

Infiltration demo

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Please read all of this Readme file , it will be quicker in the long run .

This demo is the first 2 levels of a game I am working on and although it is not a DOS game you will have to open a DOS window to run it , the final game will have an installer but for now you will have to run it from the DOS prompt .

Running

Copy the SKL folder from where you unzipped it and paste it onto your hard drive .

Open a DOS window by going to your **START** menu scroll to **Programs** menu and click on **MS-DOS prompt** , when the DOS window opens type **cd** and press return

next type **cd skl** and press return , lastly type **go sl m** (s one not SL) and press return , a new window should open up , go to the **Game** menu at the top of the screen and scroll down to **Start New Game** and the game will start , pressing F10 during game play brings up various options for you such as load/save game etc .

Playing

The game is controled with the keyboard and the mouse , the cursor keys move you around and moving the mouse controls the players view point , you can also use the numerical keypad keys for lean and strafe .

| | | |
|--------------|---|---|
| Jump | = | Right mouse button |
| Shoot weapon | = | Left mouse button |
| I | = | Toggles inventory on and off |
| S | = | Select item (only works if inventory is visible) |
| < | = | Scroll through inventory items |
| > | = | As above |
| Return | = | Pick up (if you are close to an object that can be picked up it will appear on screen in the bottom left) |
| Return | = | Drop object (if highlighted in the inventory) |
| B | = | Detonate bombs if they have been dropped/placed |
| 1 | = | Put weapon away |
| 2 | = | Pistol |
| 3 | = | Shotgun |
| 4 | = | Machine gun |
| 5 | = | Rocket launcher |
| 6 | = | Grenade Launcher |

General Gameplay

Doors

If you come across a door/gate that needs a key the required key will show up in the middle of the screen when you bump into the door , (some doors can be blasted open)

Ammo

Ammo for weapons will automatically go into the weapon if you have it , if not the ammo will go into your inventory , in the game there are munition crates dotted about that may or may not have ammo in them , if you bump into the crates and there is ammo in them it will appear on screen (bottom left) , the

other boxes do not have anything in them so there is no need to search them but some items of furniture such as cupboards and desks may have items in them .

Health packs

If you find a health pack it will replenish some of your health points , if you have 100% health the health pack will go into your inventory for later use .

Enemies

Some enemies may have items on them and when you kill them they may drop something .

Tips

Don't use the bombs , grenades or rockets to kill enemies , they are better employed for opening doors . Look before you leap , there may be something to drop down onto from high walls , falling from high distances can cost you health points .

Elevators , if an elevator is in the up position walk underneath it briefly until you hear it start to move , then get out from under it or you will be crushed .

Aiming at an enemys' chest area achieves the most hitpoints at the moment but when the AI is running it is a lot more versatile for setting an enemies strengths/weaknesses so you won't need to be as accurate in the future .

New in this demo

All levels now have hi res textures .

The enemies have also been completely changed and are now Quake 2 style higher poly md2s and have artificial intelligence using John Worshams' GCNextAI .

Special thanks to Conrad for the Warvet and Tucow (not in this demo) enemies .

Comments

If you have any comments/feedback about the demo please e-mail me , the address is at the top of this ReadMe file .

Cheat

If you feel the need to cheat e-mail me and I will tell you how .

Thanks to

Pie in the sky software , John Worsham , Natty Dread , Conrad , Jonas , Mark Brown (for testing all my levels) and all the people on the GCSMax list without whom this game would never have seen the light of day .

What is GCS

GCS is a Game Creation System , it is made by Pie in the sky Software and is available from www.pieskysoft.com .

Other GCS games /websites

If you like this demo why not try this one made with the same GCS engine.

[<ftp://ftp.cdrom.com/pub/3dfiles/games/darkknt.zip>](http://ftp.cdrom.com/pub/3dfiles/games/darkknt.zip) Dark Knight by Sam Ayoubi

or check out these other GCS related websites

www.3dgames.nu <<http://www.3dgames.nu>>
<<http://www.nextgen3d.com>>

Adano3dgame Production
NeXtGeN3D