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THE REGIMENT

CLOSE-QUARTERS COUNTER-TERRORISM



KONAMI

EPILEPSY WARNING

Some people may be susceptible to seizures when exposed to certain visual images, including flashing lights or patterns that may appear in everyday life including video games. Even people who do not have a medical history of epilepsy or seizures might have an undiagnosed condition that can cause "photosensitive epileptic seizures" while playing or watching video games.

Seizures may cause loss of consciousness or convulsions that can lead to injury from falling over or hitting nearby objects, but there are a variety of other symptoms, including, eye or muscle twitching, light-headedness, blurred or altered vision, confusion, involuntary shaking of arms or legs, disorientation, or momentary loss of awareness.

If you experience any of these symptoms, immediately stop playing and consult a doctor. Parents should monitor their children, and look out for the above symptoms, as children are more likely to experience a seizure than adults.

The risk of a photosensitive epileptic seizure occurring can be reduced by sitting away from the television screen, playing in a room that is well lit, using a smaller television, and not playing when you are drowsy or tired.

If you or anyone of your family has a history of seizures or epilepsy, consult a doctor before playing.

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Thank you for purchasing The Regiment™ from Konami. Please read this manual thoroughly before playing the game. Also, please keep this manual in a safe place so you can refer to it easily later. [Note: Konami does not re-issue manuals].

Konami is continuously striving to improve its products. As a result this product may differ slightly from another depending on the purchase date.

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Jonathan "Fatal1ty" Wendel



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CREATIVE

INTRODUCTION

Originally formed during World War II by David Stirling, the British Special Air Service [SAS] has consistently proved itself to be one of the best, most feared and respected Special Forces teams in the world.

The Regiment's Counter Revolutionary Warfare [CRW] team was formed in the 1970s following a terrorist attack at the 1972 Olympic Games in Munich. Governments from across the world started investigating how they could counter this new global threat of terrorism. In Britain, the SAS were chosen.

Very little was known about them until May 1980 when the SAS stormed the Iranian Embassy in London which had been overrun by terrorists who were holding 21 hostages. The assault, captured live on worldwide television, was an outstanding success and instantly catapulted 'The Regiment' and its role into the spotlight of the world's media.

SAS techniques have been used to train anti-terrorist teams of many nations and, during terrorist incidents around the world, members of the CRW team can be found acting as advisors to the 'in-house' teams.

Terrorist organisations, wartime enemies and even friendly units have all learned, at their cost, that you don't mess with the SAS!

SYSTEM REQUIREMENTS

Please ensure your system meets or exceeds the following minimum specifications:

Windows® XP/2000

Intel® Pentium® 4 - 1.8 GHz or equivalent

256 MB RAM

4x or faster DVD-ROM Drive

128 MB DirectX® 9.0 compatible video card

DirectX® 9.0c compatible sound card [Sound Blaster® X-Fi™ series recommended]

DirectX® 8.0 [supplied on the game DVD-ROM]

3 GB free hard disk space

Keyboard and Mouse

MULTIPLAYER

Internet [TCP/IP] and LAN [TCP/IP]

Internet play requires a broadband connection [256kbps connection or faster]

INSTALLATION

Insert the game DVD into your DVD-ROM drive. If your DVD-ROM drive has AutoPlay enabled, click the 'INSTALL' option and follow the on-screen prompts. If AutoPlay is disabled, click on the 'My Computer' icon located on your desktop. Double click on the DVD-ROM drive icon and follow the onscreen prompts.

You will be asked to install DirectX® during your installation if you have not already done so.

STARTING THE GAME

The installation program will install The Regiment™ icons to your Start Menu. To begin the game click on 'The Regiment' icon ensuring the game DVD is present within your DVD-ROM drive.

After a brief introduction sequence you will be taken to the main title screen.

PROFILES

Each time you start the game you will be prompted to select a profile. Profiles are used to store game progress, high scores and awards. Your profile name is important as it will also act as your player name during multiplayer games.

To create a new profile, select 'NEW', type in a name and then press RETURN. Select your profile from the list to advance to the main menu.

You can manage your profiles via the 'Change Profile' screen from the main menu.



SINGLE PLAYER

COMPLETING AND UNLOCKING MISSIONS

At the start of the game only a handful of training levels, plus the first Embassy campaign, are available. To unlock others you must successfully complete all available missions earning either an A, B or C pass grade.

TRAINING

These levels have been specifically designed in collaboration with former SAS troopers to teach you the skills, procedures and tactics used by The Regiment. Mastering these techniques will not only keep you alive but aid your completion of the game.



CAMPAIGN OVERVIEW

EMBASSY

The assault on the Iranian Embassy in London brought the SAS to the world's attention. Terrorists have taken hostages and have begun to execute them. You must clear the building and save as many lives as possible. Secure the Ambassador as a priority.

METRO

London's Metro subway system has been assaulted by Middle-Eastern terrorists during rush-hour and passengers are being held hostage by gunmen. They have a train that they say is wired to explode. They have started to kill their hostages. Assault the station and neutralise the terrorists.

FARM

A splinter group of Irish terrorists are using a farm in the north of England as a base of operations. You must assault their fortified hideout before they can launch a major bombing operation.

PARLIAMENT

Neo-fascist terrorists have captured the Houses of Parliament in Westminster and mined it with explosives. Assault the buildings and save the hostages, including several high ranking members of Parliament.



SAS veteran John McAleese will brief you before each campaign.

REALISM MODES

ARCADE

Yourself and members of your squad have increased health and are able to survive a high number of shots before dying. All HUD [head-up display] aids are available, terrorist reaction times are slower and your weapons are more accurate. Select this mode if you're new to first person shooters or just fancy a quick arcade-style blast!

SIMULATION

Many of the HUD aids will be removed, yourself and members of your squad can only withstand a limited amount of injury. You will be expected to manually reload your weapon and terrorist reaction times are quicker. Simulation mode is the game's recommended difficulty setting.



■ ARCADE MODE

■ SIMULATION MODE

HUD [HEAD-UP DISPLAY]

The in-game HUD provides the player with the following information:



- 1. SPRINT METER** Shows how much sprint energy you have left. To sprint, press and hold down the SHIFT key whilst moving. **Note:** You are only able to sprint for short periods of time. To catch your breath and replenish your sprint level, stand still or move normally.
- 2. HEALTH** The first large head shows the amount of health you have remaining. The three smaller heads represent the health of your team mates. The centre colouring of each head will drain from the top downwards to depict injury until you or your team-mates have no health remaining.
- 3. MISSION TIMER** Shows the amount of time elapsed during the mission so far.
- 4. CROSSHAIR** Indicates the accuracy of your current weapon. Shots fired can hit any area inside these crosshair boundaries. Smaller, tighter crosshairs indicate increased accuracy as there is much less of a target area for the bullet to hit. Improve your accuracy by firing when stationary, crouching, using the aim sights or firing on single shot.
- 5. AMMO** The large magazine clip shows the number of rounds in your weapon's current clip. The smaller clips show the other clips in your inventory. The icons to the left of the big clip show whether the weapon is in single shot, burst fire or automatic firing mode. Use your ammo sparingly! If you change a magazine which still has ammunition - it will be lost - permanently!

ACTION MENU

Whenever you move your crosshairs onto a door, hostage or incapacitated terrorist a small icon appears at the bottom of the screen indicating that you can perform an action. Press the SPACE bar quickly to perform the default action. If there is more than one action available, press and hold the SPACE bar to bring up the action menu. With the space bar still held down, move your mouse up, down, left or right to select the action you wish to perform. The action is activated when you release the space bar.



There are several icons you may encounter:

- | | |
|--|---|
| PICKUP WEAPON:
Pickup weapon. | OPEN DOOR:
Press to open door. |
| PUNCH:
Attempt to pacify a hostage. | HANDCUFF:
Keep the SPACE bar held down to handcuff a hostage or prisoner. |
| DOOR ASSAULT:
Order your team to assault a locked door. | CLIMB:
Climb over obstacle. |
| FOLLOW:
Order a hostage to follow you. | DEFUSE BOMB:
Keep the SPACE bar held down while the bomb defuses. |
| ROOM ASSAULT:
Order your team to open the door and assault the room. | SECONDARY OBJECTIVE:
Hold the SPACE bar down to achieve your secondary objective. |

DOOR ASSAULTS

When you encounter a door, the default order is to open the door. However, you can also order your team to open the door and assault the room.

There are two room assault commands:

ASSAULT _ Your team will stack up on the door, open it and assault through into the room.

GRENADE ASSAULT _ Your team will stack up on the door, open it but then wait for you to throw in a grenade. Once the grenade is thrown and detonated, the team will continue their assault.



If any door is marked as locked, a member of your squad will use a shotgun to blow the door off its hinges. You can open any locked door yourself by using your shotgun at very close range to shoot the three door hinges [located near the top, middle and bottom].

HANDLING HOSTAGES & PRISONERS

As the Embassy Siege demonstrated, it's very common for terrorists to try evading capture by hiding themselves amongst hostages. For this reason, all hostages should be considered hostile until they've been handcuffed and secured. Otherwise what seems like a harmless, unarmed civilian may give you a surprise!

When encountering a potential hostage or prisoner, you should comply with the following procedure:

_ Order them to get down on the floor.

_ Handcuff them.



Handcuffed hostages and prisoners can then be ordered to follow you to safety. Try not to get them killed!

PAUSE MENU

Press the 'ESCAPE' key to bring up the Pause Menu. From here you are able to review the mission objectives, access the options screen, restart or abort the mission.



Please note: pressing Escape during a multiplayer game does not pause the game.

SCORING AND AWARDS

You will be presented with a score screen at the end of every mission where appropriate bonuses will be rewarded for outstanding performance.



Here's a list of the potential bonuses:

-  **HEADHUNTER**
50% of enemies killed by headshot.
-  **HEADSHOT HONCHO**
90% of enemies killed by headshot.
-  **INCAPACITATOR**
50% of enemies incapacitated.
-  **BRUTALISER**
90% of enemies incapacitated.
-  **HATCHET MAN**
One knife kill.
-  **FROSTY**
50% of kills are knife kills.
-  **DOUBLE TAPPER**
Two round bursts used throughout mission.
-  **NINJA**
Kill 50% of enemies before they fire a single shot.
-  **BOWLER**
Kill three or more enemies with 1 grenade.
-  **EXECUTIONER**
You are a ruthless killer of incapacitated terrorists.
-  **CLEAR CONSCIENCE**
50% of enemies captured not killed.

You can view a complete list of your scores per mission by accessing the 'Scores' screen from the main menu.

Try to achieve an A grade on each level playing in simulation mode!

GAME OPTIONS_

VIDEO_



- SCREEN RESOLUTION_** Changes your screen resolution
- GAMMA_** Adjusts the gamma settings
- BRIGHTNESS_** Adjusts the brightness settings
- CONTRAST_** Adjusts the contrast settings
- VSYNC_** Toggle vertical synchronisation on or off
- TEXTURE DETAIL_** Adjusts the texture detail low, medium or high
- SHADOW DETAIL_** Adjusts the shadow detail low, medium or high
- EFFECTS DETAIL_** Adjusts particle effects low or high
- TRILINEAR_** Toggles trilinear filtering on or off
- ANTIALIASING_** Toggles antialiasing on or off
- ANISOTROPIC FILTERING_** Toggles anisotropic filtering on or off

GAME OPTIONS_

AUDIO_



- AUDIO MODE_** Select your audio hardware
 - SOUND VOLUME_** Adjusts the sound effect volume levels
 - MUSIC VOLUME_** Adjusts the music volume levels
 - REVERSE STEREO_** Reverse sound output
 - SOUND DETAIL_** Adjust the sound detail level low, medium or high
 - ENABLE EAX_** Enable EAX on or off.
- EAX® ADVANCED HD™** includes sophisticated reverberation and filtering algorithms, simulating real-world acoustic effects. This helps to create a dynamic audio world and a more immersive gaming experience. To take advantage of the **EAX® ADVANCED HD™**, you will need to equip yourself with one of the Sound Blaster® X-Fi™ sound cards.

GAME OPTIONS_

CONTROLS_



KEYBOARD SETTINGS_

View current keyboard configuration and settings

MOUSE SPEED_

Adjust mouse sensitivity

MOUSE ACCELERATION_

Adjust the mouse acceleration setting

INVERT MOUSE_

Invert the Y axis of the mouse [up and down]

SAVE CHANGES_

Save the changes and return to the main menu

DEFAULT CHANGES_

Revert all options back to their default settings

GAME OPTIONS_

CONTROLS_

DEFAULT KEYS_

ACTION_	KEYBOARD_	MOUSE_
Move Forwards	W	
Move Backwards	S	
Step Left	A	
Step Right	D	
Turn Left		Mouse left
Turn Right		Mouse right
Look Up		Mouse forward
Look Down		Mouse back
Sprint [hold down]	SHIFT	
Crouch	CTRL	
Action	SPACE	
Lean Left	Q	
Lean Right	E	
Night Vision	G	
Light	F	
Fire Weapon		Left Mouse Button
Aim		Right Mouse Button
Reload	R	
Change Fire Mode		Middle Mouse Button
Primary Weapon	1	
Sidearm	2	
Knife	3	
Shotgun	4	
Grenades	5	
Next Weapon		Mouse Wheel Up
Previous Weapon		Mouse Wheel Down
Pause Menu	Escape	
Show Scores	Tab	
Say [chat all]	Y	
Team Say	U	
Map Change	Enter	
[Sabre Squad mode only]		

To change a key, left click on the action you wish to change and then press the new key.

MULTIPLAYER

The Regiment™ features two Multiplayer modes: Cooperative and Sabre Squad, which can be played either over the Internet or within a LAN [Local Area Network].



COOPERATIVE

Cooperative allows up to four players to play through the single player campaigns as a single team. In the event of less than four players joining no AI backup will be present.

SABRE SQUAD

Players are divided into two opposing teams: the numerically superior Terrorist force or the better equipped SAS - Sabre Squad team. The objective of the game is to earn 'dagger' points, but these are only awarded for terrorist kills made whilst playing as SAS. At the end of each round all terrorists who have killed an SAS player switch sides to replace them in the next round. Killed SAS troopers switch over to become terrorists.

MULTIPLAYER HOSTING MULTIPLAYER GAMES

To host a multiplayer game select 'Multiplayer' from the main menu and then select 'Create Server'. You will be presented with the following options:



SERVER NAME

Type a name to identify your server.

INTERNET / LAN

Select whether the server is to be Internet-based or restricted to your Local Area Network.

CO-OP / SABRE SQUAD

Choose a game mode.

NUMBER OF PLAYERS

The total number of players permitted to join your game. Co-op supports a maximum of 4 players, Sabre Squad 20 players.

ROUND LENGTH

Only available in Sabre Squad mode: Select a time limit for each round.

KILL LIMIT

Only available in Sabre Squad mode: Select a kill limit, the player who reaches this limit first is declared the winner.

DAGGER LIMIT

Only available in Sabre Squad mode: Select a dagger limit, the player who reaches this limit first is declared the winner.

FRIENDLY FIRE

Turn friendly fire on or off. Tick the box to select ON.

ENTER PASSWORD

Enter a password to protect your server and tick the box to activate.

ARCADE / SIMULATION

Select whether you wish your server to use arcade or simulation realism settings.

MAP ROTATION

Allows you to queue up a number of maps. Once you have successfully completed each map, the next one in the list will be loaded. Use the 'Add' and 'Remove' icons to add or delete maps from your list.

Note: In Sabre Squad mode the host can change maps in the middle of rounds by pressing return and selecting a new map from the list.

START SERVER

Once happy with your settings click the right arrow to create the server.

MULTIPLAYER

JOINING MULTIPLAYER GAMES

Select 'Multiplayer' from the main menu and then select 'Internet' to join an Internet based server or 'LAN' to join a LAN server. The server browser screen will show a list of available servers - left click on the server name to join.



EXTRAS

Perform well during the campaign missions and you will unlock 6 exclusive interviews with Iranian Embassy veteran John McAleese. John talks about his life within the Regiment, his experience of the Embassy siege and the infamous SAS selection process.



THE REGIMENT: GLOSSARY

Blue One, Blue Two, Red One, Red Two

The codenames of four-man teams used in the assault.

Limit of Exploitation

The boundary of the mission area. Crossing this limit may put you in the line of fire of other teams.

Sabre Squad

One of the fighting units of the SAS Regiment.

X-Ray

Codeword for terrorist.

Yankee

Codeword for hostage.

CREDITS

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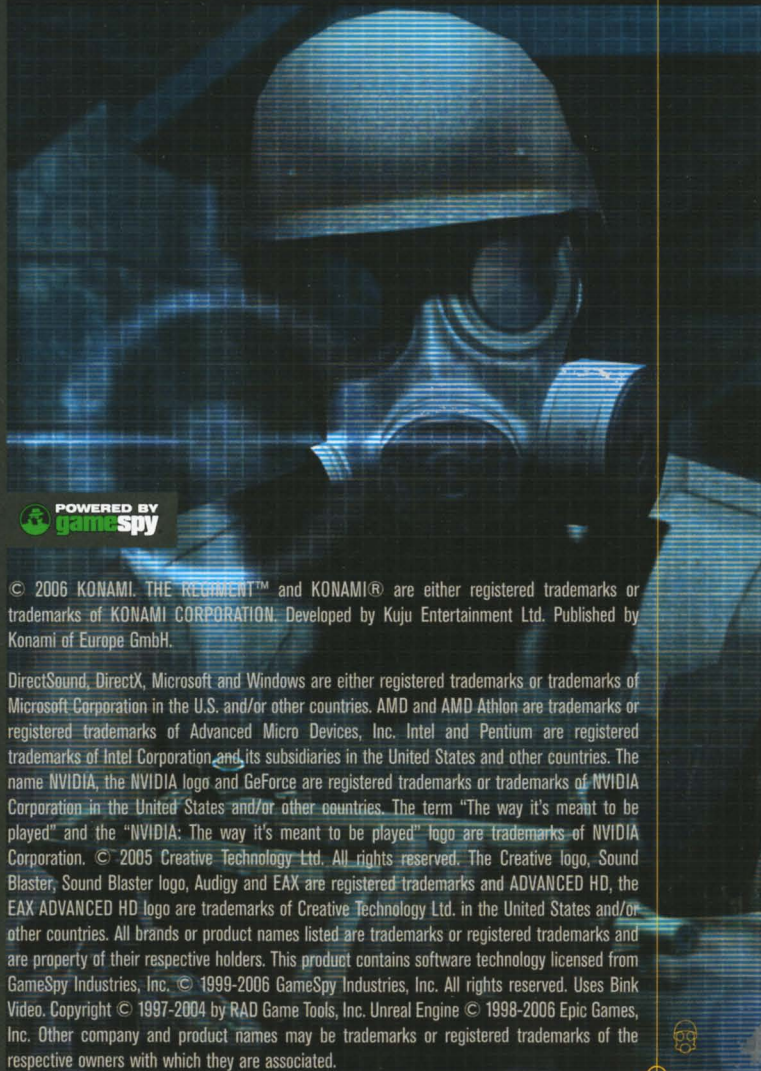
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NOTES

NOTES



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