

GAME MANUAL

SNIPER 2

GHOST WARRIOR



System Requirements

- Windows® XP (SP3) / Vista™ (SP1) / 7 / 8
- Intel Pentium Core 2 Duo 2 GHz , AMD Athlon 64 x2 or better
- 2 GB RAM (3 GB for Windows Vista)
- 512 MB graphics card, Nvidia 8800GT 512MB
- 9 GB of free hard drive space
- Sound card compatible with DirectX® 9.0c
- DVD-ROM, mouse, keyboard
- Internet Connection Required

...We want you to enjoy playing our game as much as we enjoyed creating it, so play it “The Way It’s Meant To Be Played”, by making sure you are running it on NVIDIA graphics products...

Main Menu

From the Main Menu you can start a new game, continue from a save, start a multiplayer game or configure the game settings.

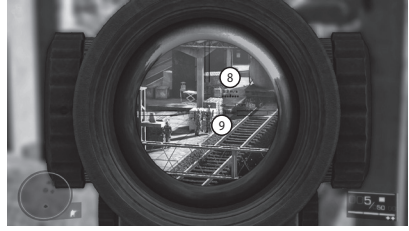
Single Player — this option allows you to play a single player game.

Multiplayer — this option allows you to play a multiplayer game.

Options — allows you to change the game settings.

Credits — choosing this option will display the game developers.

Interface



1. Visibility Indicator — shows if the player has been spotted by an Enemy and from which direction and how much time is left for a player to be spotted.
2. Position Icon (stance) — shows the player's position. A player can stand, crouch or lie.
3. Energy — shows how much energy the player has left.
4. Medkit — shows how many healing syringes the player has left.
5. Ammunition Counter — shows how much ammunition is left for a currently used weapon and the number of grenades.
6. Mini Map — shows your position, as well as the position of your allies and enemies.
7. Interaction Icon — is displayed when a player can interact with an object on the screen; for example picking up a weapon, climbing a ladder or planting an explosive.
8. Wind Sensor — shows the strength and direction of the wind.
9. Hit Indicator — the red dot visible when looking through a scope of a sniper rifle shows the hit spot of a bullet. Its position is based on the strength of the wind and the distance. On the highest difficulty level this element is not available.
10. Navigation marker — the navigation marker indicates a point of interest.

Gameplay

Moving — W,S,A,D buttons are used for movement. Mouse is used to rotate the character and aim.

Changing Weapon — You can change a main weapon by pressing 1 or 2 buttons on your keyboard. You can also change weapon using mouse scroll.

Focus Mode — Focus Mode is only available when looking through a scope. When doing so, press the Left Shift to slow down the time. This ability makes a sniper more precise and lethal. It allows for eliminating moving or hidden enemies with ease.

Multiplayer

A multiplayer game provides an opportunity for challenging other players as a sniper. Precision and a good hideout are the key to winning.



1. Mini Map — shows your position, as well as the position of your allies and enemies.
2. Points Counter — shows the actual score.
3. Ammunition Counter — shows how much ammunition is left for a currently used weapon and the number of grenades.
4. Timer — shows the time to the end of a round.

Medkits are unavailable during a multiplayer game. The auto regeneration system is active. Just avoid taking damage for some time and your energy will regenerate.

Main Character Bio

Full Name: Captain Cole Anderson

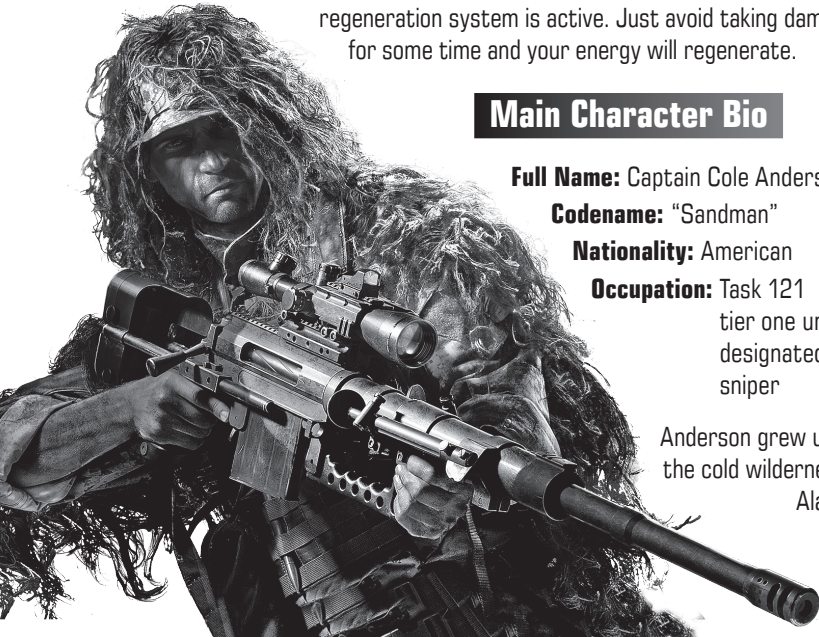
Codename: "Sandman"

Nationality: American

Occupation: Task 121

tier one unit
designated
sniper

Anderson grew up in
the cold wilderness of
Alaska,



where he learned the skills of hunting, marksmanship, and tracking from an early age. After his father was killed in action while serving with the Marines in Vietnam, Anderson knew he wanted to enlist to uphold his memory. Cole joined the Marine Corp after high-school and trained as a scout-sniper, later graduating from the U.S. Army's elite Ranger School. He was quickly picked for the Delta Force recruitment program and after a tour of duty in Iraq during Operation Desert Storm, transferred to a newly formed Task121 joint unit responsible for dealing with drug trafficking and armed militias in the Asia-Pacific region. Anderson is loyal and unyielding, but the habit of voicing his opinions has gotten him into trouble on more than one occasion.

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Sniper Tips

BALLISTICS

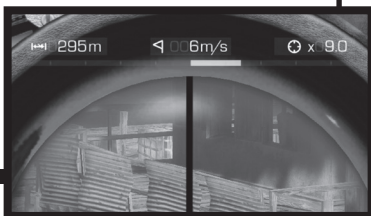
Assume a crouched or prone position and the reticule will move softer.

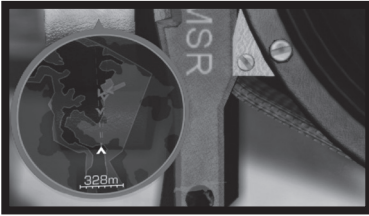


Target Assist is available on Casual and Medium difficulty levels. It shows the exact point of bullet impact.



On Expert, you'll have to pay attention to distance and wind indicators, to land on target.





ALARM

Avoid exposure at all times. Don't stand in the open, scope glare will give you away when you least expect it.

To avoid incoming enemies, first break the line of sight.

Use natural foliage or any other cover available to hide.

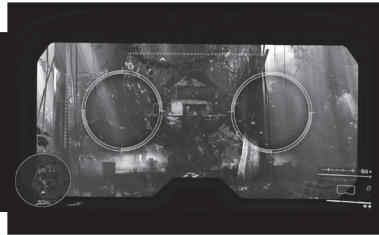
Once clear, sneak by or find a good position to return fire.

When a squad of hostiles is certain of your position, they'll try to close the gap.

If enemy numbers are thin - one or two - they won't be too eager to go after you. Avoid a firefight and shoot them from higher ground.

BINOCULARS

Always survey new terrain before going in. Your binoculars will give you an idea of enemy positions, their routines, proximity to each other and let you plan accordingly.



Your training will help remember enemy positions. Once spotted with the binoculars, the enemy's position will be highlighted with a marker.