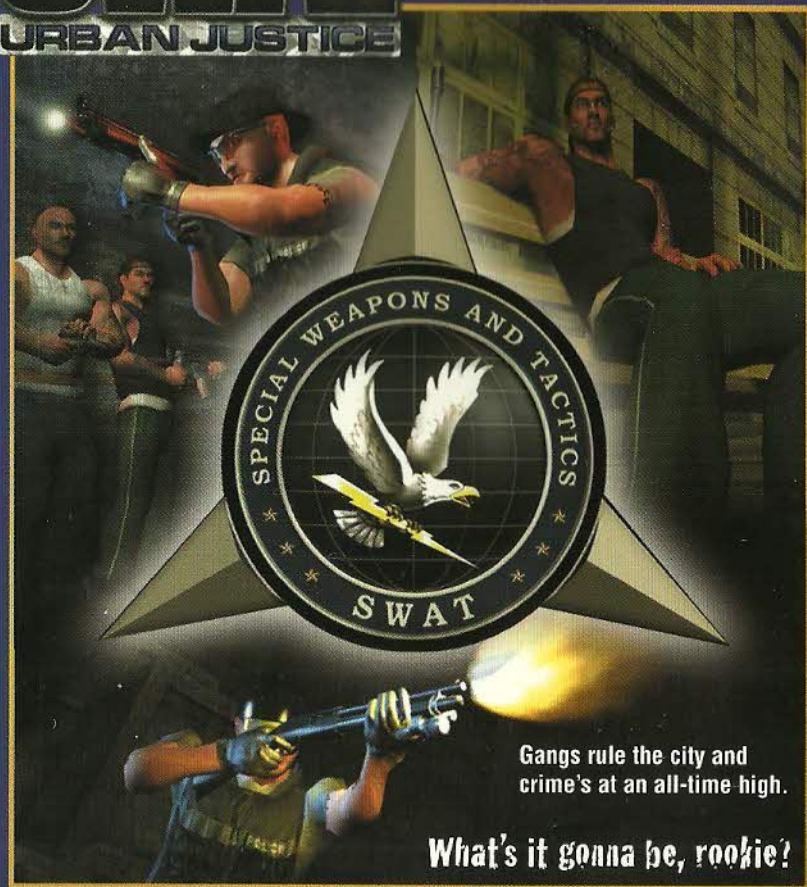


# SWAT

URBAN JUSTICE

Los Angeles, 2006



Gangs rule the city and crime's at an all-time high.

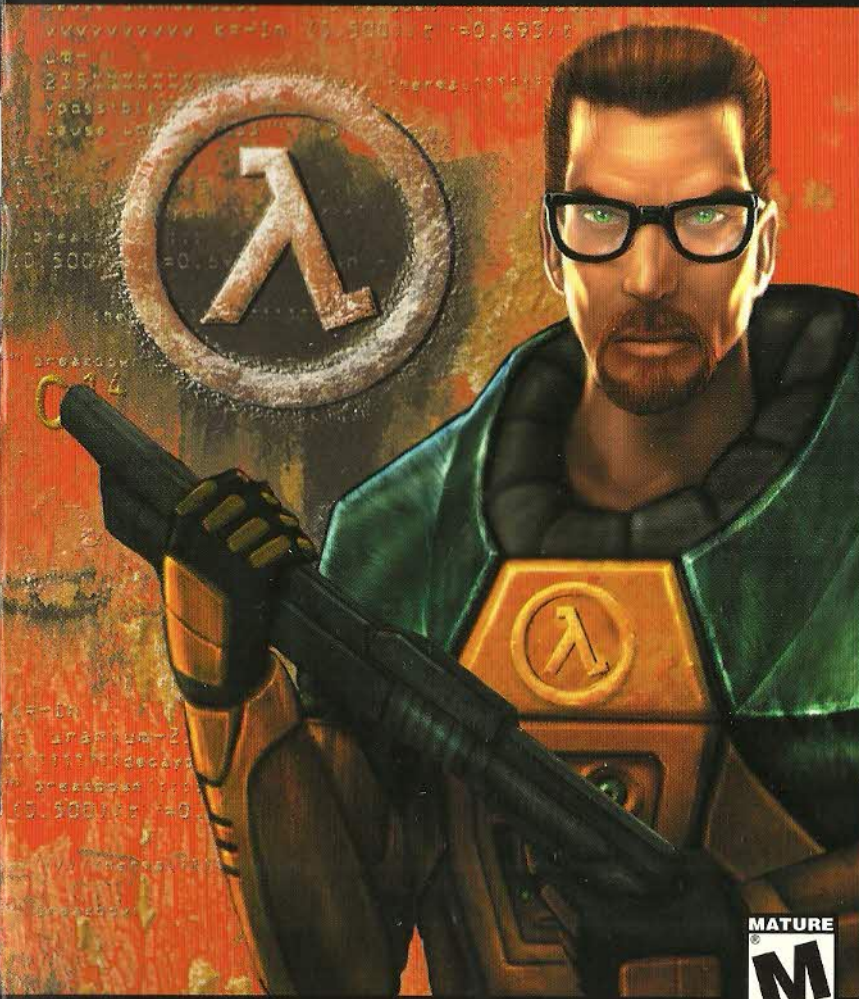
What's it gonna be, rookie?



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# HALF-LIFE

GAME OF THE YEAR EDITION



CONTENT RATED BY ESRB





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## GETTING STARTED

### Installation

Insert the game CD into your CD-ROM drive. If your CD-ROM drive has AutoPlay enabled, click the Install button and follow the instructions. If AutoPlay is not enabled, double-click on the "My Computer" icon on your desktop. Double-click on the CD-ROM drive icon. Follow the installation instructions. If the game does not begin installing immediately, double-click on autorun.exe.

### Minimum System Requirements

Windows® 95, Windows® 98, Windows® Me, Windows® 2000, Windows® NT(with service pack 4), or Windows® XP

Intel® Pentium® 233 or AMD K6-2

32 MB RAM

500 MB HD

2x CD-ROM drive

SVGA, high-color (16-bit) video card

Win-compatible sound card

32-bit Internet service provider with 28.8+ modem or LAN (for multiplayer modes)

### Recommended System Requirements

Intel® Pentium® III or AMD Athlon

64 MB RAM

3D accelerator card (OpenGL or Direct® 3D)

56.6+ modem or higher Internet access or LAN



Black Mesa Research Facility

Office of the Administrator  
BLACK MESA RESEARCH FACILITY  
Black Mesa, New Mexico

May 5, 200-

Dr. Gordon Freeman  
Visiting Fellow  
Institute for Experimental Physics  
University of Innsbruck  
Technikerstr.25  
A-6020 Innsbruck, Austria

Re: Offer of Employment

Dear Dr. Freeman:

This letter shall confirm a recent telephone conversation in which you were offered, and did accept, a position at the Black Mesa Research Facility commencing immediately but no later than May 15. As discussed, you shall begin at Level 3 Research Associate status, assigned to the Anomalous Materials Laboratory. We understand that it will take some time to conclude your affairs at the University of Innsbruck and return to the United States. Please notify the Personnel Department of your intended arrival time immediately.

Since you are unmarried and without dependents, you have been assigned appropriate living quarters in the Personnel Dormitories. However, you may not gain

admittance to your quarters until Level 3 security processing is complete. Please bring this offer letter and all documents listed on the attached sheet to the Black Mesa Personnel Department no later than May 15. A retinal scan will not be necessary at this time, but we do require urinalysis and bloodwork to establish baselines for your medical history during your employment.

Please note that as a necessary condition of your work with anomalous materials, you may be required to wear and operate an HEV hazardous environment suit. You will be trained and certified in its use during the standard orientation process. All further questions regarding the Black Mesa Research Facility and your role as Research Associate will be answered during orientation.

As you know, Dr. Kleiner, your former professor at the Massachusetts Institute of Technology, originally recommended you for contact by the Civilian Recruitment Division. He wishes to extend his congratulations on your decision to accept our offer. Like Dr. Kleiner, we are confident that your career with the Black Mesa Research Facility will be a long and rewarding one.

Office of the Administrator  
Civilian Recruitment Division  
Black Mesa Research Facility

OTA: Im

LM

## THE MAIN MENU

Half-Life's Main Menu can be accessed at any time during a game by hitting the Escape key. Use your mouse or the up and down arrow keys to navigate inside of the Main Menu. Hit the Escape key at any time to go to the previous screen.

Before starting a game, your Main Menu choices include:

- New Game
- Hazard Course
- Configuration
- Load Game
- Multiplayer
- View readme.txt
- Previews
- Quit

### NEW GAME

When you start a new game, you'll be asked to choose a level of difficulty.

**Easy.** Monsters are weak and are easy to kill.

**Medium.** Monsters are strong and are easy to kill.

**Difficult.** Monsters are strong and are difficult to kill.

### HAZARD COURSE

Access the Hazard Course at any time during the game to perfect maneuvers like jumping and crouching, using objects, and firing weapons. The Hazard Course includes a target range as well as water and obstacle courses. A holographic guide will assist you through the course. If you are new to action games, we highly recommend that you visit the Hazard Course before you begin a new game.

### CONFIGURATION

Set game options, optimize video and audio settings for your system, and customize keyboard controls to your liking. After setting your

configurations, hit the Done button to apply your settings and return to the Main Menu. Hit the Use Defaults button to restore the original settings.

### Controls

The grid shown in the Controls Dialog box lists the default keyboard and mouse configuration. It also makes it easy to customize the configuration: just click on an action in the first column, press Enter, then press the key you wish to associate with that action.

**Action.** Describes the player action.

**Key/button.** Specifies the key or mouse control associated with that action.

**Alternate.** If you want to make an action accessible by more than one key or button, select an alternate in the right-hand column.

*See the Controlling the Action section of this manual for a listing and description of Half-Life's default mouse and keyboard controls.*

### Advanced Controls

**Crosshair.** Adds a crosshair symbol to help you aim your weapons.

**Reverse mouse.** Reverses the up/down (Y axis) movement of the mouse. (Push the mouse forward to look down, and pull back to look up.)

**Mouselook.** Changes the mouse function from controlling your movements to controlling your ability to look around. Note that checking Mouselook disables Look spring and Look strafe.

**Look spring.** Automatically "springs" your view to center screen when you begin moving.

**Look strafe.** In combination with your mouse look modifier (:), this causes left-right movements of the mouse to strafe (slide you from side to side) rather than turn. It also returns your view to center screen when you begin moving.

**Joystick.** Enables joystick input. For information on configuring your joystick, refer to the Readme.txt file.

**Autoaim.** Automatically aims your weapon, making it easier to hit your target.

