

**7.62: HIGH CALIBRE
USER'S GUIDE**

01

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1. INTRODUCTION



7.62: HIGH CALIBRE IS A TACTICAL RPG AND THE SEQUEL TO BRIGADE E5: NEW JAGGED UNION. IN 7.62: HIGH CALIBRE YOU WILL ONCE AGAIN BECOME A MERCENARY IN THE MIDDLE OF A CIVIL WAR SOMEWHERE IN THE AMERICAS.

YOUR ACTIONS WILL PLAY A KEY ROLE IN THE CONFLICT BETWEEN THE MILITARY DICTATORSHIP AND ARMED REVOLUTIONARIES. BOTH FACTIONS ARE PAYING GOOD MONEY TO EXPERIENCED FIGHTERS CAPABLE OF TIPPING THE SCALE IN THEIR FAVOUR. SOLDIERS OF FORTUNE ARE ARRIVING FROM ALL OVER THE WORLD HOPING TO GET IN ON THE ACTION. YOU'RE ONE OF THEM. YOU CAN SET UP YOUR OWN MERCENARY UNIT, OFFER YOUR SERVICES TO THE HIGHEST BIDDER AND PLAY YOUR PART IN DETERMINING THE FUTURE OF THE LITTLE STATE OF ALGUEIRA, EITHER BY DEFENDING THE CURRENT GOVERNMENT OR BY SIDING WITH THE REBELS. YOU CAN EVEN CHOOSE TO FIGHT BOTH SIDES, TRYING TO TAKE CONTROL OF THE ENTIRE COUNTRY FOR YOURSELF. JUST LIKE BRIGADE E5, 7.62: HIGH CALIBRE CONTAINS REALISTIC TACTICAL SIMULATION, ECONOMIC AND STRATEGIC PLANNING AND RPG ELEMENTS.

2. WELCOME TO ALGUEIRA!

IPPOLOT BASHIROV, A RUSSIAN BUSINESSMAN, DEFRAUDED HIS PARTNERS OUT OF A LARGE SUM OF MONEY AND FLED ABROAD. HIS WELL-CONNECTED EX-PARTNERS WERE ABLE TO PULL SOME STRINGS AND HAD THE MONEY RETURNED TO THEIR ACCOUNT BEFORE BASHIROV COULD MAKE A WITHDRAWAL. HOWEVER BASHIROV'S PARTNERS ARE STILL DETERMINED TO FIND HIM AND MAKE AN EXAMPLE OF HIM.



LOOKING FOR A PLACE TO HIDE, BASHIROV WENT TO A SMALL SOUTH-AMERICAN STATE CALLED ALGUEIRA. ONE ALEXEY REZVI, HEAD OF SECURITY FOR A RUSSIAN BANK INVOLVED IN BASHIROV'S ATTEMPTED FRAUD, FOLLOWED HIM THERE. SEEKING LOCAL AID, REZVI ENLISTED THE HELP OF A LOCAL MERCENARY, VETERAN OF A CIVIL WAR IN NEIGHBOURING PALINERO. YOU ARE THAT MERCENARY.

ALGUEIRA IS PALINERO'S NORTHERN NEIGHBOUR. A FEW DECADES AGO THE TWO COUNTRIES FORMED A SINGLE STATE BUT, AFTER ONE OF SEVERAL MILITARY COUPS, PALINERO SECEDED AND THE REGION HAS BEEN RAVAGED BY CONFLICT EVER SINCE. THE SHAKY KINGDOM OF PALINERO AND THE REPUBLIC OF ALGUEIRA HAVE NEVER BEEN COMPLETELY AT PEACE WITH ONE ANOTHER OR WITH THEMSELVES. BOTH COUNTRIES HAVE BEEN CONSTANTLY ROCKED BY INSURGENCIES AND MILITARY COUPS WHILE INTERNATIONAL INTERESTS HAVE PILLAGED BOTH STATES' NATURAL RESOURCES. ALGUEIRA AND PALINERO BOTH HAVE TERRITORIAL CLAIMS ON EACH OTHER AND, WHILE BORDER CLASHES ARE A REGULAR OCCURRENCE, NEITHER SIDE HAS BEEN ABLE TO MAKE ANY SIGNIFICANT GAINS.

THE SITUATION HAS CHANGED DRASTICALLY IN RECENT YEARS. FERNANDO TORMENS CAME TO POWER IN PALINERO AFTER STAGING A BLOODY COUP AND MASSACRING THE OPPOSITION. HIS ROAD TO DICTATORSHIP WAS COVERED IN THE PREVIOUS GAME, BRIGADE E5. THE SITUATION IN ALGUEIRA IS SIMILAR. GENERAL ALVARO SOSA, WHO ALSO CAME TO POWER AFTER A STATE COUP, CONTROLS MOST OF THE COUNTRY. THE OPPOSITION IS SCATTERED. THE FEW SURVIVING INSURGENTS ARE RESORTING TO HIT-AND-RUN TACTICS. THE STRONGEST RESISTANCE UNIT IS LED BY TANYA TORMENS, THE DAUGHTER OF PALINERO'S DICTATOR. SHE FLED HER HOMETLAND AFTER A CONFLICT WITH HER FATHER. HER GUERRILLAS CALL THEMSELVES THE UNFORGIVING.

WHILE LOOKING FOR BASHIROV YOU WILL OFTEN BE INVOLVED IN THE CONFLICT BETWEEN THE GOVERNMENT AND THE INSURGENTS. YOU WILL FORM A MERCENARY OUTFIT, TRAVEL ACROSS THE LAND, FIGHT BANDITS AND OTHER ENEMIES AND COMPLETE VARIOUS MISSIONS FOR YOUR SIDE'S CAUSE. YOU WILL BE ABLE TO CHOOSE ANY SIDE. IF YOU WANT TO, YOU WILL EVEN BE ABLE TO WORK FOR BOTH SIDES, PLAYING THEM AGAINST EACH OTHER FOR AS LONG AS YOU CAN. BUT KEEP YOUR EYES ON THE PRIZE - CAPTURING BASHIROV WILL NET YOU ONE MILLION ELDO (LOCAL CURRENCY, AT THE CURRENT EXCHANGE RATE OF 1:1 WITH THE US DOLLAR). CAPTURING BASHIROV IS JUST A MEANS TO AN END THOUGH. EVEN IF YOU MANAGE TO FIND HIM AND CLAIM YOUR REWARD, THE CONFLICT IN ALGUEIRA WILL GO ON, WITH OR WITHOUT YOU.

3. INSTALLATION AND SUPPORT

3.1 SYSTEM REQUIREMENTS

MINIMUM REQUIREMENTS

OS: WINDOWS 2000/XP
CPU: 2 GHZ
512 MB RAM
DIRECTX 9.0
3D-PROCESSOR, NVIDIA GEFORCE 5200 OR ATI RADEON 9600
DIRECTX-COMPATIBLE SOUND CARD
DVD-ROM
MOUSE
4.5 GB AVAILABLE IN THE HARD DRIVE

RECOMMENDED REQUIREMENTS

OS: WINDOWS XP
CPU: 2.6 GHZ
1 GB RAM
3D-PROCESSOR, NVIDIA GEFORCE 6600 OR ATI RADEON X800
DIRECTX 9.0
DIRECTX-COMPATIBLE SOUND CARD
DVD-ROM
MOUSE
4.5 GB AVAILABLE IN THE HARD DRIVE

3.2 INSTALLATION

INSERT THE GAME DVD INTO YOUR DVD-ROM DRIVE. THE AUTORUN MENU WILL OPEN. NOTE! SOME PCS MAY HAVE THE AUTO INSERT DISK NOTIFICATION TURNED OFF. IN THIS CASE, PROCEED TO THE GAME'S ROOT DIRECTORY AND LAUNCH AUTORUN.EXE. THE FOLLOWING MENU OPTIONS ARE AVAILABLE IN THE AUTORUN MENU:

- INSTALL - INSTALL THE GAME
- MANUAL - OPEN THE ELECTRONIC GAME MANUAL
- EXIT - CLOSE THE AUTORUN MENU
- THE AUTORUN MENU ALSO HAS SHORTCUTS TO THE GAME'S OFFICIAL WEBSITE AND THE GAME PUBLISHER'S WEBSITE.

CHOOSE THE INSTALL OPTION TO RUN THE GAME'S INSTALLATION WIZARD, THEN FOLLOW THE ON-SCREEN INSTRUCTIONS. THE INSTALLATION WIZARD WILL ASK YOU TO CHOOSE AN INSTALLATION DIRECTORY. THE DEFAULT DIRECTORY IS C:\PROGRAM FILES\1C COMPANY\7.62 HIGH CALIBRE.

AFTER THE GAME IS SUCCESSFULLY INSTALLED ON YOUR PC, YOU WILL FIND A \1C COMPANY\7.62 HIGH CALIBRE PROGRAM GROUP IN THE START MENU. THERE YOU WILL FIND A SHORTCUTS TO START THE GAME, ACCESS THE GAME SETTINGS, UNINSTALL THE GAME, ACCESS THE ELECTRONIC GAME MANUAL, AND SHORTCUTS TO THE GAME'S OFFICIAL WEBSITE AND THE PUBLISHER'S SITE.

3.3 GAME SUPPORT

BEFORE CONTACTING OUR TECHNICAL SUPPORT TEAM, PLEASE PREPARE A DETAILED SPECIFICATION OF YOUR COMPUTER HARDWARE, AS WELL AS AN EXACT DESCRIPTION OF THE PROBLEM. IT WILL HELP US TO PROVIDE YOU WITH SUPPORT IN A FAST, EFFICIENT WAY.

INFORMATION REQUIRED: COMPUTER MODEL (CPU, DVD-ROM, RAM, VIDEO/SOUND CARD, DIRECTX VERSION, WINDOWS VERSION).

TO FIND THIS INFORMATION, PLEASE SELECT "RUN" IN YOUR WINDOWS START MENU, TYPE "DXDIAG" IN THE COMMAND LINE, THEN PRESS THE ENTER KEY. THE DIRECTX DIAGNOSTICS PROGRAM WILL START. THIS WILL SHOW YOU ALL OF THE RELEVANT DRIVER FILES INSTALLED ON YOUR SYSTEM. IN ORDER TO RECEIVE A TEXT FILE OF THIS INFORMATION, CLICK THE "SAVE ALL INFORMATION" BUTTON. YOU CAN THEN SAVE A TEXT FILE WITH ALL THE REQUIRED INFORMATION TO YOUR HARD DRIVE.

YOU WILL THEN BE ABLE TO SEND THIS INFORMATION TO US VIA E-MAIL: SUPPORT@1CPUBLISHING.EU

PLEASE USE THE EMAIL ADDRESS PROVIDED. SUPPORT ENQUIRIES TO THE COMPANY ADDRESS OR PHONE NUMBER(S) CANNOT BE ANSWERED BY OUR STAFF.

IF YOU ENCOUNTER ISSUES WITH THE GAME, YOU CAN ALSO TRY THE FOLLOWING:

- WHILE RUNNING THE GAME, OPEN THE CONSOLE WITH THE `~` KEY, AND ENTER THE FOLLOWING COMMAND: `ENLARGEFPS`;
- TURN OFF VISUAL SFX IN THE GRAPHICS SETTINGS IN THE STAND-ALONE GAME SETUP, OR WITHIN THE GAME ITSELF;
- SELECT A LOWER SCREEN RESOLUTION;
- INCREASE YOUR SWAP FILE TO 1 - 1.5 GB;
- UPDATE YOUR VIDEO CARD DRIVERS;
- DEFRAGMENT YOUR HARD DRIVE.

IF RUNNING A GAME CAUSES AN ABNORMAL PROGRAM TERMINATION, YOU CAN SEND US THE DESCRIPTION OF THE PROBLEM AS WELL AS THE LATEST GAME SAVE FILE FROM WHICH THE ERROR CAN BE RECREATED. IF POSSIBLE, YOU SHOULD ALSO PROVIDE A DETAILED DESCRIPTION OF WHAT HAPPENED BEFORE THE ERROR OCCURRED. THIS WILL GREATLY REDUCE THE AMOUNT OF TIME NEEDED TO INVESTIGATE AND ADDRESS THE ISSUE.

4. BASIC TRAINING

4.1 QUICK START

IF YOU WANT TO GET STARTED QUICKLY WITHOUT HAVING TO READ THIS ENTIRE FINE MANUAL, PLEASE READ THROUGH THIS SECTION TO GET A BASIC UNDERSTANDING OF THE GAME MECHANICS.

AFTER YOU START THE GAME, A FEW INTRO MOVIES WILL PLAY. YOU CAN SKIP THEM BY PRESSING THE ESC KEY. AFTER THE MOVIES, THE MAIN GAME MENU WILL OPEN. SELECT THE NEW GAME OPTION BY CLICKING IT WITH YOUR MOUSE.

YOU WILL THEN SEE THE MAIN CHARACTER SELECTION SCREEN. YOUR IN-GAME PERSONA IN ALGUEIRA CAN BE ANY OF THE EIGHT MERCENARIES OF VARIOUS NATIONALITIES AND BOTH GENDERS. EACH MERCENARY HAS A UNIQUE SET OF CHARACTERISTICS, LISTED TO THE LEFT OF THE SELECTION SCREEN, AS WELL AS A SET OF SKILLS, LISTED ON THE RIGHT-HAND SIDE. YOU CAN FURTHER MODIFY THESE SKILLS ACCORDING TO PERSONAL PREFERENCE, USING 50 FREE BONUS POINTS. YOU CAN SWITCH BETWEEN POTENTIAL CHARACTERS BY SCROLLING THE MOUSE WHEEL OR USING THE ARROW BUTTONS ON THE SIDES OF THE SELECTED CHARACTER'S NAME.



AFTER YOU'VE SELECTED AND FINE-TUNED YOUR ALTER EGO, PRESS THE BEGIN GAME BUTTON. A FEW SECONDS LATER YOU WILL FIND YOURSELF NEAR A HOTEL IN PUERTO VIEJO, ONE OF THE MOST POPULAR TOURIST RESORTS ON ALGUEIRA'S EAST COAST. THIS IS WHERE YOU'RE SET TO MEET ALEXEY REZVI.

REZVI WILL QUICKLY GET YOU UP TO SPEED ON YOUR ASSIGNMENT. YOU CAN ASK HIM ADDITIONAL QUESTIONS VIA A SET OF DIALOGUE OPTIONS WHICH APPEAR IN THE LOWER SECTION OF THE SCREEN. YOU CAN SCROLL THROUGH THE PREVIOUS DIALOGUE WITH THE MOUSE WHEEL, OR BY USING THE SCROLL BAR ON THE RIGHT SIDE OF THE SCREEN. AFTER ENDING THE CONVERSATION, YOU WILL ENTER THE MAIN GAME SCREEN.

YOU ARE NOW IN THE RESORT TOWN OF PUERTO VIEJO, FULL OF LOCALS AND TOURISTS. IN ADDITION TO ALL THE COPS AND THE REGULAR PEOPLE, THERE ARE ALSO MORE INTERESTING INDIVIDUALS THAT CAN OFFER SOMETHING OF VALUE TO YOUR CHARACTER. FOR EXAMPLE, THERE'S THE MAYOR WHO OCCASIONALLY HAS JOBS FOR SOLDIERS OF FORTUNE; THERE ARE DEALERS IN WEAPONS AND EQUIPMENT, SOME OF THEM LEGAL AND SOME NOT; THERE'S A BARTENDER WHO KEEPS UP TO DATE ON ALL THE LATEST RUMOURS; AND THERE ARE ALSO OTHER GUNS FOR HIRE JUST LIKE YOURSELF WHO CAN JOIN YOU FOR A SMALL FEE.

PRESS THE SPACE-BAR TO UNPAUSE THE GAME. ALEXEY REZVI WILL LEAVE THE AREA, AND YOU WILL BE LET LOOSE ON THE GAME WORLD.

§ 4.2 CONTROLLING THE GAME

MOST OF THE IN-GAME ACTIONS ARE PERFORMED WITH THE MOUSE, BUT MOST CAN ALSO BE PERFORMED USING THE KEYBOARD HOTKEYS. THE MOUSE CURSOR WILL CHANGE ACCORDING TO SITUATION; WHEN THERE ARE SEVERAL ACTIONS POSSIBLE, YOU CAN CYCLE THROUGH THEM BY CLICKING THE RIGHT MOUSE BUTTON. BY DEFAULT, THE CURSOR IS SET TO THE MOVE ACTION, WITH A LEFT CLICK SENDING YOUR CHARACTER TO WALK TO THE AREA UNDER THE CURSOR. A TOOL TIP NEXT TO THE CURSOR SHOWS THE AMOUNT OF TIME NEEDED TO PERFORM THE SELECTED ACTION. CLICK ON ANY ACCESSIBLE AREA OF THE SCREEN TO GO THERE.

IN ORDER TO MOVE THE CAMERA, MOVE THE MOUSE CURSOR TO THE EDGE OF YOUR SCREEN. YOU CAN ALSO USE THE ARROW KEYS ON YOUR KEYBOARD. TO MOVE THE CAMERA VERTICALLY, USE THE HOME AND END KEYS. TO ROTATE THE CAMERA, PRESS THE RIGHT MOUSE BUTTON, AND MOVE THE MOUSE IN ANY DIRECTION WHILE HOLDING DOWN THE RIGHT MOUSE BUTTON.



THE BROWN BUILDING WEST OF THE HOTEL IS A BAR. GO TO THE DOOR AND OPEN IT BY CLICKING ON IT. IF YOU WISH, YOU CAN ALSO LOOK INSIDE THE BUILDING BY MOVING THE CAMERA THERE. IF YOU CLICK ON THE FLOOR INSIDE, YOUR CHARACTER WILL MOVE INTO THE BAR AFTER OPENING THE DOOR. TO TALK TO SOMEONE IN THE BAR, CLICK ON THEM. WATCH OUT FOR A LONELY, UNEMPLOYED MERCENARY WHO MAY BE EAGER TO JOIN YOUR OUTFIT. WHEN SOMEBODY JOINS YOUR UNIT, THEIR PORTRAIT WILL APPEAR ON THE LEFT-HAND SIDE OF THE SCREEN, NEXT TO YOUR OWN PORTRAIT. TO SWITCH BETWEEN DIFFERENT MEMBERS OF THE UNIT, CLICK THEIR PORTRAITS TO SELECT THEM, OR JUST CLICK THEM IN THE MAIN GAME WORLD – THE CURSOR WILL THEN CHANGE INTO A GREEN CROSSHAIRS.

NOW IS A GOOD TIME TO GET YOURSELF AND YOUR NEW FRIEND EQUIPPED. THERE ARE TWO MERCHANTS IN PUERTO VIEJO WHO OFFER ALL SORTS OF SPECIALISED EQUIPMENT AND WHO WILL BE HAPPY TO TAKE ANYTHING YOU DON'T NEED OFF YOUR HANDS. ONE OF THE TWO MERCHANTS IS THE OWNER OF A LEGITIMATE SPORTING GOODS STORE; THE OTHER IS A SMUGGLER, SUPPLYING THE BLACK MARKET WITH THE LATEST GOODS THAT CANNOT ALWAYS BE FOUND IN A LEGITIMATE ESTABLISHMENT. IF YOU TALK TO EITHER OF THEM, YOU CAN ENTER THE TRADE SCREEN. PLEASE REFER TO THE DEDICATED SECTION FOR INFORMATION ON TRADING.

FOR NOW, LET'S REVIEW THE LOWER PART OF THE GAME INTERFACE. THE LEFT SIDE OF THE LOWER INTERFACE PANEL HAS INFORMATION ON THE SELECTED MERCENARY, DISPLAYING THEIR VISIBILITY INDICATOR, THEIR HEALTH AND ENERGY, THE ADRENALINE SPIKE WAVE, CRITICAL WOUND INDICATORS AND A LIST OF VARIOUS COMBAT SKILLS.

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TO THE RIGHT OF THAT IS A SET OF ICONS USED TO SELECT ATTACK MODES. SINCE YOUR CHARACTER'S HANDS ARE MOST LIKELY EMPTY, THE SECTION PROBABLY ONLY HAS A HIT ICON AT THIS TIME. IF YOU ARE HOLDING A WEAPON, THE SECTION WILL DISPLAY TWO COLUMNS OF ICONS ALLOWING YOU TO SWITCH BETWEEN SEMI- AND FULL-AUTO MODES OF FIRE, SHOOTING FROM THE HIP OR TAKING THE TIME TO AIM, HOLDING THE WEAPON AT THE READY AND AIMING AT A SPECIFIC POINT.

THE NEXT INTERFACE SECTION CONTAINS INVENTORY ELEMENTS FOR THE SELECTED CHARACTER. THIS SHOWS THE ITEM CURRENTLY HELD IN HIS / HER HAND, AS WELL AS THE CONTENTS OF THEIR POCKETS. NOW IS A GOOD TIME TO ARM YOURSELF. CLICK THE MAKAROV PISTOL IN THE MAIN CHARACTER'S POCKETS, AND DRAG IT INTO THE HAND SLOT. BELOW YOU CAN SEE THE SECTIONS FOR THE CHARACTER'S TACTICAL BELT AND / OR VEST, BUT SINCE YOU ARE NOT WEARING EITHER, THE SPACE IS CURRENTLY INACCESSIBLE. THE SECTION ALSO CONTAINS BUTTONS FOR TAKING A LOOK AT THE WORLD THROUGH THE CHARACTER'S EYES, OPENING THE AIMING WINDOW, AND DISPLAYING THE CHARACTER'S CURRENT FIELD OF VIEW AND THE AREA THAT THE CHARACTER CAN EFFECTIVELY FIRE AT FROM THEIR CURRENT POSITION.



TO THE RIGHT YOU WILL SEE A SET OF ICONS RESPONSIBLE FOR THE CHARACTER'S STANCE. THERE ARE SIX IN TOTAL, RANGING FROM CRAWLING TO RUNNING. EACH STANCE IS DIFFERENT AND UNIQUELY AFFECTS THE CHARACTER'S MOVEMENT SPEED, ENERGY CONSUMED AND VISIBILITY TO ENEMIES. YOU CAN ALSO SWITCH BETWEEN STANCES USING THE PAGE UP AND PAGE DOWN KEYS ON YOUR KEYBOARD.

THE RIGHT INTERFACE DISPLAYS AN INFORMATION WINDOW. THIS SHOWS THE MINI-MAP, DISPLAYING A BIRD'S EYE VIEW OF THE CURRENT LOCATION. AN ARROW BUTTON IN THE UPPER RIGHT-HAND CORNER OF THE MAP ALLOWS YOU TO MAXIMISE THE MINI-MAP AND THE WINDOW WITH THE TWO ARROWS IN THE UPPER LEFT-HAND CORNER TOGGLES THE WINDOW BETWEEN THE MINI-MAP AND THE TEXT MESSAGE LOG MODE.

FINALLY, IN THE BOTTOM RIGHT-HAND CORNER OF THE SCREEN YOU WILL FIND THE SYSTEM BUTTONS. FROM HERE, YOU CAN OPEN THE MAIN MENU, THE CHARACTER'S INVENTORY OR THE STRATEGIC MAP. YOU CAN ALSO REVIEW THE LATEST LOCAL RADIO BROADCASTS, PAUSE THE GAME AND REVIEW YOUR CHARACTER'S JOURNAL.

NOW IT'S TIME TO DO SOMETHING USEFUL. FOR EXAMPLE, REZVI RECOMMENDED GOING TO THE INTERIOR MINISTRY IN ARTRIGO. THE MAYOR OF PUERTO VIEJO JUST MIGHT HAVE A JOB FOR YOUR CHARACTER. TALK TO THE MAYOR, AND THEN HEAD OUT INTO THE WORLD AT LARGE, TO THE STRATEGIC MAP BY PRESSING M ON YOUR KEYBOARD OR CLICKING THE GLOBE ICON.

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4.3 USING THE STRATEGIC MAP

THE STRATEGIC MAP SHOWS A BIRD'S EYE VIEW OF THE COUNTRY OF ALGUEIRA. AS REZVI MENTIONED, MOST OF THE COUNTRY IS CLOSED TO SIMPLE TOURISTS LIKE YOURSELF. THE PART OF ALGUEIRA YOU CAN CURRENTLY ACCESS HAS FIVE SETTLEMENTS: THE RESORT TOWN OF PUERTO VIEJO, THE GOVERNMENT CITY OF ARTRIGO, SAGRADA (THE NATION'S CAPITAL) AND THE SMALL TOWNS OF CAMPECINO AND SANTA MARIA.

BY CLICKING AND HOLDING THE LEFT MOUSE BUTTON, SCROLL THE MAP TO THE NORTH-WEST. YOU WILL SEE ARTRIGO, THE CITY WHERE YOU CAN MEET INTERIOR MINISTRY OFFICIALS AND REQUEST A PASS INTO THE RESTRICTED ZONE. CLICK THE GREEN SQUARE THAT SYMBOLISES ARTRIGO ON THE STRATEGIC MAP. YOUR ROUTE WILL BE AUTOMATICALLY CALCULATED. PRESS THE SPACE-BAR TO UNPAUSE THE GAME AND YOUR UNIT WILL PROCEED TO THEIR DESTINATION.

TO ACCELERATE THE IN-GAME TIME AND GET THE TRIP OVER WITH SOONER, USE THE HORIZONTAL TIME SCALE UNDERNEATH YOUR MERCENARIES' PORTRAITS. A FEW HOURS INTO YOUR TRAVELS, IT WILL BE CUT SHORT. AN AMBUSH!



4.4 WHEN BULLETS FLY

ALL BATTLES IN 7.62: HIGH CALIBRE USE THE SMART PAUSE MODE (SPM) SYSTEM, A SYNERGY OF REAL-TIME AND TACTICAL TURN-BASED COMBAT. YOU WILL FIND A MORE DETAILED DESCRIPTION OF THE SPM IN A DEDICATED SECTION LATER IN THE MANUAL. FOR NOW, KEEP YOUR HEAD ON A SWIVEL. BASHIROV'S HIRELINGS ARE UNDER ORDERS TO INTERCEPT ALL SUSPICIOUS FOREIGNERS!

WHEN YOU FIRST ENTER A SECTOR, THE GAME IS PAUSED. YOUR MERCENARIES ARE AWAITING ORDERS. SELECT THEM ONE BY ONE AND ASSIGN TASKS TO THEM. WHEN THEY ALL HAVE A TASK TO COMPLETE, THE GAME WILL AUTOMATICALLY UNPAUSE AND THE GAME TIME WILL ADVANCE UNTIL ONE OF THEM COMPLETES THEIR TASK AND IS READY FOR FURTHER ORDERS. YOU CAN ALSO USE THE SPACE-BAR TO UNPAUSE THE GAME AT ANY TIME, WHICH WILL SIMPLY ORDER ALL CURRENTLY IDLE MERCENARIES TO WAIT UNTIL FURTHER NOTICE.



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ORDER ALL OF YOUR MERCENARIES TO CROUCH, EITHER BY PRESSING PAGE DOWN TWICE OR BY PRESSING THE CROUCH ICON IN THE STANCE SELECTION SECTION. THEN ORDER THEM TO READY THEIR WEAPONS BY PRESSING THE P KEY OR CLICKING THE ICON IN THE BOTTOM RIGHT SECTION OF THE ATTACK MODE PANEL. ONE BY ONE, MOVE THE MERCENARIES FORWARD SO THAT THEY PROVIDE MUTUAL COVER FOR EACH OTHER WHILE ADVANCING TOWARDS THE BARRICADED BRIDGE.

AN ENEMY! YOUR FIRST VISUAL CONTACT WITH SOMEBODY WHO WANTS YOU DEAD. CLICK THE LITTLE ICON NEXT TO THE PORTRAIT OF A MERCENARY WHO FIRST SAW A BANDIT, AND YOU CAN QUICKLY MOVE YOUR CAMERA TO VIEW THE NEWLY SPOTTED ENEMY. THE INDICATOR AT THE RIGHT EDGE OF THE SCREEN SHOWS THE DISTANCE TO THE ENEMY, DIRECTION TO THE ENEMY IN REFERENCE TO CURRENT CAMERA ANGLE, AND THE ENEMY'S VISIBILITY TO EACH OF YOUR MERCENARIES. IF THE CURRENT MERCENARY CANNOT SEE AN ENEMY SPOTTED BY ANOTHER MERCENARY, THE INDICATOR WILL BE GREY; OTHERWISE, IF THE ENEMY IS IN THE CHARACTER'S FIELD OF VIEW, THE INDICATOR WILL BE RED.

MOVE THE CURSOR TO THE BANDIT. THE CURSOR WILL CHANGE INTO A CROSSHAIRS, ACCOMPANIED BY AN INFORMATION PANEL. THE PANEL WILL SHOW THE AREA BEING AIMED AT, THE NUMBER OF ROUNDS TO BE FIRED (WHEN FIRING BURSTS), THE HIT PROBABILITY, THE ENEMY'S HEALTH LEVEL, AND THE TIME IT WILL TAKE YOUR CHARACTER TO PREPARE AND FIRE. SELECT THE AIMED FIRE MODE IN ORDER TO INCREASE THE HIT PROBABILITY, AND MOVE THE CURSOR TO THE ENEMY. WHEN USING AIMED FIRE, YOU CAN ALSO FIRE AT THE HEAD, ARMS AND LEGS BUT, IF YOU DO SO, THE HIT PROBABILITY WILL BE SIGNIFICANTLY LOWER.

READY? CLICK ON THE ENEMY AND YOUR MERCENARY WILL PREPARE TO FIRE. IF YOU CLICK WHILE HOLDING THE ALT KEY, THIS WILL INSTRUCT THE CURRENT CHARACTER TO CONTINUE FIRING UNTIL THIS ENEMY IS EITHER DEAD OR OUT OF SIGHT.

ONCE YOU HAVE FINISHED OFF THE FIRST ENEMY, MOVE ON AND HUNT DOWN THE OTHERS. BE CAREFUL, AS YOUR ENEMIES WILL NOT STAND IN ONE PLACE, WAITING TO BE KILLED. LIKE YOUR MERCENARIES, THEY WILL REACT TO DANGER AND ATTEMPT TO GET TO A FAVOURABLE FIRING POSITION. THEY MAY EVEN TRY TO OUTFLANK AND SURPRISE YOUR UNIT!

AFTER YOU HAVE TAKEN CARE OF THE AMBUSH AND QUESTIONED THE SURVIVORS, YOU CAN CONTINUE ON YOUR TRAVELS. ARTRIGO AWAITS AND, AFTER THAT, THERE ARE PLACES TO VISIT AND PEOPLE TO DEAL WITH.



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5. IN-GAME INTERFACE

5.1 MAIN MENU

THE GAME'S MAIN MENU DISPLAYS THE FOLLOWING ITEMS:

- CONTINUE – RETURN TO GAME
- NEW GAME – BEGIN A NEW CAMPAIGN
- SAVE – SAVE THE CURRENT GAME TO YOUR HARD DRIVE
- LOAD – LOAD A PREVIOUSLY SAVED GAME
- SETTINGS – SET GRAPHIC, SOUND AND CONTROL OPTIONS
- CREDITS – VIEW A LIST OF PEOPLE WHO WORKED ON THIS GAME
- EXIT – CLOSE THE GAME AND RETURN TO WINDOWS



§ 5.1.1 CONTINUE

THIS OPTION ALLOWS YOU TO RETURN TO THE GAME IF YOU OPENED THE MENU WHILE PLAYING. WHEN THE GAME IS FIRST LOADED, THIS ITEM IS DISABLED.

§ 5.1.2 NEW GAME

TO START A NEW GAME, SIMPLY CLICK THIS ITEM WITH YOUR MOUSE. YOU WILL BE OFFERED A TRAINING VIDEO WHICH WILL INTRODUCE YOU TO MAIN GAME CONCEPTS. AFTER WATCHING (OR SKIPPING) THE TRAINING MOVIE, YOU WILL ENTER THE CHARACTER SELECTION SCREEN.

§ 5.1.3 SAVE

YOU CAN USE THIS OPTION TO SAVE YOUR CURRENT PROGRESS TO YOUR HARD DRIVE. TO QUICKLY ACCESS THE SAVE GAME SCREEN, YOU CAN USE THE F6 KEY ON YOUR KEYBOARD. THE ITEM IS DISABLED WHEN THE GAME IS FIRST LOADED AND BEFORE YOU BEGIN PLAYING.



WHEN SAVING A GAME, THE RIGHT-HAND SECTION OF THE SCREEN DISPLAYS A LIST OF ALL CURRENT SAVE GAMES, WITH THEIR RESPECTIVE DATE AND TIME STAMPS. THE CURRENTLY SELECTED SAVE GAME IS HIGHLIGHTED IN ORANGE. YOU CAN CHANGE THE SAVE GAME'S NAME BY PRESSING THE BACKSPACE KEY. BY DEFAULT, THE SAVE GAMES ARE GIVEN A SECTOR NAME WITH AN INCREMENTAL NUMBER AS THEIR NAME. A SCREENSHOT OF YOUR SCREEN AT THE MOMENT OF THE SAVE IS ALSO SHOWN FOR THE SELECTED SLOT, AND SOME KEY INFORMATION IS ALSO PRESENTED: THE CURRENT LOCATION, THE MAIN CHARACTER'S FINANCES, THE IN-GAME DATE AND TIME, THE LIST AND RESPECTIVE HEALTH OF EVERY MERCENARY IN YOUR UNIT, AND WHETHER YOUR UNIT IS CURRENTLY IN COMBAT.

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IF YOU WISH TO OVERWRITE AN EXISTING SAVE, SIMPLY SELECT IT BY LEFT-CLICKING IT IN THE LIST. A SECOND CLICK WILL ALLOW YOU TO MODIFY THE NAME OF THE SAVE. TO WRITE A SAVE GAME, CLICK THE OK BUTTON IN THE LOWER RIGHT OF THE SCREEN. TO DELETE A SAVE GAME WHICH YOU NO LONGER NEED, SELECT IT FROM THE LIST AND CLICK THE DELETE OPTION.

5.1.4 LOAD

THIS OPTION ALLOWS YOU TO LOAD A PREVIOUSLY SAVED GAME. IN ADDITION TO MANUALLY SAVED GAMES, YOU CAN ALSO LOAD SAVED GAMES CREATED AUTOMATICALLY DURING GAMEPLAY. BY DEFAULT, THE GAME AUTOSAVES WHEN ENTERING A NEW SECTOR, ENTERING COMBAT, AND ENDING COMBAT. IF YOU ENTER THE GAME WITH NO SAVES PRESENT, THIS ITEM IS DISABLED.

THE LOAD GAME INTERFACE IS IDENTICAL TO THE SAVE GAME SCREEN. SELECT THE DESIRED SAVE SLOT BASED ON THE NAME AND OTHER PARAMETERS, AND CLICK OK TO LOAD. TO DELETE SAVE GAMES YOU NO LONGER NEED, PRESS THE DELETE BUTTON.

5.1.5 SETTINGS

THIS ITEM ALLOWS YOU TO ACCESS VARIOUS GAME SETTINGS. YOU WILL BE ABLE TO MODIFY VARIOUS PARAMETERS SUCH AS GRAPHIC SETTINGS, SOUND, DEFAULT HOTKEYS, DIFFICULTY SETTINGS, SMART PAUSE MODE PARAMETERS AND OTHERS.

5.2 SETTINGS MENU

THIS MENU DISPLAYS THE FOLLOWING FIVE OPTIONS:

- GRAPHICS – CHANGE THE GRAPHIC SETTINGS
- SOUND – CHANGE SOUND VOLUME AND SFX PARAMETERS
- CONTROLS – MODIFY HOTKEYS FOR CONTROLLING YOUR CHARACTERS AND CAMERA
- GAME – DIFFICULTY SETTINGS AND SMART PAUSE MODE
- BACK – RETURN TO THE MAIN MENU

THE BOTTOM RIGHT SECTION OF EACH SCREEN CONTAINS THE BY DEFAULT AND APPLY BUTTONS. THE FIRST BUTTON RESTORES ALL SETTINGS IN THE CURRENT SCREEN TO DEFAULT VALUES; THE SECOND APPLIES ANY RECENT CHANGES. WHEN SWITCHING AWAY FROM A SCREEN WHERE YOU'VE MADE CHANGES WITHOUT APPLYING, THE GAME WILL CONFIRM WHETHER YOU WANT TO APPLY OR CANCEL YOUR CHANGES.

MOST OF THE SETTINGS LISTED HERE CAN ALSO BE MODIFIED WITHOUT STARTING THE GAME ITSELF BY USING THE EGCONFIG EXECUTABLE LOCATED IN THE MAIN GAME FOLDER. A SHORTCUT TO THE PROGRAM IS ALSO LOCATED IN THE 7.62: HIGH CALIBRE PROGRAM GROUP. PLEASE NOTE THAT SOME ADDITIONAL SETTING OPTIONS IN THIS EXECUTABLE CANNOT BE ACCESSED FROM WITHIN THE GAME ITSELF. THESE INCLUDE AUTOSAVE PARAMETERS, SELECTING A NON-STANDARD SCREEN RESOLUTION, TURNING OFF INTRO MOVIES, AND SOME OTHER SETTINGS.

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5.2.1 GRAPHICS

THIS SECTION ALLOWS YOU TO CHANGE SCREEN RESOLUTION AND GRAPHIC SETTINGS. TURNING DOWN DETAIL LEVELS AND DECREASING OTHER SETTINGS CAN GREATLY IMPROVE YOUR GAME'S FRAME RATE.

- **WINDOWED MODE** - SELECT BETWEEN FULL-SCREEN AND WINDOWED MODES. YOU WILL NEED TO RESTART THE GAME FOR THESE CHANGES TO TAKE EFFECT.
- **VERT. SYNCHRONIZATION** - FRAME CHANGE SYNCHRONISATION FOR CRT MONITORS
- **RESOLUTION** - CHANGING THE IN-GAME GRAPHIC RESOLUTION. YOU CAN CHOOSE ONE OF THE FOLLOWING FIVE OPTIONS: 800X600, 1024X768, 1152X864, 1280X960 AND 1280X1024 (YOU CAN SELECT OTHER NON-STANDARD RESOLUTIONS VIA THE EGCONFIG.EXE CONFIG). 1024X768 IS THE RECOMMENDED RESOLUTION FOR MOST MACHINES. YOU WILL NEED TO RESTART THE GAME FOR THESE CHANGES TO TAKE EFFECT. PLEASE NOTE THAT CHANGING THE RESOLUTION CAN GREATLY IMPACT THE GAME'S FRAME RATE.
- **ANTI-ALIASING** - SMOOTHING OUT 'JAGGIES' IN POLYGON EDGES; CAN BE SET TO ON OR OFF BETWEEN 2X TO 6X. YOU WILL NEED TO RESTART THE GAME FOR THESE CHANGES TO TAKE EFFECT.
- **ANISOTROPIC FILTERING** - ENABLES/DISABLES ANISOTROPIC FILTERING. YOU WILL NEED TO RESTART THE GAME FOR THESE CHANGES TO TAKE EFFECT.
- **COMPRESSED TEXTURES** - USING LOWER-QUALITY COMPRESSED TEXTURES. YOU WILL NEED TO RESTART THE GAME FOR THESE CHANGES TO TAKE EFFECT.
- **GRASS** - QUALITY OF GRASS RENDERING, FROM OFF TO MAXIMUM
- **SHADOWS** - YOU CAN SET THE QUALITY OF THE SHADOWS CAST BY MOVING OBJECTS, OR TURN THEM OFF COMPLETELY. YOUR CHOICE WILL AFFECT THE SHADOW QUALITY AND THE MAXIMUM DISTANCE AT WHICH THEY ARE RENDERED. TO CORRECTLY RENDER SHADOWS, YOUR VIDEO CARD MUST SUPPORT SHADERS V 1.3. IF YOUR CARD DOES NOT SUPPORT THE SELECTED SHADOW SETTING, YOU WILL RECEIVE A CORRESPONDING MESSAGE. PLEASE NOTE THAT CHANGING THE RESOLUTION CAN GREATLY IMPACT THE GAME'S FRAME RATE.
- **LIGHT EFFECTS** - EFFECTS CAST BY FLASHLIGHTS AND OTHER DYNAMIC LIGHT SOURCES
- **POSTEFFECTS** - BLOOM ON OR OFF
- **FLARES** - LIGHT REFLECTION ON SURFACES. YOUR VIDEO CARD MUST SUPPORT VERTEX SHADERS OR THIS WILL BE RENDERED IN EMULATION MODE, NEGATIVELY IMPACTING THE FRAME RATE.
- **SKY** - SKY DOME ON / OFF
- **WATER** - WATER IN RIVERS, LAKES, ETC



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- **BLOOD** - BLOOD WHEN SHOT. CAN ONLY BE SELECTED WHEN THE SPECIAL EFFECTS OPTION IS SET TO ON.
- **ADDITIONAL DETAILS** - DRAWING VARIOUS MISCELLANEOUS DETAILS SUCH AS RUBBISH AND JUNK LYING AROUND ETC.
- **SPECIAL EFFECTS** - RENDERING PARTICLE EFFECTS, SUCH AS SMOKE. THIS SETTING MUST BE ON TO ACTIVATE THE BLOOD OPTION.
- **BRIGHTNESS** - GAMMA CORRECTION FOR THE GAME.

5.2.2 SOUND

THIS SCREEN ALLOWS YOU TO TOGGLE OR FINE-TUNE THE SETTINGS FOR VARIOUS SOUNDS HEARD IN THE GAME. TO CHANGE THE VOLUME LEVEL FOR EACH SETTING, CLICK THE CORRESPONDING SCROLL BAR, AND WHILE HOLDING THE MOUSE BUTTON, MOVE THE SETTING CARET TO THE DESIRED POSITION.

- **MUSIC** - IN-GAME MUSIC VOLUME
- **GAME EFFECTS** - IN-GAME SOUND EFFECTS VOLUME
- **SURROUNDING EFFECTS** - IN-GAME AMBIENT SOUND VOLUME
- **SPEECH** - VOLUME OF CHARACTERS' SPEECH
- **INTERFACE** - GAME INTERFACE SOUND VOLUME



5.2.3 CONTROLS

THIS SECTION ALLOWS YOU CHANGE VARIOUS IN-GAME HOTKEYS. THEY ARE SPLIT INTO THREE GROUPS, INDICATED BY TABS ALONG THE TOP OF THE SCREEN:

- **ORDERS** - MOVEMENT OR FIRING ORDERS
- **COMMANDS** - KEYS THAT ACCESS THE GAME'S INTERFACE
- **CAMERA** - CONTROLLING THE VIEW CAMERA

TO CHANGE THE KEY ASSIGNED TO EACH ACTION, SIMPLY CLICK THE DESIRED LINE AND PRESS THE NEW KEY YOU WISH TO ASSIGN TO THIS ACTION. BEAR IN MIND THAT YOU CANNOT CHANGE PRESET DUAL KEY-PRESSES, ASSIGN ACTIONS TO SYSTEM KEYS SUCH AS PRINTSCREEN, SCROLLLOCK, PAUSE, NUMLOCK, THE WINDOWS KEY AND ANY OTHER NON-STANDARD ADDITIONAL KEYS YOUR KEYBOARD MAY HAVE. NOR CAN YOU REASSIGN ACTIONS TO THE MOUSE BUTTONS AND WHEEL. IF A KEY YOU'RE ASSIGNING TO AN ACTION IS ALREADY USED FOR A DIFFERENT ACTION, THE PREVIOUSLY ASSIGNED ACTION WILL BE CLEARED, AND THE CORRESPONDING FIELD WILL BE HIGHLIGHTED IN RED. WHEN APPLYING SUCH CHANGES, YOU WILL BE ASKED TO CONFIRM WHETHER YOU WANT TO LEAVE ONE OR MORE ACTIONS UNASSIGNED TO ANY HOTKEYS.

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5.2.4 GAMEPLAY

THIS SECTION ALLOWS YOU TO CHANGE VARIOUS DIFFICULTY SETTINGS AND THE SMART PAUSE PARAMETERS FOR THE SPM SYSTEM. THE LIST IS SPLIT INTO TWO GROUPS, INDICATED BY TABS ALONG THE TOP OF THE SCREEN.

- **DIFFICULTY** – SELECT A PRESET LEVEL OR MANUALLY FINE-TUNE THE GAME'S DIFFICULTY LEVEL
- **EVENTS** – AUTOPAUSE AND CAMERA BEHAVIOUR

5.2.5 DIFFICULTY SETTINGS

THE GAME'S DIFFICULTY LEVEL IS DEFINED BY THE FOLLOWING PARAMETERS:

- **NO MISFIRE** – EVEN A TOTALLY WORN OUT WEAPON WILL NOT MISFIRE, MAKING THE GAME MUCH EASIER
- **FULL ARMOR** – FULL BODY ARMOUR WILL PROTECT THE ENTIRE BODY.
- **NO CRITICAL HITS** – ENEMIES WILL NOT BE ABLE TO SCORE A CRITICAL HIT ON YOU.
- **IMPROVED MED KIT** – ANY MEDICAL KIT WILL NOT JUST HEAL WOUNDS, BUT ALSO RESTORE HEALTH.
- **LOW ADRENALINE** – ADRENALINE EFFECT ON YOUR MERCENARIES IS GREATLY DECREASED.
- **SLOW ENERGY DRAIN** – THE ENERGY CONSUMPTION IS LOWER FOR MOVEMENT.
- **EAGERNESS** – MERCENARIES DO NOT REQUIRE SLEEP WHILE ON THE MARCH.
- **EASY MONEY** – ITEMS ARE SOLD AND PURCHASED AT THE SAME PRICE, THE MISSION SUCCESS REWARD IS INCREASED AND THE COST OF MERCENARIES IS DECREASED.
- **QUICK REPAIR** – DAMAGED ITEMS ARE REPAIRED QUICKLY.
- **DUMB ENEMIES** – AI ENEMIES ONLY USE THE MOST BASIC TACTICS.
- **SHOW HIT PROBABILITY** – WHEN AIMING, THE GAME ENGINE WILL SHOW HIT PROBABILITY.
- **LAST ENEMY** – THE LOCATION OF YOUR LAST ENEMY IN THE SECTOR IS MARKED WITH A QUESTION MARK.

7.62: HIGH CALIBRE ALSO HAS THREE PRE-SET DIFFICULTY SETTINGS IN ADDITION TO ALLOWING YOU TO SET ALL OPTIONS INDIVIDUALLY. IN ADDITION TO EACH OPTION SETTING, THE PRESET DIFFICULTY OPTIONS DETERMINE ADDITIONAL PARAMETERS, SUCH AS THE NUMBER OF ENEMIES YOU ENCOUNTER AND THE MONETARY REWARD FOR MISSION COMPLETION.

- **EASY** – ALL OPTIONS ARE ON
- **NORMAL** – THE FOLLOWING OPTIONS ARE ON: NO MISFIRES, FULL BALLISTIC VEST, LOW ADRENALINE, SHOW HIT PROBABILITY AND LAST ENEMY
- **HARD** – ALL OPTIONS ARE OFF
- **ARBITRARY** – ALL OPTIONS ARE SET BY THE PLAYER. OTHER DIFFICULTY SETTINGS ARE SET TO NORMAL.



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5.2.6 EVENTS SETTINGS

THIS SCREEN CONTAINS A TABLE THAT ALLOWS YOU TO SET INTERFACE ACTIONS BASED ON VARIOUS EVENTS IN COMBAT MODE.

THE FOLLOWING ROWS ARE LISTED IN THE TABLE:

- **NO ACTION** – A SOLDIER FULFILLED AN ORDER AND IS IN A STAND-BY MODE
- **EXPLOSION NEARBY** – A SOLDIER SEES AN EXPLOSION OUT OF SIGHT OF THE CAMERA
- **WOUNDED** – A MERCENARY IN YOUR UNIT IS WOUNDED BY THE ENEMY.
- **NEW ENEMY SPOTTED** – SOMEONE FROM YOUR UNIT SPOTS A NEW ENEMY.
- **KNOWN ENEMY SPOTTED** – A PREVIOUSLY SPOTTED ENEMY IS SPOTTED AGAIN.
- **UNDER FIRE** – A MERCENARY IN YOUR UNIT IS ATTACKED BY ENEMIES.
- **ENEMY DEAD** – ONE OF YOUR MERCENARIES KILLS AN ENEMY.
- **FIRES WEAPON** – ONE OF YOUR MERCENARIES OPENS FIRE.
- **GRENADE SPOTTED** – SOMEONE IN YOUR UNIT SPOTS A FLYING GRENADE.
- **NEW SOUND** – A SUSPICIOUS SOUND IS HEARD.
- **LOST TARGET** – A MERCENARY LOSES HIS TARGET.



HERE THE TABLE COLUMNS LIST THE POTENTIAL ACTIONS FOR EACH EVENT:

- **CAMERA** – THE VIEW CAMERA AUTOMATICALLY MOVES TO THE EVENT
- **SELECT** – AUTOMATICALLY SELECT THE MERCENARY WHO PARTICIPATED IN THE EVENT
- **PAUSE** – GAME IS AUTOMATICALLY PAUSED WHENEVER THIS EVENT TAKES PLACE
- **ICON** – THE RIGHT-HAND SECTION OF THE SCREEN DISPLAYS A SPECIAL ICON NOTIFYING YOU OF THE EVENT.

IN ORDER TO SET ANY EVENT TO ANY ACTION, SIMPLY CLICK ON THE APPROPRIATE TABLE CELL. WHEN A CELL IS HIGHLIGHTED, IT MEANS THE OPTION IS ON; WHEN A CELL IS DARK, THE OPTION IS OFF. FOR EXAMPLE, IF THE NO ORDERS EVENT (MERCENARY COMPLETED ALL ACTIONS AND HAS NOTHING TO DO) IS SET TO THE CAMERA, SELECT AND PAUSE ACTIONS, THEN WHENEVER A MERCENARY BECOMES IDLE, THE GAME WILL PAUSE, SELECT THE IDLE MERC, AND SWITCH THE CAMERA TO HIM. IN CONTRAST, IF ONLY THE ICON OPTION IS SELECTED, THEN THE GAME WILL CONTINUE AS NORMAL WHEN A MERC BECOMES IDLE AND WILL SIMPLY DISPLAY AN ICON ON THE RIGHT-HAND SIDE OF THE SCREEN. IF YOU WISH TO ACT THEN, YOU WILL HAVE TO MANUALLY PAUSE THE GAME AND / OR SELECT THE IDLE MERCENARY.

BELOW THE EVENTS TABLE IS THE SLOW MOTION MODE SCALE. IT CONTROLS THE SLO-MO MODE WHEN SHOTS HIT THEIR TARGET. IF YOU ENJOY A CINEMATIC SLO-MO DEATH WITH BODIES OF YOUR ENEMIES SLOWLY FLAILING THEIR ARMS AND FALLING DOWN, DRAG THE SCROLL BAR ALL THE WAY TO THE RIGHT. IF YOU'D RATHER JUST PLAY THE GAME WITHOUT DWELLING ON THE CHASTLY DETAILS, DRAG THE CARET ALL THE WAY TO THE LEFT IN ORDER TO TURN OFF THE SLOW MOTION MODE COMPLETELY.

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5.3 MAIN CHARACTER CREATION

BEFORE EMBARKING ON YOUR EPIC ADVENTURE IN ALGUEIRA, YOU WILL NEED TO CREATE A CHARACTER THAT WILL REPRESENT YOU IN THE GAME WORLD. THE HERO YOU SELECT WILL DEAL WITH ALL MERCENARIES AND OTHER NPCs. IF YOUR HERO DIES, THE GAME IS OVER, SO TAKE GOOD CARE OF YOUR ALTER EGO!

THE CENTRE OF THE SCREEN DISPLAYS A GROUP PHOTO OF THE EIGHT POTENTIAL SAVIOURS OF ALGUEIRA (OR OF ALGUEIRA'S DOOM). THERE ARE EIGHT POTENTIAL CHARACTERS TO CHOOSE FROM, EACH HAILING FROM A DIFFERENT PART OF THE WORLD. SANJAY FROM INDIA; CAMERON FROM THE UNITED STATES; KURT FROM GERMANY, ALEXEY FROM RUSSIA, GENEVIEVE FROM FRANCE, KIM FROM KOREA, GABRIEL FROM ARGENTINA AND KRISTINA FROM AMERICA VIA BULGARIA. THE FIRST SIX CHARACTERS MAY BE FAMILIAR TO YOU FROM BRIGADE E5, THE LAST TWO YOU MEET FOR THE FIRST TIME IN 7.62: HIGH CALIBRE. HOWEVER, WHILE NEW TO ALGUEIRA, THEY'RE NOT NEW TO THEIR CRAFT, AND ARE NO WORSE THAN THE OTHER SIX IN THE ART OF WAR. IN ADDITION TO VARIOUS INDIVIDUAL SKILLS, THEIR GENDER AND NATIONALITY IS ALSO IMPORTANT IN THE NON-POLITICALLY CORRECT WORLD OF ALGUEIRA.

YOU CAN SWITCH BETWEEN POTENTIAL CANDIDATES BY PRESSING THE ARROW BUTTONS TO THE SIDES OF THE CURRENTLY SELECTED CHARACTER'S NAME AT THE TOP OF THE SCREEN. YOU CAN ALSO USE THE MOUSE WHEEL WHILE THE CURSOR IS OVER THE GROUP PICTURE. BY CLICKING ON THE CHARACTER'S NAME, YOU CAN CHANGE CHARACTER.

THE LEFT-HAND SIDE OF THE SCREEN CONTAINS A PANEL LISTING ALL OF THE MAIN PHYSICAL ATTRIBUTES OF THE SELECTED CHARACTER. THESE ATTRIBUTES ARE PRE-SET AND CANNOT BE MODIFIED AT THIS TIME. HOWEVER AS YOUR CHARACTER GAINS EXPERIENCE, HE OR SHE WILL BE ABLE TO IMPROVE MOST OF THEM.

THE RIGHT-HAND SIDE OF THE SCREEN CONTAINS A PANEL LISTING THE SELECTED CHARACTER'S PROFESSIONAL SKILLS. UNLIKE THE ATTRIBUTES, THE SKILLS FOR EACH CHARACTER ARE THE SAME BY DEFAULT, AND YOU CAN FREELY CHANGE THEM AS YOU SEE FIT. YOU HAVE 50 BONUS POINTS THAT YOU CAN DISTRIBUTE BETWEEN THE VARIOUS SKILLS OF A CURRENTLY SELECTED CHARACTER BY USING THE + AND - BUTTONS ON THE SIDES OF THE HORIZONTAL BARS OR BY DRAGGING THE CARET ALONG THE BAR TO THE VALUE OF YOUR CHOICE.

THERE IS A HINT PANEL BELOW THE PARAMETER AND SKILL PANELS. IT DISPLAYS A SHORT DESCRIPTION OF THE PARAMETER OR SKILL CURRENTLY UNDER THE CURSOR.

AFTER SELECTING A CHARACTER AND DISTRIBUTING THE FREE SKILL POINTS, CLICK THE BEGIN GAME BUTTON TO ENTER ALGUEIRA. THE BACK BUTTON WILL RETURN YOU TO THE MAIN MENU.



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5.4 THE LOADING SCREEN

AFTER CREATING YOUR CHARACTER, YOU WILL SEE THE LOADING SCREEN. IT WILL APPEAR EVERY TIME YOU ENTER A NEW SECTOR OR LOAD A SAVE GAME. THE LEFT-HAND SIDE OF THE SCREEN DISPLAYS IMPORTANT INFORMATION SUCH AS THE CURRENT GAME DATE AND TIME, THE NAME AND A SHORT DESCRIPTION OF THE CURRENT SECTOR AND A RANDOM GAMEPLAY HINT AT THE BOTTOM.



5.5 MAIN INTERFACE

THE MAIN ELEMENT OF THE GAME INTERFACE IS THE CONTROL PANEL LOCATED AT THE BOTTOM OF YOUR SCREEN. IT'S DIVIDED INTO FOUR SECTIONS:

FAR LEFT - CURRENT CHARACTER'S INFORMATION

INNER LEFT - WEAPONS, MOVEMENT AND INVENTORY CONTROL

INNER RIGHT - MINI-MAP AND MESSAGE LOG PANEL

FAR RIGHT - OPTIONS AND GAME CONTROLS



LET'S REVIEW EACH ONE IN DETAIL.

5.5.1 CHARACTER INFORMATION PANEL

THE CHARACTER INFORMATION PANEL (BOTTOM LEFT OF THE SCREEN) SHOWS THE CURRENT CHARACTER'S PORTRAIT AND A DESCRIPTION OF THE CURRENT ACTION, WITH THE TIME GIVEN FOR ITS COMPLETION. BELOW IS A CURVE DEPICTING THE MERCENARY'S ADRENALINE LEVEL. A SMALL BLINKING HEART SHOWS A PULSE THAT REFLECTS A CORRELATION OF HEALTH, ENERGY AND THE ADRENALINE LEVEL. THE FASTER IT BLINKS, THE WORSE YOUR MERCENARY FEELS.

BELOW THE ADRENALINE CURVE IS A LIST OF SIX OF THE MERCENARY'S MOST IMPORTANT COMBAT SKILLS. THEY ARE ACCURACY, SHOOTING FROM THE HIP, SNIPER MARKSMANSHIP, HEAVY WEAPONS SKILL, MELEE COMBAT SKILL AND A THROWN WEAPONS SKILL. THESE AND OTHER SKILLS WILL BE REVIEWED LATER IN THEIR DEDICATED SECTION.



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THERE ARE TWO VERTICAL BARS TO THE RIGHT OF THE ADRENALINE CURVE. THE BLUE BAR SHOWS THE CHARACTER'S ENERGY, THE RED BAR SHOWS HIS HEALTH. IF A MERCENARY IS WOUNDED, THEN A PART OF THE RED SCALE WILL TURN DARK RED, INDICATING BLEEDING. THE LONGER THE DARK RED PORTION OF THE SCALE, THE MORE HEALTH THE MERCENARY WILL LOSE BEFORE HE RECEIVES MEDICAL ATTENTION. TO SEE AN EXACT VALUE OF EACH PARAMETER, HOVER YOUR MOUSE OVER THE BAR, AND A TOOL TIP WILL POP UP.

ANOTHER VERTICAL BAR IS LOCATED TO THE LEFT-HAND SIDE OF THE PANEL, THIS ONE GREY IN COLOUR. THE GREY SCALE DESIGNATES THE CURRENT CHARACTER'S VISIBILITY AND CAMOUFLAGE. ITS VALUE IS DETERMINED BY THE CHARACTER'S CAMOUFLAGE SKILL, THE USE OF CAMO PAINT, AND THE AMBIENT LIGHT LEVEL AT THE CHARACTER'S CURRENT POSITION. THE LOWER THE SCALE, THE LESS VISIBLE THE CHARACTER.

FINALLY, THERE'S A GREY SILHOUETTE ON THE RIGHT-HAND SIDE OF THE PANEL, SHOWING CRITICAL WOUNDS. IF THE HEAD, TORSO OR ONE OF THE EXTREMITIES ARE MARKED IN RED, THINGS ARE BAD. IT MEANS THAT THE MERCENARY NEEDS TO GO THE HOSPITAL, PRONTO!

5.5.2 CHARACTER ORDERS PANEL


THE INNER LEFT PANEL OF THE MAIN CONTROL PANEL IS USED TO ISSUE COMBAT ORDERS AND ACCESS CURRENTLY SELECTED CHARACTER'S INVENTORY.


THE LEFT-HAND SIDE OF THE PANEL CONTAINS TWO ROWS OF ICONS USED TO SELECT HOW THE CURRENT CHARACTER WILL FIRE:

THE FIRST COLUMN DETERMINES THE TYPE OF A SHOT TO TAKE: FROM THE HIP, SNAPSHOT, AIMED SHOT OR SNIPER SHOT. SOME SHOT TYPES ARE NOT ALWAYS POSSIBLE. FOR EXAMPLE, YOU CANNOT FIRE FROM THE HIP WHILE PRONE, OR USE A SIMPLE AIMED SHOT WITH A WEAPON EQUIPPED WITH A SNIPER SCOPE.

THE SECOND COLUMN DISPLAYS THE FIRING MODES. YOU CAN FIRE SINGLE SHOTS (OR SEMI-AUTO), SHORT BURSTS, FIRE IN FULLY AUTOMATIC MODE OR FIRE GRENADES OUT OF AN UNDER-BARREL GRENADE LAUNCHER, IF EQUIPPED. A MORE DETAILED DESCRIPTION OF EACH OF THESE OPTIONS IS AVAILABLE IN THE GAME MECHANICS SECTION.

TWO MORE ICONS ARE LOCATED BELOW THE TWO FIRING MODE COLUMNS:

 **AIM POINT** - THIS COMMAND ORDERS THE CURRENTLY SELECTED MERCENARY TO CONSTANTLY KEEP AN AREA YOU DESIGNATE IN HIS / HER SIGHTS. AS SOON AS AN ENEMY IS SPOTTED IN THAT AREA, THE MERCENARY WILL OPEN FIRE. IF A MERCENARY MOVES, THE AIMING MODE IS CANCELLED.

 **READY WEAPON** - THIS COMMAND ORDERS THE MERCENARY TO KEEP HIS WEAPON AT THE READY. THIS WAY, WHEN AN ENEMY IS SPOTTED, THE MERCENARY WILL NEED MUCH LESS TIME TO FILL HIM WITH LEAD! CHARACTERS CAN WALK OR MOVE WHILE CROUCHED, KEEPING THEIR WEAPON READY.

IF THE CURRENT CHARACTER IS WIELDING SOMETHING OTHER THAN A FIREARM, THEN THE FIRE MODE COLUMNS WILL CHANGE TO SOMETHING APPROPRIATE TO THE CURRENT WEAPON TYPE. FOR EXAMPLE, YOU CAN THROW OR COOK OFF A GRENADE, THROW OR STAB WITH A THROWING KNIFE, DRINK OUT OF A FLASK OR SET A LANDMINE. IF AN ITEM DOES NOT HAVE ANY UNIQUE ITEMS, THE HIT BUTTON WILL APPEAR HERE, ORDERING THE MERCENARY TO MELEE ATTACK AN ENEMY WITH THE CURRENTLY HELD ITEM.



BELOW IS THE PANEL USED TO QUICKLY ACCESS THE CURRENT CHARACTER'S INVENTORY ITEMS. THE MOST IMPORTANT IS THE LARGE SLOT AT THE TOP, SHOWING THE ITEM CURRENTLY HELD IN THE CHARACTER'S HANDS. USUALLY THIS WILL BE THE BEST AVAILABLE WEAPON. THE WEAPON IMAGE IS ACCOMPANIED BY A BUTTON SHOWING THE NUMBER OF ROUNDS LEFT IN THE MAGAZINE. IF YOU CLICK THE BUTTON, THE CHARACTER WILL BEGIN TO RELOAD THE MAGAZINE USING ALL AVAILABLE SOURCES.

TO MOVE ITEMS BETWEEN INVENTORY SLOTS, CLICK ON AN ITEM YOU'D LIKE TO MOVE AND DRAG IT INTO THE DESIRED SLOT. JUST REMEMBER THAT ALL INVENTORY ACCESS TAKES TIME, AND SOMETIMES EVEN THE FEW SECONDS THAT A CHARACTER NEEDS TO DRAG A MAGAZINE OUT OF A BACK POCKET CAN COST HIM HIS LIFE!

THE UPPER EDGE OF THE HANDS SLOT CONTAINS A BUTTON WITH AN UP ARROW. CLICKING THE BUTTON WILL OPEN THE EXTRA WEAPONS PANEL, DISPLAYING THE ADDITIONAL WEAPONS THAT EACH MERCENARY CAN CARRY ON BOTH SHOULDERS AND AROUND HIS NECK. A HORIZONTAL BAR BELOW THE HANDS SLOT IS USED TO SET THE APPROXIMATE BURST LENGTH WHEN USING FULLY AUTOMATIC FIRE.

THE QUICK-ACCESS POCKETS ARE LOCATED TO THE RIGHT OF THE HANDS SLOT. THEY ARE ALWAYS ACCESSIBLE TO THE CHARACTER AND CAN CONTAIN OBJECTS OF NEARLY ANY SIZE. ACCESS TO ITEMS IN POCKETS IS MUCH QUICKER THAN TO OTHER INVENTORY ITEMS, WHICH IS WHY THINGS LIKE GRENADES AND EXTRA AMMO ARE BEST KEPT HERE.

THE LOWER SECTION OF THE PANEL CONTAINS SLOTS FOR THE BELT AND TACTICAL VEST. AS OPPOSED TO POCKETS, THESE SLOTS ARE ONLY ACCESSIBLE WHEN A CHARACTER IS WEARING A CORRESPONDING ITEM. ACCESSING THESE SLOTS IS SLOWER THAN POCKETS, BUT FASTER THAN ACCESSING THE GENERAL INVENTORY.



THE BOTTOM LEFT CORNER OF THE PANEL CONTAINS THE FOLLOWING BUTTONS:

- **TACTICAL FLASHLIGHT** - TOGGLE THE TACTICAL FLASHLIGHT ON / OFF (IF EQUIPPED)
- **LASER AIMING MODULE** - TOGGLE THE LASER AIMING MODULE ON / OFF (IF EQUIPPED)
- **NIGHT VISION** - TOGGLE THE NIGHT VISION EQUIPMENT ON / OFF (IF EQUIPPED)
- **1ST PERSON VIEW** - TOGGLE THE FIRST-PERSON VIEW FOR THE SELECTED CHARACTER
- **AIM** - OPEN THE SIGHTS AIMING WINDOW
- **VIEW** - SHOW THE AREA CURRENTLY VISIBLE TO THE CHARACTER
- **FIELD OF FIRE** - SHOW THE AREA THE CHARACTER CAN FIRE AT FROM HIS CURRENT POSITION



FINALLY, THE RIGHT-HAND SIDE OF THE PANEL CONTAINS A COLUMN OF ICONS THAT SET THE CHARACTER'S MOVEMENT MODE. THERE ARE SIX CHOICES: SPRINT, RUN, WALK, HIGH CROUCH, LOW CROUCH AND THE PRONE POSITION. THE MOVEMENT SPEED IS DIFFERENT FOR EACH MODE AND THESE ALSO AFFECT THE AMOUNT OF NOISE PRODUCED WHILE MOVING, THE ENERGY COST AND THE VULNERABILITY WHEN FIRED ON. A PRONE CHARACTER IS LESS LIKELY TO BE HIT WITH A STRAY SHOT, BUT MOVING WHILE PRONE IS SLOW AND ENERGY-HEAVY. ON THE OTHER HAND, A SPRINTING CHARACTER WILL IMMEDIATELY ATTRACT THE ATTENTION OF HIS ENEMIES, BUT WILL BE ABLE TO GET TO DESTINATION MUCH FASTER.

5.5.3 MINI-MAP PANEL

A MINI-MAP TAKES UP THE INNER RIGHT SECTION OF THE MAIN INTERFACE PANEL. THE MINI-MAP SHOWS A BIRD'S EYE VIEW OF THE CURRENT SECTOR; ALL KNOWN CHARACTERS CURRENTLY PRESENT; AND THE CAMERA POSITION.



THE COLOURED CIRCLES ON THE MINI-MAP INDICATE THE FOLLOWING:

- GREEN – PLAYER CHARACTER AND MEMBERS OF THE PLAYER'S UNIT
- BLUE – IMPORTANT NEUTRAL NPCs
- YELLOW – OTHER NEUTRAL NPCs (FRIENDLY SOLDIERS, CIVILIANS, ETC)
- RED – ENEMIES

YOU CAN RECEIVE ADDITIONAL INFORMATION ON EACH CIRCLE BY HOVERING YOUR MOUSE OVER IT. MANY MISSION-SPECIFIC OBJECTS WILL ALSO HAVE A MINI-MAP TIP.

YELLOW AND RED NPCs WILL ONLY APPEAR ON THE MINI-MAP WHEN THEY ARE VISIBLE TO SOMEBODY IN YOUR TEAM. FOR CONVENIENCE, BLUE NPCs ARE ALWAYS VISIBLE ON THE MINI-MAP.

THE GOLD SECTION ON THE MINI-MAP SHOWS THE CURRENTLY VISIBLE AREA DISPLAYED BY THE MAIN GAME CAMERA. IT EMANATES FROM WHERE THE CAMERA ITSELF IS LOCATED. CLICKING ANYWHERE ON THE MINI-MAP WILL MOVE THE CAMERA THERE.

THE COLOURED SQUARES AT THE EDGES OF THE ACCESSIBLE SECTOR SIGNIFY THE EXIT ZONES. IN COMBAT THESE ARE THE ONLY AREAS FROM WHICH THE SECTOR CAN BE EXITED.





AN ARROW ICON IN THE UPPER RIGHT-HAND CORNER OF THE PANEL MAXIMISES THE MINI-MAP AND THE WINDOW WITH THE TWO ARROWS IN THE UPPER LEFT-HAND CORNER TOGGLES THE WINDOW BETWEEN THE MINI-MAP AND THE TEXT MESSAGE LOG MODE.

5.5.4 OPTIONS PANEL

THE PANEL AT THE RIGHT EDGE OF THE MAIN INTERFACE DISPLAYS VARIOUS GAME OPTIONS. IT ALSO SHOWS YOUR UNIT'S CURRENT FINANCES AND THE IN-GAME TIME.

- LEAVE – THIS BUTTON EXITS THE SECTOR AND OPENS THE STRATEGIC MAP. WHILE IN COMBAT, THIS BUTTON IS ONLY AVAILABLE IF YOU'RE LOCATED INSIDE AN EXIT ZONE.
- PAUSE / UNPAUSE – THIS BUTTON STOPS AND RESUMES THE FLOW OF IN-GAME TIME. YOU CAN ALSO USE THE SPACE HOTKEY.
- WAIT / CANCEL – THIS BUTTON LEAVES THE CURRENTLY SELECTED CHARACTER IDLE IN COMBAT, OR CANCELS THE WAIT ORDER.
- RECORD – THIS BUTTON GIVES A SEQUENCE OF ORDERS TO THE CHARACTER.
- MENU – THIS BUTTON OPENS THE MAIN MENU.

ADDITIONAL ICONS ALLOW ACCESS TO OTHER IMPORTANT GAMEPLAY SCREENS:

-  JOURNAL – OPENS THE JOURNAL WITH A DIARY, MISSION LOG AND INFORMATION ON CHARACTERS AND LOCALES.
-  RADIO – GET THE LATEST NEWS FROM THE OFFICIAL RADIO STATIONS OR THE UNDERCOVER REBEL RADIO NETWORK.
-  MAP – OPEN THE STRATEGIC MAP.
-  INVENTORY – OPEN THE CHARACTER'S MAIN INVENTORY.



5.5 OTHER MAIN INTERFACE ELEMENTS

MERCENARY PORTRAITS ARE LOCATED ALONG THE LEFT EDGE OF THE SCREEN. EACH PORTRAIT ALSO DISPLAYS THE MERCENARY'S NAME, HIS / HER SEQUENCE NUMBER, CURRENT ACTION AND THEIR ENERGY AND HEALTH. TO QUICKLY SELECT A CHARACTER, PRESS THE CORRESPONDING NUMBER KEY ON YOUR KEYBOARD. YOU CAN ALSO CYCLE THROUGH CHARACTERS WITH THE TAB KEY OR BY CLICKING THEIR PORTRAIT. A SECOND CLICK OR KEY PRESS WILL MOVE THE CAMERA TO THE MERCENARY'S POSITION.



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IF A PORTRAIT TURNS GREY, IT MEANS THE CHARACTER CANNOT CURRENTLY BE CONTROLLED, FOR EXAMPLE DUE TO LOSING CONSCIOUSNESS OR BEING IN SHOCK.

IN COMBAT, ADDITIONAL LABELS WILL APPEAR ALONG THE RIGHT EDGE OF THE SCREEN. THESE ARE THREAT INDICATORS. IF A LABEL IS RED, THE ENEMY CAN CURRENTLY BE SEEN BY THE CURRENTLY SELECTED CHARACTER. A GREY LABEL MEANS AN ENEMY CURRENTLY VISIBLE TO SOMEBODY ELSE IN YOUR UNIT. NUMBERS SHOW THE DISTANCE TO EACH ENEMY, AND ARROWS SHOW THE DIRECTION TO THE ENEMY. YOU CAN MOVE YOUR CAMERA TO EACH ENEMY BY CLICKING ON THE ENEMY'S LABEL.

RIGHT-CLICKING AN OBJECT WILL DISPLAY A POP-UP CONTEXT MENU, ALLOWING VARIOUS ACTIONS TO BE PERFORMED ON THAT OBJECT. THE LIST DEPENDS ON THE ITEM TYPE (FOR EXAMPLE, FOLD STOCK ITEM IS ONLY AVAILABLE FOR WEAPONS WITH FOLDING STOCK), ON ITEM LOCATION (CERTAIN ACTIONS CAN ONLY BE PERFORMED WHEN AN ITEM IS HELD IN CHARACTER'S HANDS) AND GAME MODE (SOME OPTIONS ARE ONLY AVAILABLE WHEN TRADING, FOR EXAMPLE).

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5.5.6 INVENTORY

THE GAME USES A MODULAR INVENTORY SYSTEM. YOU CAN PLACE VARIOUS OBJECTS IN SPECIAL CONTAINERS AND THUS STORE MORE ITEMS. SUCH ITEMS CAN BE REMOVED AND GIVEN TO ANOTHER MERCENARY OR LEFT ON THE GROUND WITH ALL THE ITEMS INSIDE.

THE ENTIRE INVENTORY IS ARRANGED INTO CELLS. ONLY ONE ITEM CAN BE LOCATED IN ONE CELL. EACH ITEM TAKES UP A SPECIFIC AMOUNT OF CELLS. AN ITEM CAN BE UP TO FIVE CELLS WIDE, AND NO MORE THAN TWO CELLS HIGH. MANY WEAPONS ALSO HAVE A FOLDING STOCK, WHICH CAN FURTHER SAVE INVENTORY SPACE. FOR EXAMPLE, A MICRO UZI MACHINE HANDGUN WITH THE STOCK FOLDED CAN EVEN BE KEPT IN A TROUSER POCKET OR A HANDGUN HOLSTER.

EACH CHARACTER'S BASIC INVENTORY ALWAYS HAS TWO 2X2 CELL POCKETS, AS WELL AS SLOTS FOR HANDS, LEFT AND RIGHT SHOULDER, NECK, AND A ROW OF SPECIFIC PLACES FOR VARIOUS OTHER ITEMS.

THE HAND SLOT CAN BE USED TO HOLD ANY ITEM. IN ORDER TO USE ANY ITEM YOU HAVE TO PLACE IT INTO THE HANDS SLOT.

YOU CAN ONLY KEEP FIREARMS IN THE NECK AND SHOULDERS SLOTS (EXCEPT FOR HANDGUNS).

YOU CAN KEEP ANY SUFFICIENTLY SMALL ITEM IN THE TROUSERS POCKETS SLOT.

YOU CAN WEAR BODY ARMOUR ON THE CHEST.

A SPECIAL BELT SLOT ALLOWS YOU TO KEEP MAGAZINES, GRENADES, KNIVES, AMMO BOXES AND OTHER APPROPRIATELY SMALL ITEMS, AS WELL AS CONTAINING UP TO TWO POUCHES WHERE YOU CAN KEEP ADDITIONAL ITEMS.

THE INVENTORY SCREEN ALSO HAS SPECIAL SLOTS FOR GEAR AND BACKPACK. EQUIPPING THOSE ITEMS GIVES YOU ADDITIONAL INVENTORY SPACE. THE EXACT CONFIGURATION OF NEW INVENTORY SPACE DEPENDS ON THE TYPE OF GEAR OR BACKPACK.

THE UPPER PART OF THE SCREEN CONTAINS A CHARACTER PAPER DOLL. THIS HAS TWO ADDITIONAL ITEM SLOTS FOR THE CHARACTER'S HEAD AND FACE WHICH CAN BE USED TO EQUIP HELMETS AND A NIGHT-VISION DEVICE.

IN ORDER TO OPEN A MERCENARY'S INVENTORY, SELECT THE MERCENARY AND PRESS THE I KEY. THE SCREEN THAT OPENS CAN BE USED TO ACCESS THE ENTIRE INVENTORY; HOWEVER SOME OF THE POCKETS ARE SHOWN SEPARATELY ON THE CHARACTER CONTROL PANEL (SUCH POCKETS ARE CALLED "QUICK" POCKETS). THESE QUICK POCKETS MAKE IT EASIER TO ACCESS SOME INVENTORY ITEMS. ACCESSING QUICK POCKETS REQUIRES LESS TIME THAN ACCESSING THE MAIN INVENTORY (ESPECIALLY COMPARED TO THE BACKPACK). THE CONTROL PANEL HAS THE FOLLOWING SLOTS: HANDS SLOT, BELT POCKETS AND SOME POCKETS ON THE TACTICAL ARMOUR. YOU CAN IDENTIFY QUICK POCKETS BY OPENING A MERCENARY'S INVENTORY AND CHECKING TO SEE WHICH EQUIPMENT ITEMS APPEAR IN THE CHARACTER CONTROL PANEL.



THERE ARE SEVERAL WAYS TO PICK UP ITEMS FROM THE GROUND. FOR A QUICK PICK-UP, MOVE THE CURSOR OVER ANY ITEM ON THE GROUND, HOLD DOWN THE CTRL KEY AND LEFT-CLICK THE ITEM. THIS WILL CAUSE YOUR CHARACTER TO PICK UP THE SELECTED ITEM. PRESSING CTRL HIGHLIGHTS ALL GROUND ITEMS IN THE CHARACTER'S SIGHT RANGE. ITEMS HIGHLIGHTED IN YELLOW CAN BE PICKED UP. IF AN ITEM IS HIGHLIGHTED IN RED, IT MEANS THAT THIS ITEM IS NOT YET ON THE GROUND AND CANNOT BE PICKED UP AT THIS TIME. WHEN YOU MOVE THE MOUSE CURSOR OVER AN ITEM, YOU CAN SEE ITS DESCRIPTION DISPLAYED ALONGSIDE.

ANY ITEM IN YOUR INVENTORY CAN BE THROWN OUT. TO DO THIS, CLICK THE ITEM AND DRAG IT BEYOND THE INVENTORY SCREEN BORDERS. A NEW ARROW-TYPE CURSOR WILL APPEAR WHICH YOU CAN USE TO INDICATE WHERE YOU WANT THE ITEM TO BE THROWN. AN ITEM IN YOUR HANDS CAN BE QUICKLY THROWN OUT BY PRESSING THE D HOTKEY, OR VIA A RIGHT-CLICK CONTEXT MENU OF AN ITEM (SEE THE "THROW AWAY ITEM" SECTION). IF YOU NEED AN ITEM TO BE THROWN REALLY FAR, OR TO SPECIFY A TRAJECTORY FOR ANY OTHER REASON, HOLD DOWN THE SHIFT KEY WHILE THROWING AN ITEM. THIS WILL DISPLAY A THROWING TRAJECTORY, WHICH YOU CAN MODIFY BY MOVING THE MOUSE.

IF YOU NEED TO PERFORM ACTIONS WITH SEVERAL ITEMS ON THE GROUND, OR TO SEARCH A DEAD BODY, IT IS ADVISABLE TO USE THE GROUND PICK-UP SCREEN. TO DO THIS, OPEN THE MERCENARY'S INVENTORY AND/OR PRESS THE G KEY. A SCREEN WILL POP UP SHOWING ALL GROUND ITEMS AND DEAD BODIES LOCATED IN THE VICINITY OF THE CURRENTLY SELECTED MERCENARY. YOU CAN MOVE THROUGH THE GAME WITH THE GROUND PICK-UP SCREEN OPEN AND YOU WILL NOTICE THAT ITEMS WILL APPEAR AND DISAPPEAR FROM THE LIST. WHEN THERE ARE NO ENEMIES PRESENT IN THE SECTOR, THIS SCREEN WILL SHOW ALL SECTOR ITEMS VISIBLE TO ANY MERCENARIES. YOU CAN PICK THEM UP WITHOUT LOSING ANY TIME FOR SEARCHING, UNLESS THE PATH TO THE ITEM IS BLOCKED.

IN ORDER TO PICK UP AN ITEM FROM THE GROUND, DRAG IT INTO YOUR INVENTORY. YOU CAN PLACE ITEMS BACK ON THE GROUND IN THE SAME MANNER. IF YOU WANT TO SEARCH A DEAD BODY, RIGHT-CLICK ON IT AND CHOOSE THE APPROPRIATE CONTEXT MENU ITEM. ON THE RIGHT-HAND SIDE YOU WILL SEE ANOTHER POP-UP SCREEN WITH THE DEAD ENEMY'S EQUIPMENT. YOU CAN LOOK INSIDE BACKPACKS AND OTHER CONTAINERS USING THE SAME METHOD.

IN ORDER TO REMOVE ITEMS FROM A DEAD BODY, YOU CAN RIGHT-CLICK THE DEAD BODY AND SELECT THE SEARCH ITEM IN THE CONTEXT MENU THAT POPS UP. AN ADDITIONAL ENEMY INVENTORY SCREEN WILL APPEAR WHICH IS SIMILAR TO THE GROUND PICK-UP SCREEN. HERE, ITEMS CAN BE MOVED INTO YOUR INVENTORY OR DROPPED ON THE GROUND. ANOTHER, QUICKER WAY OF PICKING UP ITEMS FROM THE GROUND IS BY SELECTING THE REMOVE BODY OPTION IN THE POP-UP CONTEXT MENU. USING THIS WILL AUTOMATICALLY DROP ALL ITEMS FROM THE DEAD BODY ONTO THE GROUND.

THE UPPER SECTION OF THE PANEL CONTAINS A FEW BUTTONS THAT CAN BE USED TO SORT INVENTORY ITEMS. YOU CAN SWITCH BETWEEN A LIST OF WEAPONS, AMMUNITION AND OTHER ITEMS, AND ALSO RETURN A FULL LIST OF ALL GROUND ITEMS. IT ALSO CONTAINS BUTTONS TO REMOVE ALL DEAD BODIES IN THE SECTOR, AND TO MOVE ALL ITEMS TO YOUR VEHICLE'S TRUNK, IF YOU HAVE ONE.

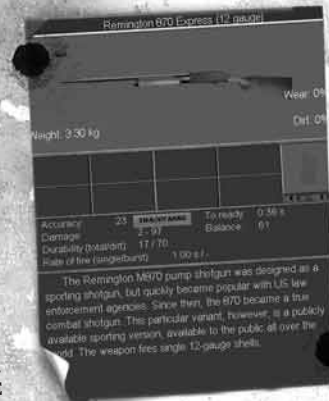
REMEMBER: PICKING UP ITEMS AND SORTING THEM IN THE INVENTORY IS AN UNINTERRUPTIBLE ACTION WHICH TAKES A LOT OF TIME. TRY TO KILL ALL ENEMIES IN A SECTOR FIRST AND GO THROUGH THEIR STUFF LATER.

5.5.7 ITEM INFORMATION

IN ORDER TO STUDY AN OBJECT IN DETAIL, RIGHT-CLICK IT AND SELECT THE INFORMATION OPTION. A WINDOW WILL OPEN, SHOWING THE ITEM'S NAME. IF THE OBJECT IS A WEAPON, THE NAME WILL ALSO CONTAIN ITS CALIBRE OR ANOTHER IMPORTANT PARAMETER SUCH AS MOUNT TYPE, ETC. THE WINDOW WILL ALSO CONTAIN A DETAILED ITEM DESCRIPTION, A 3D MODEL OF THE OBJECT, AND ITS MAIN SPECS. THE SPECS WILL BE FURTHER EXPLAINED IN THE COMBAT SYSTEM SECTION OF THIS MANUAL.

IF YOU ARE VIEWING ITEM INFORMATION FOR A FIREARM, PAY CLOSE ATTENTION TO THE ACCURACY SPEC. THERE'S A CURVES BUTTON NEXT TO IT; PRESSING IT WILL OPEN AN ACCURACY CURVE FOR THE CURRENT WEAPON. DIFFERENT COLOUR CURVES CORRESPOND TO VARIOUS AIMING MODES. THEY SHOW THE WEAPON'S ACCURACY BASED ON DISTANCE, PRESENCE OF SILENCERS AND BIPODS, AND THE POSITION OF FOLDING STOCK. A LIGHT-GREEN LINE IS THE BASE CURVE FOR A STOCK WEAPON. THE CLOSER ALL OTHER CURVES ARE TO IT, THE BETTER THE CURRENT CHARACTER IS AT FIRING THIS WEAPON. THE CURVES ARE BUILT INDIVIDUALLY FOR EACH MERCENARY, BASED ON THEIR HEALTH AND ENERGY LEVEL, AND THEIR SKILL LEVEL WITH THIS PARTICULAR WEAPON. CORRESPONDINGLY, WHEN HANDING THE WEAPON OVER TO ANOTHER CHARACTER, THE CURVES WILL LOOK DIFFERENT.

THE GAME ALLOWS YOU TO COMPARE DIFFERENT WEAPONS. THIS IS USEFUL WHEN TRYING TO DECIDE BETWEEN TWO SIMILAR WEAPONS. TO USE THIS FEATURE, OPEN THE INFORMATION WINDOW FOR THE FIRST WEAPON THEN RIGHT-CLICK THE SECOND ITEM IN YOUR INVENTORY AND SELECT THE COMPARE ITEM. THE INFORMATION PANEL WILL THEN DISPLAY A COMPARISON TO THE SECOND ITEM.



5.5.8 MAGAZINE LOADING PANEL

YOU CAN FREELY LOAD AMMUNITION MAGAZINES WITH ANY COMBINATION OF DIFFERENT TYPES OF ROUNDS. A SIMPLE WAY TO LOAD A MAGAZINE IS TO DRAG AND DROP AN AMMO BOX OF COMPATIBLE CALIBRE ONTO IT. THE OTHER METHOD WHICH ALLOWS YOU TO LOAD A MAGAZINE WITH A SPECIFIC PATTERN, SUCH AS 1 AP + 2 FMJ USES THE MAGAZINE LOADING PANEL.

TO ENTER THIS MODE, RIGHT-CLICK A MAGAZINE AND SELECT THE FILL MAGAZINE CONTEXT MENU ITEM. A SCREEN WILL POP UP. ITS UPPER SECTION WILL DISPLAY THE CURRENT CONTENTS OF THE MAGAZINE, AND THE BOTTOM SECTION WILL SHOW ALL AMMO BOXES AND FREE ROUNDS OF COMPATIBLE CALIBRE CURRENTLY HELD IN THE CHARACTER'S INVENTORY. YOU CAN FREELY LOAD THE MAGAZINE BY CLICKING ANY OF THESE SOURCES. A REPEAT BUTTON WILL AUTOMATICALLY FILL THE MAGAZINE USING THE CURRENT PATTERN. THE OK BUTTON IS USED TO COMPLETE THE LOADING PROCESS.

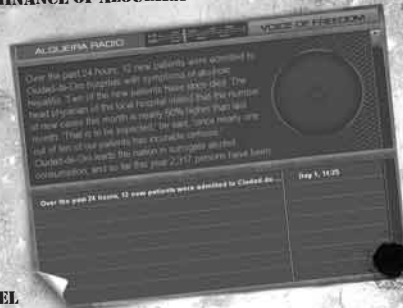


5.5.9 RADIO PANEL

TWO RADIO STATIONS ARE FIGHTING FOR DOMINANCE OF ALGUEIRA'S AIRWAVES. RADIO ALGUEIRA IS CONTROLLED BY THE GOVERNMENT AND THE VOICE OF FREEDOM IS RUN BY THE INSURGENTS. TO SWITCH BETWEEN THE CHANNELS, USE THE BUTTONS ALONG THE TOP EDGE OF THE PANEL.

THE TOP SECTION OF THE RADIO PANEL IS USED TO SHOW THE CURRENT RADIO BROADCAST; THE LOWER SECTION CONTAINS AN ARCHIVE OF RADIO MESSAGES WITH TRANSCRIPTS OF EARLIER BROADCASTS. CONTENTS OF BOTH SECTIONS CAN BE BROWSED THROUGH WITH THE SCROLL WHEEL ON YOUR MOUSE. SOME NEWS IS BASED ON VARIOUS WORLD EVENTS, OTHER NEWS IS A DIRECT RESULT OF YOUR ACTIONS. WHENEVER A NEW RADIO BROADCAST IS AVAILABLE, THE RADIO BUTTON ON THE MAIN PANEL WILL BEGIN FLASHING.

KEEP IN MIND THAT NOT EVERYTHING YOU HEAR IN ALGUEIRA'S MEDIA IS TRUE. BOTH THE GOVERNMENT AND THE REBELS TRY TO SPIN THE NEWS TO FURTHER THEIR CAUSE. THE TRUTH IS USUALLY SOMEWHERE IN THE MIDDLE.



5.6 JOURNAL

YOUR CHARACTER'S JOURNAL IS USED TO STORE ANY IMPORTANT INFORMATION YOU COME ACROSS DURING YOUR TRAVELS IN ALGUEIRA, INCLUDING YOUR MISSIONS AND NOTES ON LOCAL CITIZENS.

THE LEFT-HAND SIDE OF THE SCREEN CONTAINS LINKS TO SEVERAL DIFFERENT SECTIONS OF THE JOURNAL:

- **CURRENT MISSIONS** - ALL INFORMATION ABOUT CURRENT MISSIONS (QUESTS)
- **COMPLETED MISSIONS** - AFTER YOU SUCCESSFULLY COMPLETE A MISSION, ALL ITS INFORMATION WILL BE MOVED TO THIS SECTION
- **FAILED MISSIONS** - THIS SECTION IS A GRIM REMINDER OF YOUR FAILURES
- **UNIT INFO** - THIS SECTION CONTAINS INFORMATION ABOUT THE MEMBERS OF YOUR UNIT
- **MERCENARIES** - THIS SECTION CONTAINS INFORMATION ABOUT MERCENARIES AND OTHER CHARACTERS WHO MIGHT HAVE FOUGHT WITH YOU PREVIOUSLY, BUT WHO ARE NOT CURRENTLY A PART OF YOUR UNIT
- **POPULATION** - ANYTHING YOU FIND OUT ABOUT ANY LOCAL CITIZENS IS LISTED HERE
- **LOCATIONS** - DESCRIPTIONS OF PLACES YOU HAVE VISITED

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THE TOP LEFT-HAND CORNER OF THE SCREEN CONTAINS THE CURRENT DATE AND TIME, AND YOUR UNIT'S FINANCES; THE BOTTOM LEFT-HAND CORNER CONTAINS BUTTONS FOR ACCESSING THE RADIO PANEL, AND RETURNING TO THE MAIN GAME OR THE STRATEGIC MAP.

ALL THE JOURNAL SECTIONS ARE ARRANGED ACCORDING TO THE SAME PRINCIPLE. THE UPPER SECTION OF THE SCREEN CONTAINS A LIST OF TOPICS, SUCH AS MISSIONS, PEOPLE OR LOCATIONS, AND THE LOWER SECTION CONTAINS RELEVANT INFORMATION ON THE CURRENTLY SELECTED TOPIC. TO SELECT A TOPIC, SIMPLY CLICK ON IT WITH YOUR MOUSE.

AS YOU ACQUIRE NEW INFORMATION, THE JOURNAL WILL BE AUTOMATICALLY UPDATED. THE UNIT INFO SECTION ALLOWS YOU TO LEARN MORE ABOUT THE MEMBERS OF YOUR UNIT. IN ADDITION, THE SECTION ALSO CONTAINS THE TALK TO AND A.I.S. REPORT BUTTONS. THE FORMER IS USED TO TALK TO A NEW RECRUIT, LEARN NEW INFORMATION, EXTEND OR REVOKE CONTRACTS AND ASK THE MERCENARY TO WAIT FOR YOU IN A SECTOR. THE LATTER IS USED TO READ THE MERCENARY'S BIO.

5.7 STRATEGIC MAP

THERE ARE SEVERAL WAYS TO GET TO THE STRATEGIC MAP: EITHER PRESS M AND SWITCH TO THE MAP SECTION, OR, WHILE IN A SECTOR EXIT, PRESS THE LEAVE BUTTON IN THE UPPER RIGHT-HAND CORNER OF YOUR SCREEN.

ALL SETTLEMENTS ARE SHOWN ON THE STRATEGIC MAP AS SQUARES. THE COLOUR OF THE SQUARE DEPENDS ON THE FACTION CURRENTLY IN CONTROL. GOVERNMENT CONTROLLED AREAS ARE GREEN; REBEL SECTORS ARE RED. NEUTRAL, LAWLESS LOCATIONS ARE ORANGE. AS THE GAME PROGRESSES, ADDITIONAL FACTIONS WILL COME INTO PLAY, WITH THEIR OWN COLOURS. ONCE ALGUEIRA PLUNGES INTO CIVIL WAR, YOU WILL BE ABLE TO TAKE OVER OTHER FACTION'S SECTORS AND BRING THEM UNDER YOUR EMPLOYER'S CONTROL. YOU MAY EVEN BE ABLE TO KEEP SECTORS FOR YOURSELF, IN WHICH CASE THEY WILL BE HIGHLIGHTED IN YOUR PARTY'S COLOURS.

AT FIRST YOU WILL KNOW NOTHING ABOUT THE COUNTRY EXCEPT FOR THE LOCATIONS OF ITS LARGEST CITIES. YOU WILL HAVE TO EXPLORE ALL OTHER LOCATIONS ON YOUR OWN, EITHER BY PASSING THROUGH THEM, OR BY TALKING TO LOCALS. THE MAP OF ALGUEIRA IS BIG - TO SCROLL THROUGH IT, HOLD DOWN THE LEFT MOUSE BUTTON AND MOVE YOUR MOUSE IN THE DESIRED DIRECTION.

YOUR UNIT IS REPRESENTED BY A TRIANGULAR ARROW INSIDE A CIRCLE. IN ORDER TO MOVE YOUR UNIT, SIMPLY CLICK ON YOUR NEW DESTINATION. PAY CLOSE ATTENTION TO TWO COLOURED CIRCLES AROUND YOUR UNIT. A BLUE CIRCLE SHOWS YOUR UNIT'S CURRENT FIELD OF VIEW. A RED CIRCLE IS YOUR UNIT'S VISIBILITY TO POTENTIAL

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ADVERSARIES. THE SIZE OF BOTH DEPENDS ON THE TIME OF DAY, YOUR MOVEMENT SPEED AND YOUR MEANS OF TRANSPORTATION. IF THE BLUE CIRCLE IS BIGGER THAN THE RED, YOUR CHANCES OF SPOTTING AN ENEMY AND POTENTIALLY AVOIDING A BATTLE ARE GOOD.

IF YOUR DESTINATION IS A SETTLEMENT, THEN AS SOON AS YOU REACH IT YOU WILL BE OFFERED ENTRY TO THE SECTOR. YOU DON'T NEED TO LOAD THE SECTOR IMMEDIATELY, BUT YOU CAN FOR AS LONG AS YOU STAY INSIDE THE SETTLEMENT SQUARE. IN ADDITION, YOU CAN ENTER A WILDERNESS SECTOR AT ANY TIME, EVEN IF YOU'RE NOT NEAR A SETTLEMENT. IN THAT CASE, A RANDOM UNPOPULATED SECTOR OF AN APPROPRIATE TERRAIN TYPE WILL BE LOADED.

IF YOU ARE REASONABLY CONFIDENT THAT YOUR UNIT IS SAFE WHILE MOVING THROUGH THE MAP, YOU CAN ACCELERATE THE FLOW OF IN-GAME TIME. TO DO THAT, USE THE SCROLL BAR ON THE LEFT-HAND SIDE OF THE SCREEN, BELOW THE CURRENT DATE. IF YOU MOVE IT ALL THE WAY TO THE RIGHT, THE GAME TIME WILL FLOW EXTREMELY FAST, BUT YOU MAY NOT BE ABLE TO REACT TO THREATS IN TIME. YOU CAN FIND AN OPTIMAL BALANCE BETWEEN SPEED AND SAFETY BY MOVING THE TIME ACCELERATION SETTING TOWARDS THE LEFT. YOU CAN USE THE SPACE-BAR, OR THE PAUSE BUTTON TO THE LEFT OF THE ACCELERATION BAR TO PAUSE THE GAME AT ANY TIME.

IN THE LOWER LEFT SECTION, BELOW THE CHARACTER PORTRAITS, IS ANOTHER SIMILAR SCROLL BAR THAT CONTROLS THE SPEED OF YOUR UNIT'S MOVEMENT. AS YOU MODIFY THE SPEED, YOU'LL SEE HOW SOME IMPORTANT PARAMETERS ARE CHANGED. THEY WILL BE CALCULATED BASED ON EACH OF YOUR UNIT MEMBERS' SKILLS:

- **SPEED** - DEFINES THE GENERAL MOVEMENT SPEED OF YOUR UNIT
- **CAMOUFLAGE** - DEFINES HOW VISIBLE YOUR UNIT IS TO POTENTIAL ENEMIES
- **VISIBILITY** - DEFINES HOW FAR YOUR UNIT CAN SEE

YOU CAN FIND AN OPTIMAL BALANCE OF THESE PARAMETERS BY MOVING THE SPEED CARET AND FINDING A GOOD COMBINATION OF SPEED AND CONCEALMENT. THROUGHOUT THE PROCESS, YOUR UNIT'S ROUTE WILL BE AUTOMATICALLY MODIFIED AS REQUIRED.

WHEN MOVING SLOWLY WITH MORE CONCEALMENT, YOUR ROUTE ALONG ROUGH TERRAIN WILL BE RELATIVELY STRAIGHT, GOING ACROSS HILLS, MOUNTAINS AND OTHER NATURAL OBSTACLES. WHEN MOVING VERY FAST HOWEVER, YOUR ROUTE WILL BE MUCH LESS STRAIGHT, TRYING TO STICK TO ALGUEIRA'S WINDING ROADS. MOST ROADS IN THE COUNTRY ARE SURPRISINGLY GOOD AND ALLOW FOR FAST TRAVEL BETWEEN SETTLEMENTS COMPARED TO HIKING THROUGH THE JUNGLE. HOWEVER STAYING ON THE ROAD GREATLY INCREASES YOUR CHANCES OF BEING AMBUSHED OR OTHERWISE ATTRACTING UNWANTED ATTENTION.

THERE ARE THREE BUTTONS ABOVE THE CHARACTER PORTRAITS. THE FIRST ONE IMMEDIATELY STOPS THE UNIT AND CANCELS THE CURRENT ROUTE. THE SECOND ONE TELLS THE UNIT TO STOP AND TAKE A LITTLE SHUT EYE, IN CASE THEY'RE TIRED. THE THIRD BUTTON IS USED TO ENTER A CURRENT SECTOR, WHETHER IT'S RANDOM WILDERNESS OR A SETTLEMENT.

5.7.1 TRANSPORTATION

ONE DAY YOU JUST MIGHT BECOME RICH ENOUGH TO AFFORD A VEHICLE OR PERHAPS BE LUCKY ENOUGH TO RECEIVE ONE AS A GIFT. HAVING ONE OF THOSE AUTOMOBILES WILL GREATLY INCREASE YOUR MOVEMENT SPEED AND A HANDY STORAGE SPACE COMMONLY KNOWN AS A TRUNK CAN BE USED TO TRANSPORT A SMALL MILITARY ARSENAL. THE GAME HAS VARIOUS TYPES OF VEHICLE, FROM A SIMPLE WILLYS JEEP TO AN ARMoured PERSONNEL CARRIER (WHICH UNFORTUNATELY COMES WITHOUT A GUN TURRET). ALL CARS HAVE INDIVIDUAL CHARACTERISTICS, INCLUDING TOP SPEED, OFF-ROAD CAPABILITIES AND CARGO SPACE. YOU DON'T NEED TO WORRY ABOUT FUEL, BUT A CAR CAN BE DAMAGED OR DESTROYED. YOU JUST CAN'T FIND A TOW TRUCK IN ALGUEIRA, SO A WRECKED CAR WILL USUALLY HAVE TO BE ABANDONED.

YOU CAN ONLY HAVE ONE VEHICLE AT ANY GIVEN TIME. IF YOU BUY A NEW CAR, YOU'LL HAVE TO GET RID OF THE OLD ONE.

THE CAR'S INVENTORY CAN ONLY BE OPENED IN TACTICAL MODE, OR THROUGH THE GROUND PICK-UP SCREEN. TO DO THIS, OPEN THE INVENTORY (THE I KEY) OR THE GROUND PICK-UP SCREEN (G), AND CLICK THE BUTTON THAT LOOKS LIKE AN ARROW NEXT TO A CAR. HERE YOU'LL BE ABLE TO REVIEW THE CONTENTS OF VARIOUS CONTAINERS STORED IN THE CAR, IN A SIMILAR WAY TO INTERACTING WITH THE GROUND PICK-UP SCREEN. YOU CAN ALSO SORT ITEMS STORED IN YOUR VEHICLE BY TYPE.

A VEHICLE HAS TWO STORAGE SPACES, THE TRUNK AND THE INTERIOR. BY DEFAULT, EVERYTHING IS STORED IN THE TRUNK; WHEN TRADING A VEHICLE WITH A TRUNK YOU'LL HAVE THE OPTION TO SELL THE ENTIRE TRUNK IN ONE SHOT. STORING ITEMS IN THE INTERIOR ALLOWS YOU TO AVOID ACCIDENTALLY SELLING AN ITEM YOU NEED.

5.7.2 MAP ENCOUNTERS

YOU CAN ENCOUNTER MERCENARIES AND OTHER GROUPS OUT ON PATROL FOR VARIOUS FACTIONS IN THE COUNTRY. GREEN TRIANGLES DESIGNATE UNITS WHICH ARE FRIENDLY TO THE GOVERNMENT, RED ARE GUERRILLAS, BLUE ARE PALINERAN SOLDIERS. IF ONE OF THESE SIDES IS YOUR ENEMY, THEIR PATROL MAY INITIATE A PURSUIT AND TRY TO CATCH YOUR UNIT. SOMETIMES WHEN YOU APPROACH AN ENEMY SETTLEMENT, THEY MAY DECIDE TO SEND A UNIT TO INTERCEPT YOU. THE MORE ENERGY YOUR MERCENARIES HAVE, THE HIGHER THE CHANCES OF YOU GETTING AWAY. HAVING A VEHICLE IMPROVES YOUR CHANCES EVEN MORE.

IN ADDITION TO ROAMING PATROLS, YOU ARE LIKELY TO BE AMBUSHED BY STATIONARY BANDITS. GOOD AMBUSHES ARE IMPOSSIBLE TO SPOT, SO BE READY TO FIGHT AT ALL TIMES. WHEN TRAVELLING GREAT DISTANCES, LET YOUR MEN REST. TIRED MERCENARIES WILL NOT BE AS EFFECTIVE IN COMBAT. WHEN DRIVING A VEHICLE, ONLY THE DRIVER WILL GET TIRED.

5.7.3 SECTOR MAP

WHEN YOU REACH A LOCATION, YOU WILL ENTER A SECTOR MAP MODE. YOU'LL SEE A WINDOW THAT GIVES A BIRD'S EYE VIEW OF THE SECTOR. YOU CAN SEE POP-UP INFORMATION ON VARIOUS BUILDINGS BY HOVERING YOUR MOUSE CURSOR OVER THEM.

ALL SECTORS HAVE SEVERAL EXIT AREAS THROUGH WHICH YOUR MEN WILL ENTER THE LOCATION OR CAN RUN AWAY FROM A FIGHT. THESE AREAS ARE SHOWN AS GREEN-COLOURED SQUARES. YOU WILL SEE SMALL PANELS WITH THE NAMES OF YOUR UNIT MEMBERS NEXT TO ONE OF THESE EXIT AREAS SHOWING THE EXACT SPOT THROUGH WHICH YOUR MEN WILL ENTER THE SECTOR. DOUBLE-CLICKING ANY OTHER EXIT AREA WILL MOVE YOUR UNIT THERE. YOU CAN ALSO DRAG AND DROP INDIVIDUAL NAME PANELS TO DIFFERENT EXIT AREAS, THUS ORDERING YOUR UNIT TO ENTER THE SECTOR FROM A DIFFERENT DIRECTION. A MANOEUVRE LIKE THAT CAN BE QUITE USEFUL, FOR EXAMPLE WHEN ATTACKING AN ENEMY CITY.



5.8 TRADE MODE

A LOT OF PEOPLE IN ALGUEIRA, AND NORTHERN PALINERO TOO, LIKE WEAPONS. WEAPONS CHANGE HANDS CONSTANTLY, AND MANY MERCHANTS SPECIALISE IN WEAPON SALES, WITH MOST HAVING WILDLY DIFFERENT INVENTORIES AND PRICES. USUALLY, THE BIGGER THE SELECTION AND MORE ACCESSIBLE THE STORE, THE HIGHER THE PRICES. AS TIME GOES ON AND THE CONFLICT GROWS IN INTENSITY, MOST MERCHANTS GAIN ACCESS TO INCREASINGLY MORE ADVANCED EQUIPMENT IN GREATER QUANTITIES.

NOT ALL MERCHANTS WILL DEAL WITH YOU RIGHT AWAY. FOR EXAMPLE, ARMY LOGISTICS OFFICERS, OR GUERRILLA WEAPONS MASTERS WILL ONLY LET YOU ACCESS THEIR STORES AFTER YOU PROVE YOUR LOYALTY AND GAIN AN OFFICER'S COMMISSION WITH THEIR RESPECTIVE FACTION. ACCESS TO SOME OTHER STORES WILL ONLY BE GRANTED AFTER COMPLETING CERTAIN OBJECTIVES.

TRADERS SPECIALISE IN LEGAL SPORTING WEAPONS AND EQUIPMENT. THEIR PRICES ARE AFFORDABLE, BUT SELECTION IS VERY LIMITED. YOU CAN FIND SPORTING GOODS STORES IN PUERTO VIEJO AND CAMPECINO.

CON ARTISTS ARE BLACK MARKET FIGURES THAT SELL SHORT-BARREL WEAPONS POPULAR IN THE UNDERWORLD. THEIR SELECTION IS GENERALLY LIMITED TO HANDGUNS AND MACHINE HANDGUNS. THEIR PRICES ARE OF COURSE JACKED UP. GOONS LIKE THAT CAN BE FOUND ALMOST EVERYWHERE IN ALGUEIRA BUT, AS YOU CAN IMAGINE, THEY DON'T USUALLY HAVE A SHOP FRONT!

BARTENDERS SELL WHATEVER THEY CAN GET THEIR HANDS ON, WHICH IS USUALLY STUFF VARIOUS TRAVELLERS PAWN AT THE BAR. BARTENDERS HAVE A WIDE SELECTION OF ALL SORTS OF ITEMS, BUT YOU WON'T FIND ANYTHING PARTICULARLY VALUABLE AMONG THEIR GOODS.

LOGISTICS OFFICERS DEAL WITH SUPPLYING ALGUEIRA'S GOVERNMENT FORCES. ALGUEIRA'S ARMY, DUE TO ITS TIES TO THE FORMER USSR, IS MOSTLY EQUIPPED WITH SUPPLIES PRODUCED IN THE SOVIET UNION, RUSSIA, AND OTHER FORMER WARSAW BLOCK COUNTRIES. THIS INCLUDES SOME OF THE LATEST RUSSIAN DEVELOPMENTS THAT THE NEW RUSSIAN GOVERNMENT COVERTLY SENDS TO BE BATTLE-TESTED LOCALLY. OF COURSE, ALL OF THESE GOODS ARE ONLY AVAILABLE TO THOSE WHO PROVE THEIR LOYALTY TO GENERAL SOSA'S REGIME. LOGISTICS OFFICERS SELL EQUIPMENT MORE OR LESS AT COST AND THEY CAN BE FOUND AT MOST ARMY BASES THROUGHOUT THE COUNTRY.

WEAPONS MASTERS – THESE SPECIALISTS TAKE CARE OF EQUIPPING THE REBELS. VARIOUS SCATTERED GUERRILLA GROUPS ARE USUALLY EQUIPPED WITH NATO BLOCK WEAPONS, EITHER GETTING HAND-ME-DOWNS FROM OTHER LOCAL GOVERNMENTS, OR SOMEHOW GAINING ACCESS TO THE LATEST DEVELOPMENTS STRAIGHT FROM THE SOURCE. OF COURSE, ONLY TRUE BELIEVERS IN THE REVOLUTION CAN GAIN ACCESS TO THESE GUYS.

SMUGGLERS FROM CALI CANTINOS, DESPITE GENERAL TORMENS' BEST EFFORTS, CONTINUE TO THRIVE. THEIR SELECTION IS VIRTUALLY UNLIMITED, BUT THEIR PRICES ARE SKY-HIGH.

IN ORDER TO ENTER THE TRADE SCREEN, SELECT THE CORRESPONDING OPTION IN THE DIALOGUE WINDOW WHILE TALKING TO A MERCHANT.

5.8.1 TRADE RULES

SHOP INVENTORY IS DIVIDED INTO THE FOLLOWING SECTIONS:

- **WEAPON** – HERE YOU CAN BUY AVAILABLE FIREARMS.
- **AMMO** – THIS INCLUDES MAGAZINE CASES, CARTRIDGE BOXES, AND GRENADES FOR UNDER-BARREL GRENADE LAUNCHERS.
- **AMMUNITION** – ALL ADD-ON DEVICES, MELEE WEAPONS, MINES AND HAND GRENADES.
- **MISC** – VARIOUS OTHER ITEMS: BODY ARMOUR, OTHER GEAR, ETC.
- **SOLED** – THIS SHOWS THE ITEMS YOU ARE CURRENTLY SELLING. THEY ARE HIGHLIGHTED IN GREEN.

YOU CAN SWITCH BETWEEN THE SECTIONS USING THE BUTTONS IN THE UPPER LEFT-HAND SECTION OF THE SCREEN, ABOVE THE ITEM LIST.

EACH ITEM OF MERCHANDISE DISPLAYS A FEW PARAMETERS. THE NUMBER IN THE UPPER LEFT CORNER OF AN ITEM ICON SIGNIFIES THE NUMBER OF SUCH ITEMS AVAILABLE TO BUY. THE NUMBER IN THE LOWER LEFT CORNER IS THE NUMBER OF ROUNDS (FOR WEAPONS, MAGAZINES AND AMMO BOXES). THE NUMBER IN THE LOWER RIGHT CORNER IS THE ITEM PRICE. A STAR IN THE UPPER RIGHT-HAND CORNER INDICATES THAT THE ITEM HAS SOME NON-STANDARD ADD-ONS INSTALLED. THE BOTTOM LEFT-HAND SECTION OF THE SCREEN CONTAINS THE ITEM INFORMATION. HOVERING THE MOUSE CURSOR OVER AN ITEM WILL DISPLAY ITS 3D VIEW AND TECHNICAL CHARACTERISTICS HERE. THE RIGHT-HAND SECTION OF THE SCREEN SHOWS A CHARACTER'S INVENTORY. YOU CAN SWITCH BETWEEN CHARACTERS BY CLICKING THEIR PORTRAITS BELOW THE INVENTORY.

YOU CAN MOVE ANY MERCHANDISE INTO YOUR INVENTORY EXCEPT FOR THOSE HIGHLIGHTED IN RED. THESE ARE ITEMS WHICH YOU CANNOT CURRENTLY AFFORD. BUYING AND SELLING IS NOT COMPLETED INSTANTLY WHEN MOVING ITEMS, BUT RATHER AS A GRAND TOTAL OF ALL TRANSACTIONS VIA THE ACCEPT BUTTON IN THE LOWER RIGHT-HAND CORNER OF THE SCREEN. THE CANCEL BUTTON TO THE LEFT OF THE ACCEPT BUTTON CANCELS ANY PENDING TRANSACTIONS. INFORMATION DISPLAYED NEXT TO THE BUTTONS SHOWS YOUR BALANCE AFTER ALL PENDING TRANSACTIONS. IF YOU MOVE A STORE ITEM INTO YOUR INVENTORY, IT WILL BE HIGHLIGHTED IN BLUE UNTIL YOU ACCEPT THE TRANSACTION. YOU WILL NOT BE ABLE TO UNLOAD PENDING WEAPONS OR REMOVE INSTALLED ADD-ONS UNTIL AFTER THEY ARE PAID FOR.

WHEN MOVING THE CURSOR OVER AN ITEM IN YOUR INVENTORY OR IN THE STORE, ANY COMPATIBLE ITEMS THAT CAN INTERACT WITH THE CURRENT ITEM ARE HIGHLIGHTED. FOR EXAMPLE, HOVERING THE MOUSE OVER YOUR WEAPON WHILE IN THE AMMO SECTION WILL HIGHLIGHT ALL COMPATIBLE AMMUNITION AND, IN THE EQUIPMENT SECTION, ALL COMPATIBLE ADD-ONS WILL BE HIGHLIGHTED.

YOU CAN ALSO REPAIR A WORN-OUT OR DIRTY ITEM BY RIGHT-CLICKING THE ITEM. IF YOU HAVE ENOUGH MONEY, THE MERCHANT WILL ASK TO CONFIRM THAT YOU WISH TO REPAIR THE ITEM.

IF YOU HAVE A CLEANING KIT, DON'T FORGET TO CLEAN ALL ITEMS BEFORE SELLING THEM. THIS WILL INCREASE THEIR SELLING PRICE.

6. GAME MECHANICS

THERE ARE TWO GAME MODES USED IN 7.62: HIGH CALIBRE REAL-TIME MODE AND SPM (SMART PAUSE MODE). REAL-TIME MODE IS IN EFFECT WHEN THERE ARE NO ENEMY UNITS IN THE SECTOR WHERE YOU TEAM IS LOCATED. AS SOON AS ENEMIES APPEAR, FOR EXAMPLE WHEN YOU ENTER A SECTOR OCCUPIED BY ENEMY TROOPS OR COMBAT STARTS FOR ANY OTHER REASON, THE GAME AUTOMATICALLY ENTERS SPM. SMART PAUSE MODE IS IDEALLY SUITED FOR SIMULATING REALISTIC COMBAT AS YOU WILL SEE.

6.1 SPM PRINCIPLES

SPM MODE HAS SOMETHING IN COMMON BOTH WITH REAL-TIME STRATEGY AND TURN-BASED STRATEGY MODES EMPLOYED BY OTHER GAMES. IT'S SIMILAR TO RTS IN THE SENSE THAT ALL ACTIONS, BOTH YOURS AND THE ENEMY'S, ARE PERFORMED SIMULTANEOUSLY. SPM IS SIMILAR TO TURN-BASED STRATEGY IN THE SENSE THAT YOU CAN PLAN ALL ACTIONS AHEAD AND CHANGE ORDERS AT WILL WITHOUT HAVING TO RESORT TO A 'CLICK-FEST'. WHEN THE GAME IS PAUSED, EVERYTHING IN THE SECTOR FREEZES, INCLUDING ANY AIRBORNE AMMUNITION SUCH AS GRENADES AND OTHER PROJECTILES.

SO WHAT MAKES SPM NEW AND UNIQUE? IT'S THE FACT THAT ALL ACTIONS TAKE SOME TIME TO COMPLETE, WHICH IS BASED ON REALITY AS WELL AS ON THE INDIVIDUAL SKILLS OF EACH CHARACTER. SIMILAR TO 'ACTION POINTS' USED IN TURN-BASED GAMES, THE GAME USES TIME MEASURES OF 1/100 OF A SECOND, PROGRESSING IN REAL TIME. AS SOON AS A CHARACTER COMPLETES ALL ACTIONS, THE TIME STOPS, ALLOWING FOR NEW ACTIONS TO BE PLANNED WITH THEIR RESPECTIVE TIME LENGTH. A FLEXIBLE CONFIGURATION SYSTEM ALLOWS YOU TO FINE-TUNE THE AUTOPAUSE BEHAVIOUR, AS WELL AS CAMERA-SWITCHING WHEN EVENTS TAKE PLACE. THE SYSTEM IS SO FLEXIBLE THAT DEPENDING ON THE SETTINGS, GAMEPLAY MAY RESEMBLE A REAL-TIME GAME, AND AT OTHER TIMES THE GAME WILL FEEL COMPLETELY TURN-BASED. FEEL FREE TO EXPERIMENT WITH SPM SETTINGS TO FIND THE BALANCE THAT WORKS BEST FOR YOU.

WHILE THE GAME IS PAUSED, YOU CAN CANCEL OR CORRECT ANY OF YOUR CHARACTER'S ACTIONS, ISSUE NEW ORDERS, VIEW INFORMATION ON OBJECTS, MISSIONS, AND MERCENARIES AND ALL WHILE YOUR ENEMIES PATIENTLY WAIT AND THE BULLETS HANG IN MID-AIR. YOU CAN GIVE YOUR MERCENARIES ONE OR A SERIES OF ORDERS, SUCH AS 'JUMP OUT, FIRE A BURST, DROP DOWN, ROLL OVER, THROW GRENADE'. TO GIVE A SERIES OF ORDERS TO A CHARACTER, USE THE RECORD ACTIONS BUTTON. ALL ORDERS ARE IMMEDIATELY EXECUTED AS SOON AS THE GAME IS UNPAUSED.

THE GAME IS PAUSED WHEN AT LEAST ONE OF THE MERCENARIES HAS NO ORDERS, I.E. HE HAS COMPLETED ALL PREVIOUSLY GIVEN TASKS AND HAS NOTHING ELSE PENDING. IN ORDER TO ISSUE AN ORDER AND TO RE-START THE GAME TIME, YOU WILL NEED TO EITHER ISSUE AN ORDER TO THE MERCENARY, OR CLICK THE WAIT BUTTON TO ORDER THE MERCENARY TO REMAIN IDLE.

THE GAME MAY ALSO PAUSE, DEPENDING ON YOUR INDIVIDUAL SETTINGS, IF ANY OF THE FOLLOWING OCCUR:

- EXPLOSION NEARBY
- WOUNDED
- NEW ENEMY SPOTTED - PAUSE BY DEFAULT
- KNOWN ENEMY SPOTTED
- UNDER FIRE
- ENEMY DEAD
- MERCENARY FIRING
- GRENADE SPOTTED - PAUSE BY DEFAULT
- SUSPICIOUS SOUND
- TARGET LOST - PAUSE BY DEFAULT

IF AN EVENT CAUSES THE GAME TO PAUSE, MERELY ISSUING ORDERS TO ALL CHARACTERS IS NOT ENOUGH TO RESTART THE TIME. YOU WILL NEED TO SPECIFICALLY PRESS THE UNPAUSE BUTTON OR PRESS THE SPACE-BAR TO UNPAUSE THE GAME.

THE GAME CAN ALSO BE PAUSED AT ANY TIME VIA THE PAUSE BUTTON OR THE SPACE-BAR. DON'T GET MOUSE-HAPPY WITH THE BUTTONS THOUGH, AND MAKE SURE YOU DON'T ACCIDENTALLY RESTART THE TIME WHEN A GAME AUTO-PAUSES.

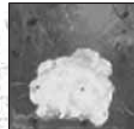
BATTLES ARE FILLED WITH ALL SORTS OF EVENTS. IN ORDER TO INCREASE YOUR AWARENESS OF THESE EVENTS AND ALLOW YOU TO REACT QUICKER, THE SPM SYSTEM USES EVENT ICONS. THESE ICONS WILL APPEAR IN THE UPPER RIGHT-HAND CORNER OF THE SCREEN NEXT TO THE PORTRAIT OF THE MERCENARY PARTICIPATING IN THE EVENT. IF YOU CLICK THE ICON, OR PRESS THE ENTER KEY, THE CAMERA WILL SWITCH TO THE MERCENARY AND / OR THE EVENT POSITION.

THE ICONS ARE AS FOLLOWS:



NO ACTION

APPEARS WHENEVER ONE OF YOUR MERCENARIES HAS NO FURTHER ORDERS AND THE GAME IS PAUSED. PRESS ENTER OR CLICK THE ICON TO MOVE TO THIS MERCENARY AND ISSUE A NEW ORDER.



EXPLOSION NEARBY

ONE OF YOUR MERCENARIES TOOK DAMAGE FROM AN EXPLOSION. IF YOU WISH TO MODIFY ORDERS FOR THIS MERCENARY, PRESS ENTER OR CLICK THE ICON TO MOVE THE CAMERA TO HIM, OTHERWISE PRESS THE SPACE-BAR OR CONTINUE.



WOUNDED

ONE OF YOUR MERCENARIES IS HURT. IF YOU WISH TO MODIFY ORDERS FOR THIS MERCENARY, PRESS ENTER OR CLICK THE ICON TO MOVE THE CAMERA TO HIM, OTHERWISE PRESS THE SPACE-BAR OR CONTINUE.



NEW ENEMY SPOTTED

ONE OF YOUR MERCENARIES SPOTTED A NEW ENEMY. IF YOU WISH TO MODIFY ORDERS FOR THIS MERCENARY, PRESS ENTER OR CLICK THE ICON TO MOVE THE CAMERA TO HIM, OTHERWISE PRESS THE SPACE-BAR OR CONTINUE.



KNOWN ENEMY SPOTTED

ONE OF YOUR MERCENARIES SPOTTED AN ENEMY WHO WAS PREVIOUSLY SPOTTED BUT WAS TEMPORARILY OUT OF SIGHT. IF YOU WISH TO MODIFY ORDERS FOR THIS MERCENARY, PRESS ENTER OR CLICK THE ICON TO MOVE THE CAMERA TO HIM, OTHERWISE PRESS THE SPACE-BAR OR CONTINUE. (NO ICON UNDER STANDARD SETTINGS).



UNDER FIRE

ONE OF YOUR MERCENARIES IS UNDER FIRE. IF YOU WISH TO MODIFY ORDERS FOR THIS MERCENARY, PRESS ENTER OR CLICK THE ICON TO MOVE THE CAMERA TO HIM, OTHERWISE PRESS THE SPACE-BAR OR CONTINUE.



ENEMY DEAD

ONE OF YOUR MERCENARIES KILLED AN ENEMY. IF YOU WISH TO MODIFY ORDERS FOR THIS MERCENARY, PRESS ENTER OR CLICK THE ICON TO MOVE THE CAMERA TO HIM, OTHERWISE PRESS THE SPACE-BAR OR CONTINUE.



FIRES WEAPON

ONE OF YOUR MERCENARIES IS FIRING HIS WEAPON. IF YOU WISH TO MODIFY ORDERS FOR THIS MERCENARY, PRESS ENTER OR CLICK THE ICON TO MOVE THE CAMERA TO HIM, OTHERWISE PRESS THE SPACE-BAR OR CONTINUE.



GRENADE SPOTTED

ONE OF YOUR MERCENARIES SPOTTED A THROWN GRENADE. IF YOU ARE GOING TO CHANGE ORDERS FOR THIS MERCENARY OR SEE WHERE THIS GRENADE IS, PRESS ENTER OR CLICK ON THE ICON TO MOVE THE CAMERA TO HIM, OR PRESS THE SPACE-BAR OR CONTINUE.



NEW SOUND

ONE OF YOUR MERCENARIES HEARD A SUSPICIOUS SOUND. IF YOU ARE GOING TO CHANGE ORDERS FOR THIS MERCENARY OR SEE WHERE THE SOURCE OF THE SOUND IS, PRESS ENTER OR CLICK ON THE ICON TO MOVE THE CAMERA TO HIM, OR PRESS THE SPACE-BAR OR CONTINUE.



LOST TARGET

ONE OF YOUR MERCENARIES LOST HIS TARGET, AND DIDN'T HAVE TIME TO ENGAGE IT. IF YOU WISH TO MODIFY ORDERS FOR THIS MERCENARY, PRESS ENTER OR CLICK THE ICON TO MOVE THE CAMERA TO HIM; OTHERWISE PRESS THE SPACE-BAR OR CONTINUE.

AN ICON WILL DISAPPEAR FROM YOUR SCREEN IF YOU CLICK IT OR PRESS ENTER. IT WILL ALSO DISAPPEAR AUTOMATICALLY AFTER A CERTAIN PERIOD OF TIME.

7.62: HIGH CALIBRE ALSO USES A SYSTEM WHICH ADDRESSES THE ISSUE OF OVERLY LONG QUIET PERIODS. IF NO ENEMY CONTACT HAS TAKEN PLACE IN A WHILE, YOUR MEN WILL BE ABLE TO 'HEAR' THE ENEMY AT MUCH GREATER DISTANCES. THE ENEMY'S APPROXIMATE POSITION WILL BE SHOWN WITH A QUESTION MARK.

6.2 ACTIONS/ORDERS

IN THE SPM SYSTEM, EVERY ACTION TAKES TIME TO COMPLETE, AS OPPOSED TO TRADITIONAL ACTION POINTS. FOR EXAMPLE, TIME TO COMPLETE SOME ACTIONS SUCH AS STANCE CHANGE, RELOADING, FIRING, ETC. IS MORE-OR-LESS FIXED AND DEPENDS ONLY ON A MERCENARY OR HIS WEAPON'S CHARACTERISTICS, WHEREAS TIME TO COMPLETE SOME OTHER ACTIONS DEPENDS ON ADDITIONAL EXTERNAL FACTORS. FOR INSTANCE, THE TIME TO MOVE FROM ONE LOCATION TO ANOTHER ON THE MAP DEPENDS COMPLETELY ON THE DISTANCE BETWEEN THE TWO LOCATIONS, AND TARGETING TIME DEPENDS ON THE DISTANCE TO TARGET.

ACTIONS ARE ALSO DIVIDED INTO "INTERRUPTIBLE" AND "UNINTERRUPTIBLE". ALL ACTIONS THAT CAN BE INTERRUPTED AT ANY GIVEN MOMENT SUCH AS MOVEMENT, TARGETING, TURNING, ETC FALL INTO THE FORMER CATEGORY. HOWEVER IF AN "UNINTERRUPTIBLE" ACTION WAS STARTED, IT MUST BE COMPLETED BEFORE ANY OTHER ACTION CAN BE PERFORMED. SUCH UNINTERRUPTIBLE ACTIONS ARE RELOADING, FIRING, MOVING AN ITEM FROM ONE POCKET TO ANOTHER, ETC.

AN INTERRUPTIBLE ORDER OR SET OF ORDERS CAN BE CANCELLED AT ANY TIME BY PRESSING BACKSPACE OR CLICKING THE CANCEL BUTTON. YOU CAN CANCEL AN UNINTERRUPTIBLE ORDER IN THE SAME WAY, BUT ONLY IF THE CHARACTER HAD NOT STARTED PERFORMING IT YET.

IN FACT, ONCE AN UNINTERRUPTIBLE ACTION IS UNDER WAY, THE ONLY WAY TO STOP IT BEFORE COMPLETION IS TO CATCH AN ENEMY BULLET.

A MERCENARY CAN PERFORM THE FOLLOWING ORDERS:

- INTERRUPTIBLE
- WAIT
- GO
- TURN
- JUMP OUT
- CLIMB A VERTICAL LADDER
- THROW A KNIFE
- TREAT
- LEAVE SECTOR
- REJOICE
- UNINTERRUPTIBLE
- READY WEAPON
- AIM
- FIRE
- FIRE GRENADE LAUNCHER
- RELOAD
- COCK WEAPON
- PUNCH
- SET MINE
- CLEAR MINE
- CHANGE STANCE
- THROW ITEM
- PICK UP ITEM
- DROP ITEM
- CHANGE ITEM
- USE ITEM
- OPEN A DOOR
- TURN LIGHTS ON/OFF
- TALK


IN ADDITION TO ACTIONS LISTED ABOVE, THE GAME ALSO HAS A SHOCK CONCEPT. WHEN A CHARACTER IS SHOCKED, NO ORDERS CAN BE ISSUED TO THAT CHARACTER. SHOCK IS CAUSED BY AN OVERLY HIGH ADRENALINE LEVEL (SHOWN AS A SPIKE WAVE). THE ACTUAL ADRENALINE LEVEL THAT CAUSES SHOCK IS DIFFERENT FOR EACH CHARACTER, AND MAINLY DEPENDS ON THEIR EXPERIENCE LEVEL.

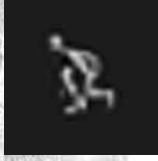
6.3 MOVEMENT


IF YOU WANT TO MOVE A MERCENARY TO A GIVEN LOCATION ON THE MAP, SELECT HIM AND LEFT-CLICK THE DESTINATION AREA. IF YOUR CURSOR TURNS INTO A STRIKETHROUGH RED CIRCLE, IT MEANS THAT THE WAY IS BLOCKED AND THE SELECTED CHARACTER CANNOT MOVE TO THAT LOCATION.

AS IN REALITY, ALL MOVEMENT TAKES TIME AND ENERGY. IF A CHARACTER HAS ENOUGH ENERGY (SHOWN BY THE BLUE BAR), YOU CAN USE EVEN THE FASTEST MOVEMENT METHOD; IF HIS ENERGY IS LOW, YOU'LL HAVE TO CONSERVE IT WHILE MOVING. IF HIS ENERGY IS FULLY DEPLETED, THE CHARACTER GOES INTO SHOCK.

EVERY STEP REQUIRES A CERTAIN AMOUNT OF ENERGY. THE FOLLOWING TABLE SHOWS ENERGY CONSUMPTION FOR A SINGLE STEP, FOR A MERCENARY CARRYING NO ADDITIONAL WEIGHT:

	STANCE/MOVEMENT TYPE	STEP:	1
		RUN:	3
		SPRINT:	15
		STEP BACK:	1.5
		SIDESTEP:	1
		CRAWL:	NONE
		WITH WEAPON READY:	2
		WITH WEAPON READY (FAST):	3.5

	STANCE/MOVEMENT TYPE	STEP:	1.5
		RUN:	6
		SPRINT:	NONE
		STEP BACK:	2
		SIDESTEP:	1.8
		CRAWL:	NONE
		WITH WEAPON READY:	4.5
		WITH WEAPON READY (FAST):	7

	STANCE/MOVEMENT TYPE	STEP:	1
		RUN:	NONE
		SPRINT:	NONE
		STEP BACK:	NONE
		SIDESTEP:	NONE
		CRAWL:	3.8
		WITH WEAPON READY:	NONE
		WITH WEAPON READY (FAST):	NONE

THESE VALUES CAN INCREASE DEPENDING ON THE AMOUNT OF WEIGHT CARRIED BY THE CHARACTER. DEPLETED ENERGY IS RECOVERED WHENEVER THE CHARACTER IS IDLE, OR WITH THE HELP OF SPECIAL ITEMS.

EACH MOVEMENT TYPE HAS ITS OWN CHARACTERISTICS:

A MERCENARY IS LESS VISIBLE TO THE ENEMY WHEN PRONE IN LOW VISIBILITY CONDITIONS.

STANCE DEFINES THE MERCENARY'S OVERALL VISIBLE BODY AREA AND THIS DIRECTLY IMPACTS THE PROBABILITY OF BEING HIT BY ENEMY FIRE.

SPRINTING EXPENDS A GREAT DEAL OF ENERGY BUT ALLOWS YOU TO COVER LONG DISTANCES WITHIN A SHORT PERIOD OF TIME. WHILE SPRINTING, A MERCENARY IS LESS VULNERABLE THAN A STATIONARY TARGET.

MOVING WITH A WEAPON AT THE READY DECREASES TARGETING TIME AND SHOCK LEVEL WHEN A MERCENARY ENCOUNTERS AN ENEMY. A MERCENARY'S ANGLE OF SIGHT NARROWS IN THIS MOVEMENT MODE.

THE FASTER A MERCENARY MOVES, THE EASIER IT IS TO SPOT HIM. FOR EXAMPLE WHEN CRAWLING, A MERCENARY IS MUCH LESS VISIBLE TO THE ENEMY THAN WHEN WALKING.

THE FASTER A MERCENARY MOVES, THE MORE NOISE HE MAKES.

A MOVEMENT ORDER CAN BE ISSUED TO A SINGLE CHARACTER OR TO A GROUP. FOR A SINGLE CHARACTER YOU SIMPLY NEED TO ORDER HIM INTO A DESIRED STANCE AND SELECT A DESTINATION WITH THE CURSOR. IF THERE ARE MULTIPLE CHARACTERS SELECTED, THEN ALL THE MERCENARIES WILL MOVE TO THE GIVEN LOCATION IN THEIR CURRENT INDIVIDUAL STANCE AND MOVEMENT MODE. STANCE CHANGE ORDERS WITH A GROUP SELECTED WILL AFFECT ALL SELECTED MERCENARIES.

APART FROM THE BASIC MOVEMENT MODES THERE ARE ALSO A FEW ADDITIONAL MOVEMENT TYPES:

- **MOVE BACK** - PRESS ALT AND CLICK AN AREA BEHIND THE MERCENARY.
- **TACTICAL STEP** - PRESS ALT AND CLICK AN AREA TO THE MERCENARY'S LEFT OR RIGHT. SHOULD BE USED TO CHANGE LOCATION WITHOUT CHANGING THE DIRECTION OF SIGHT.
- **FAST CRAWL** - FASTER THAN TACTICAL STEP, BUT IMPOSSIBLE WITH A BACKPACK. ONLY POSSIBLE WHILE PRONE.
- **JUMP OUT** - YOU CAN JUMP OUT FROM BEHIND COVER AND THEN JUMP BACK. SUCH A MOVE CAN SURPRISE AN ENEMY, INCREASING YOUR CHANCES OF MAKING A FIRST SHOT OR DODGING INCOMING FIRE. STAND BY A WALL NEXT TO A CORNER, PRESS ALT AND CLICK AN AREA AROUND THE CORNER. THIS WILL CAUSE THE MERCENARY TO MOVE THERE QUICKLY. YOU CAN ALSO DO THE SAME ACTIONS BACKWARDS IN ORDER TO RETURN TO COVER.

6.4 MELEE COMBAT

THERE ARE MANY WAYS OF HURTING YOUR ENEMIES: GUNFIRE, GRENADES, MELEE WEAPONS AND UNARMED COMBAT. ALL ATTACK METHODS ARE PERFORMED VIA THE CHARACTER CONTROL PANEL, THE LEFT AND RIGHT MOUSE BUTTONS AND THE SHIFT AND CTRL KEYS.

IF A CHARACTER'S HANDS ARE EMPTY, HE / SHE WILL FIGHT UNARMED, ATTEMPTING TO STRIKE THE ENEMY WITH HANDS AND FEET. TO STRIKE AN ENEMY, SIMPLY PLACE YOUR CURSOR OVER YOUR INTENDED TARGET AND LEFT-CLICK IT. KEEP REPEATING UNTIL THE ENEMY IS DEAD. BEAR IN MIND THAT SOME ENEMIES CAN HIT YOU BACK. IF YOU WISH TO STRIKE A NEUTRAL CHARACTER, PRESS THE HIT BUTTON ON THE CONTROL PANEL IN ORDER TO SWITCH THE CURSOR TO ATTACK MODE.

A CHARACTER ARMED WITH A KNIFE CAN THROW IT AT AN ENEMY. TO THROW A KNIFE PLACE YOUR CURSOR OVER YOUR INTENDED TARGET AND LEFT-CLICK IT. IF YOU WISH TO STAB AN ENEMY INSTEAD, HOLD DOWN THE CTRL KEY WHILE LEFT-CLICKING THE ENEMY. IF YOU ARE WIELDING A FIREARM, CTRL-CLICKING AN ENEMY WILL CAUSE YOUR CHARACTER TO MELEE HIT THE ENEMY WITH THE WEAPON.

6.5 FIREARMS

WHENEVER YOUR CHARACTER HAS A FIREARM IN THE HANDS SLOT, THE CHARACTER CONTROL PANEL WILL BE POPULATED WITH FIREARM-RELATED ICONS. YOU WILL BE ABLE TO SELECT A SHOT TYPE (FROM THE HIP, SNAPSHOT, AIMED SHOT, SNIPER SHOT) AND YOU CAN ALSO SPECIFY THE POSITION OF A FIRING MODE SELECTOR SWITCH, IF YOUR WEAPON IS SO EQUIPPED, OR FIRE AN UNDER-BARREL GRENADE LAUNCHER OR SHOTGUN. NOT ALL OF THE OPTIONS ARE AVAILABLE ALL OF THE TIME. FOR EXAMPLE, MOST HANDGUNS WILL NOT HAVE A FULL AUTO FIRE MODE AND YOU WON'T BE ABLE TO FIRE FROM THE HIP WHILE PRONE. THE CURRENTLY SELECTED FIRE MODE WILL BE HIGHLIGHTED IN YELLOW AND ALL AVAILABLE ALTERNATIVES WILL BE HIGHLIGHTED IN GREEN. ICONS HIGHLIGHTED IN RED ARE CURRENTLY UNAVAILABLE DUE TO STANCE OR WEAPON TYPE, GREY ITEMS ARE UNAVAILABLE ALTOGETHER.

YOU CAN ALSO CHANGE YOUR FIRING MODE WHILE AIMING AT THE ENEMY. TO CHANGE YOUR FIRING MODE, POSITION YOUR CURSOR OVER THE TARGET AND HOLD DOWN THE SHIFT KEY. A TABLE WILL POP-UP, SHOWING COLUMNS OF SHOT TYPES AND ROWS OF FIRE MODES. ALL AVAILABLE COMBINATIONS WILL BE DISPLAYED AS DARK CROSSHAIRS; THE CURRENTLY SELECTED COMBINATION WILL BE DISPLAYED AS A YELLOW CROSSHAIRS. YOU CAN CLICK ON OTHER CELLS TO SELECT A DIFFERENT FIRE MODE. FOR A FIXED BAYONET, THE SHOT TYPES WILL ALSO HAVE A BAYONET OPTION.

FINALLY, ONE OF THE MOST USEFUL SHORTCUTS IN COMBAT IS THE ALT KEY. WHILE SELECTING A TARGET, PRESS AND HOLD ALT AND THEN CLICK THE TARGET. THIS WILL INSTRUCT THE CURRENTLY SELECTED CHARACTER TO KEEP FIRING AT THE TARGET UNTIL IT IS DOWN.

6.5.1 SHOT TYPES

EFFECTIVENESS OF ANY TYPE OF TARGETING DEPENDS ON THE CHARACTER'S SKILL WITH EACH TARGETING TYPE, THE HEALTH STATUS OF THE MERCENARY, ANY SPECIAL PHYSICAL CONDITIONS OF THE MERCENARY (CONCUSSION, WOUNDED ARM, OTHER SERIOUS WOUNDS) AND HIS ENERGY AMOUNT AND ADRENALINE LEVEL.

FIRE FROM THE HIP



THIS MODE IS ONLY USEFUL AT EXTREME CLOSE RANGE AND IS ONLY AVAILABLE IN THE STANDING STANCE. RECOMMENDED WITH LIGHT WEAPONS WHICH CAN BE READED QUICKLY SUCH AS HANDGUNS OR WEAPONS COVERING A LARGER AREA SUCH AS SHOTGUNS. BEAR IN MIND THAT WHEN SHOOTING FROM THE HIP, A ROOKIE CHARACTER'S ACCURACY WILL BE VERY LOW EVEN AT A RANGE OF ONLY 5 METRES. HIT PROBABILITY HERE IS DETERMINED BY THE CHARACTER'S SNAPSHOT SKILL.

SNAPSHOT



THIS MODE USES MINIMAL TIME TO AIM AND IS EFFECTIVE AT CLOSE AND MEDIUM RANGE. THIS IS MOST USEFUL WHEN THE ENEMY IS CLEARLY VISIBLE. WE RECOMMEND THIS SHOT TYPE WHEN ENGAGING STANDING OR CROUCHED ENEMIES AT A RANGE OF 20 METRES OR LESS. HIT PROBABILITY HERE IS DETERMINED BY THE CHARACTER'S SNAPSHOT SKILL.

AIMED SHOT



THIS SHOT TYPE TAKES TIME TO PREPARE, BUT ALLOWS FOR MORE ACCURACY AT GREATER DISTANCES. THIS IS RECOMMENDED FOR ENGAGEMENTS AT GREATER DISTANCES OR WHEN FIRING FROM BEHIND COVER. HIT PROBABILITY HERE IS DETERMINED BY THE CHARACTER'S SHOOTING SKILL.

SNIPER SHOT



A WEAPON'S IRON SIGHTS WILL USUALLY BE BLOCKED WHEN AN OPTICAL SIGHT IS INSTALLED, AND THAT WILL PREVENT A SIMPLE AIMED SHOT FROM BEING USED. WHEN A CHARACTER'S SNIPER SKILL IS HIGH, USING A SCOPE WILL GREATLY INCREASE HIT PROBABILITY. HOWEVER, USING THE SCOPE TAKES MUCH LONGER THAN OTHER SHOT TYPES, AND THE CHARACTER'S SIGHT ANGLE IS ALSO REDUCED. SNIPERS CAN BE EASILY FLANKED DUE TO THEIR REDUCED FIELD OF VISION.

6.5.2 FIRE MODES

SINGLE SHOT



THIS MOST COMMON FIRING MODE USES THE SEMI-AUTO MODE OF AUTOMATIC WEAPONS OR FIRES SINGLE SHOTS FROM WEAPONS SUCH AS REVOLVERS AND SHOTGUNS. IT IS QUITE ACCURATE AND DOES NOT TAKE A LOT OF ENERGY AND TIME. THIS MODE SHOULD BE USED IN MOST CASES

BURST



SOME OF THE SEMI- AND FULLY-AUTOMATIC WEAPONS ALSO HAVE A 2- OR 3-SHOT BURST MODE. THIS ALLOWS FOR GREATER DAMAGE THAN SINGLE SHOTS WITH GREATER ACCURACY THAN FULLY AUTOMATIC FIRE AND THIS MODE ALSO CONSERVES AMMUNITION COMPARED TO FULL-AUTO.

UNDER-BARREL WEAPON (FULL AUTO)

A LOT OF FIREARMS HAVE A FULLY AUTOMATIC FIRING MODE WHICH ALLOWS YOU TO ENGAGE MORE ENEMIES WITHIN A SHORT PERIOD OF TIME. FULL AUTO CAN BE DIRECTED AT AN INDIVIDUAL OR AT A UNIT OR CAN COVER A SECTOR. IF YOU WISH TO COVER A SECTOR WITH AUTOMATED FIRE, CHOOSE THE FULL-AUTO FIRE MODE, MOVE YOUR CURSOR TO THE EDGE OF THE DESIRED COVERAGE SECTOR, LEFT-CLICK AND HOLD THE MOUSE BUTTON AND THEN DRAG THE MOUSE TO THE OPPOSITE EDGE OF THE SECTOR. RELEASE THE MOUSE BUTTON. THE MERCENARY WILL HOSE DOWN THE SECTOR FROM ONE EDGE TO THE OTHER. ROUNDS FIRED IN THIS MANNER WILL DISTRIBUTE ALMOST EVENLY IN THE GIVEN SECTOR AND CAN HIT SEVERAL ENEMIES SIMULTANEOUSLY

THIS FIRE MODE IS USEFUL BECAUSE IT CAN ENGAGE MULTIPLE TARGETS AT THE SAME TIME, AT THE LEAST CAUSING THEM TO DROP DOWN AND TAKE COVER. A SECTOR FIRE MODE SIMULATES COVERING FIRE, AND CAUSES THE ENEMIES' ADRENALINE LEVELS TO RISE.

YOU MAY ROUGHLY SET THE LENGTH OF A FULL-AUTO BURST, WITH THE HIGHEST SETTING BEING A BURST UNTIL ALL AMMUNITION IN THE CURRENT MAGAZINE (OR AMMO BOX) IS EXPENDED. YOU CAN SET THE APPROXIMATE LENGTH AT THE BOTTOM OF THE FIRE MODE SELECTION PANEL VIA THE HORIZONTAL SLIDER AT THE BOTTOM. THE VALUE YOU SET WILL NOT BE PRECISE, AND ACTUAL ROUNDS FIRED MAY BE A FEW MORE OR A FEW LESS. AS CHARACTERS GROW IN EXPERIENCE, THEIR ABILITY TO PRECISELY INTERRUPT THEIR BURST WILL INCREASE.

A FULL-AUTO BURST CAN BE INTERRUPTED AT ANY TIME BY PRESSING BACKSPACE OR CLICKING THE CANCEL BUTTON. BEAR IN MIND THAT FIRING LONG BURSTS MAY CAUSE THE WEAPON TO OVERHEAT AND THAT IT CAUSES MORE WEAR TO THE WEAPON!

THE ACCURACY OF FULL-AUTO FIRE DEPENDS ON MANY FACTORS:

- SHOOTER STANCE (MOST ACCURATE FROM PRONE POSITION)
- WEAPON SPECS AND WEIGHT (HEAVIER WEAPONS OFFER HIGHER ACCURACY)
- DISTANCE TO TARGET
- WEAPON CLASS
- CHARACTER'S AVAILABLE ENERGY
- AVAILABILITY OF BIPOD ON THE WEAPON
- BURST LENGTH (THE LONGER IT IS, THE LESS ACCURATE IT BECOMES TOWARDS THE END)
- LEVEL OF FAMILIARITY WITH THE WEAPON
- COMBAT EXPERIENCE
- SHOOTING SKILL
- WEAPON TEMPERATURE (ACCURACY DECREASES AS THE BARREL HEATS UP)

THE FIRST SHOTS IN A BURST ARE THE MOST ACCURATE, THEN THE SPREAD INCREASES AND EVENTUALLY PEAKS DEPENDING ON LEVEL OF FAMILIARITY WITH THE WEAPON, EXPERIENCE AND SHOOTING SKILL.

UNDER-BARREL WEAPON

SOME RIFLES CAN BE EQUIPPED WITH AN UNDER-BARREL GRENADE LAUNCHER OR SHOTGUN. THESE DEVICES ARE MOST USEFUL WHEN YOU DON'T HAVE A DIRECT LINE OF SIGHT ON THE ENEMY OR WHEN ENGAGING MULTIPLE ENEMIES. WHEN FIRING AN UNDER-BARREL GRENADE LAUNCHER, THE SHOT TYPE USED WILL DETERMINE THE GRENADE TRAJECTORY. A HUMP-SHAPED CURVE WILL BE LESS ACCURATE BUT WILL ALLOW YOU TO SHOOT OVER GREATER OBSTACLES, SUCH AS HILLS OR BUILDINGS. IN ADDITION, A HUMP-SHAPED CURVE WILL INCREASE THE TIME IT TAKES FOR THE GRENADE TO HIT, MAKING IT HARDER TO ENGAGE MOVING TARGETS. TRY TO USE DEFLECTION IN THAT CASE.

AN AIMED SHOT WITH A GRENADE LAUNCHER WILL LEAD TO A FLATTER TRAJECTORY, INCREASING ACCURACY. TO MODIFY THE TRAJECTORY, E.G. WHEN FIRING AT HILLSIDES OR TOP LEVELS OF BUILDINGS, USE THE SHIFT KEY. HOLDING THE SHIFT KEY DOWN, MOVE THE MOUSE UP OR DOWN TO MODIFY THE TRAJECTORY.

6.5.3 HIT PROBABILITY

A HIT PROBABILITY IS ONE OF THE KEY FACTORS WHEN ENGAGING TARGETS IN THE GAME. IT IS AFFECTED BY MULTIPLE FACTORS, INCLUDING:

OVERALL AIMING EFFECTIVENESS, DEPENDANT MAINLY ON THE SHOT TYPE AND CHARACTER SKILLS USED FOR THIS PARTICULAR SHOT TYPE; AND ALSO THE CHARACTER'S HEALTH AND ENERGY, EXPERIENCE, AND ADRENALINE LEVEL.

THE TARGET'S MEAN VISIBLE SIZE, DEPENDING ON TARGET'S STANCE (STANDING, CROUCHED, PRONE), DISTANCE TO TARGET AND WHETHER THE TARGET IS BEHIND COVER.

AMBIENT LIGHT LEVEL. BOTH THE TIME OF DAY AND LOCAL LIGHT SOURCES HAVE AN EFFECT.

TARGET'S MOVEMENT RATE. THE FASTER THE TARGET MOVES, THE HARDER IT IS TO HIT.

OTHER FACTORS, SUCH AS AIM CORRECTION (EACH SUBSEQUENT SHOT AT A GIVEN POINT IS SOMEWHAT MORE ACCURATE THAN THE PREVIOUS ONE), WEAPON CONDITION (WORN OUT OR DIRTY WEAPONS ARE LESS ACCURATE) AND THE PRESENCE OF VARIOUS ADD-ONS SUCH AS SIGHTS, LASER AIMING MODULES AND TACTICAL FLASHLIGHTS. OF COURSE, THE INDIVIDUAL PARAMETERS OF EACH WEAPON AND AMMUNITION TYPE ALSO HAVE AN EFFECT.

6.5.4 MISFIRES, OVERHEATING AND ACCIDENTS

AS A WEAPON OVERHEATS, USUALLY DUE TO FIRING LONG BURSTS, THE POSSIBILITY OF MISFIRE INCREASES AND FIRING ACCURACY DECREASES. THE WEAPON'S MUZZLE VELOCITY ALSO DECREASES, THEREBY DECREASING STOPPING POWER.

EACH WEAPON'S OVERHEATING TEMPERATURE IS DIFFERENT. WEAPONS COOL DOWN BY THEMSELVES LOSING ROUGHLY ONE GAME UNIT OF TEMPERATURE PER IN-GAME SECOND. SOME WEAPON TYPES, SUCH AS THE M-60, COME WITH EXTRA BARRELS THAT CAN BE SWAPPED IN COMBAT, BUT A CHARACTER SHOULD OF COURSE HAVE A SPARE BARREL IN HIS INVENTORY FOR THIS OPTION TO BE AVAILABLE.

IF A WEAPON MISFIRES, TRY TO COCK THE WEAPON AND REMOVE A JAMMED CARTRIDGE BY RIGHT-CLICKING THE JAMMED WEAPON AND SELECTING THE COCK WEAPON OPTION IN THE POP-UP MENU. YOU MAY NEED TO TRY THIS A FEW TIMES DEPENDING ON HOW WORN-OUT OR DIRTY THE WEAPON IS.

EVEN A BRAND-NEW WEAPON CAN MISFIRE, BUT MISFIRE PROBABILITY IS GREATLY INCREASED BY A WEAPON'S LOW DURABILITY, HIGH DIRT LEVELS OR OVERHEATING. EACH WEAPON'S MISFIRE PROBABILITY IS DIFFERENT AND IS BASED ON ITS REAL-LIFE CHARACTERISTICS. FOR EXAMPLE, A DIRTY AK WILL MISFIRE LESS FREQUENTLY THAN A DIRTY M-16.

THE MORE INTENSE THE BATTLE, THE FASTER THE WEAPON'S CONDITION DETERIORATES. EXHAUST GAS RESIDUE BUILDS UP AND, AFTER IT REACHES A CERTAIN LEVEL, THE WEAPON'S FIRING MECHANISM BECOMES INCREASINGLY WORN OUT. THE WEAPON'S CONDITION IS SHOWN BY A DOUBLE INDICATOR IN THE INFORMATION PANEL. THE FIRST INDICATOR SHOWS THE AMOUNT OF DIRT, AND THE SECOND ONE SHOWS THE WEAPON'S WEAR.

TO KEEP THE WEAPON OPERABLE LONGER AND TO AVOID SURPRISES, TRY TO CLEAN IT AFTER EVERY FIGHT USING THE SPECIAL CLEANING KIT. YOU CAN BUY IT IN VIRTUALLY ANY SHOP. IN ORDER TO CLEAN A WEAPON, DRAG A CLEANING KIT AND DROP IT ONTO THE WEAPON. THE CLEANING WILL TAKE A FEW SECONDS, WHILE USING UP SOME OF THE KIT'S RESOURCES.

YOU WILL ONLY BE ABLE TO REPAIR BROKEN OR WORN-OUT ITEMS AT A SHOP.

6.6 HAND GRENADES

THERE ARE SO MANY ENEMIES IN ALGUEIRA, YOU CAN NEVER HAVE ENOUGH GRENADES! TO THROW A HAND GRENADE, PLACE IT INTO A CHARACTER'S HANDS SLOT AND, WHILE HOLDING DOWN THE RIGHT MOUSE BUTTON, SPECIFY THE TARGET AREA USING THE RED DOT CURSOR WHICH APPEARS. BY DEFAULT, THE THROW WILL USE A FLAT TRAJECTORY. IN ORDER TO CHANGE THE TRAJECTORY, SUCH AS WHEN THROWING GRENADES OVER WALLS, HOLD DOWN THE SHIFT KEY. WHILE HOLDING IT DOWN, MOVE YOUR MOUSE UP OR DOWN, THUS CHANGING THE TRAJECTORY. YOU MAY FIND IT EASIER TO SPECIFY TRAJECTORY FIRST, WHILE AIMING AT A RANDOM POINT, AND TO SELECT YOUR ACTUAL TARGET LATER. MAXIMUM THROW DISTANCE OR OBSTACLES WILL PREVENT YOU FROM THROWING THE GRENADE VERY FAR, IN WHICH CASE THE TRAJECTORY CURVE WILL END AT THE FURTHEST AVAILABLE AIM POINT. WHEN USING GRENADES AT CLOSE RANGE, TRY TO TAKE COVER UNLESS YOU WANT TO BE CAUGHT IN THE BLAST YOURSELF.

THE ENEMIES WILL USUALLY REACT TO A GRENADE IN A REALISTIC MANNER, THAT IS, THEY'LL TRY TO RUN AWAY FROM IT. IN REAL LIFE, SOLDIERS WILL OFTEN REMOVE THE PIN AND HOLD A GRENADE IN THEIR HANDS FOR A FEW SECONDS, IN ORDER TO GIVE THE ENEMY LESS TIME TO REACT. THIS IS ALSO SIMULATED IN THE GAME. RIGHT-CLICK A GRENADE IN YOUR HANDS OR POCKET AND SELECT THE COOK OFF GRENADE OPTION OR USE THE ARM BUTTON IN THE CONTROL PANEL. A RED STAR INDICATOR WILL APPEAR NEXT TO THE GRENADE. UNPAUSE THE GAME, WAIT A COUPLE OF SECONDS, PAUSE AGAIN AND THE GRENADE IS READY TO BE THROWN.

THEORETICALLY, THERE'S A SMALL CHANCE OF PICKING UP AN ENEMY'S GRENADE AND THROWING IT BACK AT THE ENEMY BUT, JUST AS IN REAL LIFE, THE CHANCES OF SUCCESSFULLY COMPLETING ALL THAT IN TIME ARE RATHER SLIM.

ANOTHER TRICK IS TO THROW A GRENADE AT THE ENEMY WITH THE PIN STILL IN IT. THIS WILL CAUSE THE ENEMIES TO SCATTER ANYWAY AND YOU'LL BE ABLE TO COLLECT THE GRENADE LATER.

BEAR IN MIND THAT YOU MUST BE EXTRA CAREFUL WHEN USING GRENADES IN POPULATED AREAS OR ALONGSIDE FRIENDLY TROOPS. IF A SINGLE FRAGMENT HITS AN ALLY, IT PUT AN END TO YOUR ALLIANCE. ONLY THE MOST POWERFUL NEUTRAL NPC'S CONNECTED TO BOTH OPPOSING FACTIONS WILL BE ABLE TO MAKE AMENDS FOR YOU WITH THE SIDE WHOSE FEELINGS YOU HURT, BUT IT WILL COST YOU QUITE A BIT OF MONEY.

6.7 LAND MINES

MOST LAND MINES CAN BE SET IN THE FOLLOWING MANNER: PLACE THEM IN YOUR HANDS SLOT, SELECT THE SET ITEM IN THE CONTEXT MENU AND, USING THE CURSOR THAT APPEARS, DESIGNATE THE AREA TO BE MINED. ONCE A MERCENARY BEGINS SETTING A MINE, ITS POSITION WILL BE MARKED WITH A RED FLAG. THE ENEMY WILL NOT SEE THE FLAG BUT A CERTAIN LEVEL OF EXPERIENCE AND GOOD PERCEPTION MAY MAKE IT POSSIBLE FOR THE ENEMY TO SPOT YOUR LITTLE SURPRISE.

TO SET A REMOTE CONTROLLED CHARGE, FIRST PICK UP A REMOTE TRIGGER WITH YOUR MOUSE AND CLICK THE MINE WITH IT. A RED STAR WILL INDICATE THAT THE TRIGGER AND THE CHARGE ARE NOW CONNECTED. NOW PLACE THE CHARGE IN THE HANDS SLOT AND SET IT AS NORMAL. TO SET OFF THE CHARGE, PLACE THE TRIGGER IN THE HANDS SLOT, AND USE IT VIA THE CONTEXT MENU. A TRIGGER CAN BE CONNECTED TO MULTIPLE CHARGES WHICH IS VERY USEFUL WHEN YOU WANT TO SET OFF A SERIES OF EXPLOSIONS. OF COURSE, IF YOU WANT THE EXPLOSIONS TO BE TIMED ONE AFTER ANOTHER, YOU WILL NEED SEVERAL INDIVIDUAL TRIGGERS.

IF YOU OBTAIN A TRIP WIRE KIT (A COMPLEX SET OF WOODEN PEGS, DUCT TAPE AND METAL WIRE), YOU CAN USE HAND GRENADES AS BOOBY TRAPS. TO SET A TRIP WIRE, PLACE A HAND GRENADE OVER A TRIP WIRE KIT IN YOUR INVENTORY. IT WILL TAKE 10 SECONDS TO BUILD, AND THEN A BOOBY TRAP IS READY TO BE SET. SETTING IT IS SIMILAR TO SETTING UP A SECTOR FULL-AUTO BURST: RIGHT-CLICK ON THE GROUND, CHANGING THE CURSOR INTO A RED DOT, THEN HOLD DOWN THE LEFT MOUSE BUTTON AND DRAG IT IN THE DIRECTION YOU WANT THE TRIP WIRE SET. WHEN YOU LET GO OF THE LEFT MOUSE BUTTON, YOUR CURRENTLY SELECTED CHARACTER WILL PROCEED TO SET THE TRIP WIRE IN THE AREA YOU SPECIFIED.

BEAR IN MIND THAT SETTING A MINE OR A BOOBY TRAP IS A HOSTILE ACT. ANYONE OBSERVING YOU WILL ATTEMPT TO STOP YOU. IF IT'S A COP OR A SOLDIER ALL HIS BUDDIES WILL JOIN IN THE FUN AS WELL. SO, TRY TO MINE THINGS WHEN NO ONE CAN SEE YOU.

BUT MOST OF ALL, REMEMBER THAT LAND MINES AND HAND GRENADES HAVE A TENDENCY TO BLOW UP, WHICH CAN BE QUITE USEFUL WHEN FACING A DETERMINED ENEMY.

6.8 TAKING DAMAGE

YOUR MERCENARY'S MOST IMPORTANT PARAMETER IS, WITHOUT A DOUBT, HIS HEALTH LEVEL. THE HIGHER IT IS THE BETTER. OF COURSE, IT IS INEVITABLE THAT ONE OF YOUR MERCENARIES WILL BE HIT IN COMBAT. YOU SHOULD BE AWARE OF POTENTIAL INJURIES AND THEIR EFFECT ON YOUR MERCENARIES.

WOUNDS VARY IN SEVERITY, EACH HAVING A DIFFERENT LEVEL OF PAIN AND SHOCK.

WOUND SEVERITY	HP DAMAGE	SHOCK DAMAGE
LIGHT WOUND	1-5	LIGHT
NORMAL WOUND	6-10	LIGHT
HEAVY WOUND	11-25	HEAVY
VERY HEAVY	26-30	VERY HEAVY
CRITICAL	31-40	VERY HEAVY
LETHAL	MORE THAN 40	VERY HEAVY

SOME HEALTH POINTS ARE IMMEDIATELY LOST THE MOMENT THE DAMAGE IS TAKEN AND MORE HP WILL BE LOST LATER. FOR EXAMPLE, WITH A 20 HP HIT, 5 HP MAY BE LOST IMMEDIATELY AND 15 WILL BE LOST LATER. A WOUND WILL LOSE 35% OF ITS DAMAGE EVERY 10 SECONDS, UNTIL EITHER THE FULL DAMAGE IS TAKEN, OR THE BLEEDING IS STOPPED WITH MEDICATION.

IF VERY HEAVY SHOCK DAMAGE IS DEALT, THE MERCENARY WILL LOSE CONSCIOUSNESS MORE OFTEN THAN NOT, SOMETIMES EVEN CAUSING HIM TO DIE OF SHOCK. SHOCK FROM WOUNDS AND ITS RESULTS WILL ACCUMULATE.

IF A HIT'S HP AMOUNT IS GREATER THAN THE MERCENARY'S CURRENT HP LEVEL, THEN HE WILL DIE IMMEDIATELY.

CRITICAL HIT PROBABILITY DEPENDS ON THE BODY PART BEING HIT, PROJECTILE SPECS AND SOME OTHER FACTORS. CRITICAL HIT MODIFIERS FOR VARIOUS BODY PARTS ARE TAKEN INTO CONSIDERATION WHILE CALCULATING THE CRITICAL HIT VALUE. THE MOST CRITICAL INJURIES ARE TO THE HEAD FOLLOWED BY THE TORSO WITH A VERY SMALL CHANCE OF A CRITICAL HIT TO THE LEG OR ARM.

ANY NON-LETHAL WOUND CAN BE TREATED WITH MED KITS, WHICH WILL STOP THE BLEEDING. THE EFFECTIVENESS OF TREATMENT DEPENDS ON THE CHARACTER'S MEDICAL SKILL AND THE MED KIT TYPE. IT IS THEREFORE POSSIBLE FOR A HEAVY WOUND TO CAUSE A CHARACTER TO DIE, EVEN AFTER RECEIVING TREATMENT, WHEN AN UNSKILLED MEDIC IS UNABLE TO STOP THE BLEEDING IN TIME.

IN ORDER TO USE A MED KIT, PLACE IT INTO A CHARACTER'S HANDS SLOT, AND RIGHT-CLICK IT. THE CURSOR WILL CHANGE INTO A HAND WITH A RED CROSS. YOU CAN ALSO USE THE TREAT BUTTON IN THE CONTROL PANEL. THEN SELECT THE PATIENT, CLICK HIM / HER WITH THE CURSOR AND UNPAUSE THE GAME. BEAR IN MIND THAT IF A MEDIC IS FAR AWAY FROM A WOUNDED MERCENARY, THE CHANCES OF HIM REACHING AND TREATING THE CHARACTER IN TIME BECOME MORE REMOTE.

USING MED KITS ONLY STOPS BLEEDING BUT DOES NOT RESTORE HPS (UNLESS THE IMPROVED MEDKIT OPTION IS ON IN THE DIFFICULTY SETTINGS). COMPLETE TREATMENT IS ONLY AVAILABLE IN HOSPITALS ALTHOUGH HPS DO SLOWLY REGENERATE OVER TIME. SOME MEDICATION CAN ALSO IMPROVE THE HP REGENERATION RATE.

IN ADDITION TO MED KITS, YOU CAN USE ADDITIONAL ITEMS, E.G. WATER FROM A FIELD FLASK WILL RESTORE ENERGY, MORPHINE WILL LOWER ADRENALINE AND SHOCK AND PHENAMINE WILL IMPROVE THE ENERGY REGENERATION RATE.

WHENEVER A HIT IS SCORED, WHETHER IT IS WITH A BULLET, KNIFE OR SHRAPNEL, THERE'S A CHANCE OF A CRITICAL HIT DEPENDING ON THE BODY PART BEING HIT. FOR EXAMPLE, WHEN RECEIVING A CONCUSSION A MERCENARY WILL LOSE 50% OF HIS SIGHT AND HEARING FOR THE NEXT 100 SECONDS. WHEN RECEIVING A CRITICAL HIT IN THE ARM, A CHARACTER MAY DROP HIS WEAPON AND / OR RECEIVE LONG-TERM DAMAGE TO THE LIMB. A DAMAGED LIMB, EVEN WITH FULL HPS, WILL STILL NEGATIVELY IMPACT THE CHARACTER'S COMBAT SKILLS. WITH DAMAGED LEGS, A CHARACTER WILL ONLY BE ABLE TO CRAWL (ALL THE WAY TO THE HOSPITAL). A CRITICAL WOUND TO THE HEAD WILL CAUSE DEEP SHOCK, WHICH CAN ONLY BE TREATED WITH SPECIAL MEDICATION. IF ONE OF YOUR MEN TAKES A CRITICAL HIT, A CORRESPONDING BODY PART IN HIS SILHOUETTE IN THE INFORMATION PANEL WILL BE HIGHLIGHTED IN RED.

CRITICAL WOUNDS CAN ONLY BE TREATED IN HOSPITAL.

6.9 ADRENALINE AND SHOCK

IN CRITICAL SITUATIONS A CHARACTER'S ADRENALINE LEVEL INCREASES, LEADING TO CHANGES IN THE MERCENARY'S BEHAVIOUR.

A CHARACTER'S ADRENALINE LEVEL AFFECTS THE DYNAMIC DIAGRAM SHOWN IN THE BOTTOM LEFT-HAND SECTION OF THE TACTICAL SCREEN. THE HIGHER THE ADRENALINE LEVEL, THE FASTER AND LESS ACCURATE THE MERCENARY'S ACTIONS BECOME. AT THE ADRENALINE PEAK THE MERCENARY STARTS TO MOVE VERY FAST, BUT AT THE SAME TIME THE PRECISION OF HIS ACTIONS IS EXTREMELY LOW. FOR EXAMPLE, TRYING TO CONDUCT ACCURATE FIRE UNDER SUCH CONDITIONS IS USELESS. IN CONTRAST, LOW ADRENALINE LEVELS DECREASE A CHARACTER'S MOVEMENT SPEED.

ADRENALINE LEVEL FLATLINES AS TIME PASSES. THE RECOVERY RATE AND EFFECT OF ADRENALINE ON A CHARACTER DEPEND ON THE CHARACTER'S EXPERIENCE. A MORE EXPERIENCED MERCENARY WILL EXPERIENCE LOWER SHOCK LEVELS AND WILL BE LESS EXPOSED TO ADRENALINE THAN A ROOKIE. IF SEVERAL "SHOCKING" EVENTS TAKE PLACE IN RAPID SUCCESSION, THE ADRENALINE LEVEL WILL RISE EVEN FASTER. THE FOLLOWING EVENTS CAN BE REFERRED TO AS "SHOCKING":

- BEING WOUNDED
- ENEMY SPOTTING
- ENEMY ATTACK
- THROWN GRENADE
- EXPLOSION NEARBY
- MISFIRE
- ENERGY REACHING 0

YOU MAY INITIATE COVERING FIRE IN THE DIRECTION OF YOUR ENEMY IN ORDER TO COVER YOUR ATTACK, THUS INCREASING THE ENEMIES' ADRENALINE LEVEL. THIS WILL CAUSE A DECREASE IN THEIR COMBAT EFFECTIVENESS. BUT BEAR IN MIND THAT THE ENEMY CAN ALSO USE THIS METHOD TO THEIR ADVANTAGE.

6.10 PROTECTION

INDIVIDUAL PROTECTION IS ALSO VERY IMPORTANT IN 7.62: HIGH CALIBRE.

FIRST OF ALL, POSITIONAL ADVANTAGE IS THE BEST PROTECTION. WHEN IN COMBAT, TRY TO STAY SOME DISTANCE AWAY FROM THE ENEMY. DO NOT ALLOW THE ENEMY TO GET TOO CLOSE. OCCUPY A TACTICALLY SUPERIOR POSITION (HIGH GROUND, COVER ETC.). AVOID OPEN SPACES.

IN ADDITION, YOU SHOULD USE BODY ARMOUR, SPECIFICALLY BALLISTIC VESTS AND HELMETS. BODY ARMOUR HAS VARIOUS PROTECTIVE FEATURES AND WEIGHT. THE LEVEL OF BODY ARMOUR PROTECTION DEPENDS ON THE MATERIALS FROM WHICH IT'S MADE. THE WEAKEST MATERIAL IS STEEL, KEVLAR IS AVERAGE AND TITANIUM IS THE BEST. ALL MATERIALS HAVE THEIR OWN UNIQUE SPECS. BODY ARMOUR DOES NOT OFFER ALL-ROUND FULL-BODY PROTECTION BUT PROVIDES PROTECTION ZONES, COVERING A CERTAIN PERCENTAGE OF THE BODY AREA. THE ZONES ARE DIVIDED INTO FRONTAL, BACK, AND SIDES. EACH HAS ITS OWN STATS, PROVIDING A CERTAIN PERCENTAGE OF DAMAGE ABSORPTION.

BODY ARMOUR PROVIDES FULL OR PARTIAL PROTECTION FROM PROJECTILES, DEPENDING ON THE PROJECTILE TYPE AND THE ACTUAL DAMAGE DEALT. EVEN IF A PROJECTILE PENETRATES BODY ARMOUR, ITS STOPPING POWER WILL STILL BE WEAKENED. BODY ARMOUR OFFERS GOOD DEFENCE AGAINST REGULAR AND HOLLOW-POINT PROJECTILES, BUT IS VULNERABLE TO ARMOUR-PIERCING PROJECTILES.

SOME BODY ARMOUR CAN BE ENHANCED WITH ADDITIONAL ARMOUR PLATES. STEEL PLATES CAN WITHSTAND SEVERAL BULLET HITS BUT WILL ALLOW A LARGE AMOUNT OF KINETIC ENERGY TO PASS THROUGH. IN CONTRAST, CERAMIC PLATES PROVIDE GOOD PROTECTION BUT ARE FRAGILE.

HELMETS PROTECT A CHARACTER'S HEAD BUT SLIGHTLY INCREASE HIS VISIBLE DIMENSIONS, MAKING HIM A SOMEWHAT LARGER TARGET FOR THE ENEMY AND INCREASING HIS CHANCE OF BEING HIT. SIMILAR TO BALLISTIC VESTS, HELMETS DO NOT PROVIDE ALL-AROUND HEAD PROTECTION, BUT ONLY PROTECT IT FROM CERTAIN ANGLES.

6.11 PROFESSIONALISM AND REPUTATION

THE CONSEQUENCES OF YOUR ACTIONS IN ALGUEIRA MAY IMPACT THE ENTIRE COUNTRY. THEY ALSO HAVE AN IMPACT ON THE OPINION THAT THE LOCALS HAVE ABOUT YOU. MISSION SUCCESS OR FAILURE, DEATH OF AN IMPORTANT CHARACTER OR A PARTY MEMBER, MISTREATMENT OF AN NPC, ALL THESE THINGS CAN CHANGE YOUR REPUTATION IN ALGUEIRA'S MANY SETTLEMENTS.

PROFESSIONALISM – THIS IS A HIDDEN STAT THAT IS DETERMINED BY YOUR SUCCESS AS A GUN FOR HIRE. IT WILL AFFECT YOUR REPUTATION IN THE EYES OF YOUR PEERS. AN OUT-OF-WORK NPC WILL BE HAPPY TO JOIN A WELL-KNOWN, SUCCESSFUL MERCENARY EVEN IF FINANCIAL CONDITIONS AREN'T IDEAL. ON THE OTHER HAND, A CHARACTER WHO'S WELL KNOWN FOR HIS MANY FAILURES WILL FIND IT HARD TO ENLIST THE HELP OF EVEN THE MOST DESPERATE SOLDIER OF FORTUNE.

YOUR PROFESSIONALISM INCREASES WITH EACH SUCCESSFUL MISSION. THE MORE COMPLEX THE TASK AND THE LESS HELP YOU NEEDED TO COMPLETE IT, THE MORE RESPECT YOU WILL GAIN. A FAILED MISSION, IN CONTRAST, WILL CAUSE YOU TO LOSE RESPECT. BUT THE BIGGEST HIT TO YOUR PROFESSIONAL REPUTATION IS CAUSED BY DEATH AMONG YOUR UNIT MEMBERS. NO ONE WANTS TO SERVE A COMMANDER WHOSE ORDERS GET HIS MEN KILLED.

REPUTATION IS A STAT THAT SHOWS HOW WELL-LIKED YOU ARE BY ALGUEIRA'S GENERAL POPULACE. YOUR REPUTATION IN EACH SETTLEMENT WILL BE DIFFERENT. ANYTHING YOU DO IN A GIVEN SECTOR CHANGES YOUR REPUTATION THERE AND, MORE OFTEN THAN NOT, IN OTHER SECTORS AS WELL. BY WORKING FOR THE GOVERNMENT YOU'LL IMPROVE YOUR REPUTATION IN ARTRIGO AND RUIN YOUR REPUTATION WITH THE GUERRILLAS. IF YOU DECIDE TO GO ON A CIVILIAN MASSACRE, A SENSELESS BLOODBATH WILL MAKE YOU UNIVERSALLY HATED. SOMETIMES EVEN A SIMPLE CONVERSATION CAN SIGNIFICANTLY AFFECT YOUR REPUTATION.

YOU CAN SEE YOUR REPUTATION VALUE IN THE STRATEGIC MAP UNDERNEATH THE SECTOR SYMBOLS. YOUR REPUTATION AFFECTS YOUR ACCESS TO SIDE QUESTS, AS WELL AS ENLISTMENT AND TRAINING COSTS IN SETTLEMENTS UNDER YOUR CONTROL.



6.12 MERCENARIES

THE ARMED CONFLICT IN ALGUEIRA ATTRACTED THE ATTENTION OF ALL SORTS OF PEOPLE FROM AROUND THE WORLD. MANY PROFESSIONAL SOLDIERS OF FORTUNE FLOCKED TO THE COUNTRY IN SEARCH OF BLOOD AND MONEY. WHILE LOOKING FOR A JOB, THESE TOUGH GUYS AND GALS SPEND MOST OF THEIR TIME GETTING DRUNK AT LOCAL BARS THROUGHOUT ALGUEIRA'S TOWNS AND VILLAGES. EACH MERCENARY HAS A UNIQUE SET OF SKILLS, AS WELL AS INDIVIDUAL PERSONALITY TRAITS. NOT ALL OF THEM WILL ACCEPT YOUR OFFER RIGHT AWAY, OFTEN PREFERRING TO WORK FOR A MORE EXPERIENCED PROFESSIONAL. THE PAY FOR EACH MERCENARY DEPENDS ON THEIR SKILLS AS WELL AS YOUR PROFESSIONALISM LEVEL.

WHEN YOU HIRE A MERCENARY, YOU WILL NOT BE ABLE TO TALK TO HIM / HER AS TO A REGULAR NPC. TO ENTER INTO A DIALOGUE WITH A TEAM MEMBER, YOU WILL NEED TO OPEN THE UNIT SECTION OF YOUR JOURNAL. WHEN TALKING TO A MERCENARY YOU WILL BE ABLE TO FIND OUT ABOUT HIS PAST, EXTEND A CONTRACT, FIRE THE MERCENARY OR ASK HIM TO WAIT FOR YOU AT THE CURRENT LOCATION. A WAITING MERCENARY WILL NO LONGER TAKE A SPOT IN YOUR UNIT, BUT WILL REJOIN YOUR UNIT WHENEVER ASKED TO DO SO, FOR AS LONG AS HIS CONTRACT IS STILL ACTIVE. IF YOU TALK TO A WAITING MERCENARY, YOU'LL BE ABLE TO PAY HIM SOME MORE MONEY TO EXTEND HIS CONTRACT AND HIS WAITING PERIOD.

WHEN A MERCENARY'S CONTRACT IS ABOUT TO EXPIRE, YOU WILL BE NOTIFIED AND OFFERED THE CHANCE TO EXTEND IT. IF THIS HAPPENS WHILE YOU'RE MOVING THROUGH THE STRATEGIC MAP, THE GAME IS AUTOMATICALLY PAUSED.

6.13 STRATEGIC MODE

THE VARIOUS FACTIONS AT PLAY IN ALGUEIRA DO NOT SIT IDLE WHILE YOU'RE DOING YOUR THING. GOVERNMENT AND REBEL UNITS, DRUG CARTEL ENFORCERS AND ARMED FORCES OF NEIGHBOURING STATES ALL PATROL THE COUNTRYSIDE, ENGAGE EACH OTHER AND MAY EVEN TAKE OVER SETTLEMENTS. IF YOU SOMEHOW MANAGE TO BE AT WAR WITH ALL THE FACTIONS, YOU'LL HAVE TO TAKE MATTERS INTO YOUR OWN HANDS. AND, IF LUCK IS ON YOUR SIDE, SOMETIME LATER ALGUEIRA MAY EVEN HAVE A NEW DICTATOR!

AS THEY SAY, ONE IS THE LONELIEST NUMBER. WHILE THIS ISN'T ALWAYS TRUE IN 7.62: HIGH CALIBRE, YOUR UNIT CAN'T BE EVERYWHERE AT ONCE. SO, TO DEFEND SETTLEMENTS UNDER YOUR CONTROL YOU WILL NEED TO RECRUIT LOCAL MILITIA, OR SELF-DEFENCE UNITS. YOU WILL NEED TO TALK TO THE LOCAL MAYOR TO RECRUIT A UNIT. THERE ARE TWO WAYS TO ENSURE THE CONSTANT DEFENCE OF A SECTOR: ONE IS TO FINANCE MONTHLY TRAINING CAMPS, WHICH WILL RECRUIT LOCAL MILITIA AT A STEADY PACE, THE OTHER IS TO HIRE A BUNCH OF RECRUITS IMMEDIATELY, WHICH WILL COST MUCH MORE MONEY.

EACH SETTLEMENT UNDER YOUR CONTROL IS A POTENTIAL SOURCE OF INCOME, BUT ONLY AFTER YOU RESTORE LAW AND ORDER THERE. AT FIRST YOU WILL NEED TO SUBSIDISE A SECTOR IN ORDER TO AVOID ANARCHY AND TO SLOWLY RESTORE PEACE. THE LOCAL MAYOR WILL NOTIFY YOU OF THE MONTHLY AMOUNT NEEDED TO MAINTAIN ORDER; IF YOU FAIL TO PAY IT, LOCAL MILITIAMEN MAY START TO DESERT. WHEN TALKING TO A MAYOR, YOU WILL BE ABLE TO SET THE CITY'S MONTHLY POLICE BUDGET AND THE MONEY YOU SPECIFY WILL BE GRADUALLY WITHDRAWN FROM YOUR ACCOUNT. IF YOU CONTROL SEVERAL SETTLEMENTS WITH DIFFERENT PEACE LEVELS, PROFITS FROM THE MORE PEACEFUL REGIONS WILL BE DISTRIBUTED BETWEEN THE REGIONS THAT LOSE MONEY.

YOU CAN USE LOCAL SELF-DEFENCE UNITS NOT ONLY TO DEFEND THEIR HOME TOWN, BUT ALSO TO HOLD OTHER SECTORS AND EVEN TO ATTACK ENEMY POSITIONS. TO SEND A NUMBER OF MEN TO ANOTHER SECTOR, GIVE THE APPROPRIATE ORDER TO THE MAYOR, OR ANY LOCAL MILITIAMEN. AFTERWARDS YOU WILL BE ABLE TO MONITOR YOUR UNIT'S PROGRESS ON THE STRATEGIC MAP AND IN THE UNIT SECTION OF THE JOURNAL, WHICH WILL BE UPDATED WITH STATUS REPORTS ON YOUR MEN'S PROGRESS.

7. EQUIPMENT

7.1 WEAPONS

THERE ARE OVER 150 DIFFERENT WEAPONS AVAILABLE IN 7.62: HIGH CALIBRE. ALL OF THEIR CHARACTERISTICS ARE DIRECTLY BASED ON THEIR REAL-LIFE STATS.

THERE ARE SEVERAL TYPES OF WEAPONS IN 7.62: HIGH CALIBRE PISTOLS, HANDGUNS, SUBMACHINE GUNS, RIFLES (ASSAULT, COMBAT AND CARBINES), SNIPER RIFLES, MACHINE GUNS, AND SHOTGUNS. EACH WEAPON TYPE HAS ITS ADVANTAGES AND DISADVANTAGES AND EACH HAS ITS OWN TACTICAL ROLE ON THE BATTLEFIELD.

TO EFFECTIVELY USE A FIREARM, YOU MUST KEEP THE FOLLOWING IN MIND:

EACH WEAPON TYPE USES ITS OWN AMMUNITION AND MAGAZINES

EVEN IF TWO WEAPONS ARE CHAMBERED FOR THE SAME ROUND, THEIR MAGAZINES MAY NOT BE COMPATIBLE

USING THE SAME ROUND IN DIFFERENT WEAPONS WILL NOT HAVE THE SAME RESULTS. FOR EXAMPLE, AN AP ROUND WILL BE LESS EFFECTIVE IN A SHORT-BARREL WEAPON THAN IN A LONG-BARREL ONE.

EACH WEAPON HAS THE FOLLOWING SET OF UNIQUE PARAMETERS:

- **CALIBRE.** THIS DEFINES THE TYPE OF ROUND THAT CAN BE USED WITH THE WEAPON.
- **ACCURACY.** AN AVERAGE HIT PROBABILITY OF A HUMAN-SIZED TARGET WITHIN THE WEAPON'S EFFECTIVE RANGE.
- **DAMAGE.** AVERAGE MINIMUM AND MAXIMUM HIT VALUES WHEN HITTING AN UNARMOURD SOFT TARGET.
- **DURABILITY (TOTAL / DIRT).** THE WEAPON'S RESILIENCE TO WEAR AND DIRT.
- **RATE OF FIRE.** TIME IN SECONDS NEEDED TO FIRE THE WEAPON IN SINGLE AND FULL-AUTO FIRING MODE. THE LOWER THE NUMBER, THE LESS TIME IT TAKES TO FIRE THE WEAPON.
- **TO READY.** TIME IN SECONDS TO READY THE WEAPON TO FIRE. THE LOWER THE VALUE, THE LESS TIME IT TAKES TO TAKE A SHOT. THIS PARAMETER DOES NOT TAKE INTO ACCOUNT OTHER FACTORS THAT AFFECT THE TIME TO FIRE A WEAPON.
- **BALANCE.** THIS IS AN APPROXIMATION OF THE WEAPON'S BALANCE, I.E. DISTRIBUTION OF MASS ALONG ITS LENGTH. IT'S CALCULATED AS A NUMBER BETWEEN 0 AND 100. THE HIGHER THE VALUE, THE MORE BALANCED THE WEAPON. THE WEAPON'S BALANCE IS MOST IMPORTANT WHEN FIRING BURSTS.
- **FIRING MODES.** DEPENDING ON THE WEAPON'S DESIGN AND THE TYPE OF THE SELECTOR SWITCH INSTALLED, THE WEAPON MAY HAVE A SINGLE, BURST, AND FULL-AUTO FIRING MODES.
- **WEIGHT.** THE WEAPON'S INFORMATION WINDOW WILL SHOW ITS TOTAL COMBINED WEIGHT WITH ANY ADD-ONS THAT MAY BE INSTALLED. CHANGES IN A WEAPON'S WEIGHT AFFECT ITS BALANCE. WEAPON WEIGHT ALSO AFFECTS THE CHARACTER'S WEIGHT LOAD, WHICH IN TURN AFFECTS THE ENERGY COST OF MOVEMENT. WEIGHT ALSO AFFECTS FIRING ACCURACY IN ALL FIRING MODES.
- **WEAR.** SHOWS A PERCENTAGE OF THE WEAPON'S WEAR. THE HIGHER THE WEAR, THE HIGHER THE CHANCE OF MISFIRE.
- **DIRT LEVEL.** SHOWS A PERCENTAGE OF DIRT IN THE WEAPON'S FIRING MECHANISM. HIGHER DIRT LEVELS CAUSE INCREASED WEAR.

TO REVIEW ALL INFORMATION ON AN OBJECT, RIGHT-CLICK IT IN YOUR INVENTORY AND SELECT THE INFORMATION ITEM IN THE POP-UP MENU.

7.1.1 HANDGUNS

THESE LIGHT WEAPONS, USED WITH POWERFUL AMMUNITION, CAN BE MORE DEADLY IN CLOSE COMBAT THAN HEAVIER WEAPONS DUE TO THE IMPROVED REACTION AND SHORTER FIRING TIME. HANDGUNS ARE RECOMMENDED AT RANGES OF UP TO 50 METRES.

HANDGUNS CAN USUALLY BE EQUIPPED WITH SILENCERS, TACTICAL FLASHLIGHTS AND LASER AIMING MODULES. MOST HANDGUNS CAN ONLY FIRE SINGLE SHOTS, WITH SOME EXCEPTIONS SUCH AS THE GLOCK-18, APS, AND APB PISTOLS.

A UNIQUE CHARACTERISTIC OF REVOLVERS IS THAT THEY DO NOT MISFIRE, AND THEIR BARREL IS HIGHLY DURABLE. THIS MAKES REVOLVERS VERY COST-EFFECTIVE TO USE. HOWEVER, THEY NEED TO BE RELOADED MORE OFTEN AND HAVE A LOWER RATE OF FIRE THAN OTHER TYPES OF HANDGUNS.

7.1.2 SUBMACHINE GUNS

THESE AUTOMATIC WEAPONS CHAMBERED FOR A PISTOL ROUND ARE SOMEWHERE IN BETWEEN COMBAT RIFLES AND HANDGUNS. SUBMACHINE GUNS HAVE A GOOD RATE OF FIRE AND ARE RELATIVELY LIGHT COMPARED TO RIFLES; HOWEVER THEY DEAL LESS DAMAGE AND ARE LESS ACCURATE DUE TO USING A SMALLER ROUND. SUBMACHINE GUNS SHOULD BE USED AT DISTANCES OF UP TO 100 METRES.

SUBMACHINE GUNS CAN USUALLY BE EQUIPPED WITH SILENCERS, TACTICAL FLASHLIGHTS, LASER AIMING MODULES AND VARIOUS SCOPES. SUBMACHINE GUNS HAVE SEMI- AND FULLY-AUTOMATIC FIRING MODES AND SOME ALSO HAVE A 2- OR 3-ROUND BURST.

7.1.3 RIFLES

RIFLES IN THE GAME ARE FURTHER SPLIT INTO SINGLE-ACTION RIFLES, AUTOMATIC RIFLES, AND CARBINES, ALL CHAMBERED FOR ROUNDS OF DIFFERENT CALIBRES. RIFLES ARE USUALLY HEAVY AND TAKE UP A LOT OF INVENTORY SPACE. HOWEVER THEY OFFER GOOD ACCURACY AT RANGES OF UP TO 200 METRES.

RIFLES CAN USUALLY BE EQUIPPED WITH A WIDE VARIETY OF ADD-ONS, SUCH AS BIPODS, SCOPES, SILENCERS, UNDER-BARREL LAUNCHERS AND SHOTGUNS, FLASHLIGHTS AND LASER AIMING MODULES. DEPENDING ON THE MODEL, RIFLES MAY HAVE SINGLE SHOT AND FULLY-AUTOMATIC FIRING MODES AND SOME WILL ALSO HAVE A 2- OR 3-ROUND BURST.

7.1.4 MACHINE GUNS

MACHINE GUNS ARE INTENDED TO PROVIDE LARGE BURSTS OF AUTOMATIC FIRE. THEY ARE HEAVY, DON'T OVERHEAT AS FAST AND HAVE LARGE-CAPACITY MAGAZINES. MOST MACHINE GUNS CAN ONLY BE FIRED IN FULL-AUTO MODE, BUT SOME CAN ALSO FIRE SINGLE SHOTS. A CHARACTER'S EFFECTIVENESS WITH MACHINE GUNS IS DETERMINED BY THE HEAVY WEAPONS SKILL.

7.1.5 SNIPER RIFLES

SNIPER RIFLES OFFER THE GREATEST ACCURACY AT LONG RANGE (BEYOND 200 METRES). MOST SNIPER RIFLES CAN ONLY FIRE SINGLE SHOTS. THEY ARE VERY LIMITED IN THE ADD-ONS THAT CAN BE INSTALLED - USUALLY JUST A BIPOD AND A SCOPE. A CHARACTER'S EFFECTIVENESS WITH SNIPER RIFLES IS DETERMINED BY THE SNIPER SKILL.

7.1.6 SHOTGUNS

SMOOTH BORE SHOTGUNS USE SPECIAL SHELLS, USUALLY LOADED WITH PELLETS. SHOTGUNS OFFER HIGH STOPPING POWER AT CLOSE RANGE, USUALLY UP TO 100 METRES. THEY ARE ALSO LIMITED IN THE ADD-ONS THAT CAN BE INSTALLED. SHOTGUNS ARE QUITE EFFECTIVE EVEN AGAINST ARMoured OPPONENTS, SINCE PELLET HITS GREATLY DECREASE ENERGY AND MAY EVEN CAUSE SHOCK.

7.1.7 GRENADE LAUNCHERS

HAND-HELD GRENADE LAUNCHERS CAN BE USED TO ATTACK ARMoured TARGETS OR CLUSTERS OF SOFT TARGETS. IN THE GAME YOU CAN USE THE RPG-18 DISPOSABLE ANTI-TANK LAUNCHER, A HAND-HELD RG-6 SIX-SHOOTER, AND THE FAMOUS RPG-7 ANTI-TANK LAUNCHER WHICH CAN FIRE ARMOUR-PIERCING AND FRAGMENTATION GRENADES. IN ADDITION TO THESE STAND-ALONE LAUNCHERS, SOME IN-GAME RIFLES CAN ALSO BE EQUIPPED WITH AN UNDER-BARREL GRENADE LAUNCHER. ALL GRENADE LAUNCHERS ARE HEAVY AND THE CHARACTER'S EFFECTIVENESS WITH THEM IS DETERMINED BY THE HEAVY WEAPONS SKILL.

7.1.8 THINGS THAT GO BOOM

THERE'S A WIDE SELECTION OF DEFENSIVE AND OFFENSIVE HAND GRENADES IN THE GAME, INCLUDING FRAGMENTATION, SMOKE AND FLASHBANG GRENADES.

DEFENSIVE GRENADES ARE HEAVIER, HAVE MORE EXPLOSIVE FRAGMENTS AND THEIR EFFECTIVE RADIUS IS USUALLY GREATER THAN AN AVERAGE THROW LENGTH. ENSURE THAT A CHARACTER THROWING A DEFENSIVE GRENADE IS NOT IN THE BLAST RADIUS WHEN IT GOES OFF.

OFFENSIVE GRENADES ARE LIGHTER AND LESS LETHAL. THEY HAVE A SMALLER EFFECTIVE RADIUS AND FEWER FRAGMENTS.

SMOKE GRENADES ARE USED AS A SCREENING DEVICE TO MASK THE SHOOTER'S LOCATION OR MOVEMENT.

FLASHBANG AND CONCUSSION GRENADES ARE MAINLY USED TO TEMPORARILY INCAPACITATE AN ENEMY WITHOUT KILLING HIM.

LANDMINES ARE SPECIAL CHARGES THAT CAN BE SET ALONG THE EXPECTED ENEMY ROUTE. THE GAME MODELS SEVERAL DIFFERENT LANDMINE DESIGNS WHICH CAN BE ONE OF TWO TYPES - THOSE AUTOMATICALLY TRIGGERED BY A TIMER AND THOSE TRIGGERED BY REMOTE CONTROL. THERE'S ALSO A SPECIAL TRIPWIRE KIT WHICH, IN CONJUNCTION WITH ANY HAND GRENADE, CREATES A TRAP THAT IS TRIGGERED BY ENEMY MOVEMENT.

7.2 AMMUNITION

WEAPONS IN 7.62: HIGH CALIBRE USE ALL SORTS OF DIFFERENT AMMUNITION. ROUNDS OF DIFFERENT CALIBRES ALL HAVE THEIR OWN INDIVIDUAL CHARACTERISTICS.

- **HANDGUN CARTRIDGES** THIS AMMUNITION IS USED IN HANDGUNS AND SUBMACHINE GUNS. THE PROJECTILES ARE RATHER HEAVY AND, DUE TO SHORT BARREL LENGTH, THEY LOSE SPEED FAST. THE MOST COMMON HANDGUN ROUND CALIBRES ARE 9MM PARABELLUM, 8MM AND 0.45. THE OPTIMAL DISTANCE FOR HANDGUN ROUNDS IS UP TO 50 METRES.
- **SMALL RIFLE CARTRIDGES** ARE LARGER THAN HANDGUN ROUNDS BUT SMALLER THAN TRADITIONAL RIFLE CARTRIDGES. THESE ROUNDS ARE SPECIFICALLY DESIGNED FOR ASSAULT RIFLES AND CARBINES. THIS IS THE MOST COMMON ROUND FOR ASSAULT RIFLES. MOST COMMON CALIBRES ARE 5.56X45MM NATO, 7.62X39MM AND THE SOVIET 5.45X39MM.
- **RIFLE CARTRIDGES** ARE USED IN LARGER RIFLES AND MACHINE GUNS AND ARE VERY EFFECTIVE AT LONG RANGE. MOST COMMON CALIBRES ARE 7.62X51MM NATO AND THE SOVIET 7.62X54MM.
- **SHOTGUN SHELLS** ARE CARTRIDGES FILLED WITH DIFFERENT TYPES OF PROJECTILES SUCH AS PELLETS, FLECHETTES, SLUGS AND RUBBER BULLETS. THESE PROJECTILES HAVE A VERY HIGH STOPPING POWER, WHICH IS HOWEVER VERY LIMITED IN RANGE. MOST SHOTGUNS USE 12-GAUGE SHELLS.

PAY ATTENTION TO ITEM DESCRIPTIONS WHEN SELECTING AMMUNITION. SAME CALIBRE ROUNDS WILL OFTEN HAVE DIFFERENT TYPES OF PROJECTILES. THERE ARE HOLLOW-POINT CARTRIDGES WHICH ARE INEFFECTIVE AGAINST BODY ARMOUR BUT WILL CAUSE MASSIVE DAMAGE WHEN STRIKING A SOFT TARGET. ARMOUR-PIERCING PROJECTILES WILL PIERCE BODY ARMOUR BUT WON'T CAUSE AS MUCH DAMAGE. SUBSONIC ROUNDS, WHILE HAVING LOWER PENETRATION AND STOPPING POWER, HAVE REDUCED AUDIBLE REPORT AND ARE IDEAL FOR SUPPRESSED WEAPONS.

PLEASE NOTE THE FOLLOWING CHARACTERISTICS WHEN SELECTING AMMUNITION:

- **WEIGHT:** THE HEAVIER THE PROJECTILE, THE HIGHER ITS STOPPING POWER.
- **MUZZLE VELOCITY:** THE HIGHER IT IS, THE GREATER THE DISTANCE AT WHICH THE PROJECTILE IS EFFECTIVE.
- **DAMAGE HP:** HOW MUCH OF THE BULLET ENERGY DIRECTLY CAUSES HP LOSS.
- **SHOCK:** HOW MUCH OF THE BULLET ENERGY DIRECTLY CAUSES SHOCK.
- **PENETRATION:** HOW MUCH OF THE BULLET IS SPENT ON PENETRATING AN OBSTACLE, SUCH AS A BALLISTIC VEST.

EACH WEAPON FAMILY HAS ITS OWN MAGAZINE TYPES, WHICH ARE USUALLY INCOMPATIBLE WITH OTHER WEAPONS. FOR EXAMPLE, ALL M-16 RIFLES AND CARBINES, CHAMBERED FOR THE 5.56X45MM NATO, USE THE SAME MAGAZINES WHICH ARE INCOMPATIBLE WITH OTHER WEAPONS CHAMBERED FOR 5.56X45MM NATO.

ALL WEAPONS ARE SOLD WITH A STANDARD CAPACITY MAGAZINE, BUT YOU CAN ALSO FIND HIGHER CAPACITY MAGAZINES FOR SOME WEAPONS. THERE'S ALSO A WAY TO CREATE A DOUBLE MAG BY DUCT-TAPING TWO STANDARD MAGAZINES TOGETHER. TO DO THIS, YOU'LL NEED TO OBTAIN SOME DUCT TAPE AND, WITH IT IN YOUR INVENTORY, SIMPLY DRAG ONE MAGAZINE ONTO THE OTHER. A DOUBLE MAG WILL BE CREATED

AUTOMATICALLY. THIS WILL USE UP A BIT OF THE DUCT TAPE.

7.3 ADD-ON EQUIPMENT

WEAPONS IN 7.62: HIGH CALIBRE CAN ALSO BE ENHANCED WITH VARIOUS ADD-ON EQUIPMENT WHICH WILL EITHER MODIFY THE WEAPON'S SPECS OR GIVE IT NEW ABILITIES.

- **SILENCER** IS A DEVICE THAT REDUCES VISIBLE FLASH AND AUDIBLE REPORT WHEN A WEAPON IS FIRED, DISGUIISING THE SHOOTER'S POSITION. THEY ARE ESPECIALLY EFFECTIVE IN LOW AMBIENT LIGHT. USING A SILENCER MAKES THE ROUND SUBSONIC, WHICH DECREASES ITS STOPPING POWER AND EFFECTIVE RANGE.
- **SCOPE.** THESE DEVICES ARE REQUIRED FOR ACCURATE SNIPER FIRE AT EXTENDED RANGE. DIFFERENT SCOPE TYPES HAVE DIFFERENT SPECS AND AFFECT THE WEAPON'S EFFECTIVE RANGE AND FIELD OF VIEW DIFFERENTLY. SCOPE EFFECTIVENESS ALSO DEPENDS ON TIME OF DAY AND THE WEATHER.
- **NIGHT SCOPE.** SIMILAR TO A REGULAR SCOPE, A NIGHT SCOPE IS DESIGNED FOR LOW AMBIENT LIGHT CONDITIONS AND IS LESS EFFECTIVE IN DAYLIGHT.
- **RED DOT / REFLECT SIGHTS** ARE AN EFFECTIVE ALTERNATIVE TO IRON SIGHTS. THEY IMPROVE SHOOTING ACCURACY, ESPECIALLY WITH SNAPSHOTS.
- **LASER AIMING MODULES** ARE DEVICES THAT DECREASE AIMING TIME.
- **TACTICAL FLASHLIGHTS** CAN BE USED IN LOW AMBIENT LIGHT TO ILLUMINATE A TARGET BUT THEY ALSO MAKE THE USER EASIER TO SPOT.
- **A BIPOD** IS USED TO MAKE A WEAPON MORE ACCURATE WHILE FIRING IN THE PRONE POSITION.
- **BAYONETS** ARE A CLOSE-COMBAT LAST-RESORT WEAPON, WHICH CAN ALSO BE USED AS A STAND-ALONE FIGHTING KNIFE.
- **UNDER-BARREL GRENADE LAUNCHERS** ARE SUPPORT WEAPONS WHICH CAN BE INSTALLED UNDER THE MAIN BARREL OF SOME RIFLES. DEPENDING ON THE LAUNCHER TYPE, DIFFERENT GRENADE TYPES CAN BE USED.
- **UNDER BARREL SHOTGUNS** ARE USED AS SUPPORT WEAPONS THAT FIRE 12-GAUGE SHELLS AT CLOSE RANGE.

VARIOUS ADD-ON INSTALLATIONS ON VARIOUS WEAPONS CAN SOMETIMES PREVENT OTHER ADD-ONS FROM BEING INSTALLED. FOR EXAMPLE, YOU CANNOT INSTALL A BIPOD AND AN UNDER-BARREL GRENADE LAUNCHER AT THE SAME TIME. ALL WEAPONS CAN ONLY HAVE ONE SCOPE INSTALLED AT ONE TIME.

THE GAME ALLOWS YOU TO EASILY IDENTIFY WHICH ADD-ONS ARE COMPATIBLE WITH ANY GIVEN WEAPON. JUST HOVER THE CURSOR OVER A WEAPON OR AN ADD-ON AND ALL COMPATIBLE ITEMS IN YOUR INVENTORY OR IN THE SHOP ITEMS WILL BE HIGHLIGHTED.

THERE'S ALSO A CHARACTER IN THE GAME WHO CAN FURTHER IMPROVE SOME WEAPONS. TO ALLOW HIM TO DO THAT, YOU WILL NEED TO OBTAIN SPECIALISED GUN MAGAZINES. THEY CAN BE PURCHASED AT MOST STORES.

7.4 MISCELLANEOUS EQUIPMENT

YOU CAN EQUIP YOUR MERCENARIES WITH ADDITIONAL ITEMS THAT INCREASE THEIR INVENTORY SPACE AND MAKE INVENTORY ACCESS FASTER. THERE ARE FOUR TYPES OF SUCH EQUIPMENT:

- TACTICAL VESTS
- TACTICAL BELTS (THAT MAY INCLUDE A HANDGUN HOLSTER)
- ADDITIONAL POUCHES FOR TACTICAL VESTS
- BACK PACKS

EACH OF THESE ITEMS HAS A SPECIFIC NUMBER OF INVENTORY SLOTS AND A NUMBER OF POCKETS. VESTS, BELTS AND POUCHES MAKE IT EASIER TO ACCESS ITEMS STORED IN THEM. BACKPACKS ARE AN EXCEPTION HOWEVER; THEIR STORAGE CAPACITY IS HIGH, BUT TAKING AN ITEM OUT OF A BACKPACK TAKES EVEN MORE TIME THAN ACCESSING THE GENERAL INVENTORY. BESIDES, A BACKPACK MAKES THE WEARER MORE VISIBLE AND MAKES IT IMPOSSIBLE TO ROLL.

YOU CAN GET THIS EQUIPMENT IN STORES OR AFTER A BATTLE. IF YOU COME ACROSS AN ENEMY'S TACTICAL VEST OR BELT, MAKE SURE TO LOOK THROUGH ITS CONTENTS (BY RIGHT-CLICKING), AS IT MAY HAVE SOMETHING INSIDE.

8. ROLE-PLAYING SYSTEM

THE MAIN CHARACTER, MERCENARIES, CIVILIANS AND ENEMIES ALL USE THE SAME ROLE-PLAYING SYSTEM, CONSISTING OF DYNAMICALLY-DEVELOPING ATTRIBUTES AND SKILLS. AI-CONTROLLED MERCENARIES DO NOT HAVE ANY INHERENT ADVANTAGES OVER THE PLAYER AND HIS MERCENARIES.

EACH MERCENARY HAS A SET OF ATTRIBUTES AND PROFESSIONAL SKILLS. ATTRIBUTES DIRECTLY AFFECT BEHAVIOUR AND EFFECTIVENESS OF THE CHARACTERS' ACTIONS IN THE GAME WORLD. THE HIGHER THE ATTRIBUTE VALUE, THE MORE BENEFICIAL THE EFFECT OF USING THEM. FOR EXAMPLE, HIGH STRENGTH ATTRIBUTE WILL ALLOW THE CHARACTER TO THROW BETTER, CARRY HEAVIER LOADS AND INFLICT GREATER DAMAGE IN HAND-TO-HAND COMBAT. PROFESSIONAL SKILLS REFLECT THE ABILITY OF THE CHARACTER TO USE HIS PHYSICAL CHARACTERISTICS AND EXPERIENCE IN THE SPECIFIC FIELDS OF MILITARY SERVICE.

8.1 BASIC ATTRIBUTES

8.1.1 HEALTH.

THE HEALTH RATE DEFINES THE MAXIMUM DAMAGE WHICH A CHARACTER CAN TAKE. THE VALUE CAN BE INCREASED BY 10 POINTS BEYOND THE DEFAULT.

HEALTH REGENERATES WITH TIME OR WITH MEDICAL TREATMENT.

8.1.2 ENERGY.

ENERGY (BREATH CAPACITY) ALLOWS THE CHARACTER TO PERFORM ANY MOVEMENT-RELATED ACTIONS. IF THE CHARACTER LOSES ENERGY, HE LOSES CONSCIOUSNESS. FOR A CHARACTER TO COME TO, HIS ENERGY MUST REACH BETWEEN 1 AND 5 UNITS.

8.1.3 STRENGTH.

DETERMINES THE EFFECTIVENESS OF APPLYING BODY WEIGHT IN COMBAT. AFFECTS THROW DISTANCE, CARRY WEIGHT, HAND-TO-HAND DAMAGE AND HEAVY WEAPONS SKILL. MINIMUM VALUE: 50. THE VALUE CAN BE INCREASED BY 30 POINTS BEYOND THE DEFAULT.

8.1.4 ENDURANCE.

DETERMINES ENERGY REGENERATION RATE.

8.1.5 AGILITY.

DETERMINES THE CHARACTER'S MOVEMENT SPEED AND AFFECTS THE TIME TO READY WEAPONS. THE VALUE CAN BE INCREASED BY 15 POINTS BEYOND THE DEFAULT.

8.1.6 DEXTERITY.

DETERMINES THE TIME TO READY WEAPONS FOR COMBAT. INCREASED BY MOVEMENT.

8.1.7 REACTION.

DETERMINES THE AMOUNT AND DURATION OF SHOCK RECEIVED. THE VALUE CAN BE INCREASED BY 10 POINTS BEYOND THE DEFAULT. INCREASED BY SHOCK SITUATIONS.

8.1.8 INTELLIGENCE.

DETERMINES LEARNING SPEED

8.1.9 EXPERIENCE.

ACCUMULATED DURING A CHARACTER'S TRAVELS, IT DIRECTLY AFFECTS THE USE OF ALL PROFESSIONAL SKILLS. IT IS INCREASED BY COMBAT ACTIONS (SUCH AS FIRING AT ENEMIES).

8.1.10 EYESIGHT.

DETERMINES THE SPEED OF OBJECT DETECTION IN LOW VISIBILITY CONDITIONS AND THE ACCURACY OF AIMED FIRE.

8.1.11 HEARING.

DETERMINES THE DISTANCE AT WHICH YOUR CHARACTER WILL BE ABLE TO IDENTIFY A NOISE SOURCE.

8.2 PROFESSIONAL SKILLS

PROFESSIONAL SKILLS ARE OF GREAT IMPORTANCE TO MERCENARIES. THEY AFFECT PROPER USE OF WEAPONS IN THE GAME, EFFECTIVENESS OF MEDICAL TREATMENT AND OTHER SITUATIONS. PROFESSIONAL SKILLS ARE DEVELOPED BY USING THEM AND ANY MERCENARY CAN DEVELOP HIS SKILLS IN SEVERAL DIRECTIONS AT ONCE. IF YOU WISH, YOU CAN MAKE A SAPPER OUT OF A SNIPER - IT ALL DEPENDS ON HIS PRACTICAL EXPERIENCE.

8.2.1 SHOOTING

DETERMINES OVERALL EFFECTIVENESS WITH FIREARMS.

8.2.2 SNAPSHOT

DETERMINES ACCURACY WHEN FIRING FROM THE HIP OR TAKING A SNAPSHOT.

8.2.3 SNIPING

DETERMINES EFFECTIVENESS WITH WEAPONS EQUIPPED WITH OPTICAL SCOPES.

8.2.4 HEAVY WEAPONS

DETERMINES THE EFFECTIVENESS WITH MACHINE-GUNS AND GRENADE LAUNCHERS.

8.2.5 THROWING

DETERMINES ACCURACY WITH HAND GRENADES AND THROWING KNIVES.

8.2.6 MELEE

DETERMINES EFFECTIVENESS IN HAND-TO-HAND COMBAT.

8.2.7 DOCTOR

DETERMINES THE HEALING RATE WHEN USING MED KITS AND OTHER MEDICATION.

8.2.8 CAMOUFLAGE

DETERMINES HOW VISIBLE AND AUDIBLE THE MERCENARY IS WHILE MOVING.

8.2.9 SAPPER

DETERMINES DETECTION OF ENEMY MINES AND EFFECTIVENESS WHEN SETTING MINES OR BOOBY TRAPS.

9. CHARACTERS

BELOW ARE DESCRIPTIONS OF THE EIGHT CHARACTERS WHO CAN BECOME YOUR ALTER EGO IN THE GAME. WHEN YOU CHOOSE A CHARACTER, YOU CAN MODIFY THE CHARACTER'S SKILLS USING 50 FREE SKILL POINTS.



9.1 CAMERON STEADMAN

BORN IN A PRIMITIVE HUT ON THE BANKS OF THE LOUISIANA RIVER, CAMERON STEADMAN GREW UP ACCUSTOMED TO HARDSHIP AND BECAME WELL ADAPTED FOR SURVIVAL. ALTHOUGH HONEY ISLAND SWAMP WAS JUST 45 MINUTES SOUTHEAST OF NEW ORLEANS, IT FELT LIKE A MILLION MILES TO HIM. HE STARTED PLAYING FOOTBALL IN MIDDLE SCHOOL WHICH GAVE HIM HIS FIRST CHANCE TO GET OUT OF THE SWAMP: HE BECAME A MEMBER OF THE TEAM AND WOULD TRAVEL AWAY FROM HOME EVERY ONCE IN A WHILE. BUT ALL THAT WAS NOTHING COMPARED TO A BUS RIDE THAT ONE DAY TOOK HIM TO FORT BENNING, GEORGIA. THAT WAS THE DAY THAT HE REALISED THAT HE HAD NOTHING WORTH GOING BACK FOR. CAMERON BECAME AN ARMY RANGER AND RECEIVED HIS BAPTISM OF FIRE IN THE FIRST GULF WAR. HE STOOD OUT EVEN AMONG BIGGER MEN AND FOR THAT HE WAS RESPECTED IN HIS UNIT. HE ORIGINALLY PROMISED HIMSELF THAT HE WOULD LEAVE THE ARMY AS SOON HE TURNED THIRTY. HE KEPT HIS WORD AND WAS HONOURABLY DISCHARGED A MONTH BEFORE HIS 30TH BIRTHDAY. A FEW DAYS LATER A CERTAIN GOVERNMENT AGENCY OFFERED CAMERON A JOB. HE SPENT MOST OF THE 90S PERFORMING COVERT MISSIONS IN THE MIDDLE EAST.



9.2 ALEXEY IVANOV

ALEXEY IVANOV WAS BORN IN VOLGOGRAD (FORMERLY KNOWN AS STALINGRAD). HE HEARDED OF HIS HOME TOWN'S WAR-TIME HISTORY FROM MORE THAN BOOKS AS HIS GRANDFATHER FOUGHT IN STALINGRAD AND LIVED TO TELL HIS GRANDSON OF ONE OF THE MOST PIVOTAL BATTLES OF THE SECOND WORLD WAR. HIS STORIES OF DETERMINATION AND DESPAIR NURTURED A CALL OF DUTY IN HIS SENSITIVE GRANDSON. ALEXEY WAS LOOKING FORWARD TO FINALLY SERVING HIS HOMETOWN, JUST LIKE HIS GRANDFATHER. AFTER GRADUATING HIGH SCHOOL, HE ENTERED THE RYAZAN AIRBORNE ACADEMY, WHERE HE UNDERWENT ELITE MILITARY TRAINING AND LEARNED TO BE A LEADER. AFTER GRADUATING FROM THE ACADEMY HE WAS TRANSFERRED TO THE AIRBORNE FORCES AND SENT TO CHECHNYA AS A PLATOON COMMANDER. WHEN THE MAJORITY OF HIS PLATOON WAS KILLED IN BATTLE WITH INSURGENTS, ALEXEY DECIDED TO RETIRE RATHER THAN WAIT FOR ANOTHER CEASEFIRE AGREEMENT WITH THE KREMLIN AND THE EVENTUAL DEATHS OF HIS NEW COMRADES. KNOWING THAT HIS WILLINGNESS TO FIGHT FOR HIS COUNTRY WAS NOW MISPLACED, ALEXEY CHOSE TO BECOME A SOLDIER OF FORTUNE INSTEAD OF RETURNING HOME. AS A RESULT OF THAT DECISION, HE SPENT THE LAST EIGHTEEN MONTHS IN SIERRA LEONE, WORKING FOR THE HIGHEST BIDDER.



9.3 KURT HERMANN

BORN IN DRESDEN, GERMANY, KURT HERMANN LED A DOUBLE LIFE THROUGHOUT HIS YOUTH. HE WAS A PERFECT STUDENT IN SCHOOL, BUT HE ALWAYS MANAGED TO GET INVOLVED IN SOMETHING FISHY OUTSIDE OF SCHOOL. HE WAS CAUGHT ONLY ONCE, SOME TIME AFTER HE GRADUATED. HE WAS OFFERED A SOLUTION WHICH WOULD KEEP HIM OUT OF PRISON AND THAT IS HOW HE CAME TO JOIN THE MILITARY. AFTER FIVE YEARS OF SERVICE KURT REQUESTED A TRANSFER TO GSG-9, OR 'BORDER GUARDS, GROUP 9'. THIS WAS A HIGHLY RESPECTED GERMAN ANTI-TERRORIST UNIT, CREATED IN 1973 AFTER THE MUNICH OLYMPICS MASSACRE. KURT JOINED THE CENTRAL SERVICES WHERE HE SPECIALISED IN WEAPONS SUPPORT AND EXPLOSIVES DEVELOPMENT FOR THE SPECIAL FORCES. WITHIN A YEAR HE WAS TRANSFERRED TO GSG-9/1, ONE OF THE FAST-RESPONSE DETACHMENTS, AS AN INFILTRATION SPECIALIST. TWO YEARS LATER HE WAS APPROACHED WITH A PROPOSAL TO BECOME A CIVILIAN AND INFILTRATE A TERRORIST ORGANISATION IN AUSTRIA. EVENTUALLY, THOUGH, IT BECAME CLEAR TO HIS BOSSES THAT THEY WERE LOSING CONTROL OVER HIM AND HE WAS ASKED TO BECOME A CIVILIAN PERMANENTLY. HAVING RETIRED, KURT WAS EMPLOYED AS HEAD OF SECURITY FOR A DEFENCE CONTRACTOR DEALING WITH FOREIGN SECRET MILITARY ORDERS. WORKING THERE, HE MADE A DEAL WITH FOREIGN INTELLIGENCE, BECOMING VERY RICH IN THE PROCESS. THINGS QUICKLY GOT OUT OF CONTROL, AND KURT HAD TO LEAVE THE COUNTRY IN A HURRY. KURT ALWAYS MAKES EVERYTHING MORE COMPLICATED THAT IT NEEDS TO BE. HE IS INTOLERANT OF THOSE HE CONSIDERS LESS SMART THAN HIM AND HIS ATTENTION SPAN IS RATHER SHORT.



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9.4 GENEVIEVE LAMBERT

GENEVIEVE LAMBERT SPENT THE FIRST FEW YEARS OF HER LIFE IN LYON, FRANCE. HER PARENTS, WHO WERE BIG ON FRENCH TRADITIONS AND NATIONAL LITERATURE, TOOK GENEVIEVE TO FENCING LESSONS WHEN SHE WAS THREE. WHEN SHE WAS SUPPOSED TO BE STARTING KINDERGARTEN, THE LOCAL FENCING TEACHERS WERE SO IMPRESSED WITH HER PROGRESS THAT THEY ADVISED HER TO ENTER THE WELL-KNOWN CLUB D'ESCRIME DE PARIS (PARIS FENCING CLUB). OVERWHELMED WITH ENTHUSIASM, THE ENTIRE FAMILY MOVED TO PARIS IN ORDER TO SUPPORT GENEVIEVE. SHE BECAME A CLUB CHAMPION WHEN SHE WAS 12, AND WON THE NATIONAL CUP AT THE AGE OF 16. FIVE WEEKS BEFORE HER EIGHTEENTH BIRTHDAY SHE BECAME THE WORLD CHAMPION. GENEVIEVE LAMBERT'S INTERNATIONAL POPULARITY AND THE SINCERE WAY IN WHICH SHE COMMUNICATED WITH FOREIGNERS ATTRACTED THE ATTENTION OF THE DGSE (GENERAL DIRECTORATE OF EXTERNAL SECURITY OF FRANCE). AFTER A THOROUGH REVIEW OF HER BACKGROUND, THE FRENCH INTELLIGENCE DECIDED THAT THE BEST WAY TO RECRUIT HER WAS TO CONTACT HER PARENTS. IT WORKED, BUT GENEVIEVE SOON GREW TIRED OF THE SEX THAT WAS A PART OF HER JOB WHEN SPYING ON FOREIGN BIG SHOTS. SHE DECIDED TO TAKE HER SPORTING ACHIEVEMENTS TO THE NEXT LEVEL AND SPILL SOME REAL BLOOD. WITH OR WITHOUT A RAPIER, THIS WOMAN IS MUCH MORE DEADLY THAN HER APPEARANCE SUGGESTS.



9.5 SYUN KUM KIM

FIVE YEARS AFTER SYUN KUM KIM WAS BORN IN WONSAN, NORTH KOREA, HER FATHER DECIDED TO TRY AND RETURN TO HIS HOMETOWN OF POKHAN IN SOUTH KOREA. HAVING PAID A CONSIDERABLE SUM OF MONEY TO ACCESS HIDDEN TUNNELS WHICH LED UNDER THE HEAVILY-GUARDED DMZ, SUK CHIN PROMISED HIS FAMILY THAT HE WOULD COME BACK FOR THEM. NO ONE HAS HEARD FROM HIM SINCE. FOR THE SAKE OF THEIR OWN SAFETY, SYUN KUM KIM'S MOTHER ORDERED HER THREE DAUGHTERS TO FORGET ABOUT THEIR FATHER AND HIS PLANS. KIM FOLLOWED HER MOTHER ADVICE. SHE IMMERSSED HERSELF IN BOOKS AND GOT A DEGREE IN MEDICINE. AFTER GRADUATION SHE WAS ENLISTED BY THE MINISTRY OF THE PEOPLE'S ARMED FORCES. AT THE KUMSUNG MILITARY INSTITUTE, KIM WAS TAUGHT HAND-TO-HAND COMBAT, THE USE OF FIREARMS, IDEOLOGICAL ACTIVITIES AND FOREIGN CULTURES. THREE YEARS LATER KIM WAS SENT INTO THE DEMILITARISED ZONE AS A NORTH KOREAN SPECIAL FORCES AGENT. HER INNOCENT LOOKS, HER CONNECTIONS TO SOUTH KOREA AND HER EVIDENT DESIRE FOR A NEW LIFE EASED HER CROSSING THE BORDER. IN FACT, SHE WAS NOT PRETENDING. FREEDOM AWAITED HER IN SOUTH KOREA. KIM CROSSED THE COUNTRY AND BOARDED THE FIRST SHIP FOR JAPAN. HAVING COME TO TERMS WITH HER FATHER'S DEATH, DR. SYUN KUM KIM WAS READY FOR A NEW LIFE.



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9.6 SANJAY BABU

BORN IN PANJIM, A MAJOR SEA PORT AND THE CAPITAL OF THE INDIAN STATE OF GOA, SANJAY BABU SPENT MUCH OF HIS YOUTH PROVIDING VARIOUS SERVICES TO THE HIPPIE TOURISTS ON THE ANJUNA BEACHES. TOURISTS WERE INITIALLY ATTRACTED BY HIS UNIQUE SENSE OF HUMOUR BUT, WITH TIME, HIS LACK OF WARMTH AND EXTREME SARCASM LEAD TO HIM BEING REJECTED AS A BIT OF A CREEP. AFTER MAKING IT IMPOSSIBLE FOR HIM TO WORK AT THE BEACH, SANJAY FOUND A WAY TO RID HIMSELF OF HIS ACCUMULATED AGGRESSION. HE JOINED THE INDIAN ARMY WHERE HIS PHYSICAL TRAINING AND CAPABLE HANDLING OF MISSILES WERE IMMEDIATELY APPRECIATED. HE WAS TRANSFERRED TO THE NATIONAL SECURITY GUARDS (INDIAN SPECIAL FORCES), TO A SUBDIVISION POPULARLY KNOWN AS THE "BLACK CATS" DUE TO THEIR BLACK UNIFORM. HIS DIVISION WAS ALSO FAMOUS AS ONE OF THE BEST ANTI-TERRORIST UNITS IN ASIA. DURING HIS TWO YEARS OF SERVICE WITH THE SPECIAL ACTION GROUP, SANJAY BECAME A VETERAN OF DOZENS OF OPERATIONS IN PAKISTAN AND KASHMIR. BUT HIS ROTTEN SENSE OF HUMOUR AND SADISTIC TENDENCIES EVENTUALLY LEAD TO A DISHONOURABLE DISCHARGE. SANJAY BABU WAS CONTACTED BY PRIVATE INDIVIDUALS IN SRI LANKA AND IN NEPAL, AND PROVIDED HIS SERVICES THERE. HE IS CURRENTLY LOOKING FORWARD TO HIS NEXT ASSIGNMENT.



9.7 GABRIEL ALAVEZ

GABRIEL ALAVEZ WAS BORN TO A MILITARY FAMILY IN BUENOS AIRES. HIS FATHER WAS AN OFFICER WITH THE ARGENTINEAN COMMANDOS AND WAS KILLED IN THE FALKLANDS SOON AFTER GABRIEL WAS BORN. HIS MOTHER FOUND IT HARD TO BE ALONE AND GABRIEL SAW MANY OTHER OFFICERS COME AND GO IN HIS HOUSEHOLD. WEAPONS BECAME HIS TOYS AND GABRIEL ESPECIALLY ENJOYED PLAYING WITH SNIPER RIFLES. HE SOON GOT USED TO THE FACT THAT MANY OF HIS 'UNCLES' WOULD NEVER COME BACK AFTER A MISSION.

WHEN GABRIEL TURNED TWENTY, HE ENTERED SERVICE WITH HIS FATHER'S OLD REGIMENT. RUMOURS BEGAN TO SPREAD OF HIS EXTREME CRUELTY ON ASSIGNMENT. HOWEVER, GABRIEL CONTINUED TO EXCEL AS A SOLDIER AND BY THE AGE OF 22 HE HAD BECOME ONE OF THE BEST SOLDIERS IN HIS REGIMENT. AT THE SAME TIME, GABRIEL FELL MADLY IN LOVE. HE STARTED A FAMILY, HAD A BABY DAUGHTER AND RESIGNED FROM THE ARMED FORCES. IT QUICKLY BECAME APPARENT THAT GABRIEL ALAVEZ WAS UNSUITED FOR CIVILIAN LIFE. MONEY WAS HARD TO COME BY AND GABRIEL WAS IN DEBT. HIS CREDITORS WERE ANYTHING BUT LEGIT AND ONE DAY THEY DECIDED TO SCARE GABRIEL INTO PAYING BY KIDNAPPING HIS WIFE AND DAUGHTER. THEY TOLD GABRIEL THAT UNLESS HE PAID THEM BACK IN FULL, HIS FAMILY WOULD BE KILLED. GABRIEL DID PAY THEM IN FULL... BY KILLING THE ENTIRE GANG. HOWEVER HIS FAMILY WAS ALSO KILLED. BLAMING HIMSELF FOR NOT GETTING TO THEM IN TIME, AND UNWILLING TO DEAL WITH THE POLICE, GABRIEL LEFT THE COUNTRY. A FEW YEARS LATER HE FOUND NEW FAME FOR HIMSELF AS AN INTERNATIONAL MERCENARY CALLING HIMSELF THE JAGUAR.



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9.8 KRISTINA HOPE

KRISTINA HOPE IS A CHILD OF THE COLD WAR. HER MOTHER, STANKA STOJANOVA, WAS A BULGARIAN SECURITY AGENT AND HER FATHER, JAMES HOPE, WAS A CIA AGENT IN WEST BERLIN. THEIR UNLIKELY ROMANCE DID NOT LAST LONG AND HAD SEVERE CONSEQUENCES FOR BOTH. STOJANOVA WAS KICKED OUT OF THE DS (DERZHAVNA SIGURNOST) AND JAMES DISAPPEARED WITHOUT TRACE. BY THE TIME KRISTINA TURNED 7, THE SOVIET EMPIRE LAY IN RUINS AND HER MOTHER WAS ABLE TO FIND EMPLOYMENT WITH THE NEW BULGARIAN SPECIAL FORCES, THE SIGURNOST. HOWEVER HER PAST HISTORY WORKED AGAINST STANKA AND WHEN A NEW LAW IN 2001 MADE THINGS VERY TOUGH FOR FORMER DS EMPLOYEES, THE STOJANOV'S ONCE AGAIN FOUND THEMSELVES JOBLESS AND HOMELESS.



KRISTINA ALWAYS DREAMED OF FOLLOWING IN HER MOTHER'S FOOTSTEPS AND MAYBE ONE DAY FINDING OUT WHAT HAPPENED TO HER FATHER. SINCE EARLY CHILDHOOD SHE READ NOTHING BUT SPY FICTION. AFTER GRADUATING FROM HIGH SCHOOL SHE TRIED TO ENTER A SECURITY ACADEMY THREE TIMES, BUT HER APPLICATION WAS ALWAYS DENIED DESPITE KRISTINA BEING MORE THAN QUALIFIED. SHE TOOK HER FATHER'S SURNAME IN PROTEST, AND SEARCHED FOR EMPLOYMENT IN THE PRIVATE SECTOR. AFTER STANKA STOJANOVA DIED IN 2004, NOTHING HELD KRISTINA IN BULGARIA ANY LONGER. NOW NICKNAMED DIABLERI FOR HER EXPLOSIVE TEMPER, KRISTINA BECAME A SOLDIER OF FORTUNE, HOPING THAT SHE WOULD ONE DAY FIND SOME TRACE OF HER FATHER. THE CONFLICT IN PALINERO AND ALGUEIRA IS HER FIRST SERIOUS CAMPAIGN.

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10. KEYBOARD SHORTCUT

10.1 ORDERS

ACTION	KEY
AIMED SINGLE SHOT	NUM 1
AIMED BURST	NUM 2
AIMED FULL AUTO	NUM 3
SINGLE SNAPSHOT	NUM 4
SNAPSHOT BURST	NUM 5
SNAPSHOT FULL-AUTO	NUM 6
SINGLE SHOT FROM THE HIP	NUM 7
BURST FROM THE HIP	NUM 8
FULL-AUTO FROM THE HIP	NUM 9
CYCLE FIRE MODE RIGHT	I
CYCLE FIRE MODE LEFT	J
READY WEAPON	P
AIM POINT	\
DROP ITEM IN HANDS	D
RELOAD WEAPON	R
COCK WEAPON	K
CHANGE STANCE UP	PAGE UP
CHANGE STANCE DOWN	PAGE DOWN
STAND (SPRINT)	N
STAND (RUN)	B
STAND (WALK)	V
CROUCH (HIGH)	C
CROUCH (LOW)	X
PRONE (CRAWL)	Z
CLEAR ORDERS	BACKSPACE

10.2 UNIT COMMANDS

ACTION	KEY
SELECT MERC 1	1
SELECT MERC 2	2
SELECT MERC 3	3
SELECT MERC 4	4
SELECT MERC 5	5
SELECT MERC 6	6
SELECT ENTIRE UNIT	O, CTRL-A
CYCLE MERCs	TAB

10.3 HOTKEYS

ACTION	KEY
USE	CTRL
SHOW HEAD AND SHOULDERS PANEL	Q
SHOULDER ITEM	H
TOGGLE MINI-MAP AND TEXT LOG	Y
MAXIMISE / MINIMISE MINI-MAP	L
INVENTORY	I
GROUND PICK-UP	G
RADIO	U
JOURNAL	J
STRATEGIC MAP	M
SHOW VISIBILITY AREA / FIRE ARC	F

10.4 SYSTEM

ACTION	KEY
QUICK SAVE	F5
QUICK LOAD	F9
SAVE	F6
LOAD	F10
TAKE SCREENSHOT	F8
DECELERATE TIME	-
ACCELERATE TIME	+
PAUSE / UNPAUSE	SPACE
PAUSE	.
UNPAUSE	,
SWITCH TO COMBAT EVENT	ENTER
HIDE INTERFACE	*
CONSOLE	~

10.5 CAMERA

ACTION	KEY
CAMERA SPEED MODIFIER	SHIFT
CAMERA FORWARD	UP
CAMERA BACK	DOWN
CAMERA LEFT	LEFT
CAMERA RIGHT	RIGHT
CAMERA UP	HOME
CAMERA DOWN	END
EYE VIEW	E
PREVIOUS POSITION	NUM 0, ENTER (OUTSIDE COMBAT)
LEVEL UP	INSERT
LEVEL DOWN	DELETE
TOGGLE AUTOMATIC LEVEL DISPLAY	W

10.6 OTHER KEYS

10.6.1 ALT

THIS KEY IS USED TO MODIFY MOVEMENT ORDERS. WHILE HOLDING IT DOWN, A MOUSE CLICK TO THE SIDE OF A CHARACTER CAN ISSUE THE ORDER TO

- STEP BACK
- SIDE STEP
- ROLL OVER
- JUMP OUT FROM BEHIND COVER

ISSUING A FIRE ORDER WHILE HOLDING ALT WILL INSTRUCT A CHARACTER TO FIRE AT A TARGET UNTIL IT IS DOWN.

10.6.2 CTRL

- OPEN / CLOSE DOOR
- TURN LIGHTS ON / OFF
- HIGHLIGHT GROUND ITEMS
- PICK UP A GROUND ITEM

10.6.3 SHIFT

- SPEED UP CAMERA MOVEMENT
- SET UP GRENADE OR OTHER THROWN ITEM TRAJECTORY
- SIGHT ELEVATION IN ANY AIMING MODE
- TURN CHARACTER IN SPECIFIED DIRECTION

IF YOU FORGET THE EXACT SHORTCUT TO A GIVEN FUNCTION, TRY CLICKING AROUND WITH BOTH MOUSE BUTTONS WHILE HOLDING DOWN ALT, CTRL OR SHIFT.

ENJOY THE GAME!

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12. TECHNICAL SUPPORT

IF YOU ENCOUNTER PROBLEMS WHILE INSTALLING OR PLAYING THE GAME, DO THE FOLLOWING BEFORE YOU CONTACT US:

- CHOOSE "RUN" IN THE "START" MENU.
- TYPE «DXDIAG» IN THE DIALOG WINDOW AND PRESS "ENTER" TO RUN MICROSOFT DIRECTX DIAGNOSTIC TOOL.
- PASS ALL TESTS.
- HAVING PASSED THE TESTS, PRESS "SAVE ALL INFORMATION".
- SEND THE TEXT FILE OBTAINED AND A DESCRIPTION OF YOUR PROBLEM TO OUR TECHNICAL SUPPORT.

INFORMATION REQUIRED:

- GAME VERSION (INSTALLED UPDATES)
- OPERATING SYSTEM
- PROCESSOR BRAND, TYPE AND CLOCK SPEED
- RAM VOLUME
- SOUND CARD TYPE
- VIDEO ADAPTER MODEL AND PARAMETERS
- CD/DVD-ROM DRIVE TYPE
- MOUSE TYPE AND DRIVER VERSION
- DIRECTX VERSION
- DETAILED DESCRIPTION OF THE PROBLEM THAT YOU FACED

12.1 INTERNET LINKS

VIA E-MAIL AT: SUPPORT@1CPUBLISHING.EU

PLEASE USE THE E-MAIL ADDRESS PROVIDED. ALL SUPPORT ENQUIRES TO THE COMPANY ADDRESS OR PHONE NUMBER(S) CANNOT BE ANSWERED BY OUR STAFF. FOR MORE INFORMATION AND UPDATES PLEASE VISIT: WWW.1CPUBLISHING.COM

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