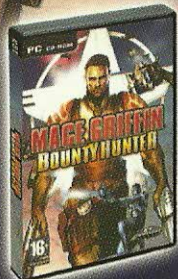


BLACK
LABEL
GAMES

MACE GRIFFIN BOUNTY HUNTER

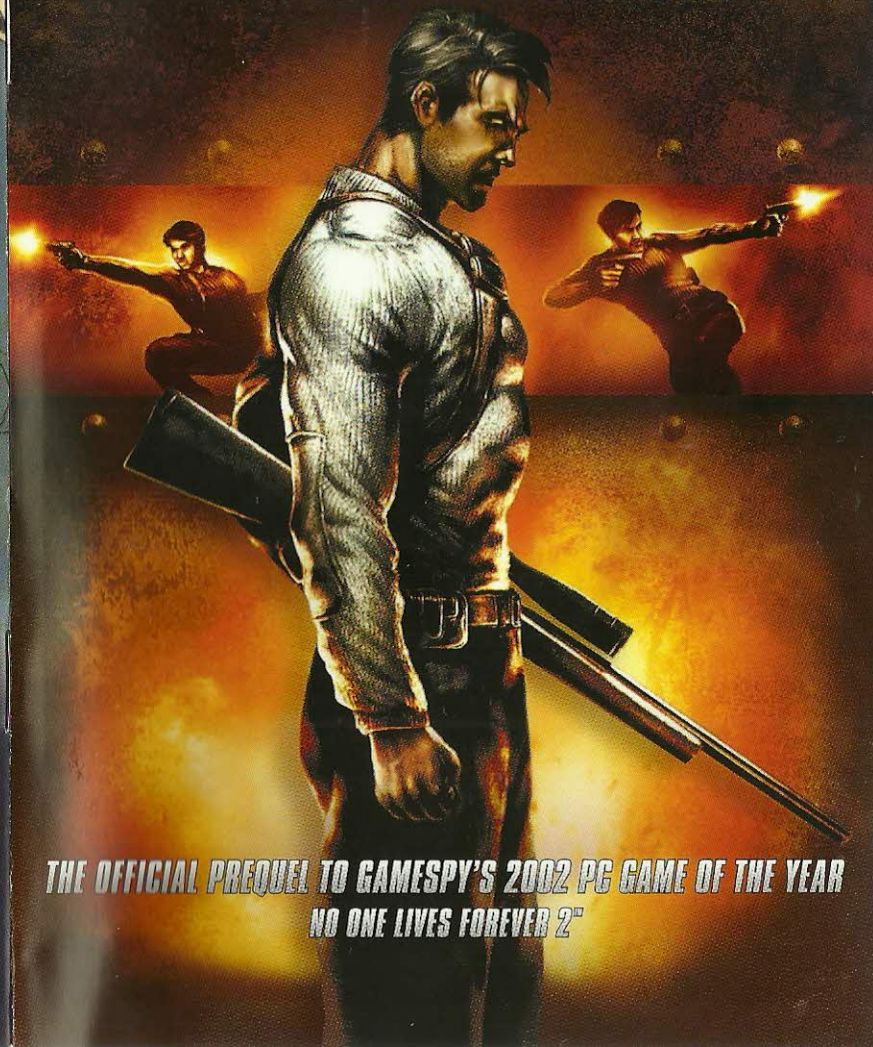


AVAILABLE NOW

"Hunter Mace Griffin Bounty Hunter" interactive game © 2003 Vivendi Universal Games, Inc. All rights reserved. Mace Griffin, Mace Hunter, Vivendi Universal Games, the Vivendi Universal Black Label Griffin Bounty Games logo, Games, and the Black Label Games logo are trademarks of Vivendi Universal Games, Inc. in the U.S. and/or other countries.

S1000359

CONTRACT J.A.C.K.™



THE OFFICIAL PREQUEL TO GAMESPY'S 2002 PC GAME OF THE YEAR
NO ONE LIVES FOREVER 2"

CONTRACT **J.A.C.K.**



Table of Contents

Table of Contents	1
Introduction	2
System Requirements	2
Installing and Launching the Game	3
Menu and Interface System	5
Menu System	5
Single Player	7
Multiplayer	8
Options	12
Profile	17
Heads-Up Display (HUD)	18
Default Key Configuration Chart	24
Weapon Inventory	26
Pistols and Melee	26
Crowd Control	26
Automatic Weapons	27
Sniper Weapons	28
Heavy Weapons	28
Explosives	29
Gear	30
Training	31
Single Player	31
Multiplayer	32
Contacting Sierra	34
Credits	36

Introduction

They call you Contract J.A.C.K. – Just Another Contract Killer. You have a reputation for being able to solve problems, particularly in cases of questionable legality. But now you've got problems of your own.

The legendary chief assassin for H.A.R.M. organization has given you a mission – whether you want it or not. An Italian criminal organization has plans to take H.A.R.M. down and you must stop them. In doing so, you'll contend with the deadliest enemies you've seen and survive against ridiculous odds to complete your mission.

System Requirements

Before installing or playing Contract J.A.C.K., please be sure that your computer meets or exceeds the following system requirements.

MINIMUM SYSTEM REQUIRED

- Windows® 98/Win 98SE/Win ME/Win 2000 with latest service pack/Win XP
- DirectX™ 8.1
- Pentium® III 733Mhz or equivalent
- 128 MB RAM (256MB for Windows XP)
- 32MB compatible video card with Hardware T&L
- 2.0 GB free Hard Drive Space for installation
- Additional hard drive space for a Windows swap file and saved game files.
- 4x CD ROM
- 16 bit DirectX 8.1 compatible sound card
- 56k modem to join games, broadband connection or LAN required to host
- Mouse
- Keyboard

RECOMMENDED SYSTEM

- Windows® 98/Win 98SE/Win ME/Win 2000 with latest service pack/Win XP
- DirectX™ 9.0b
- Pentium® III 1Ghz or equivalent
- 256 MB RAM
- 64 MB Direct3D compatible video card with Hardware T&L, 32-bit color support, and DirectX™ 9.0b compatible driver
- 2.0 GB free Hard Drive Space for installation
- Additional hard drive space for a Windows swap file and saved game files.
- 4x CD ROM or DVD drive
- A 16-bit DirectX 8.1 compatible sound card with support for 32 hardware 3D voices and EAX 2.0.
- Cable modem or LAN for multiplayer
- Mouse
- Keyboard

SUPPORTED CHIPSETS*

Nvidia: GeForce FX, 4ti, 4MX, 3, 3Ti, 2, 256

ATI: Radeon 9800, 9700, 9600, 9500, 9000, 8500, 7500, 7200, VE, 64MB, 32MB

Matrox: Parhelia 512

**Please check the readme.txt file on Disc 1 or in the main Contract J.A.C.K. installation folder for last minute information regarding chipset compatibility.*

Installing and Launching the Game

To begin, insert Disc 1 into your CD-ROM drive. Within a few seconds, the setup application should start. If the setup application does not launch within a reasonable amount of time, then double click the My Computer icon on your Windows desktop, then on your CD-ROM drive icon, and then on the **Setup.exe** icon.

Setup consists of a series of screens, each containing choices that you must make regarding your installation preferences. Descriptions of each screen and the choices you'll encounter are as follows:

Contract J.A.C.K. Setup: This screen confirms that you wish to install Contract J.A.C.K.. Choose **Next** to continue, or **Cancel** to exit the installer.

License Agreement: Please read the End User License Agreement (EULA) before installation begins. If you agree with the terms, select **Yes** to continue. If you do not agree, click **No**.

CD Key: Enter the validation code as it appears on your CD case. When done, click **Next**.

Choose Destination Location: At this point, you'll need to decide where setup will install the game files. For your convenience,

C:\Program Files\Sierra\Contract J.A.C.K. is selected by default. To install to a different folder, click browse and select the directory you want, and then click OK. When ready to continue, click **Next**.

Select Program Folder: This screen determines which start menu folder will contain shortcuts to the game and other useful items. This defaults to **Sierra\Contract J.A.C.K.**. 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**.

Gamespy Arcade: If you want to install Gamespy Arcade, select **Yes** on this screen. Select **No** if you do not want to install it at this time. When done, click **Next**.

You will now be prompted to install DirectX™ 9.0b to your system. If you are not sure that this is already installed on your system, please select **Yes** to this dialogue. The game cannot run without these files. If you select **Yes**, then the DirectX installer will appear after the game installer finishes copying files. Once you have made your selection, the installer will begin copying files. Simply follow the on-screen prompts to complete the installation.

Play: Click on this to launch Contract J.A.C.K. The first time you launch, you will be prompted to choose a performance setting that fits your particular system configuration. Read the descriptions of each setting and choose the one that is the closest match for your hardware. Please note that choosing a setting higher than your system can support will likely result in unsatisfactory performance.

Display: This option only becomes available once installation is complete and will allow you to choose from a list of available display resolutions prior to running the game. Note that this will also occur automatically the first time the game is launched.

Once installation has completed, you can launch the game at any time through the Windows Start menu. To do this, click on the Windows **Start** button, then select **Programs**, the **Sierra** folder, and **Contract JACK**, and then click on the **Contract JACK icon**. Once you have done this, a launch window will appear that contains the following options:

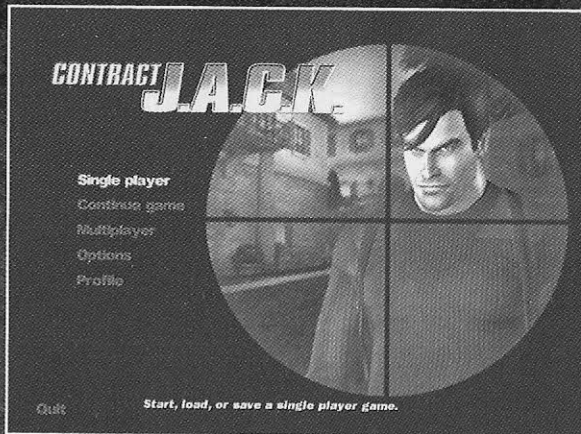
Options: This section contains options that can be used to turn various game features on and off and is only made available after installation is completed. These options should only be used if you encounter problems when running the game and should not be changed if everything is functioning normally. For more information, please refer to the readme.txt file located in your main installation folder.

Uninstall: This option becomes available only after the game has been installed. Please note that certain installation files may become shared by other programs, so you may be prompted for confirmation before some of these files are removed. The uninstaller will remove all your files only if you select "Yes" when the dialog box, "Would you like to remove user profiles and saved games?" appears. Otherwise, selecting "NO" will leave certain configuration and save files in "C:\program files\Sierra\contract JACK" folder.

Quit: Closes the Launcher application.

Play: Once installation is complete, the Install option will no longer appear, and the Play option will appear instead. Click on this to launch Contract J.A.C.K. The first time you launch, you will be prompted to choose a performance setting that fits your particular system configuration. Read the descriptions of each setting and choose the one that is the closest match for your hardware. Please note that choosing a setting higher than your system can support will likely result in unsatisfactory performance.

Menu and Interface System



The Contract J.A.C.K. Menu and Interface system is designed to be fast and simple to use. Please see the following sections for descriptions of each portion of the menu and interface system and how to navigate through them.

MENU SYSTEM

The Main Menu is where you start each time the game is launched, and contains the following options.

Single Player: Use this option to start a new single player game or load a previous single player saved game. For more information, please see the Single Player menus description below.

Continue Game: This loads the most recent saved or autosaved Single Player game. If there aren't any Single Player saved game files associated with the current profile, then this item will be unavailable.

Multiplayer: Use this to host or join a multiplayer game on the Internet or your LAN. For more information, please see the Multiplayer Menus description below.

Options: This will open the game's control panel and allow you to modify many aspects of the game such as key mappings, display settings, and game options. For more information, please see the Options Settings section below.



Profile: Contract J.A.C.K. 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. For details, see the section below regarding the Profile Menus.

Quit: Shuts down the application.

Single Player

New Game: This starts a new game for the current player profile. Before the game begins, you'll be prompted to choose a difficulty level. The **Normal** difficulty setting is recommended for first time players. If you find that the game feels too hard or too easy to play, you can change the difficulty level at any time using the Game Options menu.

Load Game: Here you can load a previously saved game. This option will be unavailable if there aren't any save game files for the current profile. Here's an overview of the features in this menu:

Quick load [F9]: Loads the current quick saved game. Pressing the <F9> key will have the same effect.

Level Start: While playing through the game, an automatic save file will be created at the beginning of each scene. This option will load the last autosaved game.

Checkpoint: Some levels contain checkpoints that will automatically save your progress. This option will allow you to return to the most current checkpoint save available.

Saved games: Lists all of the other saved games for the current profile in chronological order from oldest down to newest unless the save file is overwritten.

Save Game: Opens the Save Game screen. This is unavailable until a game is in progress.



Quick save [F6]: Saves the current game to the quick save file. Pressing the <F6> key while playing has the same effect.

Saved games: Allows you to save the current game under any name you choose. As each game is saved, it should appear in the list. The newest game will appear at the bottom of the list. When all available save slots are full, you can overwrite older games with new ones.

Chapter List: This option will not appear until you have completed the single player campaign. It allows you to replay any mission you choose.

Multiplayer

Player Setup: Here's where you can customize certain aspects of your character and connection for multiplayer games, including:

Player Name: The name entered here will appear in all in-game text that applies to this player, including chat, transmissions, score tables, and enter/exit messages. This defaults to the current profile name.

Deathmatch Model: Allows you to choose the appearance of your character.

Bandwidth: Provides an assortment of preset bandwidth options. The actual bandwidth for each option will appear in the Bandwidth (custom) setting below. Choose the option that is the closest match to your Internet connection type or speed. Available options are 56k, Cable, DSL, T1, and T3.

Bandwidth (custom): Enter a custom bandwidth value here if none of the available options matches closely enough to your connection speed.

CD-Key: Click on this to enter or re-enter your CD key. You cannot play on the Internet without first entering a valid CD-Key.

Join: Use this to join existing games of Contract J.A.C.K. on your LAN or on the Internet. When you first enter this menu, the list of servers will be automatically updated. When the server list is complete, you'll be presented with these options:

Refresh Server List: Searches for active Contract J.A.C.K. servers on both your local LAN and on the Internet. When this process is completed, the list of found servers will appear in the window below. Click on a server in the list to join that game. Note that any servers that are locked will require a password to join.

Server Name, Game Type, Ping, Players, Lock, Version: Clicking on any of these will sort the current server list accordingly.

Filters: Use these options to limit the servers displayed based on the game version, number of players, ping, mod, or game type.

Host: Click this to configure and launch your own server for other players to join. The controls available in this section are:

Session name: Changes the name of your server. This is the name that will appear when other players search for games on your LAN or the Internet.

Game Type: Toggles through the available game modes, including **Deathmatch, Team Deathmatch, Doomsday, and Demolition.**

Connection: Toggle to 'LAN Only' to limit this game to players on your local network, or 'Internet' to allow players from the Internet to join as well.

Map Selection: Shows the name of map list that is currently loaded for this game mode. Clicking on this will open the Map Selection screen where you can modify the list of maps that your server will run and the order in which they'll be played. The default map list includes all of the maps that are intended for use with the current game mode.

Create: Creates a new map list under a name of your choice. This defaults to the current profile name. Multiple lists can be created for each game mode.

Load: Displays a list of existing map lists. Click on any name in the list to load it.

Rename: Allows you to choose a new name for any existing map list.

Delete: Deletes the currently selected map list.

Maps: This option will allow you to modify your custom map lists. Note that you cannot modify the default list, so this option is grayed out until you create your own. The map screen contains the following options:

Add: This window displays the list of maps available for the current game mode. Click on a map name to add it to the list of maps that your server will run. Up to 50 maps can be added to a single list. The map name includes 2 numbers in parenthesis that indicate the minimum and maximum number of players recommended for the map. This can help you decide which maps to include in the rota-

tion based on your server's capacity.

Add All: Automatically adds all of the available maps to the list.

Remove All: Removes all maps from the list.

Remove: This window displays the maps already included in this list. Click on any map name to remove it.

Lock Server: Determines if your game will require a password or not.

Password: This item is only available when Lock Server is set to On and contains the current password that all players will be required to enter before they are permitted to join your game. The password can be any sequence of letters, numbers, and other characters, but can be no longer than 15 characters total.

Allow SCMD: Toggle this to ON if you want to enable SCMD controls so that the server can be controlled by a remote client. For more information on this feature, please see the serverreadme.txt file in your main Contract J.A.C.K installation folder.

SCMD Password: This item is only available when Allow SCMD On. This is the password that a remote client must enter in order to log into the SCMD system and gain control of the server.

Network port: Allows you to change the network port to use for your game. This is set to "27888" by default.

Bandwidth: Provides an assortment of preset bandwidth options. The actual bandwidth for each option will appear in the Bandwidth (custom) setting below. Choose the option that is the closest match to your Internet connection type or speed. Available options are 56k, Cable, DSL, T1, and T3. Note that setting this option to incorrect values can have a serious impact on your server's performance. Note that this option is only available for Internet games.

Bandwidth (custom): Enter a custom bandwidth value here if none of the available options matches closely enough to your connection speed. This option is only available for Internet games.

Options: These are settings that will affect gameplay on your server. The actual options that appear here will vary depending on game type. The following options are available in all game types:

Max Players: Set this to the maximum number of players that will be allowed to connect to your server at once.

Run Speed: Adjusts the player movement speed in the game. This does not apply to vehicles.

Frag Score: Determines how many points are awarded for a kill. This will also determine how many points are deducted when a player kills members of their own team if the Friendly Fire option is enabled.

Rounds: Determines how many times each map will be played before a new map is loaded. For Demolition games, this can only be set to even numbers so that each team gets a chance to play as attackers and defenders on each map.

Weapons Stay: When enabled, weapon spawns will not disappear when picked up by a player. This does not apply to weapons that are acquired by killing other players.

For Deathmatch and Team Deathmatch modes:

Score Limit: Determines how many frags a player must get in order to win the round.

Time Limit: Determines how much time must go by before the round will end automatically. A timer will appear on the screen when 30 seconds or less remain on the clock.

For Doomsday Games:

Revive Score: The number of points awarded to a player when they revive a teammate.

Completion Score: The points awarded to the player who completes the Doomsday device.

Heavy Piece Score: The points given to a player when they place the Core onto the Doomsday Device.

Light Piece Score: The points awarded for placing either the batteries or the transmitter onto the Doomsday Device.

Steal Piece Score: The number of points given to a player when they steal a piece from the enemy device.

When playing any team mode, the following options are also available:

Blue/Read Team Options: Click on these to change the name and look of each team.

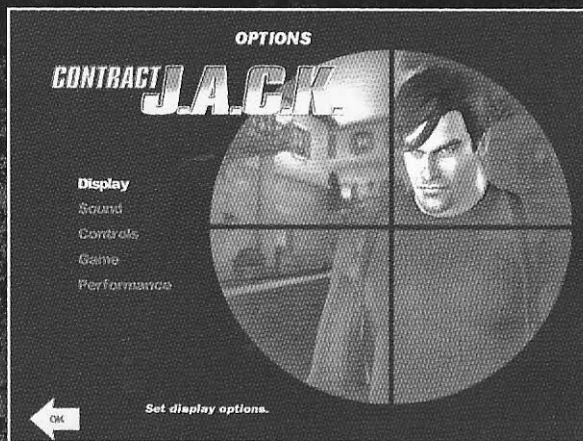
Team Name: The name that will be displayed for this team on the scoreboard and on the team selection screen that appears whenever a player joins.

Team Model: The model that all players on this team will use. Note that individual models chosen in the player setup screen will not be used for team games.

Friendly Fire: When set to Yes, players will be able to kill their own teammates, but doing so will result in points deducted from their score.

Launch: Starts a new game using the options specified.

Options



Display: Here's where you can modify your display resolution and other related settings, including:

Resolution: Toggles through the available game resolutions. This list should include all the 4x3 aspect 32-bit D3D resolutions supported by your video card and monitor that are supported by the game.

Note that this may adjust automatically when you alter your performance settings.

Hardware Cursor: Toggles the use of the hardware cursor. When enabled, the cursor will be controlled in hardware and the cursor control should feel smoother. Some older video cards do not support this feature.

Vsync: On most video cards, toggling this to on will synchronize the screen flip to the device to prevent shearing.

Gamma: Adjusts the gamma level to brighten the game if it's too dark. Please note that some areas of the game are dark on purpose, and turning this option up too high may result in a washed out appearance.

Sound: All of your sound adjustments can be made in this section, which includes:

Sound effects volume: Use this to adjust the sound volume.

Speech volume: Use this to adjust the volume on dialog heard within the game.

Sound effects quality: Setting this option to high will result in better quality sound, but performance may be affected on machines with older CPUs or video cards, especially during speech playback. Note that if your performance options are set to low, you will not be able to toggle high quality sound.

Music volume: Use this to adjust the music volume.

Music quality: Use this to toggle the music quality between low and high. This will have an impact on performance.

Controls: This is where you can customize your key mappings as well as adjust your settings for the keyboard, joystick, and mouse.

Configure Controls: Key configurations are broken down into four sections. Click on **Movement**, **Interaction**, **View**, or **Status** to view the current key mappings. If you wish to change the key that a particular function is mapped to, just click on the function you want to change and then press the key or button that you wish to use instead. If the key or button you choose is already in use by another function, then that function will become unassigned.

Mouse: To adjust how your mouse interacts with the game, use these controls:

Always mouse look: When set to Yes, moving the mouse will move the view. When set to No the view is controlled with the Keyboard.

Mouse sensitivity: Determines how quickly the mouse cursor will react when the mouse is moved.

Mouse smoothing: Adds a very slight delay to the mouse movement to smooth out sudden movements and maintain a steady view.

Invert y axis: When set to No, moving the mouse up pitches the first-person view up and moving the mouse down pitches the view down.

Vehicle Turn Speed: Determines how fast a vehicle will respond when you're steering it with the keyboard.

Keyboard: Use these settings to adjust how your keyboard will interact with the game.

Normal turn speed: Sets the speed at which the player rotates when turning with the left/right keys while standing still or sneaking.

Fast turn speed: Sets the speed at which the view rotates when turning with the left/right keys while walking at normal speed.

Up/down look speed: Sets the speed at which the view pitches when the look up/down keys are used.

Auto-center: This option is only available when Always mouse look in the Mouse options screen is set to No. When Auto-center is set to Yes, the view will return to horizontal when the user releases the Look Up or Look Down action.

Vehicle Turn Speed: Determines how fast a vehicle will respond when you're steering it with the keyboard.

Use Joystick/Gamepad: This option is only available if a joystick or other controller is detected. When set to Yes, the Configure Joystick/Gamepad option will become available as well.

Configure Joystick/Gamepad: If a joystick is installed and the Use Joystick/Gamepad option is set to Yes, then you can use these settings to modify how your joystick's features will be used.

Restore defaults: Restores all control options to their default values.

Game: Here you'll find a variety of settings that will affect how the game is played.

Crosshair: Displays options for modifying the appearance of the crosshair, including:

Red/Green/Blue: Use these options together to customize the color of the crosshair.

Dynamic Scaling: When turned on, the crosshair will automatically increase and decrease as you move to indicate how much your movements will affect your aim.

Style: Toggles between several different crosshair styles.

Subtitles: When turned On, all in-game dialogue will be displayed as subtitles at the bottom of the screen.

Blood: When set to Off, blood will not be displayed when human characters are damaged. This is On by default.

Always Run: When set to No, the player's movement will default to Sneak. This is set to Yes by default.

Difficulty: Allows you to change the difficulty setting of the single player game in progress.

Head bob: Adjusts the simulated head movement when running, sneaking, or crouching.

Weapon sway: Adjusts the amount of simulated hand movement when running, sneaking or crawling.

Pickup Message Duration: Sets the amount of time that messages related to picking up items will remain on the screen.

Auto-switch weapons: Toggles the automatic selection of the most recently acquired weapon, but only if it's better than the currently equipped weapon.

Vehicle contouring: By default, vehicle physics will conform to changes in the terrain. This can make steering more difficult. Turning this option off will keep the snowmobile level at all times.

Performance: This menu will help you to optimize performance on your particular computer configuration as follows:

Performance: Toggles between various preset and user-created performance configuration settings as follows. Once you change a setting manually, this option will change to indicate a custom configuration.

Low Detail: Optimal performance, but with minimal display options turned on.

Medium Detail: A good compromise between performance and visual quality, but may cause slowdowns on low-end machines.

High Detail: All display options turned on or at high levels, only recommended for systems that exceed the recommended requirements.

Texture Resolution: Provides control over the resolution of different texture types, including World, Sky, Characters, Weapons, Props, and Effects. You may also choose to adjust the overall texture resolution, which will adjust all of the individual types automatically.

Precache Assets: Toggling this option to on will minimize hitching caused by resources normally loaded in during gameplay by precaching them into memory while the level is still loading. *On slower machines, this can significantly increase level load times.*

Display: Allows you to turn certain display options on or off to tweak performance as follows:

Dynamic lights: Toggling this to off will disable lights from turning on and off during gameplay.

Shadows: Sets the detail level on model shadows. Note that setting shadow detail to high is only recommended for high performance machines.

Polygrid Bump mapping: Enables or disables environment bump mapping on water. When turned on, water surfaces will look much more realistic.

Polygrid Fresnel: Enables or disables use of fresnel on water. When turned on, water reflectivity will be more accurate and look more realistic.

Environment Bump Mapping: When enabled, many surfaces and reflections will look more detailed.

Anisotropic Filtering: This mode will handle the filtering of polygons tilted away from the player more accurately when it's turned on.

Trilinear Filtering: Improves texture quality at distances but costs a slight performance penalty.

Environment Map: When on, a shiny, semi-reflective layer will appear on certain surfaces that shifts with your viewing angle.

Detail Textures: When on, minute grayscale patterns are added to some textures.

Triple buffering: When on, this stores an extra rendered frame in the frame buffer for smoother playback. If this is not available on your video card, it will be unavailable.

Special Effects: Controls the amount of detail in effects such as explosions, debris, and weapon impacts.

Test Settings: Selecting this option will run a short cinematic sequence designed to measure your system's performance at the current settings. When complete, a message will appear that should help you adjust your settings to ensure maximum performance without sacrificing too much detail.

Profile



Current profile: This displays the name of the player profile in use.

Create: If you wish to create a new profile, click on this and enter a new profile name.

Load: Displays a list of existing players. Click on a name to load the profile and all of the settings and saved games associated with it.

Delete: Displays a list of existing players. Click on a name and then select Yes to delete that profile and the settings and saved games associated with it.

HEADS-UP DISPLAY (HUD)

The heads up display refers to the icons and text you'll see on the screen while playing. The HUD consists of these components:

Activate Messages (Center)



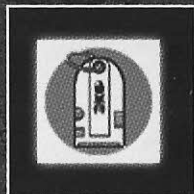
Whenever the crosshairs are placed over an object or character that can be activated, text will appear to the left of the crosshairs to help you determine what to do with the object. For more information on activating objects, please see the section on Single Player Agent Training.

Ammo: (Bottom Right)



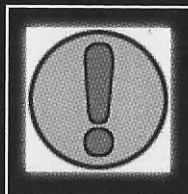
This display shows the amount of ammo left in the weapon you're holding, as well as the total amount of this ammo type that you have remaining. When your gun runs out of ammo, you will automatically reload more of the same ammo type. If there isn't any more ammunition of the same type available, the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

Carrying Object Notifications (Bottom left)



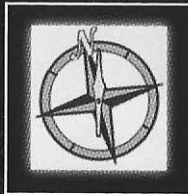
From time to time, you'll need to pick up an object and then use it somewhere else. These objects will not appear in your weapon selection, but they will appear as icons in the lower left corner of the screen. In Demolition multiplayer mode, a C4 charge icon will appear here when you are playing for the attacking team.

Chat (Upper Left)

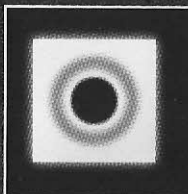


In multiplayer games, player chat will appear here.

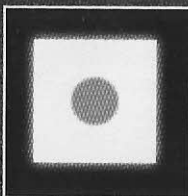
Compass (Upper Right)



This helps Jack to keep track of his current direction and is particularly useful in large outdoor areas. It also doubles as a radar screen in multiplayer games. See below for descriptions of each radar indicator and what they represent.



This indicates the location of a living teammate.



This indicates the location of a downed teammate in need of revival.



These show the current locations of the Doomsday Device pieces. The color of the icon indicates which team has control of that piece at the moment, or gray if neither team possesses that piece.



This shows the location of a C4 target in Demolition mode.



This shows the location of a planted C4 charge.

Crosshair (Center)



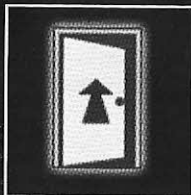
At the center of your screen is the crosshair. Use this to aim your weapons and gadgets. You can change the color and style of the crosshair in the game options menu.

Damage icons (Left Center)



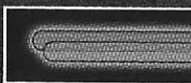
When you are affected by progressive damage types such as fire or drowning, an appropriate icon will appear to indicate what's wrong. This may also be accompanied by other disturbances such as hallucinations, sounds, and changes in screen color.

Exit Notification (Bottom Center)



This will be displayed when Jack is near a one-way level exit. It will only appear when he's aiming at the exit unless he is very close to it.

Health/Armor Meter (Bottom Left)



The red meter determines how much health you have and the blue meter determines how much armor you have. When you get hurt in the game your meters will lower. When you run out of armor, shots will hurt you more and you will momentarily lose your balance when hit. Once you run out of health, you will die.

Mission Briefing/Scoreboard

Pressing the Tab key while playing the single player missions will bring up your current mission objectives. Completed objectives are indicated by a check mark. In multiplayer games, the Tab key will bring up the scoreboard instead.

Objective Update Notification (Upper Left)

Whenever a new objective is added or an existing objective is completed, this icon will appear.



Oxygen Meter (Bottom Left)

When Jack is under water, a light blue Oxygen meter will appear above the health and armor meters. When his Oxygen is depleted, he will begin to lose health. This meter will rapidly replenish itself when Jack surfaces.



Pick up Object Notification (Bottom Left)

In Doomsday multiplayer games, an icon like this one will appear when your crosshair is pointed directly at a piece of the Doomsday device to indicate that it can be picked up.



Progress Bar (Top Center)

When disarming a bomb in Demolition mode this icon will indicate how much time it will take to complete the search or defeat the mechanism.



System Menu

Pressing the **Esc** key at any time during a Single player game will bring up a System menu with these options:

Resume game: Closes the in-game menu system and resumes gameplay.

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.

Quit: Quits out to Windows®.

Transitional Area Notification (Bottom Center)

When Jack finds an exit that can also be used to return to the current level, this icon will appear. This will only appear when facing the exit unless he is very close to it.



Transmissions (Bottom Center)

These will appear in yellow text, and are used in multiplayer games to update you about the state of the current game.

Weapon Selection Display (Top Center)



This allows you to quickly choose a weapon or gadget from your available equipment. This appears anytime you use the previous weapon key or the next weapon key. Equipment is broken down into 6 categories for easy reference and selection. You can choose a category by

number with the keyboard, or scroll up and down through all of it with the previous/next weapon keys.

For more information about the weapons and gadgets in Jack's arsenal, please see the section titled "Weapon Inventory".

Default Key Configuration Chart

Unmappable Controls

Menu	Esc
Quicksave	F6
Quickload	F9

Movement Controls

Forward	W
Backward	A
Step Left	S
Step Right	D
Turn Left	Left Arrow
Turn Right	Right Arrow
Sidestep (strafe)	Left Alt
Sneak	Left Shift
Jump	Spacebar
Crouch	C
Turn Around	Backspace
Lean Left	Q
Lean Right	E
Toggle Sneak	Caps Lock
Toggle Crouch	Left Ctrl

Interaction

Fire	Left Mouse Button
Action	Enter, Right Mouse Button
Reload	R
Change Function	F
Next Weapon	[, Mouse Wheel Up
Previous Weapon], Mouse Wheel Down
Holster Weapon	H
Last Weapon	X
Lift up/Drop Object	G
Manual Aim	B

View

Look Up	Up Arrow
Look Down	Down Arrow
Center View	End
Zoom	Z

Status

Equipment	M
Inventory	N
Intelligence	I
Player Status	P
Mission Status	Tab
Compass	,
Radio	V
Talk	T
Team Say	Y



Weapon Inventory

PISTOLS AND MELEE

The **McAllister .32 Automatic Handgun** is a highly versatile .32 caliber pistol that can be fitted with a silencer. It accommodates FMJ and cyanide rounds.



The **Desert Eagle** is Jack's signature weapon. It uses .50 caliber rounds for more stopping power than the McAllister, but it cannot be fitted with a silencer.

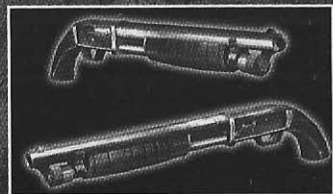


Under rare circumstances when Jack finds himself without a weapon or ammo, he resorts to using his **fist**. That's right, Jack will use a good old knuckle-sandwich.



CROWD CONTROL

The **Shotgun** is Jack's weapon of choice for close for close quarters combat with multiple enemies. It accommodates both regular and explosive shells.



AUTOMATIC WEAPONS

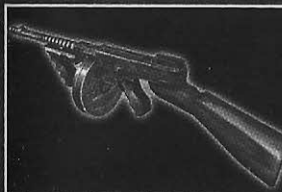
The **AK-47 Assault Rifle** is a standard issue Soviet bloc assault rifle known for its ruggedness and reliability. It is also the only weapon that can handle phosphorous rounds. Only 7.62 x 39 caliber ammo can be used with this weapon.



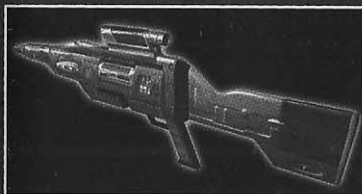
Gordon 9mm Submachine guns are popular among villains due to their rugged dependency and stylish design. Standard 9mm FMJ rounds are the only ammo type that can be used with this weapon. A silenced version is also available.



The enduring **Carlisle Submachine gun** remains popular with some criminal organizations who enjoy its gangster connotations. Its magazine can hold up to 50 .45 FMJ rounds, which makes it better than most other weapons for crowd control.

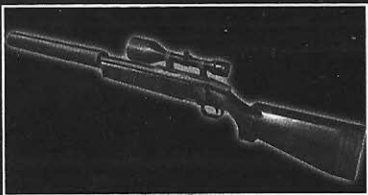


The **Laser Rifle** is a deadly energy based weapon that fires laser blasts at high frequency. It does not require reloading as long as its charge holds out.



SNIPER WEAPONS

A high-powered, bolt-action rifle, the **RFA Series-4 Bolt-action Rifle** is an effective sniper's weapon. It uses .308 caliber FMJ rounds, features an integrated scope and can be fitted with a silencer.

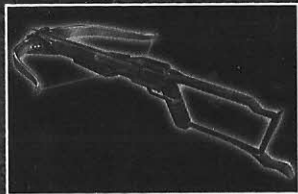


The **Bacalov Corrector** is a single shot hand cannon that delivers a high-energy explosive round to its target.

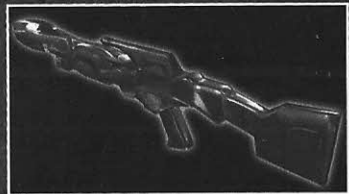


HEAVY WEAPONS

The **Vindicator Sportsman's Crossbow** features an integrated scope and fires highly explosive bolts that will blow Jack's victims to pieces from safe distances.

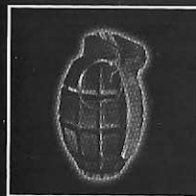


The **Energy Cannon** emits charges of super-heated plasma that explode on contact.



EXPLOSIVES

Frag Grenades, once thrown, will explode after a specific amount of time, killing or severely injuring anyone within range.



Flash Bang Grenades – These will blind and deafen anyone unfortunate enough to be around when they go off. The effect is temporary, however.



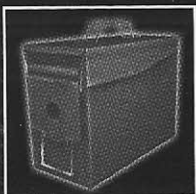
Upon detonation, **Incendiary Grenades** will release and ignite a flammable cloud of vapor to light nearby enemies ablaze.



C4 charges are bombs made of high-grade plastic explosive material. These are useful for destroying certain obstacles along Jack's path.



GEAR



Ammunition boxes can hold any type of ammo for all weapons. When you activate an ammunition box, its contents are added to your inventory. If you are already at full capacity for one or more of the ammo types contained in the box, then the extra ammo will remain in the box. Once the box is completely empty, it will disappear.



Bandages restore 10 health when activated. Once the player's health is at its maximum, these will no longer have any effect.



The **First Aid Kit** works exactly like Bandages, except that it restores 25 health when activated.



An **Armor Pad** increases your armor rating by 25 points. In combat, your health does not begin to degrade until your armor is completely gone, except in the case of certain types of damage, such as falling, freezing, poison, etc.



Body Armor is similar to an Armor Pad except it adds 50 points to your armor rating.

Training

SINGLE PLAYER

Objectives: Each mission has specific objectives that must be met before the mission can be completed. While all missions begin with at least one main objective, others may be added along the way.

Transmissions: From time to time, Jack will think out loud in the form of transmission messages. These usually contain vital information about a particular obstacle that you must overcome. If you miss a transmission message, press T to enter talk mode. This will display the last few transmissions you received. When done, press Esc to continue playing.

Object Interaction: Jack can interact with a wide variety of objects. When the crosshairs are placed over an object that can be activated, text will appear under the crosshair to help you understand what Jack can do with it. Yellow text indicates that the item can be activated in its current state, while grey text means that Jack must do something else first. For instance, a locked door will produce a grey "Open Door" message until it's unlocked, at which point the text will turn yellow.

Doors: If a door displays the Open Door text, but it appears grayed out, this means the door must first be unlocked from the other side.

Key items: Some of the objects that Jack can pick up are essential for progressing to the end of the level or mission. When Jack finds a Key Item, a message will appear on screen to indicate what was found. If he encounters an obstacle that requires a key item to defeat, a transmission message will appear letting him know what he needs to find. To review the key items in Jack's possession, check the Inventory screen on the in-game menu system.

Obtaining weapons and other objects: When Jack activates any pickup item such as a weapon, body armor, or intelligence item, the object will automatically be added to the equipment, inventory, or intelligence menus. If Jack picks up a weapon that he already has, its ammo will automatically be added to his reserves. If he attempts to pick up ammo or gear when already at maximum, then a message will appear to indicate this.

Enemies: Jack is a lone contract killer working for an evil organization, so don't expect to make any friends. Basically you will shoot at just about everyone you come into contact with. Remember, no witnesses.

Taking Damage and Dying: There are numerous types of damage in the game, ranging from mildly annoying to deadly. When Jack runs out of health, he will die. Wearing body armor will protect Jack from taking personal damage from gunshots and laser fire, but not from environmental hazards.

MULTIPLAYER

There are 4 multiplayer modes to choose from, each with its own set of rules.

Deathmatch

In Deathmatch mode, your goal is to kill everyone else you see while trying to remain alive. Every time you kill another player, you will receive a "Frag" on the scoreboard. When you are killed by another player, you will lose any additional weapons and ammo that you have acquired and respawn at a start point. If you accidentally kill yourself, you lose a Frag. At the end of the round, whoever has the most Frags wins.

Team Deathmatch

Team Deathmatch plays the same way as normal deathmatch, except that you can only score Frags by killing members of the opposite team. If the Friendly Fire option is enabled in the host options, you can kill members of your own team, but doing so will result in a negative Frag.

Doomsday

In Doomsday mode, your goal is to help your team to collect and assemble the three pieces of a doomsday device on the doomsday platform located somewhere in your base and indicated by an icon on your radar compass. The pieces are scattered across the level and can also be located via radar. The color of the radar icon for any piece of the device reflects the color of the team that currently controls that piece. Unfortunately for you, the enemy team is also attempting to build the device, and will stop at nothing to prevent you from finishing it first. You can use your activate and drop object keys to move the pieces around and to place them on your incomplete doomsday device. Once the device is finished, it will activate and destroy the opposing team, ending the round.

Demolition

In Demolition games, your team takes the role of either Attackers or Defenders, depending on the round. During odd numbered rounds, the Blue team acts as the attackers while on even rounds, the Red team attacks. The goal of the attacking team is to place C4 charges on 2 of the 3 possible bomb targets indicated on your radar compass and then defend the area long enough for the charge to go off. The Defending team must prevent this by any means necessary for 5 minutes. The round ends when the attackers manage to destroy two targets or the timer reaches zero, whichever comes first.

Technical Support

Vivendi Universal Interactive Publishing UK Ltd take every care to ensure that our customers are treated in a professional manner and are dealt with in a way in which they deserve. If you find that you have a technical problem with one of our titles and you need assistance, please call the relevant number for your country with the following details to hand.

PC make and model

Graphics and Sound Card make and model

Graphics and Sound Card driver version

Operating System

Direct X Version

System Ram

You can also send us an email anytime, which will be processed within 36 hours. Please include the above information and refrain from sending in ANY attachments, as these cannot be accepted by our Technical Support.

French and German language customers can also make use of our online database and FAQ available 24 hours under the site address detailed below..

In the unlikely event that you find a fault with one of our products, please return the title to the retailer where it was purchased for a full product exchange. Please refer to your local retailer for the conditions governing the exchange of purchased products.

United Kingdom

+44 (0) 871 0752621

Calls are charged at 0.10 GBP per Minute

mailto:tech.support@vup-interactive.co.uk

http://www.vugames.co.uk

Opening Hours are 0900 to 2100

Inc. Saturdays and Bank Holidays

Republic of Ireland

+353 (0) 1530 935001

Calls are charged at 0.33 Euro per Minute

mailto:tech.support@vup-interactive.co.uk

http://www.vugames.co.uk

Opening Hours are 0900 to 2100

Inc. Saturdays and Bank Holidays

Spain

+34 902-888498

Calls are charged at 0.08 Euro per minute + 0.10 Euro per call

mailto:Soporte@vup-interactive.es

http://www.vup-interactive.es

Opening Hours are 0900 to 2100

Inc. Saturdays and Bank Holidays

France

+33 892 880240

Calls are charged at 0.34 Euro per minute

mailto:support.technique@vup-interactive.com

http://support.vugames.fr

Opening Hours are 0900 to 2100

Inc. Saturdays and Bank Holidays

Germany

+49 (0) 190 151200

Calls are charged at 0.62 Euro per minute

Mailto: techsupport@vup-interactive.de

http://www.sierra.de/support

http://www.coktel.de/support

http://www.sierrahome.de/support

For general information:

http://www.sierra.de

http://www.coktel.de

Opening Hours are 0900 to 2100

Inc. Saturdays and Bank Holidays

Belgium

+32 (0) 900 40458

Calls are charged at 0.45 Euro per minute

mailto:support.technique@vup-interactive.com

http://support.vugames.fr

Opening Hours are 0900 to 2100

Inc. Saturdays and Bank Holidays

Austria

+43 (0) 900 241234

Calls are charged at 0.676 Euro per minute

Mailto: techsupport@vup-interactive.de

http://www.sierra.de/support

http://www.coktel.de/support

http://www.sierrahome.de/support

For general information:

http://www.sierra.de

http://www.coktel.de

Opening Hours are 0900 to 2100

Inc. Saturdays and Bank Holidays

Luxembourg

+352 900 43105

Calls are charged at 0.24 Euro per minute

mailto:support.technique@vup-interactive.com

http://support.vugames.fr

Opening Hours are 0900 to 2100

Inc. Saturdays and Bank Holidays

Switzerland

+41 (0) 900 480485

Calls are charged at 1.00 CHF per minute

Mailto:techsupport@vup-interactive.de

http://www.sierra.de/support

http://www.coktel.de/support

http://www.sierrahome.de/support

For general information:

http://www.sierra.de

http://www.coktel.de

For French speaking territories please refer to French Customer Support

Opening Hours are 0900 to 2100

Inc. Saturdays and Bank Holidays

CREDITS

Sierra / Vivendi Universal

Executive Producer

Rich Robinson

Production Assistant

Angela Mendez

VP Development

Kelly Zmak

Production Operations Manager

Julie Pitt

Operations Manager

Melissa Brown

International Marketing Director

Estelle Dubernard

International Brand Manager

Oscar Morilla

Marketing Associate

Beth Freeman

International Publisher

Laurence Franchiset

Account Supervisor

Egil Gloersen

Director, Public Relations:

Sarita Churchill

Product Certification

Randy Lynch

Brandon Valdez

Cyra Talton

Glenn Dphrepaulezz

Special Thanks:

Jim Wilson

Michael Pole

Peter Della Penna

Shari Lindholm

James Shaw

Tracy Gibbs

VP QA

Rod Shean

QA Director

Stuart Hay

QA Brand Manager

David Schapiro

QA Project Leads

William Guerrero

Joseph Peren

Katrina Quan

QA Associate Lead

Robert Bare

QA Associate Lead

Michael Kurilko

QA Testers

Alex Hammond

Andrew Ebert

Armond James

Bob Eatmon

Chris Miller

Daryl Vaughn

David Dionisio

Don Carroll

Dorian White

Dylan Kozlowski

James Pasque

Jerry Hung

Jonathan Backer

Jonathan Bigalbal

Justin Walker

Kevin Jefferson

Kevin Lo

Kit Chan

Mark Yao

Matthew Byward

QA Testers (continued)

Matthew Jensen

Michael Choung

Michael Jackson

Minh Do

Peter Elmore

Philip Semenik

Pierre Shorette

Raymond Hsiao

Rey Castillo

Robert Scott

Sergio Terrazas

Veronica Valdez

Configuration Engineers

Jaime Rios

Configuration Supervisor

Afolabi Akibola

Andrew Ebert

Jack Yao

Jason Perry

Min Huang

Robert Gardner

Steve Hung

Lab Technicians

Richard Benavides

Senior Engineer

Jeff Kuhn

Jon Paul Walton

Kevin Troung

Stephen Yang

Monolith

The Contract J.A.C.K. Team

James Ackley, *Lead Sound Designer*

Scott Albaugh, *Senior 2D/3D Artist/Animator*

Matt Allen, *Senior 2D/3D Artist*

Ellen Beeman, *Producer*

Curt Collins, *2D/3D Artist*

Kevin Deadrick, *Level Designer*

Michael Drummond, *Level Designer*

Kevin Francis, *Senior Engineer*

Jim Geldmacher, *Engineer*

Jon Gramlich, *Associate Producer/QA Lead*

Chris Hewett, *Director of Development*

Rodney Houle, *Level Designer*

Craig Hubbard, *Creative Director/*

Lead Game Designer

Steve Lee, *Senior 2D/3D Artist*

David Longo, *Art Director/Lead 3D Artist*

Piotr Mintus, *Engineer*

John Mulkey, *Lead Level Designer*

Jeff Orkin, *Senior Engineer*

John O'Rorke, *Senior Engineer*

Brian Pamintuan, *Sound Designer*

Russ Pecoraro, *Engineer*

Brad Pendleton, *Lead Engineer*

Dusty Peterson, *2D/3D Artist*

Sasha Runnels, *Senior 2D/3D Artist*

Wes Saulsberry, *Art Lead*

Kevin Stephens, *Director of Engineering*

Akika Tanaka, *2D/3D Artist*

Cassano Thruston, *Sound Designer*

Simon Wong, *Motion Capture Engineer*

Special thanks to the following Monolith personnel:

Andrea Barringer

Dan Brady

Wayne Burns

Dan Fagan

Terry Franguiadakis

Andy Grant

Jason Hall

J.J. Hoelsing

Patti Kail

Eric Kohler

Gary Kussman

Spencer Maiers

Dan Miller

Frank Rooke

Samantha Ryan

Jonathan Stein

Jim Totaro

Jim Wallingford

Sandra Watanabe

Kiyotaka Yaguchi

Music composed and arranged by

Nathan Grigg

Monolith Credits continued -

Voice Artists

John Armstrong

(Il Pazzo, Thugs, H.A.R.M. guards, Announcements)

Jock Blaney

(John Jack, Dmitrij Volkov)

Ken Boynton

(H.A.R.M. guards, Announcements, Dr. Harij)

Collin Byrne

(Thugs, Danger Danger Thugs, Czech Soldiers, Radio Chat)

David Gehrman

(Louie Franco, Thugs, Danger Danger Thugs, Czech Soldiers, Computer)

Jen Taylor

(Gate Archer)

Choreography

Jenna Hawkins, John Kaufmann, Justin Emeka

Special thanks

Justin Cooney, ATI

Todd Clauson, Matt McClellan, Derek Reynolds, Intel

Cindy Desmarais, Glitchpop

Keith Galocy, Greg James, Nvidia

Jamie Lopez, The Actor's Group

Steve Mitchell, Steve Mitchell Studios

Kevin Schumacher, Topo Swope, Topo Swope Talent

VIVENDI LOCALISATION team.

Gerry Carty

Barry Kehoe

Flavie Gufflet

Barry O'Sullivan

Damien Monaghan

Laurence Moran

David Hickey

Eileen Lineen

Sarah Brennan

Catherine Keating

Joan Murphy

Bill Sweeney

David Whelan

Benjamin Lagoutte

Anthony Mackey

SIERRA ENTERTAINMENT/ VIVENDI UNIVERSAL PUBLISHING

MONOLITH

© 2003 Monolith Productions, Inc. All rights reserved.

Contract J.A.C.K. and **Cate Archer** are trademarks of Monolith Productions, Inc.

Development by **Monolith Productions, Inc.**

Sierra and the Sierra logo are registered trademarks or trademarks of **Sierra Entertainment, Inc.** in the U.S. and/or other countries.

No One Lives Forever, *Vivendi Universal Games* and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc.



The product contains **Jupiter Technology** licensed from Touchdown Entertainment, Inc. © 2003 Touchdown Entertainment, Inc. All rights reserved.

NVIDIA, the NVIDIA Logo, *NVIDIA The Way It's Meant to be Played* Logo and other NVIDIA marks are trademarks of NVIDIA Corporation in the United States and other countries.



Uses *Bink Video*. Copyright ©1997 – 2003 by RAD Game Tools, Inc.

MPEG Layer-3 audio coding technology licensed from Fraunhofer IIS and Thomson multimedia.

Windows® is a registered trademark of Microsoft Corporation.

Pentium is a registered trademark of Intel Corporation.

The ratings icon is a trademark of the **Interactive Digital Software Association**.

Any other trademarks are the property of their respective owners.

Earth, Moon, and Sun source photos courtesy of the **National Aeronautics and Space Administration (NASA)**.

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 entire risk arising out of use or performance of the Program, Editor and Manual(s) remains with you.

However it is warranted 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 2 (two) years from the date of your purchase of the Program.

In the event that the media proves to be defective during that time period please directly contact your retailer.

In order to enforce the above-mentioned warranty retailer should be informed of the defect at least 2 (two) months following its discovery.

Some states/jurisdiction do not allow limitation on duration of an implied warranty, so the above limitation may not apply to you.

This Limited Warranty does not affect the application of any legal warranty provided by the applicable laws and regulations.

NOTES

This image shows a single sheet of white paper designed for handwriting practice. It features ten sets of horizontal dashed lines spaced evenly down the page. Each set consists of three parallel lines, providing a guide for letter height and placement. The paper is otherwise blank, with no margins, text, or other markings.

The PEGI age rating system:

Age Rating categories:

Les catégories
de tranche d'âge:

3+

www.pegi.info

7+

www.pegi.info

12+

www.pegi.info

16+

www.pegi.info

18+

www.pegi.info

Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:



BAD LANGUAGE
LA FAMILIARITÉ
DE LANGAGE



DISCRIMINATION
LA DISCRIMINATION



DRUGS
LES
DROGUES



FEAR
LA PEUR



SEXUAL CONTENT
LE CONTENU
SEXUEL



VIOLENCE
LA
VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>