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About the Game

Welcome to Secret of the Hose, the all-new frantic water-fighting multiplayer game from T³ Software.

This game is provided as-is and T³ Software makes no gaurantees regarding the usability of the software or any component therein. We cannot be held responsible if something goes wrong with your equipment or your life because of this game. Enjoy :)

License Agreement

Secret of the Hose is freeware and may be distributed freely. If you would like to include Secret of the Hose on a compilation CD of any sort you must contact us for permission. Please see the “**Contacting Us**” section of this document for contact info. Secret of the Hose is © 2005 T³ Software. We reserve all rights to the software and take no responsibility for any effect it has, adverse or otherwise.

System Requirements

Windows 9x/NT/XP

DirectX 7

Pentium 2 or better CPU

Getting Started

When Secret of the Hose is launched you will be brought to the menu system. In this menu system you control every aspect of the game so you need to be familiar with how to navigate the menus. Using the arrow keys (**UP/DOWN**) you can scroll your way through the menus. The currently selected item will be highlighted. In order to activate a menu selection press the **ENTER** key. Activating a menu selection often leads to another menu. To return to the previous menu simply press the **ESCAPE** key. Some menus have items that correspond to game settings. If you want to change the settings

contained in these menu items you will need to use the arrow keys (**LEFT/RIGHT**).

In-Game Display

To play Secret of the Hose you will need to become familiar with the various indicators that are displayed on the screen during gameplay. Review the picture below to see how the game screen is laid out.



Weapon Indicator

This indicates the currently selected weapon and the amount of the weapon you currently have available. All weapons you have acquired are selectable.

Rainjacket Level

When this meter reaches 0% you are discarded. You will respawn in a random location in most game modes.

Player

Your virtual self :)

Network Play

Playing a network game is rather simple. Launch the game from the icon labeled **SOTH Online** from the Secret of the Hose folder on the Start menu. This will bring up the NCDNet client. Using this client program you can host a game or connect to an existing host using the buttons in the menu.

Hosting a Public Game

Selecting the **Host Game** button from the NCDNet client's menu will open up a game server on your machine that anyone on the Internet can connect to. You may supply a name to identify your server for other players. Anyone looking for a server on which to play will see your server's name and IP address as well as the current number of people connected to your server.

Joining a Game

To join a game simply select the **Join Game** button from the NCDNet client's menu. You will be given a list of currently open servers if any are available or an alert if no servers are currently open. Select the server you wish to connect to and click the **Connect** button to join the game. If the connection is successful the game will immediately be launched.

Private Games

At times it is appropriate to set up private games. A private game will not be submitted to the list server so the public will not be made aware of your server. Hosting a private game is the same as hosting a public game but joining players must use the host's IP address directly to connect.

In-Game Chatting

While you are connected to a game server you may use the in-game chat. To chat press the **T** key and enter a message then press **ENTER** to send the message. All players will see this message. If you are playing team games and you wish to chat only with people on your team press **Y** instead and type the message. Team messages will appear in green instead of white.

Forfeiting a Game

Sometimes you may wish to leave a game before it is over. To do so you must press the key combination **CONTROL+Q**. This will immediately remove you from the current game and take you back to the game menus.

Troubleshooting

There are some quirks about network games in general and if you have played many other network games you will probably be familiar with some of the problems that can arise. Common networking problems are described below.

Cannot Connect to Server

This common problem has many possible causes. The most common are improper **firewall** and/or **router** settings. Secret of the Hose game servers accept connections through **port 5556**. If you have a **firewall** installed you must configure it to allow connections through **port 5556**. Also, if you're behind a **router**, you must configure it to forward incoming connections on **port 5556** to the computer on which the game is being hosted.

Gameplay is Laggy

Due to the nature of network games there will inevitably be lag if you are playing over the Internet. LAN games are less likely to be affected by this problem. Generally if you live within a decent vicinity of where the game server is located you should get a playable game.

Game Runs Choppy

You might find changing the Netplay mode from **Responsive** to **Smooth** will alleviate the

problem. If you use the **Smooth** mode you might find the game lags slightly more than in **Responsive** mode. Also, network play requires some additional processing so the choppiness may be due to your computer not being able to keep up with the game's demands.

“Cannot Find List Server”

This error usually means the **list server is down** at the moment. We will be aware if there is a problem and will fix it as soon as possible.

“Incorrect Game Version”

This means the version of the game you have installed is incompatible with the server you connected to. If you are going to host games it is recommended that you use the latest version of the game. See below in the **“Contacting Us”** section for information on where to find the latest version of the game.

Game Modes

Secret of the Hose contains many modes of play. Each mode has it's own rules and gameplay elements. Some modes require aligning yourself with a team. See the **“Setting Up Players”** section below to learn how to select players and teams.

Splash Fest

With a set number of respawns you must take out the other players using the weapons available to you. If you run out of respawns you are out of the game. The last player remaining wins.

Team Splash Fest

Each player has a set number of respawns. Once the players on a team have no remaining respawns the other team is declared the winner.

Tag Match

To win you must tag out a set number of players. When one player reaches the tag-out limit they

are the winner. If the timer is depleted the player with the most tag-outs is the winner.

Team Tag Match

Each team has a collective tag-out count. When one team reaches the tag-out limit they are the winner.

Runner

Defeat the other players by letting your timer reach 0. Sound simple? Well you must be what's called the "runner" in order for your timer to count down. Only one player can be "runner" at a time. Become the "runner" by tagging out the "runner."

Capture the Flag

Capture the other team's flag and take it back to your base to score. The catch is your flag must also be secured before you can score. The team reaching the set number of captures is the winner.

Tag

If you are "it" your time ticks away. When your timer runs out you are eliminated from the game. The last player standing is the winner.

Freeze Tag

When a runner is tagged they are frozen until another runner touches them. If all the runners are frozen then the taggers win. If the runners survive for the time limit then they win.

Cops and Robbers

The cops must work together to capture all the robbers. Robbers that aren't in jail can let the captured robbers out of jail. The cops win if all the robbers are captured. If the robbers survive for the duration of the round they win.

Hot Head

To win you must reach the designated score. Scoring is accomplished by tagging out the "Hot Head" or if you are the "Hot Head" tagging out any other players. If you tag out the "Hot Head"

you become the “Hot Head.”

Setting Up Players

Select **Players** from the **Game Settings** menu to enter the player setup screen. Entering a player into the game is as simple as pressing that player's **FIRE** button as set from the **Controls** menu. Once you have entered the game you may make your selections. Use your player's **LEFT** and **RIGHT** buttons to change your selections. You must select a **player profile** and **character** and sometimes a **team** depending on the game mode. If you have not created any player profiles you can use the **Guest** profile. See the section “**Managing Player Profiles**” below for more information. Press your player's **FIRE** button to accept your current selection. Pressing your player's **STRAFE** button will cancel the current selection. Keep pressing **STRAFE** to remove your player from the game completely. The game will not be able to start until all players have completed their selections. If you are playing a network game press **TAB** to alternate between viewing local players and all players.

Customizing Weapons Options

Selecting **Weapons** from the **Game Settings** menu allows you to customize the game's weapons options. Use one of the included presets or create your own settings. Press the **WEAPON** button on the **first player's controller** to bring up the custom weapons page. From there you can set which weapons the player's start with and which weapons will be available for pick-up in the game. Press **FIRE** or **ENTER** to accept the custom settings or the currently selected preset.

Managing Player Profiles

Selecting **Profiles** from the main menu you will see that you have the ability to view the currently existing profiles or create a new one. You should create a separate player profile for each player that

plays Secret of the Hose on your computer. To create a new profile select **Create** from the **Profiles** menu then enter the desired screen name for that profile and select **OK**. Your profile screen name will be used to identify your player in the game.

Controlling Your Character

Each player has 8 buttons which they use to control their character. **UP**, **DOWN**, **LEFT**, and **RIGHT** are the player's movement buttons. Use these to move your character around the playing area. The **FIRE** button fires the current weapon in the direction you are facing. **STRAFE** allows you to keep facing in one direction while you walk around (good for cornering other players). **WEAPON** cycles through the weapons you have. **ACTION** drops any special item you are holding. You can also view your current score by pressing the **SHOW SCORE** button.

Drench Attack

To perform a drench attack you must not be holding any items. Simply press **ACTION** three times and you will drench any player that is touching you. Be aware that a drench attack uses all your water. The damage done will be proportional to how full your water supply is.

Entering Buildings

When playing Secret of the Hose, many times you will find yourself going in and out of buildings. You should be aware that when you enter a building it only affects your view of the level. If other players are standing outside the building they will not be able to see inside the building unless they enter it. You can use this knowledge to plan ambushes or to escape from an opponent.

Floating Camera

If you have been eliminated from the game your player's camera will become free-roaming. You can move the camera using the **player's directional controls** and you can lock onto one of the remaining players by pressing **FIRE**.

Weapons and Items

99 Cent Water Pistol



Basic weapon. Fires water a short distance in a straight line. Using it depletes your water reserve.

Water Rifle



Similar to the 99C but fires a longer distance. Uses water.

Hurrican Gun



Fires a spray of water. Good close range weapon. Uses water.

Wavethrower



Launches a wave of water. This wave does massive damage. Use this at close range. Depletes you water supply rapidly.

Wabalauncher



Fire water balloons at your opponents. Each balloon does massive damage but you must aim precisely to be successful with this weapon.

Mines



Use mines to stun the other players then make your move.

Water Bottle



Replenishes your water supply.

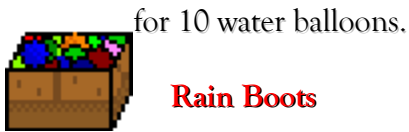
Raincoat



If your old raincoat is diminished you should grab a new one. Your raincoat precentage is equivalent to life percentage in other games.

Box of Wabas

Pick up this box of water balloons to replenish your supply. If you're running low on wabas grab this item



Rain Boots



If you're wearing these boots when you step on a mine you will receive no damage.

Caffeinated Beverage



Get a quick shot of energy with this drink. You will be able to move faster than the other players for a short while. This item respawns in a random location once it's used up.

Binoculars



If you have this item you will be able to see farther than the other players.

Editing Levels

Secret of the Hose has a built-in level editor for you to create your own custom levels with. To access the level editor select Edit Level from the main menu. As of now this editor is lacking in a user-friendly interface but this section will outline how to do things in the editor.

Creating a New Level

Press the **F4** key to bring up the New Level dialog. From here **enter the width and height** of the map and press **OK** to create it. Before you can do any editing you will also need to **load a tileset**.

Loading an Existing Level

Press **F6** to bring up the load level file selector. From here select the level file you wish to load. You will also need to load a tileset before you can proceed to editing.

Loading a Tileset

Press the **F3** key to bring up the tileset file selector. From here select a listed image file that corresponds to a tileset. Tileset image files should contain raw tile data with tiles measuring **32x32 pixels**. These can be laid out horizontally or vertically however you wish but each tile must be

located at a position that is a **multiple of 32**.

Saving Your Map

The **F5** key will bring up the save map dialog. From here enter the filename you want your map saved as.

Editing the Map

Editing a map is no trivial task. You must understand the layer system that the game engine uses in order to be able to effectively create a map. Pressing **TAB** will alternate between tileset view and tilemap view. Use the tileset view to select the tile to draw with. The tilemap is made up of **six layers** each with their own purpose. Clicking the **LEFT MOUSE BUTTON** in the tilemap view will place the current tile in the selected layer at the position of the mouse. Use keys **1-6 (not numpad)** to select the layer you wish to edit.

Background Layer

This layer is displayed at the very bottom. Usually you will use this layer to lay out the flooring for the level you are creating. All other map layers and all game objects display over this layer in the game.

Middle Layer

The middle layer is considered to be in the same space as the game objects. Anything in this layer will be subject to **depth buffering** along with the game objects. This layer is mainly useful for **walls and other objects** that you want the players to be able to be in front of and behind.

Roof Layer

This layer is used to define **building spaces**. If you set a tile in the roof layer, when the player walks under that tile the whole roof layer is removed so you can see inside the buildings in the game.

Overlay Layer

Displays over all the rest of the layers no matter what. Use this to define walk behind objects like the trees in the School levels.

Collision Layer

The collision layer is used to define where players can walk and where projectiles can pass through. This layer is made up of smaller tiles so you can have more precise control over how the boundaries of the level. Clicking the **LEFT MOUSE BUTTON** on this layer will place a solid tile. Clicking the **RIGHT MOUSE BUTTON** will erase the solid tile. Holding **LEFT CONTROL** and clicking the **LEFT MOUSE BUTTON** will place blue solid tile which defines an area on which players can't walk but projectiles can pass.

Sprite Layer

Use this layer to define where sprites will be located in the game. Clicking the **LEFT MOUSE BUTTON** will place the currently selected sprite at the location you clicked. Clicking the **RIGHT MOUSE BUTTON** will erase the sprite at the location of the click. Press **+/-** to cycle through the sprite types.

Contacting Us

If you have questions or comments please contact us, we will be glad to hear from you.

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Credits

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Todd Cope

Music

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Sound

Grady O'Connell

Vance Palacio

Graphics

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