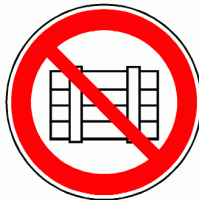September 23, 2014

by peegee

WARNING !
This mod can cause headache and anger
by solving extremly complicated riddles!

This mod contains no crates!

Welcome to the first Chapter of Steam, Tracks, Trouble &Riddles!

Thank you for downloading this mod. Five years passed by from first scetches and concept work until this release of the first chapter. It was an unsteady and oftenly interrupted way of development. I know some people had to wait a very long time for this mod. But I hope you will enjoy playing this mod by solving all riddles.

In this guide you will find
• installation instructions
• control hints
• a brief description of the background
• Youtube links of all clips
• the complete credits
• some legal and licensing notes

If you like to send feedback or comments or just like to yell at me use the forum at
http://sttr.forumotion.net
or post at
http://www.moddb.com/mods/steam-tracks-trouble-riddles

Further bugfixes, chapters and a vr-version with Oculus Rift support are intended.

Download of the mod data at
http://www.moddb.com/mods/steam-tracks-trouble-riddles/downloads/steam-tracks-trouble-riddles-chapter-one

Installation

This is important:
You have to install Steam and
You have to install Half Life 2 : Episode Two **first.**

When this is done:

1 Exit Steam
2 Extract the file named STTR_Ch1_V1_01.rar.
   As the result you will get a folder named STTR_Ch1_V1_01 with the mod data.
3 Paste this folder (not the .rar-flie) into your sourcemod folder.
3 You will find this folder under your Steam installation, e.g.
   C:\Program Files (x86)\Steam\SteamApps\sourcemods
4 Restart Steam
5 You will find the mod in your library under Games, named S.T.T. & R. Just press play.
6 Have fun and solve all the riddles

Control and Usability

I tried my best to make this mod user friendly. But some issues couldn't be fixed. Especially the control of the crane at the beginning and some activation of the handcar. It might be necessary **to activate a button twice** and, in case of the crane console, to approach a button a second time and then press it again.

The first riddle waits for you in this room

The control keys are just like in Half Life 2: Episode Two:

W – Forward
S – Backward
A – Left
D – Right
E – Execute Button
Space Bar – Jump
Ctrl + W – Crouch

Running is not implemented, but jumping (Space) plus forward (W) will push you forward a little bit faster.

Story and Background

The beginning an Intro will show pictures from the cuba crisis in 1962. The plot of the game is based on the hypothesis that this crisis went wrong and an atomic war destroyed most of mankind, leaving ruins behind. The life stopped from one day to another in 1963. Hence computers, cel phones or iPads never appear. But robots will play a part. This robots like trains and build strange stuff like a weird 1:1 scale model railroad. Or strange architecture inspired by an old movie "The cabinet of Dr. Caligary" from 1920.

The story is located in a megalopolis named Berlin. It is a fictional and dystopic story which might happen, if men has left earth and only robots will still exist in 2525.

One day, a metal barrel was found and rebuilded into a robot. This robot named Easy Rider will accompany you on your journey. Do not forget: You have to save the world. So please do not give up until you told to.

Youtube Links

Demo One
https://www.youtube.com/watch?v=XhFruuOkLms

Character Intro: There is no train
https://www.youtube.com/watch?v=Cal3pjCOY-g

Talking Rings Demo
https://www.youtube.com/watch?v=DtR0blcmvvQ

EasyRider's Voice by Ross Scott
https://www.youtube.com/watch?v=1NqLRf5M0ek

Credits

Created by
Peter 'peegee' Graf

Additional Modeling and Help
Erik-Silver Toomere
Bred Kimmer
VoEC
Mr. Chop (Colter Wehmeier) - Skybox

Voices of EasyRider and HappyJack
Ross Scott
accursedfarms.com

Music
David Mesiha
davidmesiha.com

Ryan 'Captain Relaodz' Hardiman
youtube.com/CaptainReloadz

Sam Welsh
soundcloud.com/insametric

Historical Copyrighted Posters granted by
Bundesarchiv of Federal Republic of Germany

Historic Radio Announcement of
President Kennedy's Adress October 22nd 1962
Pye Chamberlayne, UPI

Betatesting
Jan Bergmann
Roman Teufel Studio
Erik Tomeere

Special Thanks to
Bundesarchiv of Federal Republic of Germany
CGTextures.com
Desura / moddb.com
freesound.org
interlopers.net
Arran Seaton
Ralph Stock
upi.com
Valve Software Inc.
Peter Wiegel for Fonts
www.peter-wiegel.de

Legal Notice and licensing

All legal notes you will find in the "licenses" folder inside the mod installation.

This is a free, non profit and non commercial project. No financial benefits are made with this content.
You may not distribute it or use it for commercial usage in any way.

Some parts are copyright protected by third party like the historic posters,
the announcement of Pye Chamberlain of President Kennedy's adress (in the Talking Ring)
and the music. The music are property of the composers and granted to use it in this mod,
it is no feeware.

If you like to use any item of this mod like a model or a texture,
please contact peegee over http://sttr.forumotion.net