



IMPORTANT INSTRUCTIONS - YOU MUST READ THIS IN ORDER TO PLAY THE MODIFICATION: Go into your C:\Westwood\Renegade directory. Rename the Scripts.dll file to Scripts2.dll. Take the Scripts.dll file in this zip archive and extract it into your C:\Westwood\Renegade folder. Then extract the RedAlertMod.pkg file into your Renegade\data directory and play as you normally would.

INTRO

It's 1946. Mankind has just gone through one of the most brutal wars it ever faced. While the rest of the world is still in shock and trying to find ways to prevent such an event from ever taking place again, a Jewish/German scientist decides to act.

With a device he was engineering for the US government, he travels back into time to kill the person who he sees as the root of all misery; Adolf Hitler. He catches up with Hitler in 1926, as Hitler is still a young - but already embittered - man and 'disposes' of him; without thinking through the consequences thoroughly enough, as will soon turn out.

Hitler dies before he ever became of any importance. Stalin takes his communistic USSR to unknown heights and decides to speed up the world-wide Marxist revolution a bit by invading the free countries of Western Europe. Obviously, the West-European countries aren't too pleased with this and start a grim guerilla war against the Russian invaders.

And so, in spite of our dearest scientist's efforts, World War II starts yet again.

CREDITS

L3f7H4nd3d:	Team Coordinator Public Relations Mod Website Manager
Agent Gibson:	Artistic Director 3-D Modeling Lead
Aircraftkiller:	Maps Coding Building and Object Modeler
Dante:	Scripting AI
Gernader8:	Building Modeler Vehicle Modeler
Nodbugger:	Weapons Modeler
NeoSaber:	Building and Map Animations
Sir Phoenixx:	Weapons Vehicles Objects
SomeRhino:	Maps

Contributors:

StoneRook: Building Animations

Tiberium_35: Early building models
Blazer: Video Capture and Editing
djlaptop: Video Capture and Editing
Silent Kane: Door Models
Devinoch: Radio Commands
Crimsson: Team Cheerleader and Errand Girl
Duriel_LOP: Banners/Wallpapers

Thanks to all the beta-testers for helping us discover bugs in the early releases.

ABOUT

Hello. We're now ready to move onto the public beta phase of the Red Alert 1 mod for Renegade. We started in June of 2002-It's now April. Much effort has gone into the mod thus far and there is still more to go. I loved Renegade and the concept behind it from the minute I bought it and this mod is a tribute and a gift to the game and its players.

The original Red Alert was a fantastic experience and one of my earliest multiplayer experiences-- I have very fond memories of it. Since Renegade provides such a willing platform for a Red Alert conversion, I felt it was only natural to pursue the creation of one. Originally, I had the intention of working freelance on someone else's Red Alert 1 mod, but instead we founded our own. After I submitted the first and only public infantry model to Renegade Realm, Lefthanded requested some more content... Now, thanks to the Red Alert 1 mod in part, Renegade Realm is running out of space.

As we see how this modification works out, we will continue to update and release content. Personally, I look forward to releasing new characters and alternate costumes as well as additional terrain objects and snow texture set for our maps. Subsequently, enjoy the titanic battles that you'll be having between the blue and the red.

- Agent Gibson

INTRO BY L3f7H4nd3d
INTRO BY ACK

UNITS

STRUCTURES

ALLIES

Construction Yard: Repairs your base structures at a decent pace per second. This does

not take the place of an engineer, as they will be needed to repair your structures while under heavy attack. If destroyed, buildings will no longer autorepair.

Power Plant: Provides base power. If destroyed, prices for all units will double, Ore Trucks take longer to drop off ore\gems, and vehicles take longer to produce.

Ore Refinery: Provides income. 700 credits will be dumped by the harvester every few minutes, depending on how far away the ore field is. 1,400 credits are granted if the Ore Truck returns from a patch of gems. If destroyed you will no longer receive credits in large sums.

Ore Silo: Provides income in the form of one credit a second. If destroyed you will no longer receive this benefit.

War Factory: Vehicle construction. If destroyed you will no longer be able to construct any vehicles, including your Ore Truck.

Radar Dome: Provides radar coverage of the battlefield. If destroyed your HUD radar will no longer function.

Barracks: Allows the purchase of advanced infantry. If destroyed you will no longer be able to purchase advanced infantry.

Service Depot: Repairs your vehicle, simply drive onto the Depot to fix your tank. If destroyed you will no longer be able to repair your vehicles with the Service Depot.

Turret: Base defense.

Pillbox

Camo Pillbox

Structures not in this release:

Tech Center

Gap Generator

Naval Yard

AA-Gun

Missile Silo

Helipad

Concrete Wall

SOVIETS

Construction Yard

Power Plant

Ore Refinery

Ore Silo

War Factory
Barracks
Service Depot
Tesla Coil

Structures not in this release

SAM Site
Sub Pen
Airfield
Helipad
Tech Center
Concrete Wall
Flame Tower

HOW TO INSTALL

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MODIFICATION: Go into your C:\Westwood\Renegade directory. Rename the Scripts.dll file to Scripts2.dll. Take the Scripts.dll file in this rar archive and extract it into your C:\Westwood\Renegade folder. Then extract the Renegade Alert .pkg file into your Renegade\data directory and play as you normally would.

KNOWN ISSUES

Need to test quick before release

BUG REPORTING

If you discover a bug while playing Renegade Alert, please send a detailed report to bugs@cncrenegade.info with the following information: What happened as a result of the bug, which map and where on that map the bug occurred, and a screenshot of the bug. Please check the known issues in the section above as well as on the Renegade Alert website, where an up-to-date list will be held. Please do not contact us about balance issues, we are aware of them and will be tweaking in future releases.

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