



# RESCUE ROVER COLLECTION

## QUICK START GUIDE



Each mission's objective is the same: reach your dog (Rover) and bring him back to the ladder to proceed to the next level. Be careful of robots and lasers, one wrong move and they could vaporize Rover. Push around and use different objects like boxes, mirrors, or sleds for cover. If you're stumped by a level's puzzle, go to the "Hints and Tips" section at the beginning of the game for hints on each level.

## CONTROLS AND SHORTCUTS

### MOVEMENT & STATUS

- **ARROW KEYS** Move Rover around
- **SPACEBAR** Display game status
- **ESC** Quit game

### RESCUE ROVER SHORTCUTS

- **F1** Help
- **F2** Sound on/off
- **F3** Keyboard setup
- **F4** Joystick setup
- **F5** Restart game
- **F7** Give up and retry current level
- **C + T + G** Enter God mode  
All hazards will not affect the player, making it impossible to die. All in-game obstacles such as walls will still block the player's movement.
- **C + T + ENTER** Level Select

### RESCUE ROVER 2 SHORTCUTS

- **F1** Help
- **F2** Sound on/off
- **F3** Keyboard setup
- **F4** Joystick setup
- **F5** Start new game
- **F6** Load or save game
- **F8** Restart current level
- **F10 + G** Enter God mode  
All hazards and obstacles will not affect the player. The player will not be able to die and can traverse in-game obstacles such as walls.
- **F10 + W** Level select
- **F10 + S** Enter slow motion
- **F10 + J** Use the jump cheat
- **F10 + E** Skip level

## DOSBOX TIPS

To make this game playable on modern systems, Rescue Rover Collection is played through DOSBox. Launch options from Steam are included for full screen and multiple windowed resolutions.

## USEFUL DOSBOX SHORTCUTS

- Exit the application at any time with **CONTROL+F9**.
- While in windowed mode, **CONTROL+F10** toggles locking the mouse to the window. The only time the player can use the mouse is for menu navigation in Rescue Rover 2. Locking the mouse to the window will prevent the cursor from wandering outside the game area onto anything outside the game window may still be helpful to ensure the game does not lose focus while playing.
- **ALT+ENTER** can be used to switch between windowed and full screen mode while in any resolution view.
- If you feel the game is running too fast or too slow, you can adjust the CPU speed by decreasing the number of CPU cycles with **CONTROL+F11** or increasing them with **CONTROL+F12**.

## DOSBOX OPTIMIZATIONS (RECOMMENDED FOR ADVANCED USERS)

You can make adjustments to how the game runs at each configured resolution by editing the .conf files in the DOSBox\Configuration directory of the game's install folder. General emulation settings can also be adjusted in the dosbox.conf file, which affects all resolutions. We recommend backing up any .conf files before making edits, as changes to these files could produce undesired effects.

## FULL SCREEN MODE

If you are having trouble running the game at full screen, you may want to change the fullresolution parameter in the fullscreen.conf (and any other .conf files you use to launch the game). We found that most systems run best with this parameter set to fullresolution=desktop, so we made this the default value, but we have seen some configurations (like the Surface Pro X) where changing this parameter to fullresolution=original was necessary for the game to run properly.