

GAME MANUAL

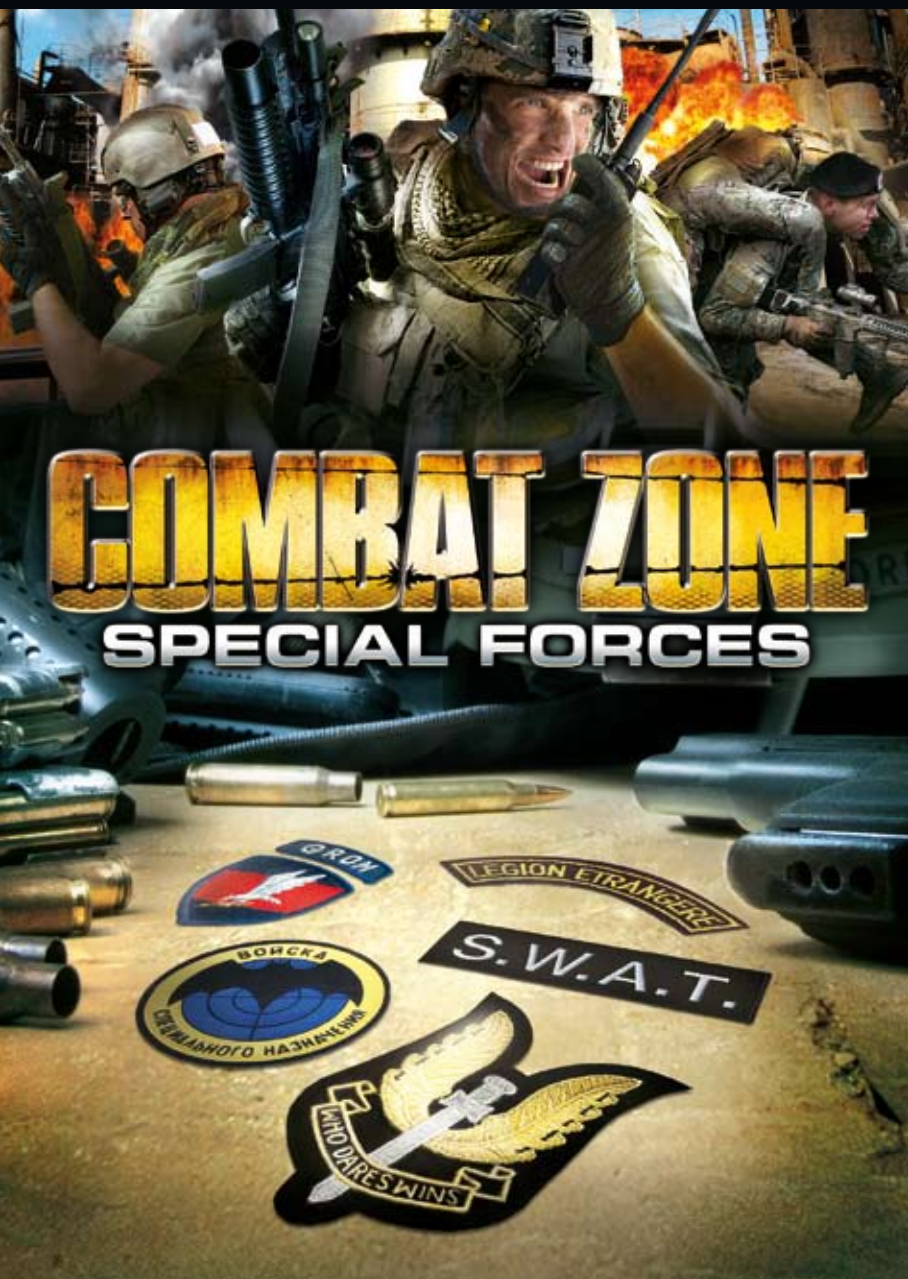


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1. GETTING STARTED

1.1. SYSTEM REQUIREMENTS

- Windows XP/2000/VISTA/7
- DirectX 9.0c or higher (included on the DVD)
- Pentium 4 2.4GHz processor or equivalent
- 1 GB RAM (Windows XP/2000), 2 GB RAM (Windows VISTA/7)
- Graphic card: ATI 9800PRO/GF 6600 (128MB RAM) or equivalent
- 4.0 GB of free hard drive space for installation
- Quad speed DVD-ROM
- 16-bit sound card with EAX 2.0 compatible with DirectX 9.0
- Mouse, Keyboard

It is also recommended that you install the latest drivers for your graphics card as well as all the latest service packs for your operating system.

1.2. INSTALLING THE GAME

In order to install the game, simply insert the **COMBAT ZONE: SPECIAL FORCES** DVD into your DVD-ROM drive, and follow the instructions on the installation screen.

If the installation screen does not appear (in particular, if you have disabled the Autostart feature in your DVD-ROM drive), follow these steps:

Option 1:

1. Choose your DVD-ROM drive by double-click on its icon.
2. Double-click the file setup.exe.
3. Follow the on-screen instructions.



Possibility to play as Spetznaz, SAS, French Foreign Legion, GROM, SWAT, a mercenary group member or a terrorist

Option 2:

1. Click on START.
2. Click on RUN.
3. Type in D:\SETUP.EXE (where 'D' is the letter of your CD ROM drive).
4. Press 'OK' button.
5. Follow the on-screen instructions.

Before installing **COMBAT ZONE: SPECIAL FORCES**, we recommend that you close all other applications (anti-virus software, email clients, web browsers, file sharing, instant messaging). Most installation problems can be avoided by closing running programs.

1.3. GAMESPY COMRADE

Should you wish to install GameSpy Comrade, you need to click Yes when prompted during the game's installation, and then follow further instructions. GameSpy Comrade will make it significantly easier for you to find partners for your multiplayer games.

1.4. SUPPORT

Support can be found online by visiting our web site at:

<http://www.city-interactive.com/>

You can also e-mail us at:**support@city-interactive.com**

2. PLAYING THE GAME

2.1. MAIN MENU

Every time you run the game, you will first find yourself inside the Main Menu. This menu presents you with the following options:

Multiplayer – this option allows you to set up a new multiplayer session, or join an existing multiplayer session through the Internet or LAN.

Options – the options menu allows you to configure the game in a variety of ways. In particular, you will be able to reconfigure the controls, change the graphics settings to better match your hardware configuration.

Profile – **COMBAT ZONE: SPECIAL FORCES** allows multiple players to maintain their own separate game settings and saved games on the same installed copy of the game. The Profile option allows you to create, load and alter the player profiles.

Quit – when you're done playing the game, you will be able to exit back to Windows using this option.

2.2. GETTING INTO THE ACTION

Always be aware of your environment. Sometimes, you'll be able to crouch behind furniture and use it as cover. Be careful, however – wooden furniture can be shot straight through. This can be an advantage, when the enemy hides behind a table, but when you're the one hiding...

Use the zoom option to increase your accuracy and shoot enemies from a longer range.

Pay attention to the weapons that you use – not all of them are good for everything. As a general rule, assault rifles are excellent long range weapons, but in close quarter, they become significantly inferior to smaller weapons like the MP5 or Bizon submachine guns. The latter, on the other hand, are of precious little use when firing at long range. Then there's the shotgun – this weapon fires a number of pellets; the further away the target is, the more the pellets will spread out along the way. If all the pellets strike the same enemy, you are almost certain to kill him. Once the pellets spread out, however, the weapon's effectiveness is greatly diminished.

Sometimes, you can attack your enemies with the knife and kill them silently, without alerting the others to your presence.

Grenades are always one of your most useful weapons. You can use them offensively, to kill enemies outright or flush them out from behind cover; however, they can also be used in defence to prevent the enemy from pursuing you.

If your health is low, step back away from combat and wait – you will eventually recover.

Never underestimate your enemies. If you hide behind cover, bear in mind that your opponents can and will walk around the cover eventually to pursue you.

2.4. MULTIPLAYER MODE

Deathmatch – in this mode, you must simply fight against everybody else. You gain points for killing enemy players, and lose points for dying or for killing yourself.

Team Deathmatch – like in ordinary deathmatch, you gain points for killing your opponents; this time, however, the players are divided into two teams. You will be penalised for killing teammates.

Capture the Flag – in this team-based mode, the objective is to capture the enemy team's flag and bring it back to your own base. Killing other players is less important here... though of course, they certainly won't just let you walk away with their flag...



Different modes of play (Death Match, Domination, Capture The Flag and more)



Huge arsenal of available weapons for each formation

Elimination – A free-for-all in which players fight to eliminate all enemy players. Players earn points for each kill.

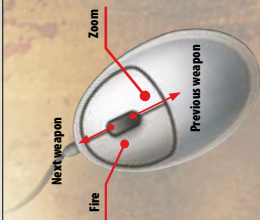
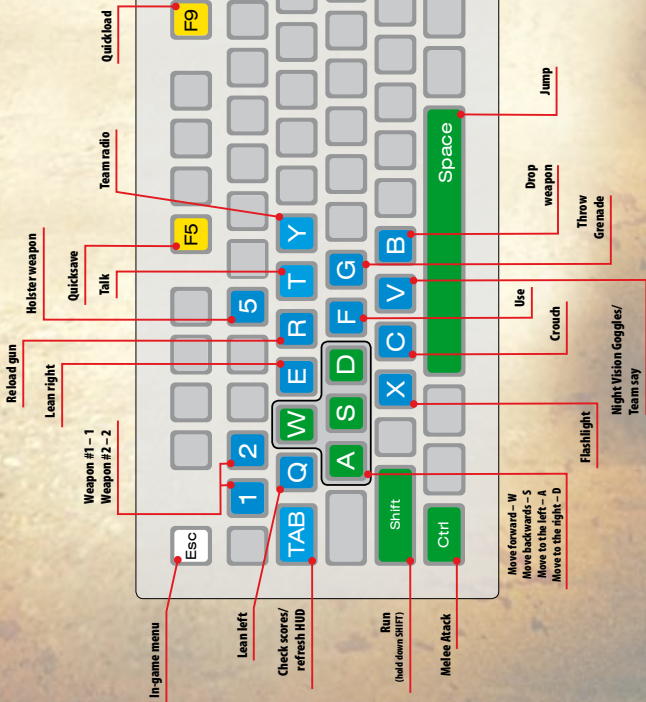
Team Elimination – in this mode two teams compete to eliminate each other. Players earn points for each kill.

Control – in this mode two teams compete for three Control Points. To capture a Control Point, stand near it until the progress bar fills up and the icon changes. By default, multiple players will capture a Control Point faster than a single player. Teams earn points for each Control Point they hold.

Conquer All – in this mode two teams compete for five Control Points. To capture a Control Point, stand near it until the progress bar fills up and the icon changes. By default, multiple players will capture a Control Point faster than a single player. Team points are earned for neutralizing or capturing a Control Point as well as killing enemy players.

CONTROLS

While Combat Zone: Special Forces allows you to reconfigure the controls to better suit your own preferences, the game is configured by default to the following control scheme:





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