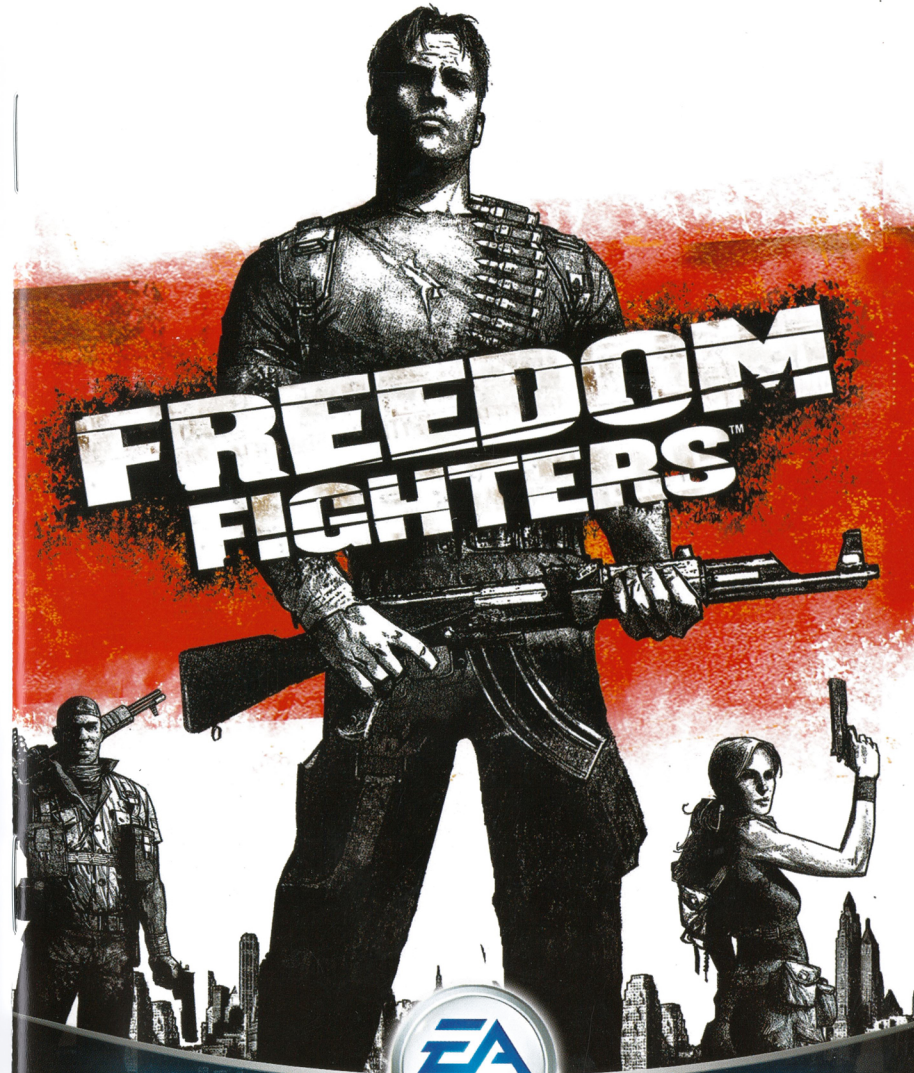# FREEDOM FIGHTERS

Warning: To Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

Epilepsy Warning

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

Precautions to Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

1

Contents

System Requirements

Please take time to ensure your system meets the Minimum Configuration requirements, detailed below and on the packaging. **It is essential that your system meets these requirements in order for *Freedom Fighters* to function properly.**

Checking my System Specification

The DirectX Diagnostic Tool can provide you with information about your system specification if you are unsure of your PC's current specifications.

- To run the DirectX Diagnostic Tool, click onto the **Start** button and select **Run**. In the Open box type DXDIAG. The DirectX Diagnostic Tool appears.

- Your system specification can be found in the System Information box and details about your video and sound card can be found under the Display and Sound tabs.

- You should compare this information with the information in the System Requirements section, below. As a rule of thumb, a PC that meets the *Minimum Configuration* will run the game on the most basic graphics and sound options settings, whilst a PC that meets the *Recommended Configuration* will run the game swiftly with higher settings selected.

  Note: Unless you are an advanced user we do not recommend changing any of the options in the DirectX Diagnostic Tool.

- Do you need help on getting your game started? Jump to the *Clean Up Your System before Running the Game* section on p.4!

- Having problems with your game crashing or locking up? Then consult the *Before Starting your Game* section on p. 6!

Minimum Configuration

- Windows® XP, Windows Me, Windows 2000, Windows 98 (Windows 95 and Windows NT are not supported)
- 733 MHz Intel® Pentium® or AMD® K6™ processor
- 128 MB RAM
- 4x CD-ROM/DVD-ROM drive
- 650 MB free hard disk space plus space for saved games (additional space required for Windows swap-file and DirectX™ 8.1 installation)
- 32 MB D3D Hardware Transform & Lighting video card with DirectX 8.1 compatible driver
- DirectX 8.1 compatible sound card
- Keyboard
- Mouse

Clean Up Your System before Running the Game

Before you install any software, it is **critical** that your hard drive be in optimum working order. We recommend that you get into the habit of performing regular "house keeping" on your PC. ScanDisk, Disk Defragmenter and Disk Cleanup are the tools that you need to use to keep everything running smoothly. Such good practice offers you the best chance of running today's games with minimum issues. As an added benefit, a clean system will operate more efficiently, and other software applications you use may run more quickly and stably.

- **ScanDisk (Win 98/ME)/Error-checking (Win 2000/XP)** detects and repairs disk errors and bad sectors on your hard disk drive/s (HDD/s).
- **Disk Defragmenter** ensures that the data on your HDD(s) is organised properly. This helps to prevent corrupt data and speeds up the accessing of this data by your Computer's Central Processing Unit (CPU).
- **Disk Cleanup** helps you to clear unnecessary files from your system. This frees up disk space and prevents conflicts that could stop the game from installing correctly.

Consult the Windows Help Guides for information on running the ScanDisk/Error-checking, Disk Defragmenter and Disk Cleanup tools.

Using Windows Help

- Click onto the **Start** button and select **Help** (or **Help and Support** for Windows XP users) to bring up the Windows Help Guides.
- Now, click the Search section and type in keywords such as "Scandisk" (Win 98/ME), "Error-Checking (Win 2000/XP), "Defrag" and "Disk Cleanup" to find the guides that help you run these tools.

What is DirectX™?

DirectX is part of Windows® 98, 2000, ME and XP. It allows Windows to access certain parts of your PC at high speed, to allow you to run today's games. As new technology is introduced, such as next generation 3D Accelerators and 3D soundcards, DirectX evolves to support these new technologies. *Freedom Fighters* requires DirectX 8.1, which is included on the game disc for you to install if necessary.

In order to operate correctly, DirectX will need the latest software drivers for your video card and sound card. These drivers can usually be downloaded from your card manufacturer's website or obtained from the card manufacturer's Technical Support hotline. Using drivers that do not have DirectX 8.1 support may result in display or audio problems in *Freedom Fighters*.

To find out more about DirectX, visit the official DirectX website at:

http://www.microsoft.com/directx

How do I install DirectX 8.1?

If you want to install DirectX **after** installing *Freedom Fighters*, insert the game disc into your CD-ROM/DVD-ROM drive and click onto the Start button and select RUN. Type D:\DirectX81\dxsetup (or substitute the CD-ROM/DVD-ROM drive letter if it is other than D:\; check in **My Computer**) and click OK. Click REINSTALL DIRECTX to install DirectX.

Installing the Game

To install *Freedom Fighters,* insert the CD into your CD-ROM / DVD-ROM drive and wait for the serial number window to appear. Once the serial number window appears, type in the serial number found in the white box on the back of the *Freedom Fighters* manual and follow the on-screen instructions to install the game.

- If the serial number window does not automatically appear, double-click the **My Computer** icon on the Desktop, then double-click on the CD-ROM/DVD-ROM drive in which the game CD is inserted. Double-click on the 'setup.exe' file to launch the serial number window.

Uninstalling/Re-Installing the Game

If you are having problems or the game did not install correctly the first time, we recommend re-installing the game.

1. To uninstall the game, click onto the **Start** button select **Programs** (or **All Programs** for Windows XP users) and then choose the location where the game is listed. Click onto Uninstall to remove the game.
2. To reinstall the game after uninstalling it, follow the information in the *Installing the Game* section, above.

   IMPORTANT NOTE: We strongly advise users against uninstalling this game manually, since certain files associated with the game may not be correctly deleted. It is normal for any files created by players such as save games, replays and other game-related files to be left on your hard drive in the game folder after the uninstall process. Should you not wish to keep these files after uninstalling the game, delete them as you would normally delete files from your PC.

Before Starting Your Game

In some cases, programs that are running on your system can monopolise resources that the game needs in order to run properly. Not all of these programs are immediately visible, and many activate automatically on start up. There are a number of programs known as "background tasks", that are always running on your system. In some cases, these *may* cause the game to crash or lockup.

As such, we recommend that you deactivate these "background tasks" prior to playing *Freedom Fighters*.

> **Important Note:** While shutting down background tasks will optimise your system for running the game, their features will then be unavailable. Ensure that you re-enable background tasks after playing *Freedom Fighters* by restarting your computer.

Anti-Virus/Crash Guard Programs

If your system is running Anti-Virus or Crash Guard programs, you are advised to close or disable them before running *Freedom Fighters.* To do this, find the icon for the program on the Windows taskbar. **Right-click** the icon and select CLOSE, DISABLE, or the relevant option.

Closing General Background Tasks

Once Anti-Virus and Crash Guard programs have been disabled, you should end all unnecessary general background tasks as these can sometimes cause problems when installing or running PC games.

Windows 98/ME

1. Hold down the **CTRL** and **ALT** keys on your keyboard and press **DELETE** once. The CLOSE PROGRAM window appears with a list of all background tasks currently running on your system.
2. To end a background task, click on its name in the list, then click the **End Task** button.

> **Note:** It is important that you DO NOT CLOSE the background tasks named **Explorer** and **Systray** as these tasks are necessary for Windows to operate. All other background tasks may be closed.
>
> The Close Program window closes and the task is ended. Repeat the above steps to close down any/all other background tasks.

Windows 2000/XP Professional

1. Hold down the **CTRL** and **ALT** keys on your keyboard and press **DELETE** once. The Windows Security window appears.
2. Click TASK MANAGER to open the Windows Task Manager. To end a background task, click on its name in the list under the Applications tab, then click the **End Task** button.

> **Note:** Depending on your settings, when pressing **CTRL**, **ALT** and **DELETE** some Windows 2000/XP Professional users may bypass the Windows Security window and go straight to the Windows Task Manager.

Windows XP Home

1. Hold down the **CTRL** and **ALT** keys on your keyboard and press **DELETE** once. The Windows Task Manager window appears
2. To end a background task, click on its name in the list under the Applications tab, then click the **End Task** button.

> **Important Note:** Remember that the next time you restart your computer all of the background tasks that you ended reactivate automatically.

Starting the Game

- Insert the CD in your CD-ROM/DVD drive. The game automatically begins.

> **Note:** If the game does not automatically start when you insert the CD into your CD-ROM/DVD drive, go to **Start>Programs** (or **All Programs** for Windows XP users)> **EA GAMES > Freedom Fighters > Freedom Fighters**. The introductory screens appear and the game begins.

Complete Controls

Use everything in your arsenal against the invaders with these controls.

Gameplay

Action	Keyboard/Mouse
Free look/Aim weapon	Mouse
Move forward/backward	**W/S**
Strafe left/right	**A/D**
Crouch	left **CTRL**
Walk	left **SHIFT**
Jump	**SPACEBAR**
Use item/Recruit fighter	**E**
Show map	**M**
Open inventory	Press mouse wheel
Pause/In-game Menu	**ESC**

Weapons and Combat

Action	Keyboard/Mouse
Fire weapon	Mouse button 1
Precision aim	Mouse button 2 (hold)
Punch/Close combat	**Q**
Switch weapons	Mouse wheel
Sniper rifle zoom in/out (while in precision aim mode)	Mouse wheel

Recruits

Action	Keyboard/Mouse
Follow	1
Attack	2
Defend	3

The Cold War Gets Hot

Quirks of history put you in the shoes of a plumber who rises to the challenge when his city is invaded.

U.S. History: Freedom 101

Freedom Fighters is based on an alternative history, a fictional world which differs from our own in only a few decisive historical events. In the latter months of World War 2, the Soviets succeeded in developing the hydrogen bomb, winning the race with the Americans. By bringing the war in Europe to a quick and violent end, they tipped the balance of world power decisively in their favour.

The Soviets went on to dominate Europe and large parts of the Middle East. The United States remained the world's largest country free from Soviet influence, but technological development was sluggish and the U.S. lacked the sheer numbers and high-tech weapons of the Soviet forces. During the Cold War that followed, the Soviets gradually expanded their influence. They were invited by Castro to install missile silos on Cuba; they generously provided military 'advisors' to Central America; and in 1996, there came the surprising, and hotly disputed, victory of the Mexican Communist party in the government election. Slowly, and with a grim inevitability, the Soviet Union was encircling the United States...

Duty Calls

New York's sweltering summers have never been easy and as a plumber Christopher Stone knows the hard lessons of blue-collar life in Brooklyn. His is a neighbourhood where plumbing isn't the only reason to carry a piece of pipe and where running isn't something that's done for exercise. Yet Christopher loves this neighbourhood and its long history of hard work and patriotism and he wouldn't trade it for his life no matter how hard the times.

Well the hard times are coming this summer - in spades. Soviet subs have surfaced in New York Harbour and the streets are being overrun with communist invaders and their engines of war. Soviet flags are going up all over the city and Chris's neighbourhood seems done for. The neighbours are frightened and hope is in very short supply.

What can Chris do to stop this? His only weapon is a monkey wrench, but surrender is not an option. He'll need better equipment, a band of fellow freedom fighters and plenty of luck. The odds of success, or even survival, are not good. And to think Chris thought the streets of New York were dangerous in the eighties…

Assume the role of Chris as he enters this world of treachery in hopes of becoming the guerrilla leader who defies the world's only superpower.

For more information about this and other titles, check out EA GAMES™ on the web at **www.eagames.com**

Setting Up the Game

Start a single player game or adjust options.

Main Menu

Single Player

Options

Credits

GAME MENU
SINGLE PLAYER MULTIPLAYER OPTIONS CREDITS

Note: Default options in this manual are appear in **bold**.

Single Player

It's time to begin liberating Americans from the Russian invasion. Choose from the following options to get started.

To begin a new game:

1. At the Game menu, click SINGLE PLAYER.
2. Click NEW. The NEW GAME setup screen appears.
3. From the setup screen, choose a difficulty level: (DEMONSTRATOR (very easy), REBEL (easy), **FREEDOM FIGHTER (medium)** or REVOLUTIONARY (hard). Then choose a name for your profile.
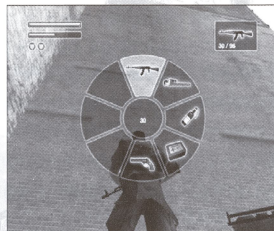
   DEMONSTRATOR: A good place to start for those who are new to the action game genre.

   REBEL: A lot of fun while still offering relatively light resistance from the enemy.

   FREEDOM FIGHTER: A perfect balance of challenge and entertainment. This is the recommended level for most players.

   REVOLUTIONARY: For the war-seasoned veteran. Prepare for the fight of your life.

4. Click START GAME when you are ready. The game launches.
• For more information about saving and loading games, see *Saving and Loading* on p. 23.

To select a weapon, roll the mouse wheel up or down or hold mouse button 3 and drag over to the weapon desired and release.

To pick up a weapon and put it into an empty inventory slot, walk over it. You automatically pick up ammunition for your weapons in the same way.

To swap a weapon you are carrying for one on the ground, stand over the weapon and press **E**.

Aim Mode

To activate aim mode, click mouse button 2. The game screen zooms in on the aiming crosshairs.

• The degree of zoom in aim mode depends on the weapon being used.

Healing

Constant urban guerrilla warfare can lead to injury. You're going to need healing from time to time.

To heal yourself, select the med kit from your inventory (the same way you choose a weapon). Once the med kit is equipped, click mouse button 1.

• Wounded recruits and injured neutral characters display a first aid symbol above their heads.

To heal those in need, give them a med kit from your inventory by approaching them and pressing **E**.

Sewers

After years as a plumber you thought there was nothing left to learn about the New York sewer system. But now you practically live in the sewer's massive pipes and junction rooms. Could there be a better place to begin ridding New York of pests?

To access a sewer, approach a manhole and press **E**.

• The Soviets close manholes that they find open, so only the manhole you used last remains open in each location. Return visits to a location begin at the open manhole.

• When you access a sewer, your choices are REBEL BASE (see below), ANOTHER LOCATION and QUICK SAVE (see *Saving and Loading* on p. 23).

The Rebel Base

Deep beneath the streets of New York, so far down that the rumbling of Soviet tanks cannot be heard, lies the makeshift headquarters of rebel operations. This small island contains a modest cache of supplies and a few maps. It's not much, but it's a good starting place for your incursions into Soviet occupied zones.

• Upon returning to the rebel base, available supplies including weapons, ammunition and med kits are automatically transferred into your inventory.

To view maps available in the current zone, approach the map table and press **E**. Highlight the desired location using the mouse.

To accept a mission and enter a location, select the desired map and click on ENTER LOCATION.

Charisma

Now is the time to find out if you are you a true leader, capable of winning the hearts and minds of the entire city.

• To gain the ability to recruit more followers, earn 100 charisma points and advance a charisma level.

• You can recruit one follower per charisma level, for up to 12 followers.

• Each charisma level you attain is represented by a white circle beneath the charisma bar.
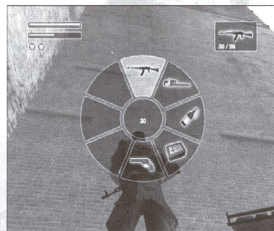
To gain charisma points, give health to an innocent in need, free a prisoner, capture or demolish a target or hoist the Stars and Stripes.

Recruits

Most New Yorkers are frightened into submission, but each rebel fighter you can enlist helps in the gargantuan task of ousting the Soviets.

To recruit a new rebel fighter, approach him or her and press **E**. The recruit's symbol appears below your charisma bar.

• A recruit might reject you if you don't have enough charisma points. For more information on charisma points, see *Charisma* above.

• An injured recruit's symbol turns red and a red medic symbol hovers above the injured recruit's head.

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- An injured recruit's symbol turns red and a red medic symbol hovers above the injured recruit's head.

Commanding recruits

Using recruits effectively is the mark of a true leader.

ATTACK

Send your recruit(s) to attack the enemy you are currently facing or targeting. A lightning bolt appears above each attacking recruit and a red lightning bolt appears above their target. If no targets are present, your recruit(s) scout ahead.

HOLD

Order your recruit(s) to defend your current position. A shield appears above each defending recruit and a bobbing shield momentarily marks the position they are defending. Recruits fire upon approaching enemies.

FOLLOW

Order your recruit(s) to follow you until further orders are given. Recruits return fire if fired upon.

• Orders given to an individual cycle through your current recruits. Every time you give a command to a single recruit, the next one in the list responds.

Precision-Placing Recruits

You can pick exact targets for your recruits to attack or defend.

To precision-place a recruit, use aim mode (mouse button 2). For instance, press mouse button 2 and aim at a soldier. Press **2** to issue an order for a single recruit to attack that soldier. Likewise, press and hold mouse button 2, then press and hold **3** while targeting a piece of ground. All recruits will defend that piece of ground.

Pause Menu

Press **ESC** during gameplay to access the Pause menu.

OPTIONS	Customise options for this game (see *Options menu* on p. 10).
QUICK LOAD	Quick Load a game. (see *Saving and Loading* on p. 23.)
RESTART LOCATION	Restart the level with this option.
END GAME	Quit the game.

Map

The in-game map shows a colour-coded map of the current location, along with your position and your recruits' positions. In addition, primary and secondary objectives are shown. Press **M** during gameplay to access the Map.

• Completed objectives are green, incomplete objectives are red.

Select CHANGE PAGE at the bottom of the screen to change pages and access your objectives.

Clearing out the Soviets

The Soviets have troop concentrations in many different locations in the city. Each location has its own Red Army headquarters (HQ), plus several other strategic installations. The resistance movement uses the sewage system to safely move between locations.

Locations

All locations have a Soviet HQ that maintains control of the area. In addition, locations often have other important strategic targets, such as bridges. Soviet troops in one location frequently come to the aid of other Soviet locations that are under attack.

Primary Targets

Your primary target in every location is the Soviet headquarters. Conquering the HQ returns control of the location to the resistance movement. But this is not an easy task—enemy troops from other locations will do what they can to stop you.

Secondary Targets

Taking out bridges or helicopter refuelling stations makes it impossible for the enemy to move between locations. It is often necessary to take out secondary targets in one location in order to be able to attack the Soviet HQ in another.

Chapters

• The fight for freedom progresses through different chapters, each with its own theme. Some chapters are short with only a few locations to deal with, while others are massive and require extensive planning. Each chapter represents a different stage in the invasion. As the seasons progress your objectives change too. Early priorities include cutting Soviet supply lines and capturing supplies for the rebels. Later in the invasion you may interfere with Soviet propaganda efforts or target a victim for assassination.

• To complete a chapter and unlock the next one, you must conquer the Soviet HQs in all locations in that chapter.

Characters

The characters of *Freedom Fighters* are engaged in the ultimate struggle and the strength of their wills may decide the course of history.

Rebels

Stubborn misfits. Ragtag ne'er do wells. Sore losers who can't accept defeat. These are the men and women who make up the resistance movement. Their goals are unrealistic, their supplies are pathetic and their resolve is absolute. In short, they are heroes.

Christopher Stone

Born and raised in Brooklyn, Chris is just a normal New York working man with a shelf full of football trophies and a rent bill that arrives every month.

At 32, Chris's biggest influence in life is still his family. His dad is an Irishman, a retired rescue worker who calmly saved lives for years, but has just as calmly put a handbag thief into the hospital. His mother is a Native American schoolteacher. Her father taught the old Indian ways to Chris and his brother Troy.

Chris heads a determined and growing group known as the Manhattan resistance.

Isabella Angelina

Graceful beauty, clear eyes and a ready smile make Isabella, 29, a real threat to the men of New York. Strong political views, a cunning intellect and a knack for public speaking make her a threat to the Soviets.

Born in the U.S., Isabella travelled extensively while studying ethnography and completing her thesis on Inuit people. Her studies took her through Canada and Greenland, all the way to the arctic Soviet Union. Her experiences there turned her into a political activist protesting Soviet aggression worldwide.

Isabella is a fast learner and a survivor quick to adapt to new conditions. Together with Christopher she leads the Manhattan resistance.

Troy Stone

The younger of the Stone brothers, Troy, is a real handful. At 30, he still hasn't decided what he wants to do, but whatever it is he wants to do it fast. He builds custom cars with the local car club, the Brooklyn Rats, in his ample spare time. He often helps his brother Christopher with plumbing jobs.

The Kid

The streets of New York are not kind to orphans, especially not skinny 15-year-olds in the midst of a full-scale invasion. But The Kid lets it roll off his back. He's never really had it much easier.

The Kid's knows every corner of the city and his graffiti can be found on almost every block. He's no gang member, but he's had issues with the local authorities and he knows his way around the neighbourhood thugs. The Kid lived at a boarding school until recently, but it was closed down because the schoolmaster refused to teach Soviet principles.

The Kid's street wisdom is a valuable asset to the resistance. He often warns Christopher of dangers hiding further up the block.

Phil Bagzton

"Talk is cheap", says Phil Bagzton, "that's why I do it constantly, dude".

Phil, to hear him tell it, has been kicking Soviet ass for ten years, even though the invasion just began. He's a man of many, many, words whose fighting efforts, despite their ineptitude, are appreciated by the resistance.

Phil began boxing at the age of 13, not as a form of athletics but in self-defence from his abusive father. His fists never served him well and he eventually learned to talk his way out of most situations. The rest of Phil's family fled to California at the start of the invasion.

Mr. Jones

At 60 years of age, Mr. Jones is still nimble enough to train newcomers in the art of urban guerrilla fighting. Years of military life have given him an exceptional understanding of strategy, along with a cynical edge that keeps even friendly folks at a distance. He has never developed as a great soldier in the field, but his networking and planning skills make him a real asset to the resistance.

Invaders

The Soviets have sent their best and their brightest to New York in an effort to win over this teeming metropolis. Soviet command believes that once New York accepts Soviet rule, then the rest of the U.S will quickly do the same.

Tatiana Kempinski

How do you win over millions of people in just minutes? A pretty face and an innocent smile broadcast over television. Tatiana has the looks and the voice, but her innocent smile is a fake. The "news" she delivers is imported directly from the Kremlin.

Tatiana was born in Krakow, where she studied journalism before transferring to the U.S. to finish her degree. She developed fluency in American English during her time in the U.S., but in her heart she remains a loyal member of the communist party.

General Tatarin

Tatarin does not believe in sending soldiers into battle to kill and maim. He believes in leading the soldiers in himself so that he can kill and maim along with them.

Born in 1958 in the Asian Soviet republic of Uzbekistan, General Tatarin is a field warrior of the highest echelon. He was brought up in the Soviet army by a family of soldiers and still lives by the sword today. His father and grandfather both died war heroes in battle and he carried on the family tradition by graduating at the top of his class from military school.

Tatarin was stationed in Guatemala in 1976 as a military advisor. He became the youngest Soviet General ever appointed in 1995, after establishing military bases in Mexico during his "recovery efforts" following a massive earthquake. Tatarin is extremely popular among the soldiers in his command.

Equipment

The freedom fighters of the Manhattan resistance don't have much in the way of equipment. The rebels do know, however, that the Soviets have massive stores of weapons and supplies. It seems that supplies must be liberated.

Weapons

As a member of the underground you'll have to make do with what you can scavenge.

Close Combat

Getting up close and personal with the enemy.

Monkey Wrench

A plumber's best friend, the monkey wrench is surprisingly effective in close combat and it's essential for opening manhole covers.

Sidearms

Guns in the classic New York tradition: one-handed and concealable. You can only carry one sidearm at a time.

Revolver

This six-shot revolver is an American classic that packs a sizeable wallop.

Pistol

The Soviet standard issue sidearm fires 17 semi-auto rounds per clip.

Rifles

You'll need two steady hands to manage one and you can only carry one at a time, so choose wisely.

Shotgun

This semi-auto shotgun is a close-range weapon that spreads its blast over a wide area. The magazine holds eight shells.

Assault Rifle

The most commonly used rifle in the Red Army. This basic but effective weapon holds 30 shots and does the job in most firefights.

SMG

The sub machine gun used by the Soviet Special Forces fires its 40 rounds clip in the blink of an eye. Light and fast, this weapon is inaccurate but devastating.

Sniper Rifle

Accuracy and power define the 7.62 mm Red Army sniper rifle. This weapon is equipped with a telescopic zoom that can zero in on human targets several blocks away.

Incendiaries and Explosives

Could you call yourselves an underground resistance movement without explosives?

Molotov Cocktail

A crude incendiary weapon consisting of a glass bottle filled with flammable liquid, usually gasoline, and a rag stuffed in the mouth of the bottle. The rag is lit before throwing the bottle at the target. The bottle shatters on impact, spilling the burning liquid over the target.

Fragmentation Grenade

A simple but deadly device, the fragmentation grenade consists of a cast iron ball packed with black gunpowder. A short fuse is activated by pulling the pin before throwing the grenade. The resulting explosion hurls shreds of hot iron in every direction.

C4 Plastic Explosives

This innocent-looking stuff, similar to in appearance to grey modelling clay, packs enough punch to destroy entire buildings. C4 is highly prized and can be hard to obtain.

Heavy Weapons

Big jobs call for big guns.

Mounted Machine Gun

The Red Army mounted machine gun is a great weapon—if you're standing behind it. It provides constant long-range area fire while partially shielding the operator.

Rocket Launcher

The RPG grenade launcher is no peashooter. This unwieldy weapon is heavy, ugly and inaccurate, but it makes up for all its shortcomings with one redeeming feature: the ability to penetrate armour.

Miscellaneous

You may find these goodies in your travels.

Medic Kit

Don't miss the opportunity to pick up a med kit. If you can't use it, a friend can (see *Healing* on p. 12.).

Binoculars

Scope out the situation before you move in. It could save lives - including your own.

Ammo Boxes

The resistance has stashed green ammo boxes at strategic locations throughout the city. Replenish your supplies and continue the fight!

Vehicles

There's nothing new about the streets of New York being filled with vehicles. But now rush hour includes Soviet tanks.

- Use caution when hiding behind any vehicle, as gunfire can lead to an explosion.

Ambulances

Ambulances often contain healing medical packs.

Police Cars

Police cars can be a good source for guns and ammo.

Tanks

The Soviets have several types of tanks capable of attacking with overwhelming force at any moment. They can be stopped, but only with specialised weapons.

Helicopters

With speed, heavy armaments and accuracy, Soviet helicopters are the bane of the freedom fighter's existence. They can go anywhere, but they refuel only on helipads.

Boats

The Soviet fleet contains massive surface ships and multiple nuclear submarines. The resistance has access to a wooden raft in the sewers.

Trains

Take a lesson from the hobos of New York: freight trains can make good cover.

Saving and loading

Learn how to save and load your games.

To save a game:

- Your game is automatically saved after successfully clearing a zone. You also have the option to Quick Save games whenever you are next to a sewer access hole or when you change zones or return to the rebel base.

    To Quick Save a game, approach a sewer access hole and press **E**. The Sewer menu appears.

    Click on QUICK SAVE and then click on YES to confirm.

    Note: Quick saves are only available for the particular level you are playing and are not permanent, and so cannot be loaded after exiting gameplay.

To load a game:

    Click on LOAD to open your saved profiles. The LOAD GAME screen appears.

    Highlight the desired profile and click START GAME. Your saved game launches.

- You can load a game from the Main menu or choose to Quick Load a game that was saved with the Quick Save option.

To Quick Load a game:

    Press **ESC** while in the game. The Pause menu appears.

    Click on QUICK LOAD and then click on YES to confirm. Your saved game launches from the last point you used Quick Save.

Credits

IO INTERACTIVE

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VO Director: Art Currim

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DOCUMENTATION LAYOUT: Big Idea Group, Inc.

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TECHNICAL COMPLIANCE MANAGER: Joseph Grant

TECHNICAL SUPERVISOR: Marcus Purvis

TECHNICAL REQUIREMENTS AUDITOR: Martyn Sibley

TECHNICIANS: Richard Hylands, Darran Wall

Problems with your Software?

If you are having problems running your software, we want to help. There are essential methods you should carry out to ensure the latest games run on your computer. The methods listed below solve most of the problems when running the latest DirectX games.

Is your game crashing or locking up?

When running games that use the latest version of DirectX, you must ensure your computer is running the very latest driver for your video card. Installing the latest driver for your video card can help solve crashes and lock-ups in games.

First of all, try downloading the latest driver from the video card manufacturer's website. A list of popular video card manufacturers' websites is given below:

Asus:	http://www.asus.com
ATI:	http://www.ati.com
Creative Labs:	http://www.europe.creative.com
Guillemot:	http://www.guillemot.com
Hercules:	http://www.hercules.com

If there is no improvement, try downloading the latest driver provided by the video card **chipset** manufacturer. Your video card chipset is the video processing chip located on your video card, e.g. Radeon (ATI) and GeForce (nVidia) are video card chipsets. A list of popular video card chipset manufacturers is given below:

nVidia:	http://www.nvidia.com
ATI:	http://www.ati.com
Power VR:	http://www.powervr.com
Matrox:	http://www.matrox.com
S3:	http://www.s3graphics.com
Intel:	http://www.intel.com
SIS:	http://www.sis.com

Are you experiencing sound problems?

IF YOUR ARE EXPERIENCING CHOPPY OR STUTTERING SOUND, OR SOUND THAT CUTS IN AND OUT TRY DOWNLOADING AND THEN INSTALLING THE LATEST DRIVER FOR YOUR SOUND CARD. A LIST OF POPULAR SOUND CARD MANUFACTURERS IS GIVEN BELOW:

Creative Labs:	http://www.europe.creative.com
C-Media:	http://www.cmedia.com.tw
Diamond:	http://www.diamondmm.com
ESS:	http://www.esstech.com
Videologic:	http://www.videologic.com
Yamaha:	http://www.yamaha.com/service.htm

Notice

Warranty

Limited Warranty

Returns After Warranty

Customer Support – Here to help you!

Problem? Question? If you're having trouble installing or running your game, we're here to help.

Ask Us

Visit www.uk.ea.com or www.ie.ea.com and click on SUPPORT CENTRE to be taken to our online Support Centre for the UK and Ireland. We are likely to have a solution to your problem stored in our knowledge base – to find out, click on GET HELP. The solutions you'll find here are the same as those used by our customer support staff, so you can be sure they're always accurate and up to date.

To ensure you find the answer to your question, please choose the game type and title carefully, as well as the format you are playing on.

If you can't find the answer to your question, click on ASK EA to send your question to a customer support technician. We'll review your question and get an answer back to you as soon as possible.

www.uk.ea.com

www.ie.ea.com

If you don't have access to the Internet, or you would prefer to speak to a technician, you can telephone our Customer Support team (They are available, Monday – Friday between 9am and 9pm).

Please remember that due to the nature of most problems encountered when running PC games, it is far easier and generally far quicker to accurately diagnose the problem if you use our online Support Centre.

Customer Support Telephone: 0870 2432435

Customer Support Fax: 0870 2413231

> **Note**: These are UK National Call rate numbers charged at BT's standard national call rates for calls from a BT line in the UK. Consult your telephone service provider for further information. Calls from outside the UK will be charged at International rates.

24-Hour Hintline - Gameplay Hints and Tips

Stuck? It happens to the best of us. Then call our **Official** hintline for hints, tips and cheats. If you want to make sure your game is included on the hintline before you call, feel free to check out our web site at **http://www.uk.ea.com** or call Customer Services – we'll be happy to give you a list of all games included on the hintline. However, please remember that Customer Services cannot give out hints or cheats directly. The Electronic Arts Hintline number is:

09067 53 22 53

> **Note:** This is a premium charge line (calls cost 75p per minute incl. VAT). Call charges from mobiles vary. Callers must be 16 or over. Please obtain permission to call this number from the person who pays the phone bill, **before** you call.

Or, for Irish residents:

1 560 923 580

> **Note:** This is a premium charge line (calls cost 95 cents per minute incl. VAT). Call charges from mobiles vary. Please obtain permission to call this number from the person who pays the phone bill, **before** you call.

Keep up with the latest EA News!
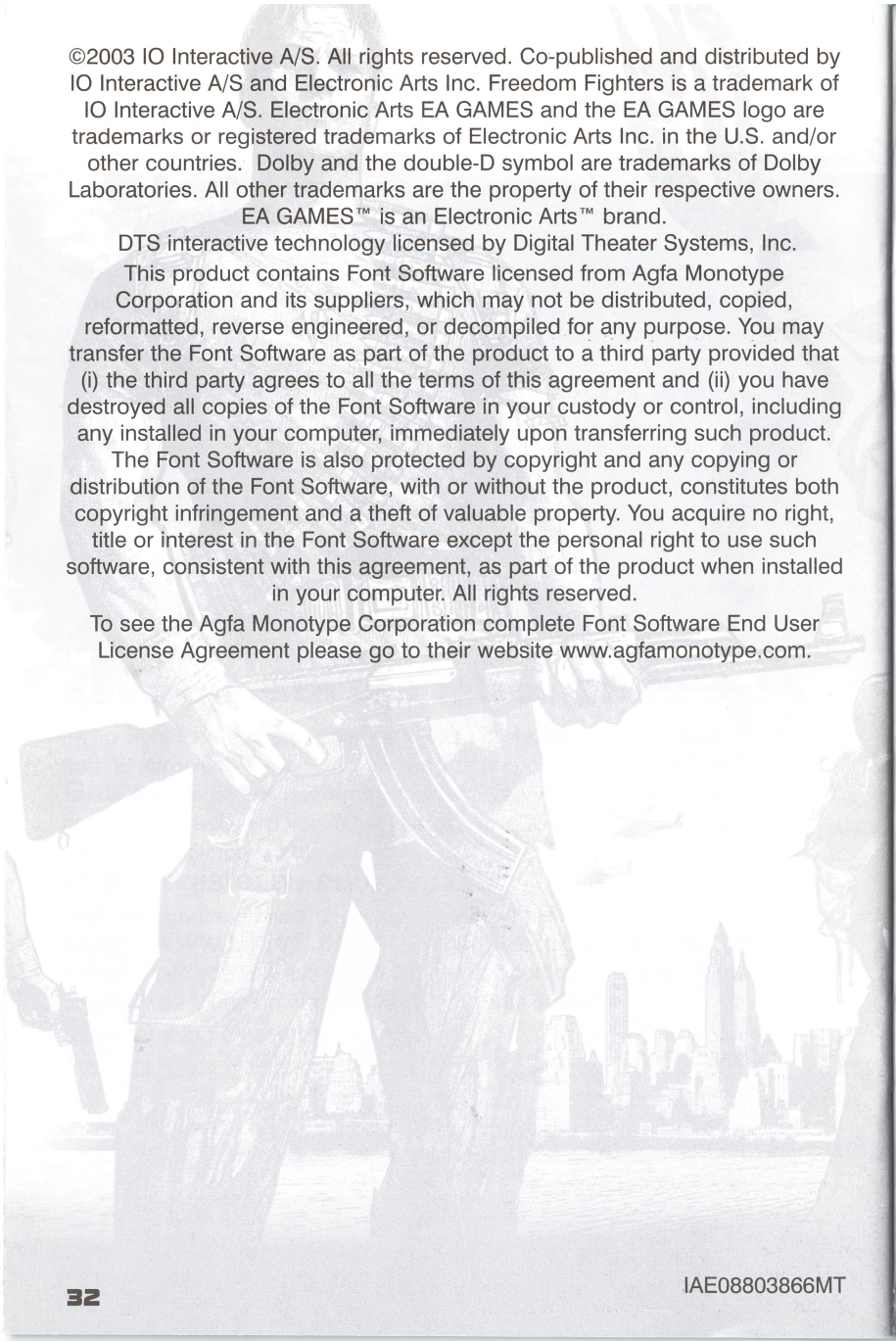
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http://register.ea-europe.com/

And while you're on-line, check out the UK web site at **http://www.uk.ea.com** for more in-depth news and reviews on our games. Here you will also find Technical Support, Downloads and details of what can be found on our **Official** EA Hints & Tips line.

So why not log on and see us today!

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The OFFICIAL Electronic Arts Hints and Tips line.

For walkthroughs, cheats & tips, call our Official Hints and Tips line - details on www.uk.ea.com or www.ireland.ea.com

Callers must be 16 or over.

This is a fully automated service that provides hints and playing tips for many of the games in the Electronic Arts range.

This service is updated on a regular basis.

NOTE: Calls from the UK are charged at 75p per minute incl VAT, calls from Ireland are charged at 95 cents per minute incl VAT and call charges from mobiles vary.* Please ask the permission of the person who pays the bill before phoning. Average duration of call is 3 minutes. Service available in the UK and Ireland only.

*Details correct at time of print.

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Serial number: