

Death to Spies



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ABOUT THE GAME

On **April 19, 1943** the Chief Directorate of Military Intelligence (also called “**SMERSH**” – an abbreviation of the Russian expression ‘**Death to Spies**’) was established by the Commissariat of Defense of the USSR. This structure was intended to fight against intelligence and sabotage activities carried out by foreign secret services, primarily those of Hitler Germany.

Intelligence and counter-intelligence activities beyond the front line were carried out by the officers of the 4th Department of “SMERSH” Chief Directorate. They received the most complicated and dangerous tasks: espionage, counter-intelligence, sabotage, as well as operations that involved identifying, kidnapping and killing enemy VIPs.

This is a third-person stealth-action game describing the activities of the most mysterious secret service of World War II.

GAME START

SYSTEM REQUIREMENTS

To run the game your computer must meet the following minimal requirements:

Operating System:	Windows® 2000/XP (XP recommended)
Processor:	Intel® Pentium® 4 1.7 GHz or AMD® Athlon 1.8 GHz (Intel Pentium 4 2.4 GHz or AMD Athlon 2.4 GHz+ (or higher) recommended)
Memory:	512 MB RAM (1 GB RAM recommended)
Hard Disk Space:	3 GB Free
DVD-ROM Drive:	4X Speed (8X Speed or higher recommended)
Video:	NVIDIA GeForce 5200/ATI Radeon 9500 with 128 MB RAM or higher (NVIDIA GeForce 6800/ATI Radeon X800 with 256 MB RAM or higher recommended)*
Sound:	DirectX® version 9.0-compatible sound card
DirectX®:	DirectX® version 9.0 or higher

* Indicates that device should be compatible with DirectX® version 9.0c or higher.

SETUP AND INSTALLATION

1. Start Windows® XP. Exit all other applications.
2. Insert the Death to Spies disc into your DVD drive.
3. If AutoPlay is enabled, a title screen should appear. Click on the Install button. If AutoPlay is not enabled, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD or DVD drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing Death to Spies.

GAME INTERFACE

PLAYER PROFILES

After you have started the game for the very first time and watched the intro, a Create Profile window will appear. Type a profile name into the entry field.



A profile stores information about your options, the current game progress and a list of saved games. To load a profile, select its name in the profile window after the game starts. During the game, all information on your progress is saved to the directory /My Documents/My Games/Death to Spies/<Profile>.

MAIN MENU

After you have selected an active profile, you will be taken to the Main Menu, which contains the following options:

- NEW GAME** – Start a new game
- LOAD** – Load a previously saved game
- CHANGE PROFILE** – Select a new profile
- OPTIONS** – Change game options
- CREDITS** – See information about the game developers
- EXIT** – Quit to Windows

After you have started a new game, the mission selection dialog will open. When you run the game for the very first time, it will contain a tutorial mission and the first mission. If you are playing the game for the first time, we recommend that you start with the tutorial.

Difficulty Setting

After selecting a mission, choose a difficulty level:

EASY – This is a good choice for players new to this genre. The combat and the response of enemies are simplified and their eyesight and hearing levels are significantly low. In some missions, difficult sectors are simplified. Alarm states don't last long and enemies always quiet down shortly. All tips are available when you are playing Easy difficulty.

NORMAL – This is suitable for most players. All mission completion goals are available, and level scenarios are the same as HARD and EXPERT difficulties. Enemies are watchful, but not too dangerous in combat. Some tips are not available.

HARD – This level is designed for experienced players with a good understanding of the game's mechanics. Many tips are not available. Enemies respond quickly and the combat system has no simplified features. Enemies can spot you when you run, and other parameters (hearing, eyesight, speed of information transfer, etc.) are of a high level as well. Alarm state doesn't end.

EXPERT – This is difficult, with the highest possible challenge from enemies. Your opponents will have perfect eyesight, shoot very accurately, and will use grenades as often as possible. Alarm state doesn't end.

Options

To adjust the video and render options, choose **Options/Graphics/Video** and **Options/Graphics/Render**. To set the volume, choose **Options/Sound**. You can adjust the current keyboard layout in **Options/Controls/Keyboard** and the mouse sensitivity in **Options/Controls/Mouse** configuration.

In the Game options you can set some additional parameters:

Throw force – Select the force for throwing grenades and other items during the game. Disabled by default.

Show all radiuses – Display the visibility zones for all enemies on the map, regardless of their danger level. Disabled by default.

Camera distance – Set the distance between the camera and the game character.

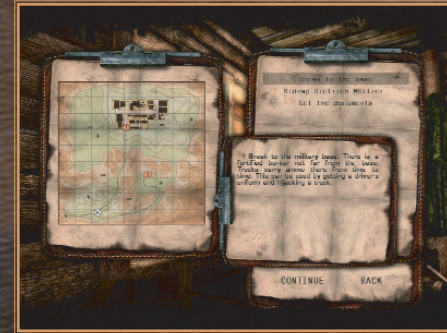
Aiming Sight – Change the graphical representation of the Aiming Sight (Targeting Reticule). There are 4 types to choose from.

Aiming Sight Size – Change the size of the Aiming Sight (Targeting Reticule).

You can change the majority of options during the game process.

BRIEFING

At the start of a mission, you will see a briefing window that lists your mission objectives. Click on an objective to read a detailed description and display the mission critical points on a strategic map. A cross on the map marks the starting point. Click the



Continue button to begin.

SELECT WEAPONS

Your choice of weapons at the start of a mission will help define the tactics you will use. On some levels, weapon choices are not available. Click on the Weapon Type Switch button and the list of weapons and uniforms available in the mission will be updated. You can select a weapon either by double-clicking its icon or by dragging it to the left part of the dialog window.



You can carry up to 18 smaller items without using a backpack, but you must use a backpack to carry larger items. Scales on the left display the acceptable weight of an outfit and capacity of a backpack.

Click the 'RECOMMENDED CHOICE' button and the system will display a recommended starting set of items for a mission.

GAME CONTROLS

KEYBOARD LAYOUT

The following keys are used in the game by default:

Key	Command
W	Forward
S	Backward
A	Left
D	Right
Caps Lock	Change the movement mode (run/walk)
Esc	Back to Main Menu
E	Open the Action menu
C	Kneel
V	Sneak
F	Crawl
Space	Jump/climb up an obstacle
Z	Look left
X	Look right
I	Inventory
O	Briefing
M	Map
Tab	Toggle the map mode (full-size/corner minimap)
T	Whistle
G	Drop the current item
K	Plant explosives
Q	Brake (when operating a vehicle/motorcycle)
Left mouse button	Shoot (if holding a weapon), strangle (if holding a choke cord), or chloroform (if holding a chloroformed handkerchief)
Right mouse button	Aimed shot mode
Scroll wheel	Change the posture Stand/Kneel/Crawl
1	Take or hide the knife
2	Take or hide a choke cord/chloroform
3	Take out or hide the pistol
4	Take out or hide the machine-gun
5	Take out or hide grenades and other missile weapons. To select an item hold down the key until the list appears
6	Mines/Dynamite. Hold down the key until the list appears
B	Binocular
L	Use the first aid kit. Hold down the key until completely healed

0 (zero)
Backspace
F5 or Ctrl+S
F8 or Ctrl+L

Hide the weapon
Drop the weapon
Quick save
Quick load

You can reassign the majority of the keys in **Options/Controls/Keyboard** from the Main Menu or Game Menu.

ACTION MENU

Use the Action Menu at the bottom-left corner to interact with items. This menu automatically updates during the game when you approach an object. Press the E key to open the Action Menu and use the mouse scroll wheel or the back/forward ('W'/'S' by default) keys of the keyboard.



The Action Menu enables you to perform the following basic operations:

- Open/close a door
- Stun an enemy (if he is standing with his back to you)
- Strangle, chloroform or stab an enemy (if he is standing with his back to you and you are holding a respective weapon)
- Change clothes
- Pick up a weapon or another item
- View the inventory of a neutralized enemy
- Get in a vehicle
- Pick a lock (if lockpicks are available)
- Cut mesh (if pliers are available)
- Set a trap on a door or an enemy's body
- Pick up documents
- Give an order to an ally
- Perform a number of other actions in different missions

MOVEMENT

You can use the following movement modes in the game:

- Stand
- Kneel
- Lie
- Sneak

You can switch between different modes with the help of the mouse scroll wheel or the respective control keys. Two types of movement, fast and slow, are available in each mode.

You can switch between the movement types with the Caps Lock key or by pressing and holding Shift.

Each mode alters your visibility and the amount of noise you make, affecting the enemy awareness level. In sneaking mode (V key by default) you can easily get very close to an enemy. When you are carrying an enemy's body, you move quietly and slowly.

USING WEAPONS

FIREARMS

Firearms include pistols, submachine guns and rifles. Weapons differ in accuracy, range of fire, level of noise from fire, recoil, country of manufacture, weight, type of cartridges and other parameters.

An enemy will recognize you as a hostile soldier if he notices a foreign weapon. For more details see the 'Recognition' section.

When you are holding a weapon, two firing modes are available: normal and aimed. In the aimed mode the firing accuracy is higher but you cannot run. You can switch to aimed mode with the right mouse button.

If the aiming sight is red, then you can shoot the target. However, this is no guarantee of a direct hit, because every weapon has different accuracy.

When the aiming sight shows a ban sign, the probability of hitting a target is approximately zero. You cannot change into the uniform of an enemy killed with firearms. A hit in the head kills an enemy in almost every case.

Pistol

You can place a pistol into a special slot or a backpack. To equip a pistol, press the 3 key. A pistol is an accurate weapon if fired from a short distance. A pistol with a silencer is absolutely noiseless. Enemies cannot notice a pistol unless you are holding it.

Submachine Gun

A submachine gun is a noisy and inaccurate weapon capable of delivering a burst of fire. Submachine guns have high shot grouping and large recoil. For efficient shooting, it is recommended that you fire single shots or short bursts. If submachine guns are fired from a large distance their efficiency drops.

Rifles

Rifles are precision arms that fire single shots, and take a long time to reload. However, rifles can fire accurately at long range.

Sniper Rifle

A sniper rifle allows you to neutralize an enemy from a long distance. When you are holding a sniper rifle, the firing mode changes automatically to sniper mode.



To hold your breath while using the sniper rifle, use the right mouse-button.

A sniper rifle without a silencer produces a lot of noise.

KNIFE

You can place a knife into a backpack or a slot for cartridge pouches. You can have several knives when setting off for a mission. To equip a knife, press the 1 key.

You can use a knife either as a melee weapon or as a throwing weapon. When a knife is your active weapon you can throw it by pressing the left mouse button.

If you get close to an enemy from behind, you can kill him quickly and quietly using a knife using the left mouse button or the "Kill" option on the Action Menu.

You cannot use a uniform of an enemy killed with a knife.

CHOKE CORD/CHLOROFORM

When you use chloroform, your victim is not killed but is instead put to sleep for quite a long period of time. A chloroformed enemy will not recover until the mission ends.

To use choke cord/chloroform you need to approach the enemy from behind with a choke cord or chloroform in your hands (the Choke cord/Chloroform key is 2 by default). Then press the left mouse button or select "Choke" on the Action Menu.

If you neutralize an enemy with either the choke cord or chloroform you can change into his uniform.

You can use the choke cord indefinitely, but you will quickly run out of chloroform. To see how much chloroform you have left, check your Inventory and hover the mouse over it.

Neutralizing enemies with chloroform has a positive effect on your "aggression" value at the end of the mission (for more details see the "Rating" section). Also, in some operations killing civilians or allies may cause complications or even lead to defeat.

An enemy will not recognize you as an enemy when you have chloroform in your hands, but he may recognize you if you are holding a choke cord.

STUNNING

You can stun an enemy with your fist, a gun stock or by throwing a fragile item at his head. To stun an enemy with your fist or a gun stock you need to approach him from behind and press the left mouse button or select "Stun" on the Action Menu. You can also throw an item from your inventory to stun an enemy. For more details on throwing items see the "Grenade/Items Throwing" section, below.

A stunned enemy is removed from the game. After stunning an enemy, you can use his uniform.

Stunning enemies is a noisy action and may alert others.

Stunning enemies has a positive effect on your "aggression" value at the end of the mission (for more details see the "Rating" section). Also, in some operations killing civilians or allies may cause complications or even lead to a defeat.

GRENADE/ITEMS THROWING

You can throw grenades or small items. To do a quick throw press the G key, select an item on the list and press the left mouse button.

To throw several items one after another, press the 5 key. To select an object hold down the 5 key until the list appears and choose an item from the list using keyboard arrows or the scroll wheel.

A grenade is a powerful, noisy weapon with a large area of effect. Be careful. A grenade explosion may attract the attention of enemies and is most likely to cause an alarm.

You can use a grenade as a mine trap on dead bodies or doors.

Note: If you pick up a body with a trap set on it or open a mined door, an explosion will follow. You can remove a trap set on a door or on a dead body, in which case the grenade goes into your Inventory.

Small items include plates, mugs, forks, screw-drivers etc. Many items are to be found in different locations across the level.

If Throw Force mode is on (Options Menu), the process of throwing a grenade or other items becomes more difficult but accuracy increases. After you have pressed the left mouse button, hold it down until the power scale increases to the desired level. Release to throw. You can cancel a throw by clicking the right mouse button.

INVENTORY

In Inventory mode, you can remove or move items, and remove a backpack. To remove an item, drag it from the Inventory window and drop it to any free location on the screen.

To enter Inventory mode, press the I key or click a respective Action Menu option when you are close to a body of a neutralized enemy. If you open the Inventory through the Action Menu while close to an enemy's body, you can move items between your inventory and that of a neutralized enemy.

You cannot move your backpack to or from the inventory of an enemy. You can be recognized by an enemy if you are wearing a Soviet backpack (see the "Recognition" section). In some missions, a German backpack is available in the Weapon choice window.



TRANSPORT

Depending on the mission, you can use various means of transport for getting around, including trucks, passenger cars and motorcycles.

You must access a vehicle from the driver's side by using the Action Menu. After you get into a vehicle (it takes some time) you must start the engine by pressing the W key and then drive using the movement keys (W, A, S, D).

You can put on the brakes by pressing the Q key or reduce the speed by pressing S while moving forward or W while moving in reverse. To exit a vehicle, bring it to a stop, turn off the engine ('E' key by default) and get out ('E' key or the right mouse button).

When in motion, a vehicle produces a lot of noise and is quite visible to enemies.

A truck with a tent enables you to hide an enemy's body if you take it close to the rear and use the 'Action' menu.

In an open transport (some models of passenger cars and the motorcycle), you can transport bodies on the seats (or in the sidecar of the motorcycle) but in that case the body will be visible to enemies.

The transport movement speed depends on its driving characteristics and the terrain.

DISTRACTING ENEMIES

WHISTLE

By whistling (T key by default) you can draw the attention of enemies. If an enemy knows which object is the source of the whistle, he is most likely to keep quiet and ignore the sound. If the enemy has no idea what the source of the whistle is, he may have a look around. Sometimes a whistle may bring an enemy into a watchful state (for more details see 'Enemies' section). Whistle is a safe and unlimited option.

If the vector map is enabled, you can see the sound dispersion radius of your whistle. (For more details see the "Vector map" and "Sound" sections). Several enemies can respond to a whistle at one time.

SMOKE BOMB

You can use a smoke bomb to attract the attention of just one enemy. To use a smoke bomb, you must have it in your Inventory and throw it using one of the throwing methods described in the "Grenade/Items Throwing" section.

The effect of a smoke bomb lasts for a short time (about one minute). In the air and after landing, it produces a lot of smoke and may attract the attention of an enemy. If an enemy notices it, he might run up to the smoke bomb to examine it.

A smoke bomb can only be used once. Two or more enemies will not respond to a thrown smoke bomb at the same time.

USING ITEMS

In order to call or distract the attention of enemies, you can throw small items, such as plates, mugs, forks, screwdrivers, etc. You can find items in different locations throughout a mission. If an enemy is around, he may hear the sound and have a look around. Fragile items make louder sounds.

You can see the sound dispersion radius of the thrown item if the vector map is enabled.

(See "Vector map" and "Hearing" sections for more details).

LOCK PICKING

Many doors or safe-boxes in the game are locked. You can open most doors using lockpicks.

If an item is locked and you have lockpicks in your Inventory, the Lock Pick option will be added to the Action Menu. Select this option to enter lock picking mode.

To rotate a lock cylinder, press the W or S keys or use the scroll wheel. To bring a lockpick to a lock cylinder, press the D key or click the left mouse button.

Some doors can only be opened with keys found in the inventory of enemies.



KEYHOLE

You can examine the situation inside a room behind a locked door by looking through a keyhole (most doors have keyholes). To switch to this mode you need to approach a door and use the Action Menu.



CARRYING A BODY

You can carry the body of any neutralized (stunned, chloroformed or killed) enemy. To perform this action you need to use the Pick Up Body option in the Action Menu. You can carry just one body at a time. When you are carrying a body, any other action beyond movement is impossible.

There are two ways of getting rid of a body:

You can put a body down carefully by clicking the left mouse button. This is a slower, but noiseless action, and sets the body on the ground in front of you.

Click the right mouse button to throw a body behind you. The action takes less time

but the body makes noise when hitting the ground. If a stunned or chloroformed enemy hits the ground with his head, he may die.

Carrying a body (except a neutral character marked with grey on the map) may lead to your discovery by enemies.

CHANGING CLOTHES

You can change into the uniform of an enemy that you have stunned, chloroformed or strangled with a choke cord. In rare cases you can change into the uniform of an enemy that was poisoned or killed in a similar way.

You cannot change into the uniform of any enemy killed with firearms, explosives, knives or run over by a vehicle. You can only change into uniforms of men having the same body constitution as your character. It is not possible to change into the uniforms of some mission-critical enemies.

EQUIPMENT

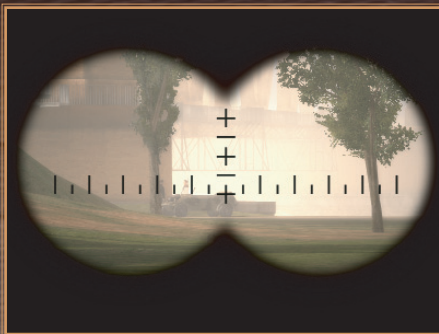
MINES

Mines can be carried in a backpack only. To use a mine you, set it at any point on the ground by selecting the explosives slot (6 key by default) and holding down the key until the list pops up. After you select a mine on the list it becomes active. To plant a mine, press the left mouse button.

If an enemy gets close to a planted mine, it will explode. You cannot activate a mine but you can disable it and put it back into your backpack. A mine goes off if a shot hits it. Be careful. A mine explosion may attract the attention of enemies and will most likely cause an alarm.

BINOCULARS

Binoculars let you observe the terrain and detailed planning of action tactics for long open terrain levels. To use binoculars, press the B key. Binoculars are carried in your Inventory.



PLIERS

Some game objects (like metal mesh) may be cut through with pliers. You need a backpack to carry pliers.

To cut through mesh, you will need to get close to it, and it will appear in the Action Menu. Selecting the item will cut it. You can then switch to 'Crawl' mode and get to a previously inaccessible area.

Enemies can recognize you if they notice you cutting with pliers.

FIRST AID KIT

The first aid kit is used to restore your health up to 100%. To use a first aid kit, press the L key and hold it down until the healing scale reaches its maximum. When treatment is over, the first aid kit will disappear from your Inventory.

If you release the L key before treatment has finished, healing is canceled. In that case your health remains the same as before the healing and the first aid kit remains in your Inventory.

Enemies can recognize you during healing.

DYNAMITE

Dynamite is the most powerful weapon in the game. You can use it to destroy enemies, enemy equipment or for sabotage. You can carry the dynamite in your backpack only.

To use the dynamite, plant it at any point on the ground by selecting it in the explosives slot (6 key). After you select the dynamite, press the left mouse button to display the dynamite setting message box, which allows you to set the explosion timer.



After a confirmation you will plant the dynamite and it will explode once the timer counts down. The countdown indicator is displayed in the bottom-right corner of the screen. The blasting radius is high and it is recommended that you stay at a safe distance from it.

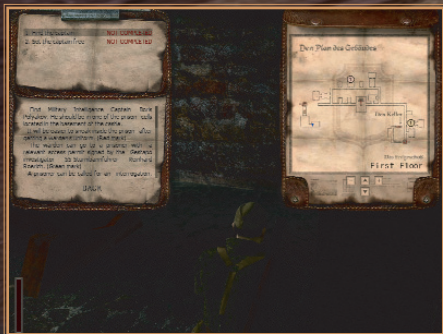
You can disable planted dynamite and put it back into the backpack by approaching it and selecting Remove the Trap from the Action Menu.

Be careful. A dynamite explosion may attract the attention of enemies and will most likely cause an alarm.

GAME

BRIEFING

At any time during the game you can display a mission briefing window with a detailed description of the mission by pressing the O key.



In the window in the left part of the screen you will see a list of completed and uncompleted tasks. Select a task to view details about it.

In the window on the right you will see a strategic map of the game level. It displays mission critical points mentioned in the description and your current location. You can zoom in and out of the strategic map by clicking the + and - buttons or pressing the + or - keys. To switch between floors (if available), click the up/down buttons.

Tasks may change and new ones may be added to the list, depending on your progress through the mission.

VECTOR MAP

In every mission, a highly detailed vector map is available. To open the map, press the Tab key or M key.

The map may be positioned in the center of the screen or in the bottom left corner. Press the M key to reposition it. Zoom in and out on vector map by pressing the + and - keys.

The map displays:

- All major objects (buildings, fences, meshes, big vehicles)
- Strategic objects or landmarks that you must pass (railroad lines, stairs, doors)
- Rooms inside large buildings
- Enemies and other characters
- Visibility zones for all potentially dangerous enemies outside of buildings (or, alternatively for all enemies — you can change this option in the Options Menu)
- Awareness levels of enemies (for more details, see "Awareness level")
- Zones of fire for all enemies outside of buildings

- Dead enemies
- Enemies that suspect or notice you (these will blink)
- Highlighted mission targets
- Highlighted allies
- Sound distribution radiuses for whistle, explosions, thrown items, punches, etc.



All characters in the game are shown on the vector map as colored triangles. The sharp angle of a triangle indicates the direction of the enemy's eyesight.

Your character is marked in blue.

Enemies that can recognize you in your current uniform are marked in red. Such enemies will surely recognize you if you get close to them, even if you are doing nothing forbidden.

Normally, those are high-ranking enemies.

Visibility zones indicate the area where an enemy can spot you. The colored part of the visibility zone is the area of immediate danger. If you enter these areas, you run the risk of being recognized or attacked. In the grey areas, you may be noticed or recognized after a certain period of time. Visibility zones are switched off inside of buildings.

Visibility zones and zones of immediate danger may vary depending on your actions and enemies' awareness levels.

Entering a visibility zone will not necessarily alert an enemy to your presence. If you hide behind a tree or other obstacle, for example, the enemy might not notice you.

Grey-colored characters are neutral that do not pose any danger to you.

Neutralized bodies of enemies are marked with black circles.



Enemies you need to kill or kidnap are normally marked with a red circle. Numbered circles mark task critical points and the figure corresponds with the task number in the mission briefing. A circle with an exclamation mark is a tip or notice about an interesting place you might want to investigate.

A circle with an icon in the form of a service cap usually marks a place where you can easily get a good uniform. At high difficulty levels, these indicators are normally switched off.



Some sounds are visualized on the map as circles. The radius of a circle corresponds with the sound dispersion radius. Below is the list of sounds shown on the vector map:

- Whistle
- Creaking of doors
- Sounds of small items
- Sound of breaking glass
- Sound of fist punch

The sound of your movement or gunfire are not shown on the map.

UNIFORMS

The game features four levels of uniforms. You usually start the game in a camouflage uniform of a Soviet soldier. At the start of other missions, you will be wearing civilian clothes.

In your original "saboteur" uniform, you are highly vulnerable to detection by enemies.

When you are wearing this uniform, all enemies are marked in red on the map and pose danger to you. Those standing outside of buildings are indicated by a colored visibility zone.

A civilian uniform (a scientist, peasant, etc.) is also likely to alert enemies, especially if you are seen doing suspicious actions.

If you are wearing a uniform of an enemy guard, then you can feel much safer. However, in this case almost all officers (agents) and many enemies performing important tasks (sentries, patrolmen) might see through your disguise.

An officer's uniform in most cases will grant you access to strategic places, and will likely not alert low-ranking enemies. Usually an officer's uniform differs from a soldier's uniform by the insignia and the presence of a service cap.

In some missions, special uniforms are available (driver, chief prison guard, doctor, instructor) to help you carry out objectives. A detailed description of the functions of special uniforms is given in the mission briefing.

After you change into a new uniform, your old uniform remains in the place where you left it, and you can always return and change back into it. You cannot carry your original uniform with you. Enemies do not react to abandoned uniforms.

RECOGNITION

With the exception of cases when enemies discover a body without a uniform, an enemy must see you in order to be alerted to your presence. When you are wearing civilian clothes, a soldier or an officer's uniform, you may be recognized if you are seen doing the following:

- Staying close to a potentially dangerous enemy (marked in red on the map)
- Moving with a foreign weapon, such as carrying a Soviet SMG among Germans
- Carrying a body
- Carrying or throwing a knife
- Taking photos of secret objects
- Throwing grenades or smoke bombs
- Changing clothes
- Aiming or shooting
- Stunning enemies
- Carrying a weapon while wearing civilian clothes
- Running people over by a transport
- Being near a dead body
- Crawling, sneaking (running at higher difficulty levels)
- Throwing items at people
- Moving with a choke cord (moving with chloroform is ok)

- Using a first aid kit
- Entering a guarded building without authorization from the guard
- Carrying a foreign-made backpack
- Moving with a prisoner without authorization (in some levels)
- Planting a mine or a dynamite trap
- Cutting mesh
- Picking a locked door
- Carrying out other sabotage activities

In each of the above circumstances, recognition happens within a certain radius depending on your actions and the enemy's state. The maximum radius of danger is displayed on the map by a colored area. At long distances, aggressive reaction takes some time, even if an enemy sees you. The growth of the danger scale (see the "Danger Scale" section) is an indication that an enemy has recognized you.

If you run the risk of being recognized because you are carrying weapons or a backpack, a respective icon and text message will pop up in the corner of the screen. However, this may not happen at higher difficulty levels.

ENEMIES

EYESIGHT

Enemies in the game can see your character (even when you are in a vehicle), bodies and items (like knives, grenades etc.).

The basic principle of enemy eyesight is "partial noticeability," for example, the visibility zone of enemies is divided into an area where you will be noticed at once and an area where you will be noticed after a certain period of time. This time depends on the difficulty level, distance to the enemy, and your level of camouflage.

The visibility zone is not permanent, but varies depending on the enemy's alertness, your actions and the game difficulty level. For example, if you are crawling, you are far less visible than if you are crouching. However, if you start shooting, enemy alertness grows at once.

The visibility zone is shown on the vector map as a grey area. The radius of immediate detection is about two times smaller than the visibility zone. If you play as a saboteur (i.e. in your initial uniform) it coincides with the colored area on the vector map.

Getting into the visibility zone does not guarantee that you will be spotted. If you hide behind a tree or other obstacle, for example, the enemy will not see you.

The radius of detection for bodies or items is more or less the same as the detection of your character in a prone position and also depends on the enemy's awareness level.



If at least one enemy can see you, an eye icon is displayed at the top of the screen. A transparent icon indicates only partial noticeability. If the icon turns red, it means that an enemy notices you, considers you hostile and will instantly fire if he encounters you.

If you are wearing your original uniform (or the enemy considers you hostile) and the enemy starts to notice you, the danger scale will start growing.

If you are wearing your original uniform in a "partial noticeability" area, then an enemy may be alerted or move to examine your location.

Enemy reaction to a smoke bomb is described in the "Smoke bomb" section.

If an enemy finds a body, he may decide to examine it, and may raise an alarm as a result.

HEARING

Enemies can hear the following types of sounds:

- Sound of your movement – The noises you make raises enemy awareness level, and the enemy might move toward your location, depending on the situation. If an enemy hears you and poses a threat to you (i.e. can disclose your location or shoot you) the danger scale starts growing. A slow and careful movement makes less noise. Sneaking is absolutely noiseless.

- **Sound of fist punch** – Punches are very loud and normally encourages enemies to examine the source of a sound.
- **Whistle** – This often makes enemies more alert and possibly move to examine the location of the sound.
- **Sound of breaking fragile items (including glass)** – This often makes enemies more alert and possibly move to examine the location of the sound.
- **Sound of an object hitting a surface** – This often makes enemies more alert and possibly move to examine the location of the sound.
- **Creaking of doors** – This often makes enemies more alert and possibly move to examine the location of the sound.
- **Sound of a falling body** - Normally makes an enemy want to look around
- **Sound of shooting or explosion** – Puts enemies on alert. Many of them will decide to examine the location of the noise.

- Sound of sirens and alarms – The number of dangerous enemies grows. Enemies may become alerted and take action. For more details see the “Alarm” section.
- Communication between enemies – Depends on information shared (see “Spreading of Information”)

Actions that do not make any noise:

- Choking
- Using chloroform
- Killing an enemy with a knife in a melee
- Putting a body down carefully
- Shooting with a silenced weapon
- Sneaking

In open terrain, sound dispersion happens without being blocked. Inside buildings, walls and doors greatly reduce the noise level.

If an enemy knows which object is the source of noise, he will ignore it in most cases, unless the sound is combat-related.

Distribution of many sounds is shown on the vector map as a spreading semi-transparent circle. The circle's size corresponds with the maximal radius inside which an enemy can hear the sound. In buildings (especially in the closed ones) if an enemy gets inside the sound circle, it does not always mean that he heard the sound.

AWARENESS LEVEL

The enemies may reach one of three awareness levels:

Quiet

In this state, enemies are engaged in their regular activities and are not worried. Their reaction takes maximum time and they are not watchful. Their visibility zone is the smallest.

His weapon is usually not equipped. Characters may communicate, engage in their regular activities, rest, etc. On the vector map this state is marked as a green visibility zone.

Watchful

An enemy has noticed something or something has made him concerned. He often takes out his weapon. Sometimes he examines the area. Enemies staying at responsible places (patrolmen, enemies in ambush) are always in this state. On the vector map, this state is marked as a yellow visibility zone. Over the course of time, the enemy usually gets back to the quiet level. The time required for an enemy to become quiet again depends on the difficulty level.

Alerted

An enemy is ready to fight. His eyesight and hearing are as sensitive as possible. He keeps his weapon ready for action. The enemy will engage in a fight, chase you or actively search. He becomes alerted after hearing shots or explosions. On the vector map, this state is marked by the red visibility zone. Over the course of time, the enemy usually goes back to a watchful state. The time required for an enemy to go back to the watchful state depends on the difficulty level.

SPREADING OF INFORMATION

During the game process enemies interchange information with each other. Such information includes:

- Information on your whereabouts or location where you were last noticed
- Information that you are hostile
- Information about uniforms of killed comrades in arms
- Information on dangerous points and areas
- Information about examined and found but not yet examined bodies
- Information on found grenades
- Information on places where you have not been found during a search
- Information on other suspicious or dangerous objects

Information is transmitted only when enemies are close to one another. So you have a chance to kill an enemy before he tells his comrades about you or a found body.

Distance and speed of information spreading depends on the game difficulty level.

DANGER SCALE

The scale at the top part of the screen displays the total suspicion value of your actions from the enemy's point of view. The bigger the scale, the higher the risk of failure. If you get into the visibility zone or eyesight of an enemy who is potentially dangerous to you or considers your actions suspicious, the danger scale will grow.



ICONS



At least one enemy can see you at the moment. Be careful: avoid doing anything suspicious! If the enemy begins to suspect you, the danger scale will increase.



Your current actions may make others recognize the enemy in you.



Guards are about to raise the alarm.



You have been disclosed and combat is about to start or has already started. Red icons indicate a relatively high danger level.

GUARDS

You are authorized to access some strategic locations and objects only with special documents and in an appropriate uniform. Such places are usually guarded. If you are trying to penetrate a guarded area, the guard will warn you with a gesture and a text message describing reasons why he is not letting you in.

Staying close to a guard for too long may raise suspicion and the danger scale will increase.

If you manage to access a prohibited area passing by the guard (in that case his marker on the vector map becomes red) and he notices you there, he will start firing at you or will immediately raise the alarm.

ALARM

When an enemy feels he needs to communicate word of danger, he will raise an alarm.

He does this using internal communication channels (radio rooms, intercommunication systems, walkie-talkies) or talking to sentries guarding busy places.

Raising an alarm usually increases the number of enemies (they become marked in red on the vector map). In some missions, an alarm may cause mission failure. A potential danger of an alarm is commonly described in the briefing.

Reasons for raising an alarm may include:

- You were spotted in your original uniform or otherwise recognized
- Explosion sounds
- An enemy was wounded
- Discovery of a killed comrade in arms. If an enemy has just found his body, he must first examine it unless his fellow has died in his presence. Bodies of neutral characters usually do not raise an alarm.
- Killing allies in some missions

If the enemy decides to raise an alarm, a respective text message is displayed on the screen. One or several enemies start to flash on the vector map and a megaphone icon appears at the top part of the screen.

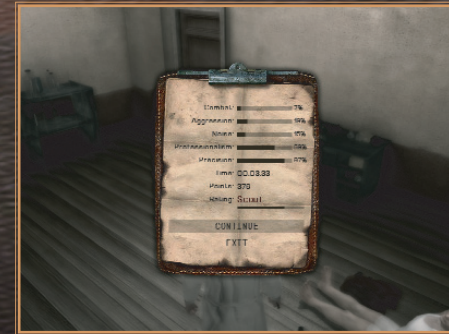
If an enemy discovers a body and decides to examine it, a respective warning will pop up on the screen.

After an alarm has been raised the screen will display information about the type of alarm.

The raised alarm quiets down after some time, depending on the difficulty level and the mission type. At the expert difficulty level, an alarm lasts till the end of the mission.

RATING

After finishing a mission, you are awarded points and a rating value. Your rating shows the quality of the mission completion, for example how quietly and professionally you performed your objectives.



Your rating is based on a combination of five parameters:

Combat

Shows how often you use noisy weapons (submachine gun, grenades, mines, etc.).

Aggression

Depends on the number of enemies killed. Aggression will grow if civilians and especially women are killed. Aggression will lower if you use chloroform. Killing hostile military men does not increase aggression very much.

Noise

Noise grows much more when alarms are raised. This increases when information about you is passed on from one enemy to another. In case of a discovered body, the noise level increases if the body has been examined.

Professionalism

This depends on the way you have eliminated enemies. Initially, this score is 100%. Using a knife (in a melee), a choke cord or chloroform does not lower score. Using another weapon decreases it, depending on how frequency you use it, precision and uniform used.

Precision

When you hit an enemy in the head or use cold arms Precision will be 100%. Precision

drops if you miss your target. Precision does not influence the rating directly, but does affect your Professionalism score.

The final result is calculated on the basis of the five above parameters. Ideally, you should keep professionalism and precision at 100% and other parameters (especially noise) close to zero.

The points score depends on the number of enemies neutralized and the method of neutralization (weapon + player's uniform), your rating, difficulty level and bonuses. If you play in the original uniform for the entire mission, your score is generally much higher, but playing that way is much more difficult.



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