

FIRST ENCOUNTER ASSAULT RECON

FEAR™

PERSEUS MANDATE

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GETTING STARTED

SYSTEM REQUIREMENTS

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

MINIMUM SYSTEM REQUIREMENTS

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

RECOMMENDED HARDWARE

- Pentium® 4, 3.0 GHz or equivalent processor (3.2 GHz for Windows Vista™)
- 1 GB RAM (2 GB for Windows Vista™)
- GeForce® 6600 or equivalent supported DirectX® 9.0-compliant video card with Hardware T&L and Pixel Shader 2.0 support (GeForce® 6800 or equivalent for Windows Vista™)
- Sound Blaster® X-Fi™ series sound card

SUPPORTED VIDEO CARDS

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

SUPPORTED CHIPSETS:

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

*Not supported while using Windows Vista™

**Not supported while using Windows® 2000

Drivers:

ATI

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

NVIDIA

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

An important note Regarding Graphics and Having the Best Possible experience.

F.E.A.R. Perseus Mandate uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience. The game was largely developed and tested on NVIDIA® GeForce® FX and 6 Series graphics cards, and the intended experience can be more fully realized on NVIDIA GeForce 6 Series graphics hardware. On a GeForce 6600 or better, you will be able to turn on all of the NVIDIA special effect features at higher resolutions in the game.

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

INSTALLING AND LAUNCHING THE GAME

To begin, insert the disc into your DVD-ROM drive. Within a few seconds, the setup application should start. If the setup application does not launch automatically within a reasonable amount of time, double-click the My Computer/Computer (Windows Vista™) icon on your Windows® desktop or in the Start menu. Double-click on your DVD-ROM drive icon, then on the Setup.exe icon. When the first window appears, choose Next to continue or Cancel to exit the installer. Follow the instructions on each page as described below to complete the installation.

If you purchased this game via download, simply double-click on the file you just downloaded and follow the on-screen instructions. Note: You will not need to have a disc in the DVD-ROM drive to play.

LICENSE AGREEMENT

Please read the End User License Agreement (EULA) before installation begins. To agree with the license agreement and continue installation, scroll to read the entire agreement, then select "I accept the terms of the license agreement" and click on the Next button. If you do not accept the license agreement, click Cancel to exit the installer. If you are connected to a printer, you can print out the license agreement with the Print button.

DVD KEY

Enter the validation code as it appears on your DVD case. When done, click Next.

CHOOSE DESTINATION LOCATION

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

SELECT PROGRAM FOLDER

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

DIRECTX®

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

READY TO INSTALL THE PROGRAM

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

GAMESPY COMRADE

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

COMPLETING INSTALLATION

After installation, a confirmation screen will appear. Click Finish to exit the installer.

Once installation is complete, you can launch the game at any time through the Windows® Start menu. Click on the Start button, select All Programs, the Sierra folder and F.E.A.R. Perseus Mandate, then click on the F.E.A.R. Perseus Mandate icon.

If you encounter any problems while installing, launching or playing the game, please refer to the readme.txt file located on the disc for troubleshooting tips and last-minute information.

THE MENU SYSTEM

Each time the application launches, some splash screens and movie files will be shown. You can bypass these and proceed to the main menu by pressing the spacebar.

For additional information about any menu item, just place your mouse cursor over the item and read the help text at the bottom of your screen.

FRONT-END MENUS

SINGLE PLAYER

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

MULTIPLAYER

Host or join a multiplayer game on the Internet or your LAN.

OPTIONS

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

PROFILE

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

QUIT

Quit the game and return to Windows®.

IN-GAME MENUS

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

LOAD GAME - Open the Load Game screen.

SAVE GAME - Open the Save Game screen.

OPTIONS - Open the Options screen.

LEAVE GAME - Access the System screen from within a level to abort the current game.

RESUME GAME - Close the menu window and return to the game.

QUIT - Quit out to Windows®.

WELCOME TO F.E.A.R.™ PERSEUS MANDATE

In 2002, the US army formed a secret unit dedicated to combating paranormal threats to national security. The unit was named First Encounter Assault Recon.

Paxton Fettel, the psychic commander of the replica troop battalion run by the Armacham Technology Corporation, has gone rogue and taken the battalion of Replicas with him. F.E.A.R. and Delta Force have been called in to deal with the threat.

The resulting chaos unearths evidence hinting at disturbing crimes committed by ATC. Willing to go to any lengths to protect their secrets, ATC has turned against the very forces sent in to eliminate Paxton Fettel.

As the first F.E.A.R. team and Delta Force fight for control of the situation, a second F.E.A.R. team is sent in to shed some light on ATC's dark past...

YOUR ARSENAL

WEAPONS

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

VES (VECTOR ENGINEERING SYSTEMS) V7 ADVANCED RIFLE



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

K3-BT GRENADE LAUNCHER



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

LIGHTNING ARC WEAPON



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

SUPPLIES



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

FORCED ENTRY

Desperate situations call for desperate measures. F.E.A.R. HQ has authorized the use of physical aggression against public and private property where the field agent deems it appropriate.

Press Melee when near a door to quickly knock the door open.

Doors may also be opened from a distance with explosives (grenades, rockets, etc.).

MULTIPLAYER

To play F.E.A.R. multiplayer against other live players, you must be connected to other computers via a LAN or a broadband (DSL, Cable, T1 or T3) connection to the Internet.

If you are already connected, select Multiplayer from the main menu to begin. This will take you to the Join server screen. From here, you can search for existing servers, join a server or launch your own.

To see what servers are available to join, click Find servers. The game will search your LAN and the Internet for existing games and list them in the window. The window lists important information about each server, including its name, ping, game type, number of players and game version. You can only join games that are running the same version of F.E.A.R. that you currently have installed.

When ready to join a server, just click on one in the list. If you connect successfully, you'll see a loading screen appear. When the game finishes loading, you'll be asked to select a weapon to start with. If it is a team game, you'll also be required to choose a team. Once you have completed these steps, your game will begin.

USER VOTING

User voting is now enabled. You can vote to kick a player in the game or a player on your team, or to ban a player for however long the server-op has pre-set. The vote menu is accessible by hitting the [ESC] key.

Once a vote is called, vote "Yes" by pressing the F1 key or "No" by pressing the F2 key.

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Keith Ferguson - Lt. Steve Chen, Additional Voices

Peter Jessop - Gavin Morrison, Additional Voices

Peter Lurie - Paxton Fettel, Nightcrawler Commander, Additional Voices

David Sobolov - Nightcrawler Soldier, Additional Voices

Jim Ward - Rowdy Batters, Additional Voices

MOTION CAPTURE

Red Eye Studios

SPECIAL THANKS

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Mark Winters
David Tyer
Our Families and Friends

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ATI Microsoft
Nvidia Logitech
The HIT Network Dell

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TECHNICAL SUPPORT

North America

Sierra Entertainment offers an automated technical support line with recorded answers to the most frequently asked technical questions. To access this service, call (800) 630-0811, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write or fax us with your questions, or contact us via our Web site: <http://support.vugames.com>

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* Product Returns:
Vivendi Universal Games, Inc.
Warranty Returns
4247 South Minnewawa Avenue
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* Returns to this address valid in
North America only.

SIERRA WARRANTY AND LEGAL INFORMATION

Sierra's end user license agreement, limited warranty and return policy is set forth in the EULA found at the end of this manual and is also available during the install of the product.



Sound
BLASTER X-Fi

arm yourself

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of Sound Blaster X-Fi™
in your gaming arsenal**

Motherboard audio just doesn't measure up. Sound Blaster X-Fi sound cards give you 3D positional audio and game play that is faster and smoother than ever before.

- Gain an instant edge with faster frame rates with hardware-accelerated audio
- Enjoy headphone surround that sounds like multichannel speakers
- Turn up the realism with EAX™ ADVANCED HD™ 5.0 support

Check it out at
us.creative.com

Sound
BLASTER X-Fi

CREATIVE

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XPS



DELL

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