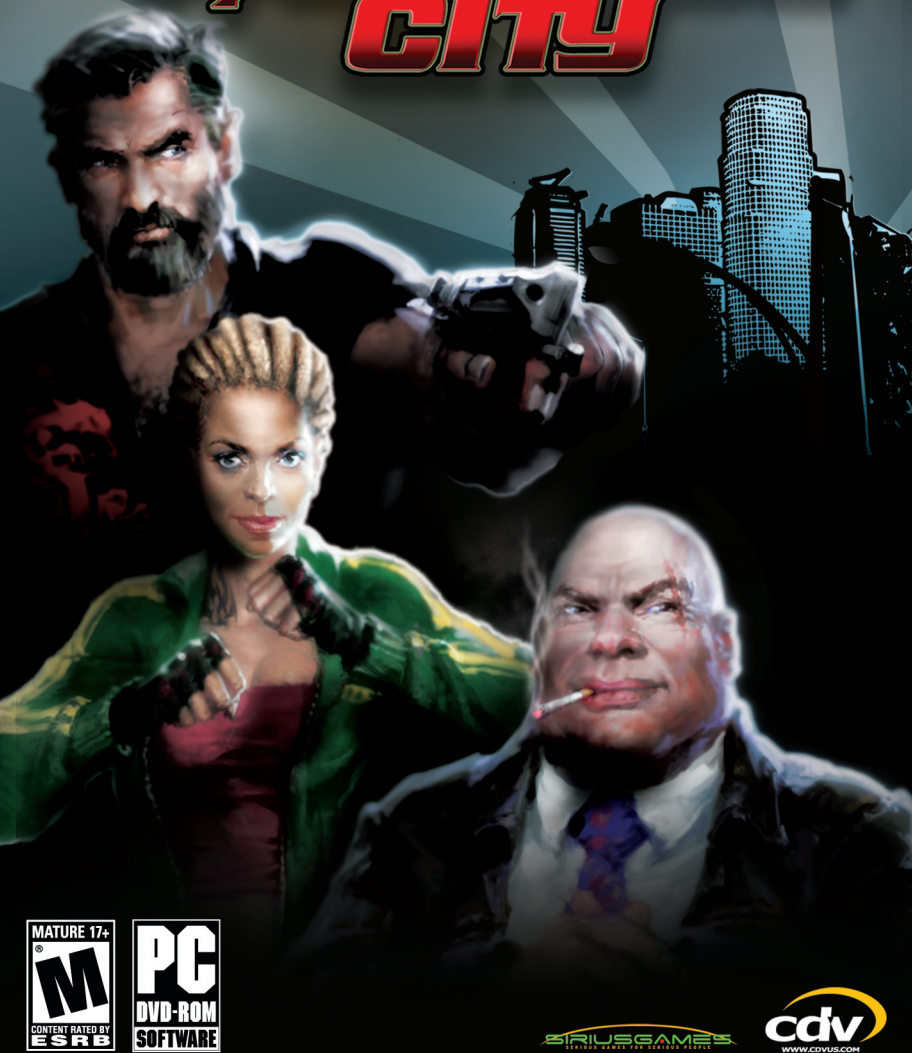


escape from
**PARADISE
CITY**



BRUOGAMES
LEADING GAMES FOR CREATORS PROJECT



Get more Escape from Paradise City on Internet,
as well as all the latest news,
downloads, and forum discussions at:

www.paradisecity-thegame.com

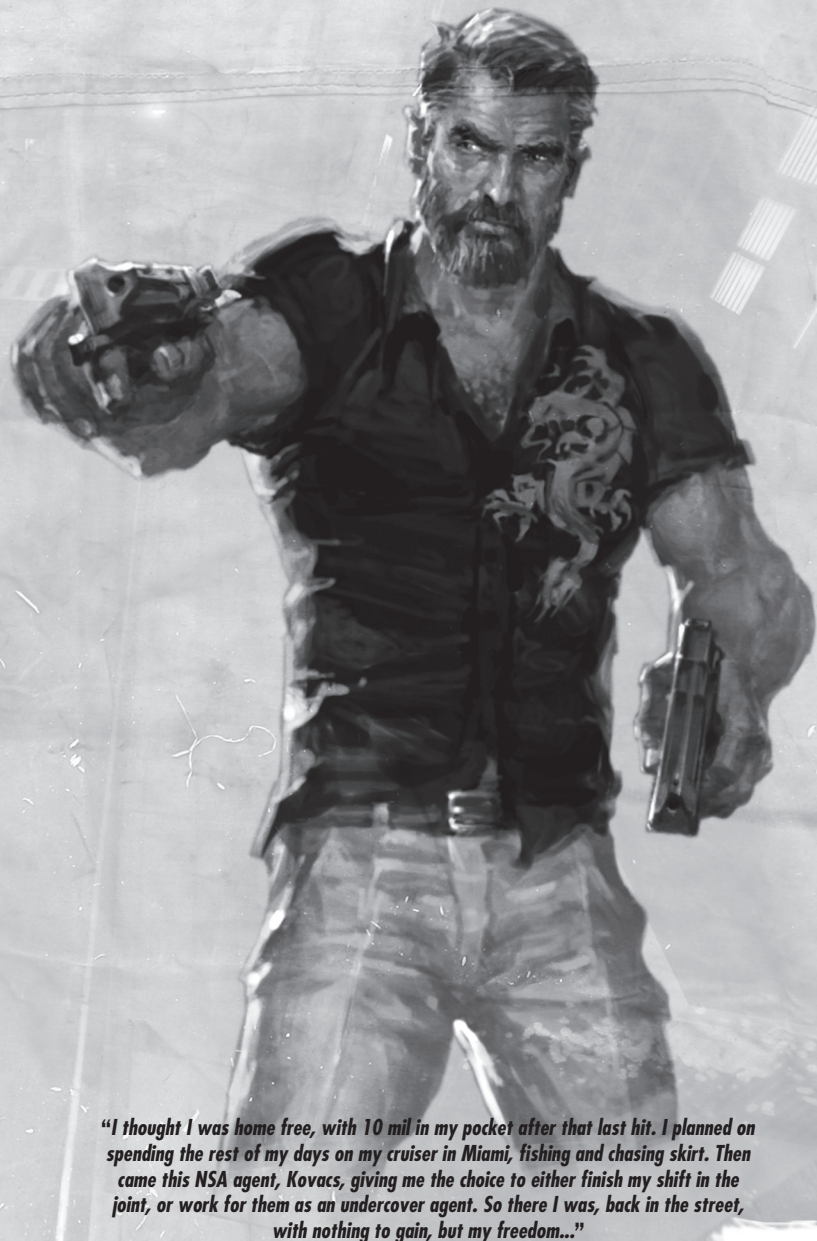
HELP – TECHNICAL SUPPORT

If you encounter difficulty while installing or running Escape from Paradise City,
please contact our Technical Support department by
e-mail at: support@paradisecity-thegame.com
and attach a copy of your dxdiag to the email.

For all Technical Support requests please provide as much information as possible
concerning the type of problem you are experiencing, when the problem occurred, and
if the problem occurs consistently. Please include information about your computer
including what kind of processor you have, amount of RAM, your graphics card, the
DirectX version you use, and what graphics drivers are currently installed.

Please ensure that your video card drivers and version of DirectX are up-to-date before
contacting technical support. Information on the game and the forums may be accessed at
www.cdvus.com

Note: The installation process may take a few minutes. During this process your computer
should not be performing any other tasks at this time. It is strongly recommended that
you disable or pause your antivirus software before you begin the installation process
to prevent the program from "hanging" or "freezing" and possibly ending up with some
corrupted game files. Keeping your antivirus software disabled during offline play will
also help to avoid corrupted game files.



*"I thought I was home free, with 10 mil in my pocket after that last hit. I planned on
spending the rest of my days on my cruiser in Miami, fishing and chasing skirt. Then
came this NSA agent, Kovacs, giving me the choice to either finish my shift in the
joint, or work for them as an undercover agent. So there I was, back in the street,
with nothing to gain, but my freedom..."*

INSTALLATION

Quit all other programs: Please close all applications on your computer before installing or playing the game.

Insert the game disk in your CD drive: To start the game, insert the Escape from Paradise City DVD into your DVD drive. If the DVD is not recognized, please make sure that the disk is inserted in your drive and restart your computer. Then, reload the game. If the problem still occurs, insert the DVD in another drive (if your computer has a second drive) and reload the game.

Follow the instructions that display on the screen. If after inserting the DVD in your drive no window pops up, double-click on the 'My Computer' icon on your desktop, double-click on the DVD-ROM icon to start the installation, and then follow the instructions.

Choose game display options: If the display is running too slow, change the option to a smaller game display.

Verify the version of DirectX and graphics drivers on your computer: In general, if the game will not start, or if you encounter graphic problems during gameplay, BEFORE DOING ANYTHING ELSE, verify your version of DirectX and that your graphic drivers are updated.

To verify this information, click your Start button and select Run. Type DXdiag and click OK. This will display information regarding your computer. Click Save All Information to save information which can later be e-mailed to our Technical Support department. The DVD comes with DirectX9.0c, so if your version is older you can install it from the game disk. Or, go to www.microsoft.com and download/install it from there.

The DXdiag command will also give you information regarding your graphics card and the version of your graphics drivers. If your drivers are out of date, go to the manufacturer's website and download the latest version of your card's drivers.

For NVIDIA cards: www.nvidia.com

For ATI cards: www.ati.com

Set up your firewall: Certain firewall configurations can block you from seeing images on your screen. To solve this problem, deactivate your firewall when playing, or configure your firewall so that it allows the game to start normally.

TABLE OF CONTENTS

1. BEFORE PLAYING	6
1.1. READ BEFORE PLAYING THE GAME	6
1.2. SYSTEM REQUIREMENT	6
1.3. STARTING ESCAPE FROM PARADISE CITY	7
2. STARTING A NEW GAME	8
2.1. THE MAIN MENU	8
2.2. NEW CAMPAIGN	9
3. SAVE/LOAD GAME	10
4. MULTIPLAYER	10
4.1. MULTIPLAYER MODES	10
4.2. MULTIPLAYER MENU	10
4.3. JOINT GAME	11
4.4. CREATE GAMES	11
5. SETTINGS	11
6. WELCOME TO PARADISE CITY	12
6.1. THE AGENTS: PORTER, ANGEL & BORIS	12
6.2. YOUR CONTACT TO THE AGENCY	14
7. THE BASICS	15
7.1. GAME INTERFACE	15
7.2. CAMERAS: STRATEGY MODE AND ACTION MODE	16
7.3. THE AGENT ZONE	17
7.4. MINI MAP	18
7.5. FULL MAP	19
7.6. KEYBOARD SHORTCUTS	19
8. COMBAT	21
8.1. BASIC COMBAT CONTROLS	21
8.2. YOUR SKILLS	21
8.3. POWER SKILLS	22
8.4. HENCHMEN	22
9. CHARACTER MANAGEMENT	23
9.1. GAIN COMBAT EXPERIENCE	23
9.2. PROTECTING WHAT'S YOURS AND TAKING WHAT ISN'T	23
9.3. DEVELOPING YOUR SKILLS	24
9.4. INVENTORY AND ITEMS	26
9.5. HELPING OUT QUEST GIVERS	27
9.6. CLEANING UP YOUR NEIGHBOURHOOD	27
9.7. LOOTING YOUR VICTIMS	28
10. NEIGHBOURHOOD MANAGEMENT	29
10.1. TYPES OF BUSINESSES	29
10.2. NEIGHBOURHOOD MANAGEMENT WINDOWS	30
10.3. NEIGHBOURHOOD MANAGEMENT	30
10.4. RALLY GANGERS	30
11. CREDITS	31
12. EULA	34

I. BEFORE PLAYING

I.1 READ BEFORE PLAYING THE GAME

EPILEPSY WARNING

Read this before you or your child play any video game.

Some people are susceptible to epileptic seizures or loss of consciousness when viewing certain types of blinking lights or other stimuli commonly found in our everyday environments. These persons are at risk of having a seizure when they look at certain televised images or when they play video games. Such phenomena can occur even in persons with no medical history of epilepsy and who have never had an epileptic seizure. If you or a member of your family has ever shown symptoms related to epilepsy (seizure or loss of consciousness) in the presence of illuminated stimuli, consult your doctor before use. We advise parents to provide supervision when their children play video games. Stop playing and consult a doctor immediately if you or your child experiences any of the following symptoms: dizziness, vision problems, eye or muscle spasms, loss of consciousness, disorientation, involuntary movement, or convulsions.

Always take the following precautions when playing video games:

- Do not sit or stand too close to the screen.
- Preferably, view video games on a small screen.
- Do not play if you are tired or have not had enough sleep.
- Play in a well-lit area.
- While playing, take ten-to-fifteen minute breaks every hour.

PIRACY NOTICE

Any unauthorized reproduction, full or partial, of this product or of its registered trademarks is a criminal offense. Piracy harms legitimate consumers, developers, editors, and distributors of this product. If you believe that this is an illegal copy or if you possess any information about pirated materials, please contact Customer Service.

I.2 SYSTEM REQUIREMENTS

OS: Windows 2000/XP SP2/Vista 32/64-bit

Sound Card: DirectX 9 compatible

DirectX: 9.0c or higher (supplied on the game CD)

DVD Drive

Hard Disk Space: 1.5 GB

Multiplayer: LAN/56K modem (or higher) for online play

MINIMUM REQUIRED CONFIGURATION

Processor: Pentium4 2GHz/AthlonXP 2000+

Memory: 512 MB RAM

3D Graphics Card: 64 MB DirectX 9 compatible (nVidia GeForce4 Ti/ATI Radeon 8500)*

RECOMMENDED CONFIGURATION

Processor: Pentium4 2.5GHz/AthlonXP 2500+ or dual core total 2.8 GHz

Memory: 1 GB RAM

3D Graphics Card: 128 MB DirectX 9 compatible (GeForce 6600/Radeon 9800) or higher*

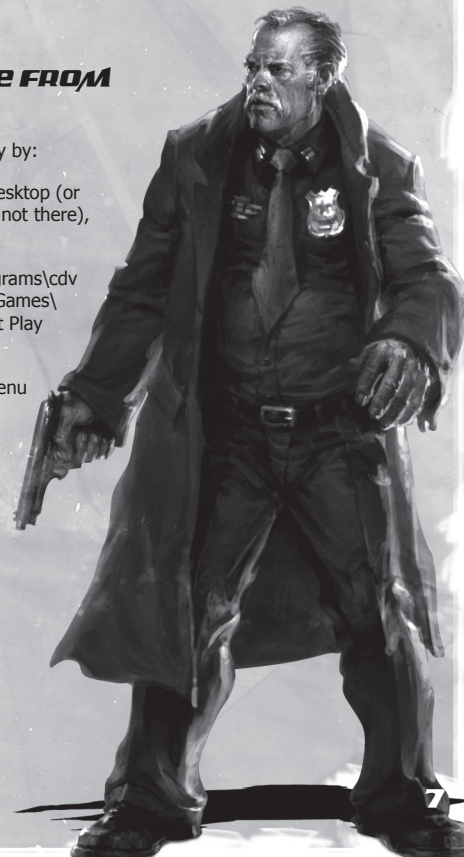
* The nVidia GeForce 4 MX video card plus integrated/onboard graphic cards/controllers such as Intel (e.g.: 82845/82852/82855GM&GME/ 82945G/845G/852/855/865G/910GML/915GM/945GM), ATI Radeon Xpress 200M series, VIA/S3G Unichrome IGP (and other models), and the SIS (all scale) will NOT run this game.

I.3 STARTING *ESCAPE FROM PARADISE CITY*

You can start *Escape from Paradise City* by:

- Using the shortcut placed on your desktop (or wherever you may have placed it, if not there), or
- Clicking Start and navigating to Programs\cdv Software Entertainment USA\Sirius Games\ *Escape from Paradise City* and select Play *Escape from Paradise City*.

The *Escape from Paradise City* main menu will then display.



2. STARTING A NEW GAME

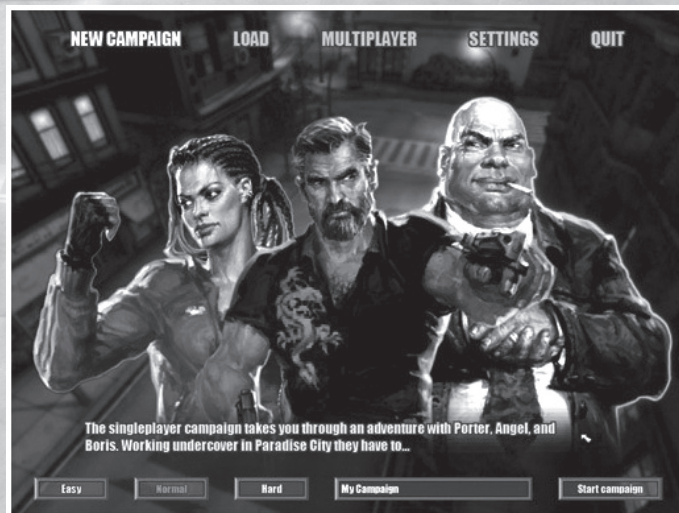
2.1 THE MAIN MENU



The game's Main Menu contains five options:

- **NEW CAMPAIGN:** Starts a Single Player Campaign.
- **LOAD:** Loads a previously saved game.
- **MULTIPLAYER:** Create or join a multiplayer game on the Internet or a LAN.
- **SETTINGS:** From here, game options can be set, including your player name, shortcuts, sound options, graphic options, and display options. Also, game credits can be viewed.
- **QUIT:** Quits the game.

2.2 NEW CAMPAIGN



The Single Player Campaign takes you through an adventure with Nicholas Porter, Angel Vargas, and Boris Chekov. Each character has different strengths and weaknesses. While playing the Single Player Campaign, you will have a chance to play as each of them as the story progresses.

At the bottom left of the screen are three buttons: Easy, Normal, and Hard. Select one of them to set the game's difficulty level.

- **Easy:** Need more money and more hit points for your Agent? Choose 'Easy' and have a smoother ride.
- **Normal:** Play the game in normal mode (with no advantages or disadvantages).
- **Difficult:** Have a death wish? Select 'Difficult' and you'll be granted less money and hit points, making life much harder.

Once the game has loaded, click the green 'Start Campaign' button at the bottom right of the screen to begin play.

Note: When you change levels, you get to keep your character's back story and inventory. However, you can't transfer more than \$2,000 from one level to another (at 'Normal' difficulty).

3. SAVE LOAD MENU

During gameplay, you can save your game by one of the following methods:

- 1) **Normal save:** Press ESC, click Save, and enter a name for your saved game. Click OK and press the ESC key to return to the game.
- 2) **Quicksave:** Press F6 to create a quicksave. Your quicksaves can be loaded from the Load menu or by pressing F7.
- 3) **Autosaves:** The game will automatically save your progression whenever a new chapter begins or when you arrive in a neighborhood under your control (with all businesses converted).

The Load Menu gives you access to the games you have saved. All Normal saves, Quicksaves, and Autosaves are stored in the same place.

Each Campaign has its own 'save list.' You can select from the top menu a campaign from which you want to select a saved game.

4. MULTIPLAYER

Escape From Paradise City can be played by two to eight players split into two teams on a local network (LAN) or on the Internet. Using the Multiplayer menu, you can start at any time, or look at the list of available LAN or Internet games servers.

Internet games utilize Gamespy technology.

4.1 MULTIPLAYER MODES

Multiplayer Mode has two possible modes of play that span the same maps that the Single Player Campaign does. These modes are Assassination (where the object is to 'kill' the other players) and Domination (where conquest of territory is your main goal).

4.2 MULTIPLAYER MENU

- 1 – Player Display
- 2 – Choice of game zone (Online, LAN, Join, Create)
- 3 – Choose game location (America, Asia, Europe)
- 4 – Chat with other people in your chosen zone
- 5 – Names of current players

4.3 JOIN GAME

To join a multiplayer game, you first need to decide how you will connect (via LAN or Internet). If you will play on the Internet, the game will utilize Gamespy. You can find players via Gamespy in America, Asia, or Europe.

You can either create your own server with your personalized settings or join one if you see a server that looks good for you.

4.4 CREATE GAMES

You can (if you create a game yourself) set the maximum number of players in a game, up to eight total. Escape From Paradise City allows players to form teams as well. Verify that each team has at least one players before launching the game.

Next, you will need to decide which map your game will be played on. Each map has different number of neighborhoods and this number will obviously directly impact the type and length of your game. For example, for a two-player game you can choose a small map, or for more players choose a map with more neighborhoods. The larger the map, the more time each player might have to build their empire before confronting others.

The host of the game can change different parameters, such as Experience Points, Cash, and Power.

5. SETTINGS

Select Settings from the Main Menu for the game options menu:

Name: Enter a nickname (which is displayed to other players during your Multiplayer games).

Commands: View the list of hotkeys for the game (see section 7.6). You can change these hotkeys if you prefer.

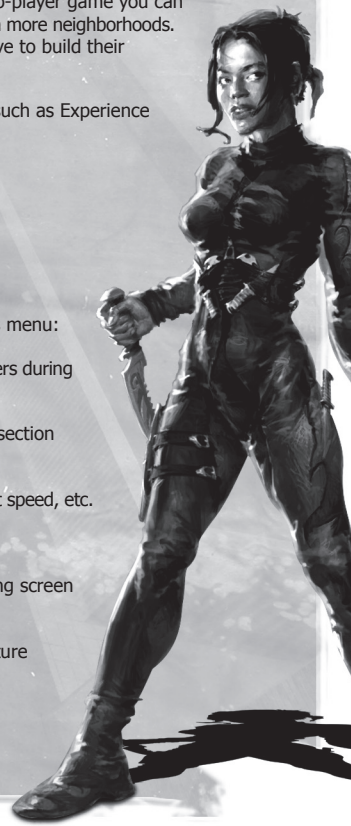
Mouse: Set mouse options, including sensitivity, movement speed, etc.

Sound: Modify the game's sound options.

Display: Change the game's display parameters, including screen resolution, anti-flicker (anti-aliasing), brightness, etc.

Graphics: Select graphics options, including level of texture detail, shadow, sky display, etc.

Credits: Displays game credits.



6. WELCOME TO PARADISE CITY

6.1 THE AGENTS PORTER, VARGAS, AND CHEKOV

NICHOLAS "NICK" PORTER



"ROBIN HOOD DIED AT A YOUNG AGE BECAUSE HE STRESSED TOO MUCH OVER REDISTRIBUTION OF WEALTH. FORTUNATELY, MY LIFE IS NOT CLOUDED BY SUCH THIEFLY SHORTCOMINGS."

Occupation: Retired Bank Robber

Character Type: Ranged Combat

Preferred Weapons: Rifles and SMGs

Description: Porter is a retired thief, a slick individual who on numerous occasions has

evaded the authorities by doing something unorthodox and surprising. Porter steals, not as much out of greed (he has little need for the money) but for the challenges; the more difficult the mark, the better. Porter is renowned for being a crack shot, a daredevil, and a ladies' man, who regularly fools the authorities with daring plans and flamboyant methods. A couple of years ago, Porter retired to Florida under an assumed name, living the good life and enjoying the fruits of a long criminal career. Living on his sailing boat, he made a new life, passing himself off as a retired businessman. Unfortunately, nothing good lasts forever, and one day the Agency caught up with him. The former criminal was given a simple choice: either the Agency would reveal him to the authorities, very likely sending Porter to jail for the rest of his life, or he would do a job for them. Porter knew he didn't really have a choice.

ANGEL VARGAS



"NICE FACE; LET ME FIX IT!"

Character Type: Close Combat (Street fighter)

Weapons: Fists, knives and bats

Description: Born the oldest in a family of seven children, Angel Vargas had to survive and prosper on the dark streets of Paradise, since she was a kid. Toughened by the hard life on the streets, Angel learned how to protect herself and her family and grew up to become an ac-

complished street fighter. Angel began using her fighting skills on the illegal Paradise underground fighting circuit and quickly began making money for her family. Her fights took her all over the east coast far from the slum of Paradise City. But when she finally returned, she found Paradise City changed. It had become darker and more ruthless and Angel began to fear for her family and loved ones. She didn't know how to combat

this evil. It was then Angel was contacted by the mysterious agent, offering her a way to protect her loved ones. Simply work with the agent son infiltrating the ones who were behind the slow decline of Paradise City and the agents would help her protecting her family.

To help her family, Angel chose to take from others -stuff they didn't need anyway. Arrested and sent in jail for stealing, Angel is sentenced to death for killing another prisoner who tried to whack her. In Death Row, a special agent offered her a deal: infiltrate the gangster organization which controls Paradise City, and stay alive.

BORIS CHEKOV



"I CAN CLOSE THIS DUMP DOWN, SO PLAY NICE..!"

Character Type: Utility (Corrupt police detective)

Weapons: Pistols

Description: The son of Ukrainian immigrants, Boris Chekov joined the LAPD about a decade ago. Boris quickly realized the opportunities for business for a man in his position and began cultivating a network of small time hustlers, prostitutes and informers. Boris was often tapped

by the FBI and other federal agencies as an expert on street crime, without any of his superiors knowing that he was up to his armpits in bribes, misplaced evidence and power abuse of all kinds.

But when Kovacs and his agents showed up and "requested" Boris' help in infiltrating the Criminal run Paradise City, Boris had a sickening feeling that mysterious agent knew how Boris was connected. Why else would he choose him to enter a city, where all police agents mysteriously disappeared? So now Boris is trapped; he has to uncover the secret of Paradise City or have his criminal endeavors unveiled. Needless to say, Boris is already on his way to Paradise City. Boris hates when he has run out of options.

6.2 YOUR CONTACT TO THE AGENCY

SPECIAL AGENT WALKER J. KOVACS



"DESIST OR THERE WILL BE....TROUBLE."

Description: Agent Jeffrey Kovacs is the player's contact to the Agency in the single player campaign. A former agent of the US customs service, agent Kovacs is one of the top agents of the NSA. He is a relentless hunter of the enemies of the United States and has been for more than 20 years. When he got assigned to the Aeternitas case, it became his burning obsession to unmask the strange individuals who had the audacity to operate in secret in the middle of his beloved

America. When the extend of the Aeternitas conspiracy became clear, most agents who knew about the case became more and more frightened, but not Kovacs. Instead he became angrier and angrier with the sheer disrespect of this "foreign" invader and, secretly with his own inability to pierce the veil of secrecy that hid the Aeternitas true nature.

Kovacs is in his mid forties and in perfect shape. Some one would call him skinny but his tight almost gaunt physique always gives of an air of danger, lurking beneath the surface. Agent Kovacs most often dresses in non descript black suits and usually wears dark glasses, hiding his eyes. His hair is receding and turning from once bright red to steel grey.

7. THE BASICS

7.1 GAME INTERFACE



The main game interface screen can be broken down as follows:

- 1. Power Skills:** Power Skills are extra powers which are important in getting through the game. They affect your influence in the city, and their power and availability affect your ability to take over neighborhoods (if you have enough Power Points – see section 10).
- 2. Game Help:** These information windows are displayed in the first chapters of the game, offering various hints regarding gameplay.
- 3. Action Toolbar:** This toolbar gives access to the following functions:
 - a. Neighborhood Management
 - b. Switch Game Mode (between Strategy and Action)
 - c. Display Mission Objectives
 - d. Pause Game
 - e. Available Cash
- 4. Mini Map:** A map of the game world; it displays a variety of information (see section 7.4).

5. **Hints:** Game information is displayed here: damage inflicted, actions taken, and so on.
6. **Game Screen:** Your character and your Henchmen are indicated by blue icons. Grey icons indicate neutral characters, and red icons indicate enemies. (Neutral characters are not friendly to you or your enemies, but will attack if threatened).
7. **Selected Character:** Select your Agent, a Henchman, or an enemy to get more detailed information on them, including their Level, Life Bar, Focus Bar, and Target Indicator (for enemies).
8. **Agent Zone:** This zone provides info about your current Agent: Life Bar, Focus Bar, Attack Mode, and Skills (see section 7.3). You can also access their Stats, Skills, Attributes, and Trait Tree.
9. **Dialogue Window:** When important characters talk to you, this Dialogue Window opens. Mission objectives will appear here in green.

7.2 CAMERAS STRATEGY MODE AND ACTION MODE

Escape From Paradise City allows you to access chapters and missions from two different camera modes: Strategy or Action. You may switch modes at any time by pressing the V key.

STRATEGY MODE (DEFAULT MODE)

Strategy Mode offers a global view of the map by placing you above the action, allowing you to zoom in and out. You control your character with the mouse and can move the camera anywhere on the map, allowing you to use Power Skills wherever you want.



Right clicking on a location moves your character to that spot. Right-clicking on an enemy attacks the enemy. Holding down the right mouse button and dragging the mouse changes the camera angle.

The C key allows you to center the camera on your Agent.

ACTION MODE

The Action Mode allows you to control your character from a third person view. You lead the character with the WASD keys or by left clicking.



This mode is best during combat, allowing your character to easily attack, avoid enemy hits, and take cover behind objects.

In Action mode, only a few Power Skills are available. Using a Power Skill in Action Mode will activate the Power Skill right next to the Agent.

7.3 THE AGENTZONE

Information about your character appears on the bottom left of the screen.

1. **Skill Browser (F1):** Press F1 or click the book icon to open the Skill Browser. Here you can select which Skills to have in your Skill Deck. Drag and drop Skills from the "All Your Skills" area to the "Skill Deck" area to modify your active Skill Deck.

2. **Inventory (F2):** Press F2 or left-click the suitcase icon to open your Inventory. Inventory holds the items you pick up during the game, such as weapons and armor. Drag and drop items from Inventory slots to the "Equipped" slots to activate them.

3. **Agent Attributes (F3):** Shows/hides your agent's Attributes.

4. **Traits Tree (F4):** Shows/hides your agent's Traits Tree.

5. **Portrait and Agent Level:** Your level roughly indicates how strong your character is. You can quickly tell how strong or weak someone is by their Level (when comparing it to your own). In this screenshot, the character is level 1.

6. **Health and Focus:**

- Health (Green bar): Your health is measured by Hit Points, which indicate how much damage you can receive before dying. As long as you have one Hit Point, your character is fine. Lose that last hit Point, though, and life will no longer be a burden for your character.



- **Focus (Yellow bar):** Almost every single skill you use requires a certain amount of Focus. If you have less than the required amount of Focus that a skill requires, you will be unable to use that skill.

7. Attack Styles and Skills:

- **Attack Styles:** Next to your character portrait are the four Attack Styles. Click one of the icons, or press 1 - 4, to attack a targeted character.
- **Skills:** Click one of the 7 Skills in your Skill deck to add an effect to your attack. The Skill deck is the row below the character portrait. You can also use hotkeys 5 - 0, on your keyboard to activate Skills.

7.4 MINI MAP



The Mini Map is in the upper right corner of the screen and grants you a bird's-eye view of the action. It displays the layout of neighborhoods, roads, buildings, and important structures.

The Mini Map shows only a part of the full map of the level. To view the general map, click on the first of the four icons above the Mini Map.

THINGS INDICATED:

- Your character's position, as are your Henchmen, enemies, and neutrals.
- On the Mini Map, you can see neighborhoods and their borders. Characters and businesses you can interact with are marked with different icons.
- Events, such as neighborhood attacks, are indicated by flashing neighborhoods.
- Grey neighborhoods do not belong to any team. This, however, does not mean that they are peaceful.
- Blue neighborhoods are under your control while red ones are enemy neighborhoods.
- The round blue marker on the map represents a Skill Trainer. From the Skill Trainer, you can buy new Skills after they have been unlocked in the Trait Tree.
- The round yellow markers on the map represent Questgivers. From a Questgiver, you can get an assignment to perform a certain task in exchange for a reward.
- Round green markers on the map represent Henchmen. If you have bought a Leadership Trait, you can recruit a Henchman to fight by your side or to stand guard. Henchmen are found in bars.

- The map icon with a house represents a hotel. Hotels in a neighborhood you own will accumulate money for you. Each hotel holds a specific amount of money, which is transferred gradually to your money pool after the takeover.

CAMERA AND MOVEMENT:

You can place the camera in the location of your choice by left-clicking on the mini map (in Strategy mode only).

You can also move your character to a specific location by right-clicking on the mini map.

7.5 FULL MAP

While the Mini Map shows only a part of an area, the Full Map shows the entire area that the current Chapter covers. The indicators are the same as for the Mini Map (see section 7.4). The same goes for camera placement (section 7.2) and character movement (section 7.6).

When you select a neighborhood, the Neighborhood Management window (section 10.2) opens on the right side of the screen.

7.6 KEYBOARD SHORTCUTS

During the game, you have access to the following functions:

GENERAL

- | | |
|------------|---|
| Esc | Open the main menu to Save or Load a game, change sound or picture options, keyboard shortcuts, or exit the game. |
| F6 | Quick save |
| F7 | Quick load |
| P | Pause |
| M | Change map mode |
| V | Change camera mode: Strategy (by default) / Action (3rd person point of view) |
| W | use the first active item of your inventory |

ATTACKS AND SKILLS

These actions affect the selected character.

- | | |
|--------------------|------------------------|
| From 1 to 4 | Skills (Upper Toolbar) |
| From 5 to 0 | Skills (Lower Toolbar) |



GAME INTERFACE

F1	Inventory
F2	Skill Browser
F3	Agent Stats
F4	Trait Tree
F5	Objectives

CHARACTER MOVEMENT/ACTIONS

WASD	Camera movement (by default in Strategy mode) / Agent movement (in Action mode)
Right Click	Right click on an enemy to launch a simple attack
Right Click and Hold + mouse movement	Change camera angle
Mouse scroll-wheel up/down	Zoom in, Zoom out
Left Click	Left click to target an enemy
Left Click	Direct the character in Action mode

8. COMBAT

Staying alive in Paradise City is no mean feat; taking over the city will be a tough job. Here are some basics to help you save your skin... and wipe the floor with your enemies.

8.1 BASIC COMBAT CONTROLS

As the default setting, you control your character and execute moves in Strategy Mode. You can also control the game in Action Mode.

GENERAL COMMANDS:

- Attack: Right click on your target.
- Select a Person: Left click on your target.
- Zoom: Mouse wheel up/down.
- Navigate menus and Character Management windows: Left click on the icon.
- Change Camera mode (Strategy/Action): Press the V key.

SPECIFIC STRATEGY MODE COMMANDS:

- Move your Character: Right click where you want them to move.
- Move the Camera: W (up) A (left) S (down) D (right).
- Adjust Camera Angle: Right click and drag.
- Center the Camera on your Agent: Press the C key.

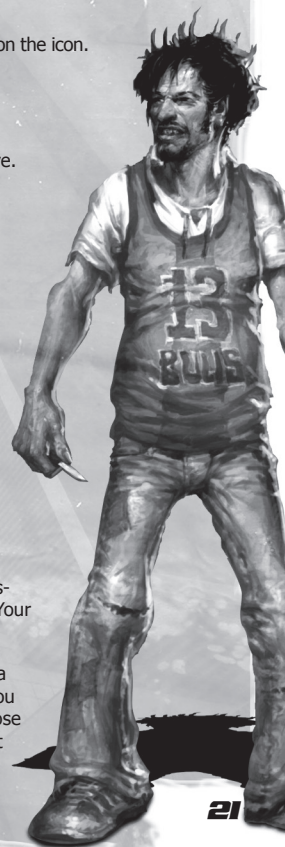
SPECIFIC ACTION MODE COMMANDS:

- Moving your Character: WASD keys and click and drag left mouse key to move
- Changing Camera Angle: Click and drag the right mouse key + move the camera
- Moving the Camera: Action mode is focused on your character. You cannot take the camera off your character.

8.2 YOUR SKILLS

You'll find Skills in the Agent Zone (see section 7.3). The Skills displayed on the first line are your Attack Styles (shortcuts 1 to 4). Your other Skills are displayed on the second line (shortcuts 5 to 8).

Use your Attack Styles together with your skills by first selecting a target then selecting a Skill and then selecting the Attack Style you prefer. Before you attack, select your target (left click), then choose your Skill, followed by a style of attack; this will give you the best possible chance of getting rid of your target.



8.3 POWER SKILLS

Power Skills are extra Powers which can prove essential. They affect your influence in the city and their power and availability affect your ability to take over neighborhoods.

There are different Powers that you will discover during gameplay, such as a doctor that will heal you, a taxi to take you to the other side of town, and so on. Some you can combine with your Skills (as mentioned above) to launch an attack on your enemies.

Note: There are only a few Power Skills available in the Action Mode. If you prefer playing in Action Mode, it's wise to revert to Strategy Mode from time to time to use your earned Power Skills.

8.4 HENCHMEN

You can recruit Henchmen from bars. Boris Chekov is the only character who has this Personality Trait right from the start. For Angel or Porter (or to recruit a second Henchman for Boris), you should first activate the Personality Trait on the Trait Tree.

Henchmen charge, on average, charge \$1000 for their services. Once in your employment, they'll die fighting your enemies if necessary.

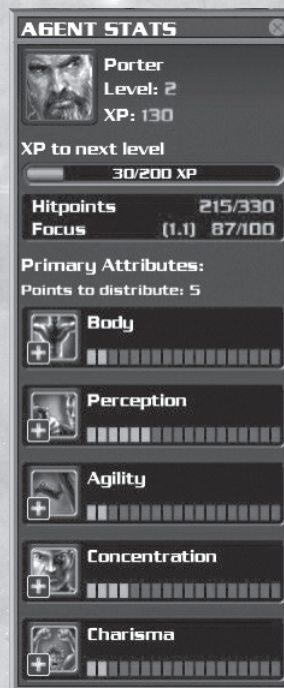
On their default setting, Henchmen guard your Agent. If you attack an enemy or group of enemies, they will automatically fight them with you.

If you decide to retreat (completely preferable to being killed in some cases), your Henchman will follow you. Sometimes, though, a Henchman may get too involved in a battle to break away; in this case, use the Guard button to order them to your side.

Guard mode means you can move your bodyguard manually; for example, you'd use it to get them to attack enemies on their own, or to step aside while you deal with a problem yourself.

You can buy new Skills for your Henchmen from the Coach. Don't overlook this. Right click to choose skills for your Henchmen.

9. CHARACTER MANAGEMENT



You can develop your character in different ways. Depending on your Agent and game style, you can choose to adhere to one particular form of development, or to put luck on your side by using all the techniques.

9.1 GAIN COMBAT EXPERIENCE

Combat, or more precisely, getting rid of your enemies, wins you experience points (XP). These points can be used to develop your character. Click on the computer icon in the Agent Zone (or press F3) to open your character's Skills Management window.

This window gives you access to a view of your Agent including their Level, Experience, Progress, and Attributes.

When you accumulate sufficient experience to move to the next level, you gain points that can be spent on your character's Attributes. You may thus tailor your character to fit your playing style.

Some quests will also reward you with XP.

9.2 PROTECTING WHATS YOURS AND TAKING WHAT ISN'T

Taking over neighborhoods makes you more powerful and enables you to recruit gangsters (nicknamed 'Gangers' in the game) who will fight to protect it from your enemies or to take over bordering neighborhoods. Select a neutral or enemy neighborhood from the Neighborhood Management menu and order your Gangers to attack using the "Start a Raid" button.

To take a neighborhood, go to its Headquarters and face down the Boss that resides there. If you gain the upper hand, he will give in to you. As soon as he agrees to cooperate, the Boss will go and tell each business that you are now in charge. Once the business has been transferred, he comes back to the Headquarters, and the neighborhood officially comes under your control.

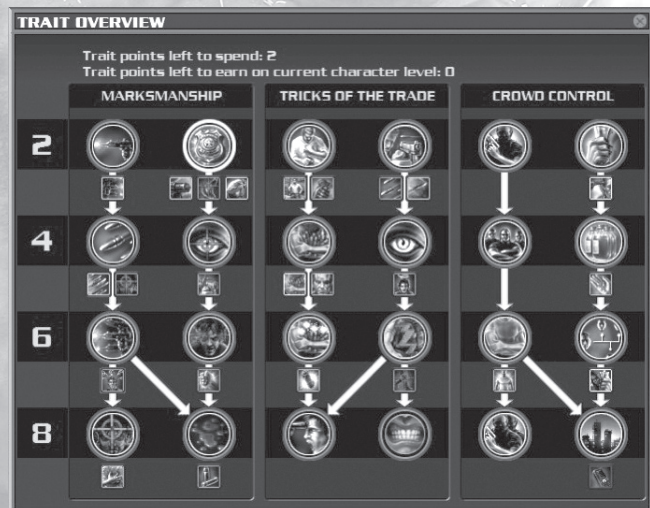
Once you control a new neighborhood, it will provide you with:

- Cash – regular income (depending on its resources)
- Skills Points
- Power Points (for Power Skills)
- A special item (a Power Skill)

Open the Neighbourhood Management menu for information on each neighborhood; how much cash the neighborhood will earn if it's yours, Skills Points, or the Power Skill you can use in this neighborhood. So before you act, it's a good idea to research neighborhoods and prioritize which ones you want to take first.

9.3 DEVELOPING YOUR SKILLS

The Skills Points you earn when you take over a new neighborhood allow you to develop Personality Traits, and thereby your character's skills.



TRAIT TREE

Develop your character's Personality Traits and Skills simultaneously using the Skills Tree.

Personality Traits are shown as circles and are split into three categories (depending on the character). You use Skills Points to buy these Personality Traits and thereby improve your character, but you also activate new Skills, represented by a square beneath the Personality Trait.

Once the Skill is activated, you need to find a Coach (Skill Trainer) to teach you how to use it. The Coach obviously will not work for free, so have cash handy.

Each Agent – Porter, Chekov, and Vargas – have their own Trait Tree. The development of their Trait Tree allows you to develop your Agent by gaining new Skills and Traits, increasing your character's attributes.

This development is directly linked to the conquest of neighborhoods. Every new neighborhood under your control gives you Trait Points to be distributed within this Trait Tree.

COACH (SKILL TRAINER)

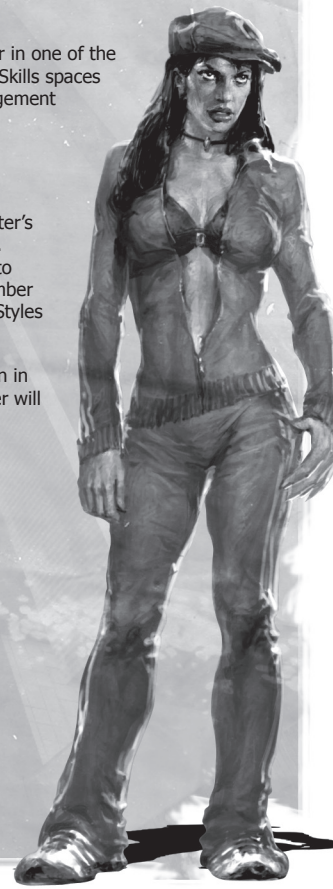
Once you've activated new Personality Traits and Skills, speak to a Coach (Skill Trainer), learn how to use the Skills, and then put them to use. The Coach appears as a blue dot on the Mini Map. Training in each skill costs money; the Coach will tell you how much.

Once you've learned a new Skill, it will automatically appear in one of the blank spaces in the Agent Zone (see section 7.3). If all the Skills spaces in the Agent Zone are taken, you can open the Skills Management menu to organize your Skills accordingly.

SKILL BROWSER

This browser allows you to select and organize your character's skills, as well as those of your Henchmen (if you have any). Depending on the type of mission or the types of enemies to fight, you may need some Skills more than others. The number of Skills in the agent's Agent Zone is limited to four Attack Styles and seven Skills.

This browser can be opened by clicking the appropriate icon in the Agent Zone or by pressing the F2 key. Also, this browser will open automatically when you encounter a Skill Trainer.



9.4 INVENTORY AND ITEMS

There are different types of items that you can gain throughout the game. Some may be able to be equipped your character (Weapons, Armors, or Accessories; see below), while others have a limited effect, such as healing powers or giving a bonus to an attack.



Your Agent's Inventory includes their Weapons, Armors, Accessories, and items that they get during the game. The top part of this window corresponds to your character's currently-equipped items while the lower part contains the items you have collected (limited to 16 slots):

- **Weapon:** This is your character's weapon. A great variety of weapons, with variable degrees of performance, are available to every Agent. Every weapon has specific features (range, precision, power, etc.) and a required Level that the Agent must be in order to use it. You may equip one Weapon at a time.
- **Armor:** Armor reinforces your character's protection against bullets, hits, and explosions. You may equip one set of Armor at a time.
- **Accessories:** Placing different accessories here will aid your Agent. Accessories do things like increase the rate at which your character heals, make you more accurate with your Weapons, increase your Focus, help you on defense, and in many other ways.

Your chances of hitting a character depend on several factors, such as your Weapon's accuracy, your Perception attribute, the distance to your opponent, and how you are facing them. The probability of a hit is shown in the bar below the targeted character's Focus bar.

GAINING ITEMS

There are three ways you can acquire items, as follows:

- **Loot:** When a character is killed, you can loot them. Right click on a body and click on the items you want to pick up. Loot can include money, weapons, or other items.
- **Purchase:** In some neighborhoods, you may find Bars or Weapon Shops, where you can purchase different items or equipment.
- **Suitcases:** At certain points on the map, you can find groups of enemies protecting one or several suitcases. These suitcases always contain money and sometimes valuable items.

ORGANIZE YOUR ITEMS

In the heat of action, you may need one of your items to regain Hit Points or temporarily boost certain Attributes. You can get to the first active item in your Inventory using the shortcut on the left of the Agent Zone or by pressing the W key, so it's a good idea to organize your items in order of importance. Once the first item from the inventory has been used, the shortcut will show the second item.

9.5 HELPING OUT QUESTGIVERS

In some neighborhoods you will find Quest Givers (shown by a yellow circle on the Mini Map). They are civilians that have a problem they need help with. If you agree to help them out, usually accomplished by making the problem take a dirt nap, you will be rewarded. Click on a Quest Giver to see the proposed reward as well as a description of the task.

9.6 CLEANING UP YOUR NEIGHBOURHOOD

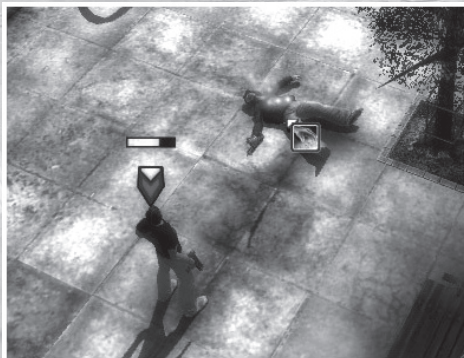


Items and equipment in your neighborhood are represented by yellow dots on the Mini Map. These are small suitcases usually guarded by Gangers.

We recommend you select these Gangers and view their characteristics before trying to attack them alone. You may need reinforcements to finish some of them off.



9.7 LOOTING YOUR VICTIMS



Once your enemies are dispatched to their Great Reward, you can get your own by looting their pockets. You'll find cash and/or various items (sometimes these are not worth much, but occasionally you'll get a very pleasant surprise).

10. NEIGHBORHOOD MANAGEMENT

The story of *Escape from Paradise City* consists of 16 chapters. Each chapter takes place in an area of the city. Each of these areas is further subdivided into neighborhoods.

As you take over more of Paradise City, you'll grow more powerful, benefit from new powers, gain valuable allies, and of course, get more cash.

By clicking on the first of the four icons above the Mini Map (or by pressing the ? key), the Neighborhood Management menu is displayed. This window has two parts: a full map of the area, and the Neighborhood Management window. Neighborhood management is an indispensable feature in your rise to power in the game.

What valuables a neighborhood can provide:

- 1 Money
- 2 Power Points
- 3 Power Skills (Single Player Campaign only)
- 4 Ganger recruitment
- 5 Henchman recruitment
- 6 Quest givers
- 7 Trait Points
- 8 Skill Trainers
- 9 A good strategic location
- 10 Drinks in bars

10.1 TYPES OF BUSINESSES

Neighborhoods can contain special buildings, as follows:

- **Headquarters/HQ (Safehouse):** The neighborhood Boss's base.
- **Bar:** You can recruit Henchmen and buy drinks with different effects (such as temporarily enhancing concentration).
- **Arms Dealers:** You can buy all manner of illicit and/or violent items from these lowlifes. If you have the cash, you can get a new Weapon, a new set of Armor, or many other useful things
- Other buildings, such as a Church or Police Station, give you access to special Powers (Power Skills). These Powers can also be used by your enemies as well though...



10.2 NEIGHBORHOOD MANAGEMENT WINDOWS

Each neighborhood contains information regarding its wealth, the level of its Boss, and the number of Gangers the Boss controls. Below this window is an icon representing the Skill Power that would be gained by taking over this neighborhood (not all neighborhoods provide Power Skills, however).

TAKING OVER NEIGHBORHOODS

Taking over neighborhoods increases your total Power, awards you with Trait Points, and opens up neighborhood characters and businesses for interaction (such as buying drinks in Bars, weapons in Markets, and Skills from Skill Trainers).

Taking over neighborhoods is done by fighting the neighborhood Boss, located in the neighborhood's Safehouse (marked with a turret on the map). After the neighborhood Boss is subdued, clicking on him starts your takeover of the neighborhood's businesses. Upon his safe return, the neighborhood is yours.

10.3 NEIGHBORHOOD MANAGEMENT

The next step after taking over a neighborhood is managing it. Click the Management tab (in the Neighborhood Management window) to display its details. To get management rights for a neighborhood, you must pay a \$400 bribe to the Mayor. Among other things, this gives you the option to recruit Gangers (if your finances allow it). You can recruit up to 5 Gangers per neighborhood.

Once recruited, these Gangers will spread out in your neighborhood to protect it and will also be ready to attack adjacent neighborhoods.

10.4 RALLY GANGERS

Gangers do not only defend the neighborhood in which they were recruited, but also can be used to enter neighborhoods adjacent to theirs. You can thus launch an attack against an enemy neighborhood.

To rally Gangers, select the destination neighborhood then left-click the icon located under the name of the neighborhood in the Neighborhood Management window (the blue button). Once this action is performed, yellow arrows on the Mini Map indicate their movements.

II. CREDITS

EXECUTIVE PRODUCER

Adam Gregersen

PRODUCER

Filip Carvell

LEAD ENGINE PROGRAMMER

Henrik Münther

Lead Game Programmer

Kristian Kjems

PROGRAMMING

Mikael Garde-Nielsen, Søren Kielsgaard Hansen, Peder Herborg, Per Holmqvist, Thomas Krog, Mads Nyholm, Dino Patti, Michael Rasmussen, Thomas Riisbjerg

LEAD GAME DESIGNER

Adam Gregersen

ADDITIONAL GAME DESIGN

Rasmus Hansen, Søren Kielsgaard Hansen, Kristian Kjems, Henrik Münther, Steven Gjelstrup Poulsen

LEVEL DESIGN

Adam Gregersen, Rasmus Hansen, Søren Kielsgaard Hansen, Martin Nielsen

ART DIRECTOR

Adam Gregersen

LEAD GRAPHICAL ARTIST

Rune Tyroll

GRAPHICS

Adam Gregersen, Martin Nielsen, Emil Thorbjörnsson, Kim Thorbjörnsson, Rune Tyroll

ANIMATIONS

Timmi Klügel, Jon Lauridsen, Bjarke Pjedsted-Rasmussen

UI DESIGN

Adam Gregersen, Mads Nyholm

SOUND

Nevin Eronde, Adam Gregersen, Henrik Münther, Martin Nielsen

MUSIC

Adam Gregersen

GUITAR ON THE PARADISE

CITY THEME
Bjarke "Ballseye"
Christensen

VIDEOS AND CUTSCENES

Adam Gregersen

STORY WRITER

Rasmus Hansen

ADDITIONAL STORY

Filip Carvell, Adam Gregersen

TESTING

Julie Gry, Søren Kilime

SPECIAL TECHNICAL SUPPORT

Stef & Sean

MANAGING DIRECTOR

Adam Gregersen

And a great thanks to our wives, friends and families!!!

CASTING, DIRECTING, AND SCRIPT

AudioGodz Inc/Lani Minella

AUDIO POST-PRODUCTION AND EDITING

Barry Leitch

ENGLISH VOICES

Jonathan Allen, Moriah Angeline, Erin Ashe, Marc Biagi, Joey Camen, Dan Castle, Bill Corkery, Scott Dreier, Max McGill,

Lani Minella, Sam Mowry, Eric Newsome, Dave Rivas, Jodina Scazzola, Bruce Silverman, Jon St. John

ADDITIONAL GRAPHICS

PROVIDED BY

Ukraine: Artist Band, Bravo Interactive, DC Studio, Program-Ace

Russia: Tridigital Studio

Germany: Ground Studios

France: Game Consulting

China: Elven Studio

United Kingdom: Flair Studio

MOTION CAPTURE

ANIMATIONS

Centroid (United Kingdom)

ADDITIONAL MOTION

CAPTURE WORK

3D Brigade (Hungary)

ICONS

Pix In Space – Henk Nieborg (Holland)

EXTERNAL TESTING

RelQ

FOCUS HOME ENTERTAINMENT

PRESIDENT

Cédric Lagarrigue

PRODUCER

Luc Heninger

ASSISTANT PRODUCER

Benjamin Tardif

PRODUCT MANAGER

Jérôme Blazy

CDV SOFTWARE ENTERTAINMENT USA

PRESIDENT AND CEO
Tom Gross

**DIRECTOR OF PUBLIC
RELATIONS AND MARKETING**
Mario Kroll

DIRECTOR OF SALES
Don McFatridge

**QA AND CUSTOMER SERVICE
MANAGER**
David Green

PRODUCTION MANAGER
Gary Turbide

MARKETING MANAGER
Phil Hall

OFFICE MANAGER
Barbara Wendel

**PUBLIC RELATIONS
ACCOUNT MANAGER**
Ted Brockwood,
Calico Media

**FORUM MODERATOR AND
CUSTOMER SUPPORT
ASSISTANT**
Bill "von Smeed" Smeed

WEB EDITOR
Mike Davila

**PRINT ADVERTISING AND
ADDITIONAL GRAPHIC
DESIGN**
factor[e] design initiative

**MEDIA PLANNING AND
ADVERTISING PLACEMENT**
TangibleMedia

SPECIAL THANKS:
Michael Eckenfels, The cdv
English language forum
moderators; Sara and the
Antec team; Leslie and
NVIDIA; Maria, Chris,
Claudina and the team
at Alienware; Sandra and
AMD/ATI; Michael and
Kate of MPR; the staff at
Snafu's (Manhattan);
Damien Keller and staff at
The Orchard and Orchard
Garden hotels (San Fran-
cisco); and James Fox and
staff at the Roger Smith
Hotel (New York City); as
well as our friends and
families.

LIBRARIES USED

FMOD Sound System, © Firelight Technologies Pty, Ltd., 1994-2007.

Uses Lua 5.1. Copyright © 1994-2007 Lua.org, PUC-Rio



Uses Bink Video.
©1997-2007 by RAD
Game Tools, Inc.



This product contains software technology licensed
from GameSpy Industries, Inc.
© 1999-2007 GameSpy Industries, Inc. GameSpy and
the "Powered by GameSpy" design are trademarks of
GameSpy Industries, Inc. All rights reserved.



12. EULA

YOU SHOULD CAREFULLY READ THE FOLLOWING LICENSE AGREEMENT BEFORE INSTALLING THIS SOFTWARE PROGRAM.

With the use/installation of the CD you agree to the following license agreement:

This License Agreement is a legal binding contract between you and cdv Software Entertainment USA and/or its subsidiaries and licensors for the above mentioned software product, consisting of the computer software and possible relevant media, printing material and electronic operating instructions (the "software product"). By installing the software product, copying it or using it in any other way, you are agreeing to accept the conditions of this License Agreement without change. Should you not agree to the conditions of this License Agreement, do not install this software product, but return it to where you purchased it according to their return policy.

Software product license

This software product is copyrighted (by national law and international contracts.) This software product has not been sold to you, but is only licensed to you.

License warranty.

This License Agreement warrants you a license with the following rights: Use of the delivered software. This software product may only be used by you. You are allowed to install this software product and use it on one computer only.

Description of further rights and restrictions.

Restrictions concerning Reverse Engineering, Decompilation and Disassembling.

You are not allowed to change the software product, subject it to a reverse engineering, decompile, or disassemble it. The software product is licensed in whole. Its parts may not be separated, a may not be used on more than one computer.

Hiring out.

You may not lease, rent or lend the software product to anyone.

Software negotiation

You are permitted to relinquish all rights you are entitled to under this License Agreement completely and durably to another party, as long as you

- (a) do not retain any copies (of the whole software product or single parts of it),
- (b) relinquish the whole software product (including all covering material (in media- or form), upgrades, and the License Agreement durable and completely to the consignee.

Responsibilities/ Restrictions.

If this software product is subsequently modified to contain a Level/ World Editor that allows you to create custom levels or other materials for your personal use in connection with the software product ("new materials"). You will not be entitled to use or allow third parties to use the Level/ World Editor and/or the new materials created thereby for commercial purposes including, but not limited to, distribution of new materials on a stand alone basis or packaged with other software or hardware through any and all distribution channels, including, but not limited to, retail sales and on-line electronic distribution without the express prior written consent of cdv Software Entertainment USA and its subsidiaries and licensors. You are expressly prohibited from selling and/or distributing and/or otherwise profiting from any levels, add-on packs, sequels or other items based upon or related to the software product and/or the new materials without the express written consent of cdv Software Entertainment USA and/or its subsidiaries and licensors.

GameSpy's privacy policy is available at <http://corp.ign.com/privacy.html>. Data submitted by the end user during multiplayer game play will be subject to this policy.

Copyright and trademark rights.

- (1) The software product (inclusive all illustrations, photos, animation sequences, video, audio, music and text parts, which were embedded in the software product), as well as all the connected trade-mark and rights of usage, the packaging, printed materials and all copies of the software products are property of cdv Software Entertainment USA and/or its licensees and/or licensors.

- (2) The software product is protected by copyright and trademark by national law, international law and international contract stipulations.
- (3) With regard to archive purposes, you may handle the software product like any other by copyright protected work, and you may not make copies of the printed materials, which are included with the software product, including the packaging.
- (4) You may not remove, modify or change the statements about copyrights and trademarks from the software product. This particularly refers to statements and marks on the packing and the data media, at statements which are published on the web site or which are accessible by Internet, or others which are included in the software product or are created from this.

Limited Warranty.

cdv Software Entertainment USA and/or its subsidiaries and licensors warrant that the software product essentially works in agreement with the written statements being supplied with the software product from cdv Software Entertainment USA and/or its subsidiaries. This warranty covers 90 days, beginning with the date stated on the receipt.

Legal remedy of the consumer:

The responsibility of CDV Software Entertainment USA and/or its subsidiaries and licensors and its suppliers is limited to - one of the following, by choice of cdv Software Entertainment USA and/or its subsidiaries -

- (a) the payback of the license fee you paid, not to exceed the recommended retail price, or
- (b) repair or replacement of the part, or the parts of the software product if returned directly to cdv Software Entertainment USA and/or its subsidiaries including a copy of your receipt. This limited warranty is not valid, if the defect is based on an accident or misused or faulty handling. For each replaced software product, the guarantee will be for a period of an additional 30 days from the expiration of the original warranty, as long as cdv Software Entertainment USA and/or its subsidiaries and licensors determines that the software product was obtained legally.

No further warranties.

cdv Software Entertainment USA and/or its subsidiaries, licensors and its suppliers do make, as far as this is permitted by practicable law, any further warranty, as well as the liability for occurring or failure of an explicit or tacitly agreed condition. This includes especially the legal warranty for marketable quality, for the suitability for a special aim, for property, for the non-violation, concerning the software product and the stipulation, which assigns service activities, respective for shortcomings in the field of service activities.

Limited Liability.

- (1) As far as this is permitted by practicable law, cdv Software Entertainment USA and/or its subsidiaries, licensors and its suppliers are not liable for special damages being based on accident, or mediate damages, for any following damages, including compensation for the loss of business, for the interruption of business operation, for the loss of business information or any other financial damages, arising from the use or an impossibility of the use of the software product, or from the guarantee or obtained guarantee of service activities. This even applies, if cdv Software Entertainment USA and/or its subsidiaries and licensors product were directly responsible for such damages.
- (2) In any case, cdv Software Entertainment USA and/or its subsidiaries' entire liability will be, by instruction of this License Agreement, limited to the amount the purchaser actually paid for the software product. All of these restrictions are not valid, if cdv Software Entertainment USA and/or its subsidiaries and licensors caused the damage willfully.

Final Restrictions.

- (1) Should restrictions of this contract be not legally binding in whole or in part, and/or not practicable, and/or lose their legal force later, the validity of the remaining restrictions of the contracts shall remain in force. This also applies, if it should be proved, that the contract includes an unenforceable clause.
- (2) Instead of the ineffective and/or impracticable restriction because of that clause, an adequate agreement shall be valid, which, as far as legally possible, approaches best to the intended clause.



www.cdvus.com