



Combine Destiny Manual

A Half-Life 2 modification

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Combine Destiny

General Info

The official website for Combine Destiny can be found at:

<http://cd.bounced.de>

Visit the site for the latest news, media etc.

Features

- Controllable squads with Combines
- Stunstick
- Fight Rebels and Vortigaunts
- New music and sounds effects

System Requirements

The following are the minimum system requirements for Combine Destiny to run with stability.

- 100 MB free space on your hard drive
- Half-life 2
- Windows 2000/XP/Me/98
- 1.2 GHZ Processor

- 256 MB RAM
- DirectX 7 level graphics card
- Internet connection preferably

Please Note: They are lower than Half-life 2's requirements.

Story

The town Coonersville has been compromised, the rebels there have made a base at the top of the mountain, and instead of wasting Combine Soldier's lives, have they sent headcrab canisters to the town.

After the whole town had become zombies, a Combine sweeper team was sent in to take over the whole town and take over the base. The Combine turned the rebel base into the Quiver Mountain Research Faculty and Military Installment.

Recently, the Citadel has lost contact with the Quiver Base and the administrator feels that the remaining rebels around there might have taken it over.

The Combine sent Headcrab canisters to the town, but have somehow actually missed their target, and they have lost all track of them. The administrator doesn't want to send in any forces, because he says something big will be coming and that they will need as many troops as possible to deal with this incoming threat.

The Combine Advisors however, feel that they need to strike and take back the base. You are part of the team being deployed to infiltrate and take back the base. Good luck.

Development Team

Current

- Bladesinger - Team Leader, Mapper, 2D Art
- MuZeR - Mapper
- DaBozz880321 - Writer
- Stillbored - Webmaster
- Hellraiser - Mapper
- Silverstar - Audio Designer
- UnKn0wNhEr0 - Coder
- Zidane - Voice Actor
- MiKol - Voice Actor, Mapper

Retired

- EagleEage - Coder
- Vertana - Coder
- D4rkskull - Mapper
- Puppet_That_Kills - Mapper
- Andreas - PR

Installation

Simply install to your 'SourceMods' folder.

Keys

The following are the default key settings for Combine Destiny.

Movement

| Action | Key/Button |
|-----------------------|------------|
| Move forwards | w |
| Move backwards | s |
| Move left (strafe) | a |
| Move right (strafe) | d |
| Sprint (move quickly) | Shift |
| Jump | Space |
| Duck | Ctrl |

Combat

| Action | Key/Button |
|----------------------------|------------------|
| Primary attack | Mouse button 1 |
| Secondary attack | Mouse button 2 |
| Reload weapon | r |
| Use item | e |
| Flashlight | f |
| Send/Recall squad | c |
| Weapon Category 1 | 1 |
| Weapon Category 2 | 2 |
| Weapon Category 3 | 3 |
| Weapon Category 4 | 4 |
| Weapon Category 5 | 5 |
| Weapon Category 6 | 6 |
| Next Weapon | Mouse wheel down |
| Previous weapon | Mouse wheel up |
| Switch to last weapon used | q |

Miscellaneous and Movement

| Action | Key/Button |
|--------------------|------------|
| Take screenshot | F5 |
| Quick save | F6 |
| Quick load | F9 |
| Pause game | Pause |
| Walk (Move slowly) | Alt |

FAQ (Frequently Asked Questions)

Q: What is Combine Destiny?

A: A Half-life 2 single player modification there you play as a combine.

Q: How many maps are you planning to do?

A: Around 18 maps.

Q: I want to help, but what things do you need help with?

A: Right now will we need coders, texture artists/skinners and 3D modelers.

A: Is there a Multiplayer mode?

Q: That's undecided, but maybe if we get many fans.

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