



# INSTRUCTION MANUAL

## STREETS OF RAGE REMAKE

BOMBER  
GAMES



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## ABOUT THIS PROJECT



Streets of Rage Remake is a homage to the SEGA MEGADRIVE saga, a reconstruction of the three games under a neutral connection.

With an engine built from scratch, programmed during 7 years trying to mimic every feature of the original games, but without the original hardware constraints. It adds new visual effects, a new complete database and a high number of customizable options for every taste.

It includes material from SOR1, redesigned so it's close to the sequels' ones, improved SOR2 characters sporting the extra moves from the third game, new actions, new stages, a remastered OST from the whole saga and a myriad of additional material created exclusively for this project.

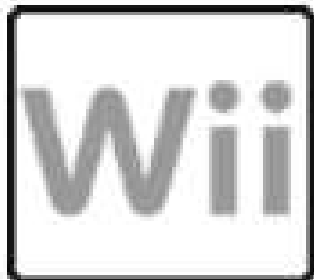
## REQUIRED SPECIFICATIONS



- Windows 9x, 2000, XP, Vista, 7
- Pentium 300 MHz
- 48 MB of RAM



- Linux x86
- Pentium 300 MHz
- 48 MB of RAM
- SDL libraries



- Homebrew channel installed
- SD card with 420 MB of free space



- Stable at a 750 MHz overclock
- 420 MB of free space

## MAIN MENU



### *1 PLAYER*

Story mode for 1 player.

- If the " PRESS 2P START " sign appears on the screen a second player can join in

## *2 PLAYERS*

Story mode for 2 players.

## *CPU FRIEND*

Story mode for 1 player with the help of an allied CPU-controlled character.

- The CPU character is chosen manually
- There are 5 different patterns of behaviour

## *SHOP*

The place to unlock more content for the game.

## *EXTRA MODES*

Contains all of the the unlockable game modes.

## *EDITOR*

Contains multiple tools to customize profiles, palettes and names.

## *SORMAKER*

Keeps a list of all the custom mods.

## *OPTIONS*

Configuration of the game parameters.

## *RANKING*

Shows the high scores of the story mode and the total of gameplay hours.





**SHOP**



## CHARACTERS

There's a total of 6 extra characters. They will appear in purchase order on the selection screen.

## *CHEATS*

There's a total of 16 cheats. Cheats can be enabled or disabled at will once they are bought, and several of them can be used simultaneously. Given their nature of altering the game behaviour they can cause unforeseen situations.

## *EXTRAS*

There's a total of 12 items. They include game modes, alternative versions for the characters, galleries et al.

The money for purchasing in the shop is acquired by completing the game. The shop hides secrets and special bonuses!

## EXTRA MODES



### *BATTLE*

One versus one bout for 2 players (unlocked by default).

## *SURVIVAL*

1 or 2 player mode. The player has to achieve the highest possible score fighting against an enemy crowd.

- Open stage. The player is free to move in any direction
- There are health items and weapons spread over the stage
- Energy bonuses are given every time the player achieves a new rank

## *BOSS RUSH*

1 player mode. With a single health bar, the player must take on a group of bosses throughout 8 consecutive rounds. The game finishes when every enemy has been defeated or when the player is killed.

## *EVENTS*

1 player mode. There's a total of 16 different events, each of them with different goals and conditions to be met.

## VOLLEYBALL

2 player mode, inspired by this sport but having different rules.

- Players can't hit the ball more than 3 times in their own field
- The player scores a point when the ball stops bouncing in the opposite field
- The player with the highest score when time runs out is the winner

## CONFIGURATION

Configuration menu for the extra modes (not available in some of them).



*TIME*: 25, 50, 75 or 99

*ROUNDS*: 1, 2 or 3

*LIVES*: Number of lives for each round (0 ... 9)

*ITEM TYPE*: Food, weapons or various

*ITEM QUANTITY*: From 0 to 9

*GRABS*: Yes or No

*SPECIAL MOVES*: Yes or No

After finishing the configuration the stage selection screen will be shown. Players will be able to choose stages that are compatible with the current game mode and have been visited in the main game mode.

## **REVENGE OPTIONS**

Available at the end of a Battle or Volleyball game.

### *REVENGE*

Restarts the game using the same parameters, characters and stage.

### *SELECT CHARACTER*

Restarts the game using the same parameters and stage but letting the players change their characters.

### *EXIT*

Goes back to the configuration menu for the given mode.

## OPTIONS

### GAME OPTIONS



#### *DIFFICULTY LEVEL*

Sets the game difficulty and the number of continues available.



## *LIVES*

Number of lives available per continue. From 0 to 5.

## *DAMAGE BETWEEN PLAYERS*

Enables or disables damage between players for the story mode.

## *STAR MOVES*

Sets the behaviour of the Forward+Forward+B combination:

- B BUTTON: The improved move can be executed using the Forward+Forward+B combination upon achieving a new star
- X BUTTON: The Forward+Forward+B combination always executes the initial movement while the rest can be normally executed using the X button combinations

## *WEAPON TYPE*

Sets the weapons behaviour:

- SOR1: The players lose weapons when they are knocked down or thrown

- SOR2: The players swap weapons when standing over one and pressing the B button. The players lose weapons when they are grabbed, when they grab an opponent or when they are knocked down
- SOR3: Weapons have a health bar and wear down with use. The players lose weapons when they are thrown, when they are knocked down or when the health bar for the weapon is drained

### *METER TYPE*

Sets the type of meter used in a game:

- TIMER: The meter consists of a countdown. When the countdown reaches 0 players lose a life
- COMBO: Special moves are tied to a gauge meter. When the gauge is completely filled players can use a special meter without any health penalty, otherwise the health penalty is bigger the emptier the drain is
- AMBOS: Both timer and combo are applied

### *COMBO TYPE*

Sets the character behaviour upon pressing the B button repeatedly:

- SOR 2: Executes the complete sequence only if they connect with an enemy, destructible object or another player character
- SOR 3: Executes the complete sequence under any circumstance

### *JUMP TYPE*

Sets the character behaviour upon jumping:

- SOR 1: Allow changing both the path and the facing of a jump
- SOR 2: Don't allow changing neither the path nor the facing of a jump
- SOR 3: Allow changing the path but not the facing of a jump

## *DEATH TYPE*

Sets the behaviour of the characters upon dying:

- SOR: The player character falls from above and knocks the enemies down
- REMAKE: The player character just stands up again on the same spot

## *USE GUNS*

Enables or disables gun items in the game.

## *DEFAULT GAME OPTIONS*

Restores the game options to their default values.

## VIDEO OPTIONS



### *GAME SPEED*

- 50 FPS

- 60 FPS (default)
- MAX (no FPS limit)

## *GRAPHIC MODE*

- NORMAL: 320x240. Original resolution, fast
- 2XSCALE: 640x480 using border outlining, slow
- HQ2X: 640x480 using border outlining and blur, very slow
- SCANLINES: 640x480 using a plain 200% zoom for the image and native resolution for the scanlines
- 2XNORMAL: 640x480 using a plain 200% zoom, fast

## *DISPLAY*

Switches between window and full screen modes. Can be used by pressing ALT + ENTER.

## *VSYNC*

Vertical synchronization. To use it you must have your monitor set to 60hz, otherwise the game will run faster than usual.

## *FRAMESKIP*

Sets the frames discarding whenever the CPU can't process them in time. (needs restart)

## *VISUAL EFFECTS*

- REMAKE: Shows remade effects
- SOR: Shows original effects

## *SHADOWS*

- REFLECTED: Character-specific shadow that changes its angle depending on the light source
- ROUND: A semitransparent circle
- SOR: Simulates the original game shadows

## *BLOOD*

Shows blood and dismemberment when using specific weapons.

## *DISPLAY FPS*

Shows a frames per second counter on the lower left corner of the screen.

## TRANSPARENCIES

- 25%: 64 transparency grades, default value
- 50%: 128 transparency grades. 8MB of additional RAM are required for this option, as well as restarting the game

## DEFAULT VIDEO OPTIONS

Resets the video options to their original values.



AUDIO OPTIONS



*BGM*

Plays the game tunes from the menu.

### *SE*

Plays the sound effects from the menu.

### *VOICE*

Plays the voices from the menu.

### *BGM SOURCE*

Enables or disables the in-game music.

### *BGM VOLUME*

Volume expressed in percentages (0 ... 99).

### *SE VOLUME*

Volume expressed in percentages (0 ... 99).

### *AMBIENCE SOUND*

Enables or disables ambient sound for stages that have any. Disabling it might save some MB of RAM.

## *LAST BREATH*

- SOR1: Enemies scream while falling
- SOR2: Enemies scream when hitting the ground to disappear

## *VOICE TYPE*

- SOR3: Uses SOR3 voices for characters and enemies when applicable
- BK3: Uses BK3 voices for characters and enemies when applicable

## *SE TYPE*

- SOR2: Uses SOR2 for the hit effects
- SOR3: Uses SOR3 for the hit effects
- COMBINED: Characters and enemies have their own hit effects depending on the game version they come from

## *DEFAULT AUDIO OPTIONS*

Resets the audio options to their default values.

## MISCELLANEOUS



### *LANGUAGE*

Switches between the 2 available languages: English and Spanish.

## *GAME TITLE*

- SOR: Logo and title are based on the western versions
- BK: Logo and title are based on the Japanese versions

## *SONG TITLES*

Shows the track title when entering a new stage in-game.

## *STAGE OPENING*

- SOR: Fade the screen in like in SOR2/3
- THEATRE: Horizontal bars open or close the screen
- SCANLINES: The screen is filled with black lines
- FAST FADE: A faster effect to speed transitions up (default)

## *CAMERA TYPE*

- SOR2: The camera follows the player smoothly
- SOR3: The camera tries to keep the player in the center of the screen, sometimes using sudden movements

## *SOR3 EXCEPTIONS*

Enables specific in-game rules:

- The player can't run vertically
- While holding, the enemy is released if someone who is not held is hit
- The player can change direction while performing a combo without finishing the movement (SOR1 characters)

## *COLLISION TYPE*

- SOR2: Hits are shown where the character collision box is
- SOR3: Hits are shown on the clash point between characters

### *ENABLE POLICE*

Enables the police call for the game. Disabling it makes the police call button into a smart button that works for performing special moves, jumping attacks and combos depending on the situation.

### *ENABLE RUN AND ROLL*

Enables running and rolling like in SOR3.

### *PAUSE DELAY*

Sets the delay a character has when hitting anything.

- SOR2: Forces all the characters to have the SOR2 delay, a long delay that emphasizes strategy
- SOR3: Forces all the characters to have the SOR3 delay, a short delay that makes the action more dynamic
- COMBINED: Characters have the delay from their original games
- REMAKE: A middle delay, between SOR2 and SOR3, for players not satisfied with any of the previous ones

### *DEFAULT MISCELLANEOUS*

Resets the miscellaneous options to their default values.

## CONTROLS



This menu allows to modify both players controls using the tabs in the upper part. It's recommended to use both the cursor keys and the ENTER key to assign new controls so no conflicts arise.



- The icon next to Player 1 shows the gamepad number being configured. If there are 2 gamepads connected, the second one will always be assigned to Player 2
- When the game starts for the first time, checks are made and the first gamepad is configured. If there's none connected an empty dialog will be shown as icon
- Once keyboard or gamepad are chosen the player can navigate through the mapping options. On-screen gamepad buttons will be lit when assigning keys/buttons

The controls map is made of the following buttons:  
A, B, C, X, Y, Z, L, R and START

## **MENU CONTROLS**

C - OK

B - Cancel

## CHARACTER SELECT



A - Swap color palette

B - Cancel

C or START - Select character

L or R - Change version (when available, an arrow is shown)

## **ADDITIONAL GAME CONTROLS**

ALT + X - Close game (creates savestate)

ALT + ENTER - Switch between window/fullscreen

ENTER - General OK key

ESC - General cancel key

START or ESC - Pause game

## **GRAPHIC FILTERS**

F1 - Original mode (320x240)

F2 - 2xScale (640x480)

F3 - HQ2X (640x480)

F4 - Scanlines (640x480)

F5 - 2xNormal (640x480)

## EXTRAS

### SELECT STAGE



The game can be started from a specific scene, which you have had to visit first for it to be available.

## AUTO SAVE

There's a checkpoint at the start of every stage. The auto save function is only activated in one of the following situations:

- Closing the game by pressing ALT + X
- Closing the game using the close button of the window
- A forced game shutdown

The game state will not be saved when a *game over* takes place or when ending a game through the pause menu.

# MOD FOLDER

The *mod* folder allows modifying Streets of Rage Remake by replacing an asset in the game with an external new one.

## MODIFY OST



1.ogg



1a.ogg



To replace the music tracks in the game you just have to move your own music tracks (in OGG format) into the *mod* folder, taking into account that:

- Files have to be renamed as the track number you want to replace (see the screenshot in the previous page for an example)
- Music tracks can have an intro section and a loop, each in its own file. For the intro to be recognized, its file has to be named the same as the loop file with an *a* appended after the number (see the screenshot in the previous page for an example)

EDITORS

PROFILE EDITOR



*NAME*

Up to 10 characters. It is used in the rank table.



### *DATE OF BIRTH*

Used in specific moments.

### *AGE*

Automatically computed using the date of birth.

### *FAVORITE CHARACTER*

This character will be the default one on the select character screen.

### *FAVORITE PALETTE*

This palette will be the default one on the select character screen.

### *FAVORITE VERSION*

This version will be the default one on the select character screen (when applicable).

### *PROFILE FOR*

Specifies whose profile it is. There can be 2, one per player.

## PALETTE EDITOR



A mouse is required to use the palette editor.

- 4 default palettes are included: 64 colors, 256 colors, color gradients and 16 bit. They can be switched by clicking on the up/down arrows

- A value can be manually entered for R, G or B by moving the mouse cursor over them
- Click on the relevant color box under the sprite to edit that color
- Click on the left/right arrows to switch characters/enemies
- Click on the SOR icon to switch character versions
- Click on the CHARS icon to switch between editing characters or enemies
- Click on the UNDO icon to revert the last change
- Click on the RESET icon to restore the palette to its original state. It's mandatory to have a copy of the palette (check the PALETTES folder)
- Click on the PALETTE icon to switch the palette number. Up to 7 different palettes can be edited

## NAME EDITOR



A mouse is required to use the name editor.

- Click on an enemy box to select him/her
- Click on a text field to edit a name

- The SAVE box for a name is activated when changing it. The previous name can be restored clicking on the icon appearing on the SAVE box
- Click on DEFAULT NAMES to restore the 16 names of the selected enemy



## **PROJECT INFORMATION**

Web site: [www.bombergames.net](http://www.bombergames.net)

### **DATA**

Project start date: March 17th 2003

Version: 5.0 (Final version)

Programmed in: Fenix / Bennu (from scratch)

Code lines: 79500

Video mode: 320x240 / 60fps / 65536 colours

Audio: 44.1 Khz / Stereo / 24 channels

### **SORMAKER**

Total # of characters: 19

Total # of enemies: 64

Total # of objects: 40

Total # of items: 50

Total # of events: 45

Max. # of custom scenes: 128

Max. # of custom songs: 64

Max. # of sormaker mods: 99