*You are about to play **OutRage: Fight Fest**, a massively multiplayer brawler from **Hardball Games**.*

The below information will give you an overview of the game controls, combat mechanics and game modes to let you get straight into the action. Read through this document before playing, and refer back to it if you need to.

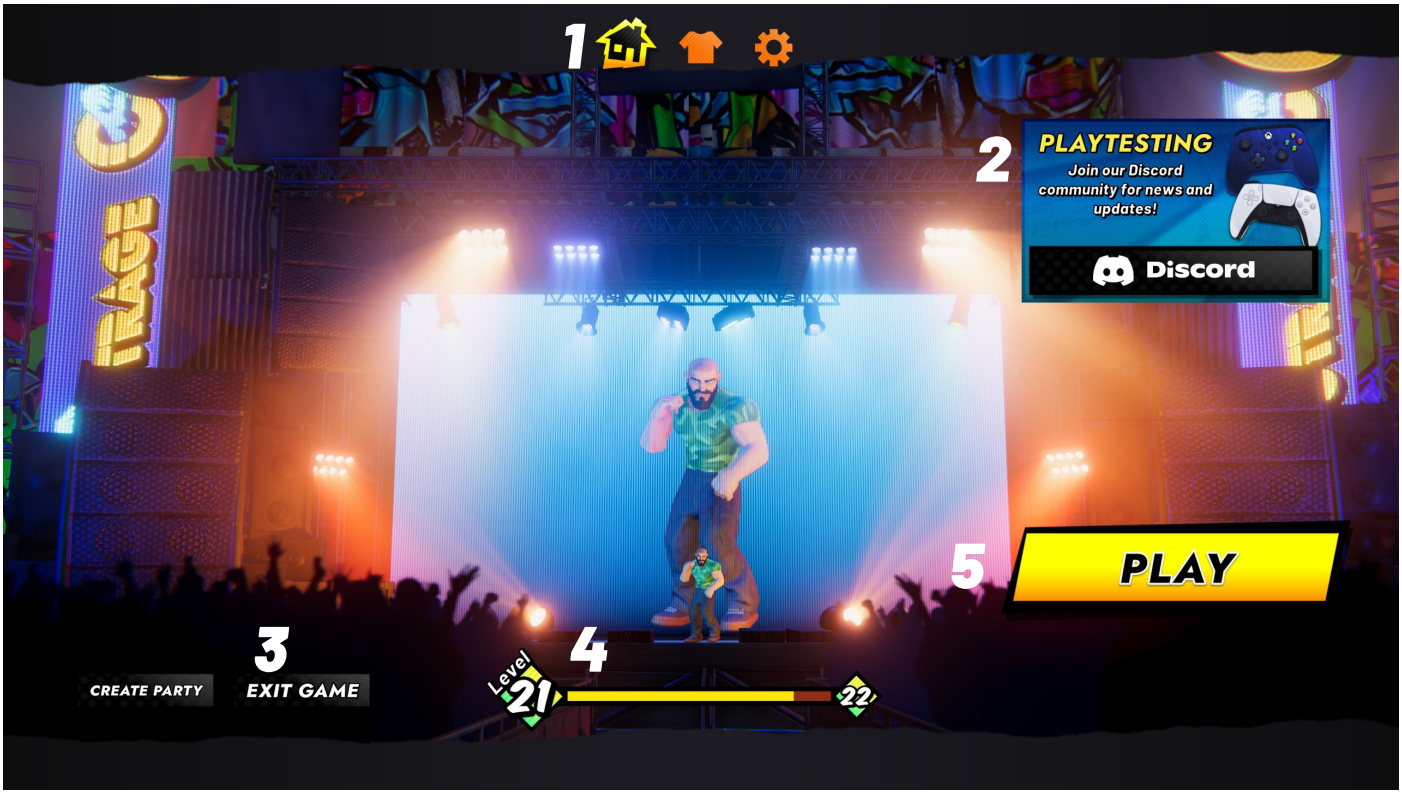
***OutRage: Fight Fest** is in active development, and the features listed below are likely to change multiple times, without notice, at the discretion of Hardball Games.*

CONTROLS

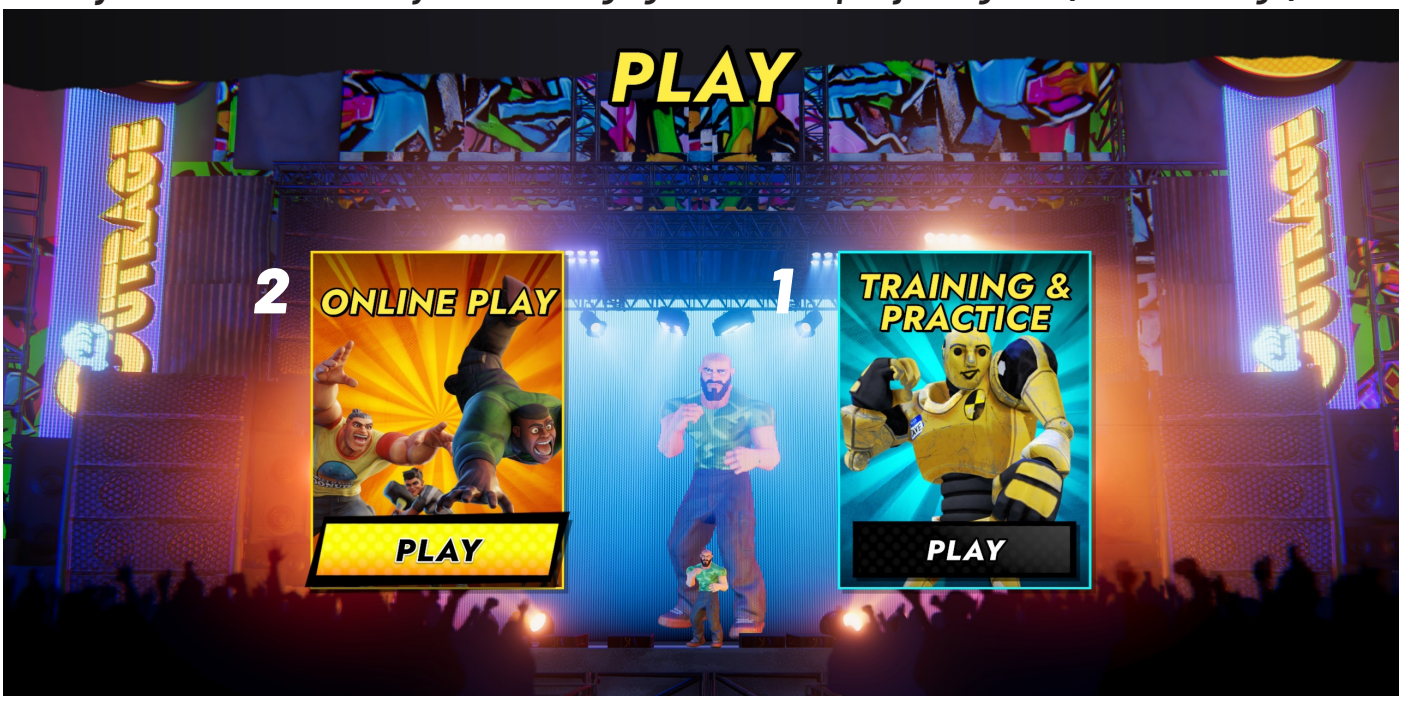
***OutRage:Fight Fest** requires a Windows compatible Xbox or PlayStation style gamepad to play. You can display the controls on screen in-game by pressing LT/L2 (Left Trigger).*



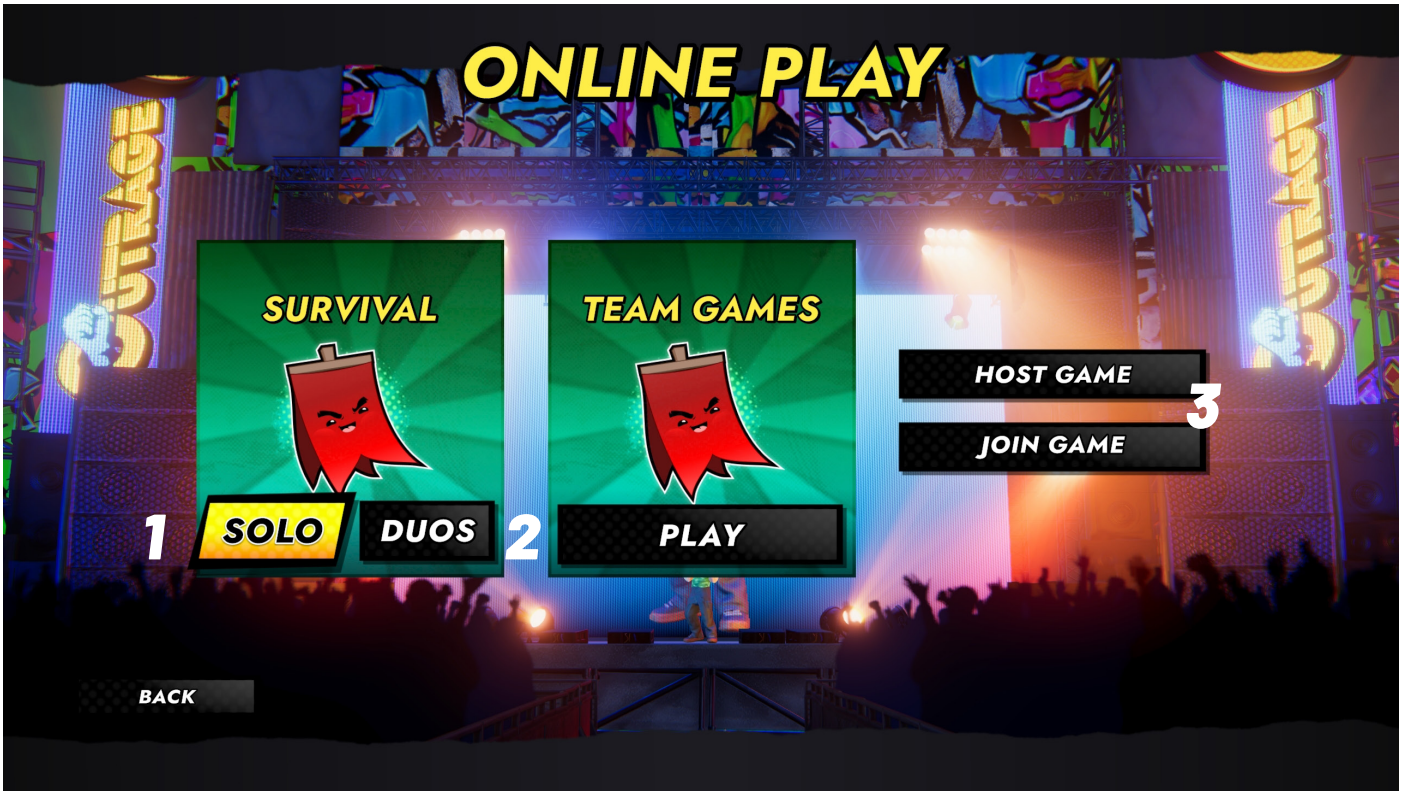
MAIN MENU



1. ***Menu Tabs:*** *The home icon returns you to the main menu (pictured above). The t-shirt takes you to the character select screen where you can select from one of the available presets. Here you can also select your OverRage ability - either "Overdrive" ,"Rage-nade", "Fireball" or "Rage Cage". (See the next section for more details). The cogwheel takes you to the game settings, where you can adjust things like the volume levels.*
2. ***Playtest Sessions:*** *This will show you the time and date of the next scheduled play-session in your region. You are likely to find more players online during these sessions. There is also a button here to join the OutRage Discord, where you can get more information about the test sessions, chat with the developers and other players. Players in the Discord often arrange their own sessions outside of the official ones. It's a great place to check if you're looking for people to play with.*
3. ***Exit Game:*** *Does exactly what it says on the button.*
4. ***Play XP:*** *Your current player level and XP progress towards the next level (not currently in use).*
5. ***Play:*** *This button will take you to the staging area to set up or join a game. (see next image).*



1. ***Training & Practice:*** *Jump into a quick single-player tutorial to learn the controls and combo timings.*
2. ***Online Play:*** *Create or join a game with other players (see next image).*



1. ***Survival:*** *Queue for a game of survival (Battle Royale). You can select Solo (every player for themselves) or Duos (Teams of two). You will then enter a live-lobby staging area where you are free to fight while waiting for other players to join and the match to start.*
2. ***Team Games:*** *Queue for one of the other team games (Pain Points, Crate Grab, Rage Bank or Domination). The game modes and maps cycle randomly, but may change to another mode that is better suited to the number of players in the lobby. You will then enter a live-lobby staging area where you are free to fight while waiting for other players to join and the match to start.*
3. ***Host Game/Join Game:*** *This allows you to create or join a custom lobby where the host can choose the game mode and map. To join a custom game, enter the game code given to you by the host. (see next image).*



1. ***Game Mode:*** *Choose which game mode you want to crate a lobby for. Either Survival (Solo or Duos) or Team Games.*
2. ***Private Lobby:*** *Check this box to make the lobby private. Only players will the lobby code can join a private lobby. A custom lobby that is not set to private will form part of the matchmaking queue and can be joined by any player looking for a game of the appropriate game mode.*

When you create a custom lobby, you will be taken into a live-lobby staging area where you are free to fight while waiting for other players to join.

The unique room code can be seen at the bottom of the screen. Give this to other players to allow them to join your lobby. This is required for private lobbies.

As the host, you can press the lobby button (L1/LB) to open the lobby settings. Here, you can see the room code and the currently connected players.

You can select the game mode/map from the drop-down menu on the right side, and then start the game when you have enough players. (see below).



RAGE SYSTEM

As you inflict damage to other players, your character will gain Rage, tracked by the curved bar in the bottom-right of the screen.

The bar is divided into three segments indicating the different stages of Rage Evolution (Evo).



Every character starts a round as Evo 1. This is the smallest size of character. Once you fill the first segment of the Rage meter, your character will become Evo 2 and grow in size. After filling the second segment of the Rage meter, your character will grow once more, to the largest size, Evo 3.

Larger characters can pick up and throw larger objects (including other players). Larger characters are also less susceptible to being knocked down by smaller thrown objects.

If you fill the third segment of the Rage meter, the fist will illuminate and your OverRage abilty will become available. Press R1/RB to active your abiltiy (which can be selected on the character select screen from the main menu).

"Overdrive" is a temporary boost indicated by a fiery aura around your character, granting you increased damage and movement speed for a short time.

"Rage-nade" sets off an area of effect explosion around your character after a short delay, causing damage to and knocking back any enemies caught in its effect.

"Fireball" launches a fireball in the direction you are facing for massive damage.

"Rage Cage" Surrounds you with a temporary bubble that prevents all damage.

Your Rage meter decays over time when not in combat. Keep inflicting damage on your opponents to avoid losing your current Rage.



GAMEPLAY

Punch and kick are your basic attacks. Kicks are slower but have a longer reach. If you hold the punch or kick button, you can charge the attack. An arrow will appear at your character's feet indicating the direction of travel. You can aim with the left analogue stick. When you release the button, you will perform a dashing attack in that direction. You can abort a charge either by tapping the roll button or waiting for your stamina to deplete (see below). It is possible to grab a player as they perform their dash attack.

Note: charging an attack uses your stamina. Your stamina is the white bar beneath your health. Once depleted, the charged attack will be aborted. Stamina recharges over time.

Use the roll button to quickly dodge out of the way. Your character is invulnerable for a short period while rolling. Rolling uses your stamina.

Hold the sprint button to run. Running uses your stamina.

Certain items around the arena, along with other players, can be grabbed to use as weapons or to throw. Melee weapons can be picked up by all, as can smaller throwable objects. Larger objects will require your character to be Evo 2 or Evo 3 to lift. A player can also grab another player, but you can only throw someone the same Evo level or smaller. Attempting to grab a larger player will perform a Judo flip.

When standing next to an object that you can grab, the object will be highlighted with a yellow outline. Objects such as shovels, hammers, baseball bats and sign-posts can be used as melee weapons. Once grabbed, their special attack replaces your punch attack. You can drop a melee weapon by pressing the grab button again. A dropped weapon can be picked up again by yourself or someone else.



Melee weapons have limited durability and will break after a number of successful hits.

You can see your currently held melee weapon in the bottom right corner of the screen. The number of orange pips around the weapon icon indicate its durability. Once a weapon's durability is depleted, the weapon is destroyed.

Weapons found in crates have higher durability than weapons collected from around the arena.

Items such as barrels, crates, construction equipment, furniture, and even vehicles, along with other players can be thrown. When a thrown object hits a player, it will cause damage to them. Thrown objects can knock other players down, but larger characters can't be knocked down by smaller items.

You can also throw players into each other to cause damage and knock them down, or throw them into environmental hazards around the arena.

Throwing an object is the same as charging an attack. First, press the grab button to pick up the object. To drop it, you can press punch or kick. To throw it, hold down the grab button to charge the throw. An arrow will appear at your feet indicating the direction in which you will throw it. Release the grab button to throw the object. Players can use the grab button to catch an object thrown at them, but only if they're big enough to pick up that object.

Note: charging a throw uses your stamina. Once your stamina is depleted, the throw will be aborted and the carried item will be dropped.

If you're being carried by another player, mash one of the controller buttons to force them to drop you!

Enemy players carrying a grenade have a golden glow around their feet.

ITEMS

Many items found in the arena have special interactions.

- ***Blue Crates: These can be broken open and contain weapons***
- ***Rage Crates: These can be broken open to get one full rage-meter segment***
- ***Green Crates: These can be broken open to replenish your health***
- ***Oil Barrels: Break open when thrown spreading oil that slows those who run through it***
- ***Red Gas Canisters: Break when thrown leaving a fiery area that damages all inside it***
- ***Green Oxygen Canisters: Break when thrown leaving a regeneration area that restores health to all standing inside it***
- ***Green Health Crates: Can be broken open to gain a large health boost***






Some maps contain special green-coloured items, such as barrels, dumpsters, vehicles and vending machines. As these items take damage, they will continue to drop health-pickups. Once these objects sustain a certain amount of damage, they will become depleted and will no longer appear green. These objects will no longer drop health.

COMBOS

It is possible to chain up to three attacks together to make a combo. You can use punches or kicks in any order or combination. A combo causes extra damage to the target, and once locked into a combo, the recipient is unable to escape or counter attack.

However: Successful combos require skilful timing of button presses. If you mistime your inputs and break the combo, your opponent can roll away or strike back.

After attacking with a punch or a kick, try to time your next button press at the same time the first hit connects with your target.

If the last hit in your combo is a punch, you will knock your opponent up into the air. As they return to Earth, they will knock back all of the enemies around them causing damage. If you end a combo with a kick, you will drop-kick your opponent away from you. This is great for knocking people through walls, into pits, or groups of other players. If you end your combo with a grab, you will throw your opponent, no matter their size!

GAME MODES

During a match, holding LB/L1 (Left Bumper) will show the scoreboard for the current round.

SURVIVAL

This is your classic battle-royale type elimination match. This mode can be played solo or in teams. Once your health is depleted, you are eliminated from the match. Your aim is to be the last player standing. Depending on the number of players, Survival takes place over a number of rounds in progressively smaller arenas. The survivors from each round progress to the next until only one player or team remains. Once eliminated, you can safely leave the round and join a new game. If one member of your team survives, you will go through to the next round even if eliminated.

PAIN POINTS

The aim of Pain Points is simple - cause as much damage as possible to enemy players. Points are awarded for damage caused, with bonus points for knocking another player out. Players re-spawn, so you can quickly get back into the action if knocked out. The number of points needed to win is shown in the top right corner of the UI, along with your current position. This mode can be played solo or in teams.

DOMINATION

This is a team game. Around the arena there are a number of flags, each assigned a letter. When a player stands within the flag's capture area, the flag will flip to your team's colour. Your team will continue to earn points for as long as a flag is held. The more flags you hold, the faster you will score points. Try to capture as many flags as you can and hold onto them. You can capture a point from another team if you can get them all out of the flag's capture area. An indicator in the top-middle of the screen shows which team controls each flag along with their current capture status.

CRATE GRAB

Crate Grab is a team game. The aim is to recover crates from the centre of the arena that match your team's colour, and return them to your base. A point is scored for each crate returned. The direction of your crates along with your home base are indicated by icons around the edge of the screen.

Occasionally, a golden crate will spawn. This can be collected by any team and is worth extra points. You will need to work together as a team for this mode. Collect and return crates, protect your crate carriers and harass the other team's carriers. Consider being sneaky and hiding your enemies crates to send them looking. Any crates returned to base or thrown off the map will re-spawn in the stockpile at the centre of the map. Larger characters run faster with crates!

RAGE BANK

In this team-based game mode, your aim is to gain rage by damaging your opponents and then deliver that rage to one of the Rage Banks that appear around the arena. There are icons around the edge of the map that indicate the direction of the Rage Banks along with how full they are.

Deliver your Rage to one of the banks by standing next to it and pressing the grab button. As you deliver Rage to the bank you will regain health. Transferring your Rage to the bank will decrease your Rage meter. If a bank becomes full, it will disappear and another will spawn somewhere else in the arena. The amount of Rage needed to win is displayed in the top-right corner of the UI. The first team to reach the target score is the winner.