

# FEAR™

FIRST ENCOUNTER ASSAULT RECON

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## I. GETTING STARTED

### SYSTEM REQUIREMENTS

Before installing or playing F.E.A.R., please be sure that your computer meets or exceeds the following system requirements.

#### MINIMUM SYSTEM REQUIRED

- Windows® XP, x64 or 2000 with latest service pack installed
- DirectX® 9.0c (August Edition) or higher
- Pentium® 4 1.7 GHz or equivalent processor
- 512 MB of RAM or more
- 64 MB GeForce™ 4 Ti or Radeon® 9000 video card
- Monitor that can display in 4:3 aspect ratio
- 5.0 GB free Hard Drive Space for installation
- Additional hard drive space for a swap file and saved game files
- DVD-ROM drive
- 16-bit DirectX® 9.0 compliant sound card with support for EAX™ 2.0
- Broadband or LAN connection for multiplayer games
- Mouse
- Keyboard

#### RECOMMENDED HARDWARE

- Pentium® 4 3.0 GHz or equivalent processor
- 1 GB RAM
- A 256 MB Radeon® 9800 Pro or GeForce™ 6600 or equivalent supported
- DirectX® 9 compliant video card with hardware T&L and pixel shader 2.0 support
- Sound Blaster® X-Fi™ series sound card

## **SUPPORTED CHIPSETS\***

- ATI™ Radeon® 9000 Series, Radeon® 9500 Series, Radeon® 9600 Series, Radeon® 9700 Series, Radeon® 9800 Series, Radeon® X600 Series, Radeon® X700 Series, Radeon® X800 Series, Radeon® X850 Series,
- NVIDIA® GeForce™ 4 Ti series, GeForce™ FX 5900 series, 6600 series, 6800 series, 7800 series

*\*Please check the readme.txt file for last minute information regarding chipset compatibility.*

## **INSTALLING AND LAUNCHING THE GAME**

See ReadMe

### **License Agreement:**

Please read the End User License Agreement (EULA) before installation begins.

### **Choose Destination Location:**

At this point, you'll need to decide where setup will install the game files.

### **Select Program Folder:**

This screen determines which start menu folder will contain shortcuts to the game and other useful items. If desired, you can specify another directory by clicking on the program folder field and typing in a new name of your choice, or you can choose one of the existing folders from the list. When ready to continue, click Next.

### **DirectX®:**

You will now be prompted to install DirectX® 9.0c to your system. If you are not 100% sure that this is already installed on your system, please select Yes. The game cannot run without these files. If you select yes, then the DirectX® installer will appear after the game installer finishes copying files.

### **GameSpy Arcade:**

If you wish to install GameSpy Arcade, select Yes on this screen, or select No if you do not want to install it at this time. When ready to proceed, click Next. If you select yes, just follow the on-screen instructions to complete the GameSpy Arcade installation. If you change your mind at any time and wish to abort installation of GameSpy Arcade, click Cancel.

After installation, a confirmation screen will appear. Click Finish to exit the installer. Once installation has completed, you can launch the game at any time through the Windows® Start menu.

If you encounter any problems while installing, launching, or playing the game, please refer to the readme.txt file.

## **THE MENU SYSTEM**

Each time the application launches a few splash screens and movie files will be shown. You can abort these by pressing the spacebar. At this point you will be taken to the main menu. To see additional information for any item in the menu system, just place your mouse cursor over the item and read the help text at the bottom of your screen.

### **Single player:**

Select this to start a new single player game or load a previously saved game.

**Multiplayer:**

Please visit [www.joinfear.com](http://www.joinfear.com)

**Options:**

This will open the F.E.A.R. control panel and allow you to modify many aspects of the game such as key mappings, display settings, and game options.

**Profile:**

F.E.A.R. was designed so that multiple players can maintain their own unique settings and saved games. Use these options to create, load, or edit your own personal player profile.

**Quit:**

When you are done playing, use this to quit the game and return to Windows®.

While actually playing a game, you can bring up the system menu by pressing <Esc> at any time. This will pause the game and provide you with these options:

**Load game:**

Opens the Load Game screen.

**Save game:**

Opens the Save Game screen.

**Options:**

Opens the Options screen.

**Leave game:**

If the System screen is accessed from within a level, the player will be given the option to abort the current game.

**Resume game:**

Closes the menu window and returns to the game.

**Quit:**

Quits out to Windows®.

To close the system menu and resume gameplay, press <Esc>.

## II. WELCOME TO F.E.A.R.

You must be the new guy. I hear you're one tough son of a bitch. I hope it's true, because we could really use the help. Finding the right people for this team isn't easy, especially with the kind of crap we've been running into lately.

Any special ops team needs to prepare for the unexpected, but with F.E.A.R., you'd better learn to expect the unexpected, and more importantly, believe the unbelievable. You're going to come across stuff you can't explain, and you'll need to be ready to deal with whatever it throws at you. Your own life, as well as the lives of your teammates, will depend on it.

I know you're anxious to get started, but give me a few minutes to bring you up to speed on your equipment.

### III. YOUR HEADS-UP DISPLAY (HUD)

Your HUD combines state-of-the-art communications and scanning technology with a wide variety of monitoring equipment. The information it can provide to you in the field is invaluable, so make sure that you know how to use it. Note that the items displayed on the HUD will fade out after a few seconds to save battery power and allow you to see better, but they will reappear as necessary to inform you of any changes. You can also manually instruct the HUD to refresh at any time if you need an update on your overall status.\*

*\*To refresh your HUD, press the Scores/Refresh HUD key. To make the HUD fade out more slowly, more quickly, or not at all, adjust the HUD fade speed bar in the game options menu.*

#### **Incoming Transmission Indicator (Upper Left):**

Your teammate's radios are designed to broadcast an identification code at the start of each message. The Incoming Transmission Indicator will show you the name and function of the individual who sent the message.

#### **Arsenal Display (Upper Left):**

This displays your current weapons and the total amount of ammo carried for each. Blue icons indicate that the weapon is ready for use, while red indicates that the weapon cannot be used until you find more ammo for it.

#### **Grenade Inventory (Center Left)**

Shows the different types of grenades and the number of them that you have. If you have some in inventory, it will be blue. If you are out of inventory, it will be red.

#### **SlowMo Meter (Bottom Center):**

Your SlowMo ability is constantly charging whenever you aren't using it. This meter shows how much SlowMo ability you have stored up. If the meter is blue, you are free to initiate SlowMo at any time by pressing the SlowMo key. If the meter is red, you must wait until it turns blue before you can initiate SlowMo. Reflex booster powerups will increase the size of this meter.

#### **Flashlight Meter (Bottom Left):**

This meter shows the charge in your flashlight battery. The flashlight will automatically charge up when not in use. You can activate your flashlight whenever the meter is not empty. When on, your flashlight will gradually drain its battery until it's depleted.

#### **Health Monitor (Bottom Left):**

The health monitor shows the severity of your injuries based on readings of your vital signs. The lower it goes, the closer you are to death. The monitor will turn red when you have less than 50 health points, and will blink rapidly if you fall below 25 health points. If it reaches 0, you will die. Frequent use of medkits and medical stations will keep you healthy and maximize your potential for living through your assignments.

#### **Armor Monitor (Bottom Left):**

The armor provided to you includes impact sensors that can accurately determine the amount of protection that you are afforded at any given time. Once your armor is gone, you will take a lot more damage from small arms fire, so be sure to pick up any additional armor that you may find lying around.

#### **Crosshair (Center):**

At the center of your screen is the crosshair. Use this to aim your weapons at enemies. Your crosshair is electronically tuned to both you and the weapon you are currently carrying. It will automatically resize itself based on your equipped weapon, your stance, and your current movement speed. A smaller crosshair means greater precision.

#### **Grenade Selection (Bottom Right):**

While you may be carrying up to three types of grenades at once, you can only have one type ready to throw at any time. This icon will show you the grenade type that you currently have selected. The number to the left of the icon shows how many grenades of this type you have in your inventory. A red icon indicates that you don't have any grenades of the selected type.

#### **Ammo (Bottom Right):**

This display shows the amount of ammo left in the weapon you're holding, as well as the total amount of this ammo type that you have remaining. When your gun runs out of ammo, you will automatically reload more of the same ammo type. If there isn't any more ammunition of the same type available, then the next available weapon will be selected.

#### **Medkit Inventory (Bottom Right):**

This display shows you how many Medkits you have in your inventory. You can use these to restore some of your health if you get injured. The maximum number of Medkits you can carry is 10.

## **IV. YOUR ARSENAL**

### **WEAPONS**

As the point man for your team, you're going to need the kind of firepower that can get the job done under a wide variety of circumstances. For this reason, we'll be outfitting you with the standard F.E.A.R. loadout for most of your missions:

Your primary weapon is the lightweight **RPL Sub-Machine Gun**. It's fully automatic, has a very high rate of fire, and you can carry around plenty of ammo for it. It's very handy for dealing with unarmored and fast moving targets.

All F.E.A.R. personnel are outfitted with an **AT-14 Pistol**. Should you come across another pistol in the field, you have been provided with training that will allow you to dual wield them for maximum efficiency.

Once thrown, your **N6A3 Fragmentation grenades** will explode after a specific amount of time, killing or severely injuring anyone within range. They will also explode immediately upon contact with an enemy.

You are fully authorized to swap out your weapons for others that you come across at any time and for any reason.

*\*Keep in mind that some of the heavier-duty weapons you may encounter will slow you down when equipped and can't hold much ammo, so be careful when discarding your original equipment.*

*\*To swap your currently selected weapon with one on the ground, stand close to the new weapon, look at it, and press the Use key when the swap icon appears on-screen. You can only carry 3 weapons (or 2 pistols and 2 other weapons) at once, grenades excluded.*

## **GEAR**

Your monitoring equipment will let you know when you're in need of medical attention, but it's up to you to keep yourself patched up and protected.

**Medkits** can be collected and then used when you need first aid for your wounds. Keep an eye out for these when in the field.

Be on the lookout for replacement **Body Armor** once yours becomes damaged. Armor will help to protect you against standard weapon fire, but it does not protect against explosive or environmental damage.

**Health Boosters** permanently increase your maximum health by a small amount.

**Reflex Boosters** permanently increase your maximum SlowMo time.

**Ammo Refill Stations** will slowly fill up your ammunition reserves when you stand close by. Many stations also have extra grenades. Note that these can only be found in multiplayer games.

**Health Stations** will slowly regenerate your health whenever you stand close by. Note that these can only be found in multiplayer games.

## **HAND-TO-HAND COMBAT**

As you are well aware, there will always be combat scenarios where hand-to-hand combat is preferable to using weapons. We've been told that you can be a real badass, especially when you combine your moves with that incredible reaction time of yours. The brass is anxious to see you in action, and they are always watching, so don't let them down!

To perform fighting moves in the game, you must use the following combinations of the Fire, Melee, and movement keys.

Press Fire or Melee when all weapons are holstered to throw a simple punch.

Press Melee when holding any weapon to rifle-butt or bludgeon your enemy with your weapon.

To perform a roundhouse kick, press Jump + Melee.

To perform a devastating slide kick, press Forward + Crouch + Melee.

To perform a deadly forward jump kick, press Forward + Jump + Melee.

## **YOUR SPECIAL ABILITY**

You weren't chosen for the government's most secretive special ops team for your combat skills alone, as impressive as I've heard they are. What these guys are really interested in is your Reflexes. You already know what I mean, but let me spell it out for you.

You have the reflexes of a cat on an adrenaline rush. In fact, when they analyzed recordings of some of your training ops, you were moving so fast that they had to play it in slow motion just to see what you were actually doing. My guess is that's how you see your opponents, too, right? In slow motion?

Not exactly the conversational type eh? Oh well, that's all for now. Good luck!

## V. MULTIPLAYER

Please visit [www.joinfear.com](http://www.joinfear.com) to play Multiplayer.

### **Deathmatch**

Your primary goal in Deathmatch is to kill other players as often as you can before the round ends. If you are killed, you can respawn and continue playing.

### **Team Deathmatch**

In Team Deathmatch you can only score points by killing members of the opposing team. As in Deathmatch, you can respawn if you are killed.

### **Elimination**

In this mode, survival is as important as eliminating your enemies. If you die, you are out for the remainder of the round. The round ends when only the winner is left alive or the time limit is reached.

### **Team Elimination**

Destroy all players on the enemy team while keeping yourself and your teammates alive. The team with any players still standing at the end of the round wins.

### **SlowMo Deathmatch**

Find the reflex booster powerup and hold it as long as you can while fighting off enemies. You will gain points for each second that you hold onto the booster. If you manage to hold onto the booster until your SlowMo meter is fully charged, you may initiate slow motion and deliver some real action-movie style damage to your opponents. While SlowMo is active, the carrier moves roughly twice as fast as everyone else. Once the carrier is killed, the booster can be picked up by another player.

### **Team SlowMo Deathmatch**

This mode plays the same as normal SlowMo Deathmatch, except that when SlowMo is initiated, the carrier's entire team gains the benefits of slow motion. Also, points for holding the reflex booster over time are awarded to the team, not the individual who carries it.

### **Capture the Flag (CTF)**

Two teams battle to steal each other's flag from their base and bring it back to their own flag to score points. Points are also awarded for killing enemies, defending your flag carrier against enemies, defending your base from enemies when the flag is present, and returning your flag to your base if it's dropped by an enemy.

### **SlowMo CTF**

The rules in SlowMo CTF are the same as those for normal Capture the Flag, but a reflex booster that spawns at the very center of the map adds a new dimension to the gameplay. As in SlowMo Deathmatch, the booster will slowly charge up the SlowMo meter of the person who carries it. Once the meter is full, the player may initiate SlowMo at any time to give himself and his teammates a considerable advantage, so don't let the booster fall into enemy hands!

## VI. DEFAULT KEY CONFIGURATION CHART

Unmappable Controls	
Menu	<Esc>
Quick Save	<F5>
Quick Load	<F9>

Movement Controls	
Forward	W
Backward	S
Step Left	A
Step Right	D
Turn Left	LEFT
Turn Right	RIGHT
Sidestep (Strafe)	Right CTRL
Walk	<Unassigned>
Jump	Space
Crouch	C
Lean Left	Q
Lean Right	E
Toggle Walk	<Unassigned>

Interaction	
Fire	Mouse Button 0
Melee	Mouse Button 1
Throw Grenade	G
Use	F
Reload	R
Aim/Zoom	Shift
SlowMo	CTRL
Flashlight	X

Inventory	
Weapon Slot 1	1
Weapon Slot 2	2
Weapon Slot 3	3
Next Weapon	Mouse Wheel Down
Previous Weapon	Mouse Wheel Up
Last Weapon	<Unassigned>
Select Frag Grenade	4
Select Proximity Grenade	5
Select Remote Bomb	6
Next Grenade	<Unassigned>
Use Medkit	Z
Holster Weapon	H

Status	
Scores/Refresh HUD	TAB
Mission Status	M
Talk	T
Team Say	Y
Team Radio	V
Look Up	UP
Look Down	DOWN
Center View	End

## VII. CREDITS

To see a list of credits of those who brought you this game, please go to [www.whatisfear.com](http://www.whatisfear.com)



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In the unlikely event of a problem with your Product, you may only need simple instructions to correct the problem. Please contact WB Games Customer Service Department by calling us at 1-888-352-1642 or by emailing us at [support@wbgames.com](mailto:support@wbgames.com) before returning the Product to a retailer. Please do not send any Product to WB Games without contacting us first.

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WB Games warrants to the best of WB Games' ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. If a defect in materials or workmanship occurs during this ninety (90) day warranty period, WB Games will either repair or replace, at WB Games' option, the Product free of charge. In the event that the Product is no longer available, WB Games may, in its sole discretion, replace the Product with a product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate (to WB Games' satisfaction) that the Product was purchased within the last ninety (90) days.

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WB Games Customer Support  
e4e Technical Support  
10720 Gilroy Road  
Hunt Valley, MD. 21031

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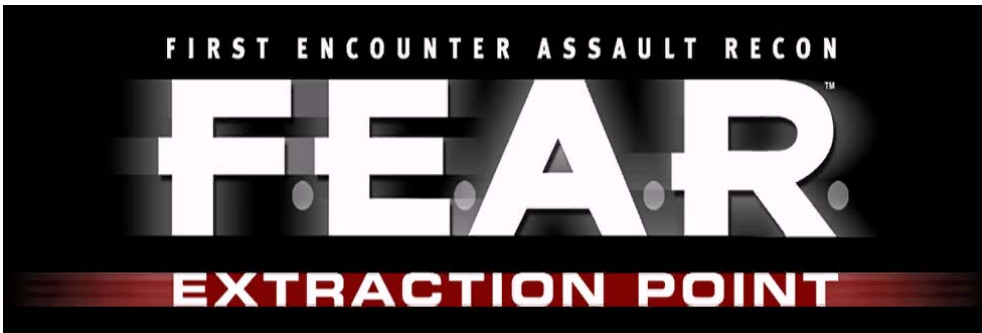
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## I. GETTING STARTED

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- Monitor that can display in 4:3 aspect ratio
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- Additional hard drive space for a swap file and saved game files
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- 256 MB Radeon® 9800 Pro, GeForce® 6600 or equivalent DirectX® 9.0-compliant video card with hardware T&L and Pixel Shader 2.0 support
- Sound Blaster® X-Fi™ series sound card

#### **SUPPORTED VIDEO CARDS**

Please note that attempting to play the game using video hardware that is not listed here may result in reduced performance, graphical anomalies or both.

#### **ATI® - Catalyst™ Drivers (Windows® 2000/XP): v6.1**

Radeon® 9000 Series, Radeon® 9500 Series, Radeon® 9600 Series, Radeon® 9700 Series, Radeon® 9800 Series, Radeon® X600 Series, Radeon® X700 Series, Radeon® X800 Series, Radeon® X850 Series, Radeon® X1300 Series, Radeon® X1600 Series, Radeon® X1800 Series, Radeon® X1900 Series

#### **NVIDIA® - ForceWare™ Drivers (Windows® 2000/XP): v81.98**

GeForce® 4 Ti Series, GeForce® FX 5900 Series, GeForce® 6600 Series, GeForce® 6800 Series, GeForce® 7800 Series, GeForce® 7900 Series

#### **AN IMPORTANT NOTE REGARDING GRAPHICS AND HAVING THE BEST POSSIBLE EXPERIENCE**

F.E.A.R. Extraction Point uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience. The game was largely developed and tested on NVIDIA® GeForce® FX 6 Series and 7 Series graphics cards, and the intended experience can be more fully realized on NVIDIA GeForce 7 Series graphics hardware. On a GeForce 6800 or better, you will be able to turn on all of the NVIDIA special effect features at higher resolutions in the game.

EAX® ADVANCED HD™ is used to model reverberation effects on the 3D sounds. This allows the game to accurately model different acoustic environments and take advantage of the hardware DSP on the Sound Blaster® Audigy® and Sound Blaster® X-Fi™ series of sound cards.

#### **INSTALLING AND LAUNCHING THE GAME**

See ReadMe.

#### **LICENSE AGREEMENT**

Please read the End User License Agreement (EULA) before installation begins.

#### **SELECT PROGRAM FOLDER**

This screen determines which Start menu folder will contain shortcuts to the game and other useful items. If desired, you can specify another directory by clicking on the program folder field

and typing in a new name of your choice, or you can choose one of the existing folders from the list. When ready to continue, click Next.

#### **DIRECTX®**

You will now be prompted to install DirectX® 9.0c to your system. If you are not 100% sure that this is already installed on your system, please select Yes. The game cannot run without these files. If you select yes, then the DirectX® installer will appear after the game installer finishes copying files.

#### **GAMESPY ARCADE**

If you wish to install GameSpy Arcade, select Yes on this screen, or select No if you do not want to install it at this time. When ready to proceed, click Next. If you select yes, just follow the on-screen instructions to complete the GameSpy Arcade installation. If you change your mind at any time and wish to abort installation of GameSpy Arcade, click Cancel.

#### **COMPLETING INSTALLATION**

After installation, a confirmation screen will appear. Click Finish to exit the installer. Once installation has completed, you can launch the game at any time through the Windows® Start menu. If you encounter any problems while installing, launching or playing the game, please refer to the readme.txt file.

## **II. THE MENU SYSTEM**

Each time the application launches, a few splash screens and movie files will be shown. You can abort these by pressing the spacebar. At this point, you will be taken to the main menu. To see additional information for any item in the menu system, just place your mouse cursor over the item and read the help text at the bottom of your screen.

### **FRONT-END MENUS**

#### **Single player**

Select this to start a new single-player game or load a previously saved game.

#### **Multiplayer**

Please visit [www.joinfear.com](http://www.joinfear.com)

#### **Options**

This will open the F.E.A.R. control panel and allow you to modify many aspects of the game such as key mappings, display settings and game options.

#### **Profile**

F.E.A.R. was designed so that multiple players can maintain their own unique settings and saved games. Use these options to create, load or edit your own personal player profile.

#### **Quit**

When you are done playing, use this to quit the game and return to Windows®.

### **IN-GAME MENUS**

While actually playing a game, you can bring up the system menu by pressing <Esc> at any time. This will pause the game and provide you with these options:

**Load game**

Opens the Load Game screen.

**Save game**

Opens the Save Game screen.

**Options**

Opens the Options screen.

**Leave game**

If the System screen is accessed from within a level, the player will be given the option to abort the current game.

**Resume game**

Closes the menu window and returns to the game.

**Quit**

Quits out to Windows®.

### III. WELCOME TO F.E.A.R. EXTRACTION POINT

Paxton Fettel's uprising led the F.E.A.R. team to uncover the secret of Armacham's Origin Facility. In the darkness of that forgotten laboratory lay Alma, waiting, watching.

Harlan Wade was responsible for opening Armacham's vault. His intentions were unclear, and the consequences disastrous. In an attempt to contain the unleashed terror, the Origin Facility's reactors were overloaded and detonated.

You escaped the Origin Facility's explosion and were rescued by your teammates. The nightmare that began with Paxton Fettel's insurrection has ended.

But a new nightmare is about to begin.

### IV. YOUR ARSENAL

**WEAPONS**

Several new tools are available to help contain the threat. These weapons, under development by Armacham for use with its cloned soldiers, represent the cutting edge of military hardware.

**TG-2A Minigun**

Advances in plastics and lightweight polymers have paved the way for this highly portable weapons system. Weighing only 50% as much as classic minigun designs, the TG-2A Minigun provides unmatched firepower against human and lightly armored targets over close and medium ranges.

**Type-12 Laser Carbine**

Unbeknownst to the general public, Armacham's scientists have advanced the production of

optical equipment and battery supplies into the next generation. The Type-12 Laser Carbine capitalizes on this technology, capable of sustaining a coherent beam of cutting light for several seconds.

#### **AP-5 Deployable Turret**

For use in defensive battles, the AP-5 Deployable Turret provides support by automatically acquiring and engaging enemy targets. Simply throw the AP-5 Deployable Turret at a wall (or ceiling), and it will lock into place and deploy.

#### **SUPPLIES**

Replica forces have begun moving large quantities of stolen ATC supplies through the city. F.E.A.R. HQ has authorized the confiscation and usage of any such supplies encountered during normal operations. Useful ATC supplies are transported in specially marked containers that will require some physical aggression (or bullets) to open.

#### **FORCED ENTRY**

Desperate situations call for desperate measures. F.E.A.R. HQ has authorized the use of physical aggression against public and private property where the field agent deems it appropriate. Press Melee when near a door to quickly knock the door open. Doors may also be opened from a distance with explosives (grenades, rockets, etc.).

## **V. MULTIPLAYER**

Please visit [www.joinfear.com](http://www.joinfear.com) to play Multiplayer.

To play F.E.A.R. Combat with your friends, have them download F.E.A.R. Combat from the internet. F.E.A.R. Combat is entirely free, and download links are available at <http://www.joinfear.com>

#### **Capture All**

In Capture All mode, two teams compete for five Control Points. Team points are earned for neutralizing or capturing a Control Point as well as killing enemy players. To win, your team must capture all five Control Points, reach the score limit before the enemy team does or have the highest score when the time limit expires. This game mode uses CTF maps.

#### **Control**

In Control mode, two teams compete for three Control Points. Teams earn points for each Control Point they hold. To Win, your team must reach the score limit before the enemy team or have the highest score when the time limit expires. This game mode uses Deathmatch maps.

#### **USER VOTING**

User voting is now enabled. You can vote to kick a player in the game or a player on your team or to ban a player for however long the server-op has set for bans. The vote menu is accessible by hitting the <Esc> key. Once a vote is called, vote Yes by pressing the F1 key or No by pressing the F2 key.



## VI. CONTROLS

Movement	
Forward	W
Backward	S
Step left	A
Step right	D
Turn left	Left Arrow
Turn right	Right Arrow
Sidestep	Right Ctrl
Walk	Unassigned
Jump	Space Bar
Crouch	C
Lean left	Q
Lean right	E
Toggle walk	Unassigned

Inventory	
Weapon slot 1	1
Weapon slot 2	2
Weapon slot 3	3
Next weapon	Mouse Wheel Down
Previous weapon	Mouse Wheel Up
Last weapon	Unassigned
Drop weapon	Unassigned
Select frag grenade	4
Select proximity grenade	5
Select remote bomb	6
Select deployable turret	7
Next grenade	Unassigned
Use medkit	Z
Holster weapon	H

Interaction	
Fire	Mouse Button 0 (Left mouse click)
Melee	Mouse Button 1 (Right mouse click)
Throw grenade	G
Use	F
Reload	R
Aim/Zoom	Shift
SlowMo	Left Ctrl
Flashlight	X

Status	
Scores/Refresh HUD	Tab
Mission status	M
Talk	T
Team say	Y
Team radio	V
Look up	Up Arrow
Look down	Down Arrow
Center view	End
Quick save	F5 (unmappable)
Quick load	F9 (unmappable)

## VII. CREDITS

To see a list of credits of those who brought you this games, please go to [www.whatisfear.com](http://www.whatisfear.com)

## VIII. END USER LICENSE AGREEMENT

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To receive warranty service:

Notify the WB Games Customer Service Department of the problem requiring warranty service by contacting support@wbgames.com. If the WB Games service technician is unable to solve the problem by phone or on the web via email, he/she may authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof of purchase within the ninety (90) day warranty period to:

WB Games Customer Support  
e4e Technical Support  
10720 Gilroy Road  
Hunt Valley, MD. 21031

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This limited warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by the appropriate platform manufacturer or WB Games (including but not limited to, non-licensed game enhancements and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; or (e) the Product's serial number has been altered, defaced or removed.

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## I. Getting Started

### System Requirements

Before installing or playing F.E.A.R.™ Perseus Mandate, please be sure that your computer meets or exceeds the following system requirements.

#### Minimum System Requirements

- Windows® XP, x64 or 2000 with latest service pack installed or Windows Vista™
- DirectX® 9.0c (December 2006 Edition – included) or higher
- Pentium® 4, 1.7 GHz or equivalent processor (2.2 GHz for Windows Vista™ )
- 512 MB of RAM or more (1 GB for Windows Vista™ )
- 64 MB GeForce® 4 Ti or Radeon® 9000 video card (GeForce® 6600 or Radeon® 9800 video card or equivalent for Windows Vista™ )
- 8 GB free Hard Drive Space for installation
- Additional hard drive space needed for a swap file and saved game files
- DVD-ROM drive
- 16-bit DirectX® 9.0-compliant sound card with support for EAX™ 2.0
- Broadband or LAN Connection for Multiplayer games
- Mouse
- Keyboard

#### Recommended Hardware

- Pentium® 4, 3.0 GHz or equivalent processor (3.2 GHz for Windows Vista™)
- 1 GB RAM (2 GB for Windows Vista™)

- GeForce® 6600 or equivalent supported DirectX® 9.0-compliant videocard with Hardware T&L and Pixel Shader 2.0 support (GeForce® 6800 or equivalent for Windows Vista™)
- Sound Blaster® X-Fi™ series sound card™

### Supported Video Cards

Please note that attempting to play the game using video hardware not listed here may result in reduced performance, graphical anomalies or both.

### SUPPORTED CHIPSETS:

- ATI® Radeon® 9000\*, 9500\*, 9600\*, 9700\*, 9800, X600, X700, X800, X850, X1300, X1600, X1800, X1900, X1950, 2600, 2900\*\* Series. NVIDIA® GeForce® 4 Ti, FX 5900\*, 6600, 6800, 7800, 7900, 8400, 8500, 8600, and 8800 Series

*\*Not supported while using Windows Vista™*

*\*\*Not supported while using Windows® 2000*

### Drivers:

#### ATI

- Catalyst™ Drivers 6.2 (Windows® 2000)
- Catalyst™ Drivers 6.11 (Windows® XP) or 6.2 (Windows® 2000) –ATI Radeon 9250 Series and below
- Catalyst™ Drivers 7.8 (Windows® XP and Windows Vista™) – ATI Radeon 9500 Series and above

#### NVIDIA

- ForceWare™ Drivers 93.71 (Windows® 2000/XP) – NVIDIA GeForce 4 Ti Series (not supported on Windows Vista™)
- ForceWare™ Drivers 96.85 (Windows Vista™) or 162.18 (Windows® 2000/XP) NVIDIA FX Series
- ForceWare™ Drivers 162.18 (Windows® 2000/XP) or 162.22 (Windows Vista™) NVIDIA GeForce 6600 Series and above

An important note Regarding Graphics and Having the Best Possible experience. F.E.A.R Perseus Mandate uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience. The game was largely developed and tested on NVIDIA® GeForce® FX and 6 Series graphics cards, and the intended experience can be more fully realized on NVIDIA GeForce 6 Series graphics hardware. On a GeForce 6600 or better, you will be able to turn on all of the NVIDIA special effect features at higher resolutions in the game. EAX® ADVANCED HD™ is used to model reverberation effects on the 3D sounds. This allows the game to accurately model different acoustic environments and take advantage of the hardware DSP on the Sound Blaster® Audigy® and Sound Blaster® X-Fi™ series of sound cards.

### Installing and Launching the Game

See ReadMe.

### License Agreement

Please read the End User License Agreement (EULA) before installation begins.

### CHOOSE DESTINATION LOCATION

Select the location on your hard drive where you wish to install the game.

### Select Program Folder

This screen determines which Start menu folder will contain shortcuts to the game and other useful items. If desired, you can specify another directory by clicking on the program folder field and typing in a new name of your choice, or you can choose one of the existing folders from the list. When ready to continue, click Next.

### **Direct X®**

You will now be prompted to install DirectX® 9.0c, or DirectX® 10 if using Windows Vista™, to your system. If you are not 100% sure that this is already installed on your system, please select Yes. The game cannot run without these files. If you select yes, the DirectX® installer will appear after the game installer finishes.

### **Ready to Install the Program**

If you are ready for the installer to begin copying files, click Install. You may also choose to go Back to review your previous installation choices or Cancel the installation of the game.

### **Game Spy COMRADE**

If you wish to install GameSpy Comrade, select Yes on this screen. When ready to proceed, click Next and follow the on-screen instructions. If you change your mind at any time and wish to abort installation of GameSpy Comrade, click Cancel.

### **Completing Installation**

After installation, a confirmation screen will appear. Click Finish to exit the installer. Once installation is complete, you can launch the game at any time through the Windows® Start menu. If you encounter any problems while installing, launching or playing the game, please refer to the readme.txt file.

## **II. The Menu System**

Each time the application launches, some splash screens and movie files will be shown. You can bypass these and proceed to the main menu by pressing the spacebar. For additional information about any menu item, just place your mouse cursor over the item and read the help text at the bottom of your screen.

### **Front-End Menus**

#### **Single player**

Begin a new single-player game or load a previously saved game.

#### **Multiplayer**

Please visit [www.joinfear.com](http://www.joinfear.com)

#### **Options**

Open the Options Menu to modify many aspects of the game, such as key mappings, display settings and game options.

#### **Profile**

F.E.A.R. Perseus Mandate allows multiple players to maintain their own unique settings and saved games. Use these options to create, load or edit your own personal player profile.

#### **Quit**

Quit the game and return to Windows®.

### **In-Game Menus**

While playing a game, you can bring up the system menu at any time by pressing <Esc>. This will pause the game and provide the following options:

**Load game** - Open the Load Game screen.

**Save game** - Open the Save Game screen.

**Options** - Open the Options screen.

**Leave game** - Access the System screen from within a level to abort the current game.

**Resume game** - Close the menu window and return to the game.

**Quit** - Quit out to Windows®.

### **III. Welcome to F.E.A.R.™ Perseus Mandate**

In 2002, the US army formed a secret unit dedicated to combating paranormal threats to national security. The unit was named First Encounter Assault Recon. Paxton Fettel, the psychic commander of the replica troop battalion run by the Armacham Technology Corporation, has gone rogue and taken the battalion of Replicas with him. F.E.A.R. and Delta Force have been called in to deal with the threat.

The resulting chaos unearths evidence hinting at disturbing crimes committed by ATC. Willing to go to any lengths to protect their secrets, ATC has turned against the very forces sent in to eliminate Paxton Fettel. As the first F.E.A.R. team and Delta Force fight for control of the situation, a second F.E.A.R. team is sent in to shed some light on ATC's dark past...

### **IV. Your Arsenal**

#### **Weapons**

Several new tools are available to help contain the threat. These weapons, under development by Armacham and other major weapons manufacturers, represent the cutting edge of military hardware.

#### **VES (Vect or Engineering Systems ) V7 Advanced Rifle**

Produced by ATC arch-rival Vector Engineering Systems, the VES V7 Advanced Rifle is a state-of-the-art assault rifle with a unique recoil suppression system that improves accuracy . Equipped with a light amplification scope, VES's V7 Advanced Rifle has proven extremely precise in trials but has not yet seen widespread military use.

#### **K3-BT Grenade Launcher**

Designed for use in dense urban warfare situations, the K3-BT Grenade Launcher specializes in clearing out interior spaces with its deadly, shrapnel intensive explosions. With a longer effective range than standard hand-thrown grenades, the K3-BT provides today's infantry with much needed indirect-fire.

#### **Lightning Arc Weapon**



Recent developments in the manufacturing process of super-conducting alloys have allowed ATC engineers to make the 'lightning gun' a reality. The weapon discharges a precision beam of electricity at a target. Use caution when firing as electricity will arc to other targets within a close proximity.

### **Supplies**

Replica forces have begun moving large quantities of stolen ATC supplies through the city. F.E.A.R. HQ has authorized the confiscation and usage of any such supplies encountered during normal operations. Useful ATC supplies are transported in specially marked containers that will require some physical aggression (or bullets) to open.

### **Forced Entry**

Desperate situations call for desperate measures. F.E.A.R. HQ has authorized the use of physical aggression against public and private property where the field agent deems it appropriate. Press Melee when near a door to quickly knock the door open. Doors may also be opened from a distance with explosives (grenades, rockets, etc.).

## **V. Multiplayer**

Please visit [www.joinfear.com](http://www.joinfear.com) to play Multiplayer.

### **User Voting**

User voting is now enabled. You can vote to kick a player in the game or a player on your team, or to ban a player for however long the server-op has pre-set. The vote menu is accessible by hitting the [ESC] key. Once a vote is called, vote "Yes" by pressing the F1 key or "No" by pressing the F2 key.

## **VI. Credits**

To see a list of credits of those who brought you this game, please go to [www.whatisfear.com](http://www.whatisfear.com)

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