COMMANDOS
STRIKE FORCE ™

PC
DVD-ROM
SOFTWARE

PYRO
S T U D I O S

eidos.

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult a physician before resuming play.

PRECAUTIONS TO TAKE DURING USE

- This game disc is intended for use exclusively on Windows®-based systems with the minimum configurations specified on the system requirements of the game purchased.
- Do not sit too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.
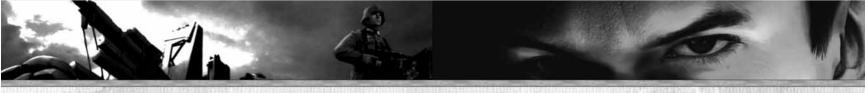
HANDLING YOUR GAME DISC

- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Take occasional rest breaks during extended play.
- Always store the disc in its protective case.

ESRB RATING

This product has been rated *T* for *Teen* by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.com.

CONTENTS

GETTING STARTED

INSTALLING THE GAME

To install *COMMANDOS STRIKE FORCE*™, insert the game disc into your drive. After a few seconds, the install program will appear. This program will guide you through the installation process via onscreen prompts.

❏ If the install program does not appear when you insert the disc, double-click the *My Computer* icon, then double-click the *DVD-ROM* icon to launch the install program.

— OR —

Click the *Start* button, then:

❏ Choose *RUN* from the pop-up menu.

❏ Type *d:\setup* in the box provided (*d:* designates your DVD-ROM drive letter; use the correct letter for your drive).

❏ Click the *OK* button to begin the install program.

❏ When prompted, select the path and directory on your hard drive where you want to install the game. The default is *C:\Program Files\Eidos\Pyro Studios\Commandos Strike Force*. You can change this path to designate another location if you like.

❏ Click the *Readme* button to view important information about *COMMANDOS STRIKE FORCE*™.

PLAYING THE GAME IN SPANISH OR FRENCH

Game language is selected during game installation. When installing the game, select either *Spanish* or *French* at the Choose Setup Language screen. Then complete the install as described above.

Note: You must uninstall and re-install the game to change to a new language.

UNINSTALLING THE GAME

To uninstall *COMMANDOS STRIKE FORCE*:

❏ From your desktop select *Start* ⇨ *Programs* ⇨ *Eidos* ⇨ *Pyro Studios* ⇨ *Commandos Strike Force* ⇨ *Uninstall Commandos Strike Force*.

❏ When prompted, click *Yes* to remove *COMMANDOS STRIKE FORCE*™ from your computer.

STARTING THE GAME

Once the game is installed and you are ready to play, click the *Play Commandos Strike Force* button on the Launch Panel to start the game.

To begin playing the game at a later date, insert the disc into the DVD-ROM drive. After a few seconds, the *COMMANDOS STRIKE FORCE*™ Autorun program will appear via the AutoPlay feature.

❏ Click the *Run* button to start the game.

— OR —

❏ Select *Start* ⇨ *Programs* ⇨ *Eidos* ⇨ *Pyro Studios* ⇨ *Commandos Strike Force* ⇨ *Play Commandos Strike Force*.

To leave the game, click the *Exit* button.

EAX® TECHNOLOGY

COMMANDOS STRIKE FORCE™ uses Creative EAX® audio technology to enhance the game audio. With EAX® technology, you can experience audio that sounds so realistic, you'll feel like you're actually in the game!

To take advantage of EAX® technology, you will need to equip your system with one of the Sound Blaster sound cards. For more information on Sound Blaster, please go to *http://soundblaster.com*.

DEFAULT CONTROLS

CONTROL	ACTION
MENU CONTROLS	
Esc	Pause Menu
cursor keys	Select menu item
Enter	Confirm selection
Esc	Cancel/Previous menu
MOVEMENT CONTROLS	
W/S	Move forward/backward
mouse	Look
A/D	Strafe left/right
C	Crouch/Stand Up
spacebar	Jump
Left Shift	Run
F	Talk/Interact with object/Open unlocked door/Swap weapon
COMBAT CONTROLS	
left mouse button	Fire primary weapon
right mouse button	Zoom weapon
R	Reload primary weapon
Left Alt	Use secondary weapon/item
mouse wheel ↑/↓ or 1	Select primary weapon
2	Select secondary weapon/item
OTHER CONTROLS	
E	External view
Tab	Switch character
Return	View tactical map
H	Use medikit
Q	Display objectives
right mouse button	Use binoculars
MULTIPLAYER CONTROLS	
mouse wheel button	Talk
F1	Chat
F2	Team chat
F3	Target chat
H	Use medikit

MAIN MENU

Start by checking and adjusting your settings *(below)*. Use the menu controls *(page 4)* to make selections. Then return to the Main Menu and choose between *Commandos Campaign* (Single Player game) or *Battleground Online* (Multiplayer game). If you select *Commandos Campaign* you will be asked to set up your game profile.

SETTINGS

CONTROLS
Change your control configuration; you can also reset to the default configuration. Click *Save* to confirm your changes.

VIDEO

Video Quality	Select a preset configuration or create a custom configuration. Click *Scan* for suggestions on the optimum configuration.
Video Mode	Select a video resolution.
Brightness	Adjust screen brightness.
Noise	Toggle visual noise filter.
Advanced	Modify advanced video settings.

SOUND

Music Volume	Adjust the music volume.
SFX Volume	Adjust the sound effects volume.
Output	Choose your audio.
Reverb	Toggle *On/Off*.
EAX	If your system is EAX 2.0 compatible, toggle to *Yes* to activate.
X-Fi	*COMMANDOS STRIKE FORCE*™ is not currently X-Fi compatible. Please visit *www.soundblaster.com* or *support.eidosinteractive.com* to download the *COMMANDOS STRIKE FORCE*™ Update when available. (See the *Read Me* file for further information.)

GAME

Subtitles	Toggle *On/Off*.
Invert Axis	Invert the Y axis.
Mouse Sens	Adjust mouse sensitivity.
Voice Chat	Select a voice output source (Multiplayer only).

PROFILES

Before you begin playing, you must create a new profile. Select *New* and input your profile name. To delete a profile, highlight it and click *Delete*.

CAMPAIGN MENU

Play Mission	Start a mission by selecting a mission and then choosing your difficulty level.
Load Game	Load a saved mission.
Extras	View bonus *COMMANDOS STRIKE FORCE*™ material.

COMMANDOS CAMPAIGN

BRIEFING

A number of unorthodox military operations have been detailed to respond to the Nazi threat that has cast a dark menacing cloud over Europe. The formation of the first Commandos regiments has been sanctioned to defeat this seemingly invincible Nazi army. The Commandos *raison d' être* is deploying smaller groups of Special Forces to infiltrate, gather intelligence, engage in sabotage and harass the enemy deep behind their lines.

You control a Commandos strike force unit. Your incursions will take you into France, Norway and Russia with three elite Commando corps members — Colonel George Brown (Spy), Captain Francis O'Brien (Green Beret) and Lieutenant William Hawkins (Sniper) — at your disposal. You have a full arsenal of weapons, and each of your men possesses a series of special actions and skills. You must switch between these Commandos to adapt to all stealth and combat situations.

The missions that lie ahead will challenge you and your unit to the limit. You must:

- Assault and defend strategic positions.
- Sabotage enemy installations.
- Support allied troops in their own operations.

Good luck!

COMMANDOS TEAM

COMMANDING OFFICER'S EVALUATION REPORT

NAME:	Brown, George
RANK:	Colonel
STRENGTHS:	Covert operations, languages, disguise, infiltration, strangulation, silenced pistol
D.O.B.:	29 December 1898
BIRTHPLACE:	Unknown
COMMENTS:	Tactical min and l...

COMMANDING OFFICER'S EVALUATION REPORT

NAME:	O'Brien, Francis
RANK:	Captain
STRENGTHS:	Close combat weapons, heavy weapons, unarmed combat
D.O.B.:	17 June 1910
BIRTHPLACE:	New York City, USA
COMMENTS:	O'Brien has com...

COMMANDING OFFICER'S EVALUATION REPORT

NAME:	Hawkins, William
RANK:	Lieutenant
STRENGTHS:	Sniper rifle, rapid sniping, excellent swimmer, knife throwing
D.O.B.:	11 January 1914
BIRTHPLACE:	London, England
COMMENTS:	The joker in the pack, a thrill seeker prone to immature behavior, Hawkins demonstrates no regard for his own life but shows great commitment to his fellow men in team exercises, often putting his own safety at risk to ens... that of others. Although regarded as a maverick, his incredible accu... with a sniper rifle, precision with... knife, and all-round skills in th... it imperative to include... He will be inval... which th...

IN-GAME DISPLAY

Using the visual aids on the in-game display, you can anticipate the threats you will have to face; the locations of targets in the current mission; any weapons available; and your Commando's health and stamina.

Visual aids include:

RADAR
Check the radar to get information on your surroundings within a range of approximately 18 meters. Enemy view range is 15 meters, so besides receiving directions you will also see enemies in your radar before they see you.

❑ The radar also shows the locations of allies (blue), checkpoints and objectives. If objectives are on the same floor as you are, they appear in bold. If they're on a different level, the location indicator is dimmed.

❑ The range of the radar increases while you're using the binoculars.

❑ The radar may not show the positions of certain enemies (snipers). You must discover their positions by some other means.

CROSSHAIRS/WEAPON SIGHT
Use the crosshairs and other sights to aim your weapons. A crosshair automatically appears whenever you have a firearm selected; a sight appears for knives and piano wire. Crosshairs/sights turn yellow/red to indicate enemies or blue/green to indicate allies. If nothing is in your sights, they remain white.

MEDIKITS
Displays the number of medikits in your possession.

SELECTED SECONDARY WEAPON/ITEM
Secondary weapon or item equipped/amount of item you have.

SELECTED WEAPON
Your selected weapon/amount of that weapon's ammo you have.

CHARACTER
Displays the Commando you currently control, along with the character's **Stance** (crouching or standing), **Health** and **Stamina**.

PICTURE IN PICTURE
Provides intelligence on events surrounding the development of the mission. May also display hints on possibilities available in your area. Following a picture-in-picture update, targets show up automatically on the radar.

TIMED OBJECTIVE
In specific missions, a counter appears above the radar. If time runs out before you complete the mission, you will have failed the objective.

TACTICAL MAP

Press **Return** to open the tactical map. Use the tactical map to locate your position and keep track of your mission objectives and targets.

❑ Move through objectives by pressing the **cursor keys** ⬅/➡. Objective locations will appear on the map. Press ⬆/⬇ to cycle through various components of an objective.

❑ Press **Tab** to cycle through the summary screens.

PAUSE MENU

During play, press **Esc** to pause the game and display the Pause Menu, offering the following options:

Continue	Continue mission.
Restart Mission	Restart current mission.
Load Game	Load a saved game.
Save Game	Save your progress.
Settings	Adjust gameplay options.
Exit	Exit current mission.

SAVING GAME DATA

Save your game by pressing **Esc** and selecting **Save Game**. To overwrite a save game, **double-click** on the save you want to overwrite.

❑ Selecting **Yes** overwrites older data, which cannot be restored.

❑ Press **F5** to quick-save. Press **F9** to quick-load.

TACTICS/TIPS

For certain missions, you will fight as one or two members of your unit. Choose wisely — your tactical decisions have a direct influence on the outcome of these missions. You can also decide the order in which to accomplish mission objectives. For example, to stop the advance of a group of Nazi tanks through the ruins of Stalingrad, you can use the scenario's tactical advantages (stock up on explosives, use narrow passes to set up ambushes, etc.). You can decide where, when and how to attack the enemy.

GENERAL HINTS

RUNNING — To run, hold down Left Shift while moving forward. The commando's stamina drops during a sprint, so it will only last a short time.

INTERACTION — When your Commando is near a person or an interactive object, text describing the interaction/action will appear. Press *F* to initiate the interaction/action.

PICKUPS — When your Commando is standing over an item that can be picked up, text appears alerting you to this. Press *F* to initiate the interaction; use the *cursor keys* to scroll through the pick-ups.

STEALTH

The use of stealth is imperative to the success of specific missions during each campaign. There are a number of ways to remain covert during operations:

CROUCHING — Crouching and moving slowly helps you remain undetected by the enemy. To crouch, press *C*. Crouching also helps you avoid battle damage.

❏ Remember: you can quickly sprint from the crouching position, find cover, then automatically return to the crouching position when you stop moving.

EXTERNAL VIEW — The external view allows you to look around objects while using cover. Use this to observe your enemy and remain undetected during missions. Hold down *E* and move the mouse to adjust the view.

STEALTH VIEW — All Commandos can peer through keyholes. When your Commando is standing in front of a door, make him look down or crouch; a contextual message will appear. Press *F* to enter keyhole view. Press *F* again to exit the view.

BINOCULARS — Use binoculars to survey the scene. Click the *right mouse button* to activate the binoculars.

❏ Clicking the *right mouse button* activates weapon zoom if the selected weapon has that ability.

STEALTH KILL — The stealth kill *(page 12)* allows you to eliminate your enemy silently, without being detected.

DISGUISE — Use disguises throughout missions to pass undetected through heavily Nazi-populated areas and to infiltrate enemy ranks, obtain intelligence and give conflicting orders to enemy personnel. When a mission starts, you will not be provided with a disguise. Obtaining one is your initial task.

❏ You can only distract uniformed soldiers if their rank is inferior to the rank of your disguise.

THE SPY — Colonel Brown can only carry one disguise besides his own uniform. The higher the rank of the uniform he wears, the more freedom of movement he acquires. He will always wear his normal clothing, unless he obtains a disguise at the beginning of a mission. He can switch at will between his normal clothing and the disguise he carries.

❏ In the close-range view, officers can recognize Brown in disguise. SS officers will shoot at him in their close-range view even if he is disguised.

DISTRACTING GUARDS — Use items in the missions to distract enemy soldiers. This is useful when you're trying to gain entry to buildings or move through heavily Nazi-populated areas undetected.

❏ Press *Left Alt* to throw or place an item.

❏ *Coins* — Use coins to create a noise to distract the enemy. The guard will leave his position to investigate the noise. (If you are being observed by the enemy when you're throwing a coin, that enemy will not turn.)

❏ *Cigarettes* — Use cigarettes to visually distract the enemy. If you put cigarettes on the floor, the enemy will look in that direction, giving you enough time to sneak up on him for the silent kill or to sneak past him.

SWIMMING — You can swim underwater to infiltrate areas unseen, making it possible to surprise the enemy from behind, or to reach hidden underwater access points. Your swimming time is limited by your Commando's physical characteristics. Due to his ability to focus his senses, the Sniper can swim in near-freezing water without suffering any damage.

ACTION

Stealth aside, you will also need to employ an equal measure of firepower to overcome your opponents. Ordnance at your disposal includes:

GRENADES — Grenades are effective weapons against armored and "soft" targets alike; they are especially effective against massed troops.

❏ To throw a grenade, first select it (press *2*), then press *Left Alt* to throw it. The distance thrown depends on how long you hold down *Left Alt*.

ORDNANCE LAUNCHER (Captain O'Brien [Green Beret] only) — The ordnance launcher is used in the same way as grenades but offers far greater accuracy, with a crosshair allowing you to pinpoint chosen targets.

❏ To fire the ordnance launcher, first select it (press *2*), then press *Left Alt* to fire.

SNIPER RIFLE (William Hawkins [Sniper] only) — Use the sniper rifle to selectively eliminate enemies without revealing your position. The precision crosshairs have an enhanced zoom that takes some time to stabilize. To do that, press *Left Alt* to hold your breath while looking through the scope.

DOUBLE GUNS (Captain O'Brien [Green Beret] only) — This enables you to carry two guns at once, giving you a constant supply of firepower.

VEHICLE-MOUNTED/GROUND-MOUNTED WEAPONS — Use these weapons to inflict massive damage on the enemy.

POISON GAS CANISTERS — These canisters release a gas that will eliminate the enemy. They will also eliminate your Commandos.

GAS MASK — The gas mask protects against gas attacks.

SMOKE CANISTERS — Smoke canisters release a dense gas that obscures enemy vision and causes choking.

STEALTH KILL TECHNIQUES

Each Commando has the ability to perform stealth kills that will eliminate the enemy with the minimum amount of noise.

COLONEL BROWN (Spy)
- **Piano Wire** — Equip your piano wire. Sneak up quietly behind an enemy until you are within grabbing distance, then press *F* to strangle your enemy.
- **Silenced Pistol** — When equipped, this pistol works in the same way as a normal pistol but with minimal sound.

CAPTAIN O'BRIEN (Green Beret)
- **Neck Break** — Equip your knife. Sneak up quietly behind an enemy until you are within grabbing distance, then press *F* to silently break the enemy's neck.
- **Slash** — You can also use the knife to slash enemies. However, this can require a few hits to kill, which may allow the enemy to raise the alarm.

LIEUTENANT HAWKINS (Sniper)
- **Stab** — Equip your knife. Sneak up quietly behind an enemy until you are within grabbing distance, then press *F* to silently stab the enemy in the back.
- **Throwing Knife** — Head and torso shots kill the enemy. Arm and leg hits result in damage but not death. Recover a knife by moving your Commando over the knife on the floor.

WEAPON USE

Commandos will carry only a limited number of weapons. You must decide what weapons to carry, and choose those that best fit the Commandos' needs. Each Commando can carry his exclusive weapon and one or two medium weapons. Only O'Brien (Green Beret) can carry both a medium and a heavy weapon.

USING WEAPONS
- Press the *left mouse button* to use your primary weapon.
- Press *Left Alt* to use your secondary weapon/item.

AIMING WEAPONS
- Move the *mouse* to aim your weapon using the crosshairs, depending on your weapon of choice.

USING THE SNIPER SCOPE
- When controlling the sniper, click the *right mouse button* to use the sniper scope. The sniper scope is steadier from a crouched position and when holding your breath (press *Left Alt*).

RELOADING WEAPONS
- Press *R* to reload weapons.

CHANGING WEAPONS
- Press *1* to select/cycle/change your primary weapon. You can also use the *mouse wheel* (if applicable). Press *2* to select/cycle/change your secondary weapon/item.

SWAPPING WEAPONS
- When you find a weapon (either army issue or one dropped by an enemy), the weapon swap icon appears. You can swap the weapon you're holding for the weapon you found by pressing *F*. (When you swap weapons, you put down the weapon you're carrying.)

MOUNTED WEAPONS
- You'll discover a number of mounted weapons throughout the missions. To use one of these, press *F*.

EXPLOSIVES

Explosives are essential when you're executing synchronized sabotage or preparing enemy ambushes.

STICKY BOMBS — Use these to blow up vehicles. The bomb explodes a few seconds after being stuck to an area on the vehicle.

ANTI-TANK MINES — Mines can be deployed on any type of ground (visible for soldiers but not for vehicles) but can only be buried on soft ground. Mines explode when shot and are mission-specific.

GRENADE — Explosive used to blow up tanks, half tracks and groups of enemy soldiers. The grenade detonates after a period of time has elapsed.

MOLOTOV COCKTAIL — These are thrown and explode on contact. Effective against vehicles and soldiers.

PANZERFAUST — The ordnance from this disposable anti-tank rocket launcher loses speed and force after a short distance.

EQUIPMENT

You have varied tactical equipment, offering certain tactical advantages over the enemy.

SMOKE CANISTERS — The smoke hides your Commando from the enemies' view. As a side effect, the smoke incapacitates those who breathe it in for a few seconds. *(See* Gas Mask *below.)*

POISON GAS CANISTERS — Poison gas canisters take out groups of enemy troops silently.

GAS MASK — To put on your gas mask during an attack, press *2* to select it, then press *Left Alt*.

CIGARETTES — Use cigarettes to distract enemy guards (visual).

SILVER COINS — Use silver coins to distract enemy guards (aural).

MEDIKITS — Restores a large amount of health. You can accumulate medikits throughout a mission and use as needed. You can also use them on allies to help restore their health.

THE ENEMY

There are different ranks in the Nazi army: soldiers, sergeants, officers and feared SS and Gestapo agents. There are also civilian Nazi sympathizers to watch out for.

GENERAL BEHAVIOR

All Nazi soldiers can see you, hear you, chase you, follow your tracks, find dead soldiers and sound the alarms. They can be posted to cover an area, occupied with some activity, or on patrol. If they are alerted, some will not leave their posts, but others will go to the alarm location.

VISION

Vision is relative to the situation and the location of the enemy. For example, the enemy will have more difficulty detecting your presence if you are crouching. Following this logic, you need to be alert when facing more vigilant enemies who will sweep the area for anything out of the ordinary.

HEARING

The chance of the enemy hearing you is increased when you're executing noisy actions (running, shooting, etc.) and lessened by stealth actions (moving while crouched, using the knife or the silencer, etc.). The noisier you are, the more chance you have of being detected and the alarm being raised.

ALARM STATUS

If a soldier or guard spots you during a mission or an alarm is raised, the soldier or guard will go through a series of stages before returning to normal status.

Normal — Guards perform their usual actions. If something out of the ordinary happens they become suspicious and a timer appears above their heads.

Suspicious — Once the timer appears you have to rectify the unusual occurrence, hide, or get away from that position before the timer completes a cycle. If the timer fills, the enemy will go to Alerted status. If the timer does not complete a cycle, the enemy will return to Normal status after a period of time.

Alerted — If a soldier or guard goes to Alert status, they will attack, call for support, raise the alarm or run away.

ENEMY PERSONNEL

SOLDIERS

Low-ranking soldiers of the German Army. There are several types with different behaviors and characteristics. They can be walking, patrolling, taking a break, fixing vehicles, carrying supplies, operating radios, etc.

SUBOFFICERS

Of higher-rank than soldiers, subofficers usually lead groups. They can be lieutenants, sergeants, sappers, tank sub-officers or scouts.

OFFICERS

An officer is one of the most precious enemy troops. Officers lead their men in battle. Enemy snipers are included in this category.

GENERALS

Generals always seem to be well protected and escorted. They usually decide the routes of patrolling troops.

GESTAPO

Perhaps the most powerful enemy unit, a Gestapo officer can establish his enemy's identity in a split second

STATIC TROOP

Soldiers assigned to guard a specific position. They react to your presence but hold their positions.

MOBILE TROOP

Soldiers covering a guard route. They react to your presence and leave their positions to investigate any suspicious circumstances.

PATROLS

Group of mobile lookouts. These groups react to your presence and instruct other enemies to: approach, track, sound the alarm, take cover, etc.

REINFORCEMENTS/GARRISON

Soldiers can respond to a request for reinforcements. They start from a fixed point and spread out in their area of influence.

ONLINE PLAY

The online portion of this game is subject to the terms and conditions under the User Agreement found within the game. For a full copy of the User Agreement go to: *www.eidos.com*.

SYSTEM REQUIREMENTS

Up to 16 players can battle online (WAN) or over a Local Area Network. In order to play *COMMANDOS STRIKE FORCE*™ online, you need:
- ❑ Broadband Internet connection, or
- ❑ Local Area Network (LAN).

USING THE USB HEADSET

The USB headset allows you to talk to other players during online play. This is an optional feature, and is not required to enjoy the game. Connect the USB headset into a USB connector on your computer before launching *COMMANDOS STRIKE FORCE*™.

BATTLEGROUND PROFILES

Multiplayer Mode offers you the chance to compete against the best players online. The game is based on players competing either as Allied or Axis characters, with a variety of different game modes to choose from.

In order to play, you need to create a multiplayer profile. To do this, select *New* in the Battleground Profiles menu. The *Modify* and *Delete* options allow you to change your profile settings and eliminate existing profiles you no longer want.

CREATING PROFILES

Here, enter your User ID and Password (note that the Password and Re-type Password fields must contain exactly the same characters). When you're done, select *Save* to return to the Battleground Profiles Menu. Then select your profile to enter the Multiplayer Menu.

Note: When a profile already exists, you must enter the password in the same way as when the profile was created. When creating a new profile, you must enter the password you entered when logging in.

CREATING AND JOINING MATCHES

From the Multiplayer Menu, you can either create a match or join an existing one.

NORMAL SEARCH MENU

To display servers, specify a *Match Type* and then select *Get New List*.

CREATE MATCH

You must enter a Session Name in order to create a match. The rest of the options define the rules of the game and the map in which it will take place. The Host can change maps from within a game.

MULTIPLAYER GAME SETUP

CHARACTERS AND CLASSES
Each side has the same three classes (Commando, Sniper and Spy) and specific characters. Each player can choose from Allied and Axis characters and character class.

WEAPONS
You can choose a main weapon. Other equipment is standard issue for your type of soldier.

FRIENDLY FIRE *(Team Deathmatch and Sabotage modes only)*
If you select *Friendly Fire: No*, bullets will not harm your teammates, though explosions and gas grenades will still cause damage.

SCORING
Scoring depends on the game type, but is divided into:

- *Player Points* — You score Player Points by killing enemies or completing mission objectives. In multiplayer games, you're rewarded in the form of special items and weapons as your kill count increases.

- *Team Points* — Teams score Team Points by completing objectives. Team Points are used to determine the winner of the game.

MULTIPLAYER GAME MODES

DEATHMATCH

In this classic free-for-all game mode you fight alone without joining a team. Maps are simple to encourage faster gameplay. Players spawn randomly on the map. A player wins by reaching the score limit (40 by default) first or having the most points when time runs out (15 minutes by default).

SCORING

- A kill is worth 1 point.

- If a player accidentally kills himself (with a grenade, for example), he incurs a -1 point penalty.

TEAM DEATHMATCH

Similar to Deathmatch, but players are divided into two teams (Allied and Axis). Maps are arena-style, kept simple to encourage faster gameplay. Players spawn randomly on the map. A team wins by reaching the score limit (100 by default) first or having the most points at the end of the time limit set in the server for that map (20 minutes by default).

SCORING

❑ The same scoring system is used as in Deathmatch. Killing oneself does not affect the team score.

❑ The team score (total score of all team members) determines the winner.

SABOTAGE

A variation on Team Deathmatch, in this mode the use of Spies is the key to winning. The mission's overall objective is to sabotage enemy installations by first sending in characters to interrogate the opposition in order to gain a code key to arm the enemy bomb.

The Spies on both sides are the only characters who can interrogate players on the enemy team. Every time an opponent is killed, he will remain susceptible to interrogation for a few seconds. During this time a Spy can interrogate him (by getting close and pressing *F* with the crosshair over the victim until the meter is full). If the opponent is a Spy, he can reveal half of the code key (3 digits); if not, he can only reveal 1 digit. A Spy has a longer interrogation time (10 seconds) than the other characters (5 seconds).

Note: The code key is a 6-digit code.

As soon as a Spy finds out the code key, he can go and sabotage the enemy base. When a Spy successfully sabotages the enemy base, his side scores. Maps have two distinct base areas, one for each side, where players spawn and sabotage.

The first team to reach the score limit or with the most points at the end of the time limit configured on the server for this map wins.

Note: Each team must have at least one Spy.

SCORING

❑ Players score points by killing or interrogating opponents (1 individual point).

❑ Team points are awarded for sabotaging the enemy base (1 team point).

CREDITS

TECH SUPPORT

NOTE: OUR SUPPORT AGENTS DO NOT HAVE AND WILL NOT GIVE GAME HINTS STRATEGIES OR CODES

CONTACTING TECH SUPPORT

If you have a technical problem with the game, our Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please feel free to contact us via email, fax, telephone or letter. (When contacting us via email or fax, please be sure to put the game title in the subject of your message.)

ASSISTANCE VIA THE WORLD WIDE WEB

The fastest way to answer most questions is by visiting our online support. You can find the latest support information at http://support.eidosinteractive.com/GI /CustomerSupport/FaqSearch.jsp. Our support FAQ's are available 24/7 for your convenience. These pages are updated frequently and have the same information that our support techs will use to answer your question if you call or email us. The answers to about 90% of the questions we are asked can be found there, so it really is worth the time to take a look!

The second fastest way to get an answer to your question is to email us. (You will find our email submission forms at our web site.) We typically respond to email queries within 24-48 hours during the business week. Response times can be considerably longer over the weekend, holidays and immediately after a product release. It all depends on how many people we have working and how much email is coming in at any one time, but we do try really hard to get you the right answer as quickly as possible. Weekdays, excluding holidays, during the hours when the phones are open,

we still give email questions our highest priority.

Through this site you will also have access to our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available.

ASSISTANCE VIA TELEPHONE OR FAX

We are available to take your calls Monday through Friday, 9:00 a.m. – 12 noon and 1 p.m – 5:00 p.m., Pacific Time at (415) 615-6220 (voice) or (415) 547-1201 (fax). Our tech support department is closed on all major holidays.

Note: You are responsible for all toll charges when calling.

To ensure the quickest service you will need to be at your computer and have the following information at hand:

- A complete listing of your computer's hardware. (Contact your computer manufacturer if you are unsure.)
- What version of Windows® you are using.
- A copy of your DirectX Diagnostics report.
  1. Click *Start.*
  2. Click *Run.*
  3. Type *dxdiag.*
  4. Click *OK.*
  5. Click the *Save Information* button and save the file to your computer.
  6. When you call our Technical Support line, either have this file open or have a printed copy. If you send an email query you may attach the file to the email.
- What error message(s), if any, you have had.
- How the game is currently configured.

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Eidos, Inc., warrants to you, the original purchaser of this disc, that for a period of ninety (90) days from the date of your purchase, this disc shall be free from defects in materials and workmanship. If, at any time during the applicable ninety (90) day warranty period you determine that this limited warranty has been breached, Eidos, Inc., agrees, in its sole option, to repair or replace, free of charge, any such disc, provided the disc is returned postage-paid to the Eidos, Inc., Factory Service Center and a proof of date of purchase is included. This limited warranty is not applicable to normal wear and tear and shall be void with respect to any defects that arise from disc abuse, unreasonable use, mistreatment or neglect. This disc is sold "as is" without any warranties of any kind, express or implied, including implied warranties of merchantability or fitness for a particular purpose, other than the limited warranty expressly stated above.

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This limited warranty states the entire obligation of Eidos, Inc., with respect to the purchase of your disc. If any part of this limited warranty is determined to be void or illegal, the remainder shall remain in full force and effect.

For warranty support please contact our Customer Support department at (415) 615-6220. Our staff is available Monday through Friday, 9:00 a.m. to 12:00 p.m. and 1:00 p.m. to 5:00 p.m. Pacific Time. You are responsible for all toll charges. **Customer Support Representatives will not provide game hints, strategies or codes.**

PRODUCT RETURN PROCEDURE

In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included and you will need to include a daytime phone number so that we can contact you if necessary. Any materials not containing this authorization number will be returned to you unprocessed and unopened.

Send your postage-paid package to the following address:

> Eidos, Inc. Customer Services
> RMA# (state your authorization number here)
> 651 Brannan Street, Suite 400
> San Francisco, CA 94107

You are responsible for postage of your game to our service center.

Register online at
www.eidosregistration.com