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1 GETTING STARTED

1.1 Minimum specifications

To play the game, your computer should meet the following criteria:

Computer: Pentium IV of 2Ghz or the equivalent (2.8Ghz recommended)
Memory: 1024 MB of RAM
Operating System: Windows 2000/XP
DirectX: DirectX9.0c
Video Card: Shader 2.0 card with 128 MB of VRAM (256MB recommended)
Sound card: DirectX9 compatible sound card
Internet: Broadband / LAN connection

1.2 Installation

Insert the game disk (CD1 or DVD) in your CD-ROM or DVD-ROM drive, the autorun menu should appear. Click the "Install" button of the autorun button and follow the instructions for installation.

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:



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

Multiplayer: access game's multiplayer features.

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

Quit: leaves the game and returns to windows.

Profile: you will find this button on all menu pages, it allows you to change your current profile.

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2.1 Profile

A profile is 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 a profile with specific control settings adapted to multiplayer games, and another profile more adapted to the single-player campaign.



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

2.2 Campaign

The single-player campaign is played as a series of missions taking place in and around Mexico City. You need to successfully complete a mission in order to play the next one. The campaign screen gives you the following options:



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

New Campaign: restart a new campaign from the beginning

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

Load Game: load a saved game at one of the mission checkpoints. The game is automatically saved at specific locations.

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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.



2.3.1 Game

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

You can change the game's difficulty level from here.

2.3.2 Controls

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

Moving: reconfigure the controls you use to move your character

Combat: switch 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 default keys W and S, sidestep using the default controls A and D.

Your basic motion is cautious and adapted to paying attention to threats, but you can also dash by holding the run key (Shift + default Z). If you run for too long, you will eventually run out of stamina and be out of breath (this is represented by the curve shown in your player status). To regain stamina, you only need to stand still, but it takes much longer to stabilise your weapon.

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 to a crouching to a prone position. You can also use the "Go to prone" action directly (Default Ctrl) if you want to go down immediately.

3.1.3 Peeking

When hidden behind a building corner, you can have a peek left and right (Default Q and E) and shoot from that position. 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 more quickly while running. Pressing the "Stance down" key while running will make you perform a backslide. Pressing the "default Left Ctrl" key while running will make you perform a dive.

3.1.5 Insertion into the battle zone

Each mission starts with an insertion phase performed with an APC (light armour vehicle) or Black Hawk (transport helicopter).

When the insertion is performed by a Black Hawk, you become operational as soon as the Black Hawk arrives over the landing zone. You can open the doors of the Black Hawk with the Use action (Default X) and clear the ground of enemies or ask your team-mates to move to the floor. Once you are ready to get down, use the fast rope Use action (Default X) to descend to the ground.

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 action (Default Left mouse button) to fire your weapon.

Most weapons allow you a zoom or scope view, which you activate/deactivate with the Mini-zoom action (Default Right mouse button).

3.2.2 Weapon selection

Your outfit contains several weapons: a primary weapon, a secondary sidearm, and a backpack for heavy equipment. Use the Weapon list action (Default F) to open the weapon selection menu and select another weapon by rotating the mouse wheel.

Modifications for some weapons, such as the grenade launcher, will appear as a specific slot in the list.

3.2.3 Dispersion

Dispersion determines the amount of precision with which you shoot. The four dots around your cross-hair show your current accuracy. Running, moving your mouse abruptly, or getting out of breath worsen the dispersion, while standing still or moving slowly will reduce it.

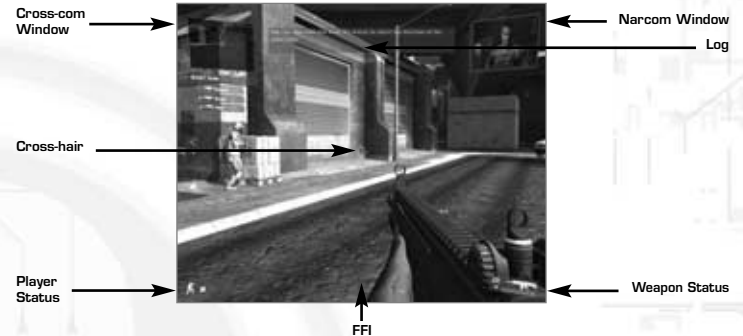
3.2.4 Ammunition control: fire mode & reloading

Your arsenal is limited and you will have to keep an eye on your ammunition. Use the Firemode action (Default X) to change your rate of fire and have better control of your weapon.

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.



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, current stance, and stress level.

3.3.4 Field of fire indicator

This interface works both as a compass and as a threat indicator. The red 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).

3.4 Cross-com

This last interface of your HUD is probably the most important, since it gives you control over and feedback from 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, apaches, etc.

Simply roll the mouse wheel to scroll up and down through 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 Fullscreen action (Default G), and then pressing it again to return to your own view.

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 (Default Middle mouse button). A menu appears with the following actions. Use the same control to confirm the order you have selected.

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: ask a unit to survey an area or protect it with covering fire. The unit remains locked until another order is given.

Stop: stop the current order and return to default mode

Cancel: close the menu without assigning an order

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 you can't tell a Black Hawk exactly where to move.

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.

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.

3.5 Tactical map



Use the Tactical map action (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 in the upper left-hand corner of the screen.

3.5.1 Orders

Left-click on the list to select a unit, then left-click one of the commands at the bottom of the screen (move, attack, cover) 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.

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. Once you press "Execute", the unit carries out the orders one at a time.

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.

The cover order works slightly differently in the tactical map: if you press and hold the left mouse button while issuing the order within the tactical map, you can move the mouse to specify the exact direction for the cover.

3.5.3 Waypoint

If you have difficulties finding your bearings in the 3D world, 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 second mission, you can select equipment for your team-mates and yourself.

4.1.1 Weapons

The weapon list shows you all weapons with which you can equip yourself and displays your general stats in the lower left-hand corner. Select a weapon and click the "Equip" button to carry it. The weapon appears in the 3D view on the right.

Underneath the 3D view of the weapon, three tabs give you a recap of your total payload: primary weapon, secondary weapon, and backpack. Click on one of the tabs to select the weapon for the secondary and backpack categories.

4.1.2 Mods

Click a weapon to open a list of possible modifications you can make to that particular weapon. In the lower left-hand corner, the impact of that modification is displayed. Click the mod and "Equip" to select the modification and have it appear in the 3D view.

You can also click an already equipped mod in the weapon list and click the "Remove" button to un-equip it.

4.1.3 Overload

Overload determines whether or not you can equip yourself with a new weapon. You cannot continue to equip yourself once you have reached the maximum amount on the weight gauge. You must, therefore, make choices.

Even before this gauge shows the maximum weight, you will begin feeling the effects of a heavy burden, with a faster loss of stamina while running.

4.1.4 Team-mates

You can select your team-mates' equipment by clicking on their names at the bottom of the screen.

4.2 Objectives

Your mission objectives are displayed in the tactical map, showing achieved and in-progress tasks. You can click an objective to have a more detailed explanation.

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).

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.

5 MULTIPLAYER

The multiplayer menu features 2 main modes which can be played either on LAN or on the Internet through Gamespy. Click the "Multiplayer" button in the main menu to access multiplayer features.

5.1 Joining a game



The first screen you see is the server browsing interface, which lists servers on the local area network. Pick a server and click the "Join" button to enter it.

5.2 Creating a game

You may want to create a server and a game, by clicking the "Create Server" button. On the server configuration screen, select the game mode and define the settings you want to use.



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.

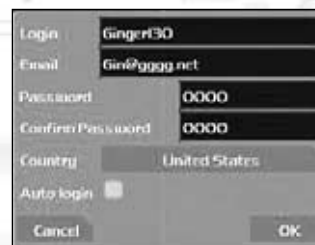
5.3 Playing on Gamespy

To play over the Internet with Gamespy, click the "Internet" tab of the server browsing page. If you did not select auto login on a previously created account, a login window asks you to enter your Gamespy account.



You can also change the current gamespy account at any time by clicking on your "Online account" at the bottom of the screen (next to your profile).

5.3.1 Creating Login



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".

5.4 Domination mode

Domination is a "join-in anytime" multiplayer mode which challenges two teams to dominate zones on a battlefield.

Each team starts on one side of the map in the first zone it controls. Zones are connected by supply lines, and are captured by occupying the zone for a period of time. When both teams are present within a zone, the ownership of the zone is challenged and ends with capture as soon as one of the teams becomes larger than the other team.

When a player is located in a zone which touches his home zone, (perhaps with an ally occupying the zones in between), he is in the supply chain, and can afford to select new equipment.

Victory is achieved by the team which controls the most zones when the timer runs out, or when a team controls all the zones except the enemy home zone.

5.5 Co-operative mode



When a co-operative mode game is created, players join in a specific lobby to meet and chat while the main player selects a mission to play.

Co-operative mode is played on single-player campaign mission maps, the host player acting as the team leader with the full power of the HUD and Cross-com, while the other players act as team-mates with standard interfaces.

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