

# ANNE McCAFFREY'S **FREEDOM**<sup>TM</sup> FIRST RESISTANCE



MANUAL





# GAME MANUAL



## Manual Information Statement

There may be information within this manual that was correct at the time of its printing, but did not end up in the final game. Red Storm Entertainment reserves the right to update the information presented in this manual and in the game at any time. For the most up to date information on this game, please refer to the Freedom support section at <http://www.redstorm.com>.

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# INTRODUCTION

## AUGUST 1, 2004

It all happened so fast. The explosions, the fires, the war - it was all over in the blink of an eye. The news reports say that they call themselves Catteni. They are huge, and they seem like they could care less about Earth or any of us on it. I don't know why they're here, but they seem to know what they want. Whatever it is, it involves rounding us up like cattle and herding us into relocation camps.

I don't know what happened to my family or to Denis, my fiancé. I lost them when the Catteni started rounding us up. I managed to escape the crowds, but only for a little while. They tracked me down and put me in the camp with the rest, but I haven't found anyone here who's even seen my family. Hopefully they are safe, but I am terribly afraid they're not.

Everything is so foreign now, so alien. They have taken over this city completely. The mall that my friends and I used to shop in is now our prison. They have converted it into some kind of refugee camp, and it's filled with garbage forcing people to find what shelter they can in empty stores or cardboard boxes. Our city, at least what I could see before they brought me here, is merely a broken shell. I am alone, scared, hungry, and cold. I don't know where to go, or who to talk to. You can hear children crying all night, but that's the only sound. Everyone else is just too scared to speak. They're afraid of being punished, I think. The Catteni are everywhere. Paper is scarce, so I don't know how often I'll be able to write, but it's important for me to keep putting this down. There has to be some record of what happened.

## FEBRUARY 2, 2005

It has been a few months since I last wrote. It's taken me that long to find something to write on. The Catteni are pack rats. They've stolen everything out of the mall, though I have no idea what they're going to use it for.

Much has happened, but I still have no word from my family or fiancé. I fear they are dead. People here in the camp have been disappearing at an alarming rate. Those of us remaining haven't figured out where they could be going, but we all have an unspoken feeling that it's definitely not to a better place. People are still very scared and confused, but most are talking now. We've been here long enough for people to get used to it and to try to make some kind of order out of the chaos. There's a little market over by the food court, run by a woman named Miriam. She seems to know what's really going on.

# INTRODUCTION

There's a group of humans working with the Catteni, called the Provisional Authority or PA. They're led by a man named Parkington. All sorts of bullies and cowards have joined up with it. The guards here at the camp, who call themselves "Peacekeepers," work for them. From what I can tell, the PA is no more than a puppet government, put in place by the Catteni to help maintain control of us humans. Whatever they are, people around me are making deals with them for better treatment. Those who do get to leave the camp sometimes, and they get better living conditions. I never will, though. I will die first.

There's also word of a human Resistance out there. I've seen strangers in the camp a few times; maybe that's who they were. Supposedly the Resistance is still fighting the Catteni. I wish I could get out of here and join them.

## MAY 6, 2005

I received a note from someone in the Resistance today. He wants me to join them! Of course, I have to make it out of here on my own first. That's going to be the tricky part. Fortunately, we've been here so long security's gotten kind of lax. Maybe I should go talk to Miriam – she might know what to do.

I know that if I am caught, I'm as good as dead. The Catteni have shown no mercy to their prisoners, and the Peacekeepers are eager to please their masters. I have no weapons, nothing at all except for this note. It's not going to be easy, but I've got to try. I can't stay here any more.

Here goes nothing.

# GETTING STARTED

## 1.1 MINIMUM REQUIREMENTS

To play Freedom, your system must meet or exceed the minimum requirements. Please see the bottom panel of the box for minimum system requirements.

## 1.2 INSTALLATION

Follow these steps to install Freedom on your system. If you experience trouble during the installation, see the Technical Support option from the Autorun menu or section 5: Technical Support of this manual.

1 – From Windows 95/98, make sure that you close or disable all open programs.

### NOTE:

*This includes temporarily disabling any virus scanning or system monitoring software that runs in the Windows System Tray. After you finish installing the game, you can re-enable these programs. If you are unsure of how to disable or close open programs on your system or in your system tray, contact your software's vendor.*

2 – Insert the Freedom CD into your CD-ROM drive. After a few seconds, the Autorun menu should appear with a series of options. Click the Install button to begin the installation process.

### Autorun Menu (menu that appears after inserting the Mission CD)

If this Autorun menu does not appear, you can start the installation from the Windows Desktop by clicking START, then RUN. In the Open: dialog box, type d:\setup.exe, where d is the letter assigned to your primary CD-ROM drive.

3 – Follow the on-screen instructions to begin the installation. Once you choose or create a location to install Freedom, the program automatically installs onto your hard drive.

# GETTING STARTED

## About DirectX:

*The last phase of the installation process is the DirectX installation. The Installer checks to see if a current version of DirectX is installed on your hard drive. If there is an older version of DirectX on your computer or if DirectX does not exist, the installer will ask you if you want to install DirectX 7.0a. To play Freedom, you must have version 7.0a or higher installed.*

See the technical Support guide, available from the Autorun menu, to learn more about what DirectX is and why you need it.

4 – You can now run Freedom by clicking Start -> Programs -> Red Storm Entertainment -> Freedom.

## 1.3 UNINSTALLING / REINSTALLING THE GAME

To uninstall Freedom, click the uninstall button from the Autorun menu that appears when you insert the Freedom CD. Once you click this button, follow the instructions on the screen to remove the game.

To reinstall, you should first uninstall the game completely, then simply follow the steps above for installing normally.

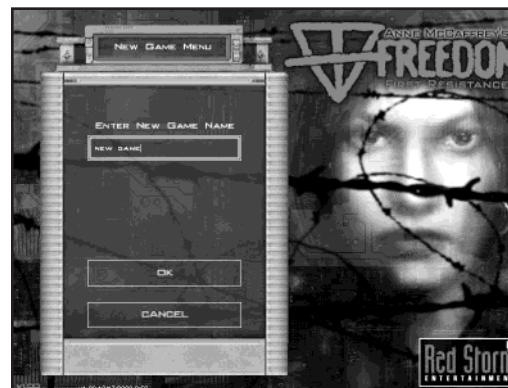
# MAIN MENU

This section describes each option of the main menu. After the opening movie sequence, the Main Menu loads. Choose from the following options:

- New Game
- Load Game
- Options
- Credits
- Quit

## 2.1 NEW GAME

### New Game Screen



The New Game option allows you to create a new game. Each game in Freedom consists of 18 core missions and 5 optional missions. Follow these steps to quickly start a new game and jump into the action:

- 1-Click New Game
- 2-From the next screen, enter a name for your mission, and then click OK.
- 3-When the Campaign Map Screen loads, click on the highlighted mission site to select a mission and receive a briefing.
- 4-Click on the character portrait on the right of the screen to review comments on the mission.
- 5-Click Proceed to start a new game.
- 6-The Equipment Screen appears. Equip your character for the mission.
- 7-Click Proceed to begin the actual mission.

# MAIN MENU

## 2.2 LOAD GAME

### *Load Game Screen*



From this menu item, you can pick up where you left off in a previously saved game. At any point in a game of Freedom except in the middle of conversation, you can access the save game feature from the in-game menu (by pressing ESC key). Once you save your progress in a game, you can return to the Load Game Screen to select it from the list of previously saved games.

Your games are saved by game name, date / time, and mission space. To choose, select a game from the list, then click load.

*NOTE – While you can create many new games, each game only has one save point. This means that each time you save your progress for a game, the previous save game is lost.*

You can also remove a saved game by clicking the Delete button, but be careful! Once you remove a game, it is gone for good!

# MAIN MENU

## 2.3 LAST SAVED GAME

This option allows you to quickly load the most recently saved game. Use this menu item to jump back into the action exactly where you last saved.

## 2.3 OPTIONS

The Options Menu allows you to make various changes to customize the game, improve performance on your system and personalize your controls. The following items are available from the Options Menu:

### Controls

This option allows you to customize the controls for the game.

*Key Remap* - Click on a function, then press the key you wish to associate with that function. This allows you to change your keyboard control settings.

*Invert Mouse* - Select this button to reverse the vertical mouselook direction.

*Run By Default* - Select this button to make running the default motion mode. Holding down the 'run' key will then make the character walk.

### Graphics

This option allows you to adjust the graphics settings for your game.

*Gamma* – Adjust this slider to make the game lighter/darker to correct for the differences in video cards and monitors.

*Dynamic Character Lighting* - Turning this off will cause characters in the game to have neutral lighting, ignoring the lights in the world. This may improve performance.

*High Detail Textures* - Turning this off will improve performance but lower the crispness of the world.

*Device Pulldown* - This pulldown will allow you to select which video device to run the game on. Many users will only have one option, but users with pass-through cards and some others will probably have multiple devices available.

### Sound

You can alter the volume of music, effects, and voice in the game. Turning an option all the way down will turn that type of sound off.



# MAIN MENU

## OTHER CONTROLS

**Cancel changes** - This button will cancel all of the changes made since you first entered this screen.

**Return to defaults** - This button will set all options (across all tabs) to the default setting.

**Back** – This button returns you to the previous screen, saving all changes.

## 2.4 CREDITS

The Credits menu item shows all the people that made Freedom possible.

## 2.5 QUIT

Clicking on Quit shuts down Freedom and exits to your operating system.

# PLAYING FREEDOM: FIRST RESISTANCE

Ok Angel,  
I've typed the following suggestions up to get you acclimated to how the Resistance does things. Study up and lets get to work!

Vickers

## 3.1 GETTING AROUND



Walking around in the world of Freedom is a matter of using the keyboard controls to move your character and the mouse to direct where she or he is looking. You can also run or crouch, and can move while crouched down.

As you explore the demolished remains of our city and our world, there are many people and items with which you need to interact.

These items and people will be highlighted as you approach them. To interact, approach the item or person and press the action key. This starts a dialogue or allows you to perform an action.

*NOTE – Always look at the bottom of the screen for instructions on what sort of action you need to take and what sort of item you might need to use.*

If pressing the action key does nothing, make sure you aren't overlooking a necessary step needed to open or use the item. There might also be a message telling you that you need to use something else from your inventory or a different character, or that you have not completed all the conditions necessary to solve a particular puzzle.

Remember, you will not always be alone. You may have one or two teammates to control on some missions, and some actions can only be performed by specific members of your team.

# PLAYING FREEDOM: FIRST RESISTANCE



## Character Control and Grouping / Ungrouping

### Character Control

Missions in Freedom can take between one and three characters. You can jump instantly from character to character, depending on which one you want to control at a given time. Each character has an icon in the upper left hand corner of the screen. The current character's icon is in color. All other character icons are black and white.

### Grouping / Ungrouping

If you have more than one character on a mission, you can group some or all of the characters together. This is done by hitting the specific character's grouping key. When a character's grouping is turned on, the grouping icon appears as a chain below the character portrait. When a character's grouping is turned off, the chain appears broken.

Grouped characters will move together in single file. Ungrouped characters will not move unless directly controlled by the player. Each character's individual grouping can be turned on or off.

In combat, linked team members will not defend other team members if they are attacked. The character engages in combat only when personally attacked. If a grouped member has a weapon, he or she uses that to attack with – otherwise he or she automatically equips the most powerful hand-to-hand weapon in that member's inventory.

*Note: If a non-player character (NEC) needs to follow you, you must first group with that character.*

## 3.2 MISSIONS AND GOALS

The Resistance expects you to complete each mission given to you. A mission may involve several goals that you must successfully complete to complete the entire mission and move on to the next. Mission goals are listed on the Map Screen, accessible by pressing the map key.

Keep in mind that some goals may become evident only after exploring a mission and searching various areas of a level. Goals will appear throughout a mission, so it makes sense to re-check your list frequently.

# PLAYING FREEDOM: FIRST RESISTANCE

You may also be asked to embark on side missions that allow you to gain important items and further weaken the Catteni. These missions are optional, but may provide you with additional resources, items and information.



## 3.3 INVENTORY

The Inventory allows you to control the items you and your team are carrying. When you find a new item, it appears in the top right corner of the Inventory. To add a found item to a team member's inventory, click on the item, then click the add button above the member's inventory list.

You can quickly transfer items from one person to another in your team by clicking the item and then clicking the add button on the person's inventory. However, the team members trading must be near each other to perform a trade. Team members who can be traded with have color portraits in the Inventory Screen. Team members who are too far away are portrayed in black and white.

A few notes to remember about items in your team's inventory:

- You can discard most items from your inventory by clicking on an item and then clicking on the Discard button next to the character portrait. This returns items to the cache where they may be available for future missions.
- Certain items are Special Items that you cannot discard as they are necessary for completing your mission or a future mission.
- Useful items will carry over from mission to mission. They will appear in your cache before the start of the next mission.
- Items that are vital for the current mission appear in character inventory automatically.
- Certain items are usable only by certain characters. If the character cannot use an item in his or her inventory, it will appear in a striped box.
- Some items are stackable, so if you carry more than one of these items, a number appears letting you know how many you have, once you click on it.



# PLAYING FREEDOM: FIRST RESISTANCE

## 3.4 ACTIONS

As you move around, you will come to many different items on which you can perform actions such as search, open, and manipulate. As you near some items, you may notice a blue light circling the item. This means you can perform an action on this item. Look to the bottom of the screen to see exactly which action you can perform.

Certain actions require items from your inventory. You can equip specific items by using the next inventory item key to cycle through your inventory.

### Talking



It is important to interact with the other inhabitants of the world of Freedom. Many characters you run across may have useful information or items for you. Others may turn hostile if you're not careful.

In conversation, you will have between one and three responses to choose from when a character speaks to you. Select the number of the response you want to make, and the conversation proceeds. Some characters only want to

speak to certain members of your team, and others have different information for different people, so be prepared to talk to the same person more than once.

Be aware that your conversations can influence your progress through the game, so be careful which answer you choose to give!

### Searching

When approaching an item, area, or downed enemy marked with a circling blue light, you may be able to search it. To search, press the action key. The Inventory Screen opens and any items you find appear in the top right corner of your Inventory. See the previous section for more information on using your Inventory.

# PLAYING FREEDOM: FIRST RESISTANCE

### Other Actions

There are other actions you can perform in game, ranging from flipping switches to accessing alien computers to deactivating sensor devices. Items you can act on will be highlighted with the circling blue light.

Some puzzles automatically give you an item when you solve them. These items will be added directly to your inventory, and a sound cue will indicate that you've received them.

### Fighting

In most cases, you want to be careful when walking around in the open. It is very likely that Catenni or Peacekeeper guards are in the vicinity, and they will attack you on sight. Avoidance is your best weapon, but you will undoubtedly need to engage the enemy at some point.

You may engage in combat at close range, or projectile combat with the use of weapons at long range. While close range combat does not require a weapon, projectile combat does.

To attack, hit one of the three attack keys. You have three attacks: a short one that does little damage, a medium one that does a moderate amount of damage, and a long one that does the most damage.

You cannot attack without a target. Targets are automatically selected, and indicated by a floating triangle. The color of the triangle indicates how healthy the target is: Green is healthy, orange is wounded, red is seriously wounded and gray means that you are currently out of ammunition, if a weapon is being used.

### Weapons

There are several types of weapons in Freedom. The most common are Hand to hand weapons, which include baseball bats, crowbars, knives, clubs and alien stunrods. Only the stunrod requires ammunition. If you try to use a stunrod without ammunition, it does the same damage as a club.

There are also ranged weapons. These include a pistol, a rifle, the alien forcewhip, and two types of alien blasters. These weapons require ammunition. If you try to use them without ammunition, they simply will not work.

# PLAYING FREEDOM: FIRST RESISTANCE

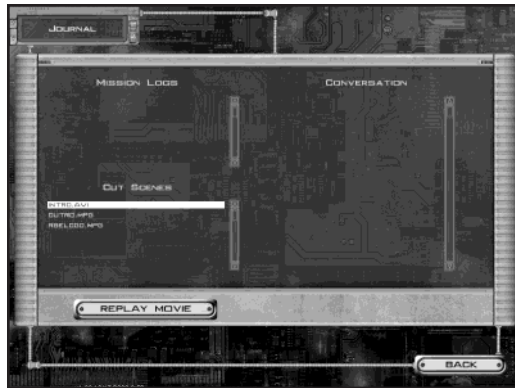
There are also thrown weapons in the game, namely grenades, glowballs and pebbles. The distance of the thrown weapon depends on which attack key you hit (Fast attack is a short throw, medium is a medium-distance throw and long attack is a long throw). Note that pebbles do no damage, but do make a sound and distract guards, and glowballs only give light without doing damage.

## 3.5 OTHER SCREENS

There are other screens besides the main action screen in Freedom. You can jump from one to the other in most cases without returning to the main action screen. However, you can never jump to or from one of the other screens from the Conversation Screen.

### Map Screen

As previously noted, the Map Screen shows your mission goals. It also shows the map of the floor of the level that your active character is on. The map also shows the location of all of your characters on that floor. If the level has multiple floors, you can click on the up/down floor buttons on the left of the screen to see those spaces. You can also use the zoom in/zoom out buttons to change your perspective on the map. Note that unless you have a map or have already been in a room, that section of the map will not appear.



### Journal Screen

You can access the Journal Screen by pressing the journal key. It records all character conversations you have had, broken down by mission. It also includes cut scenes that you can choose to replay.

### Inventory Screen

See section 3.3 Inventory.

# PLAYING FREEDOM: FIRST RESISTANCE

## 3.6 HEALTH AND MISSION COMPLETION

Throughout your missions, you must stay constantly aware of your health and stress levels. Meters on top of your display, shown above, indicate these health levels.



### Health Meter

The health meter appears next to the character portrait in the upper left hand corner of the screen, to the immediate right of the character's picture. This meter shows the amount of damage a team member has taken from combat, booby traps and so on. If a member takes too much damage, his or her health meter reaches zero. When this happens, the team member dies and the mission ends.

The Health Meter returns to full at the start of each new mission. Additional health is also available on some missions. Characters can acquire this additional health by interacting with the first aid kits located on some levels.

### Stress Meter

The stress meter appears next to the health meter. This meter shows the amount of danger a team member believes he or she is in. The stress level meter exists to give the team leader a warning when a member is in danger.

Only proximity and number of enemies affect stress levels. If the enemies are making noise or are in front of the member, the stress level increases. When the member is no longer near the presence of the enemy, the stress level goes down.

*NOTE – A team member does not have to actually see or hear an enemy to be stressed by their presence. Stress represents the member's sense of surrounding and instinct.*

# PLAYING FREEDOM: FIRST RESISTANCE

## Death and Mission Failure

When your health meter level reaches zero, you die and the mission ends. The loss of a single team member in play causes you to fail the mission.

In some cases, there are other failure conditions for a mission as well, such as being seen by enemies or not completing a task within a certain time. When you have a timed task, a timer will appear onscreen to let you know how much time you have left.

Remember that you need to get the entire team through a mission in order to complete it successfully. Keep an eye on the stress meters of the characters who aren't with you, to make sure they're not getting ambushed. An uncontrolled character will defend him or herself if attacked, but will fight better under your direct control.

# PLAYING FREEDOM: FIRST RESISTANCE

## MISSION COMPLETION

After you complete a mission, a mission success notice appears. You will be sent back to the Campaign Map Screen, sometimes after a cut scene. One or more mission sites on the map will be highlighted. Click on one to get a briefing for that mission. Click on the character portraits to the right of the screen to get further comments on and information about the mission. You will have as many as 3 missions to choose from. You can only select one mission site at a time, but your choice is not permanent until you hit Proceed. This allows you to see the briefings and character comments for all of your choices, and to select one based on that information.

Once you hit Proceed, you move to the Equipment Screen and equip your character(s) for the upcoming mission. Once you finish equipping your character or characters and hit Proceed, the mission begins. Note that your characters may or may not begin the mission at the same place on the level.

# CREDITS

## TEAM CREDITS:

### FREEDOM: FIRST RESISTANCE

Inspired by Anne McCaffrey's best-selling Freedom novels

### PRODUCERS

Phil DeLuca  
Jerry Heneghan  
John Farnsworth

### GAME DESIGN

Richard Dansky – Lead Designer  
John Slaydon – Level Scripter  
Brian Upton – Conceptual Design  
Team Maeve  
Ellen Kiley – Dialogue Editor  
Tracey Fernandez Rysavy – Character Design Consultant  
Doug Oglesby – Additional Character Design

### ART TEAM

Doug Oglesby – Lead Artist  
Tim Alexander – Lead Environmental Designer  
Chris Wells – Lead Character Artist  
Fab Bianchi – Textures  
Kareem Leggett – Level Art  
Brian Reynolds – Level Art  
Lucas Smith – Level Art  
Jeff Wand – Character Artist

### ADDITIONAL ART

David Rose – Interface Art  
Jeremy Brown – Level Art  
John Michel – Level Art  
John Sonedecker – Level Art  
Eric Armstrong – Character Art  
Lee Harker – Character Art

# CREDITS

Brett Briley – Additional Marketing Art  
Chris Shy, Ronin Studios – Illustration and Graphic Design  
Chuck Wojtkiewicz – Conceptual Art

### CINEMATICS

Mike Cosner – Cinematics Director  
2D illustrations provided by Ronin Studios:  
Christopher Shy – Artist

3D animation provided by Creat Studio Production Team:  
Daniel Prouline, Anton Petrov – Executive Producers  
Avenir Sniatkov – Project Manager  
Andrey Kravchuk – Art Director  
Fedor Gilmudinov – Storyboard Artist  
Vitaly Anikin – Production Artist  
Anton Lomakin – SFX  
Sergey Boginski, Anton Oparin, Alexander Myalo – Animators  
Vova Tchernish, Yuri Tchernish, Blagoy Borisov, Pavel  
Rostovtsev, Dmitry Astahov – Modelers  
Dmitry Kholodov – Art Lighting  
Olga Cheremisova – Compositing  
Stanislav Volodarsky – R&D

### ENGINEER TEAM

Christopher L. Port – Lead Engineer  
Victor Brueggemann – Engineer  
Erik Erikson – Engineer  
Robert Hunt – Engineer  
Sam Kalat – Engineer  
Joe Sauder – Engineer  
Jon Owen – Engineer  
Rick Campbell – Engineer  
Peter McMurray – Engineer  
Jay Thrash – Engineer  
Jeff Wesevich – Engineer

# CREDITS

## ADDITIONAL ENGINEERING

Phillip Hebert – Engineer  
Curtis Smith – Engineer  
Marcus Nordenstam – Engineer  
David Weinstein – Engineer

## QUALITY ASSURANCE

Paula Giordana – Lead Quality Assurance Analyst  
Ken Turner – Lead Tester  
Brad Berrier – Tester  
Juliet Bishop – Tester  
Christopher Curry – Tester  
Orlando Harris – Tester  
Dan Mowrey – Tester

## ADDITIONAL TESTING

Derek Earwood – Quality Assurance Analyst  
Gary Stelmack – Quality Assurance Analyst

## SOUNDELUX CREW

Sound Supervisor – Dutch Hill  
Sound Designers and Editors – Bryan Bowen, Peter Zinda,  
Bryan Celano, Glynna Grimala  
VO Engineer – Bryan Celano  
Music Composition – Mikael Sandgren, Bill Brown  
Producer – Becky Allen  
VO Coordinator – Amanda Wyatt  
Asset manager – Glynna Grimala

## FREEDOM CHARACTER VOICES

Yeni Alvarez – Angel  
Kevin Killebrew – Jimmy, Zingdol Cat, Bill PK  
Damon Pampolina – Leo, Catteni, Jerry Zombie  
Lynne Maclean – Claire, Sara, Cassandra  
Arthur Burghardt – Zared, Oq, Porter PK  
Dave Thomas – Vickers, Pieter PK, Rodney

# CREDITS

Dani Thompson – Miriam, Sharon, Romona  
Murphy Dunne – Seamus, Peacekeeper, Carlos Coll  
Lisa Lynch – Lily  
Carol Bach y Rita – Susan, Rosa, Patricia PK  
Mone Walton – Feebs, Female Zombie  
Nick Jameson – Thon, Peter PK, Perry PK, Bob  
Phil Proctor – Parkington, Al, Semyon, Ramon  
James Horan – Crazy Larry, Zombie1, Paul PK, Doug Zombie  
Elliot Woods – Reggie RF, Zombie Tim, Roger, Catteni

## MANUAL

Deke Waters, Richard Dansky – Manual Text  
Poe, Nevermore Studios – Manual Design

## RED STORM ENTERTAINMENT

[www.redstorm.com](http://www.redstorm.com)

## RED STORM ENTERTAINMENT CREDITS:

Mike Lomas: VP, Product Development  
Kevin Perry: Director of Design  
Todd Lewis: Director of Engineering  
Elizabeth Loverso: Director of Product Development  
John Farnsworth: Studio Director  
Steve Reid: Director of Creative Design  
Brian Upton: Chief Game Designer  
Carson Brice: Director of Marketing  
Wendy Beasley: Senior Marketing Manager  
Charles Holtzclaw: Product Marketing Manager  
Marcus Beer: Product Marketing Manager  
Cassie Vogel: PR Manager  
April Jones: PR Coordinator  
Mur Lafferty: Internet Manager  
Ruth Chaloner: European Operations Manager  
Michelle Benson: Human Resource Generalist  
Stuart White: Director of Quality Control  
Deke Waters: Technical Support Manager  
Franklin Crawford IV, Trent Giardino: Technical Support Representatives  
Scott Reid: Lab Coordinator

# TECHNICAL SUPPORT

Red Storm Technical Support is now Ubi Soft Technical Support!

Before contacting Ubi Soft Technical Support, please first read through this manual, the Technical Support Guide from the Autorun menu, and the readme file. Also browse our FAQ listings, or search the support database at our website, [http://www.ubisoft.com /support](http://www.ubisoft.com/support). Here you will find the most recently updated information since the game's release.

Also, please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria. Whenever you contact Technical Support, please include the following information:

- Complete Product Title (including version number)
- Exact error message reported (if any) and a brief description of the problem you're encountering
- Processor speed and manufacturer
- Amount of RAM
- CD-ROM or DVD-ROM drive
- Sound Card
- Video and/or 3D accelerator card
- Operating system

## Online Support Options

Ubi Soft offers several online support options for their software products.

One of these is our website at : <http://www.ubisoft.co.uk>

If you have a specific problem that is not addressed on our site, you can send your question to us via e-mail at : [techsupport@ubisoft.co.uk](mailto:techsupport@ubisoft.co.uk)

## Other Support Options

You can also contact Ubi Soft Consumer Support by phone and fax.

**Tel: 020 8944 9000**

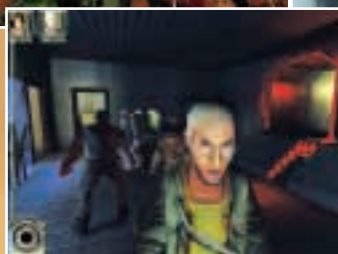
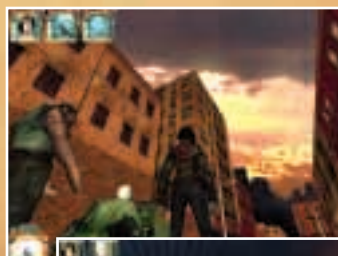
**Fax: 020 8944 9300**

Hours : Monday to Friday 9.30am – 5.30pm GMT

Mailing address :

**Ubi Soft Entertainment Ltd  
Vantage House, 1 Weir Road,  
Wimbledon, London SW19 8 UX**





2000 Aerial Center  
Suite 110  
Morrisville, NC 27560  
[www.redstorm.com](http://www.redstorm.com)