



OPERATIONS

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INSTRUCTION MANUAL

REBELLION



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Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

SYSTEM REQUIREMENTS

OS: Microsoft® Windows® Vista or Windows® 7 (Windows® XP is NOT supported)

Processor: Dual-core CPU with SSE3 (Intel® Pentium® D 3GHz / AMD Athlon™ 64 X2 4200) or better **Memory:** 2GB system memory

Hard Drive: 10GB of free drive space

Graphics: Microsoft® DirectX® 10.0 compatible graphics card with 256 MB of memory (NVIDIA® GeForce® 8800 series / ATI Radeon™ HD 3870) or better

Sound: Microsoft® DirectX® 10.0 compatible sound card or better

DirectX®: Microsoft® DirectX® 11.0

Internet: Broadband connection and service required for multiplayer connectivity. Internet connection and free Steam account required for activation.

Note for Microsoft® Windows® Vista users:

- Ensure your system is updated to Service Pack 2 and includes the Platform Update. Click Start, click All Programs and then click Windows Update.
- If you have installed the latest Windows Update and are experiencing problems running the game, you may need to install the following Vista update (KB971512):

Windows Vista 32-bit

<http://www.microsoft.com/download/en/details.aspx?id=3274>

Windows Vista 64-bit

<http://www.microsoft.com/download/en/details.aspx?id=4390>

MOUSE & KEYBOARD CONTROLS

Mouse	Look/Turn
Mouse Button 1	Shoot, Tag Enemies (when looking through Binoculars)
Mouse Button 2	Scope for Rifle, Fine Aim for SMG & Pistol
Mouse Scroll Wheel	Cycle Weapon Zoom In/Out (when using Scope or Binoculars)
WASD	Move
1	Sniper Rifle
2	Secondary Weapon
3	Pistol
4-9	Select inventory item
Space	Action (Climb/Vault, Use Turrets, Stealth Kill, Pick up/Drop bodies)
B	Binoculars
Q	Use Cover
E	Pick up (weapons and ammo, search bodies), Empty Lung
R	Reload
Z, X	Cycle items
F	Use equipped item
C	Change stance (tap to Crouch, hold to go Prone)
Shift	Sprint
Left Alt	Walk
Tab	Objective Info
Left Ctrl	ADS (Aim) view for Rifle
M	Map/Objectives

Note: The control layout can be customised via the Controls Menu



INTRODUCTION

You are elite US sniper, Karl Fairburne. You have been sent behind enemy lines into besieged Berlin during the final moments of World War II. With the Russians tightening their grip around Berlin, several top figures in the German V2 rocket programme look likely to fall into their hands. You cannot let this happen. Your mission is to aid those figures keen to defect to the Allies, and to terminate those thought likely to defect to the Russians.

MAIN MENU

Single Player

Start a new game or select Continue Game to load the last checkpoint. Choose Mission Select to load any previously completed levels. Select Challenge to play additional levels set outside the single player campaign.

Co-operative

Play co-operatively with players online. Quickly find a match that meets your preferences of Game Mode and Level or host a private game set up however you wish.

Options:

Game – Enable or disable Subtitles & Tutorial prompts.

Display – Change your video settings.

Audio – Adjust the volume of Music, Speech, SFX and Voice.

Controls – Tweak control settings and options here.

Leaderboards

Compare scores and statistics with friends and players around the world from Single Player and Co-op levels.

DIFFICULTY

Cadet

For players that want to snipe without too much of a challenge and no bullet ballistics applied to sniper shots. All tactical assistance features (Threat Indicator, Tagging, Ghost Image) are active.

Marksman

For players that want a fair challenge and a bit more realism. Your stance will have an effect on your scope's steadiness and gravity will affect your bullets. All tactical assistance features are active.

Sniper Elite

For the ultimate challenge. The enemy will hunt you down relentlessly and with brutal precision. Wind will also affect your shots and your heart rate and stance will have a greater bearing on the steadiness of your rifle. All tactical assistance features are disabled.

Custom

Craft an experience to suit you. Choose between 3 difficulty settings for Enemy Skill, Ballistic Realism & Tactical Assistance for your perfect Sniper Elite challenge.

INTERFACE



HUD

- 1. WEAPON:** The name of your currently equipped weapon.
- 2. WEAPON SELECTION:** Press 1 to equip your Sniper Rifle, 2 for the SMG and 3 for the Pistol. Alternatively, scroll the mouse wheel to cycle through them.
- 3. INVENTORY ITEM:** Your currently equipped inventory item and amount available. Press Z and X to cycle through your available items and use an item with F.
- 4. AMMUNITION:** The amount of ammo in the clip and total number of bullets for the currently equipped weapon.
- 5. OBJECTIVE TEXT:** This is your current objective.
- 6. OBJECTIVE MARKER:** Some objectives will have a destination marker. Press TAB to show your distance to them.
- 7. PATH MARKER:** Certain objectives will also have path markers to help you if you get lost. These can be shown by pressing TAB.
- 8. THREAT INDICATOR:** Use this to assess threats in your vicinity and act accordingly.



Scope HUD

- 1. STANCE:** This icon will change to indicate whether you are currently standing, crouched or prone.
- 2. HEART RATE:** Pay attention to your heart rate. At higher heart rate levels, your scope will be less steady and you will observe greater recoil after each shot. As your heart rate approaches its base level, you will be able to steady the scope for longer periods of time.
- 3. BULLETS:** The number of bullets available in your current clip.
- 4. WIND:** This will change depending on the direction and strength of the wind at any time. This will only appear on Sniper Elite difficulty.
- 5. AIM ASSISTANCE RETICLE:** If you empty your lungs when your heart rate is sufficiently low, this reticle will appear to show you where your bullet will land after taking external forces into account. This will not be displayed on Sniper Elite difficulty.



GAMEPLAY

Sniper Elite V2 is set in the dying days of WW2 Berlin and features realistic bullet ballistics and sniper tactics. Keep these in mind as you fill the shoes of an elite trained sniper:

Bullet Drop

Cadet = N, Marksman = Y, Sniper Elite = Y

As you shoot over greater distances, your bullets are affected by gravity. Compensate for this by aiming the centre of your scope above your targets the further away they are.

Wind

Cadet = N, Marksman = N, Sniper Elite = Y

Sniper bullets are also affected by wind, so pay attention to its direction and strength. Use cues in the environment or watch the indicator at the top of your scope to judge the strength of the wind before firing.

Heart Rate

As an elite sniper, you are skilled in applying techniques to make those difficult shots a little bit easier. The key to using those is to watch your heart rate. It will rise with strenuous activity, such as running or climbing or if you are hit by enemy gunfire. Conversely, it will steadily drop if you move slowly and fall quicker if you are stationary. Try to keep your heart rate low for steadier shots.

Empty Lung

When your heart rate is 80 BPM or lower, pressing E while looking through the scope will temporarily empty your lungs and steady your aim for a short interval. During this time, an aim assistance reticle will appear on the scope to indicate where the bullet will land after taking gravity and wind into account. (Aim assistance reticle will not be displayed on Sniper Elite difficulty)

Focus Time

If your heart rate is below 65 BPM when you enter empty lung, time will appear to slow down, giving you an extra edge against your enemies.

Tagging

Cadet = Y, Marksman = Y, Sniper Elite = N

While looking through binoculars, you can tag targets to track their movement even when they aren't visible. To tag them, move the centre of the binoculars over an enemy or vehicle and press **MOUSE BUTTON 1**. If you want to remove any tags, look at a tagged enemy with the binoculars and press **MOUSE BUTTON 1** once more.

Looking at tagged enemies with your binoculars will reveal information about their equipped weapon, rank, alert state and distance.

Remote Detonation

You can shoot explosive objects in the environment to trigger explosions from a distance. Place TNT and mines or look for grenades around the belts of enemies and explosive barrels to snipe and detonate. You can also shoot at fuel caps on vehicles' fuel tanks to destroy them with a single bullet.

CO-OP (2-PLAYER)

Campaign:

Play through Single-Player Campaign missions with a friend.

Kill Tally:

Waves of enemies are storming your position. Eliminate as many enemies as you can to get the highest possible kill count. Keep each other safe; if either of you die, the mission ends.

Bombing Run:

A bombing run is scheduled to take place in your area soon and you need to escape, but your only getaway vehicle needs to be repaired. Search the area for parts the vehicle before the bombs begin to fall. Your presence is unknown to the enemy at the start, but expect stiff opposition once you're spotted.

Overwatch:

Combine separate sets of skills in these co-op missions, where one of you plays as a Sniper and the other as an Operative. The former only has a Sniper Rifle and has to cover the Operative as he tries to complete varying sets of objectives. The Operative has an SMG and binoculars, with which he can tag enemies for the Sniper to take out.

WEAPONS

Springfield M1903



A standard issue rifle during World War 2, the Springfield M1903 was first adopted in 1905. The .30-03 calibre rifle had an impressive effective range, but was slowed by the bolt-action reloading mechanism.

The Springfield has the weakest scope of the three rifles, but is easy to control and less affected by bullet drop.

Mosin Nagant 1891/30



The Mosin Nagant was standard issue to all Soviet infantry from 1930 to 1945. The bolt-action rifle used a 7.62x54mm cartridge and, with a scope attached, had an effective range of 800m.

A potent rifle that was balanced with a powerful zoom and good stopping power, the firing rate suffered from the bolt action reload.

Gewehr 43



The Gewehr 43 was developed in Germany during the Second World War. Semi-automatic, the rifle chambered 7.92x33mm bullets housed in seven round detachable magazines, providing a greatly increased rate of fire.

The Gewehr has the highest zoom level of the three rifles, but is the most affected by bullet drop.

TECHNICAL SUPPORT

Email: sev2_support@rebellion.co.uk

END USER LICENCE AGREEMENT

Introduction

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