar
Adjust screen brightness	—	Ctrl + or Ctrl -
Move	Point & click arrow cursor on destination	Arrow keys (default)
Walk forward	—	W or Up Arrow (default)
Turn left	—	A or Left Arrow (default)
Turn right	—	D or Right Arrow (default)
Look around	Drag cursor in any direction	—
Zoom in	Right click & hold	—
Swing sword	Click	—
Dodge, get close, back up during sword fight	—	Arrow Keys
Open doors	Point & click	—
Pick up item	Point, click & hold with hand cursor	—
Talk to someone; repeat statement	Click a character	—
Interrupt conversation or animation	—	Spacebar or Esc
Open Help Screen	—	F1

MACINTOSH CONTROLS

ACTION	MOUSE	KEYBOARD
Open/close Control Panel	—	Spacebar
Adjust screen brightness	—	Command + or -
Move	Point & click arrow cursor on destination	Arrow keys (default)
Walk forward	—	W or Up Arrow (default)
Turn left	—	A or Left Arrow (default)
Turn right	—	D or Right Arrow (default)
Look around	Drag cursor in any direction	—
Zoom in	Option + click & hold	Option + click & hold
Swing sword	Click	—
Dodge, get close, back up during sword fight	—	Arrow Keys
Open doors	Point & click	—
Pick up item	Point, click & hold with hand cursor	—
Talk to someone; repeat statement	Click a character	—
Interrupt conversation or animation	—	Spacebar or Esc
Open Help Screen	—	F1

RUN WITH THE SCUM OF THE HIGH SEAS

WHO IS NICHOLAS DOVE?

As the young dreamer – Nicholas Dove – your story begins in the tranquil seaside village of Lizard Point. Restless, weary of ordinary existence and filled with the wanderlust common to young men, you spend lazy afternoons daydreaming of ocean voyages, exotic lands, buccaneers, and vast treasure. Deep inside, you have a profound feeling that your future holds great adventures – and a nagging sense that your destiny has been pre-ordained. These are suspicions that will soon be confirmed when you meet a haggard stranger called Patch and a mystic priestess named Urzulie. Your yearning for excitement is fueled when Patch tells you of a legendary freebooter named RedJack and a secret order of pirates known as The Brethren of The Coast.

The Brethren, a renegade band of privateers once chartered by the English Crown to do battle with the Spanish Armada, was reputed to have been the most cunning and deadly band of outlaws ever to sail the Spanish Main. RedJack, their leader, died seventeen years ago – the result of treachery by an unknown betrayer. After being ambushed, RedJack's ship, laden with treasure stolen from Spanish vaults in Cartagena, foundered and sank. RedJack died in a fevered delirium, vowing revenge on the unnamed traitor. Leaderless, The Brethren disbanded, but since then a mysterious band of cloaked assassins has been tracking down the ex-members and killing them one by one.

There are rumors that those who still survive are preparing to reunite in an effort to reclaim and divide up the lost treasure and to reveal the identity of the traitor. More sinister rumors hint that RedJack is still alive, and that his thirst for revenge will now be quenched.

Meanwhile, Nicholas Dove has had his own brushes with death as the masked assassins have come to Lizard Point and, for reasons unknown to Nick, appear determined to add him to their quarry-list.

When a pirate ship lays anchor off the beach of Lizard Point, Nick is presented with the opportunity both to escape his pursuers and begin the life of adventure he has yearned for. Now Nick's future is at hand – in ways that even he does not yet understand.

COULD YOU BE A PIRATE?

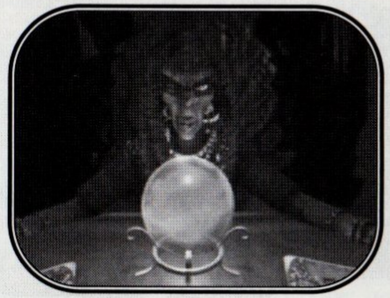
Your newly found brethren are revered by some as avenging heroes, and denounced by others as lawless scum. One thing, however, is certain: keeping company with the most deadly band of corsairs on the high seas will require courage, agility and a distinct set of skills.

You must become accomplished at the art of swordsmanship and learn how to dispatch an enemy with a cutlass, musket or ship's cannon. Moreover, to gain the respect of your newfound peers, you'll almost certainly be expected to lie, steal, cheat, curse, drink, gamble, fight and break out of prison.

The day-to-day demands on a young pirate might include anything from fending off hungry sharks to learning how to survive alone on a desert island. And being part of The Brethren carries with it certain dangers from the outside. Someone is methodically hunting down its members and skillfully hacking the arm from the lifeless body of each one.

Worse, you've begun your new life with dark forces already working against you. You've been stalked by killers for reasons unknown to you, and there are elements from your past that remain a mystery.

Fate has placed you in possession of hidden knowledge that is drawing you into a world of danger where the stakes run high. There are new places to explore, mysteries to unravel and a treasure that might be yours. But, if you can stay alive long enough, the greatest treasure you'll find may just be what you learn about yourself.



STARTING THE GAME

WINDOWS

1. Insert REDJACK CD #1 into your CD-ROM drive.
2. Select the RedJack application from the RedJack folder in your Programs folder.
3. Click PLAY in the RedJack window.
4. When the Control Panel displays, click NEW to begin a new game. (Information on the Control Panel begins on page 10.)

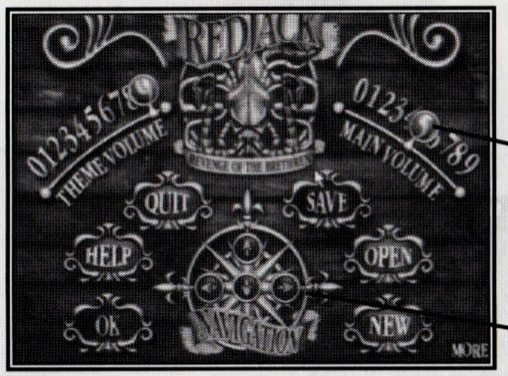
Note: *Leave the CD in the drive after starting play. During the game, you will be prompted when to switch discs in the CD-ROM drive.*

MACINTOSH

1. Insert REDJACK CD #1 into your CD-ROM drive.
2. Double-click the RedJack shortcut in the RedJack folder on your hard drive.
3. When the Control Panel displays, click NEW to begin a new game. (Information on the Control Panel begins on page 10.)

Note: *Leave the CD in the drive after starting play. During the game, you will be prompted when to switch discs in the CD-ROM drive.*

THE CONTROL PANEL



Magnifying Lens

Navigation Compass

When you start **REDJACK: REVENGE OF THE BRETHREN** after the initial installation, the Control Panel displays first. From the Control Panel you can:

- Start a new game.
- Set THEME (music) and MAIN (voice and sound effects) volumes.
- Set MONITOR and SUBTITLES.
- Customize keyboard controls
- Open the Help screen.
- Save a game in progress.
- Open a previously saved game.
- Quit the game.

Press **Spacebar** to open or close the Control Panel during gameplay.

NEW GAME

Click NEW to start a new game.

VOLUME

To adjust THEME or MAIN volume, click and hold the mouse on the Magnifying Lens and move it to the position you want.

- THEME volume sets the music level.
- MAIN volume sets the voice and sound effects levels.

MONITOR SETTING & SUBTITLES

Click MORE at the lower right of the screen to open the MONITOR and SUBTITLE settings.

- Click RUN IN 32 BIT (default) to display graphics at a higher resolution.
- Click RUN IN 16 BIT to make the game run faster.
- Click SUBTITLES to enable subtitles (in addition to audio) whenever any character speaks.

KEYBOARD CONTROLS

The Navigation Compass at the center of the Control Panel lets you assign keys for moving forward, left, right and back (you can move back during sword fights). The Arrow keys are the defaults for moving through the game.

To assign different keys:

1. Click a direction.
2. When the direction flashes, press the new key you want to use.

HELP

Use the Help Screen when you need a quick reminder about basic gameplay and sword fighting. During normal gameplay, a general Help screen displays to aid in moving through your surroundings. When you are in a sword fight or a battle, the Help screen displays to give you tips on surviving.

To use the Help Screen:

- Press **Spacebar** to open the Control Panel and click Help.
- During the game or a fight, press **F1** to go directly to the Help Screen.

SAVE GAME

1. During a game, press **Spacebar** to open the Control Panel.
2. Click SAVE.
3. When the Save As dialog box appears, note the destination folder and filename for your saved game.
   - Click SAVE to place your saved game in the RedJack (default) folder using the default filename.
   - If you like, designate another folder and/or filename, and then click SAVE to save the game.

OPEN A SAVED GAME

1. At the Control Panel, click OPEN.
2. Select the file savegame.save (default) or a saved game file with your designated filename.
3. Double-click the file or click OPEN. You will be prompted which CD to insert based on your progress through the game.
4. Click OK to load the saved game.

PLAYING THE GAME

Begin on your home island, Lizard Point. Talk to everyone you meet. Soon, find a way off the island and begin traveling the Caribbean, searching out your destiny.

You can see around you and travel in almost any direction your whim takes you. Where you choose to go may alter your fate forever, so travel with care.

You must master a series of tasks and puzzling circumstances in order to progress. Sometimes you must gain the help of others – or face certain death!

You will live by the sword (and the gun) so of course, the chance of seeing your life draining down the blood gutter of an enemy blade is real. Learn to fight with ferocity. Certain potions can be had to sustain and heal you. Find these, as at times they will be your only hope for survival.

From the moment you begin, the mark of death is upon you. Traitors and assassins have a special interest in you. They want your head.

You must find out why.

NAVIGATION

Move through the game and look in 360 degrees using the mouse or Arrow keys. The cursor appears as a Left, Right, Up or Down arrow to show where you can move in any scene. Search everywhere carefully for interesting details. The entrance to a hidden area might be barely noticeable.

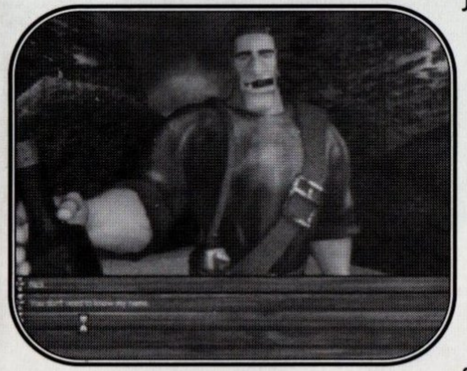
- Using the mouse, point the cursor in the direction you want to go and press the left mouse button.
- Using the Arrow keys, press left/right then up to move in the direction you press.
- To zoom in for a closer look, click and hold the right mouse button (Windows) or press **Option** + click and hold the mouse button (Macintosh).
- Open doors by clicking on them.

Note: *You can change the keyboard controls from the Control Panel.*

TALKING

By talking to people, you can:

- Find out valuable information that will help you later.
- Learn what other people you should talk to.
- Get suggestions for solving problems.
- Get people to help you perform tasks that no one person can accomplish.
- Get into a world of trouble.



Just about everyone has something to say. To find out what someone knows, point to that person with the cursor. If the character has something to say, the cursor will turn into a hand with a pointing finger. Click the person to begin a conversation. (Sometimes you won't have to do a thing. The other person will start talking whether you like it or not.)

When you talk to people, a dialog box scrolls up from the bottom of the screen. A list of statements appears. You can ask questions, answer them, or give orders by clicking on the statement you want. You can also hurl insults or just make observations. What you say and who you say it to will change the game. Watch your mouth!

- Click the screen above the dialog box to make someone repeat a remark
- Press **Spacebar** or **Esc** to make someone stop talking.

Note: *You can enable subtitles for everything people say from the Control Panel. Press* ***Spacebar*** *to display the Control Panel, click MORE in the lower right corner of the screen and select SUBTITLES.*

THE SUPPLY TRUNK

The supply trunk is where you stash weapons and other useful booty discovered during your travels. The trunk is always with you. It sits closed and semi-transparent on the lower left side of the screen.

USING ITEMS

Search everywhere for important things to get you through life. When you see something that looks useful, point to it with the cursor. If the hand cursor appears, you may be able to pick the item up and place it in your trunk.

- Sometimes people you talk to will give you important supplies if you ask the right questions. Other hidden items will jump into your trunk once you find them.
- Some items you will find are not intended for your trunk. Use them to help solve the situation you're in at the moment.
- You may find books or letters. To read them, click an item to open it; turn pages by clicking on them.

USING THE SUPPLY TRUNK

To store an item:

1. Point to the item with the hand cursor, then click and hold the mouse button.
2. Drag the item over your trunk and release the mouse button to place the item in your trunk.

To remove an item:

1. Open the trunk by clicking it.
2. Point to an item with the hand cursor, then click and hold the mouse button and drag the item out of the trunk.
3. Close the trunk by clicking it.

To use an item:

1. Remove it from your trunk.
2. Maintain control of an item by keeping the mouse button depressed.
3. You must discover how to use each item.

DETAIL SCREENS

Sometimes a particular area or object will attract your attention. Point to it with the cursor. If the hand cursor appears, click the object. If it contains something of importance, it will enlarge into a Detail screen. Click around the screen with the cursor to see what you can discover.

Detail screens may have:

- An important object to add to your trunk.
- Controls that will help you solve a puzzle.
- Useful items that can help you solve a problem right now.

Click OK to close a Detail screen and return to normal view.

TESTS & PUZZLES

Pirates may be murderous scum of the high seas, but they have standards. They're a suspicious lot too. You have to prove yourself. Wherever you go, these men will test you. To get their confidence and support, you must measure up. Some of these tests might prove deadly – to you of course.

Puzzling situations will dog you throughout your travels. You may have to spring traps or find hidden passages before you can proceed. Items you discovered earlier may be useful in solving these stumpers. When you come to a dead end, talk to your friends. They may know or have something that will help you solve a puzzle.

BATTLE

You better be good with blade or gun to survive in this pirate's ocean. When a battle is about to commence, you'll come up with the right weapon as long as it is in your trunk. If you're lucky, a cannon will be within arm's length, primed, loaded and ready to fire.

SWORD FIGHTING

Sword fighting can put you in the grave faster than anything. Hack your mark into some sea slugs who cross your bow when you're in a foul mood. Stick your nose where it doesn't belong, and you're dead before you even get a chance to swing your weapon. To fight with a sword you need:

- A sword! That's right. Before you can terrorize the high seas with a blade you need to find one.
- Training. You must find someone who is willing to teach a young lad the deadly arts.
- Magic Potions. When you fight, you become tired and sliced up. One potion rejuvenates you. The other heals wounds. You have to find both.

When battle starts, you see a first-person view of your opponent. You and your attacker's Strength and Health meters begin the duel at full power.

Note: *Press **F1** anytime during the duel if you need help on battle technique.*

Use these tactics in a sword fight:

- Point the cursor at where you want to strike the man and click the mouse button to slash your sword. When you cut him . . . he bleeds. Keep a sharp eye on his Health meter (the red one). You must reduce it to nothing to bring your man down.
- Watch his Strength Meter (green). When he gets tired, it's a good time to move in and make beef jerky out of him.
- Dodge, retreat and charge during a sword fight using the Arrow keys. Meet the right person and you'll learn all you need to know about fighting with a blade.
- To replenish your Strength or Health meter, click the Potion bottles at the bottom of the meters.

Sword Fighting Tips

- Attack fast. You can be killed with a couple of well-placed slashes.
- Watch your enemy's eyes to help predict the direction of his strikes.
- Keep an eagle-eye on your Strength and Health meters.
- Listen to your breathing. When you start huffing and puffing, it's time to click the Strength Potion.
- Block an enemy sword slash with your own sword by moving the cursor to the top, left or right of the screen. And be quick about it!
- Look for things in the battle area that might help you. Click an item to put it to use against your attacker.
- Don't make the same attack over and over if you are being blocked. It wears you out and is easier for your enemy to predict. Change your attack by moving your position or changing your swing.
- Knocking a guy down doesn't make his sword any duller. If he pops back up, he's just as dangerous as ever.

GUNFIGHTING

Sometimes the only way to take a man down is with a well-placed pistol ball. When you run into a situation that calls for a gun, Nicholas will grab his from the trunk. You did find a gun, didn't you?

The cursor will turn into a cross-hairs for aiming. You stand your ground in a gunfight. You can't charge your attackers, but you can swing around in 360 degrees, shooting anything from building tops right down to the deck.

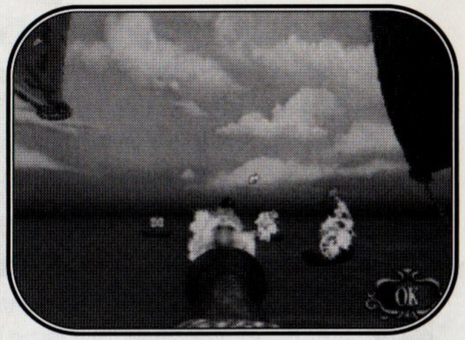
1. Drag the mouse to aim the cross-hairs at the salty dog you want to send to his maker.
2. Click the mouse button to fire.

Sounds easy, but when they're coming at you like a pack of sharks, aiming true can test your nerves – especially if there's another buccaneer behind you swinging at your head with a sword.

Gunfighting Tips

- Keep your cool and aim steady. A running man is tough to hit.
- Watch your back and overhead.
- You can take a man down with a shot to the leg just as quick as one to the head. Just hit him.

CANNONS



Nothing says "I hate your guts" like a cannon ball. Whether you want to wipe out whole ships or just one bastard at a time, when you're sittin' behind a cannon, you can raise hell!

To fire the cannons:

1. Drag the mouse cursor in the direction you want the cannon to fire.
2. Click the mouse button to fire.
3. Listen for the agonized screams.

Cannon Firing Tips

- Rapid fire by clicking the mouse rapidly.
- Cannons are not as accurate as your pistol. Learn to estimate the slop factor when aiming.
- Cannon shots drop as they travel. Raise your barrel to compensate for long-range targets.

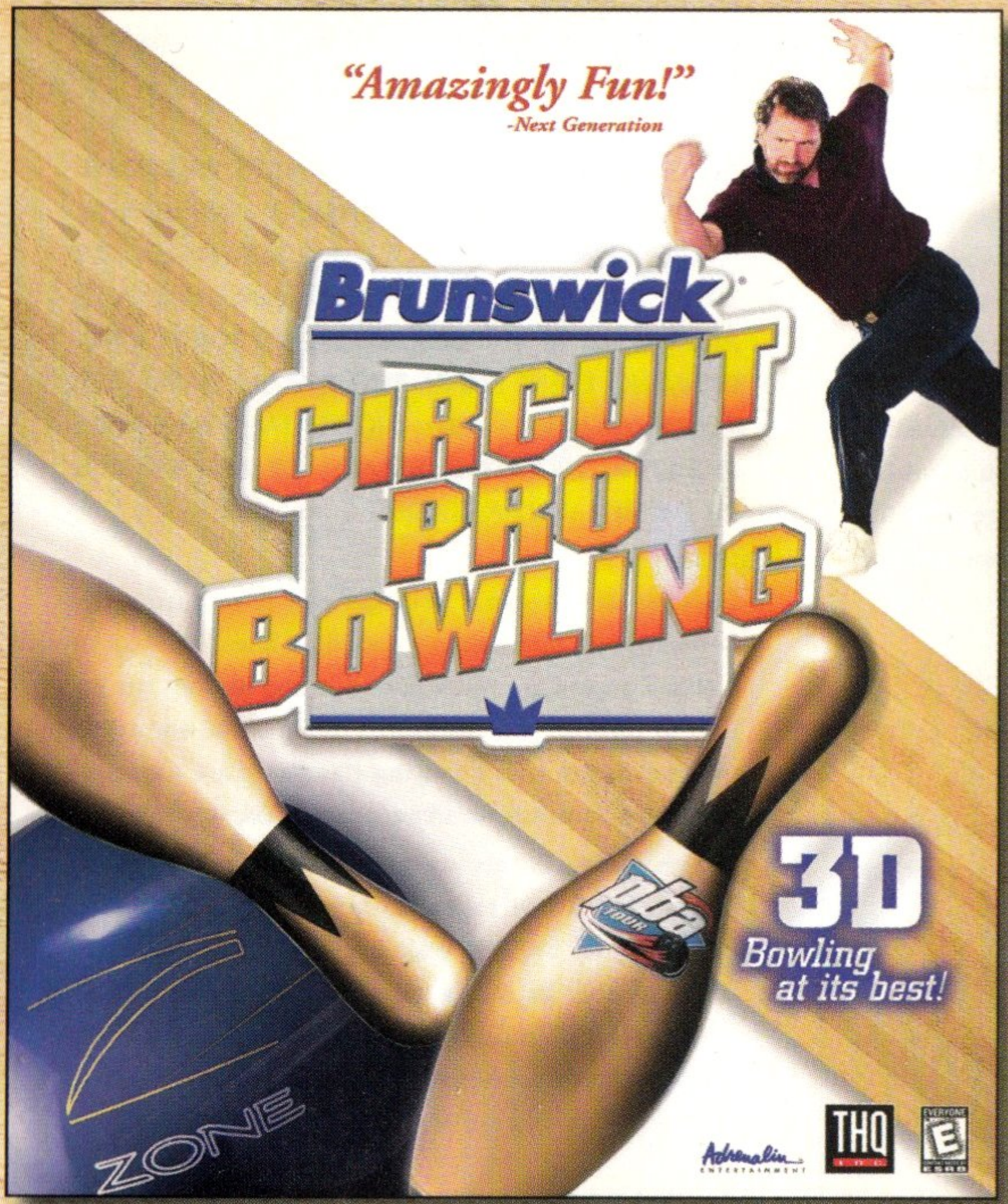
YOU DIE

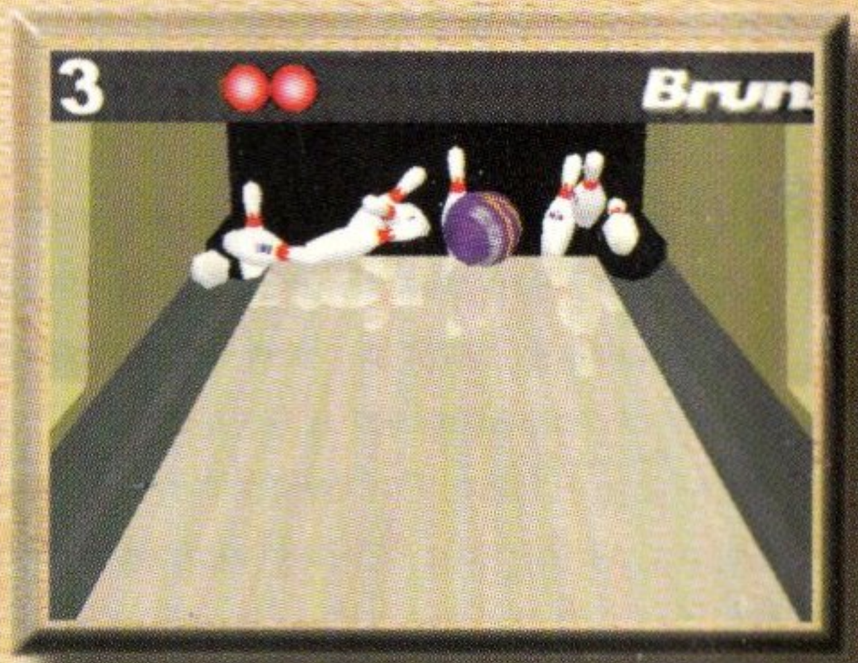
Cross the wrong man, stick your nose where it doesn't belong, don't fight like a mad dog, and you die. What's worse, scrub, is you don't get a burial at sea. You end up back at Lizard Point in the graveyard with a granite slab resting on top of your rotting skull.

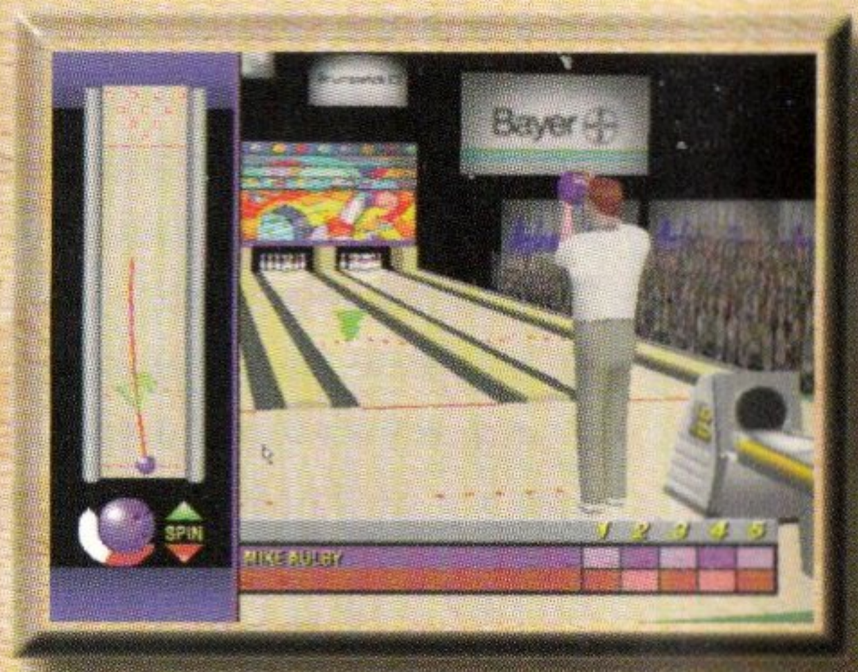
Be sure to save your progress through the Caribbean so you can resurrect yourself if you get knocked off.

JOURNAL

LOOK FOR THIS GREAT SPORTS TITLE FROM THQ!







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