

GLOBAL OPERATIONS



GRAVE
ENTERTAINMENT

Warning: To Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Epilepsy Warning

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

Precautions to Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

CONTENTS

Introduction	3
Command Reference	3
Setting Up the Game	5
Login Screen	5
Game Menu	6
Briefing and Dispatch	8
Options	9
Game	9
Controls	11
Display	11
Sound	12
Playing the Game	12
Heads-Up Display	12
Re-Insertion into the Mission	16
Mission Summary Screen	16
Missions	17
Teams	19
Weapons	22
Specialties	29
Credits	33

INTRODUCTION

Welcome to the world of specialised warfare in *Global Operations*™. Join one of 26 elite forces to engage in top secret, highly sensitive missions around the globe. Rescue hostages, capture research equipment, disarm bombs and escort VIPs into 13 different real world conflict zones. Your specialty – a specialised skill such as Commando, Medic or Intelligence Officer – fills a unique and essential role in the success of your organisation. Assist your comrades by utilising over 40 different weapons and tools of the trade. Only by working as a team can you defeat the opposition.

Note: See enclosed Install Guide for Technical Support information.

COMMAND REFERENCE

It's easy to navigate *Global Operations* using your keyboard and mouse. This section provides basic controls for menu navigation and gameplay.

Note: All of these hotkeys can be customised (for more information see *Controls* on p. 11).

Basic Moves

Action	Keyboard
Move Forward/Back	W/S
Turn Left/Right	LEFT arrow key/RIGHT arrow key
Strafe	ALT (left only)
Strafe Left/Right	A/D
Jump	CTRL (left only)
Crouch	G
Crouch/ Stand Toggle	F
Run	SHIFT (left only)
Run/Walk Toggle	CAPS LOCK
Look Up/Down	PAGE UP/PAGE DOWN
Centre View	HOME
Mouse Look	/

Actions

Action	Keyboard
Primary Attack	Left Click
Secondary Attack	Right Click
Flashlight/Laser	Q
Zoom In or Out	' (apostrophe) or ; (semi-colon)
Reload	R
Trigger Group Select	X
Drop Item	T
Use	SPACEBAR
Vision Aids	E
Inventory	C
Next/Previous Item]/[
Select Specialty	B
Select Team	N

Inventory

Action	Keyboard
Primary Weapon	1
Secondary Weapon	2
Sidearm	3
Knife	4
Grenade Slot 1	5
Grenade Slot 2	6
Grenade Slot 3	7
Equipment Slot 1	8
Equipment Slot 2	9
Equipment Slot 3	0
Objective	-

Miscellaneous

Action	Keyboard
Radio Menu	Z
Voiceover IP Global	BACKSPACE
Say	H
TeamSay	J
Suicide	END
Scoreboard	TAB
HUD Layout Mode	L

SETTING UP THE GAME

Here's how to start your tour of duty.

Login Screen

After launching *Global Operations*, the Login screen appears.



Your profile stores your customised options settings and single player campaign progress. Select a profile you wish to play as or create a new profile.

Note: The player profile name you last used is the default profile. If you do not have a player profile saved, the default profile is Player.

To create a new profile:

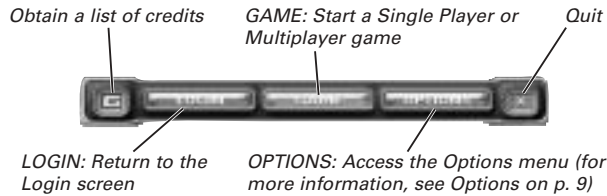
1. Click NEW PROFILE to create a new profile. A prompt appears asking you to choose a profile name.
2. Click on the grey bar and then type your desired profile name in the space provided and click APPLY. Your profile is saved.
 - The name you choose as your profile becomes your default player name.

To change profiles:

1. Click SELECT PROFILE. A menu featuring your list of profiles appears.
2. Select the name of the profile you wish to play then click APPLY. Your profile is changed.

- You can delete any unwanted profiles by selecting them and left-clicking the delete button.
Note: Changing your profile switches your settings to the settings associated with the new profile you have chosen.
- To proceed to the Game menu, click START.

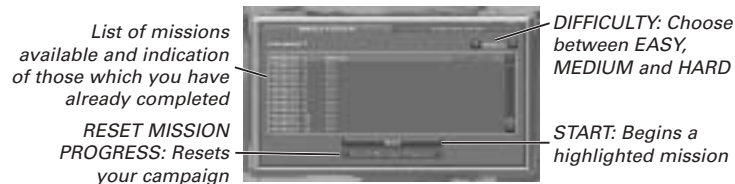
Game Menu



- SINGLE PLAYER** Play against computer-controlled opponents.
- MULTIPLAYER** Play against others over the Internet or a LAN connection.
- To begin gameplay, select either SINGLE PLAYER or MULTIPLAYER. The Single Player or Multiplayer menu appears.

Single Player

To begin a single player game, select SINGLE PLAYER in the Game menu. The Single Player menu appears.



Setting Up A Single Player Game

Play each of the single player missions available in *Global Operations* sequentially. After you complete a mission, the next is unlocked for you to play. Once you complete all of the missions, you may repeat the process as a member of the opposing force.

- To begin single player gameplay, click the name of the mission you wish to play and click START.

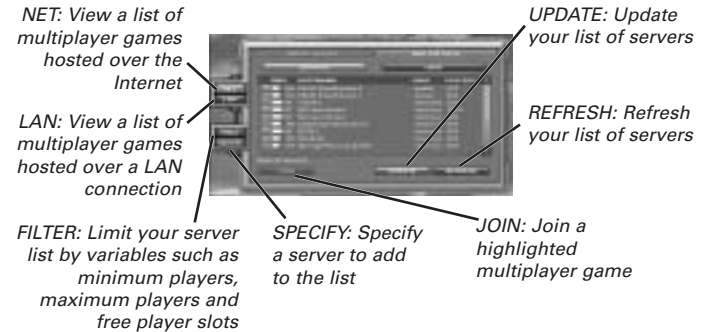
Now it's time to get briefed on your mission, pick a specialty and select your weapons (for more information, see *Briefing and Dispatch* on p. 8).

Setting Up A Multiplayer Game

- To begin a multiplayer game, select MULTIPLAYER from the Game menu. The Multiplayer menu appears.

You have the option of hosting a new multiplayer game or joining a multiplayer game in progress.

Servers Menu



Joining a Multiplayer Game

To join a multiplayer game:

- Select SERVERS in the Multiplayer menu.
- Choose between playing your multiplayer game via a LAN connection or over the Internet by clicking either NET or LAN.
- Click UPDATE in order to see a list of all available games.
- Right-click the name of a game-in-progress to see its server information.
- Click the name of the game you wish to join and select JOIN to advance to gameplay.

Now you must obtain a brief on your mission, choose a team, select a specialty, and peruse your available arsenal before starting gameplay (for more information, see *Briefing and Dispatch* below).

Hosting a Multiplayer Game

To host a multiplayer game:

- Select HOST in the Multiplayer menu.
- Enter the basic hosting information requested in the boxes provided and click START. The Server Settings application launches.
- Use the tabs to further refine your server settings:

RULES	Enable map switching and team flipping, and specify a maximum number of players.
TEAM RULES	Specify rules regarding friendly fire and team kill punishment.

ADVANCED Enable or disable voting, auto team balancing, badge uploads and sever event logging.

4. Click APPLY to accept your new settings.
5. Select OK to confirm your selections. The front end closes and the Global Operations Dedicated Server Application opens. The Options you set in the front-end are now active. Your server is now functioning.

Briefing and Dispatch

Once you have accepted your mission, it's time to get briefed, armed and deployed.

Briefing

After accepting your mission, the Mission Briefing menu appears. Read the description of the mission you are about to undertake.

- To advance to the Select Team screen, click NEXT. The Select Team screen appears (for more information, see *Teams* on p. 19).

Note: If you are playing in single player mode, your team is pre-determined by the campaign. You advance directly from the Mission Briefing screen to the Team Briefing screen.

Choose the side of the conflict you wish to play on.

- To select a team, click the team icon and click NEXT. The Team Briefing screen appears.

Note: If you are playing either the Skiinaaz Tunnel or North Africa multiplayer missions you have the option of playing as the VIP character in addition to playing as a member of either team.

The Team Briefing screen offers a list of objectives that must be met in order to successfully complete the mission, as well as instructions on how to achieve them.

- To advance to the Player Specialty screen, click NEXT. The Player Specialty screen appears.

Choose a Specialty

Your options are: Demoman, Heavy Gunner, Commando, Recon, Medic, Sniper and Intelligence Officer (for more information, see *Specialties* on p. 29).

- To select a specialty, click the specialty you wish to be and click NEXT. The Select Equipment screen appears.

Note: The Intelligence Officer is only available in multiplayer.

Note: The number in the lower left corner of each specialty indicates how many of that specialty are currently playing the game. You can use this information to choose a specialty that is not yet represented.

Purchase Weapons and Equipment



Choose your weaponry, upgrades and armour in the Select Equipment screen.

Each section of the pie graph represents an Inventory slot for a particular weapon or equipment category. Click each sector to see the available equipment for that slot.

- To access the secondary weapon, sidearm, optional equipment and grenade selections, click the weapons pie graph clockwise.
- To access statistics on a weapon, scroll over its icon. Statistics on this weapon appear in the Information box.
- To purchase an item, click the item's icon. The weapon is placed in your Inventory and the price of the item is deducted from your total cash.
Note: You are unable to purchase an item you cannot currently afford.
- To sell a weapon, right-click its icon in your Inventory. The weapon is removed from your Inventory and its price is added to your total cash.

Once you are outfitted, you are ready to start your mission.

OPTIONS

Customise your *Global Operations* gameplay experience with these options.

- To access the Options menu, click the Options tab in the Main menu. The Options menu appears.

Note: Default options are listed in **bold** in this software manual.

Game

Customise gameplay features, including your heads-up display (HUD).

Player

NAME	Select a name for your player. Your profile name appears as your default player name.
ALWAYS RUN	Run continuously during missions when CHECKED .
SHOW BADGES	Show player badges when CHECKED .
PLAYER BADGE	Change the decal appearing on your character's uniform by scrolling through the options provided by this feature.

HUD

When customising your crosshair, pay attention to the crosshair icon on the right side of the menu. It previews the changes you are implementing.

General

TRANSPARENCY	Set the level of transparency of your heads-up display during gameplay.
DAMAGE COMPASS	Enables the damage compass feature on the HUD when CHECKED (for more information, see <i>Heads-Up Display</i> on p. 12).

Crosshairs

RED	Adjust the quantity of red that appears on your crosshair.
GREEN	Adjust the quantity of green that appears on your crosshair.
BLUE	Adjust the quantity of blue that appears on your crosshair.
TRANSPARENCY	Set the level of transparency of your crosshair display.
DISTANCE SCALING	Your crosshair animates based on target distance when CHECKED .
ACCURACY SCALING	Your crosshair animates based on accuracy when CHECKED .

Misc

HELP TEXT	Displays in-game help text when CHECKED .
ALLOW DOWNLOADS	Allows downloading of other player badges when CHECKED .
ENABLE VOICE OVER IP	Allows incoming and outgoing voice over Internet when CHECKED .
NETWORK SPEED	Choose between 56K, ISDN, DSL or T1 OR FASTER .
BLOOD	Enables blood particle effects when CHECKED .
ACTOR SHADOWS	Shadows are cast beneath actors when CHECKED .
ACTOR DECALS	Damage actor decaling, such as wounds, is enabled when CHECKED .
WORLD DECALS	Adjust the quantity of the dynamic world decaling, such as bullet holes.
SHELL EJECTION	Shows shells ejecting from the gun when CHECKED .
VIEW KICK	View punching caused by gun recoil and impact when CHECKED .
VIEW MODEL	Visibility of in-game view models is enabled when CHECKED .
HUD	Enable the head's-up display when CHECKED . When enabled, you are able to see the HUD and the chat text on-screen.

CLIENT EVENT LOGGING	Enable logging of events in multiplayer games when CHECKED . These logs can be viewed with the faststats program on the <i>Global Operations</i> disk.
SINGLE PLAYER EVENT LOGGING	Enable logging of single player events when CHECKED . These logs can be viewed with the faststats program on the <i>Global Operations</i> disk.

Controls

There are five headers in the Controls menu: Move, Actions, Inventory (Inv), Miscellaneous (Misc) and Input. The first four headers provide key commands used during gameplay. All key commands are customisable. Input offers the ability to customise controller settings.

- For a complete list of the key commands provided by the first four tabs in the Controls section, see *Command Reference* on p. 3.

Input

Mouse

MOUSE SENSITIVITY	Use the bar to set the sensitivity of your mouse.
MOUSE SMOOTHING	Mouse motion is averaged over a few frames when CHECKED .
INVERT MOUSE	Invert the Y-axis of your mouse when CHECKED .
MOUSE LOOK	Use the mouse to look around during gameplay when CHECKED .
LOOK STRAFE	Use the horizontal axis for sidestepping when CHECKED .

Keyboard

UP/DOWN SPEED	Adjust the speed at which keyboard strokes trigger up and down motion during gameplay.
LEFT/RIGHT SPEED	Adjust the speed at which keyboard strokes trigger left and right motion during gameplay.
AUTO CENTER VIEW	Enable viewpoint centring when CHECKED .

Display

Adjust display and texture options for superior looking gameplay.

Display

RENDERER	Change the rendering device with this option.
RESOLUTION	Adjust the resolution of the display.
BIT DEPTH	Increase the bit depth from 16-BIT to 24-BIT for better looking graphics with this function.
TEXTURE DEPTH	Enable 32-bit texturing for superior looking graphics when CHECKED .

TRIPLE BUFFERING Enable extra buffering support for smoother graphics when CHECKED.

- To implement changes, click APPLY.

Textures

ARCHITECTURE Adjust architecture texture rendering with this option.

MODELS Adjust the clarity of player textures with this option.

PROPS Adjust the model texture quality for in game props.

VIEW MODELS Adjust the clarity of your own character's textures with this option.

SPECIAL EFFECTS Adjust special effects rendering with this option.

SKY Adjust the clarity of sky textures.

- To implement changes, click APPLY.

Options

TRILINEAR FILTERING Enable superior textures (if your hardware supports it) when CHECKED.

DETAIL TEXTURES Extra texture detail is added on some surfaces when CHECKED.

ENVIRONMENT MAPS Reflective and shiny surfaces are enabled when CHECKED.

Sound

MUSIC VOLUME Adjusts the volume of the game soundtrack.

EFFECTS VOLUME Adjusts the volume of in-game effects.

2D VOLUME Adjusts the 2D special effects volume.

3D VOLUME Adjusts the 3D special effects volume.

VOIP VOLUME Adjusts the voice over IP volume.

EAX Enables environmental audio support when CHECKED.

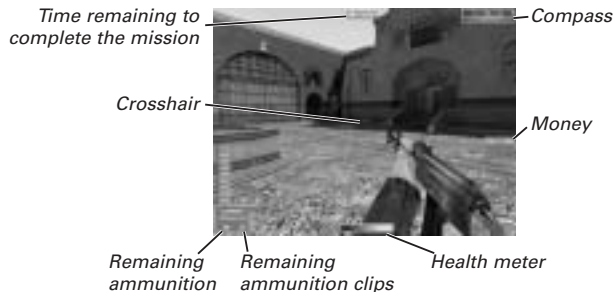
- To test 2D, 3D or voice-over IP volume adjustments, click TEST.
- To implement EAX setting changes you must restart *Global Operations*.

PLAYING THE GAME

Get ready for deployment into a real world conflict zone.

Heads-Up Display

Get an advanced look at the Heads-Up Display (HUD) you depend on during your mission.



- For more information on gameplay hotkeys, see *Command Reference* on p. 3.

Health Meter



The health meter displays your physical condition. When the meter is completely green, you possess 100% health. Upon injury, the green health meter decreases. In addition, a red bleed meter, indicating level of blood loss, also begins to deplete. Your health can only be restored to the level of the bleed meter at the time healing occurs. When the health meter is completely red, you are incapacitated and must either wait for a Medic to assist you or be re-deployed (for more information, see *Re-Insertion into the Mission* on p. 16).

Damage Compass

When enabled, the damage compass indicates when you are hit by enemy fire. A red triangle flashes at the centre of the screen, indicating the location where enemy fire was deployed. Use the damage compass to locate tricky enemies, such as snipers, whose position may not be immediately apparent.

Note: This feature can be disabled by accessing the Options menu (for more information, see *Options* on p. 9).

Radio

Issue orders to teammates, ask for reports or offer replies via radio communication.

To access the Radio menu:

1. Press Z. The Radio menu opens at the bottom of the screen.
2. Choose between General Orders, Specific Orders, Reports or Replies by pressing the number button associated with your selection.
3. Select the phrase you wish to communicate by pressing the number button associated with your selection. The phrase is now uttered via radio communication.

Note: Computer-controlled team mates only respond to certain radio commands.

Inventory

You have the option of picking up items such as weapons or special tools at any time during gameplay. Store them in your Inventory and then access them later at key moments.

To pick up an item:

1. Move your crosshairs over the item. The item turns red.
2. Press SPACEBAR to pick up the item. The item is now in your Inventory.

To store or use the item, access your Inventory.

Note: If the Inventory slot for an item you attempt to acquire is already occupied, you are unable to pick up the item.

To select a weapon or item in your Inventory:

1. Press and hold C. The Inventory screen appears.
2. Scroll over the item you wish to select, then release C. That item is now selected for use.

Note: You can also switch weapons/items by using the Inventory key commands (for more information, see *Command Reference* on p. 3).

Money

You are paid for your services as a member of one of the world's elite forces. This enables you to purchase weapons and special equipment. Each player begins a mission with a specific amount of cash, which can then be used to purchase your first weapon. As you eliminate enemies, fulfil objectives and complete missions, you are further rewarded with cash.

General Compensation

The following gameplay functions are compensated, no matter what specialty position you hold.

Eliminating an enemy	Variable
Assisting in eliminating an enemy	\$250
Rescuing a hostage	\$750
Touching a hostage	\$150
Killing a hostage (if you are on the rescuing team)	-\$900
Killing a hostage (if you are on the rescue prevention team)	-\$750
Winning a level	\$4000
Losing a level	\$3000
Staying alive	\$150/30 seconds
Bonus for consecutive level losses	\$250/per loss (max. 3 bonuses)

Specialty-Specific Compensation

Specialties are compensated in the following manner.

Specialty	Action	Price
COMMANDO	Initial Cash.	\$2300
	Respawn Cash	\$1150
	Eliminate an enemy	\$300
RECON	Initial Cash	\$1200
	Respawn Cash	\$600
	Eliminate an enemy	\$200
	Bonus for teammate kills while Recon was sharing data with them	\$150
SNIPER	Initial Cash	\$3500
	Respawn Cash	\$1750
	Eliminate an enemy	\$200
	Bonus if the eliminated enemy was a threat to a teammate or ally (within 30 feet)	\$100
	Bonus if the eliminated enemy was a threat to a VIP	\$100
MEDIC	Initial Cash	\$2300
	Respawn Cash	\$1150
	Eliminate an enemy	\$200
	Revive a teammate or heal ally	\$200
	Heal a teammate or ally for 10 points (or less if he requires less than 10 points of healing)	\$25
DEMOMAN	Initial Cash	\$3500
	Respawn Cash	\$1750
	Eliminate an enemy	\$200
	Bonus if the enemy was eliminated with an explosive	\$100
	Planting a bomb	\$75
	Defusing a bomb	\$75
HEAVY GUNNER	Initial Cash	\$4100
	Respawn Cash	\$2050
	Eliminate an enemy	\$300
	Assist in eliminating an enemy	\$250
VIP	Eliminate an enemy	\$200
	Escaping from capture	\$500

Re-Insertion into the Mission



After being incapacitated by the enemy, you may wait for medical assistance (until your blood meter depletes completely) or choose to immediately wait for re-insertion into the mission by way of a Troop Transport Device. If you are re-inserted, you lose your weapons and equipment and must purchase new items before being re-deployed. If you do not purchase a new weapon you are equipped with your default weapon, which is a knife.

- To be re-inserted after being incapacitated by the enemy, click the right mouse button. You are shipped out on the next scheduled Troop Transport Device.
- To access the Purchase Weapons screen, click the right mouse button once you are re-inserted into the Troop Transport Device (for more information on purchasing weapons, see *Purchase Weapons and Equipment* on p. 9).
- If you cannot afford to purchase a weapon, you are equipped with a knife. Use this until you find a discarded weapon, which you can pick up and use (for more information on acquiring discarded weapons, see *Inventory* on p. 14).

Mission Summary Screen



After finishing a mission, your results are tallied on the Mission Summary screen. This screen provides a list of each team's objectives as well as whether or not those objectives were completed.

- To see your or the enemy team's statistics, select STATS in the Mission Summary screen.
- Statistics provided include team wins and losses, kills, deaths, kill assists and team kills.

MISSIONS

Here is a short brief on the types of missions you may encounter on your tour of duty with elite forces.

Chechnya

An aggressive campaign launched by the Russian Army has forced the Caspian Freedom Force to retreat to a barricaded outpost deep in the Caucasus Mountains. The Russians are coordinating an ambitious ground attack to disable two anti-aircraft weapons that have protected the rebel stronghold for some time. The rebels have sworn to keep the anti-aircraft weaponry ready and functioning at all costs.

Colombia

In Colombia, the symbiotic relationship between drug cartels and anti-government groups has been the root of many political problems. Answering a formal request for assistance, the United States has sent the US Special Forces with a plan to infiltrate the private residence of a pre-eminent Colombian drug cartel boss and eliminate him. The revolutionary group protecting the cartel has pledged to defend their employer with armed force, if necessary.

Canada

An incarcerated member of the Turkish Defense League has been broken out of confinement and authorities suspect those responsible for the breakout are the North American arm of the TDL. Authorities are hot on the trail of the TDL with the intent to recapture the prisoner. Meanwhile, the TDL is racing against time to deliver him to a secret safety zone where authorities believe he may be returned to Turkey.

North Africa

A helicopter transporting a senior General in the East Mamzique army has gone down in central North Africa. Initial reports indicate that all passengers survived the crash, but armed members of the Brokiiru Army Commandos are active in this area and UN officials have expressed grave concern for the General's fate. A special UN armed force is attempting to extract the leader to the nearby American consulate.

Uganda

The hijacking of an Israeli military jet by the Marxist Popular Army and its subsequent emergency landing at the international airport at Entebbe, Uganda has resulted in the demanded release of political prisoners in France in exchange for the lives of 6 Israeli army officers being held hostage. Intelligence reports indicate that the Ugandan Army is supporting the MPA. The Israeli elite force known as Sayeret Matkal has been deployed to launch a surprise counter attack to liberate the hostages.

Sri Lanka

An elite squad of the Vanni Liberation Force have entrenched themselves in a river canyon where a tower has been converted into a makeshift operations centre. The Sri Lanka Army has been ordered to obtain the bomb within the tower and use it to destroy the outpost. The VLF know that they must prevent the destruction of their outpost in order to survive as an organisation.

Argentina

Argentina's National Museum officials say they are on schedule for the grand opening of a highly anticipated showing of Argentinean medieval art and religious artefacts despite growing concerns about thievery. The Nino's Cross, one of the collection's most esteemed pieces, has a highly symbolic meaning to some fanatical Argentine leftist groups. Argentina's official Special Forces unit, Las Fuerzas Especiales, has stepped up security around the museum, fearing that thieves might attempt to commandeer the famous artefact.

Peru

The Peruvian Hostage crisis continues into its fifth day with no end in sight. The Peruvian Revolutionary Front has released all but six security personnel who are believed to be imprisoned in the auxiliary wing of the residence. The PRF is negotiating its demands with the Peruvian government and has stated that the hostages shall not be harmed but their safety cannot be guaranteed in any sort of armed conflict with government forces.

Antarctica

An armed group has breached the Krongen Corporation Biotech Research Facility in Antarctica and stolen a miracle vaccine known as PRO-C5. In response, the Krongen Corporation has been guarding its best-known invention, a proprietary genome-sequencing machine known as the JX3, against the attackers. The Krongen Corporation Security Force is attempting to reacquire the PRO-C5 samples while the attackers are simultaneously trying to also steal the JX3.

South China Sea

A recent upswing in piracy in the South China Sea has Australian Special Operations Forces working overtime to protect freighters carrying valuable cargo. Intercepted radio transmissions indicate that one vessel with a multi-million dollar payload has been commandeered by a band of Singapore-based pirates. The ASOF are determined to seize the bridge from the attackers.

Western Europe

Authorities are racing against time to reach a high-speed train derailed in the Skiinaaz Tunnel. On board the derailed train was a former member of a subversive political faction known as The September Revolution, who was en route to divulge secret information about TSR to the authorities. Reports

indicate that TSR forces are present at the crash site and are attempting to reach the informant in order to assassinate him before authorities can save him.

Mexico

In answer to growing pressure from the US Drug Enforcement Agency, Mexican authorities have sharply stepped up their efforts to limit the northward flow of narcotics. An anonymous tip submitted to the local police has resulted in the deployment of the Mexican Army, armed with a large C4 explosive device, to the suspected base of operations for the Gallardo Cartel, where a drug shipment is being loaded onto trucks for crossing the border.

USA

Intelligence reports have uncovered a plan by a leftist group known as the Black River Brigade to shut down the electrical power grid of the western United States by attacking the Keerok Dam. United States government officials say that any loss of power at the plant would be calamitous. SWAT forces are on the scene and have pledged to stop them at all costs.

TEAMS

Here is a rundown of the highly skilled, superbly trained, fiercely motivated forces you are fighting amongst...and against.

Sayeret Matkal

Israel's primary special forces unit, the Sayeret Matkal, is a long-range reconnaissance patrol unit with strong counter-terror capabilities. Each member of the unit has been trained in elite operations deep within enemy-held territory.

Marxist Popular Army (MPA)

NATO authorities believe that this militant eastern European faction has ties to high profile members of overthrown communist bloc political parties with an agenda to overthrow what they've deemed as imperialist European regimes.

Peruvian Army

The special operations division of the Peruvian Army is an elite composite force comprising of members of the national police, army, navy and air force special operations units.

Peruvian Revolutionary Front

This Marxist political faction is suspected to have strong ties with Cuba, where they may have received advanced weapons and demolitions training. It is believed that they were recruited from South American military forces.

Joint Task Force Two (JTF-2)

Information on Canada's Joint Task Force Two, the elite unit of the Canadian Armed Forces, is shadowy at best. The most that is known is that the force was developed as an SAS-style operations unit.

Turkish Defense League (TDL)

The North American wing of the Turkish Defense League is a small outfit responsible for robberies and extortion. Its chief aim is fundraising for the European TDL, which carries out attacks against the Turkish government and other military targets.

Krongen Corporation Security Force

Krongen Corporation's corporate security is provided by a handpicked, seasoned group of ex-military and SWAT operatives who guard Krongen's controversial work.

Private Solutions, Inc.

This highly trained mercenary strike force works for the highest bidder. Members have been recruited from the elite units of armed forces from around the world and trained extensively in corporate espionage.

SAS

Born out of the conflict in North Africa during World War II, the SAS is arguably the most famous and well-regarded special forces unit in the world.

The September Revolution (TSR)

The September Revolution is an exclusive network of radical political dissenters dedicated to bringing down the European Economic Union.

Los Roja Esquadrilla (The Red Squad)

Los Roja Esquadrilla is an organisation dedicated to the preservation of Argentine culture at all costs, with access to considerable funding for training and arms acquisitions.

Las Fuerzas Especiales (LFE)

Las Fuerzas Especiales is the Argentine government's official Special Forces unit. It is manned by handpicked members of the police force and officially sanctioned, trained and supplied by the government.

US Special Forces

The Special Forces of the US Army have the mission to train, organise, supply, direct and control indigenous forces in guerrilla warfare and counterinsurgency operations and to conduct unconventional warfare operations.

Corozones y Armas (CYA)

This large and well-equipped Marxist faction has well documented ties to narcotics traffickers, principally through the provision of armed protection.

Russian Army

The Russian Army fields an array of trained soldiers wielding top-line equipment. Since the break-up of the Soviet Union, the Russian Army has become one of the most skilled and experienced counter-insurgency groups in the world.

Caspian Freedom Force

Battle hardened and desperate, this group has shown remarkable resilience in the face of relentless Russian pressure.

Brokiiru Army Commandos

The Brokiiru Army Commandos are an armed movement actively trying to destabilise the North African regional government, targeting senior government and military officials.

United Nations Special Forces

Essentially a force with strictly peacekeeping responsibilities, the UNSF have developed elite squads to ensure security in unstable parts of the world.

South China Sea Pirates

Backed by international organised crime, modern pirates target high value shipments in open waters.

Australian Special Operations Forces (ASOF)

The ASOF are a highly trained special operations unit with a record of successful actions within the Southern Hemisphere.

Sri Lanka Army

This highly skilled counter-operations unit provides the primary counter-attack response for Sri Lanka.

Vanni Liberation Force

This force is the militant wing of the Marxist/Leninist political group representing the principal minority group in Sri Lanka.

Mexican Army

The Mexican Army Special Forces units have achieved a high level of proficiency through experiences in Chiapas and in coordinated operations with US Special Forces.

Gallardo Cartel

This family-run cartel operates out of small border towns, which it takes over and runs like military encampments.

Special Weapons and Tactics (SWAT)

Special Weapons and Tactics units are trained to respond at any time to a variety of scenarios such as high-risk arrests, hostage situations, sniper suppression and any incident where lives and property may be at risk.

Black River Brigade

This aggressive political faction is comprised of members with specialised training and military backgrounds. The targets of their anger are largely symbolic as they seek to weaken American political structures.

WEAPONS

Here's a rundown of the available advanced tools and weaponry.

Handguns

Handguns are the standard sidearm available to all player specialities.



92F

Calibre: 9x19mm
Clip Size: 15 Rounds
Price: \$300
Upgrades: Suppressor



18C

Calibre: 9x19mm
Clip Size: 19 Rounds
Price: \$350
Upgrades: Extended Clip, Tac Light



P14

Calibre: .45
Clip Size: 14 Rounds
Price: \$450
Upgrades: Laser Sight, Suppressor



USP45

Calibre: .45 ACP
Clip Size: 12 Rounds
Price: \$500
Upgrades: Suppressor, Tac Light



Five sevenN

Calibre: 5.7 X 28mm
Clip Size: 20 Rounds
Price: \$575



SP2340

Calibre: .357 SIG
Clip Size: 12 Rounds
Price: \$600
Upgrades: Tac Light



Anaconda

Calibre: .44 Magnum
Clip Size: 6 Rounds
Price: \$750
Upgrades: 3x Scope



Desert Eagle

Calibre: .50 AE
Clip Size: 7 Rounds
Price: \$975

Shotguns

Demomen and Heavy Gunners typically carry shotguns as their secondary weapon.



870

Calibre: 12 Gauge Buckshot
Shell Capacity: 6 Shells
Price: \$900
Upgrades: Tac Light



M1

Calibre: 12 Gauge Buckshot
Shell Capacity: 5 Shells
Price: \$1100
Upgrades: Tac Light



SPAS15

Calibre: 12 Gauge Buckshot
Shell Capacity: 6 Shells
Price: \$1675



USA512

Calibre: 12 Gauge Buckshot
Shell Capacity: 10 Rounds
Price: \$3000
Upgrades: 19 Round Drum Magazine

Machine Guns

Machine guns are the primary weapon of the Heavy Gunner.



M249SAW

Calibre: 5.56x45mm
Clip Size: 100 Rounds
Price: \$3625
Upgrades: 200 Round upgrade



96

Calibre: 5.56x45mm
Clip Size: 100 Rounds
Price: \$4250
Upgrades: 3x Scope, 200 Round upgrade



21E

Calibre: 7.62x51mm
Clip Size: 100 Rounds
Price: \$5600
Upgrades: 200 Round upgrade



M240G

Calibre: 7.62x51mm
Clip Size: 100 Rounds
Price: \$6425
Upgrades: 200 Round upgrade

Sub-Machine Guns

The Recon specialty carries the sub-machine gun as their primary weapon. Commandos use the sub-machine gun as their secondary weapon.



Micro UZI

Calibre: 9x19mm
Clip Size: 32 Rounds
Price: \$750
Upgrades: Suppressor



MP5KPDW

Calibre: 9x19mm
Clip Size: 30 Rounds
Price: \$900
Upgrades: Suppressor, Double Clip, 3x Scope



125

Calibre: 9x19mm
Clip Size: 20 Rounds
Price: \$1100
Upgrades: Tac Light, 3x Scope, Extended Clip



UMP45

Calibre: .45 ACP
Clip Size: 25 Rounds
Price: \$1425
Upgrades: Suppressor, Tac Light, 3x Scope



MP5/10

Calibre: 10 mm
Clip Size: 30 Rounds
Price: \$1700
Upgrades: Tac Light, 3x Scope, Suppressor



P90

Calibre: 5.7x28mm
Clip Size: 50 Rounds
Price: \$2275
Upgrades: Suppressor, Laser Sight

Assault Rifles

Assault rifles are the primary weapons of the Commando and the Medic.



AK 47

Calibre: 7.62x39mm
Clip Size: 30 Rounds
Price: \$1975
Upgrades: 5x Scope



Olympic Arms M4 Carbine

Calibre: 5.56x45mm
Clip Size: 30 Rounds
Price: \$2500
Upgrades: 5x Scope, Suppressor, C- Mag (100 rounds)



FAL

Calibre: 7.62x51mm
Clip Size: 20 Rounds
Price: \$2800
Upgrades: 5x Scope



SG550

Calibre: 5.56x45mm
Clip Size: 30 Rounds
Price: \$3150
Upgrades: 5x Scope, Double Clip



G36

Calibre: 5.56x45mm
Clip Size: 30 Rounds
Price: \$4250
Upgrades: C- Mag (100 rounds)



G11

Calibre: 4.73x33 Caseless
Clip Size: 45 Rounds
Price: \$6500

Sniper Rifles

Sniper rifles are the primary weapons of the Sniper.



710

Calibre: .270 Winchester
Clip Size: 4 Rounds
Price: \$2800
Upgrades: 12x Scope



PSG1

Calibre: 7.62x51mm
Clip Size: 5 Rounds
Price: \$3750
Upgrades: G-1 Extended Clip



Dragunov SVD

Calibre: 7.62x54
Clip Size: 10 Rounds
Price: \$4525
Upgrades: 10x Scope



AW50

Calibre: .50 BMG
Clip Size: 5 Rounds
Price: \$7350

Specialty Equipment



Grenade Launcher

Calibre: 40mm Grenade
Clip Size: 1
Price: \$3575

Note: Grenade Launchers can be purchased by the Demoman specialty only.



LAW

Type: Rocket
 Quantity: 1
 Price: \$4655

Note: LAW can be purchased by the Commando specialty only.



Remote C4

Type: C4 Explosives
 Quantity: 3
 Price: \$625

Note: Remote C4 can be purchased by the Demoman specialty only.



Timed C4

Type: C4 Explosives
 Quantity: 3
 Price: \$1025

- Press ' (apostrophe) or ; (semi-colon) to increase or decrease the timer by one-second increments.

Note: Timed C4 can be purchased by the Demoman specialty only.



Flash Grenade

Type: Flash Bang
 Quantity: 2
 Price: \$250



Frag Grenade

Type: Fragmentation
 Quantity: 2
 Price: \$275



Smoke Grenade

Type: Smoke
 Quantity: 2
 Price: \$200



Gas Grenade

Type: Tear Gas
 Quantity: 2
 Price: \$350



Gas Mask

Type: Headgear
 Quantity: 1
 Price: \$450



Night Vision

Type: Goggles
 Quantity: 1
 Price: \$450



Thermal Vision

Type: Goggles
 Quantity: 1
 Price: \$875

SPECIALTIES

A good military task force requires personnel with specialised skills in order to get the job done swiftly and efficiently. Which role will you fill?



Medic

The Medic uses his medkit to restore health to both himself and incapacitated players.

Primary Weapon Assault Rifles
Secondary Weapon None
Sidearm Handgun
Grenade Slots 1 Slot
Special Items Medic Kit
Speed Fast to Medium
Armour Light or Medium



Sniper

The Sniper is equipped with a powerful scope on his weapon that allows him to target enemies at great distances. He is able to move quickly and is more accurate at sniping than other specialties.

Primary Weapon	Sniper Rifle
Secondary Weapon	None
Sidearm	Handgun
Grenade Slots	1 Slot
Special Items	None
Speed	Fast to Medium
Armour	Light or Medium



Demoman

The Demoman is a demolitions expert trained in planting and defusing explosives. While all specialties can defuse a C4 bomb, the Demoman can perform this task faster than others can.

Primary Weapon	Grenade Launcher
Secondary Weapon	Shotgun
Sidearm	Handgun
Grenade Slots	3 Slots
Special Items	Explosives
Speed	Medium to Slow
Armour	Medium or Heavy



Recon

The Recon is a fast, light, close range, offensive force equipped with the Life Signs Detector. The LSD has the ability to detect enemies within a variable range. Players within close proximity to the Recon share this information.

Primary Weapon	Submachine-gun
Secondary Weapon	None
Sidearm	Handgun
Grenade Slots	2 Slots
Special Items	Life Signs Detector
Speed	Fast to Medium
Armour	Light or Medium

Note: The Life Signs Detector has three modes:

NAVIGATION	Team mates and waypoints are visible.
BROAD SCAN	180-degree scanning radius.
NARROW SCAN	90-degree scanning radius.

- The Life Signs Detector's battery depletes in Broad and Narrow Scan mode and it regenerates in Navigation mode.



Commando

The Commando is a mid-range offensive force. Because he can be equipped with powerful assault rifles, a secondary weapon and the LAW disposable rocket launcher, he is the most versatile specialty available.

Primary Weapon	Assault Rifle
Secondary Weapon	Submachine-gun
Sidearm	Handgun
Grenade Slots	2 Slots
Special Items	LAW (must be purchased)
Speed	Medium to Slow
Armour	Medium or Heavy



Heavy Gunner

The Heavy Gunner is slow but packs a large punch. The Gunner's primary weapon is the machine gun. These guns are good for close to mid-range combat and can penetrate various materials. The Heavy Gunner is also equipped with a secondary shotgun. This extra weapon gives the Heavy Gunner more offensive options in battle.

Primary Weapon	Machine gun
Secondary Weapon	Shotgun
Sidearm	Handgun
Grenade Slots	3 Slots
Special Items	None
Speed	Medium to Slow
Armour	Medium or Heavy

Intelligence Officer (Multiplayer only)

The Intelligence Officer does not engage in actual combat, but rather collects information from the team and provides combat strategies as the mission unfolds. The Intelligence Officer is able to view the action through a system of four selected monitors. The primary monitor is the largest of the four views and displays full motion video. Members of the Intelligence Officer's team are viewable through his monitor system. Enemy soldiers may also appear on the Intelligence Officer's screen if they are in range of the Recon's life detector.

Cameras

Any of the monitors can be used to view the game through various cameras to which the Intelligence Officer has access. Each in-game player is equipped with a small personal camera. The Intelligence Officer only has access to his teammate's cameras and cannot get any signal from the enemy team. In

some missions, there may also be a system of security cameras to which the Intelligence Officer has access. His team must acquire control of these cameras in order for these cameras to be of use.

- To acquire control of a camera, press SPACEBAR.

Waypoints

The Intelligence Officer has the ability to place numbered waypoints on the map. These waypoints are represented on the player's compass and can be used to regroup or to guide players to important elements in the missions.

CREDITS

Barking Dog

Popdog: Mike Slett, Chris Mair, Sean Thompson, Jeremy Coolidge, Dan McBride, Seamus Epp, Cory Lake, Richard Kim, Fred Dee, Stuart Ure, Grant Corless, Jamie Mactaggart, Milo Casali, Darren Grant, Etienne Rheaume, David Denofreo, Steven Kong, Mark McIntyre, Angus Graham

Additional Art: Laurie Kindiak, Bob McAfee, Alex Carigi, Steve Mumford, Matthew Sheppard, David Byun, Matt Leigh, Russel Ang, Glenn Barnes

Additional Programming: Matt Boone, Peter Veys, Shae Archibald, David Salsman, Terry Jones, JianPing Yu, Desmond Fernando, Peter Grant

Sound Design: Roger Savoie

Management: Jay Scott, Brian Thalken, Kelly Gibson

Crave

Executive Producer/Producer: Mike "revoemag" Arkin

Associate Producer: Chris "ZMoe" Scaglione

Additional Associate Production: Richard "DeadEye" Robledo

Additional Production: Jeff Barnhart

Production Assistance: Ron "Furley" Talay

Design Assistance: Dan Jevons

Web Design Assistance: Nigel "Kebie" Kehler

VP of Development: Mark Burke

Product Manager: Mark Gersh

Creative Services Manager: Ryan Villiers-Furze

Creative Assistant: Ethan Malykont

Marketing Services Coordinator: Yumi Saiki

VP of Marketing: Martin Speiss

Electronic Arts

Producer: Ken Balthaser

Assistant Producer: Jamil Dawsari

Management: Tom Frisina, Kathy Frazier, Edwin Caparaz

Technical Director: Harold Seeley

Marketing: Mike Jeffress, Steve Perkins, Nick Abstoss

Public Relations: Anne Marie Stein, Jeanne Wong, Jerris Mungai

Package Design: Kevin Marburg

Package Project Management: Vyn Arnold

Package Illustration: Jon Watson

Documentation: Sharon Maher

Documentation Layout: The Big Idea Group

Testing Manager: Kurt Hsu

Testing Supervisor: Tim Attuquayefio

Lead Product Tester: Charles Paw

Assistant Lead Product Testers: James Impey, Seth Mespelli, Will Lane
Core Product Testers: Rob Walker, Mike Doran, Matt Bragg, Ben Farley, Shan Simpson, Andrew Stokes, Robert Walton, Shawn Mulligan, Bill Berzin, Melissa Tague, Rashad Redic, William Douglas, Matthew Moore, Matt Dominguez, Chad Schnittjer, Seth Mespelli, Michael Griffin
Mastering Lab: Michael Yasko, Yakim Hayuk, Michael Deir, Chris Espiritu
Customer Quality Control: Anthony Barbagallo, Darryl Jenkins, Dave Knudson, Andrew Young, Tony Alexander, Benjamin Smith
EARS CAT LAB: John Hanley, Dave Koerner, Emiliano Miranda, Dave Caron, Mark Gonzales, Nicolas Field.

EA Europe

Software Localisation Manager: Sam Yazmadjian
Localisation Project Manager: Nathalie Fernandez
European CQC Operations Manager: Linda Walker
European CQC Platform Manager: James Featherstone
European CQC Platform Specialists: Ashley Powell, Tim Wileman, James Arup, James Norton
European CQC Test Manager: Jean-Yves Duret
European CQC Test Supervisor: David Fielding
European CQC Test Leads: Andrew Chung, Paul Richards, Ben Jackson
European CQC Test Team: James Bolton, Paul Davies, Luke Didd, Iris Gust, Tony Hopkins, Andrea Iori, Elisabeth Johnsson, Jamie Keen, Gary Napper, Tuire Ollila, Steffen Thejll-Moller, Rupert Whicker
Production Manager: Jenny Whittle
Production Planner: James Cherry
Documentation Layout and Translation Coordination: Paul Ryan
Web Localisation Coordination: Ai-Lich Nguyen
Materials Coordination: Carl Alston
Studio Ops: Anne Miller, Phil Jones
Operations & Engineering Manager: Mike Richardson
Systems Administrator Extraordinaire: Jay "Jabawoki" Abbot
European Product Manager: Susann Oelschlegel

Special Thanks

All of the beta testers that reported bugs, all of the server ops that helped make the beta test happen, Brian Bruning once from 3DFX, Brian Harvey from Nvidia, Elias Slater and Brad Craig from AMD, Rex Sikora from ATI, Liam Byrne from Creative Labs, Ritche Corpus from Logitech, Omar Yehia and Mike Drummelsmith from Matrox, Brett Schnepf and Steve Willett from Microsoft, Joe Kreiner from STMicro, Joost Schur and David Wright at Gamespy, Mike Gibbons and Larry Zanoft at Gibbons Ltd. Entertainment Armory, Minh Le, Neil Manke, Tom Felcan, Gerald Lemercier, Rob Fournier, Simon Elliot, Cameron Wu, Brad Edgeworth, Lance Davis, Tracey Winters, Casey 'Pimp Daddy' O'Brien, Martin Cirulis, Tom Eaves, Chris Stewart, Mitch Soule, Norbert Stephan and crew of MV Buxhill, Chris Hedberg, Kevin

Francis, Brian Goble, Tim Berry, Jason Hall, Jonathan 'Nelno' Wright, Aaron Burton, Staff at LA Gun Club, Mike and Martin - Dave's Army Surplus, John Hipwell - Wolverine Supplies, Ian Fryatt - Phoenix 1, Jason Holtslander - Asia Pacific European Arms Distributor Ltd., Barb Giraud - Vancouver Port Authority, Don Smith, Geoff "ShadowPhreak" Erwin, Greg Dalton, Marc Boily
Extra special thanks to all of the heroic men and women that risk their lives every day to protect our freedom. Delta, SEAL, Rangers, US Special Forces, HRT, SWAT, JTF2, SAS, GIGN, GSG-9, GEOS, NYPD and FDNY. Thanks.
Need Technical Support? Please see the enclosed Install Guide for technical support information.