



CHROME SPECFORCE



techland

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Before you run the game, or allow your children to play it, please read the following warning. Some people, when exposed to flashing light or some of its natural combinations, might experience epilepsy attacks, or suffer from a loss of consciousness. Watching television and playing video games might both be the causes of these symptoms.

People who were not previously diagnosed with epilepsy, and have never before suffered from an epilepsy attack, might experience such ailments.

If you (or any member of your family) show symptoms that might indicate epilepsy (epileptic attacks or sudden losses of consciousness), and you are susceptible to flashing light, you are advised to consult a doctor before running the game.

We also advise parents to supervise children playing video games. In case any of the following symptoms appear: shortness of breath, sight disorders, eyelids and eye muscles cramps, loss of consciousness, labyrinth's disorders, or convulsions, turn the computer off immediately and call a doctor.

Safety Procedures:

- Sit in an appropriate distance from the monitor, ideally as far away as the wires of the controls allow.
- Avoid playing the game when tired.
- Make sure the room you are playing in has appropriate lighting.
- Take 10 to 15 minute breaks every hour.

The Game Installer will run automatically upon inserting the SpecForce CD 1 into your CD-ROM drive.

In case the Installer does not run automatically (this might happen if the "autorun" option is disabled), please run setup.exe file from the SpecForce CD 1.

To do this, click on the Start button, then Run, and type X:\setup.exe (X being the letter corresponding with the CD-ROM drive, usually the drive is marked as D).

Attention! You will need to install DirectX 9.0c or higher to properly run the game. If you are unsure which DirectX version you have, please choose the 'install DirectX 9.0c' option from the game installer.

After a successful installation, you can run the game by:

- Double-clicking the SpecForce icon with the left mouse button on your computer's desktop (provided by the "add SpecForce icon" option was ticked during the installation);
- Clicking on the Start button, then choosing Programs, Techland, Specforce, and clicking on "Play SpecForce".

Minimum hardware requirements:

Windows 98/ME/2000/XP
P III/AMD Athlon 1.3 GHz
256 RAM
64 MB video card compatible with DX 8.0(GeForce 3 or ATI Radeon 9200 chipset)
DX 8.0 compatible sound card
2,0 GB free HDD space
DirectX 9.0c
CD-ROM/DVD-ROM
56k Modem (for Internet multiplayer)

Recommended configuration

Windows 98/ME/2000/XP
P IV/AMD Athlon 2.0 GHz
512 RAM
128 MB video card compatible with DX 9.0 (GeForce 5700 or ATI Radeon 9600 chipset)
DX 8.0 compatible sound card
2,0 GB free HDD space
Directx 9.0c
CD-ROM/DVD-ROM
Broadband internet connection (for Internet multiplayer)

* GeForce 4 MX video cards are not supported. In order to run the game, you need a video card with Pixel Shader 1.1 support.

SpecForce was not tested on integrated video and sound cards, or on laptop configurations.

If you experience any problems starting the game, refer to the BIOS settings and check if the AGP Fast Wire Control is set to Disabled, and the Graphics Aperture Size is set to Minimum 64MB.

Changing the manufacturer's settings of your devices (like the CPU, video card, or RAM overclocking) may also cause the game not to work properly.

2. QUICK START

After launching SpecForce, use the Play Game button, and choose the difficulty level to begin. The game tutorial, which begins just after the landing in the area of the first mission, gives you the opportunity to familiarize yourself with the game's basic features, such as control settings, actions and special equipment usage.

The default movement keys settings are: W (forward), S (backward), A (move left) and D (move right).

You can check the location of your objectives during the mission on the map (default key M). Use the Left Mouse Button (LMB) to shoot and the Right Mouse Button to aim. You can look around by moving your mouse. You can open the inventory and check your equipment by pressing the "I" key. The Navigator on the bottom left side of the screen makes the navigation in the area easier and enables you to estimate the distance to a given objective.

The F key is responsible for using vehicles, searching corpses, using elevators, etc. Press the ENTER key to use the active item, visible in the bottom right side of the screen (you can change the item by pressing '.' and ','). You can find more details about the key mappings in a latter chapter of this manual (you can change the default key mappings by clicking on Options -> Controls).

3.1 New Game

Before starting the first assignment, you can choose the level of difficulty. The options available are:

- Easy
- Medium
- Hard

The first mission is a training level that sends you through a standard training course, designed to teach you how to use weapons, vehicles and the advanced power armor systems - the SKA4.

3.2 Multiplayer

This option lets you create a LAN and Internet game server, or join a selected LAN/Internet server.

3.3 Custom missions

This option allows you to play custom missions downloaded from the Internet.

3.4 Load Game

This option enables the loading of a previously saved game.

3.5 Options Menu

- Controls - Keys used during the game

The left column indicates actions performed by the player and the right column indicates the keys corresponding with a given action. Left-clicking on the corresponding button allows you to assign any key to the given action. The Default Control settings can be found on page 7.

- Mouse - mouse settings
- Video - settings of the game's graphics options
- Audio - settings of the game's audio options

3.6 Exit

This option ends the game and takes you back to the operating system.

This menu can be accessed by pressing the ESC button during the game.

4.1 Resume game

This option enables the player to continue the game. In case of the character's death, this option will be unavailable.

4.2 Restart mission

This option enables the player to start current mission from the beginning.

4.2 Options

Options and game settings.

4.3 Load/Save

Whenever a character dies, the „Save” button is disabled. The „Load Game” and „Quick Save” buttons are always on top of the list.

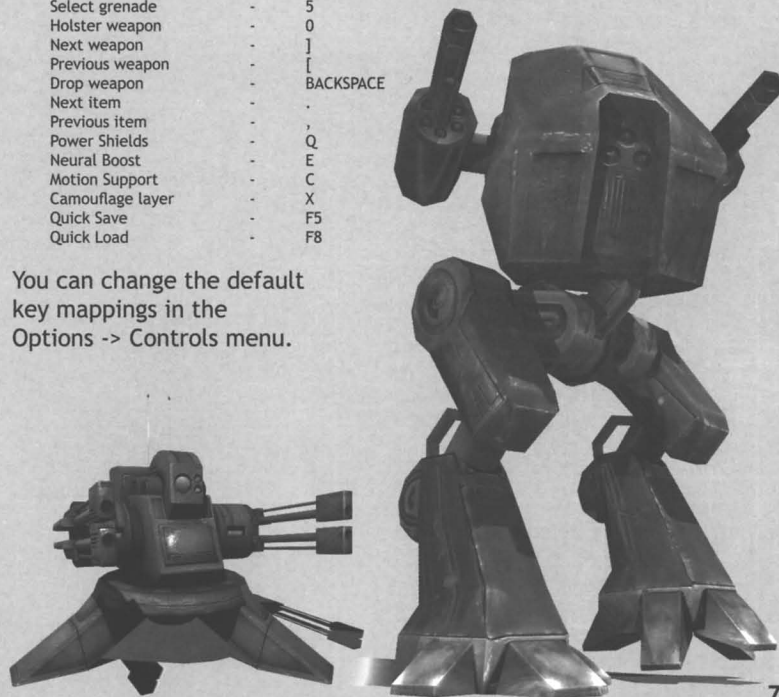
4.4 Quit game

This option exits the game to the main menu. Important! An unsaved game will be lost.



Forward	-	W
Backward	-	S
Strafe left	-	A
Strafe right	-	D
Jump	-	SPACE
Crouch	-	LSHIFT
Crouch toggle	-	not assigned
Prone	-	not assigned
Prone toggle	-	LCTRL
Walk/Run	-	CAPS LOCK
Fire	-	MOUSE BUTTON 1
Aim/Alternate attack	-	not assigned
Aim toggle	-	MOUSE BUTTON 2
Reload	-	R
Use Item	-	ENTER
Action (use lift...)	-	F
Zoom in	-	MOUSE WHEEL UP
Zoom out	-	MOUSE WHEEL DOWN
Inventory mode	-	I
Map mode	-	M
Logs mode	-	L
Select knife	-	1
Select pistol	-	2
Select rifle	-	3
Select heavy gun	-	4
Select grenade	-	5
Holster weapon	-	0
Next weapon	-	]
Previous weapon	-	[
Drop weapon	-	BACKSPACE
Next item	-	.
Previous item	-	,
Power Shields	-	Q
Neural Boost	-	E
Motion Support	-	C
Camouflage layer	-	X
Quick Save	-	F5
Quick Load	-	F8

You can change the default key mappings in the Options -> Controls menu.





- 1 - Navigator - the mission goals are indicated (•1a). The player can set his own goal (•1b), to which the distance will be displayed (•1c).
- 2 - Combined ammunition (ammo loaded in the gun and clips in the backpack)
 - 2a - Ammo loaded in the gun
- 3 - Selected and ready-to-use item
 - 3a - Health condition bar.
 - 3b - Power Armor Battery status bar.
- 4 - Armor options - the highlighted icon indicates the option is turned on.



- 1 - List of objectives needed to complete the mission.
This list can be modified during the mission.
- 2 - Location of target [1]
- 3 - The arrow indicates the current position of the player.

The Power Armor is the basic equipment of every soldier of the SpecForce unit. It's equipped with the following:

- **Power Shields**

An active layer that stops a portion of kinetic energy from bullets and hits. Greatly reduces the damage sustained by the Armor's user.

- **Neural Boost**

A system of implants and neural boosters that efficiently and effectively decrease the Armor user's reaction time.

- **Motion support system**

The reinforced Exo-Skeleton, integrated into the Power Armor, increases the soldier's speed and the maximum load capacity.

- **Camouflage layer**

An Active Camouflaging Matrix allows the Armor to partially blend into the surrounding, making the Armor's user virtually invisible from a certain distance.



If you have any problems with the game, please contact the Techland Tech Support Center.

Open Monday to Friday - from 9 AM. to 5 PM CET.

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Before contacting our Customer Support representatives make sure that you have the following information:

- Product title, version number and language
- Operating System version
- Computer's processor type and speed
- Amount of RAM
- Make and model of your video card + drivers version
- Make and model of your sound card + drivers version
- DirectX version
- Detailed description of a problem
- Attachment including *.log files and \logs\ folder from the game's directory (Attention: *.log files are overwritten each time you run the game, so they need to be sent immediately after the problem occurs).
- Your Internet connection and time when the problem occurred if it concerns the multiplayer game.

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10. CREDITS

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