

PCDVD

GHOSTLIGHT



16+

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GHOSTLIGHT



THE PLAN

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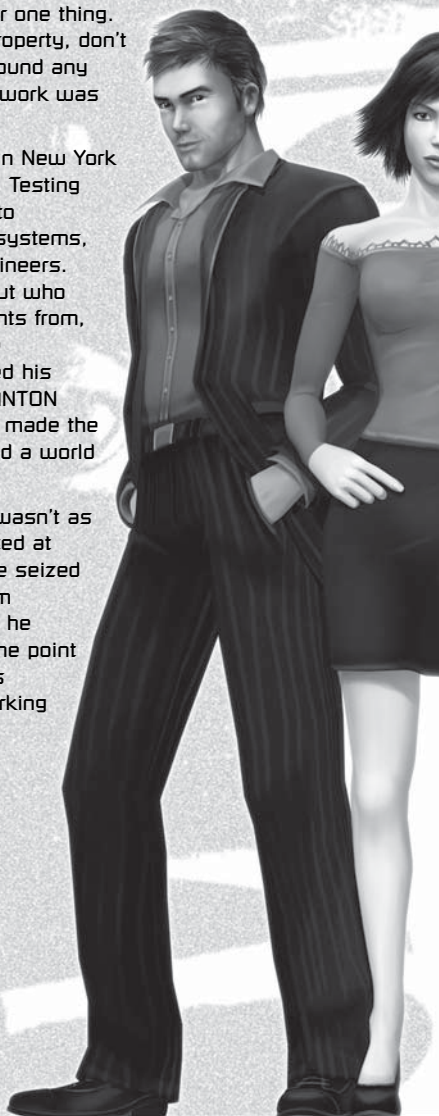
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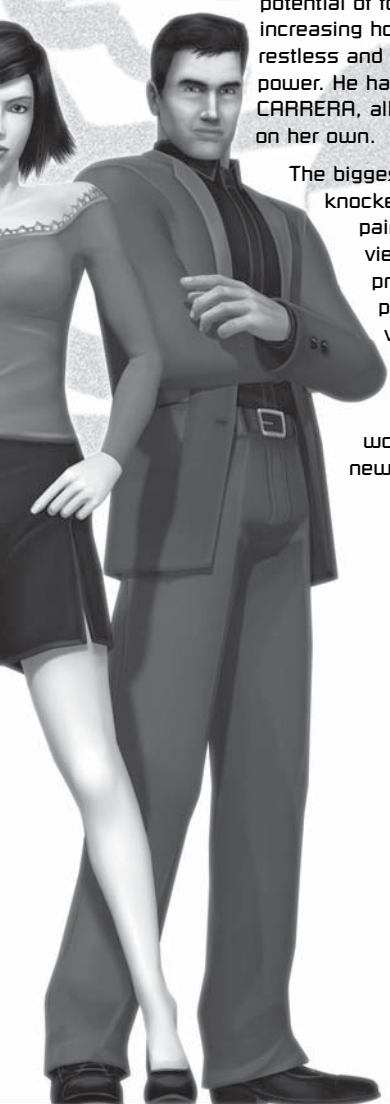
STORY

STEPHEN FOSTER and ROBERT TAYLOR were true birds of a feather. They met in college, where they discovered a natural talent that led them to concoct elaborate pranks, kidnapping busts of the forgotten benefactors to the college for one thing. The rule: leave no trace, destroy no property, don't take anything of value—police never found any evidence and was convinced that the work was pro.

Three years later, they made a name in New York as consultants to security companies. Testing the latest technologies by breaking into warehouses armed with surveillance systems, they thrilled clients and frustrated engineers. Foster and Taylor never really found out who they were protecting their clients' clients from, but some European billionaire became interested in their skills. They accepted his invite to his Greek residence. There, ANTON KARAVAS, an aging former adventurer made the offer of a lifetime and they encountered a world driven by money, power and greed.

Stephen could see his future. Robert wasn't as sure. This was crushing the rules stated at college and wasn't his style though he seized the opportunity. His lack of enthusiasm annoyed Stephen. Robert thought that he would take control of his future at some point and felt that Stephen's weakness was revealing itself. Clearly, they were working for an organization, but hardly felt intimidated. The Big Job hadn't come yet.



A man in a dark suit and a woman in a dark dress are standing together. The man is in the foreground, looking towards the camera with a serious expression. The woman is partially visible on the left side of the frame.

Five years flew by. Both wanted to foster the business, but differently. The conflict had taken root. By now, Robert had befriended ALAN SIEGEL hired for occasional jobs. Alan was smart and crafty. Robert saw the potential of forming a team for big jobs to Stephen's increasing hostility. Stephen trusted no one, had grown restless and reckless, plus had fallen in love with power. He had also reeled in a trophy lover: VALERIE CARRERA, allied to Anton's camp and purely dangerous on her own.

The biggest and most unusual opportunity ever knocked in July 1999. A pair of Rembrandt's paintings in the Montreal Museum of Art, viewed together, formed one of the most precious scenes. Anton offered an intriguing payment: the Florentine Diamond, a highly valuable gem. Robert was immediately reluctant. To convince him, Stephen proposed to form a team to help pull off the heist. Robert accepted. They could work out the payment details and start a new team-based business.

INSTALLING AND STARTING THE GAME

Once you have inserted the CD-ROM of "The Plan" into your CD-ROM drive, the setup program will launch automatically. Please follow the on-screen instructions.

If autoplay is disabled, you can launch the program manually by double clicking on the CD-ROM's SETUP icon.

MAIN MENU

Press the UP and DOWN cursor keys to move. Press the Enter key to confirm and the Escape key to cancel and/or return to the previous menu.

New game: Starts a new game.

Load game: Allows you to load previously saved games

Bonus mode: Allows you to play a level you have previously completed in 1, 2 or 3 player mode depending on your results in single player mode.

Options: Allows you to access the options screen.

Credits: Shows the game's credits.

Quit: Allows you to quit the game.

LOADING / SAVING

Name of the
saved mission

Date and time the
game has been saved

Time spent playing
this game



Loading: To select a saved game press the UP or DOWN keys and then press Enter to load it. If you are already playing a mission you must confirm that you wish to load the selected saved game as you will lose your progress in the current mission.

Saving: You can save your current mission's progress at any time during the game. Press the UP and DOWN keys to select a saved game. If the saved game is not empty you must first confirm you wish to delete the previously saved game.

To cancel, press Escape.

PLAYING AGAIN

If you have already completed a level in 1 player mode, you can play it again. If you have collected enough money, you can also play with 2 or 3 players (to play with 2 or 3 players you will need several pads).

Select the level you want to play with the cursor keys UP and DOWN, then select the amount of players with the LEFT and RIGHT keys (only if the selected level has this option available).

2 PLAYER MODE

Player 1 controls the character in the top window and player 2 controls the character in the left bottom window. Player 2 can also control the third character.

3 PLAYER MODE

Player 1 controls the character in the top window, player 2 controls the character in the left bottom window, and player 3 controls the character in the right bottom window.

DEFAULT KEYS

Move the character: [Z] (up), [S] (down), [Q] (left), [D] (right).

Get down / Contextual action 1: [A]

Give yourself up / Contextual action 2: [E]

Use the current Inventory object: [R]

Run: Center button of the mouse or [T]

Scroll Inventory objects: [V] and [F]

Show / hide the big map: [M]

Move the camera around the character: Press and hold the right button of the mouse and then move the mouse.

Center camera: [C]

Go to the objectives menu: [O]

Pause, go to the game menu: [P]

Have the character in the left bottom window followed: [W]

Have the character in the right bottom window followed: [X]

Call the character in the left bottom window: [2]

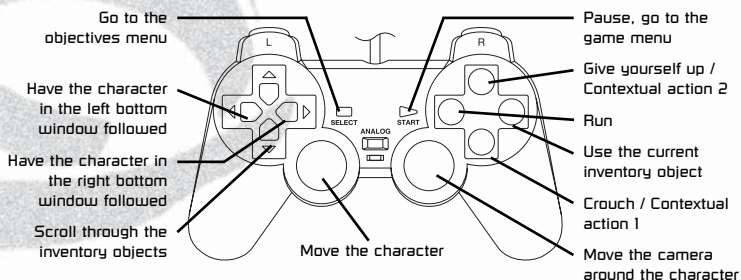
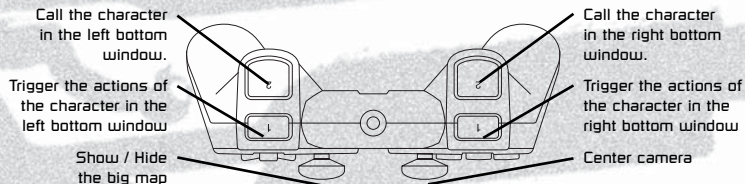
Call the character in the right bottom window: [3]

Trigger the actions of the character in the left bottom window: Left SHIFT key

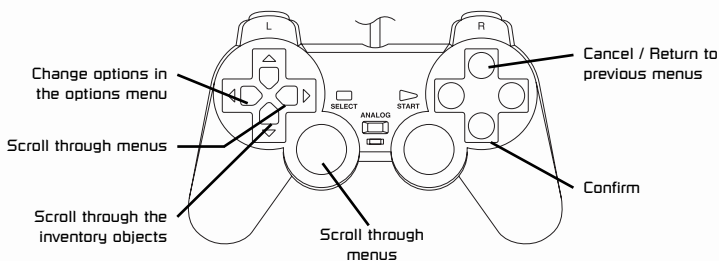
Trigger the actions of the character in the right bottom window: Space bar

ANALOG CONTROLLER

DURING THE GAME



MENUS



CONTROLLING YOUR CHARACTERS

To move your character, use the keys in the direction you want the character to go. Use the mouse wheel to change the character's pace.

You can interact with the environment using the keys as follows:

PLAYING ALL THREE CHARACTERS

You control the character in the top window by default, but you can also control the characters in the two bottom windows. You can do this in two ways:

Keys ② and ③: these keys allow you to call one of the two characters in the bottom windows (② calls the character in the left window and ③ calls the character in the right window). The three windows will rotate, and the one you have selected will appear at the top. You can now control your new character.

SHIFT / SPACE BAR: You can also control a character in the bottom window without rotating the screens. If you press and hold the SHIFT key or SPACE BAR, all keys can be used to control the selected character (SHIFT for the character in the left window and SPACE BAR for the character in the right window).

SIMULTANEOUS ACTIONS

At certain moments you may have to carry out simultaneous actions with your characters. In order to do so, press the SHIFT key and/or the SPACE bar while pressing the inventory button or the contextual action button. The character in the main window will carry out the action at the same time as the secondary character or characters you have selected. This only works if the action (or the object from the inventory) is the same for all characters.

For example, if you want two characters to turn a key at the same time to deactivate a security system, you must do the following:

Select the key in each character's inventory.

Place both characters in front of the lock (the key icons will change color).

Place one character in the main window. Press the SHIFT key if the other character is in the left bottom window and press the SPACE bar if the character is in right bottom window. Then press the (R) key to use the object from the inventory.

AVAILABLE ACTIONS

Apart from using the objects in your inventory, you can also carry out “contextual” actions. These actions are possible depending on the situation and environment. Different icons will appear in the interface to guide you, each corresponding to a specific controller button (see Game Interface section).

You can also click on the icons with the mouse to trigger each action.



Opening doors: When the icon appears, press the corresponding button to open the door. It will close automatically if no character or guard is nearby.



Hiding in cupboards: When the icon appears, press the corresponding button to hide in the cupboard. Note some cupboards can be opened but you cannot hide inside. Once inside the cupboard, use the left analog stick to look around and press the button shown in the interface to get out.



Conversation: If you go up to a character, you will sometimes be able to speak to him (to turn his attention, for example). The duration of the conversation depends on the character you are using.



Hacking computers: Make your character get near a computer (normally shown in the objectives) and press the corresponding button to hack it.



Pickpocketing: When you move towards a character and the pickpocketing icon appears, press the corresponding button. Then place your character on the icon which can be seen somewhere on the floor around the person you want to pickpocket. Once you are in the right position, the pickpocketing action is triggered. Use the right analog stick to direct your hand and make it follow the “phantom” hand shown on the screen. If you do not do this well enough you will have to start again from the beginning.



Turning handles: Place your character in front of the handle until the icon appears. Press the corresponding button to take hold of it and then press the button constantly to turn the handle.

Hint: You will have to make two characters turn the handle at the same time. In order to do so, use the SHIFT key or SPACE bar while pressing the corresponding button.



Dropping and picking up objects: Certain objects from the inventory must be dropped or taken in order to accomplish objectives. Select the object from the inventory and press the corresponding button when the character is in the right place.



Giving objects: You can give certain objects from your inventory such as the medical kit to your team mates. In order to do so, select the object you want to give, make your characters move close to each other and then press the corresponding button.



Using digital access locks: Move close to the digital access lock and press the corresponding button to use it. Use the left analog stick to move your hand and the mouse left button to press the lock's keys in order to enter the 4 number code. Press the **[V]** key of the digital access lock to confirm the code numbers.



Hitting enemies from behind: You can sometimes suffocate an enemy (if you don't have a weapon or want to be discreet, for example). If the icon is shown in the interface, press the corresponding button to start the action and then press the button quickly to suffocate your victim. If you are not fast enough, your enemy will break free and can shoot you.



Sitting down: When you are near a seat and the icon appears, press the corresponding button to sit down. Press the button again to get up.



Flattening yourself against walls: If you make your character move towards a wall and the icon appears in the interface, you can flatten yourself against the wall by pressing the corresponding button.

Once you are against the wall you can do the following:

- Move left or right with the left analog stick.
- Take out or put back your weapon with the inventory button if the weapon has been selected.
- Peek around the corner if you have reached the end of the wall. If your weapon is out, you can move the cursor to aim and press the **R1** button to shoot.
- Release your grip.



Clinging on: If the icon appears in the interface, you can jump to cling on to a cornice. Once you are hanging on you must be fast since your capacity to hold on depends on your stamina. You can do the following:

- Get down by pressing the **UP** key.
- Pull yourself up by pressing the **DOWN** key.
- Move left and right with the left analog stick.

Note: Some characters do not have enough strength to pull themselves up.



Activating switches: When the icon appears, press the corresponding button to press the switch.

GAME INTERFACE



Name: The name of the character shown in the window.

Energy: Each character starts a level with 100 energy points. If the character's energy gets down to zero, the mission will automatically fail (see Arrest section).

Stamina: The character's capacity to carry out physical exercise. From the moment the character makes efforts such as running or hanging on, the Stamina gauge decreases. When it is at its lowest, the character cannot go any further and must wait to regain energy.

Inventory object: Icon representing the currently selected inventory object.

Contextual action: When a contextual action is available, it will appear on screen and the character can carry it out by pressing the corresponding button. If no icon appears, the default action is triggered when you press the button.

Run: When this icon is lit, the character can run by pressing the corresponding button.

ARREST

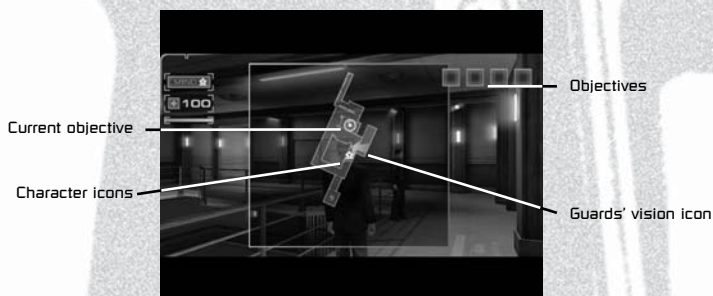


You can give yourself up during the game if things get out of control. This will prevent your characters from dying and failing the mission.

To give yourself up, press the **[E]** key at any moment (unless a contextual action is available for this button). The character will raise his hands and give himself up if an enemy is nearby. In this case the character will stop losing energy, which is useful if a shoot-out goes wrong as it can take up a lot of your energy.

The fact a character has been arrested does not imply that everything is over (unless you are playing solo at this time). You can make another character free him by placing yourself behind him and pressing the **[A]** key when the icon appears in the interface. You must free the character before the Arrest gauge on the centre of the screen goes down to zero or your mission will fail.

MINIMAP



During the game, the minimap is focused on the character in the top screen. The map shows the location of the objectives, guards and other characters.

PAUSE



You can pause the game by pressing **[P]**. You can then access various menus: use the UP and DOWN keys to scroll up or down and press the ENTER key to select.

Press the UP or DOWN keys to select an option and press the ENTER key to confirm. Press ESCAPE to return to the game at any moment.

Objectives: Shows the current mission's objectives.

Inventory: Shows the complete inventory of each character.

Load: Allows you to load a saved game.

Save: Allows you to save your current game.

Options: Allows you to access the game options menu.

Restart mission: Allows you to play the current mission again from the beginning.

Quit: Allows you to quit the game and return to the initial screen.

OBJECTIVES



This screen shows the objectives for the current mission. The icons of the characters who can carry out the objective are shown on the left hand side of each objective. You can see the icon beside the character's name in the upper left hand side of the screen by pressing the SHIFT/SPACE keys to switch from one character to another.

You can switch objectives by pressing the UP or DOWN keys. Objectives which cannot be carried out yet are shown in grey and objectives which have already been carried out appear checked above the characters' icons.

You can also see each character's special skills on the left of the screen and press the SHIFT/SPACE keys to switch characters.

Press ESCAPE to return to the previous screen.

INVENTORY



This screen provides information about each inventory object such as its usefulness and how it should be used.

Press the UP or DOWN keys to change the selected object and see its description.

Press the LEFT or RIGHT keys to see all information about the selected object.

Press the SHIFT key or the SPACE bar to switch characters and see the notes you have collected during the current mission.

Press ESCAPE to return to the previous screen.

OPTIONS



Press the UP or DOWN keys to select an option, and press the cursor keys LEFT or RIGHT to modify it.

Music: Allows you to adjust the volume of the music.

Sound Effects: Allows you to adjust the volume of the sound effects.

Display: Allows you to choose the screen's resolution. If you decide to change the resolution, a screen will appear confirming your choice.

Controls: Allows you to adjust the controls.

Once you have finished, select "OK" and press the ENTER key to confirm the changes.

To cancel, press the ESCAPE key.

MISSION RESULTS

MISSION FAILED

Your mission has failed if:

- One of your characters dies.
- The Arrest gauge of a character goes down to zero.
- You are playing with only one character and he is arrested.
- You set off a security system.

In this case you will automatically restart the game in a specific place in the mission.

MISSION ACCOMPLISHED

A mission is accomplished when you have succeeded all your objectives. In this case you will see the mission results screen appear which will show you if you have unlocked the multiplayer mode for which you must collect a certain amount of money.

CONTROLS MENU



In this screen you can adjust the controls for each player.

General mouse sensitivity: allows you to adjust the speed at which the mouse pointer moves on the screen.

Camera mouse sensitivity: allows you to adjust the mouse sensitivity for the camera movements (gun mode for example).

You can adjust the following for each player:

Control type: Allows you to switch from keyboard/mouse mode to controller mode, ensuring the best results and interface display for each type of control.

Invert gun: Inverts UP and DOWN in gun mode.

Invert camera: Inverts UP and DOWN in camera mode.

Controls: Click on the action for which you wish to modify the key, then press on the key (ESC to cancel).

To configure a joystick, please follow the same steps and then press the button of the joystick (this also works with analog sticks).

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