GROUND CONTROL: DARK CONSPIRACY

"Jarred and I did manage to stop Enrica and Aegeri from activating those blasted Xenofacts, and in the process, practically destroyed Order influence on Krig. That's a good thing. However, we also managed to destroy our only way off this backwater planet and we are surrounded on all sides by a very irate Crayven army waiting for their mothership to return. Without a strong Order presence to keep them in check, the Crays are seizing every part of Krig they can get their grubby little hands on. Order troops are scattered all over the place looking for a rock to crawl under and somehow, someway, Jarred and I have to keep our troops from killing each other and find some way to continue our fight. Victory is a temporary state of being. The fight isn't over…it's just beginning."

TABLE OF CONTENTS

SYSTEM REQUIREMENTS

The Ground Control Direct Command Interface System (GC-DCIS) requires that your Command APC onboard computer is equipped with:

Pentium II 233MHz or Pentium II 200 with a 3D Accelerator Card
32 MB RAM
350 MB Hard Drive Space (may change)
CD-ROM: 4x or better
640x480 SVGA high color (16-bit) 4 MB Video Card
DirectX 7.0a (included on this CD)
Windows compatible sound device
Mouse and Keyboard

Recommended System Requirements

For Maximum combat performance Sarah Parker recommends the following:
Pentium II 333 MHz or better
64 MB RAM
3D Accelerator Card (Glide or Direct 3D compatible)

INSTALLING GROUND CONTROL: DARK CONSPIRACY

It is recommended that you run Disk Defragmenter on the current hard drive before you install the game. Disk Defragmenter is activated via the Start button on the Windows task bar in the [programs/accessories/system tools] group. Follow its instructions.

Insert the Ground Control: Dark Conspiracy disc into you CD-ROM drive. Note: You must have the Original Ground Control game installed in order to install Ground Control: Dark Conspiracy. Ground Control: Dark Conspiracy will check for the original version and update it if necessary before proceeding with the installation of Ground Control: Dark Conspiracy.

If no instructions appear, double-click the "my computer" icon on your desktop. Double-click on the CD-ROM drive icon. In the file window, double click on the file icon AUTORUN.EXE. Follow the instructions on screen.

Installing DirectX 7.0a

Ground Control: Dark Conspiracy requires Microsoft DirectX 7.0a or higher to run properly. If you have the original game installed, you should have the latest version of DirectX already on your computer. There is also a copy of DirectX on the Ground Control: Dark Conspiracy CD, in case you wish to re-install.
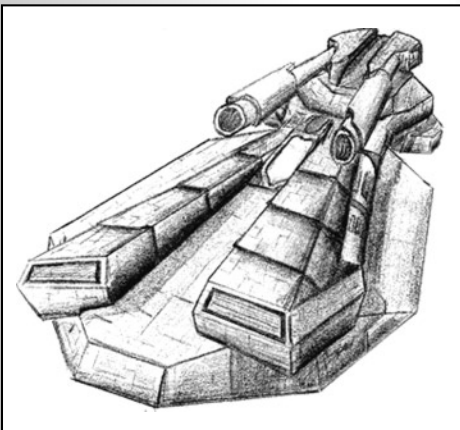
Memo

To: Mr. Conner Drake

From: Director Wallace Davidson
Date: 019-2419
Re: Parker/Mercenaries

Mr.Drake,

I will of course take care of Parker. I'll need to acquisition some additional equipment and squads to ensure success, so please authorize under code Aw2-14-b. I have already issued a release about Parker's actions on Krig and the vultures are eating it up.Pretty soon, nice old ladies are going to want that Parker dead. The Order clean up on Krig is going smoothly and I'm sure you will be pleased with my progress. I also need you to authorize payment for the Crim-12 Mercenaries we hired a few months ago. Their leader Cobb isn't happy about the wait, but I told him he's lucky we let them operate at all. I hope that was all right. I had one of our engineers compile a list of their known equipment and have attached it. They have once again requested 30 tons of scrap in this shipment, so if that's all right, I'll need your authorization for that as well. Thank you sir.

Director Wallace Davidson

Memo

To: Director Wallace Davidson
From: Connor Drake
Date: 019-2419
Re: Krig 7-b

Davidson,

As you well know, Enrica Hayes' attempt to seize control of the Krig Xenofacts was brought to an immediate and screeching halt by Sarah Parker and Deacon Jarred Stone. Hayes' unauthorized alliance with the Order Commander Aegeri and very public defeat needs to be spun very quickly. The masses may be apathetic, but the last thing we need is them to turn Parker into some sort of Joan of Arc. Continue to expand our control over Krig and wipe out the last of the Order army on the planet. Pin whatever you have to on Parker. Parker's responsible for Krig, the deaths, and the national debt. Is that clear? After you leak all that information to the press, you'll be free to eliminate her and her Order friends.She doesn't have a way off the planet, and I expect this to be taken care of immediately.
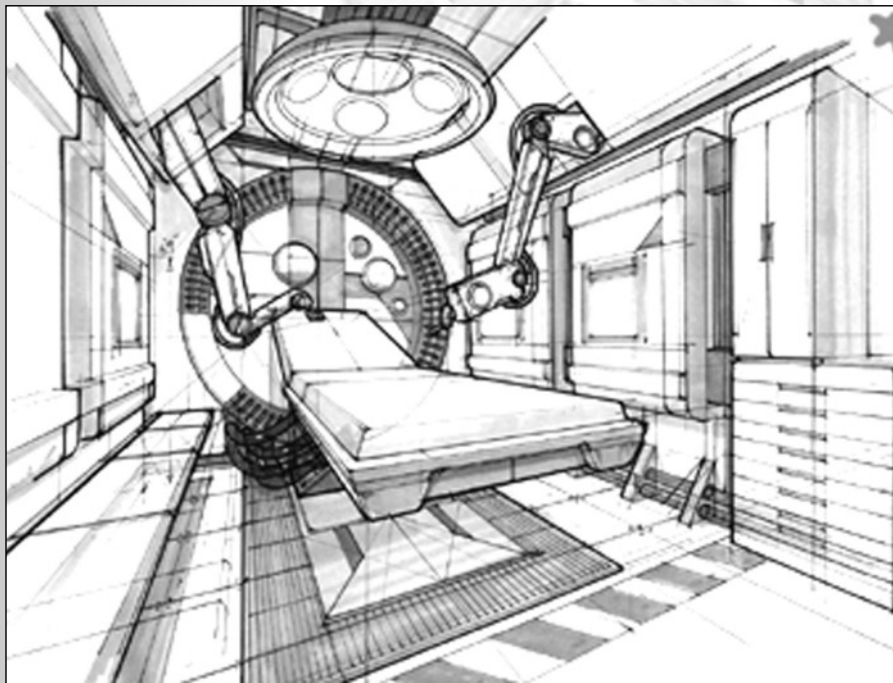
Drake

Memo

To: Davidson

From: Connor Drake
Date: 19-2419
Re: Backbone!

Davidson, just punch in the code yourself, and stop bothering me with petty details! Do you think I care that a bunch of junk-mongering Mercs wants a pile of scrap? Just pay them off and deal with this problem. I trust you won't be bothering me again until Parker is taken care of.

CRAYVEN CORPORATION

Press Release

Major Parker had all the signs of being a problem case. She applied for a position in the Crayven Security the exact moment she reached the age of consent at 14. After her training period, marred by several incidences of excessive force during combat exercises, she entered the Powered Infantry Corps. During an acquisition Operation against an illegal TerraTech claim on Wolf 328-3A, Parker; then a Corporal, almost single-handedly ruined the operation. Luckily, her superior was able to seize victory despite Parker's mistakes.

Sarah Parker quickly rose through the ranks, (research indicates a great deal of questionable field promotions where her field commanders suffered questionable injuries.) She was asked to take training as a Commando and accepted the transfer in 2409. She achieved the rank of Major by the age of 28. She was a competent, if unimaginative officer until the Battle of Hanson's Rift in 2412.

Major Parker's Commando unit was stationed at firebase Zulu on the main continent of Sigma Draconis when it was attacked by the Order of the New Dawn, who had declared the planet sacred ground and filed Jihad against any corporate holding that did not immediately evacuate. The firebase was cut off and subjected to wave after wave of attack. When relief finally arrived, they found no Crayven survivors except for a badly wounded Major Parker, whose bunker was surrounded by over 800 Crusader bodies. No one is certain how Parker was able to survive, while her entire unit perished. Current events show a possible link to the Order, and there is an investigation to determine whether or not Major Parker allowed this atrocity to happen.

Unable to substantiate a case, Parker was returned to combat duty. Her CO noted that Parker was acting strangely since her return from Sigma Draconis. (Perhaps feeling guilty about her actions.) The quality of her performance became a problem. And things came to a head during a boarding action when she refused a direct order to void the atmosphere of an Order Drop ship.

After suffering a fine for her misconduct, Major Parker requested a transfer back to standard ground control, where she has remained to this day. Time and time again she has refused to carry out special commands given her regarding efficient termination of Enemy Assets. She has been in front of a performance review board twice in the past 6 years, but each time the lack of substantial evidence has won her a stay against dismissal.

Currently, Sarah Parker has lost her ranking as Major in the Crayven Corporation, and is wanted for criminal terrorist action on Krig 7-b. She is accused of working with Order forces to subvert Crayven holdings on Krig. Sarah Parker is to be considered extremely dangerous and her whereabouts reported immediately.
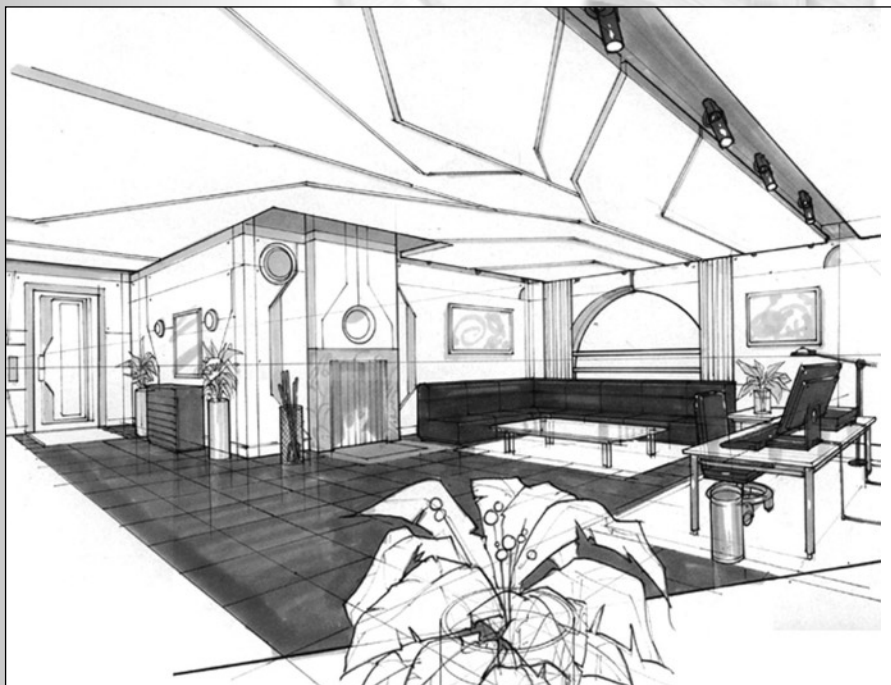
ORDER OF THE NEW DAWN

Personnel Files

Memorandum

```
To:    Cardinal Balor
From:  High Bishop Leoric Hayzer
Re:    Jarred Stone
```

Greetings Lightsister. I have requested your assistance on this particular situation because of your exemplary record, and your reputation for diplomacy. This matter of Deacon Stone must be handled with the utmost care. I have not yet issued a formal statement, but we cannot for one moment admit that he is acting of his own free will with this heathen Parker even if it was against the treachery of Cardinal Aegeri. I would like you to prepare a formal release to be presented to our children this evening on Lightspan. When the show airs, we will paint this Parker woman as the puppeteer, and Stone as a poor helpless victim. Perhaps even a hostage. It is imperative however, that you locate him as soon as possible without implicating the Order, and above all else do not let him fall into the clutches of the Crays. They would gladly do anything they could to capture him alive and use him against us in front of our people. We cannot afford this loss of face. I repeat, Jarred Stone must never return to speak of his actions on Krig 7-b. In addition, I have included an encoded list of suspected accomplices to Cardinal Aegeri. It is possible that these betrayers of the Sun will seek to continue Aegeri's plans. I leave them to your merciful hands Balor. Do what you must. Sacrifices must be made. Walk in the Sun my sister.

Jarred Stone Bio

Jarred Stone was born behind the walls of the Rosario Sanctuary, in an Order hospital which had opened its doors to the poor, and was adopted by the Order of the New Dawn. He was given the name Jarred Stone, after the doctor and nurse who delivered him, and taken to the Light of the Pampas Children's Collective, where the sisters of the Manus Dei cared for him until his 14th birthday. At this point, vocational testing revealed he would best serve the Order in the ranks of the Pax Dei, as a soldier. And so he was sent on to the Forge of Dawn combat seminary.

His first combat trainer, the Paladin Valerius, was so impressed with Brother Stone's aptitude for war that he made only one comment on the young man's chart: "Jarred Stone will make a perfect soldier; his body is strong and his Faith is stronger. His one weakness may be that he has no weakness-even when faced with the impossible, he shows no fear, no doubt, no hesitation.

In the first year of active duty, Stone served on the line in no less than six armed conflicts, including the battle of Guderian Prime. There Stone led two squads of Crusaders over the walls of a Benton-Yutan mining fortress, and destroyed the automated turrets which held the rest of his company pinned against the bluffs. The lives of over a hundred of his fellow Crusaders were thus saved, and although Brother Stone was badly injured, he was still able to negotiate a peaceful surrender of the fortress without further bloodshed, once he realized that his commanding officer had been killed in the fighting.

Brother Stone's initiative and valor earned him a short rest at the Nova Roma Sanctuary, where he received treatment for the injuries he suffered on Guderian Prime. As soon as he was able, he rejoined his Company in a fleet action at King's cross, where the Armada of Dawn captured two heavy cruisers belonging to Dai Sheung Heavy Industries. Brother Stone

distinguished himself once more in the boarding action against the DSS Seoul's Champion, when he broke through an enemy barricade and rescued several brothers of the Vox Dei. The brothers, who had been captured by Dai Sheung when their temple on King's Cross 3 was destroyed, were being held onboard the Lafayette for ransom. As a reward for his extreme heroism, Jarred Stone was promoted to the rank of Deacon and given command of his own Company.

Memorandum

Deacon Stone's current actions on Krig 7-b should not be considered his own. The Order believes that Stone's behavior is a direct result of the treacherous actions of Sarah Parker. She has most likely taken Stone against his will and is forcing him and his personal Company to follow her. Deacon Stone is to be brought immediately to Cardinal Balor's attention. Do not attempt to make personal contact with him. We cannot underestimate the extent of Parker's control over Stone. Pray with us my children, and bring our Brother home.

For those commanders eager to continue their battles, here are some quick start instructions.

The Install process should have created a shortcut on your desktop or task bar. Be sure to click on the Ground Control: Dark Conspiracy icon, not the original Ground Control icon.

Once you arrive at the Main Menu, click on the SINGLE PLAYER button. Click on the NEW GAME button. This will start the first mission for Ground Control Dark Conspiracy.
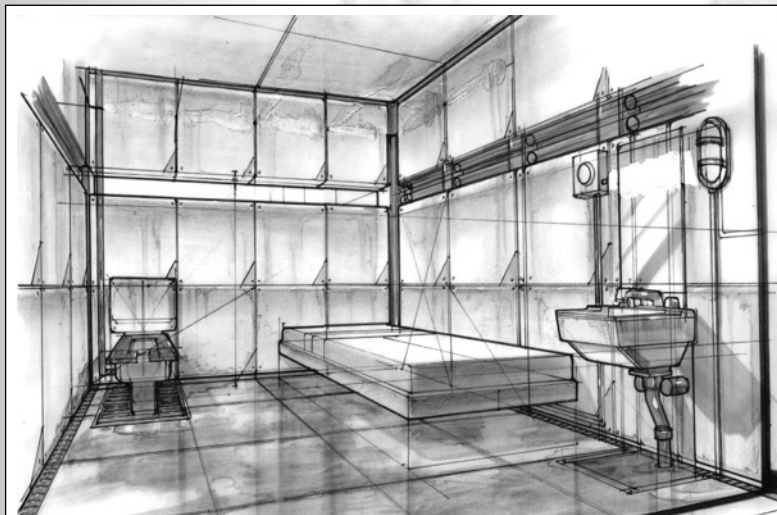
PLAYING GROUND CONTROL: DARK CONSPIRACY

In Ground Control: Dark Conspiracy, you continue playing the role of Major Sarah Parker, Commander of what is left of the special operations task force on Krig-7B. Your first goal is to find a way off Krig-7B. From there, you're on your own.

When starting new missions, make sure you take the time to configure your dropships and squads. This could mean the difference between success and failure.

Squads

There are 4 types of squads: Infantry, Assault, Support, and Aerodyne. Refer to the original Ground Control manual for details on these squads.

Dropships

Your force is usually brought down to the battlefield in a large AV/ U4 "Behemoth" dropship. There may be some missions where you will not use a dropship. If this is the case, you will not be able to configure your squads before the missions start (and will thus skip the Dropship and Squad configuration screens).

Single Player Game

Single Player Game allows you to access the single player game options. Select New Game to start a new game in the Ground Control: Dark Conspiracy Campaign. If you have a previously saved game, you can select Continue Game to continue from your last successful mission. You can also continue a previous mission you completed by loading it from the Load Game option. Likewise you can play custom games by selecting the custom Game option.

Multiplayer Game

Multiplayer game allows you to engage in multiplayer battles over the internet or on a LAN (Local Area Network). A multiplayer game requires you have access to the internet or a LAN in order to run.

You can player original multiplayer maps with the new faction (The Phoenix). Keep in mind that you need to run Ground Control: Dark Conspiracy to play with the Phoenix faction. If you run the original Ground Control, the Phoenix faction will not be accessible.

OPTIONS
Options allows you to modify the performance of Ground Control: Dark Conspiracy or to configure the controls. Note that all changes only apply to the current commander.

CREDITS
Credits will show you the hard working people who brought Ground Control: Dark Conspiracy to life. Return to the main menu by pressing ESC on your keyboard.

Playing the Original Ground Control Through the Expansion

Ground Control: Dark Conspiracy is firmly rooted in the Ground Control Universe. For the complete story experience you may wish to play through the first two campaigns and then continue with the expansion. To make this possible, once Ground Control Dark Conspiracy is installed, it unlocks the original campaigns. You can play through the entire Crayven and Order Campaign easily and without exiting Dark Conspiracy. Just click on SINGLE PLAYER, and then click on CUSTOM GAME. In the CUSTOM GAME menu, you should be able to see the original campaigns in their entirety. Select any one you would like to play by simply clicking on it!

THE MANAGEMENT INTERFACE

As a Field Commander, it is your duty to make sure your squads are properly prepared for your mission.

BRIEFING

Mission briefings will be given before each mission. Pay special attention to the briefings as they give important information about mission objectives.

After you hear the mission-briefing, make sure you configure your dropship with the proper troops.

CONFIGURE DROPSHIPS AND SQUADS

The Artificial Advisor will automatically configure your dropships and individual squads, but you should always think about which troops you want in missions, and adjust them accordingly. Remember that there will be different limits on what squads are available based on what mission you are about to take on.

See original Ground Control manual for specific instructions on configuring dropships and squads.

MISSION DEBRIEFING

After a mission you will be presented with a debriefing screen. This will explain the mission, if it succeeded or failed, and show you a progress map (if you are playing a campaign).

You can see statistics of the mission by selecting the Statistics option.

If you failed the mission, you can click Restart Mission to try again. If the mission was successful, click Next Mission to go to the briefing for the next mission. Note that you will receive replacements for squads killed in battle. Your progress is automatically saved in between missions like in the original Ground Control game.

MULTIPLAYER

We have some new maps developed just for Ground Control: Dark Conspiracy. These maps were created by Massive Entertainment, Ground Control's developers. Here are detailed descriptions of these action packed new maps

AS4_Salamander (4 Teams)
-Assault-
Another base defending and attacking mission but this time for four teams. Each team has a beacon; these beacons are the team's key to reinforcements.
When a team moves close to an enemy beacon it is destroyed and the team owning that beacon will not be able to get any more reinforcements.

BF1_GrandMelee (2 Teams)
BF2_Vengeance (2 Teams)
-Battlefield-
This is a deathmatch map where players capture dropzones as they advance towards the enemy. Initially there are nine dropzone locations around the area. When a player moves a squad close to a zone it is "captured" and a dropzone will be available at that zone. The team with the highest score when the time runs out wins.

DM8_Colosseum (8 Teams)
-Deathmatch-
An arena style deathmatch played out on a circular, bumpy metallic map. The gray concrete and white metal sparks set a glum tone for this 8-team deathmatch free-for-all map. The map is best played without reinforcements. Last man standing, survives.

ES2_Riverbed (2 Teams)
-Escape-
Team one must proceed from their dropzone and make it to their escape zone while team two has to prevent them from succeeding to reach their goal. Alarms have been placed around the middle of the area giving team two hints of where the escapers are trying to pass.

ES3_NoneShallPass (2 Teams)
ES4_Pincer (2 Teams)
-Escape-
Team one must get away from their dropzone while preventing team two from reaching their escape zone. The second team must also get away from their dropzone and flee while preventing the first team from reaching their escape zone. The two teams will have to cross each other lines to be able to get to their respective escape zones.

FZ10_Islands (4 Teams)
-Flagzone-
This standard flagzone mission is a huge map with zones placed on strategic locations. The player controlling all five will win the game.

SK2_FieldOfDestruction (1 Team)
-Skirmish-
This map is another skirmish mission where the single player team is dropped at the center of the map and enemy attacks can come from anywhere. A lonesome player can play the mission, to do this you should select LAN, choose the map and just start the game alone. The human players win if they reach the score limit before the time limit runs out. They lose if the time limit runs out, unless of course time limit is 0.

SO1_TheAtoll (2 Teams)
SO2_RedRocks (2 Teams)
SO3_Dunes (2 Teams)
-Shoot Out-
Yet another type of multiplayer maps where two teams battle over three different areas on each map. The team that wins at least two of the battles is the winner. A battle is won when only one team is left on an arena. Only one area is played at a time, when the battle is won but either side the battle is moved on to the next area.

TN3_CaptureTheTruck (2 Teams)
-Truckers Nightmare-
A modified Truckers Nightmare mission where you have to capture the enemy truck and bring it to your own base while you will have to protect your own truck from being captured. A sort of capture the flag type of game but slightly modified. When the squad capturing a truck is destroyed the truck is returned.

TECHNICAL MANUAL

This section contains unconfirmed information about new squad types, their statistics, equipment, and special weapons.

CRAYVEN CORPORATION UNITS

Support Unit

CRAYVEN RADAR TERRADYNE
CCRTR-11 The Bat

Firepower	*Low*	**Armor**	*Good*
Health	*Low*	**Speed**	*Good*
View Range	*Extreme*	**Stealth**	*Very Low*
Perception	*Good*	**Tech Level**	*7*

The newest addition to the Crayven Support team is the Radar Terradyne. Heavily armored and lightly armed, it is designed to safely get near enemy encampments and relay this information back to the ground units for accurate deployment.

The Radar terradyne is equipped with the prototype Oracle-164 triangulation device. With this system the radar terradyne can pinpoint within 5 meters the location of enemy targets from well out of firing range. The visibility of this unit is so powerful, it circumvents intervening barriers and allows for full targeting through almost anything. If the radar-dyne does come under enemy fire, it is

armed with the Welby-simms Cutter like the Scout vehicle. It is capable of holding off some troops, but cannot withstand continued attacks.

The radar-dyne is best used with protective tank units or aerodynes to make sure it safely reaches enemy range and gets an accurate reading.

Special Weapons

Atmospheric Ionizer: Targets air units with wide blast radius.

Charged particle Burst: focused attack that targets ground troops.

Equipment

Image Intensifier: When activated, improves view range for limited amount of time.

Repair Module: Repair module that allows simple repairs to armor plates and also includes several auxiliary backup systems.

Anti-Missile System: Protects the unit from incoming missiles.
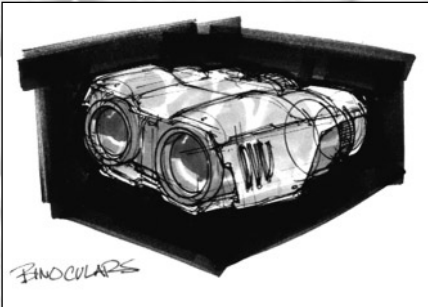
CRAYVEN POWER ARMOR
CCPWR-7 "Badger"

Firepower	*Good*	**Armor**	*Very Good*
Health	*Great*	**Speed**	*Very Low*
View Range	*Very Low*	**Stealth**	*None*
Perception	*None*	**Tech Level**	*7*

The Crayven Power Armor is designed to supplement the infantry. Only the best infantry soldiers are chosen to pilot these destructive suits. Crayven Power armor is protective enough to take on tanks head-to-head, while remaining mobile enough to maneuver difficult terrain and even load into the APC. This is extremely important due to the slow ground speed of the power armor. Powered Armor is not right for all missions however; the suits are heavy and uncomfortable. On planets with increased gravity, the suits become unbearable.

The primary weapon of the Crayven Power Armor are the twin Welby-Simms Penetrators. These chain-guns are designed to punch through most tank armor plating. Crayven Power Armor is an exoskeleton personally fitted to its pilot. The interface helmet allows the pilot to make complicated movements quickly and easily and is able to stand against infantry and vehicles with confidence.

Special Weapons

AG-72 Short Range Perforator: A close ranged attack that does large amounts of damage to a small area. The perforator is very effective against infantry. 3 Charges.

RMM-13 Heavy Infantry Mortar: A mortar weapon similar to the standard Marine special weapon that is capable of penetrating heavy terradyne armor. 3 Charges

Special Equipment

Medkit: Personal medkit capable of extreme healing acceleration, repairing damaged tissues, also includes basic tools for armor field repairs. 3 charges.

Entrench: This is a special modification the Powerarmor may choose that allows it to "plant" itself and raise it's defensive abilities. This lowers its movement rate to 0. 1 Charge.

THE ORDER OF THE NEW DAWN UNITS

ORDER FAITHFUL
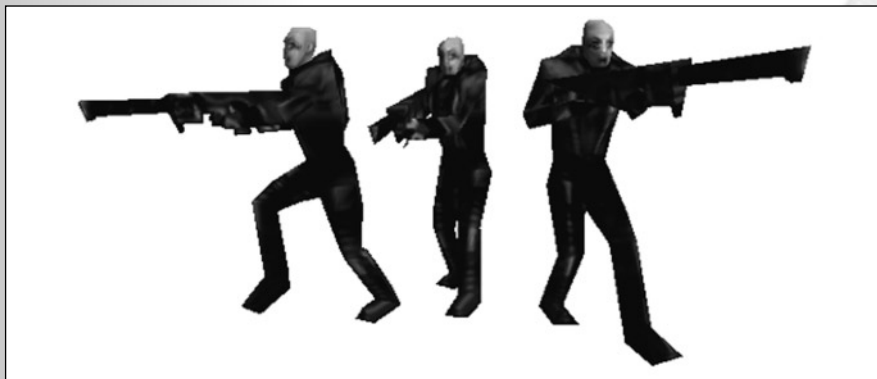
Firepower	Low	Armor	Very Low
Health	Very Low	Speed	Low
View Range	Good	Stealth	Good
Perception	None	Tech Level	7

Not all the followers of the Light who wish to become members of the Pax Dei are able to withstand the rigors of training. The Order, in its infinite wisdom, has found a place for these "soldiers" of the light. The Order Faithful are in technical terms, "fodder". The Faithful as a group wish only to serve the Order, and if the only way to accomplish this is by blocking gunfire with their body…so be it.

As individuals, Faithful are poorly trained and equipped for combat. They wear the lowest grade armor available to the Order, which is basically a robe laced with mesh. Faithful are armed with archaic pulse-bolt throwers with surprising function reliability. As a group however the Faithful are a sight to behold. Their units are quite large and they have absolutely no fear. Even more frightening is the tendency of the Faithful to rush a larger target, (such as a tank) and to detonate massive amounts of explosive. Thus destroying the tank, and themselves. This disregard for their own lives is what makes the Faithful so fearsome on the battlefield.

Faithful may also be armed with flechette guns, which launches a spray of foot-long metal needles at their target. These will tear through the armor of infantry and some lighter tanks.

Special Weapons

Needle Spray: A Flechette barrage of long metal projectiles that tears through infantry, but is fast enough to hit air units. 3 charges.

Fires of the Damned: A gout of flame erupts from the faithfuls rifle. The range is short with limited blast radius. 3 Charges.

Equipment Medkit: Personal medkit capable of extreme healing acceleration, repairing damaged tissues, also includes basic tools for armor field repairs. 3 charges.

Holy Martyrdom: The faithful use a detonator to destroy themselves to do a massive attack. The attack does the damage over a large area, centered on the current location.

Deployable Defender System: The defender system shoots down incoming missiles rockets and grenades when deployed. Once deployed it cannot be moved. 1 Charge
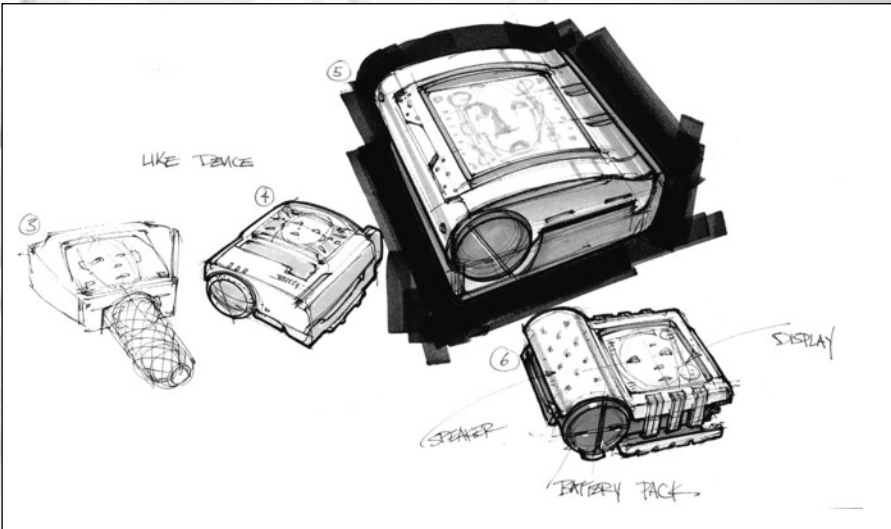
ORDER POWER ARMOR
CCRTR - "The Gibbon"

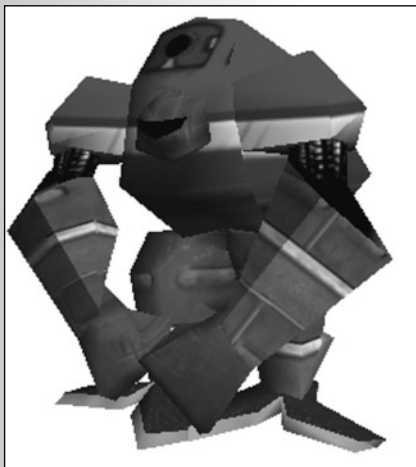| Firepower	*Good*	**Armor**	*Great*
Health	*Great*	**Speed**	*Very Low*
View Range	*Low*	**Stealth**	*None*
Perception	*None*	**Tech**	*Level 7*

The Gibbon, so named because of the Armors resemblance to a simian, is the Orders first foray into Powered Armor production.
Thus far, the Armor has proven very useful and powerful in combat. The armor, which boasts a retrofitted Rover 8005 battle engine, moves quite quickly for such a large suit. The armor is extremely flexible, using Plasteel plates and an experimental Flex-skeleton. The pilot does not fit directly inside the suit. He is seated in a gyro-stabilized seat in the "hump" of the suit allowing him to see out the visor. Just above the pilot is the Plasma accelerator cannon, which is powered from the mini-reactor housed in the armors stomach. The Gibbon is able to entrench itself thus protecting it greatly from incoming attacks, however it cannot move at all when entrenched.

The Gibbon is able to traverse difficult terrain far easier than most tanks and add the protective benefit to the infantry troops. Gibbon armor is proving cheaper to produce than Main Battle Hoverdynes, and with their protection and freedom of terrain, the armor is quickly becoming popular with many field Commanders.

Special Weapons

Close Range Energy Perforator: A close ranged attack that does large amounts of damage to a small area. The perforator is very effective against infantry. 3 Charges.

GrU-9 RSAAMS Missiles Mk.7: Similar to the Templar, the Gibbon launches high arcing rockets that target ground units. This attack has more range than the standard Powerarmor attack. 3 Charges

Equipment

Medkit: Personal medkit capable of extreme healing acceleration, repairing damaged tissues, also includes basic tools for armor field repairs. 3 charges.

Entrench: This is a special modification the Powerarmor may choose that allows it to "plant" itself and raise it's defensive abilities. This lowers its movement rate to 0. 1 Charge.

— MONOCULAR, w/ DUO THERMAL IMAGERS
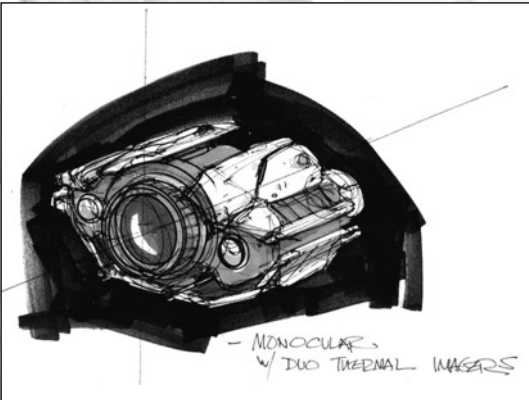
PHOENIX UNITS

The Phoenix Mercenary Faction makes it's home on the Planet Crim-12. Every society has its outcasts and Crayven is no exception. Many people found themselves suffocated under the corporate structure and unable to function. Some of these people even spear-headed groups that proposed changes to alleviate some of these problems. The Crayven Corporation discovered that it was more economically sound and less public to simply relocate these people to another planet. The original refugees were left on the planet with little equipment and supplies. Crim-12 had long ago been mined for its resources and was considered without value.

Left to their own devices, this group scavenged what they could from the area and old bases, and battlegrounds. The refugees refitted old vehicles and bases and began to rebuild their own society from the scraps of the Order and Crayven. Engineers and ex-soldiers and people tired of the Crayven Corporation eventually found their way to the independent planet of Crim-12. One man, Patrick Spanning a former Corporate Executive, predicted that if they continued to grow, Crayven would start noticing them, and he was right. In order to avoid repercussions and the loss of their hard-won society, Patrick worked out a solution. The refugees would agree to handle tasks and missions that Crayven could not; any missions where Crayven had to remain anonymous or just couldn't be bothered. In exchange, the refugees were allowed to stay on the planet and were paid in scrap.

The Phoenix Mercenaries were able to build an effective army under the guidance of former Crayven Soldier Kristoff Cobb. Phoenix soldiers weren't the hard-nosed marines of Crayven, but they got the job done. Their vehicles were built from existing vehicles and re-fitted with Pyro-tech engines, which combined hover technology and fossil fuel burning for their own unique propulsion system. The powerful propulsion system's main drawback is it's slow and deliberate acceleration.

Phoenix Command APC
10496-DJ- "Charon"
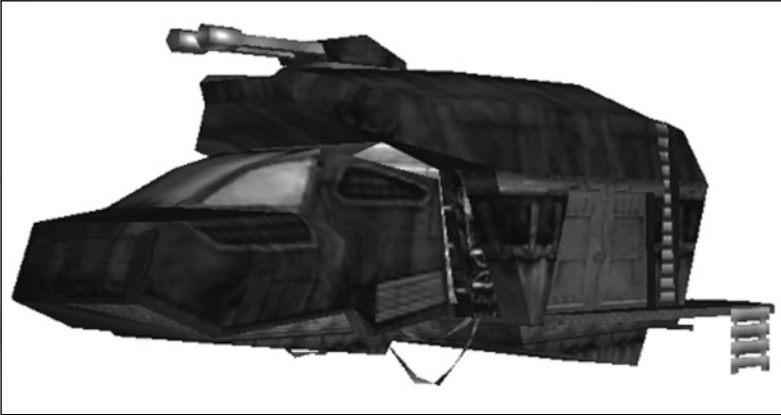
Firepower	*Medium*	Armor	*Medium*
Health	*Excellent*	Speed	*Good*
View Range	*Medium*	Stealth	*None*
Perception	*Low*	Tech Level	*n/a*

The Phoenix Command Apc is designed to be the heart of the Phoenix Army. From this vehicle the Commander issues orders and examines the data transmitted from scout vehicles in order to plot the best course of action. The Charon is designed to carry up to 20 Phoenix infantry units for swift transport into battle. Infantry are able to load and unload quickly through the hydraulic lift gates.

The APC is layered with sheets of reinforced Plasteel and laced with a titanium mesh, making it one of the sturdiest vehicles on the battlefield. The APC is not meant for extended heavy combat and is armed with a modified plasma-shell ejector that is able to dissuade most attackers.

A HERA-432 particle agitator repair module is loaded onto the APC to repair friendly units quickly and efficiently. It is also outfitted with a twin retro-fitted Pyro-tech engine that efficiently carries the heavily armored vehicle across the battlefield.

The Charon carries a team of four, the Commander, two engineers and a pilot. The pilot doubles as a gunner, leaving the two engineers to handle any problems with the Pyro-tech engines.

Phoenix Infantry
PXWR 5113 "Warriors"

Firepower	Low	Armor	Good
Health	Very Low	Speed	Very Low
View Range	Good	Stealth	Good
Perception	Great	Tech Level	1

Phoenix Warrior's are the backbone of the Phoenix mercenary army. Body armor is not easily come by on Crim-12, and Phoenix warriors are not heavily armored. Phoenix warriors come from all walks of life and their abilities are varied. Their primary weapon is a rebuilt Carbine rifle that is light enough to be operated without an exoskeleton. Their jumpsuits are layered with protective inlaid mesh that provides some protection against ballistic and energy attacks; but it's minimal at best.

Phoenix Warriors are also able to deploy special Hyper-Accelerated Plasma Charges that are able to destroy almost any single unit with one shot. This ammo is extremely unstable and they only carry a few rounds at a time. A tactic is to use this ammo to strafe the area, thus spreading the damage to more units.

The Phoenix warriors can be loaded into the Command APC for swift transport.

Special Weapons

Hyper Accelerated Plasma Charges: A burst of plasma that is capable of destroying almost any unit with a single blast.

Plasma Grenade: Similar to what the Furies use, the Warrior launches a fiery grenade at its target damaging more targets.

Equipment

Medkit: Personal medkit capable of extreme healing acceleration, repairing damaged tissues, also includes basic tools for armor field repairs.

Booster Station: This is a special Phoenix item that raises selected stats of friendly nearby units.

Deployable Radar: Small portable radar station that once deployed, relays all tactical information to the Command APC.

CINEMA 1
— "WATCHMAN"
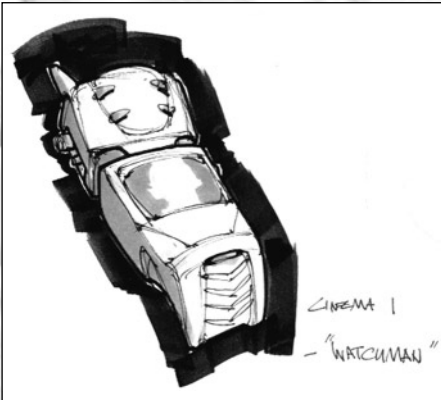
Phoenix Special Forces Troops
PXSNP-1113 "Snipers/Lynceus"

Firepower	*Great*	**Armor**	*Low*
Health	*Very Low*	**Speed**	*Low*
View Range	*Extreme*	**Stealth**	*Extreme*
Perception	*Great*	**Tech Level**	*2*

Most Phoenix tech is experimental and the Sniper units are fitted with the newest equipment. Snipers are the swiftest and sneakiest of all the Phoenix ground troops. Snipers are outfitted with very thin micro-fiber suits, which are designed to refract ambient light. This makes the Snipers extremely difficult to see. The lightweight suits enable them to cover ground quickly and handle stealth missions perfectly.

All Snipers are armed with high-powered long-range rifles. These rifles are deadly when employed against infantry; the rounds are designed specifically to penetrate the protective outer layer of Crayven and Order troops without losing velocity. They may also use special anti-tank rounds that are housed in unstable energy sheaths and designed to puncture tank armor and explode.

Snipers are also equipped with light enhancing visors. The visors can penetrate even the blackest night, and are able to magnify the objects in the distance for more precise shots, giving them vast line of sight. Snipers are meant to be used from a distance and cannot hope to withstand close

combat with even normal infantry. Snipers can be loaded into the APC for swift transport.

> *"I've seen Phoenix Snipers pick a spot and settle in and become stone for hours at time. They just wait, and wait, and hold that rifle in place; and the minute their target shows...boom. One shot and it's over. The guy never heard the shot that took him out. "*

Special Weapons

"Ares" Armor piercing rounds: Anti-tank rounds that will usually obliterate a tank with one clean shot.

"Hermes Rounds": Similar to the anti-tank rounds but usable against both land and air targets.

Equipment

Medkit: Personal medkit capable of extreme healing acceleration, repairing damaged tissues, also includes basic tools for armor field repairs.

Vision: Increases view range of all friendly units for a short time.

Disruptor: Affects targets weapons and slows their rate of fire.

Phoenix Power Armor
PXPAR/3676 "Talus"

Firepower	*Good*	Armor	*Great*
Health	*Good*	Speed	*Very Low*
View Range	*Good*	Stealth	*None*
Perception	*None*	Tech Level	*7*

The Phoenix power armor is basically a walking tank. It lacks the streamlined appearance and speed of most power armor. But its lumbering power is still evident. Designed to traverse the difficult terrain of Crim-12, the Phoenix power armor has the back bent legs of swift ground fowl. This design steadies the armor and makes it difficult to tip over.

The suit is protected by sheets of tank and hoverdyne armor, shaped and welded into place. Its heavy armor allows it to close range and use it's perforator Mk3 to greatest effect. The suit may also target air or ground units with its super-heated plasma burst, powerful enough to destroy a target with one shot.

Special Weapons

MK3 Short Range Perforator: A close ranged attack that does large amounts of damage to a small area. The perforator is very effective against infantry.

Super Heated Plasma-Burst: Can target both air and ground units and will damage individual units.

Equipment

Medkit: Personal medkit capable of extreme healing acceleration, repairing damaged tissues, also includes basic tools for armor field repairs.

Entrench: This is a special modification the Powerarmor may choose that allows it to "plant" itself and raise it's defensive abilities. This lowers its movement rate to O.

Mirage Cloaking Field: Cloaks squad when activated.

Phoenix Plasma-Grenadier
PXPGA-1025 "Furies"

Firepower	*Good*	**Armor**	*Good*		
Health	*Low*	**Speed**	*Low*		
View Range	*Very Good*			**Stealth**	*Good*
Perception	*None*	**Tech Level**		*1*	

Plasma-Grenadiers are perhaps the bravest, or craziest of the Phoenix units. These ground troops wear backpacks of unstable plasma-molecules, which are accelerated when the soldier hits the trigger. This acceleration deploys bursts of white-hot explosive plasma that can tear down building or tank with swift ease. The backpack unit itself however is extremely unstable and dangerous to wear. The units have had a tendency to spontaneously combust in combat, but the Phoenix are still working out the bugs in the system. Grenadiers wear almost no armor; instead they wear an insulated flame-retardant suit and protective headgear. The deployment unit is heavy enough without the added weight of armor. For this reason, grenadiers are very easy to kill. They tend to stay behind a screen of tanks or power armor and send their waves of white-hot death over the heads of their allies to burn their targets.

Grenadiers may also supercharge their plasma, which creates condensed micro-nukes that deal horrendous amounts of damage to a small area.

Grenadiers may be transported in the APC for swift movement.

"Being burned alive is one of man's deepest, and most primal fears. The Plasma-Grenadiers bring this fear to the battlefield. The appearance of their emotionless masks and white-plasma emitters is enough to break the sturdiest line of soldiers."

Special Weapons

"Hades" Micro-nuke grenades: Has the same radius as normal grenades, but does massive amounts of damage within a small blast area.

Expanding Napalm Grenades: Fires a shell which continuously rebuilds itself and expands and burns a wider blast area.

Equipment

Medkit: Personal medkit capable of extreme healing acceleration, repairing damaged tissues, and also includes basic tools for armor field repairs.

Web: Targets enemies in a small range and covers them in a quick-hardening synthetic polymer that slows their movement.

Disruptor: Affects targets weapons and slows their rate of fire.

Vision: A retractable visor that increases the view range of the unit.

Phoenix Scouts
MHKPX 134 "Basilisk"

Firepower	*Low*	**Armor**	*Very low*	
Health	*Low*	**Speed**	*Great*	
View Range	*Extreme*	**Stealth**	*Great*	
Perception	*Fantastic*	**Tech Level**		*1*

Phoenix Scouts are used primarily for recon purposes. They have excellent viewing range and speed and are able to outrun almost any ground vehicle. It is powered by the Pyro-tech combustion engine and armed with turret-mounted slug-throwers. The scouts' best use in combat is to either hit-and-run, or concentrated rear attacks. The scout is very lightly armored to cut down on drag and cannot withstand combat with tank vehicles.

The Scout uses a modified version of the Orders' visual enhancing equipment to extend its viewing range. To outpace the most dogged opponents, the Scout can use a speed boost, which superheats the engine and gives it a short surge of power. Its versatile targeting system can fire on ground and air troops, but is not quite swift enough to be called reliable.

Special Weapons

Fireball: Flame barrage to wide blast radius.

Hyper Rockets: A triple-missile cluster designed to shatter enemy tank armor. Used against a single target.

Equipment

ADPP Repair Module: Tools and software for minor field repairs to armor plates and vital systems.

Web: Targets enemies in a small range and covers them in a quick-hardening synthetic polymer that slows their movement.

Vision: A retractable visor that increases the view range of the unit.

Rocket: A speed boost that propels the units forward with little actual control. Good for getting somewhere in a hurry.

Phoenix Light Tanks
ACDMH 6541 "Chimaera"
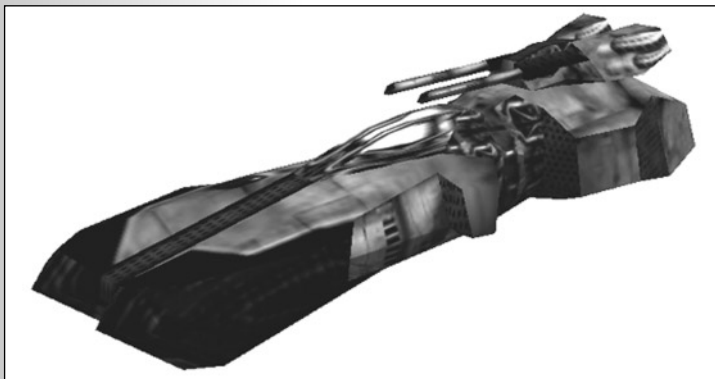
Firepower	*Good*	Armor	*Good*
Health	*Low*	Speed	*Very Good*
View Range	*Good*	Stealth	*Low*
Perception	*Good*	Tech Level	*1*

The Phoenix light tanks are used for swift attack runs at slower enemies and to draw them toward the more powerful units. Because of their Pyro-tech Combustion engines, the Light Tanks have the poor acceleration of most Phoenix units but once it starts rolling, it's practically untouchable. The Phoenix light tanks are more stable than hoverdynes. They are not heavily armored; using the standard riveted scavenged plates of most units. But Light Tanks tend to use the polysteel sheets of armor that are easily pierced by enemy fire.

The Tanks are armed with rotating mounted cannons that fire standard rounds at ground and air targets. The tanks are capable of issuing fireballs into ranks of infantry and tanks to soften up the enemy for their larger allies.

Special Weapons

Fireball: Flame barrage to wide blast radius.

Land/Air Plasma Emulator: Small area of effect that can damage both land and air targets.

Equipment

Rocket: A speed boost that propels the units forward with little actual control. Good for getting somewhere in a hurry.

Booster Station: This is a special Phoenix item that raises selected stats of friendly nearby units.

ADPP Repair Module: Tools and software for minor field repairs to armor plates and vital systems.

Phoenix Main Battle Tank
JJDVS/3675 "Manticore"
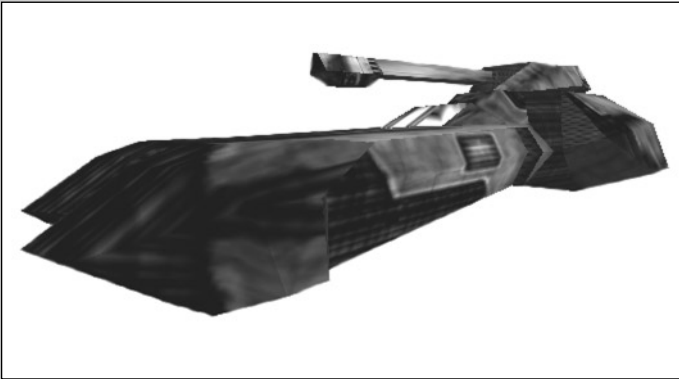
Firepower	*Great*	Armor	*Very Good*
Health	*Very Good*	Speed	*Good*
View Range	*Good*	Stealth	*None*
Perception	*None*	Tech Level	*2*

The medium tank is the offensive leader for the Phoenix army. With it's dual heavy plate armor and experimental kinetic discharge field it is the most suited for head on assaults. It is mounted with twin cannons that fire molten shells of metal at their targets able to penetrate absolutely anything, and its powerful cannons can also fire explosive phosphorous rounds at ground and air targets. It's modified Pyro-Tech engine uses a continuous cycle instead of the normal exhaust. This process forces the pilot to be sealed inside the cockpit to avoid suffocation, but propels the armored vehicle forward at a disturbing pace. The Medium tank is slow to accelerate and turn and is not perfect for quick maneuvers. It is best supported with Lighter tanks or support vehicles.

Special Weapons

Hellenback Rockets: A barrage of rockets with a large blast radius.

Land/Air Plasma Emulator: Small area of effect that can damage both land and air targets.

Special Equipment

Rocket: A speed boost that propels the units forward with little actual control. Good for getting somewhere in a hurry.

ADPP Repair Module: Tools and software for minor field repairs to armor plates and vital systems.

Regenerate Units: Instantly repairs all units in a small area. Not as much as a personal repair unit.

Phoenix Heavy Tank
LWHS-3-02 "Minotaur"
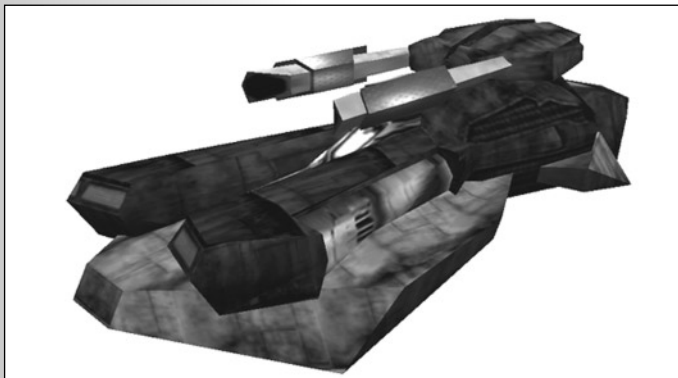
Firepower	Great	Armor	Great
Health	Excellent	Speed	Low
View Range	Good	Stealth	None
Perception	None	Tech Level	3

The Phoenix Heavy tank is basically a mobile gun. It is a slow moving, juggernaut of destruction. Unable to target air units, the Heavy Tank is usually kept in reserve until their targets are in close range. Once the Minotaur closes in on its target it unleashes a barrage of massive explosive shells that tear it to pieces.

The Phoenix Heavy Tank is a hybrid of Order and Crayven technology with Phoenix ingenuity thrown in. It is far more stable than the order Volans and better armored because of its polysteel/titanium shell. Its experimental cannons are far more effective than the large caliber guns on the Grizzly. However, it is ponderously slow and should only be used in certain circumstances. Like most large tanks, its lightest armor is in the rear and leaves it vulnerable.

Special Weapons

Hellenback Rockets: A barrage of rockets with a large blast radius.

Land/Air Plasma Emulator: Small area of effect that can damage both land and air targets.

Special Equipment

Rocket: A speed boost that propels the units forward with little actual control. Good for getting somewhere in a hurry.

ADPP Repair Module: Tools and software for minor field repairs to armor plates and vital systems.

Phoenix Pyro-Dyne
JMDP 1812 " Prometheus"
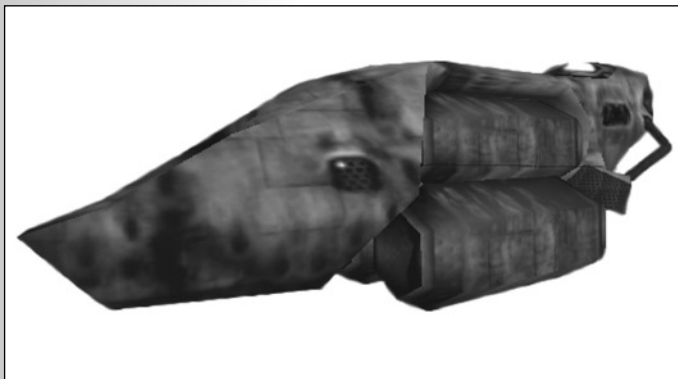
Firepower	Excellent		**Armor**	Good
Health *Good*	**Speed**	*Very Good*		
View Range	*Very Low*		**Stealth**	*None*
Perception	*None*	**Tech Level**		*5*

The Phoenix have taken their Pyro-tech to the next level with this fire-breathing monster. This tank's power is devastating to behold and is one of the "secret" weapons of the Phoenix. One that the Crayven Corp. has no idea about.

The Pyro-Dyne is armed with high-powered short ranged flame-jets. The unstable plasma accelerator is similar to the one used by the Grenadiers but to a higher degree. The bursts are ejected inside the craft, and then magnified by the accelerator. The flame jets strike with amazing force and can demolish buildings and tanks in seconds. Its main weakness is its poor range; the design of the Pyro-Dyne requires it to be very close for effective use.

The Pyro-Dyne is also capable of ejecting an explosive round of force called a Helios Flame that will devastate the nearby area, friendly units, and sometimes even the Pyro-Dyne itself.

Special Weapons

Hades Maelstrom: Gouts of flame erupt in the area around the Pyrodyne damaging all units in the radius, including the Pyrodyne itself.

High Radius Fuel: Similar to the Pyrodyne's normal attack, but with much greater intensity.

Equipment

ADPP Repair Module: Tools and software for minor field repairs to armor plates and vital systems.

Web: Targets enemies in a small range and covers them in a quick-hardening synthetic polymer that slows their movement.

Disruptor: Affects targets weapons and slows their rate of fire.

Helios Flame: Does massive amounts of damage to all the units in the area, including friendly units.

Phoenix Anti-air unit
JHCS-8813 "Icarus"

Firepower	*Good*	**Armor**	*Good*
Health	*Good*	**Speed**	*Good*
View Range	*Extreme*	**Stealth**	*None*
Perception	*None*	**Tech Level**	*4*

Icarus, as the anti-air unit has been named, is one of the newest additions to the support class of Phoenix vehicles. This sleek, maneuverable, craft is capable of tearing enemy aerodynes apart in seconds and bringing them crashing to the surface. The Icarus is designed around its unstable molecule plasma launcher. To lend to it's speed the Icarus is lightly armored and is better kept safe around large tanks.

The Icarus is armed with a first generation Plasma Launcher designed by Marc Herra. The cannon creates a ball of unstable plasma molecules, held together by a shell of energy and a wish. The shell is launched into the air and rapidly cools causing it to shatter. Once this happens the plasma erupts into several individual precalculated bursts. These bursts fly almost unerringly toward aerodynes and shred the light armor of the aerodynes.

The targeting system is based loosely on the Drone Carrier's system of rapidly calculating a pattern and determining the best placement for fire. Thus far the Icarus has proven itself on the battlefield and continues to impress.

Special Weapons

ADPP Repair Module: Tools and software for minor field repairs to armor plates and vital systems.

Deployable Defender System: Deploys a defendergun near this unit to protect it from incoming grenades, missiles and artillery.

Phoenix Artillery
STNK 336-11 "Hydra"

Firepower	Fantastic	Armor	Good
Health	Good	Speed	Good
View Range	Good	Stealth	None
Perception	Great	Tech Level	5

The Phoenix Artillery unit was one of the first support vehicles designed for the mercenaries. They realized early on the need for long-range support and responded accordingly. The mobile long-range capabilities of the Artillery unit are a powerful combination.

The Phoenix Artillery is fitted with the powerful dual Pyro-tech engine. Utilizing the same continuous cycle process as the main battle tank, the artillery swiftly makes its way across the battlefield. Its large size slows it down a bit but its primary focus is in the rear of the battle.

Choosing accuracy over power the Phoenix artillery is not as damaging as some artillery, however its quadruple barreled swivel cannons are capable of firing multiple rounds of white-phosphorous across vast distances with alarming accuracy. Its barrage will continue without a heartbeat between impacts and pound even the most resilient target into dust. The phoenix artillery is also capable of sending unstable nuclear-napalm shells, which continue to burn the area and targets long after it's shell has exploded. These are particularly nasty, and enemies speak horrifically of the screams caused by this weapon.

Special Weapons

Nuclear Napalm: The artillery focuses on one area and does continuous flame damage over time.

Anti-Plasma Destroyer Shells: Does incredible damage over a wide attack radius.

Equipment

ADPP Repair Module: Tools and software for minor field repairs to armor plates and vital systems.

Deployable Defender System: Deploys a defendergun near this unit to protect it from incoming grenades, missiles and artillery.

Phoenix Scout Aerodyne
DHVS 715-00 "Pegasus"
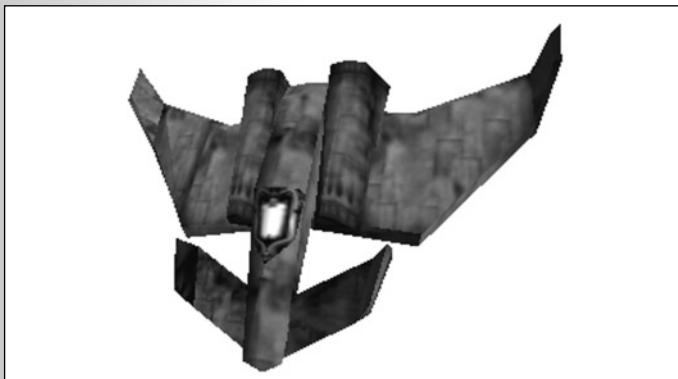
Firepower	*Very Low*	**Armor**	*Very Low*
Health	*Good*	**Speed**	*Extreme*
View Range	*Excellent*	**Stealth**	*Excellent*
Perception	*Fantastic*	**Tech Level**	*1*

The Phoenix Scout and recon vehicle is a short-range aerodyne. Used primarily to scout forward positions of enemy units, it is sleek and swift, and able to outrun most targets. The scout will then relay these positions to artillery and anti-air to begin targeting enemies early, and leave the remnants for the tank and infantry units.

The scout uses a light, self-loading slug thrower. Its primary use is to discourage pursuit, and is not designed for prolonged dogfights with enemy attack or fighter aerodynes. It's speed makes it difficult to target and it's kinetic discharge shielding protects it , but a single well placed missile will send a scout to the ground in flames.

The scout is well suited for damaging unprotected enemy structures as well. It can use wide area plasma torpedoes to weaken structures and anyone who happens to be inside.

Special Weapons

Death From Above: Does a large amount of damage to a single ground target.

Plasma Bombs: With a larger attack radius, this shell can damage more targets.

Equipment

Aero Defender Gun: A version of the defendergun is centered on this unit to protect it.

Vision: A retractable visor that increases the view range of the unit.

AMH-Air Repair Unit: This aerodyne is able to spot-repair other aerodynes without landing.

Artemis Targeting System: The aerodyne's weapons are almost flawless in their precision for a short duration.

Phoenix Attack Aerodynes
ALRPX 0128 "Gryphon"

Firepower	*Very Good*	**Armor**	*Low*
Health	*Good*	**Speed**	*Great*
View Range	*Low*	**Stealth**	*None*
Perception	*None*	**Tech Level**	*4*

The Phoenix Attack Aerodynes are the air strength of the Phoenix army. Able to target both air and ground targets with its devastating torpedo barrage, the Attack aerodyne is a feared opponent. The Gryphon's main strength however is in breaking enemy ground troops. It's swift movement and resilient kinetic shielding makes it very difficult to hit from air or ground, but Order Anti-air and fighter aerodynes can tear a Phoenix Attack Aerodyne to shreds.

The attack aerodyne is armed with versatile Merlin 16-90 torpedoes. These torpedoes house a plasma accelerator chamber that detonates upon impact and is able to penetrate most air and land unit armor. The attack aerodyne also uses an advanced targeting system that allows it to pinpoint ground units with ease and make large sweeping passes that quickly break enemy ground forces.

Special Weapons

Anti-Personnel Bombs: Specifically tailored to decimate enemy infantry with a medium blast radius.

Atmospheric Particle Accelerator: Damages all air units within its target area.

Equipment

Aero Defender Gun: A version of the defendergun is centered on this unit to protect it.

Artemis Targeting System: The aerodyne's weapons are almost flawless in their precision for a short duration.

Rocket: Similar to ground units rocket boost, the Aerodyne has incredible speed for a short time with little actual control.

Phoenix Fighter Aerodynes
AIN-2/B1 "Wyvern"

Firepower	*Great*	**Armor**	*Good*	
Health	*Good*	**Speed**	*Excellent*	
View Range	*Good*	**Stealth**	*None*	
Perception	*Very Good*	**Tech Level**		*4*

Phoenix Fighter Aerodynes are designed specifically for engaging enemy air units. It's sleek design and powerful repulsor fields allows it a radical range of movement and is built to withstand prolonged attacks. The Fighter is meant to protect ground troops from fast-moving attack aerodynes. The Fighter aerodyne is armed with rapid firing incendiary torpedoes that cover ground very quickly and demolish enemy fighters. The fighter is as heavily armored as is possible, with thin sheets of resilient plasteel and a kinetic repulsor field, which redirects enemy fire. The fighter targeting system is without peer and doggedly tracks and predicts vectors for more accurate torpedo fire.

Special Weapons

Atmospheric Particle Accelerator: Damages all air units within its target area.

Equipment

Rocket: Similar to ground units rocket boost, the Aerodyne has incredible speed for a short time with little actual control.

Phoenix Swarm
SMND-1200/A "Imp"
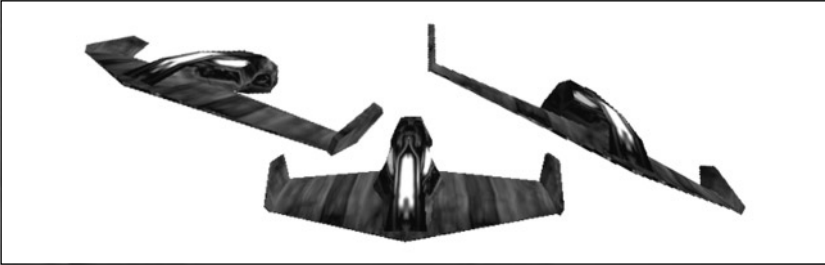
Firepower	*Low*	**Armor** *Low*	
Health *Good*	**Speed** *Excellent*		
View Range	*Great*	**Stealth** *Extreme*	
Perception	*Very Good*	**Tech Level**	*7*

The Phoenix Swarm aerodynes are piloted by the most daring Phoenix soldiers on Crim-12. The swarm consists of very small one-man planes with less armor than even the scouts. Because of their speed and maneuverability, the swarm travels in large numbers and weaves a complicated pattern around each other. They carry the lightest possible weapons and count on their combined firepower to take out their targets. Once their numbers dwindle they do become less of an offensive force, but given enough time, they can whittle down large targets.

Special Weapons

Atmospheric Particle Accelerator: Damages all air units within its target area.

Death From Above: Does a large amount of damage to a single ground target.

Equipment

Artemis Targeting System: The aerodyne's weapons are almost flawless in their precision for a short duration.

Rocket: Similar to ground units rocket boost, the Aerodyne has incredible speed for a short time with little actual control.

Aero Defender Gun: A version of the defendergun is centered on this unit to protect it.

High Voltage Software

EXECUTIVE PRODUCER
Keith Morton

LEAD PROGRAMMER
Daniel Chambers

PROGRAMMERS
Matthew Steinke
Carlos Garcia
Dan Goodman

LEAD ARTIST
Joe Hamell

ARTISTS/ANIMATORS
Chris Cobb
Darren Edwards
Cedric Busse

LEAD DESIGNER
Tom Smith

DESIGNERS
Jeff Marks
David A. Rodriguez
Leif Lathrop

STORYBOARD
Pete McLennon

SOUND ENGINEER
D. Chadd Portwine

CEO/FOUNDER
Kerry J. Ganofsky
VP - BUSINESS DEVELOPMENT
John Kopecky
VP - DEVELOPMENT
Dwight Luetscher

VP - CREATIVE CONTENT
Eric Nofsinger

Massive Entertainment

DIRECTOR & LEAD GAME DESIGNER
Martin Walfisz

LEAD SOFTWARE ENGINEER
Dan Andersson

TECHNICAL DIRECTOR
Mats Grahm

ART DIRECTOR
Tobias Strömvall

LEAD MISSION DESIGNER
Henrik Sebring

GAME DESIGN
Martin Walfisz
Henrik Sebring

SOFTWARE ENGINEERING
Dan Andersson
Johannes Norneby
Martin Rystrand
Daniel Ljungberg

3D ENGINE DEVELOPMENT
Mats Grahm
Niklas Hansson

ART
Tobias Strömvall
Thomas Bengtsson
Orhan Karagöz
Joakim Månsson
Glenn Kristoffersen

MISSION DESIGN
Henrik Sebring
Per Edman
Niklas Larsson
Anders Olsson
Johan Persson

MANUAL CONTENT
Henrik Sebring
Marcus Skyler

MUSIC & AUDIO EFFECTS
Ola Strandh

PROJECT MANAGEMENT & QA LEAD
Peter Kullgard

QA TEAM
Peter Kullgard
Martin Persson
Richard Hultgren
Carl Fransson
Fredrik Jansson

GAME STORY
Marcus Skyler
Henrik Sebring
Martin Walfisz

ADDITIONAL ART
Magnus Larsson
Jonas Dahlin

PR COORDINATOR
Anne Eckles

FINANCES
Mats Melander

SPECIAL THANKS TO
Christian Pérez
Susan Lewis (ThinkBIG)
Paul Grace
Jeff Lee
Magnus Nilsson
Sven Jansson
Tomas Althén
Arne Borg
Johan "Bepp" Ramestam
Andreas "Diktator" Selling
Christian Franzén
Åsa Wiebe
Stefan Sylvén
Fredrik Nilsson
Patrik Berander
John Tillberg
Cpt. Björn Kullgard
Mathias Malmqvist
Elizabeth Lindau
Ronnie Nilsson
Patrik Nilsson KA2
Chefen KA2
The Swedish Armed Forces

Blur Studio
CG Supervisor/Art Director David Stinnett
Producer Al Shier
Animators Bill Zahn
Neil Blevins
Steve Blackmon
Ed Lee
Jeremy Cook
Marlon Nowe
Jeff Weisend
Sam Gebhardt
Juan Granja
Tom Dillon
Mocap Technician John Bunt
Music David Norland
Sound Design & Mix Gary Zacuto, Shoreline Studios

Sierra Studios
Senior Vice President J. Mark Hood

DEVELOPMENT
Producer Jeff Pobst
Asst Producer Bernadette Pryor

CINEMATIC DIRECTION
Directing & Editing Jim Carey
Additional Direction Jeff Pobst

MARKETING
Vice President Marketing Jim Veevaert
Director of Marketing Koren Buckner
Associate Product Manager Marc Tardif
Marketing Producer Glenn Oliver
Web Editor Guy Welch
Marketing Info. Manager Ingrid Pelzer
Marketing Info. Assistant Jelaine Kraetsch
European Brand Manager Djamil Kemal
European Publishing Manager Elodie Palasse

PUBLIC RELATIONS
Public Relations Manager Hillary Crowley
Sr. Public Relations Manager Genevieve Ostergard
Public Relations Coordinator Kellie Hobin

PACKAGE DESIGN
MarCom Manager   Justin Kirby
Creative Services   Mike Rodgers
                                          Orlena Yeung
BlueSpark Studios   David Brzozowski
                                          Dien Duong
Game Manual   Cheryl Sweeney
Titan Producer   Ross Perez
Lead Titan Engineer   Mike Nicolino
Titan Engineers   Lee Olds
                                          Erik De Bonte
                                          Brian Rothstein
                                          Bill Dewey
                                          Darren Robinson
                                          Neeraj Murarka
                                          Brent LaPoint
Titan QA   Eric Harman
                                          David Cain

DIALOGUE RECORDING
Voice Directing & Casting   Jeff Pobst
Voice Recording Specialist   Mike Caviezal

Voices Recorded at   WoodHolly Recording Studios, CA
Voice Casting Agency   The Voicecaster, Burbank, CA
Voice Casting Agents   Martha Mayakis
                                          LeAnn Koehnen
                                          Lisa Dyson
                                          Huck Liggett
Talent Paymaster   The Talent Fund, Half-Moon Bay, CA.

CAST OF CHARACTERS
Sarah Parker   Jennifer Hale
Deacon Stone   Dee Baker
Marc Herra   Scott Weil
Enrica Hayes   Tasia Valenza
Wallace Davidson   Michael Bell
Coral Manning   Mari Weiss
Sergeant Cole   Nathan Carlson
Rachel Morton   Paty Lombard
Cardinal Kila Balor   Jennifer Darling
Cardinal Galen Yi   Tom Kane

Units
Jamie Hanes
Phil Reeves
Scott Weil
Larry Cedar
Mari Weiss
Nathan Carlson
Tasia Valenza
Michael Bell
Dee Baker
Paty Lombard
Nicholas Guest
Jennifer Darling
Tom Kane

QUALITY ASSURANCE
QA Director	Gary Stevens
QA Supervisor	Ken Eaton
QA Lead	Jim Gentle
QA Testers	Matt Edington
	Mark Storie
	Chris Bourdon
	Erinn Hamilton

HARDWARE COMPATIBILITY
Compatibility Lab Manager	Pat Callahan
System Operations	Amy Edge
	Eric Leaf
	Brian Burnette

SUPPORT STAFF
Corp. Product Certification	Chris Slack
	Matthew Kangas
Tech. Support Manager	Brian Moss
Tech. Support Lead	Sacha Tarrant

LOCALIZATION
Producer	Barry Kehoe
Engineering Lead	Sean Forsyth
Engineering	Stephen Forsyth
	Joanne Russel
QA Lead	Sean Moran
Graphics Lead	David Fleming
Audio	Bill Sweeney
ROW Producer	Warren Wright

SPECIAL THANKS
Hubert Joly
Dave Grenewetzki
Dave Williamson
Ralph Giuffre
Suki Hayre
Brad Nelson
Emmanuel Schalit
Kelly Zmak
Fiona O'Carroll
Mark Iverson
Michael Fuller
Adam Fossa
Beth Freeman
Christine Smith
Stephanie Metclaf
Patricia Rice

CUSTOMER SERVICES

Technical Support Tel: (0118) 920 9111
Fax: (0118) 987 5603

Lines open 24 hrs, 365 days a year, using our automated technical support attendant. This system includes answers to all commonly posed questions and problems with our new and major titles. It is set up in a friendly and easy to use menu system that you navigate through using a touch tone telephone. If the answer to your question is not in our automated system, then you will be transferred to a technician between the hours of **9am and 5pm Monday to Friday.**

Here are some key-presses that will allow you to navigate through our automated attendant. Note that these are the standard letter assignments that are given to UK telephones so if your phone has letters on the keypad, please use them instead:

2: A, B, C	3: D, E, F	4: G, H, I	5: J, K, L	6: M, N, O	7: P, R, S	8: T, U, V	9: W, X, Y	0: Q, Z

Before you call our technical support lines, please check that you have read the Readme file included on the game disk #1. You may well find a very quick answer to the problem that you are facing as these files contain answers to most common problems. If the answer is not here, make sure you have precise details of any error message that you receive, and details regarding the specifications of your computer before you call us, as this will help us in giving you a faster and more efficient service.

If you would prefer to write to us, please send your mail to the following address:

HAVAS INTERACTIVE UK Ltd.

Customer Services / Mail Order / Tech Support Department
2 Beacontree Plaza
Gillette Way
Reading • Berkshire
RG2 0BS
United Kingdom

Sierra UK Web site

http://www.sierra-online.co.uk

UK Website includes on-line shopping, special offers, technical support, product information, game demos, patches and much, much more.

Hintline (UK callers only)

09068 660660

24 hrs. Automated service requires a touch tone phone. Calls cost 60p/min. at all times. Max call length 5 minutes. Max call charge at £3.00 at all times

WARRANTY

YOU SHOULD CAREFULLY READ THE FOLLOWING END USER LICENSE AGREEMENT BEFORE INSTALLING THIS SOFTWARE PROGRAM.

This software program, any printed materials, any on-line or electronic documentation, and any and all copies and derivative works of such software program and materials (the "Program") are the copyrighted work of [Coktel, Knowledge Adventure Inc., Blizzard Entertainment, Sierra On-line Inc.., Syracuse Language Systems Inc..]., its subsidiaries, licensors and/or its suppliers.
All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License").
The Program is solely for use by end users according to the terms of the License.
Any use, reproduction or redistribution of the Program not in accordance with the terms of the License is expressly prohibited.

END USER LICENSE AGREEMENT
1. Limited Use License.
[Coktel, Knowledge Adventure Inc., Blizzard Entertainment, Sierra On-line Inc.., Syracuse Language Systems Inc..]. ("the Licensor") hereby grants, and by installing the Program you thereby accept, a limited, non-exclusive license and right to install and use one (1) copy of the Program for your use on either a home or portable computer. You may not network the Program or otherwise install it or use it on more than one computer at a time, except if expressly authorised otherwise in the applicable documentation which you should refer to if :
(a) The Program contains a Level Editor ("Editor") that allows you to create custom levels or other materials for your personal use in connection with the Program ("New Materials").
(b) The Program has a multi-player capability
The Program is licensed not sold. Your license confers no title or ownership in the Program.

2. Ownership.
All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by the Licensor or its licensors.
The Program is protected by the English copyright laws , international copyright treaties and conventions and any other applicable laws. All rights are reserved. The Program may contain certain licensed materials and the Licensor's licensors may act to protect their rights in the event of any violation of this Agreement.

3. Responsibilities of End User.
A. Subject to the Grant of License herein above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code, modify, disassemble, decompile, create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of the Licensor.

B. The Program is licensed to you as a single product. Its component parts may not be separated for use on more than one computer.

C. You are entitled to use the Program for your own use, but you are not be entitled to:
(i) sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the Licensor prior written consent ;
(ii) publish and/or distribute the computer images, sound, files, fonts, graphics, clipart, animations, photographs, databases or other content of the Program (including without limitation, for resale printed materials for your personal or business use (e.g., flyers and brochures) and on your personal and business website);
use any of the computer images related to identifiable individuals or entities in a manner which suggests their association with or endorsement of any product or services ;
(iii) exploit the Program or any of its parts, computer images, sound files, fonts, graphics, clipart, animations, photographs, databases or other content in the Program, for any commercial purpose including, but not limited to, use at a cyber café, computer gaming centre or any other location-based site.
(iv) host or provide matchmaking services for the Program or emulate or redirect the communication protocols used by the Licensor in the network feature of the Program, through protocol emulation, tunnelling, modifying or adding components to the Program, use of a utility program or any other techniques now known or hereafter developed,
for any purpose including, but not limited to network play over the Internet, network play utilising commercial or non-commercial gaming networks or as part of content aggregation networks without the Licensor prior written consent .

4. Program Transfer.
You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License and you agree to remove the Program from you home or portable computer.

5. Termination.
This License is effective until terminated. You may terminate the License at any time by destroying the Program and any New Material. The Licensor may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program and any New Material.

6. Export Controls.
The Program may not be re-exported, download or otherwise exported into (or to a national or resident of) any country to which the U.S. has embargoed goods, or anyone on the U.S. Treasury Department's list of Specially Designated National or the U.S. Treasury Department's Table of Denial Orders. By installing the Program, you are agreeing to the foregoing and you are representing and warranting that you are not located in, under the control of, or a national or resident of any such country or on any such list.

7. Limited Warranty.
THE LICENSOR EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM, EDITOR, AND MANUAL(S). THE PROGRAM, EDITOR AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NON-INFRINGEMENT. THE LICENSOR FURTHER DISCLAIMS ALL WARRANTIES WITH REGARD TO YEAR 2000 COMPLIANCE OF THE SOFTWARE. SPECIFICALLY, THE LICENSOR MAKES NO WARRANTIES THAT THE PERFORMANCE OR FUNCTIONALITY OF THE PROGRAM WILL NOT BE AFFECTED BY DATES PRIOR TO, DURING OR AFTER THE YEAR 2000, OR THAT THE PROGRAM WILL BE CAPABLE OF CORRECTLY PROCESSING, PROVIDING, AND/OR RECEIVING DATE INFORMATION WITHIN AND BETWEEN CENTURIES, INCLUDING THE PROPER EXCHANGE OF DATE INFORMATION BETWEEN PRODUCTS OR APPLICATIONS ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY DISCLAIMED.
The entire risk arising out of use or performance of the Program, Editor and Manual(s) remains with you ,
However the Licensor warrants that the media containing the Program shall be free from defects in material and workmanship under normal use and services and the Program will perform substantially in accordance with the accompanying written materials, for a period of ninety (90) days from the date of your purchase of the Program
In the event that the media proves to be defective during that time period, and upon presentation to the Licensor of proof of purchase of the defective Program, the Licensor will at its option 1) correct any defect, 2) provide you with a product of equal value, or 3) refund your money.
Some states/jurisdiction do not allow limitation on duration of an implied warranty, so the above limitation may not apply to you.

In case you would like to exchange the product or refund you money, notably if the product is defective, please refer to the "Technical Support Policy" herein included.

8. Limitation of Liability.
NEITHER THE LICENSOR , ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM OR EDITOR
INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES.
Some countries do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so above limitations or exclusion may not apply to you.

9. Equitable Remedies.
You hereby agree that the Licensor would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that the Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as the Licensor may otherwise have available to it under applicable laws.

10. Miscellaneous.
The License shall be deemed to have been made and executed in England, and any dispute arising hereunder shall be resolved in accordance with the English law. This License may be amended, altered or modified only by an instrument in writing, specifying such amendment, alteration or modification, executed by both parties.
In the event that any provision of this License shall be held by a court or other tribunal of competent jurisdiction to be unenforceable, such provision will be enforced to the maximum extent permissible and the remaining portions of this License shall remain in full force and effect.
The terms and conditions of a paper printed licence eventually accompanying the Program prevail on any terms and condition of a license eventually included in the Program and that could appear on screen.
You hereby acknowledge that you have read and understand the foregoing License and agree that the action of installing the Program is an acknowledgement of your agreement to be bound by the terms and conditions of the License contained herein. You also acknowledge and agree that this License is the complete and exclusive statement of the agreement between the Licensor and you and that the License supersedes any prior or contemporaneous agreement, either oral or written, and any other communications between the Licensor and you including any inconsistent written license agreement or on-line help accompanying the Program.

TECHNICAL SUPPORT POLICY

**Attention** : The technical support will only be available for private use complying with the terms of the End User License Agreement attached to the Product and to which you have agreed. Consequently, the technical support will not, in any case, be available for commercial or professional use of the Product.

Exchange Procedure for faulty CD-Rom, DVD-Rom or floppy disks

If during the 90 days period following your purchase of the product, you notice that the CD-Rom, DVD-Rom or floppy disk is defective or scratched, the technical support will be able to exchange the Product free of charge, if you:

- • send the faulty CD-Rom, DVD-Rom or floppy disk back to the address indicated in the manual
- • send a dated proof of purchase of the defective product (e.g. purchase ticket)

Please, do not forget to join in your letter, your name, address and a phone number where it is possible to reach you during the day.

After this 90 days period, if you want to exchange the CD-Rom, DVD-Rom or floppy disk (from a defective or scratched material only), thank you for sending back to the address indicated in the manual, the said CD-Rom, DVD-Rom or floppy disk and to join to your letter a £6-00 cheque for each defective material established to HAVAS INTERACTIVE UK Ltd.

Please address your letters to the Technical Support *

Exchange Procedure for the manuals

If you have lost or torn your manual or documentation associated to the product, the technical support will be able to send you new ones, under the following conditions:
Thank you for sending to the technical support a copy of the floppy disk #1, the CD-Rom or DVD-Rom and to join a £6-00 cheque established to Havas Interactive UK Ltd. with your letter.

Please, do not forget to join in your letter, your name, address and a phone number where it is possible to reach you during the day.

The technical support's address and phone number are indicated in the manual.

• **We recommend that you send a letter by registered mail.**

The Technical Support won't be responsible for any loss or damage caused by the mail delivery services.
Any shipping charge will be at your own expense