TABLE OF CONTENTS

01011010101010000
10100010101111000

0 DEFAULT CONTROLS

Moving

Move Forward	W
Move Backwards	S
Strafe left	A
Strafe right	D
Look/Aim	Mouse
Peek left	Q
Peek right	E
Stance up	V
Stance down	C
Go to prone	Left Ctrl
Run	Left Shift (hold)
Toggle nightvision	N
Action/Use	X

Menus

Go to menu	Esc
Quick Load	L
Quick Save	K

Combat

Weapons list	F (hold)
Fire/Throw grenade	Mouse 1
Reload	R
Change Rate of Fire	Z
Zoom	Mouse 2
Tag Enemy	Aim mouse cursor (hold)

Communication

Select Ghost/Support	Mouse wheel - scroll
Select Ghost/Support (alternative)	2/3/...
Open Fullscreen CrossCom 2.0	G
Select whole team	1
Open Orders window	Mouse wheel - click
Select order	Mouse wheel - scroll
Confim order	Mouse wheel - click
Open tactical map	Tab
Execute order	F5
Execute all orders	F6

Multiplayer Specific Controls

Un-tag Ally (Assault)	Mouse wheel - click
Veterancy Level Up	H
Chat all	T
Chat Team	Y
Send message	Enter
Show statistics	Tab
Toggle minimap	M
Zoom minimap	J

Tactical Map

Move up	Z
Move down	S
Move left	Q
Move right	D
Zoom In	E
Zoom Out	A
Select Ghost	Mouse scroll

1 GETTING STARTED

1.1 Installation

Insert the game disk(s) into your drive. The autorun menu should appear.
Click the "Install" button in the autorun menu and follow the instructions of the installation procedure.
Once the installation is complete, click the "Play" button in the autorun menu to launch the game, or double click the game shortcut.

2 MAIN MENU

Once the game has finished loading, the game menu appears to offer you the following options:

Screenshots have been taken during development and might not reflect final content.

Campaign: access the campaign page to create a new single-player campaign or continue a previous campaign.

Multiplayer: access the multiplayer features of the game.

Options: allows you to configure game, video, audio, and control settings.

Quit: leaves the game and returns to windows.

Credits: plays the game credits.

Profile: this button allows you to change the current profile.

0101101010101010000
10100010101111000

2.1 Profile

A profile is like a folder that stores your achievements and preferences for the game. You can have several profiles to play in different ways. For instance, you can have one profile with some specific control settings adapted to multiplayer games, and another profile more adapted to the single-player campaign.

Click the profile button on the main page to access the profile screen and change the current profile or create a new one.

Screenshots have been taken during development and might not reflect final content.

2.2 Campaign

The single-player campaign enables the player to experience the missions of the Ghosts on the US/Mexican border, and their fight to prevent an attack on the U.S soil. It is played as a series of missions linked by the storyline. You need to successfully complete a mission in order to play the next one. The campaign screen gives you the following options:

New Campaign: restart a new campaign from the beginning.

Play mission: replay one of the missions you have already won from the beginning.

Continue: quickly re-launch the campaign at your latest state of achievement .

Load Game: load a saved game.

2.3 Options

The Options screen is split into four categories, which you can access by clicking the tabs at the top of the screen.

Screenshots have been taken during development and might not reflect final content.

2.3.1 Game

This sub-panel changes the gameplay experience and offers preferences for interfaces and controls.

You can change the game's difficulty level from here. The normal difficulty is the most suitable for the average player.

2.3.2 Controls

This sub-panel is used to reassign some controls in the game. You can choose from five new sub-options:

Movement: reconfigure the controls you are using to move your character.

Combat: controls for changing and using weapons.

Tactics: team and support controls are changed here.

Multi: these controls are specific to multiplayer games.

Misc: other settings.

2.3.3 Video

The first time the game is launched, the program will determine what configuration is best adapted to your system. You can, however change this by selecting a general graphic quality (make sure your computer is able to support high-quality settings).

For advanced users, you can click the "Advanced" button and customise your video settings in more detail.

2.3.4 Audio

The audio option sub-panel lets you select the global volume for the game, as well as selecting hardware/software acceleration, depending on the type of hardware installed.

For advanced users, you can click Advanced Settings to make more in-depth changes to the game's volume.

3 PLAYING THE GAME

This section describes the general controls and features you will use to play the single and multiplayer games.

3.1 Character Control

3.1.1 Movement

Move your character forward and backward with the keys 'move forward' (default: **W**) and 'move backward' (default: **S**). Sidestep using the controls 'strafe left' (default: **A**) or 'strafe right' (default: **D**). Your basic motion is cautious, silent and adapted to paying attention to threats, but you can also dash by holding the run key (Default: **left shift**).

3.1.2 Stance

The game often involves taking cover behind various elements in your surroundings. Use 'Stance down' (default: **C**) and 'Stance up' (default: **V**) to switch from a standing position to a crouching or prone position. You can also use the 'Go to prone' (default: **left ctrl**) action directly if you want to go down immediately.

3.1.3 Peeking

When hidden behind a building corner, you can peek left and right and shoot from that position (default: **Q/E**). Your team-mates and enemies will also use this kind of manoeuvre.

3.1.4 Tactical moves

These moves allow you to jump behind cover quickly while running, Pressing the "Change stance" button (default: **Space**) will make you slide to crouch. Pressing the "go prone" (default: **Left CTRL**) key will make you dive.

3.1.5 Recon: being stealth TACTICAL INSIGHT

The Recon approach gives you the best chances to survive. Stay low or walk slowly to stay stealthy. Of course, always move in the back of the enemy to avoid being seen. See how to set all your team to Recon mode in the following sections of this guide.

3.1.6 Insertion in the battle zone

Each mission starts with an insertion phase from an APC (light armour vehicle) or helicopter (Black Hawk or Little Bird). Just wait until the insertion zone.

3.2 Combat

3.2.1 Aiming & Shooting

Your best friend in the game is your weapon. Move the mouse around to aim at targets, and use the 'Fire' control (default: **mouse-left click**) to fire your weapon.

Most weapons allow you a zoom or scope view, which you activate/deactivate with the 'Zoom' key (default: **mouse - right click**).

3.2.2 Weapon selection

Your outfit can contain up to four weapons. Use the 'Weapon list' key (default: **F**) key to open the weapon selection menu and select another weapon by rotating the mouse wheel.

Rifle-attached grenade launchers will appear as specific slots in the list and are then considered a separate weapon.

3.2.3 Dispersion

Dispersion determines the precision of your shots. The circle around your cross-hair shows your accuracy level. Running or moving your mouse will abruptly increase the dispersion, while standing still or moving slowly will reduce it. Automatic fire rate also increases dispersion (see next paragraph).
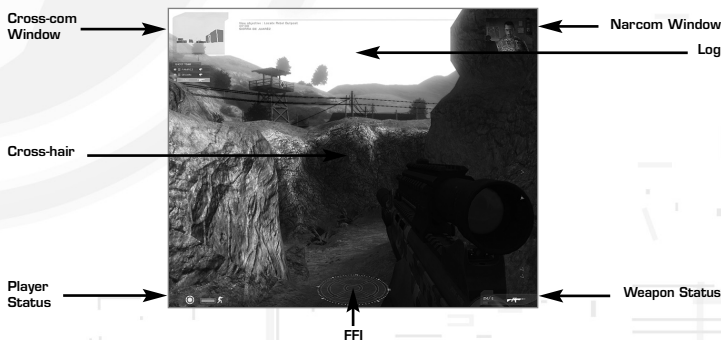
3.2.4 Ammunition control: fire mode & reloading

Your arsenal is not unlimited and you will have to ration your ammunition. You can use the 'switch fire mode' key (default: **Z**) to change your rate of fire and have better control of your weapon (Single shot is the most precise fire mode, at the cost of firepower).

Use the Reload action (default: **R**) to drop the current magazine and load a new one.

3.3 HUD

HUD stands for Heads Up Display, and is your next gen display. It is very helpful throughout the game and enhances the realism of the combat field.

Cross-com Window

Narcom Window

Log

Cross-hair

Player Status

Weapon Status

FFI

Screenshots have been taken during development and might not reflect final content.

9

010110101010101000
101000101011111000

3.3.1 Narcom

This window displays video feed from your chain of command, and presents events happening throughout the entire battle zone. It is through this interface that your objectives are explained.

3.3.2 Log

This panel is used in conjunction with the narcom to pinpoint contextual information and recap your objectives.

3.3.3 Status

This panel shows your current status: possible injuries and current stance.

3.3.4 Field of fire indicator

This interface works both as a compass and as a threat indicator. The orange sectors displayed on the disk display the general direction of enemy gunfire.

3.3.5 Weapon status

This window shows the weapon you are currently equipped with, its current rate of fire, as well as the number of bullets remaining in the magazine and the number of magazines left.

3.3.6 Cross-hair

This small interface helps you aim at enemies and determine the current dispersion level of your weapon (scattering of bullets around the expected aiming point).

3.3.7 Popup windows

In the course of the game, and especially the tutorial, you'll see information texts appearing onscreen. Some of these are contextual and will appear when you enter a specific zone.

Explosive planting zone: during the game, you may have to plant C4 or EMP bombs. Identify the planting location (a placeholder symbol will show it) and get close until a popup window tells you to press the 'action' key (default: **X**) to plant the bomb.

Fixed weapon zone: pops up when you get close to a fixed weapon. Press action to use it. Press action again to stop using it.

Resupplying: pops up when you're close to the M.U.L.E (or ammo truck in Recon versus Assault multiplayer mode). Press action to open the equipment page and refill your gear.

Explosives trigger: in some missions, and in the Recon versus Assault multiplayer mode, you may see a pop-up that tells you to press a key to blow up explosives that you have previously planted.

Insertion / Extraction zone: pops up when you're inside a vehicle or near one, to indicate you to press action in order to get in or out of it.

3.4 Cross-Com

This last interface of your HUD is probably the most important, since it gives you control and feedback over your team. It is split into 3 parts.

3.4.1 Support list

The support list shows your current team and status, as well as any additional support, both near and far, that you will meet in the game: drones, tanks, air strikes, etc.

Simply roll the mouse wheel to scroll up and down the list, select one and give it orders (see below).

3.4.2 Video feedback

When your Ghosts and your drone are selected, a video feed window appears and allows you to see from their perspective. The video feed is VR rendered, and will tell you if your team-mate or drone is moving or if he has encountered enemies.

You can maximise the Cross-Com feedback by pressing the 'Full screen Cross-Com' key (default: **G**), and then 'back' to return to your own view. You can still use the order system while in full screen Cross-Com feedback (see next paragraph).

3.4.3 Order system: Cross-Com menu

Once you have selected a unit and are ready to assign orders to it, use the Cross-Com menu action (**Middle mouse button**). A menu appears with the following actions. Click the middle mouse button to confirm the order you have selected.

The INTELS, also called TAGS, are diamond shaped indicators that appear on your Cross-Com when a unit is identified. Allies are automatically tagged and appear as blue intels. Enemies are tagged (red INTELS) when you aim at or near them or when an ally spots them. This ensures maximum communication within the team and provides a great tactical advantage to the Ghost Team.

- You can use shortcuts to select units.
- When you select a unit, the MOVE order is selected by default, so just press again to designate a location to move the units (Default **2** = Ghost n°1, Default **3** = Ghost n°2, etc.).
- When in full screen Cross-Com feedback, the order is automatically assigned to the unit that you are currently connected to.

Move: confirm the order to move the unit to the location you are pointing to.

Attack: roughly aim towards a selected target and ask the unit to take out the target. The unit continues to attack until the target is destroyed or another order is given.

Cover That: In Assault mode, the Ghosts will spray suppressive fire on the target area, up to one magazine. This will keep enemies pinned-down, at the least. In Recon mode, they will watch the target area and shoot at any target present or entering their line of sight. Remember to equip them with silencers if you want to set-up stealthy ambushes using this order.

Stop: stop the current order and return to default mode.

Cancel: close the menu without assigning an order.

Use: use a fixed heavy weapon.

Go Recon: orders the selected unit(s) to change the Rules of Engagement to Recon.

Go Assault: orders the selected unit(s) to change the Rules of Engagement to Assault (see next paragraph for Rules of Engagement).

Various units have different capabilities, so some of the actions above may not appear. For instance, a drone won't have the Attack option and heavy units like tanks may only move on a designated path.

3.4.4 Group / individual team-mate order

Your ghost team is your closest support in the game. Therefore, you have more control over it. By selecting the team in the unit list, you can issue an order to the team as a whole, allowing rapid actions (default key: 1).

If you select the team-mates individually, you will be able to give more detailed orders, place them on the battlefield and devise cunning tactics to counter your enemy.

3.4.5 Rules of Engagement: Recon / Assault 🎯 TACTICAL INSIGHT

Recon: by setting a team-mate (or all of them) in Recon mode, you make them change the rules of engagement. First, they will move stealthily, always looking for covers, and never engage the enemy, unless fired upon. If they have to, they will retaliate using a silenced weapon, if available (always think to equip your team with silencers if you want to play this way). This allows you to sneak and position your team for a devastating attack.

Assault: this makes your Ghosts engage all opposition in range and move as fast as possible. Beware, your faithful team-mates will run out of cover if you order them to do so. This is the right option for an all out attack. Equip your team with great firepower.

3.5 Tactical map

[TACTICAL INSIGHT logo]

Screenshots have been taken during development
and might not reflect final content.

Use the Tactical map key (default: **Tab**) to open up this interface.
The tactical map can be used in conjunction with your Cross-Com and shows
the battle area from above. While the Cross-Com is designed to issue quick
orders within your visual range, the tactical map is more useful because it
enables you to plan moves beyond your line of vision and ahead of time.

The tactical map also displays your current objectives at the upper right-hand
corner of the screen. You can also spot enemies on the tactical map, before
they're in visual range.

3.5.1 Orders

[TACTICAL INSIGHT logo]

Left-click on the supports list to select a unit, then left-click one of the commands
at the bottom of the screen (remember that MOVE is selected by default) and
left-click again on the map. The order appears as an icon and is planned but not
actually executed by the unit. When you are ready, execute an order by clicking on
the 'Execute' button. Clicking Stop will abort the current order. You will find two
similar panels of commands : one to assign orders in Assault mode, the other to
assign orders in Recon mode.

3.5.2 Advanced controls

Another distinct advantage of the tactical map is that it allows you to chain
together several orders by left-clicking several times. You can cancel the last
chain ordered by right-clicking or by clicking the 'Remove' button. You can also
alternate between Recon and Assault orders. Once you press 'Execute', the
unit carries out the chain of orders.

It is possible to have several moves scheduled at the same time. For instance,
you may give individual orders to several members of your Ghost team and
then launch them all simultaneously, using the 'Execute All' button.

01011010101010000
10100010101111000

3.5.3 Waypoint

If you have difficulties finding your bearings in the 3D world,go to the Overview display of the tactical map click the waypoint button, then click the spot on the 3D map where you wish to place the waypoint. It will then appear in your HUD, indicating the direction in which you should move.

4 PROGRESS IN THE CAMPAIGN

4.1 Prepping your squad

Starting at the beginning of the first mission, you can select equipment for your team mates and yourself.

Screenshots have been taken during development and might not reflect final content.

4.1.1 Default gear

Default gear will be proposed to you for each mission and is always relevant to the situation. Change it if you want and press default to reassign the recommended gear.

You can select your gear from four different categories: a primary weapon which will be your main tool, a secondary one that may allow you to play in a different way, a sidearm for emergencies, and an additional element, like a pack of grenades.

If the recommended gear offers you to carry a ZEUS RPG, it might be an important asset for the upcoming mission; you may not want to discard it.

4.1.2 Manage bulk

If you change the settings, notice that each piece of equipment requires space. You may have to make choices.

The dots below the weapons window show you how much space you have left. Filling all the available space does not penalize you in any way, and leaving some space available won't give you any advantage.

4.1.3 Mods

When a weapon is selected, below it is displayed a list of possible modifications that select or unselect by simply clicking them. They often make the weapon more bulky.

4.1.4 Team-mates

You can also select your team-mates' equipment by clicking on their names. Remember that specialized weapons are available only to the relevant ghost specialist, except for Scott Mitchell (you), who can use any type of weapon.

4.1.5 Insertions

In some missions, different insertion points will be available. Make your choice during briefing.

4.2 Objectives

Your mission objectives are displayed in the tactical map, showing achieved and in-progress tasks.

4.3 Finishing the mission

4.3.1 Victory or defeat

Victory is achieved by successfully completing the objectives assigned to you. You face defeat if you die or if one of your objectives is not reached (by failing to protect a critical VIP, for instance).

Your Ghosts will never die during a mission, but they can be shot down and incapacitated. You will then have to go on without them. Medevac teams will rescue them later and they will need a full mission cycle to rest and recover, so you won't be able to enlist them for the next mission.

4.3.2 Debrief & Next mission

Once your mission is completed, a screen appears showing your achievements and stats. Click to continue on to the next mission.

4.4 Saving and loading games

Use the 'Save' key (default: **K**) when not engaged in combat. If you're under fire, H.Q. won't be able to record your position. Press the 'Load' key (default: **L**) to quickly reload the last saved position. If you get killed, you can also reload this saved position from the load menu.

You can have 3 quicksave files at the same time. If you have more than 3 quicksaves, the oldest one will be deleted each time you quicksave again. Your progression in a mission will also be "autosaved" when you reach key objectives or locations.

0101101010101010000
1010001010111111000

5 MULTIPLAYER

The multiplayer menu features either LAN or online gaming through Gamespy.
Click the 'Multiplayer' button in the main menu to access multiplayer features.

5.1 Login to Gamespy or LAN only

You will first be asked either to login to Gamespy to play online, or to choose to
play locally (LAN) only.

5.1.1 Gamespy

If this is your first time creating a Gamespy account for this game, click the
"Create Account" button in the login panel, and fill in the necessary information
to create the account., Then click again on "Create Account".
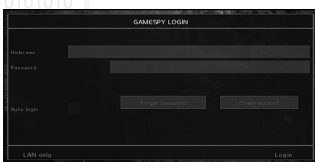
Screenshots have been taken during development
and might not reflect final content.

5.2 Joining a game

Once you're in the MP lobby, a list of available servers is displayed, either locals
or online, according to your previous choice. Pick a server and click the 'Join'
button to enter it.
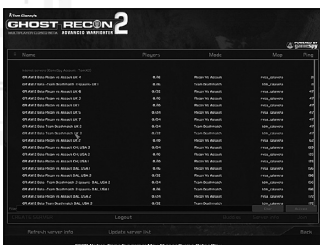
Screenshots have been taken during development
and might not reflect final content.

You can also use the new buddy list features to find your online friends faster.
Just add them in your list to be able to track them in your future gaming sessions.

5.3 Creating a game

You may want to create a server and a game, by clicking the 'Create Server' button. In the server configuration screen, select the game mode and define the settings you want to use.
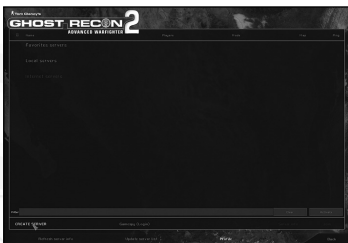
Screenshots have been taken during development and might not reflect final content.

You may want to save your favourite settings for later use, using the interface on the top right-hand corner.

Once all your favourite settings are determined, click the 'Create' button.

5.4 Recon versus Assault mode

RvsA is a new mode created to let players enjoy the essence of Ghost Recon in multiplayer games, featuring a team of Ghosts (Recon) and a team of rebels (Assault).

The Ghost team must destroy 3 Anti-air vehicles (ADAT) defended by the rebel team in order to win the game. Rebels win if they succeed in killing all the Ghosts.

Screenshots have been taken during development and might not reflect final content.

Ghost team:

They can only respawn when an ADAT is destroyed. Once dead, the player can only assist his team by tagging rebels through their helmet camera.

Tagging allows Ghost players to display the position of enemies they spot to their allies (roughly aim the target to tag). Ghosts are all using silencers and must use stealth to reach their goal without dying. They have a specific class, the Scout, that is specialized in tagging, using a heartbeat detector than can tag through walls.

0101101010101010000
1010001010111111000

Rebel team:
They have a great firepower and can respawn. They must search and destroy the Ghosts while protecting the anti-air vehicles. They have a special class, the Scrambler, which is able to detect and clean the tags.

Veterancy:
All players gain veterancy points to unlock more powerful gear.

Weapons can be changed, upgraded or refilled using MULE drones (for the Ghost team) and ammo trucks (for the Rebel team).

Assisting your team mates is rewarded by additional veterancy pojnts: play as a team to ensure victory!

Mission time:
Ghosts have a limited time to destroy each ADAT. Every destroyed ADAT extends the mission time. Players will switch side after every mission. Don't disconnect yourself or you'll lose your veterancy.

5.5 Campaign Co-operative mode
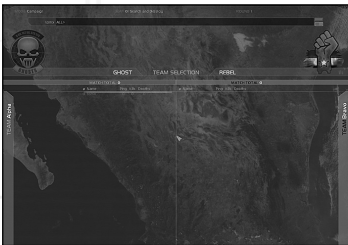
When a co-operative mode game is created, the server player will embody Mitchell and be team leader. Players can join during the briefing phase of the mission, or be replaced by A.I. Ghosts, that will follow the server player.

Co-operative mode is played on single-player campaign mission maps, and allows you to relive the single player experience along with your friends.

Screenshots have been taken during development and might not reflect final content.

Beware, if the server player dies, the game can go on only if it does not disconnect. You can set up your server to allow respawn so the server player may come back to play if he gets killed.

5.6 OGR co-operative

This co-operative mode allows you to play specific mission with a simplified version of the game, as a tribute to the Original Ghost Recon game. You won't have the benefit of advanced technology like the Cross-Com system and the supports. Players can respawn until they accomplish the mission's objectives and extract.

5.7 Classic modes

Deathmatch: classical everyone for himself battle.
Team deathmatch: classical opposing teams battle.
Hamburger Hill: each team must try to hold a central zone of the map.
Holding the hill grants your team points when no enemy is inside.

5.8 – Ladders

You can join GRAW 2 online competitions (ladders) on www.gamespy.com
thanks to Arena.
Officials ladders support Recon versus Assault and Team Deathmatch games
for individual players, and one clan-based RvsA ladder lets you play with your
team against others.
Arena also allows you to create your own ladder and join other players' ladders.
Gamespy registration can be done quickly directly from the MP lobby of your
game. Get connected and play !

5.9 Setting up a dedicated server

A dedicated server runs on a computer that is independent from the players,
which provides more stability and 24/7 activity. You can set up a dedicated
server on a computer (even one that doesn't fill minimum specs), and host clan
games for you and your friends! First, set up your server configuration and
maps, just like if you were about to create a LAN server, then use the save
server settings button. Now exit the game and launch the dedicated server
executable: your server is up !

Tom Clancy's Ghost Recon Advanced Warfighter® 2 includes a TeamSpeak two weeks trial offer with Speakeasy.
TeamSpeak software enables gamers to Voice-Chat (up to 5 gamers per round included in the free offer).
TeamSpeak software is not required to run Tom Clancy's Ghost Recon Advanced Warfighter® 2.

Teamspeak's speakeasy service trial offer only lasts for 14 days from installation.
After this limit, please contact Gamesdaemons directly for further information on their product:

GameDaemons
877.323.6667 (US)
1.214.981.1943 (International)
billing@gamedaemons.net <mailto:billing@gamedaemons.net>

0101101010101010000
1010001010111111000

TECHNICAL SUPPORT

To serve you better, Ubisoft is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to http://www.ubi.com/uk and visit the Ubisoft Frequently Asked Questions first!

By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us a web-mail, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, our support representatives can assist you from 8:00am until 11:00pm, Monday – Friday (excluding Bank Holidays) on Telephone: 0905 – 482 - 0109 Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

Australian technical support

Technical Support Info Hotline

1902 262 102

(calls are charged at $2.48 per minute including GST. Higher from public and mobile phones).

WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Address for returns:

Ubisoft, Chertsey Gate East, London Street, Chertsey, Surrey, United Kingdom, KT16 8AP

Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.

This game incorporates technology of Massive Incorporated ("Massive") that enables certain in-game objects (eg advertising) to be temporarily uploaded to your pc and replaced in-game while connected online. As part of that process, no personally identifiable information about you is collected and only select non-personally identifiable information is temporarily logged. No logged information is used to determine any personally identifiable information about you.
For full details see http://www.massiveincorporated.com/privacy.htm.
© 2007 Massive Incorporated. All rights reserved."

BINK
VIDEO

USES BINK VIDEO. COPYRIGHT
© 1997-2007 BY RAD GAME TOOLS, INC.

POWERED BY
gamespy®

THIS PRODUCT CONTAINS SOFTWARE TECHNOLOGY LICENSED
FROM GAMESPY INDUSTRIES, INC. © 1999-2007 GAMESPY
INDUSTRIES, INC. GAMESPY AND THE "POWERED BY GAMESPY"
DESIGN ARE TRADEMARKS OF GAMESPY INDUSTRIES, INC. ALL
RIGHTS RESERVED.

01011010101010000
10100010101111000

NOTES:

....

....

....

....

....

....

....

....

....

....

....

....

....

....

....