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Rev. C2-NTSC (somewhat rough but complete)

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# Attention

This disc contains a program designed especially for the PCs. Using this disc somewhere else may result in ejecting the disc straight into your curious neck at the full 72x speed, or it may become unusable.

This physical copy can only be sold in the United States and Canada.

It's not supposed to be sold in other regions, and don't tell anyone if you actually did it, it's our little secret.

Play this game only in a well-lit room, take some breaks every hour, respect your little kittens/puppies/turtles/etc and your grandma, and generally be a role model for others.

Epileptics are advised to try out the demo before purchasing. Pregnant men are not allowed to play (I don't want to even see you).

# Introduction

Thank you for purchasing Captain  
Gazman Day Of The Rage!

We hope you enjoy it.

Before starting the game, we recommend you drink 2-3 shots of vodka and polish it with a pickle, except if you are still a kiddo or you can't afford this due to your health condition (like, for example, the author of this manual, he dropped his liver on the floor once).

# Plot

Our plot is simple. In the form of movie,  
there is no Hegel, and there is no Kant.  
Nor does it feature mutants fight each other  
One good, one doesn't, doing their own rant.  
There are no young and pretty Asian faces,  
and there's no any schoolgirl, as I guess.  
Our heroes like a stump and like an Edsel,  
but they're talking in a rhyming verse.

-Ulysses, translated from Russian by LVL90DRU1D

The year is 1992.

So, two dudes and one gal with a comically huge  
butt accidentally stole the suitcase full of money  
from a boss of the huge criminal structure. Now  
everyone wants to murder them in the most  
violent way possible, including customs, mafia,  
cops, triads, KGB, and CIA.

Your job is to cooperate with that small amount of  
people who don't want to kill you, make a union  
with them, and, after all, survive these hard times.

# Installation

Make sure you have a PC.

If you don't – congratulations, you're ~~pregnant~~ probably a Mac user.

Take the disc back to the store.

So, if you have, do these simple little things:

- Turn it on
- Load into Windows

Now there are three ways to install the game.

If you have a Steam and its account – just activate the code from the box and download the game.

You probably don't need these fancy shiny happy circles of data.

If Steam is not a thing for you, and you want to install the game from USB:

- Put the USB drive into the blue (USB 3.0) or red (USB 3.1) port on your computer
- Launch runner.exe, or Autorun will do it by itself
- Follow the instructions of the installer
- Installation can take about 30 minutes

If Steam is not your thing, and you want to install the game from discs:

- Put the installer CD into your disc drive
- Launch runner\_cd.exe, or Autorun will do it by itself
- Follow the instructions of the installer (you will need to flip each disc once, the game came on 2 double-sided DVDs and one installer CD)
- Installation can take about 4 hours

Our game needs 19 GB of free space if you're installing it from the discs or 27 GB from USB/Steam.

# Main Menu

- **New game:** start a new game. You can choose your progress type and difficulty level.  
Your previous progress will be deleted.
- **Missions:** here you can replay previously opened gameplay sections.
- **Stats:** here you can see how many times you died, how many enemies you killed, and how much you looked at the erotic calendars. There are three sections overall: Other, Kills, and Deaths.



- DLC: here you can check your collectibles, play the hidden Arsonist'24 game, launch the DLCs, and even more!
- Credits: list of all the people who worked on the game. Including each of the 9 million Turkmens.
- Quit: more like GTHO. You already know what it does.

## Controls

Our game supports four input methods:

- Mouse + keyboard
- XInput gamepads (Xbox)
- DInput gamepads (Dualshock 3 or newer/old gamepads with the 1-20 digits on the buttons)
- Wiimote+Nunchuck

You can potentially connect other stuff through the DInput (bongos, chainsaws, katanas, elevator panels, etc.), but we can't help you with that stuff.

## ***Keyboard and mouse***

### ***Character controls***

- Mouse movement - rotate the camera/character depending on the camera link
- WASD – move the character
- Space – jump/sometimes block
- RMB – first person view toggle/heavy melee hit/block/sniper scope

- LMB – fire/light melee hit/close non-combat camera
- MMB – finisher/human shield
- Mouse wheel – weapon switch/sniper scope adjustment
- F9 – screenshot without interface
- Tab – minimap
- M – fullscreen minimap
- G – heal with alcohol
- E – interact
- F – interact too (sometimes)
- T – slowmo toggle
- J – exit the knockout
- R – reload
- Q – dash (female characters)/roll (male characters)
- X – silent kill/pull (male characters only)
- C – climb
- Caps Lock – walk speed toggle
- Left Alt – camera link toggle
- Num 5 – whistle
- 1 – scratch your butt

## ***Car controls***

- Mouse – move the camera
- W – throttle
- S – brake
- A – left turn
- D – right turn
- Space - handbrake
- Mouse wheel – radio switch
- LMB – next radio
- RMB – radio for the deaf people
- MMB – first/third person view switch
- Right Shift – restore the car
- Tab – minimap
- M – fullscreen minimap
- L – toggle front lights
- Left Alt – toggle camera link

## ***Tank controls***

Mostly the same as in the car (even the front lights still work), but:

- LMB – fire
- RMB – aim (turret view)
- Mouse movement with pressed RMB – rotate the turret

### ***Boat controls***

- W – throttle
- S – brake
- A – turn left
- D – turn right
- MMB – third/first person switch

### ***Helicopter controls***

- Mouse – move the camera
- W – throttle
- S – brake
- A – turn left
- D – turn right
- Q – get up

- E – geddan
- LMB – fire

## ***XInput gamepads***

### ***Character controls***

- Right stick – move the camera
- Left stick – move the character
- Left bumper – jump/sometimes block
- Right Trigger – first person view toggle/heavy melee hit/block/sniper scope
- Left Trigger – fire/light melee hit/close non-combat camera
- D-Pad up-down – sniper scope adjustment
- D-Pad up – minimap
- Right stick (as button) – fullscreen minimap
- X – interact/finisher/human shield
- Select – slowmo toggle
- Right bumpus – reload

- B – dash (female characters)/roll (male characters)
- Y – climb
- A – toggle camera link

## ***Car controls***

- Right stick – move the camera
- Left stick up – throttle
- Left stick down – brake
- Left stick left – turn left
- Left stick right – turn right
- D-Pad down - handbrake
- Triggers – radio switch
- Right bumper – radio for the deaf people
- A – first/third person view switch
- X – restore the car
- D-Pad up – minimap
- Right stick (as a button) – fullscreen minimap
- Y – toggle front lights
- A – toggle camera link

## ***Tank controls***

Mostly the same as in the car (even the front lights still work), but:

- Left trigger – fire
- Right trigger – aim (turret view)
- Right stick movement when Right trigger is pressed – rotate the turret

## ***Boat controls***

- Left stick up – throttle
- Left stick down – brake
- Left stick left – turn left
- Left stick right – turn right

## ***Helicopter controls***

- Right stick – move the camera
- Left stick up – throttle
- Left stick down – brake
- Left stick left – turn left
- Left stick right – turn right



- Right bumper – get up
- Left bumper – geddan

## ***DInput gamepads***

### ***Character controls***

- Right stick – move the camera
- Left stick – move the character
- Button 5 – jump/sometimes block
- Button 8 – first person view toggle/heavy melee hit/block/sniper scope
- Button 7 – fire/light melee hit/close non-combat camera
- Button 1 – finisher/human shield
- D-Pad up-down - sniper scope adjustment
- D-Pad left-right – weapon switch
- Button 6 – interact/reload
- Button 10 – slowmo toggle
- Button 3 – dash (female characters)/roll (male characters)

- Button 3 – silent kill/pull (male characters only)
- Button 4 – climb
- Button 2 – toggle camera link

### ***Car controls***

- Right stick – move the camera
- Left stick forward (Axis 1) – throttle
- Left stick back (Axis 1) – break
- Left stick left (Axis 2) – turn left
- Left stick right (Axis 2) – turn right
- Button 8 – next radio
- Button 7 – radio for the deaf people
- Button 3 – toggle camera link

### ***Tank controls***

Mostly the same as in the car (even the front lights still work), but:

- Button 6 – fire
- Button 5 – aim (turret view)

- Right stick movement when Button 5 is pressed – rotate the turret

### ***Boat controls***

- Left stick forward (Axis 1) – throttle
- Left stick back (Axis 1) – break
- Left stick left (Axis 2) – turn left
- Left stick right (Axis 2) – turn right

### ***Helicopter controls***

- Right stick (Axis 3, 4) – move the camera
- Left stick forward (Axis 1) – throttle
- Left stick back (Axis 1) – break
- Left stick left (Axis 2) – turn left
- Left stick right (Axis 2) – turn right
- Button 6 – get up
- Button 5 – geddan
- Button 8 – fire

## ***Wiimote+Nunchuck***

## ***Character controls***

- Nunchuck stick - move
- C – jump/sometimes block
- B – first person view toggle/heavy melee hit/block/sniper scope
- A – fire/light melee hit/close non-combat camera
- Mouse wheel – weapon switch/sniper scope adjustment
- 2 – minimap
- Z – interact
- + – toggle slowmo
- Nunchuck shake/2 - reload
- 1 – dash (female characters)/roll (male characters)

## ***Car controls***

- Nunchuck stick forward – throttle
- Nunchuck stick down – brake
- Nunchuck stick left – turn left
- Nunchuck stick right – turn right

- D-pad down - handbrake
- D-pad left-right – radio switch
- + – first/third person view switch
- 1 – restore the car
- D-pad up – minimap
- 2 – toggle front lights
- A – toggle camera link

## ***Tank controls***

Mostly the same as in the car (even the front lights still work), but:

- B – fire
- Z – aim (turret view)
- D-Pad right-left – rotate the turret

## ***Boat controls***

- Nunchuck stick forward – throttle
- Nunchuck stick back - brake
- Nunchuck stick left – turn left

- Nunchuck stick right – turn right

### ***Helicopter controls***

- D-pad – rotate
- Nunchuck stick forward – throttle
- Nunchuck stick back - brake
- Nunchuck stick left – turn left
- Nunchuck stick right – turn right
- 1 – get up
- 2 – geddan

# Game structure

The plot of our game consists of 2 episodes, 15 chapters, and 82 missions.

The missions themselves are not tied to specific characters, you can easily be given control of, well, for example, five characters in a chapter.

## EPISODE I (DAY OF THE RAGE)

- **Tutorial – Our Rendez-Vous (April 4, 1992)**
- **Chapter 1 – In The Past Time (February 8, 1979)**
  - Chapter 1-1 – Komandant-Kompaine
  - Chapter 1-2 – Three Men In A Boat
  - Chapter 1-3 – Atlantida
  - Chapter 1-4 – Ice Under The Wheels
- **Chapter 2 – Meet Me In The Meadow (April 6, 1992)**
  - Chapter 2-1 – Road To Chizhovka (Birdsville in the actual game)

- Chapter 2-2 – Break-In
- Chapter 2-3 – Korean Cabbage
- Chapter 2-4 – Korean Cabbage II
- Chapter 2-5 – Korean Cabbage III
- Chapter 2-6 – Korean Cabbage IV
- **Chapter 3 – Barbarism Begins At Home (April 7, 1992, night)**
- Chapter 3-1 – Running In The City
- Chapter 3-2 – Dance 'Til You Dead
- Chapter 3-3 – Beetle Rides Into Sunrise
- Chapter 3-4 – Beetle Rides Into Sunrise II
- **Chapter 4 – Cat Job (April 7, 1992, day)**
- Chapter 4-1 – Meeting Point Is Caddy's
- Chapter 4-2 - Magadabulla
- Chapter 4-3 - Anvorgesa
- Chapter 4-4 – Klementsfield
- Chapter 4-5 – Don't Shoot the Bald
- Chapter 4-6 – Extravagant Butcher
- **Chapter 5 – West Of The Fields (April 8, 1992)**
- Chapter 5-1 – Yellow Car
- Chapter 5-2 – Stop Right There!
- Chapter 5-3 – Asia and Eurasia



- **Chapter 6 – Help To The Drowning Ones (April 8, 1992)**
- Chapter 6-1 – Far From Any Road
- Chapter 6-2 – Fight From The Inside
- Chapter 6-3 – Highly Explosive
- **Chapter 7 – Burning Flowers (October 31, 1974)**
- Chapter 7-1 – The New Order
- **Chapter 8 – Early Days Of The Old Scout (April 10, 1992)**
- Chapter 8-1 – Faster Than Life
- Chapter 8-2 – Surrounded But Not Broken
- Chapter 8-3 – Mafia Is Dead Too
- **Chapter 9 – Congress (April 11, 1992, originally 'Kongress")**
- Chapter 9-1 – Unexpected Concert
- Chapter 9-2 – Counteroffensive I
- Chapter 9-3 – Counteroffensive II
- Chapter 9-4 – Counteroffensive III
- Chapter 9-5 – Michel
- **Chapter 10 – The Premiere Day (April 12, 1992)**
- Chapter 10-1 – Our Friend Dantes

- Chapter 10-2 – The Blackworks
- Chapter 10-3 – On The World's Speed
- Chapter 10-4 – Deja Vu
- Chapter 10-5 – Stand Up, Duke
- Chapter 10-6 – The Trainwreck
- Chapter 10-7 - Fencebreaker

## **EPISODE II (HUNT FOR THE WOUNDED BEAR)**

- **Chapter 11 – Eagles Fly Early (April 13, 1992)**
- Chapter 11-1 – On **The** Your Strange Street
- Chapter 11-2 – Skullduggery
- Chapter 11-3 – Enter The Ring
- Chapter 11-4 – The Clawtrap
- Chapter 11-5 – The End Of An Era
- **Chapter 12 – Names And Legends (April 14, 1992)**
- Chapter 12-1 – Night Before Battle I
- Chapter 12-2 – Night Before Battle II
- Chapter 12-3 – Absolution

- Chapter 12-4 – It's A Trap!
- Chapter 12-5 – Failed Date
- Chapter 12-6 – The Mean Time
- ~~Chapter 12-7 – Splitting The Paths~~
- **Chapter 13 – Argument In Unfinished Dispute (April 15, 1992)**
- Chapter 13-1 – Ash From The Wood
- Chapter 13-2 – Life Starts In A Flight
- **Chapter 14 – Dedicate Last Dance To Me (April 15, 1992)**
- Chapter 14 (choice 1)
- Chapter 14 (choice 2, disabled in the missions list)
- **Chapter 15 – Fire At The Mausoleum/23 Floors Up (April 15, 1992)**
- Chapter 15-1 – Levels 1-6
- Chapter 15-2-1 – Boss 01 (choice 1)
- Chapter 15-2-2 – Boss 02 (choice 2, not in the missions list)
- Chapter 15-3 – Levels 8-16
- Chapter 15-4 - Boss 02
- Chapter 15-5 – Levels 18-23
- Chapter 15-6 – Boss 03 (final)

# Tips and Tricks

## Slowmo

Slowmo is available to you from the start, although the game assumes you don't actually need it until Chapter 3-2.

It can be activated by pressing the T key and deactivated in the same way.

The principle of this mechanic is as simple as a Soviet knife switch:

You are given points for shooting off the heads and other limbs of enemies.

These points are spent when you use slowmo.

In this mode it's easier to shoot heads and arms, so you can have an epic and extravagant butchery!

### **Trick one:**

Turn on slowmo, pause the game, and go back to the game again. Time slowdown will no longer be there, but the cool visual effect from it will remain.

It's an obvious bug, but we won't fix it - it's harmless.

### **Trick two:**

Slowmo combines perfectly with the roll ability!

You get quite a bit of invulnerability and acceleration, as well as increased accuracy (because it's easier to aim) in exchange for a reduced rate of fire.

It works similarly with the roll, but this one is less effective.

### **Trick three:**

Turn on the slowmo.

Start reloading.

Turn it off.

You'll get a full clip right away, just at the cost of around 20-40 points.

Note that this works the other way around too (reloading turned on before slowmo will last longer out and you won't be able to shoot for a long time), so this combination can poop under your door!

## **Dash**

It is available from the beginning and has no restrictions, but most of the time it's only available for female characters.

Press the Q key to activate it.

After pressing it, it will launch you to a huge distance and will make you invulnerable for 0.5 seconds.

Once activated, you can't use it for another 3 seconds.

You cannot activate the dash while you're in the air.

## **But where are the tips, you'll ask?**

### **Tip one:**

Don't forget that you can change the direction of the dash!

All you need to do is to know that it will launch you in the last direction of movement.

So: it will launch you forward if the last key was W, backward if the last key was S, etc.

### **Tip two:**

No one is stopping you from attacking directly during the dash! This trick can help you dodge damage from bosses by attacking them in melee and immediately tapping the dash.

### **Tip three:**

It was written above that the game doesn't allow you to use the dash in the air.

But!

You still can use it from rooftops/towers/objects/even the heads of your partners and quickly cover long distances this way!

### **Tip four:**

Melee enemies mobbed you while you were healing, and you're already prepared to die?

Smash Q like an insane person!

It won't launch you anywhere, and there won't be any visual effects - but the 0.5 second invulnerability will still roll in, increasing your chances to survive!



# Mission-specific tricks

## Tutorial

In the shooting range, you can put your weapon on reload, in which case it will not be changed.

So you can run through the entire segment with a submachine gun, or you can rip Modest's head off with a single pistol shot!

This could potentially be very useful in the speedruns of the game.

## Chapter 1-3

You can shoot the musicians on the 2nd floor of Atlantida to turn off the background music.

## Chapter 1-4

Use the handbrake as much as you can! With such a heavy rustbucket, and even on ice, turning at full speed is pretty difficult.

We also suggest not trying to catch up to Ungermann's car (which is harder than it seems), but rather trying to ram/smash it into the wall.

## **Chapter 2-4 to 2-6**

Cabbage's AI on a motorcycle can truly be called an "artificial idiot". You can stick him into a pole literally near the starting position or on the second turn, skipping a whole 2 segments with the chase! (and a couple of jokes sadly)

## **Chapter 3-1**

The hardest song in the dancing mini-game is #3 (band Zebra), and the easiest songs are #11 and #12 (bands Grafiti and Hogari, respectively).

The choice is up to you.

Songs #2 (VIA Ilirët) and #10 (band Akullthyesit) have their music videos playing in the background.

## **Chapter 3-2**

You can ignore hordes of enemies here and just run to the exit for good luck, sometimes using time dilation - it's a complicated strategy, but it has a right to life.

The dash is good for saving you from the rather unfair grenade explosions, just tap it when Mr. Grenade's indicator is red.

## **Chapter 3-3**

There is a special cutscene in this mission that plays if you follow the van to the end of the track and it survives! A very small percentage of players have seen it - the van's AI is too retarded to actually make it.

## **Chapter 4**

You can leave the chapter from both directions of the road.

## **Chapter 4-5**

Press Q and attack during the roll. This move is effective against local enemies (until the next point) and the boss.

In the middle room on the left side of the 3rd floor you can find a pistol and 20 pieces of ammo for it.

You can apply  $\phi$  stealth kill on dead enemies and they will play the death sound again.

## **Chapter 6-2**

Being in a confined space - don't let melee enemies get close! They'll knock you down in no time.

There is nothing stopping you from shooting enemies on the fly.

## **Chapter 6-3**

Hit the boss on his back, or when he's in the air!

## **Chapter 7-1**

The game gives you a rather weak pistol as your default weapon. But! You actually have a submachine gun available!

The musician on the 2nd floor can be shot and there will be no more background music.

## **Chapter 8-2**

Under very specific conditions, you can launch yourself high in the air, when an enemy is released from a human shield!

We don't fully know how to do it ourselves (physics related), but it looks epic!

## **Chapter 9-1**

You can ignore the enemies in the building and dash for the exit - once you reach the goal, the game will remove all those who were there and

close the door behind you, and you will only have to take out the bandits outside.

### **Chapter 9-4**

You can dive underwater with the Q key and surface with the E key to take less enemy fire.

Also in this segment of the game, the jump-slowmo-sniper rifle combination works well.

### **Chapter 10**

If you lose the first segment with a timer - the game will skip chapters 10-1 and 10-2, and you'll be thrown straight into 10-3.

### **Chapter 10-5**

You can shoot the piano player to disable the boss theme.

### **Chapter 11-2**

If you poke around a bit on the left side of the building - you can get to the sniper position without starting a fight.

## **Chapter 12**

Both directions of the road lead to the next chapter.

## **Chapter 12-3**

You can shoot Niquin and skip his cutscene.

## **Chapter 13**

The revolver that is given in this mission one-shots enemies in the head.

Lots of hits to the head means lots of slowmo points.

And since the level itself is quite dark, the slowmo here works as a night vision.

## **Chapter 13-1**

Burp into the left pipe before the end of the level to reveal a secret location.

\*jump probably, typo in the original text

## **Chapter 13-2**

Press Shift in the car to control the gun from the first person.

## **Chapter 15-3**

The combination needed to call the elevator is displayed with bottles placed in a dot-matrix digits manner on a wall on the same floor.

## **Chapter 15-5**

Save up the slowmo points on the first section with timer! Then use it to run the second section, and when it runs out of points on the third section, run like crazy to the level exit and the final boss!



# Credits

- *Serg Kirillov* – Russian script, Blueprint programming, Mac port and testing
- 
- *Viktor Gazmanoff* – idea, game design, C++ programming, voiceover, English script
- *Orazberdy Owezow* – low-end hardware tests, optimization

- *Ivan Guryanov* – documentation, C# programming, Linux, Xbox and ARM64 ports (the last one was cancelled)
- *Gulibiddin Ivanov* – UI design, sponsorship
- *Sevak Avetisyan* - advertising

**Good luck!**