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Overview

Tactical Ops – Assault on Terror is an action-oriented semi-realistic first-person shooter. **Tactical Ops – Assault on Terror** pits two teams, the elite Special Forces and the Terrorists, against each other in a battle to the death in different locations around the world. There are a variety of different scenarios available to play including the basic hostage rescue scenario, right through to C4 bombing missions and the theft of a prototype weapon. The locations where the scenarios are fought vary, from the towering dam of “Verdon,” to the snows of the Antarctic in “IcyBreeze,” or the remote church of “Monastery.” Money is rewarded for successfully winning a round. However, the losers will get a little bit to keep them healthy. This cash can be used to purchase weapons, items, and body protection to help your team in their struggle. Money can also be saved to buy bigger and better weapons to out-smart the opposing forces.

System Requirements

Minimum

CPU	Intel Pentium® 200 MHz, AMD K6 200 MHz or better processor
Memory	64 MB RAM
Available HD Space	120 MB
CD-ROM Drive	4x or faster CD-ROM or 4X or faster DVD-ROM drive
Audio System	DirectX® 8.0a compatible sound card
Video System	8MB 3D video card
Operating System	Windows® 95/98/2000/Windows® NT 4.0 /Windows® XP
Network and Internet Play	via TCP/IP (56 K minimum speed)

Recommended

CPU	Intel Pentium® II 450 MHz or more
Memory	128 MB RAM or more
Available HD Space	650 MB
CD-ROM Drive	4x or faster CD-ROM or 4X or faster DVD-ROM drive
Audio System	DirectX® 8.0a compatible sound card
Video System	16MB 3D video card or better
Operating System	Windows® 95/98/2000/Windows® NT 4.0/Windows® XP
Network and Internet Play	via TCP/IP (56 K or faster)

Running the Game

First, quit all other applications and insert the **Tactical Ops – Assault on Terror** game CD into your CD-ROM drive. The installation process will start automatically. Follow the instructions on the screen.

Once the game is installed and you have started it, you can either:

- start a practice session; or
- join a multiplayer game.

To start a practice session, click on **Game > Start Practice Session**. A box will pop up and you will be able to choose the map you want to play. You can change the settings for each map: difficulty level, time limit, number of bots, etc. Bots are characters controlled by the computer. They act of their own will, unless you give them specific orders. In a practice session, you are the only one able to give orders to bots. However, you may see/hear messages from partner bots asking for your help. It is up to you whether you want to help them or not. In any case, you are always the commander in a practice session. After an order has been given, all bots (or a specific bot depending on the order) will follow your instructions for a couple of minutes. They will then return to a “freelance” mode, unless you give them other specific instructions.

To join a multiplayer game, click on **Multiplayer > Find Internet Games** and refresh the list of servers (right-click and refresh). Make sure your Internet connection is working properly beforehand. You can then select which server you wish to play on, keeping in mind that the lower the ping, the better your connection to the server will be. Also, make sure you are not joining a server that is already full. In the case that all servers are full, you can start your own multiplayer session and wait for people to join you.

Configuration & Options

Controls

You can access the Controls Setup menu by clicking on Options > Preferences > Controls. Here are some basic controls:

FUNCTION	NOTES
Fire	Fire weapon, throw grenade, plant C4 bomb. Will jump to next player in spectator mode.
Alternate fire	Invokes your weapon's secondary function, such as sniper scope. Cycle through the two spectator modes (first person, third person).
Move forward	You can use this key when you are on the ground, in the water or when climbing a ladder.
Move backward	You can use this key when you are on the ground, in the water or when climbing a ladder.

Strafe left	Self explanatory.
Strafe right	Self explanatory.
Turn left	You can use this key when you are on the ground or in the water.
Turn right	You can use this key when you are on the ground or in the water.
Jump	Self explanatory.
Crouch	Self explanatory.
Mouse look	Self explanatory.
Look up	Self explanatory.
Look down	Self explanatory.
Walk	Move at slower, quieter pace (if you don't want others to hear your footsteps).

Strafe	Self explanatory.
Show Buy Menu	Takes you directly to the Buying menu.
Say	Allows you to type some text that can be read by everyone.
Buy primary ammo	Automatically buys a single clip of ammunition for the weapon currently in your hands.
Team say	Allows you to type some text that can only be read by your teammates.
Wave	Use this key if you want to wave at another player.
Next weapon	Changes to the next weapon available.
Previous weapon	Changes to the previous weapon available.
Throw weapon	Self explanatory.
Select best weapon	Self explanatory.

Use key	You will need this to get the hostages to follow you, open doors, defuse the C4 bomb, etc.
Night vision toggle	If you have brought a pair of night vision goggles, you'll need to press this key to activate/deactivate them.
Switch fire mode	Some weapons allow you to fire your weapon in more than 1 mode, usual Burst, Semi and Full automatic. You can play around with these different fire modes to see which one suits you best.
Switch flashlight	You always have your flashlight on you. Use this key to turn it off and on.

Settings

To change your personal settings, go to Options > Preferences > TO Settings. You will then be faced with the following options:

Automatic Reloading – If you prefer to have your weapon reloaded automatically after you have emptied your clip, you should check this option.

Hide Crosshairs – If you don't want your aiming crosshairs to be displayed, check this option. Although it is harder to play, it makes the game more tense and realistic.

Hide Widescreen – When you are dead, you can view the game in widescreen mode (default). If you wish to view it normally, check this option.

Hide Death Messages – If you don't wish to know when a teammate or enemy has died, check this option.

HUD Transparency Fix – If you are having trouble viewing the HUD or using night vision, check this option.

The Basics

Once you've joined a game, you will be asked to select which team you would like to join, either Special Forces or Terrorists. The numbers of players per team can be found on the Team Select screen.

If you start a practice session, you will be given an overview of your objective right after you have chosen your team.

If you have joined a multiplayer game and it is not the start of the round, you will start off dead until the next round starts. However, if it is the start of a round, you will be given a Briefing screen.

On the Briefing screen, you will be given an overview of objectives that you need to complete. This is the best period of time to buy your weapons. No one will be able to move for the first few seconds (this time may vary).

You can buy weapons, items, and body protection to assist you in the forthcoming round. It is recommended that you buy a weapon, ammunition and body protection until you have a good idea of what weapons and items work best for you. After a few seconds, the Briefing screen will disappear and you will be able to move around.

Objectives – Scenarios

Rescuing Hostages (Special Forces) – To get a hostage to follow you, go up to him and press the “Use” key. The hostage will now follow you until he is rescued, he is killed or you press the Use key on him again to tell him to wait there. The Terrorists need to stop the Special Forces from rescuing the hostages.

Planting the Bomb (Terrorists) – The bomb is part of your weaponry. Cycle through weapons to select the bomb (only one terrorist has the bomb). The Terrorists need to plant the bomb and guard it until it goes off at a bomb site designated by a red cross. The Special Forces need to prevent the bomb from being planted. If it is planted, the Special Forces should defuse it. If the terrorist who has the bomb gets killed, he will lose the bomb. Other Terrorists can pick up the bomb to plant it. The Special Forces cannot pick up the bomb.

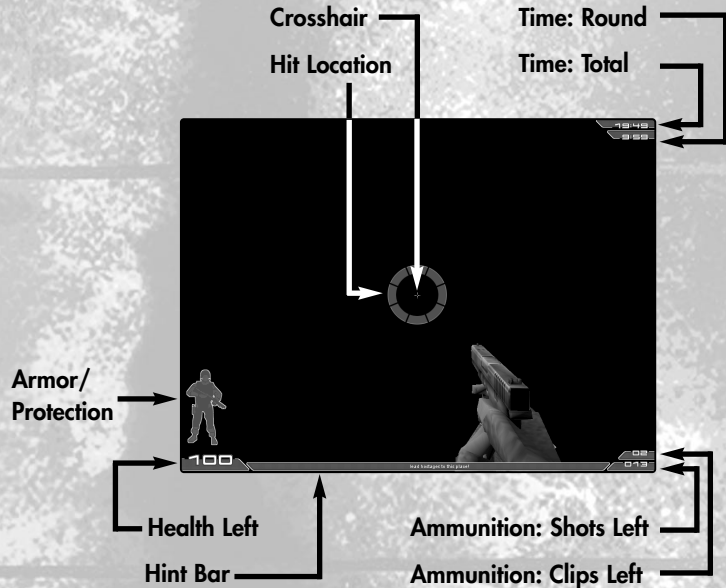
Capturing the OICW (Terrorists) – The Terrorists are out to capture a secret weapon designed by the government. The Special Forces cannot pick up this weapon, only Terrorists can.

Escape (either team) – This scenario sees one of the teams fleeing for their lives while the opposing team tries to hunt them down.

When you start a game, you have \$1,000 in your pocket. Throughout the round, money is given out for a number of different reasons such as: killing enemies, winning the round, rescuing hostages or keeping evidence until the round ends. If you kill a teammate or a hostage, you will lose some money. The maximum amount of money you can have is \$20,000.

Money can be spent on weapons whenever you are standing at your starting point. You cannot buy anything outside the starting zone.

Heads-Up Display (HUD)



Note About Armor/Protection (Helmet, Bulletproof Jacket, Pads):

You can either buy a combination of these items, or full protection if you want to. Each item covers the obvious part of the body, and will wear down as it is shot. The armor display indicator will tell you how much of the protection is intact depending on the color – green being the best, red being the worst.

Here are some icons that will appear on screen in specific circumstances:



Escape Zone

A Terrorist Escape Zone. The Special Forces should guard it to stop the Terrorists from escaping.



Hostage Rescue Zone

The Special Forces should bring the hostages to these zones.



Bomb Zone

The Terrorists should plant the bomb in these zones.

Weapons

Throughout the round, you are able to buy bigger and better weapons as your stockpile of cash increases. Here are all of the weapons available in **Tactical Ops – Assault on Terror:**



Knife



GL 23



Raging Cobra



9F2 Glorietta



Black Hawk



AP II



Uzi



MP5 Navy



MP5 SD



AK 47



AS 12



Berg 509



BW SPS 12



M16a2



M4



M4m203



PH 85



SW Commando



M60



SR 90



RK3 Rifle



OICW



C4 Explosive

A highly explosive weapon which, if detonated, could put a huge hole in the ground. After it has been planted, Terrorists have around 55 seconds to get out of the blast radius.

Grenades

Smoke Grenade

This will release clouds of smoke to reduce the vision of the enemies (and teammates). Smoke grenades are perfect for storming buildings.



High Explosive (HE) Grenade

An explosive device that is capable of killing anything within its blast radius.



Flashbang

A non-lethal grenade which will blind enemies for a few seconds before the assault. You can try to kill them while they are still blinded.



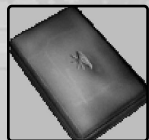
Concussion Grenade

This grenade will disorient anyone within its blast range. Watch out for the deadly shrapnel.



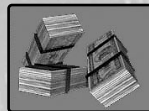
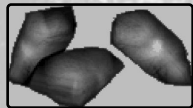
Evidence

Evidence is scattered all around the level. These items can be picked up, and, if kept until the end of the round, swapped for some cash.



Cocaine – Weed

These two types of drug are what the Terrorists steal to make huge profits to buy their weapons. If picked up and kept until the end of a round, you will be rewarded with money.



Money

Money is used the same way as the drugs. If you pick it up and keep it until the end of the round, you will be rewarded.

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Jean-Philippe Agati

VP Product Development
Steve Ackrich

Executive Producer
Matt Powers

Producer
Rafael Curulla

VP Marketing
Steve Allison

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Marketing**
Laddie Ervin

Brand Manager
Mike Webster

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Communications**
Kristine Keverer

PR Manager
Matt Frary

PR Specialist
Wiebke Vallentin

Engineering Services
Luis Rivas
Ken Edwards

**Compatibility Lab
Supervisor**
Dave Strang

**Senior Compatibility
Analyst**
Chris McQuinn

**Compatibility Lead
Analyst**
Randy Buchholz

Compatibility Analysts
Jason Cordero
Burke McQuinn
Enoch Ornstead
Geoffrey "Goth Boy"
Smith

**Director of Quality
Assurance,
North America**
Michael Craighead

**Senior Manager, Q.A.
Certification Group**
Kurt Boutin

Q.A. Testing Managers
Bill Carroll
Randy Lee

Q.A. Certification Lead
Kevin Jamieson

Lead Tester
Anthony Calabresi

Testers
Timothy Burpee
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Daniel Frisoli
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Joseph Howard
Erik Jeffery
Michael Krapovicky
Charles Lane
Erik Maramaldi
Clif McClure
Lenny Montone
Michael R. Murphy
Brett Penkul
Mike Romatelli
Brian Scott

Senior Art Director
David Gaines

Web Team
Jon Nelson
Kyle Peschel
Micah Jackson

**Director Business
Development**
Tim Campbell

Legal

Steve Madsen
Travis Stansbury

Documentation Specialist
Christopher Dawley

Kamehan Studios

Project Leader
Laurent Delayen

**Webmasters/
Administration/PR**
Eric Rojas
Toby Rees

Lead Programmer
Laurent Delayen

**Additional
Programming**
Gerke Preussner
Mathieu Mallet
Sergio Gil

Lead Modeler
Jack Davis

Modeling
Deyan Ninov
Jack Luttig
Martin Behrend
Nikolai Gregory

Animation

Jack Davis
Martin Behrend

Skinning
Jack Luttig
Martin Behrend
Rich Eastwood
T.L. Scheffer

Graphic Art
Gerke Preussner

Sound Artists
Jens Nilsson
Jolan Koks

**Voice Casting
and Directing**
Lani Minella
(Pro-Motions Production
Company)

Audio Production
Rick Bowman
(Lethal Sounds)

Soundtrack
Pablo Delgado
Rodriguez

Lead Map Designer
Janis Bode

Map Designers

Cormac Donnelly
Dean Tate
Jack Gilson
Frank Petri
Mathieu Mallet
Matthijs Meerman
Olivier Chapuis
Robin Dowling
Peter Andries
Rich Eastwood
Rich Black
Rogelio Olguin
Scott Hilbrands
Stuart Fitzsimmons
T.L. Scheffer
Tim Crowley
Weihrauch Gerhard

**Contract Artist,
Models and Animation**
Judah Emmanuel Baron

Server Admin
"MacMorty"
Timo Kutenkeuler

Lead Beta Testers
Dennis van Gilst
Jan Buechner

Lead Map Tester
Michael Bantz

Beta Testers

Antti Päätaalo
Carst Vaartjes
Christopher Norton
David Goldsworthy
Jukka Huuhtanen
Kai Kirchner
Lauri Hukari
Olivier Voisin
Sebastien Mougey
Rick Hemstra

Thanks to
Anton Hedlin Wiegert
Arnaud Delayen
Barry Abe
Benoit Delayen
Bilal Mechairia
Bryan Pusateri
Cedric Ruffin
Chris Schletter
"Galen"
Ian Threadgold
John Mueller
Kurt Cadogan
Mark Irdian
"Matryx"
Rodney Balai
Spoooger &
Islington/Egan
Tobbe Alhen
Tynan Sylvester
Warren Marshall

Special Thanks To

^Soul^
Andrew Scheidecker
BeyondUnreal.com
Brandon Reinhart
David T. Brown
Doreen Small
Dr. Sin
DSnake
Eric Brouillat
Jack Porter
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Mychaeel for
MeshMaker
Philipp Jahn
PlanetUnreal.com
Richard Osborne
Scott Snyder
Shawn Monroe
Steve Poldge
Tim Sweeney
Titanus and his Fuhrpark
team for many cool vehi-
cle prefabs!
And the whole Epic team

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(U.S. & Canada)

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- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 95; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

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Infogrames, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

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