

Battle your way through 16 realistic missions or compete online in the world's most authentic law enforcement experience, SWAT™: Urban Justice.

- **State-of-the-Art "Takedown" Engine:** Startlingly realistic AI and advanced graphics make this one of the most threatening environments ever.
- **20-Person Multiplayer:** Compete in Career Co-Op, Mission Co-Op, Team Deathmatch, and Deathmatch modes.
- **Authentic SWAT Gear and Weapons:** Configure your stock, barrel, optics, and grips on more than 35 realistic weapons.
- **Scalable Tactics:** Choose to issue intuitive commands to your team using quick football style plays.



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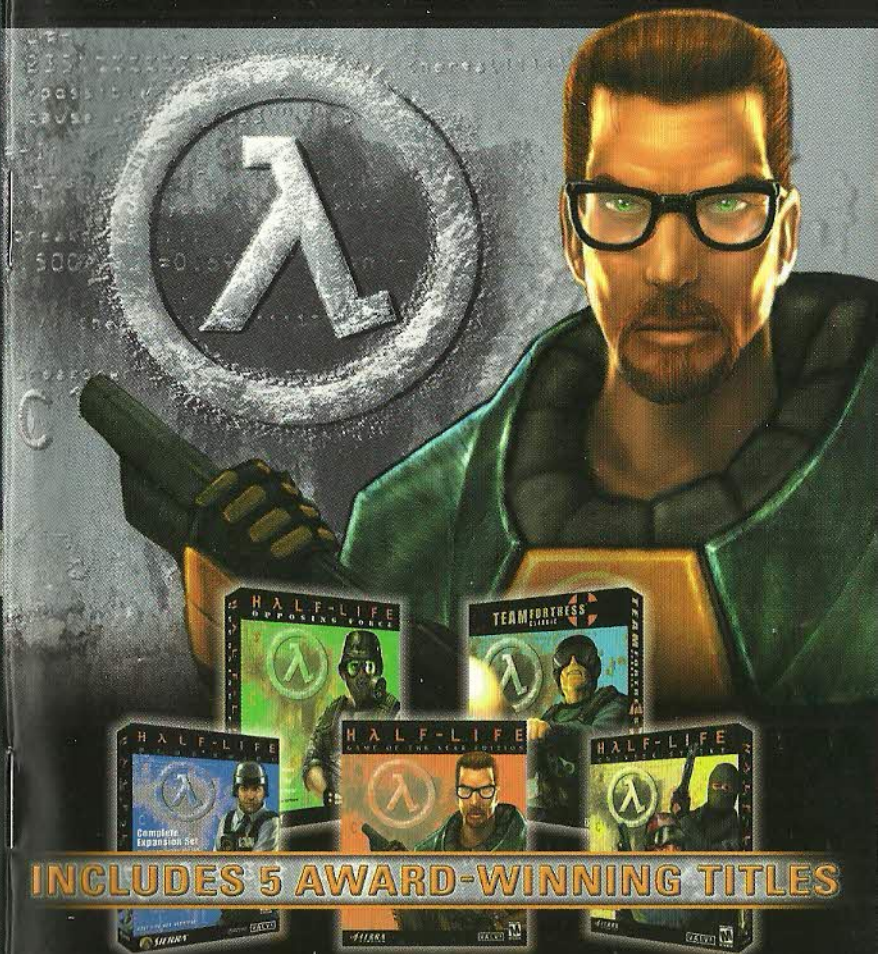


Blood
Strong Language
Violence

7144910

HALF-LIFE®

PLATINUM COLLECTION



INCLUDES 5 AWARD-WINNING TITLES





HALF-LIFE

$t = \frac{2}{\lambda} = \text{decay constant}$
 Uranium-235
 11711 decays per second
 reaction rate = 11711
 5001/t = 0.693/λ Uranium

GAME OF THE YEAR

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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: lm

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.

Audio

Game sound volume. Adjusts the volume of the game's sound effects.

HEV suit volume. Adjusts the volume of the instructions provided by your HEV suit.

High quality sound. If the speed of your computer is 166 Mhz or more, check this box for even richer, higher quality sound. To hear Half-Life's music, you must have the CD in your CD drive. To adjust the volume of the music, go to the Start Menu/Programs/Accessories/Multimedia, and select the Volume Control applet.

Video

Video Options. Set video options such as screen size, gamma and glare reduction. Changes made to these controls will be reflected in the sample image window.

Screen size. Controls the amount of screen space the game uses. Reducing the screen size can often improve performance. Note that you cannot adjust the screen size if you are using an OpenGL video driver.

Gamma. Adjusts Half-Life's color balance to best suit your monitor. Move the slider until you can just make out the figure standing in shadow on the right side of the sample image.

Glare reduction. Adjusts darker colors to reduce glare on your monitor. Move the slider until you can see the camouflage pattern on the soldier's uniform.

Video Modes. Set video modes, choose video drivers. Half-Life will check your system for the presence of OpenGL and Direct3D video drivers. It may ask you to verify the results of this check. If you have one or both drivers currently installed on your system, they will appear as choices at the top of this screen. You can also choose to run Half-Life in software mode. If you do not have these video drivers installed, Half-Life will default to software mode.

Display mode. Half-Life evaluates your system's graphics adapter and automatically lists the display modes available for your computer. Selecting a higher resolution mode generally results in better quality images, but can lower game performance.

Run in a window. Check this box if you prefer to run Half-Life in a window rather than full screen.

Use mouse. Check this box if you are using the mouse to play Half-Life. Leaving the box un-checked will allow you to use the mouse outside the game window.

Gore Reduction. Use this feature to turn off blood and gore effects. This is a password-protected feature, designed to let parents control the level of violence. You will need to re-enter your password to turn the effects on again.

Updates. Receive updates of the latest Half-Life code, including new hardware drivers and bug fixes, if necessary. You will be able to see if a new update is available before you connect.

LOAD GAME

Select and start a previously saved game.

MULTIPLAYER

Join a multiplayer game on the Internet, chat with other Half-Life players, set up your own LAN, or customize your player character. For more information about Multiplayer options, see page 22.

VIEW README.TXT

Half-Life's Readme file contains basic information on system performance, product features, and troubleshooting. We recommend that you read it before playing.

PREVIEWS

Get information about *Half-Life: Team Fortress* and up-coming Sierra Studios releases.

QUIT

Exit Half-Life. Don't forget to save your game.

If Half-Life is already running, your Main Menu choices will also include:

Resume Game

If you are in the middle of playing Half-Life when you enter the Main Menu, use the Resume Game menu item to return to the action.

Save/Load Game

Save your game or load a previously saved game. You may also save your game quickly from within Half-Life by pressing Quicksave (F6). Load this game by pressing Quickload (F7). Only your most recent Quick-saved game can be selected from the Save/Load menu.

CONTROLLING THE ACTION

You may want to charge into a room and start shooting everything in sight. Sometimes we do, too. But in Half-Life, there are many others ways to interact with your surroundings. Half-Life's environments are as realistic as possible, and this level of realism will affect the way you move around. For instance, there's gravity—if you stand on ceiling tiles, don't be surprised if they collapse under your weight. There are also multiple surface effects—yes, wet floors really are slippery. And, if hit hard enough, glass will break. You can also shoot bullet holes onto walls to mark your turf, or leave yourself location reminders.

Try experimenting with your environment. Use your wits as well as your weapons to outsmart opponents and navigate through tough spots.

Use Key

Firing weapons is just one of things you can do in Half-Life. Use your Use (E) key for all sorts of other activities.

People. Not everyone you meet is your enemy. You will encounter scientists and security guards who can provide cover fire, open locked doors or improve your health. Approach these characters and hit the Use key to get them to assist you. Hit the Use key again to leave them behind.

Objects. Many objects, including doors, switches, and buttons, can be activated by hitting the Use key. In some cases, you'll need to hold down the Use key to perform the desired action.

Power ups. Activate HEV suit chargers and wall-mounted first aid kits by stepping up to them and holding down the Use key.

Pulling. Pull boxes and carts into new positions by holding down the Use key and walking slowly backwards. (To push a moveable object, just walk up to it, then continue walking slowly.)

Configurations

Half-Life's default configuration accommodates two common styles of play: using both the keyboard (left hand) and mouse (right hand), and using the keyboard only. The commands for both styles are listed here for your convenience.

Customize Your Settings

You can customize your keyboard and mouse settings by choosing Advanced Controls from the Configuration section of the Main Menu. Joystick and gamepad users should refer to the Readme.txt file for information on how to configure these devices.

For a complete listing of console commands and controls, refer to the Readme.txt file.

KEYBOARD/MOUSE CONFIGURATION

With this configuration, you'll use the mouse to control your ability to look around (up, down, left and right) rather than to control your movements. To enable this function, check the "Mouselook" box under Advanced Controls in the Configuration menu.

| | | |
|---------------------|--------------------|---|
| Move forward | W | |
| Move backward | S | |
| Turn left/right | Mouse | Move your mouse left and right to turn. |
| Move left (strafe) | A | Strafing is ideal for side stepping enemy gunfire. |
| Move right (strafe) | D | |
| Jump | Space Bar | |
| Duck | Control | Ducking can be used in coordination with other actions, such as jumping or running. Release the control key to return to standing. |
| Crawl | Control + W | Crawling makes less noise than walking or running, which can be particularly helpful when trying to sneak past a noise-sensitive enemy. |
| Swim up | V | |
| Swim down | C | |
| Look up | Mouse | Move the mouse forward to look up. |
| Look down | Mouse | Move the mouse backward to look down. |

| | | |
|-------------------------|-------------------------------|--|
| Return vision to center | End | |
| Primary fire | Mouse 1 | |
| Secondary fire | Mouse 2 | Not all weapons have a secondary fire mode. |
| Reload | R | Reload times vary from weapon to weapon. |
| Long Jump | W + Control + Spacebar | Each Long Jump draws energy; wait a few seconds for a recharge before using Long Jump again. You must acquire a Long Jump module before you can perform this maneuver. |
| Walk | Shift | To slow down, hold the SHIFT key down. Release the key to resume running. |
| Flashlight | F | The flashlight draws energy, so don't forget to turn it off by hitting the F key again. |
| Previous Weapon | Mouse Wheel Up | Choose the previous weapon in the HUD. |
| Next Weapon | Mouse Wheel Down | Choose the next weapon in the HUD. |
| Last used weapon | Q | Choose the weapon used previous to your current weapon. |
| Use | E | |
| Show Score | Tab | For use in multiplayer games, it shows scores, names and other info. |

KEYBOARD ONLY CONFIGURATION

| | | |
|-------------------------|---------------------------|---|
| Move forward | Up Arrow | |
| Move backward | Down Arrow | |
| Turn left | Left Arrow | |
| Turn right | Right Arrow | |
| Move left (strafe) | Alt + Left Arrow | Strafing is ideal for sidestepping enemy gunfire. |
| Move right (strafe) | Alt + Right Arrow | |
| Jump | Space Bar | |
| Duck | Control | Ducking can be used in coordination with other actions, such as jumping or running. Release the control key to return to standing. |
| Crawl | Up Arrow + Control | Crawling makes less noise than walking or running, which can be particularly helpful when trying to sneak past a noise-sensitive enemy. |
| Swim up | '(apostrophe) | |
| Swim down | / | |
| Look up | Page Up | Move the mouse forward to look up. |
| Look down | Page Down | Move the mouse backward to look down. |
| Return vision to center | End | |
| Primary fire | Enter | |

| | | |
|----------------------|--------------------------------------|--|
| Secondary fire | \ | Not all weapons have a secondary fire mode. |
| Reload | R | Reload times vary from weapon to weapon. Reload only affects primary attacks. |
| Long Jump | Up Arrow + Control + Spacebar | Each Long Jump draws energy; wait a few seconds for a recharge before using Long Jump again. You must acquire a Long Jump module before you can perform this maneuver. |
| Walk | Shift | To slow down, hold the SHIFT key down. Release the key to resume running. |
| Flashlight forget to | F | The flashlight draws energy, so don't turn it off by hitting the F key again. |
| Previous weapon | [| Choose the previous weapon in the HUD. |
| Next weapon |] | Choose the next weapon in the HUD. |
| Last used weapon | Q | Choose the weapon used previous to your current weapon. |
| Use | E | |
| Show Score | TAB | For use in multiplayer games, it shows scores, names and other info. |

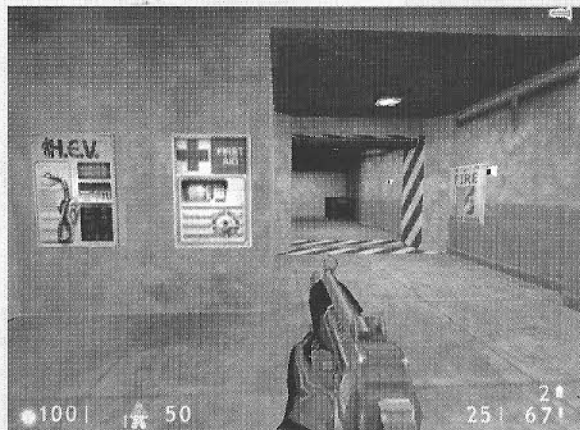
ON-SCREEN INFORMATION

YOUR HEV SUIT

Early in the game, you must find and put on your Hazardous Environment (HEV) Suit. The suit needs to be recharged periodically—the greater the charge, the more protective power your suit has. To recharge your suit, seek out a wall-mounted HEV suit charger, or pick up batteries along the way.

THE HUD

Once you are in your HEV suit, the suit's heads up display (HUD) is activated. The HUD is an on-going barometer of health, available energy, and remaining ammo. The HUD allows you to survey and select from your weapons arsenal and inventory items. It also alerts you when you are sustaining environmental damage.



Your health
on a scale of
1-100

Your suit's
protective
charge

Ammo remain-
ing in the
current clip

Total available
ammo

Secondary
ammo, if
available

To fire using primary ammo, hit the Primary Attack (Mouse 1 or Enter) key. To fire with your secondary ammo, hit the Secondary Attack (Mouse 2 or \) key. To reload your weapon, hit the Reload (R) key.

Weapons Selection

Weapons fall into five general categories:

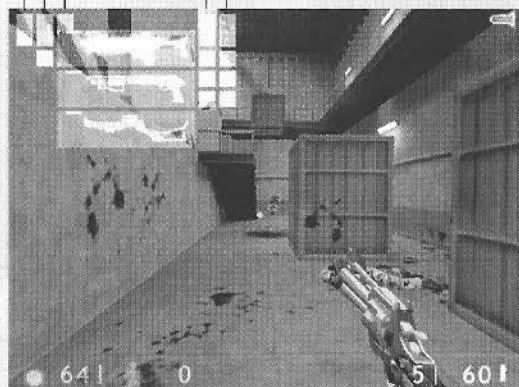
Low-tech (the crowbar)

Hand guns

Machine and Shotguns
(shown expanded)

High-energy experimental
weapons

Weapons that can be tossed or
placed



As you discover weapons in Half-Life, they automatically get added to their proper categories, corresponding to keys 1-5 on your keyboard.

You can switch weapons one of three ways:

1. Toggle through all your available weapons by repeatedly hitting the Next Weapon or Previous Weapon () or () keys. Hit the Enter key to select the highlighted weapon.
2. Jump directly to a specific weapon by hitting the number key that corresponds to the weapon's category. Then, counting down the column, hit the same category number again as many times as needed to match the position of the desired weapon. Hit the Primary Attack key (Mouse 1 or Enter) to begin using that weapon.
3. Customize your keyboard. (See Advanced Controls for customization information.)

Inventory

Flashlight. Standard issue with your protective suit. It must be selected manually when you want to use it by hitting the Toggle Flashlight (F) key. It draws energy, so don't forget to turn it off when you exit a dark area. The flashlight will recharge itself automatically.

Long Jump. You must first acquire a Long Jump Module in order to perform a long jump. Each long jump draws energy; you must wait for a recharge in order to perform another long jump. To perform a long jump, you will need to be moving forward, then duck and quickly hit the Jump (Space Bar) key.

Danger Monitors

Your HUD has visual and audio alarms to warn you when the environment is threatening your health. If you see any of the following symbols, act fast:



Poisonous
biohazard



Burning



Drowning



Radiation



Freezing



Acid or corro-
sive chemicals



Electric shock

WEAPONS

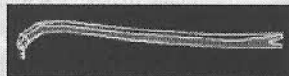
If you like big guns and other destructive devices, you've come to the right place. Half-Life has many different types of weapons—from basic shotguns, pistols, and semi-automatics, to grenade launchers, crossbows, and trip mines. There are even a few experimental toys we think you'll enjoy getting your hands on.

You won't find Half-Life's arsenal spinning around in space. Instead, you'll find items in more realistic locations, such as on gun racks, in the hands of your allies, or on the bodies of your dead enemies. Similarly, ammo will be strewn about on the ground, hidden in crates, and locked inside storage cages. On screen, you'll see your available weapons and ammo. To learn about selecting a particular weapon from your inventory, see page 16 (On-Screen Information).

Some of Half-Life's weapons have an alternate attack mode. Discover which weapons have two uses and experiment with your options. To learn more about selecting primary vs. secondary attack, see page 13 (Keyboard Controls in Controlling the Action section). Your complete arsenal includes real world weapons, experimental weapons, and alien technology. Some weapons can be augmented later in the game to make them even more dangerous. You'll have to venture deep into Half-Life to find out about every weapon. For now, here are three basic ones you'll encounter early in the game:

Crowbar

Half-Life is a complicated place where a crowbar can really come in handy. Things like barrels, boxes, gears, and grates can be pried open, smashed, or otherwise wrenched loose with the crowbar. You'll find critical paths that have been blocked or sealed off. You can dig through such obstacles with your crowbar. You can also use your crowbar to break glass and bludgeon approaching enemies.



Pistol

You acquire this 9mm pistol early in the game. Although it may seem outdated as you acquire more technologically advanced weapons, don't forget about it: it's one of the few weapons that fires under water.

**Sub-Machine gun**

This is one of the first weapons you'll acquire with both primary and secondary attack options. The Navy Seal sub-machine gun has an attached grenade launcher (secondary attack). It has infinite range and fires rapidly. Its primary attack fires 30-round clips of 9mm bullets, while secondary attack launches grenades.



Remember, you can practice using your crowbar and firing the sub-machine gun in Half-Life's Hazard Course.

ENEMIES AND OTHER CHARACTERS

After your experiment with the portal goes awry, the Black Mesa Research Facility will be populated with a wide variety of life forms. Some will attack you on sight, some will leave you alone unless provoked, and some are on your side. Don't be surprised to see packs of creatures working as a team, and don't forget to watch your back, as some monsters can follow you by your scent.

The characters you'll meet in Half-Life fall into one of these categories:

Alien Enemies

There are over a dozen different species. Some work in teams, others are loners. Some will attack without provocation, others would rather avoid conflict. This Barnacle is a stationary monster that attaches itself to ceilings and lies in wait. His passive approach doesn't make him any less deadly. Of course, plenty of Half-Life's alien enemies are quite mobile. You'll see.

**Human Enemies**

Your government has sent in a dangerous and very efficient clean-up crew. Unfortunately, these military personnel don't only want to obliterate aliens, they're trying to permanently silence you and your co-workers, too. This is just one of several different militia types. Be on the lookout for soldiers and trained assassins.

**Human Civilians**

These scientists and security guards were your co-workers before the accident, and can be valuable allies now. You may be able to enlist them to help you. For instance, security guards have access to rooms that you don't. Get them to follow you when needed, and they can unlock doors for you. Hit the Use key (E) to get a civilian to help you. Hit Use again to leave him behind.



CHAT ROOMS

Chat rooms are a great place to meet friends, taunt opponents or discuss strategy. To make getting started easy, a chat room will be selected for you automatically. Join in the discussion or switch to a different room by selecting List rooms. You can also search for a specific player or room name by clicking the Find button. If you enter the name of a private chat room, you will be asked for a password before you can join the room.

LAN GAME

You can also play multiplayer Half-Life on a LAN (Local Area Network). If you choose LAN game from the menu, Half-Life will automatically check your LAN for active games. You can join a current game, refresh the list of games, create a new game, or add a specific game to the list by manually entering the Internet address.

CUSTOMIZE

Half-Life gives you the ability to customize the appearance of your character in multiplayer games. Select from a list of options for player face, model and skin, or import your own artwork for a truly unique look. Please refer to the Readme.txt file for details on how to create your custom artwork and import it in to Half-Life.

You can also select a "spray paint" image that can be used to mark your territory or announce your clan affiliation. Use the **T** key to apply your image to walls and other surfaces. Refer to the Readme.txt for information about creating custom spray paint images.

VISIT WON.NET

Connect to the WON.net website to get the latest news on multiplayer Half-Life. You'll also find tips and strategy guides, contests, mod and skin libraries, and links to Half-Life fan sites

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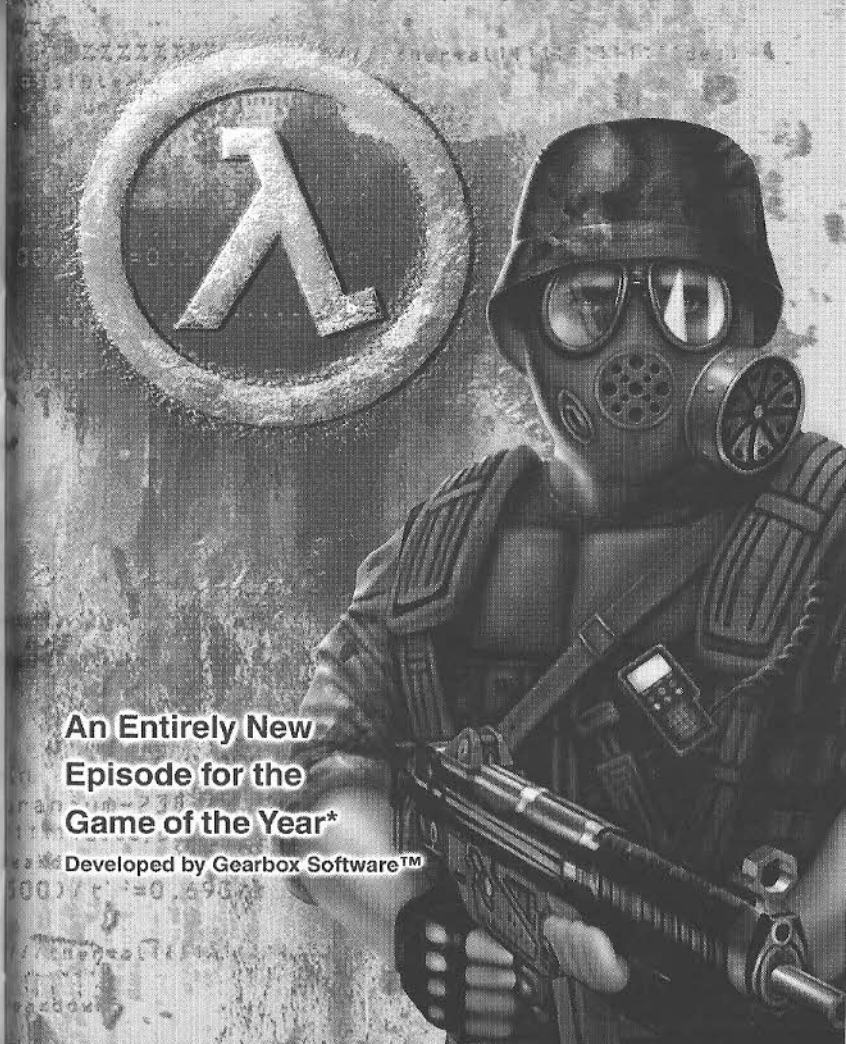
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Ranchigoda, Koren Buckner,
Michael Abrash, 33
everyone at id Software, and
Joe Kennebec and all our
other hardworking beta
testers.

half-life



**An Entirely New
Episode for the
Game of the Year***

Developed by Gearbox Software™

O P P O S I N G F O R C E

KNOWING YOUR SQUAD



Engineer

The engineer is equipped with the tools necessary to adapt to changing situations in the field. He can even be utilized to cut through sealed doors. To have a torch engineer work for you, lead him to a door that needs cutting and he'll do his job. The engineer is capable of fighting with his sidearm, but care should be taken to keep your engineers alive at all costs. If you lose the only engineers available to cut a passage, you may fail your mission. Also, be careful not to allow the torch soldier's fuel tank to sustain damage. If the canister is pierced, it is likely to explode.

Soldier

The squad assault soldier is equipped with a shotgun, MP-5 sub machinegun or an M-249 light machinegun. Sometimes, soldiers may carry grenades. These soldiers will loyally follow you should you give the order. Simply face the grunt and hit your Use key. You can also command the soldier to guard the area around where he stands. "Use" him again and he'll stay put.

Medic

The medic is trained in first aid and emergency surgery and has the ability to heal wounded soldiers in the field. To get the help of a medic, face him and press and hold your Use key. The medic will

continue working on you as long as the Use key is held or until you are fully healed. Medics do carry limited supplies and if used repeatedly will no longer be able to heal you or your squad. During combat other soldiers may call for a medic and if he can hear them, he'll try to run to their aid. Medics are equipped with a .357 Desert Eagle sidearm for combat, but are best kept safely behind the front lines.

OBJECTS IN COMBAT

Radio

Communication could be considered to be the most important tool of any soldier. Radios are used to allow soldiers in the field to maintain constant communication with each other. The radio is usually a stationary object, therefore it cannot be carried around. But, the usefulness of a radio in the field should never be ignored. Face the radio and hit your Use key to operate it.



Ropes

Ropes can be used to elevate troops to higher ground or safely rappel to lower surfaces. Learning how to use gravity and inertia to swing on ropes allow them to be used in creative ways. Ropes are similar to ladders—to grab one, simply touch it. You can climb up and down by moving forward and back. Press the jump key to leap from the rope. You can swing yourself before letting go of the rope to hurl yourself through the air.



MAINTAINING YOUR EQUIPMENT

Powered Combat Vest (PCV)

Early in the game, you must find and wear the Powered Combat Vest (PCV) your military has provided you with. The vest can be recharged periodically and the greater the charge, the more protective power your vest has. To recharge your vest, seek out a wall-mounted HEV or PCV charger, or pick up batteries along the way.



Night Vision Goggles

The soldier's mask and goggles are used in conjunction with the Powered Vest to provide you with night vision. The goggles use a special rechargeable battery within the vest, so cells used for armor protection are not drained when night vision is in use. The goggles can be toggled on and off and will provide you with visibility in the dark. They are not as useful in bright areas, however, so it is only recommended that you use your goggles only in low light conditions.

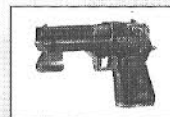


EXECUTION OF ARMS

Desert Eagle .357

The Desert Eagle is provided as a standard side-arm for field soldiers. It is therefore best used in close range combat. For assault teams, this weapon is fitted with a laser sight, making it the perfect tool for clearing trip mines and other small targets that require patient pin-point accuracy. The soldier has to be careful when using the laser sighting because it can reveal their position to the enemy. While the Desert Eagle does utilize a clip that allows a higher capacity than revolver type handguns, soldiers shouldn't burden themselves with much reserve ammunition. Never carry more than 36 rounds of .357 ammo.

| | |
|------------|------------------|
| Class | Pistol (Group 2) |
| Ammunition | .357 Caliber |
| Damage | Medium |
| Capacity | 7 Shots per Clip |



M-40A1 Sniper Rifle

The Sniper Rifle is used for exactly what the name implies, long range accuracy. The reload time is long and it fires only one shot at a time. But, the rifle is equipped with a high powered scope to enable a soldier to take out a target at distances up to half a mile. For obvious reasons this is not a close combat weapon. But, when used effectively, a sniper rifle can deliver many casualties as well as demoralize surviving enemies.

| | |
|------------|------------------|
| Class | Rifle (Group 6) |
| Ammunition | 7.62mm NATO |
| Damage | Very High |
| Capacity | 5 Shots per Clip |



M-249 Saw Light Machine Gun

The Squad Assault Weapon (SAW) is the ultimate team combat gun. It can be used from a fall back position as a support weapon for suppressing fire or it can be used by a point soldier to quickly repel a defending force. Extra ammunition should always be kept available as the rate of fire of the M-249 causes most soldiers to burn through their stock seconds into the battle. While firing from a crouched stationary position the SAW is most accurate, but the accuracy rate decreases when fired while in motion.

| | |
|------------|--------------------------|
| Class | Machine Gun (Group 6) |
| Ammunition | 5.56mm |
| Damage | High |
| Capacity | 50 Shots per Belt |



MULTIPLAYER

The Opposing Force multiplayer features eliminate the hassle of getting connected to the game of your choice. Whether you're new to multiplayer games or a seasoned veteran, you'll appreciate how fast and easy it is to get into the action.

(Note: For best results, connect to the Internet before selecting a multiplayer game.)

QUICKSTART

Select Quickstart to get online and playing as fast as possible. Once you've logged on to our system, it will automatically check the list of current games and drop you into the best available game.

INTERNET GAMES

Use this feature if you prefer to browse the list of available games. The list reports the speed of the network, which multiplayer map is being played, the name of the game being played, and the current number of players/maximum number allowed in the game.

Connect. To join a game, click on the game name, then click on Connect

Create game. Host a new game on your computer

View game info. Check players' names and scores, and review the rules chosen for your game.

Refresh. Get the latest information on the current list of games.

Update. Request a new listing of available games.

Filter. Look at a subset of available games.

Add server. Add a specific game to the list by manually entering its Internet address.

Chat Room. Visit the Chat rooms to hook up with other players.

Exit. Go back to the main multiplayer menu.

CHAT ROOMS

Chat rooms are a great place to meet friends, taunt opponents or discuss strategy. To make getting started easy, a chat room will be selected for you automatically. Join in the discussion or switch to a different room by selecting List rooms. You can also search for a specific player or room name of a private chat room, you will be asked for a password before you can join the room.

LAN GAME

You can also play multiplayer Opposing Force on a LAN (Local Area Network). If you choose LAN game from the menu, Opposing Force will automatically check your LAN for active games. You can join a current game, refresh the list of games, create a new game, or add a specific game to the list by manually entering the Internet address.

CUSTOMIZE

Opposing Force gives you the ability to customize the appearance of your character in multiplayer games. Select from a list of options for player face, model and skin.

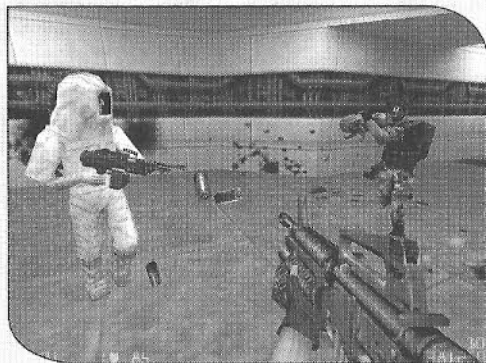
You can also select a "spray paint" image that can be used to mark your territory or announce your clan affiliation. Use the T key to apply your image to walls and other surfaces.

VISIT SIERRA

Connect to the Sierra website (www.sierra.com) to get the latest news on multiplayer games in the Half-Life universe. You'll also find tips and strategy guides, contests, mod and skin libraries and links to Half-Life fan sites.

DEATHMATCH

Opposing Force multiplayer includes a collection of "deathmatch" maps created by some of the most renowned first person action game designers in the industry. You can play deathmatch on a LAN or on the internet. The premise of deathmatch is to kill or be killed. The player that earns the most kills is the winner. The "All Star" designers who created custom arenas for Half-Life: Opposing Force are described below:



Richard "Zdim" Carlson. In the past, Richard has worked on Thief 2 at Looking Glass and American McGee's Alice at Rogue Entertainment. For the "All Star" collection, Richard created "Blue Meanie" (op4_meanie).

Marin "Kandyman" Gazzari. Marin is a well known amateur designer who created the famed "Kndybase" maps for Quake as well contributing to the ZerStorer single player episode for Quake. For the "All Star" collection, Marin created "Kandy One" (op4_kndyone) as well as re-creating the original Kndy Base map for Half-Life: Opposing Force (op4_kbase).

David "Kevlar" Kelvin. When Gearbox contracted David, he was working on Unreal 2 for Legend Entertainment after having contributed multiplayer designs to Monolith's Shogo. Since his work on the "All Star" collection, David joined Grey Matter to work on Return to Castle Wolfenstein. His maps for OpFor include "Disposal" (op4_disposal) and Xen Dance (op4_xendance).

Tom "Paradox" Mustaine. Long ago, Tom contributed to Final Doom for id Software. Since then he's been behind such games as SiN and Heavy Metal: FAKK 2 at Ritual Entertainment. For the "All Star" collection, Tom created "Paradox Park" (op4_park) and "Rubble" (op4_rubble).

Stephen "Reichert" Palmer. Stephen earned a reputation as a strong designer in the Quake era with his "Dark Forest" single player mission. Stephen managed the development of all of the "All Star" maps and contributed "Outpost" (op4_outpost). Since the "All Star" project, Stephen Palmer joined Gearbox full time as a designer.

Eric Reuter. Eric Reuter has a long background of games development, including work on 3dRealms' Shadow Warrior and Epic Megagames' Unreal. For the "All Star" collection, Eric created "Demise" (op4_demise).

The Levelord™. The famous Levelord created award winning games like Duke Nukem 3d, Quake: Scourge of Armagon and others and contributed "The Repentafrag" (op4_repent) to the OpFor "All Star" collection.

Choose these maps when creating a LAN or internet multiplayer game, or choose the classic Half-Life deathmatch levels that appear in the map selection list.

OPPOSING FORCE: CAPTURE THE FLAG

OVERVIEW

The goal in Half-Life: Opposing Force Capture The Flag (OpFor CTF) is simple—capture the opposing team's flag and return it to your flag in your home base. The team who captures the most flags is the winner, but there are many other goals to strive for in OpFor CTF!

JOINING OR CREATING A NEW GAME

To start or join a CTF game, navigate the multiplayer menus (as described on Page 32) and choose a game running a CTF map (designated with "op4ctf_" in the map name). When creating a game, do so as if you're creating a deathmatch game, but choose a CTF map.

ENTERING THE GAME

When you first enter a CTF game you will be in spectator mode. You can fly around and explore if you are unfamiliar with the map.

Opposing Force CTF throws players into the classic confrontation of Soldiers vs. Civilians. Therefore, players may join either the Civilian Black Mesa team (Orange) or the Soldier's Opposing Force team (Green). At this menu screen you can choose to join either of these teams specifically, become a spectator or, if you don't care what team you are on and just want to help out the team with the fewest members, you can select the "Auto Assign" choice.

SCORING

The only way to score a capture in OpFor CTF is to return the enemy's flag to your own flag in the flag base. Each flag capture earns one capture point for your team as displayed in the flag HUD. Individual players may also score personal points by defeating the enemy, defending their flag or protecting a friendly flag runner.

THE POWER-UPS

Opposing Force CTF includes five Power-Up items that will give the owner extra enhancements or abilities. When a player is the owner of a Power-Up, a large icon will appear on the middle left side of their HUD showing what Power-Up they currently possess. In addition to this, all of the Power-Up items have audio cues that will play when the Power-Up is in use. These audio cues can be heard by all players, friend or foe, who are standing within earshot of the owner of the Power-Up. To collect a Power-Up, simply touch it. The Power-Up will disappear from the ground and your HUD will update to display that you are now carrying the item. To drop a Power-Up, press the "Throw Power-Up" key (check your key configuration screen from the game menus)



Ammo Power-Up



Death Power-Up



Health Power-Up



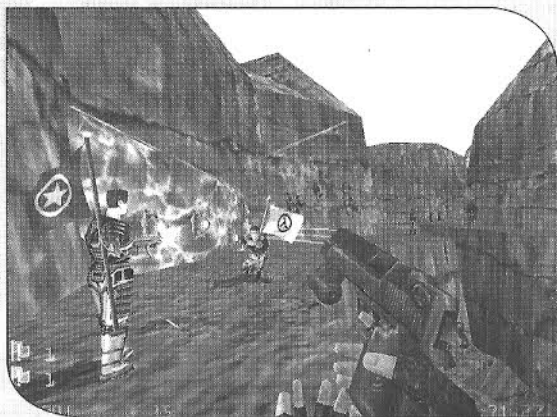
Jump Power-Up



Shield Power-Up

END GAME STATISTICS

In addition to rewarding the winning team at the end of each game with a banner that's displayed for all players to see, OpFor CTF keeps track of many statistics that are reported in the end game menus. Also, when the end game menu is active, you can toggle between the standard scoreboard and the statistics screen.



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Art Direction

Brian Martel

Art, Models and Animation

Stephen Bahl

Brian Martel

Landon Montgomery

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Level Designers

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HALF-LIFE C O U N T E R - S T R I K E



C O U N T E R - S T R I K E

OVERVIEW

Counter-Strike is a team-based game built on Valve's Half-Life technology. It recreates encounters that trained terrorist and counter-terrorist units experience. Players join either a terrorist or a counter-terrorist force and engage in strategic scenarios.

These include:

Hostage Rescue, where the counter-terrorists must rescue hostages

Bomb/Defuse, where terrorists must plant a bomb in a critical area and counter-terrorists must defuse the bomb.

Escape, where the terrorists must escape from the counter-terrorists.

Assassination, where the VIP must be escorted by the counter-terrorists to an escape point.

Weapons and other pieces of equipment are available at a cost, and players can earn money in a variety of different ways while playing the game. Players may also lose money for inappropriate actions, (e.g. killing a hostage or a teammate.)

After installing Counter-Strike, you will want to familiarize yourself with the mapping of the game controls on your keyboard/mouse. Choose "configuration-controls" and look over the default keyboard configuration. To change any of the default mappings, double-click on the key/button field in the window. You will then be able to enter your desired key for that function. (A warning: if the new key/button was previously mapped to another function, you will need to select a new key for that function, as it will no longer have a key mapping). If you have no previous experience with Half-Life: Counterstrike, it is strongly recommended that you play the included tutorial. See the "Controls" section on page 51, for a description of what each game control does.

JOINING A GAME

Once you've selected your control configuration and are ready to join a game, click on the "Play CS" option located on the main menu. From the "Play CS" menu, you will find several multiplayer options that make it easy to connect to the game of your choice. It is recommended that you connect to the Internet before selecting the multiplayer option.

From the "Play CS" menu you will find the following options:

- Quickstart
- Internet Games
- Chat Room
- LAN Game
- Customize
- Visit CS.net
- Exit

QUICKSTART

Select Quickstart to get online and playing as fast as possible. Once logged in, the automated system will check the list of available games and drop you into the game with the best connection speed.

INTERNET GAMES

Use this feature if you prefer to browse the list of available games. The list reports the speed of the network, the current map in play, and the current number of players/maximum number of players allowed in the game.

Connect. To join a game, click on the game name, then click on Connect.

Create game. Host a new game on your computer.

View game info. Check players' names and scores and review the configuration for the game.

Refresh. Update the current list of games with the latest information.

Update. Request a new listing of available games.

Filter. Look at a subset of available games.

Add server. Add a specific game to the list by manually entering its Internet address.

Chat rooms. Visit the chat rooms to discuss games and find other players.

Exit. Go back to the main multiplayer menu.

***Note:** It's important to adjust your "Internet Connection Speed" in the drop down window located on the top right corner of this menu.*

CHAT ROOMS

Chat rooms are a great place to meet friends, taunt opponents or discuss strategy. Upon entering, the automated system will choose a chat room for you. Join in the discussion or switch to a different room by selecting List Rooms. You can also search for a specific player or room name by clicking the Find button. If you enter the name of a private chat room, you will be asked for a password before you can join the room.

LAN GAME

You can also play multiplayer games on a LAN (Local Area Network). If you choose LAN game from the menu, Counter-Strike will automatically check your LAN for active games. You can join a current game, refresh the list of games, create a new game, or add a specific game to the list by manually entering the Internet address.

CUSTOMIZE

From this screen you can assign your on-screen player identity.

THE SCENARIOS

Hostage Rescue

As a terrorist, your role in a hostage rescue level is to prevent counter-terrorists (CTs) from leading the hostages from where they are being held to the hostage rescue zone. Terrorists win hostage rescue rounds by eliminating the counter-terrorist force while preventing them from rescuing hostages. CTs win a round by finding the hostages and leading the living hostages to freedom. CTs can get the attention of a hostage by moving near him then pressing their "Use" key (see Controls, Use, page 53). The hostage will now follow the CT back to the rescue zone. If a CT wants the hostage to stop following, they need to press "Use" again and the hostage will stay put. Sometimes when you have a group of hostages following you, they may block you into an area; you can push them out of the way by simply walking into them. CTs can also win a round by eliminating the terrorists.

Bomb/Defuse

In a bomb/defuse map, the goal of the terrorist is to plant a C4 bomb in the designated area then prevent the CTs from defusing the bomb. Players must remember to stay well clear of the bomb when it explodes, as it has a large and deadly blast radius. The bomb is randomly assigned to a terrorist at the start of the round. Team members can identify the bomb carrier by the backpack they are wearing and the player with the bomb will see an icon on their Heads Up Display (see HUD, Bomb, page 57). To plant the bomb, the carrier must be in the vicinity of the bombing target. While having the bomb as their currently selected item, the player must then press and hold their fire key (see Controls, Fire, page 53) for three seconds for the bomb to be planted. The bomb will go off after a set period of time has passed (45 seconds by default). The level is won by the terrorists when the bomb explodes (maximum payoff) or if the CT team is eliminated (smaller payoff). CTs can win a defuse map in two ways: by defusing the bomb or by eliminating

the Terrorists (if the Terrorists managed to plant the bomb before being eliminated, CTs must still defuse the bomb to win the round). To defuse the bomb, CTs must stand near the bomb, target it, then press and hold their "Use" key until the bomb is defused. Buying a defuse kit will halve the time required to defuse a bomb.

Escape

The terrorist team starts out in a fortified location and must "escape" to one of the pre-defined escape points. The CTs team must exterminate them before they can escape. The Terrorists win the round once 50% of the team has successfully escaped. They can also break into the armory to steal weapons, or just get out of there. The two teams will switch roles after every eight rounds of play. Both sides can also win the scenario if they manage to wipe the opposition team out.

Assassination

One member of the CT team will serve as the VIP. The object is to get the VIP safely to the pre-defined escape points. If he dies, the CTs lose the round. If he makes it safely, the CTs win. The VIP has a unique skin, only carries a knife and pistol, and has ample body armor. The terrorist job is to assassinate the VIP, but with the other CTs guarding the VIP, it is never an easy task. Certain weapons cannot be purchased by each team in this gameplay scenario, and these will be grayed out on the weapon selection screen.

MONEY

Various events in the course of a Counter-Strike game can earn you money (to a maximum of \$16,000) or cost you money. This money can be used to buy better equipment. The following is a summary of these events and their associated costs:

| <i>Action</i> | <i>Payoff / Fine</i> |
|--|--|
| Rescuing a Hostage | \$1,000 for individual, \$150 for teammates (awarded at end of round) |
| Kill a Hostage | -\$1,500 for individual |
| "Use" a Hostage | \$150 for individual, \$100 for teammates |
| Kill Opponent | \$300 for individual |
| Kill Teammate | -\$3,300 for individual |
| Terrorists Win by Bombing Target | \$2,750 for team members |
| Win by Elimination Hostage map | \$2,000 for team members |
| Win by Elimination Bomb map | \$2,500 for team members |
| CTs Defuse Bomb | \$2,750 for team members |
| CTs Win by Rescuing Hostages | \$2,000 for team members + Hostage bonuses |
| Surviving Hostage Bonus | \$150 per hostage for team members |
| Hostages Rescued Bonus | \$250 per hostage for CT team members |
| Either Team Loses Round | \$1,400 for team members |
| Either Team Loses over 2 Consecutive Rounds | \$1,400 + \$500 per round over 2 (to maximum \$2,900) for team members |

Money can be spent on weapons whenever the player is standing in a buy zone. This is indicated by the presence of the buy icon on the Heads Up Display (see Heads Up Display, page 56).

GAME FLOW

Prior to the round starting, there is a variable grace period (the server can change this, but it defaults to five seconds) during which players cannot move but may buy equipment and weapons. Each round of Counter-Strike lasts for five minutes by default. If neither team has won after this time the round is considered a win depending on the scenario:

Hostage. If after the round ends and there is at least one player left on both teams, and not all the hostages have been rescued then the game will be a win for the terrorists.

Bomb/Defuse. If the round ends, with the bomb having not blown up a target, and there is still at least one player left on both sides the CTs team will win.

Escape. If the round ends, with at least one player alive on both teams, and fewer than 50% of the terrorists have escaped, the CT's team will win.

Assassination. If the round ends, with players left on both teams and the VIP has not reached the escape point, the terrorists win.

When a player is killed during a round they enter an observer mode until the next round. While in observer mode, they can fly around the level and watch the action. There are three types of observer modes. The first is **Free-Look** mode, where the player can freely fly around the level unobstructed by anything. The second is **locked chasescam**. While in locked chasescam you're locked behind the player you are observing. The third is **Free Chase** chasescam, in this mode you can freely swing the camera around the player you are observing. While in the observer modes you can use the jump key (see Controls, Jump, page 52), to switch between the three modes and the fire button (see Controls, Fire, page 53), to switch from one player to the next. If a player joins into a game when a round is already in progress, they are immediately placed into observer mode until the current round ends.

CONTROLS

The following is a list of the player controls, their default keyboard/mouse mapping and a description of what each does.

| <i>Function</i> | <i>Default Key Mapping</i> | <i>Notes</i> |
|-------------------------------|----------------------------|---|
| Buy Menu | B | The main point of entry for the buying menus |
| Buy Equipment Menu (Optional) | O | Takes you directly to the equipment purchase menu |
| Buy Primary Ammo (Optional) | , | Automatically buys a single clip of ammo for your primary weapon |
| Buy Secondary Ammo (Optional) | . | Automatically buys a single clip of ammo for your secondary weapon |
| Select Team | M | Change sides. You will die until next round starts |
| Standard Radio Messages | Z | Brings up a list of radio commands. Press the corresponding number to utter the message |
| Group Radio Messages | X | Brings up a list of radio commands. Press the corresponding number to utter the message |
| Report Radio Messages | C | Brings up a list of radio commands. Press the corresponding number to utter the message |

| <i>Function</i> | <i>Default Key Mapping</i> | <i>Notes</i> |
|---------------------|---|---|
| Move Forward | W or UP ARROW | |
| Move Back | S or DOWN ARROW | |
| Turn Left | Mouse X AXIS or LEFT ARROW | Unnecessary if using Mouse for looking |
| Turn Right | Mouse X AXIS or RIGHT ARROW | Unnecessary if using Mouse for looking |
| Move Left (Strafe) | A | |
| Move Right (Strafe) | D | |
| Jump | SPACE | Cycles through the three observer modes |
| Duck | CTRL | |
| Swim Up | ' | Unnecessary if using Mouse |
| Swim Down | / | Unnecessary if using Mouse |
| Look Up | Mouse X AXIS or PGUP | |
| Look Down | Mouse X AXIS or PGDN | |
| Reset View | END | Unnecessary if using Mouse |
| Strafe Modifier | ALT | Optional |
| Mouse Look | ; | Unnecessary if using Mouse |

| <i>Function</i> | <i>Default Key Mapping</i> | <i>Notes</i> |
|-------------------------|--|---|
| Keyboard Look | INS | Unnecessary if using Mouse |
| Fire | MOUSE BUTTON 1 or ENTER | Fire Weapon, Throw Grenade, Plant C4, Will jump to next player in observer mode |
| Special Weapon Function | MOUSE BUTTON 2 | Invokes your weapon's secondary function, i.e. burst fire, sniper scope etc |
| Reload Weapon | R | Tops off your clip... good idea before joining a firefight |
| Drop Current Weapon | G | Drops the currently held weapon |
| Use | E | Press a button, get hostage to follow you, defuse bomb, etc |
| Walk | SHIFT | Move forward at slower, quieter pace (important for stealth) |
| Night vision goggles | N | Toggles the Night vision on/off (must be bought via equipment menu first) |
| Flashlight | F | Toggles flashlight on/off |
| Spray Logo | T | Pick logos in Customize Menu |
| Menu Item 0 | 0 | |
| Menu Item 1 | 1 | |
| Menu Item 2 | 2 | |

| <i>Function</i> | <i>Default Key Mapping</i> | <i>Notes</i> |
|----------------------------|--------------------------------------|--|
| Menu Item 3 | 3 | |
| Menu Item 4 | 4 | |
| Menu Item 5 | 5 | |
| Menu Item 6 | 6 | |
| Menu Item 7 | 7 | |
| Menu Item 8 | 8 | |
| Menu Item 9 | 9 | |
| Previous Weapon | MOUSE WHEEL UP or [] | |
| Next Weapon | MOUSE WHEEL DOWN or] | |
| Last Used Weapon | Q | |
| Display Multiplayer Scores | TAB | Shows scores, teams, wins frags, status, bomb carrier, etc |
| Recap Mission Briefing | I | Press Jump, Fire or Special Weapon function to make the mission briefing go away |
| Chat Message | Y | Broadcast message to all |
| Team Chat Message | U | Broadcast message to team |
| Take Screen Shot | F5 | |
| Quit | Not assigned by default | |

WEAPONS & EQUIPMENT

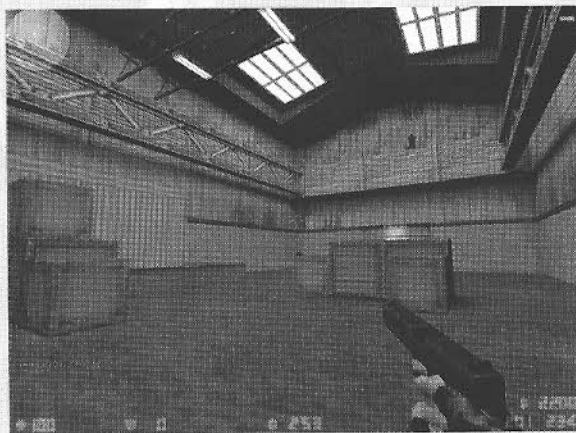
Weapons are divided into three categories: Primary (Rifles, Shotguns, Sub-Machine Guns and Machine Guns), Secondary (Handguns) and Melee (Knife). Equipment such as hand-grenades and defusing kits has its own category. Players may only carry one item at a time in each of these categories except equipment, which can have several items at once. Some weapons may also have a special action (see Controls, Special Weapon Function, page 53).



HEADS UP DISPLAY (HUD)

While playing you will always see the HUD. On the HUD you'll see:

TOP OF HUD (left to right)



RADAR. Useful for seeing the approximate location of your teammates. You will see five symbols on the radar:

- **A purple dot** = teammate.
- **A red dot** = Location of the VIP (shown only to CT's in assassination scenarios) / Bomb carrier (shown only to terrorists in bomb/defuse scenarios).
- **A T shape** = Indicates your teammate is a level above you.
- **An upside down T shape** = Indicates your teammate is a level below you.
- **A yellow square** = A teammate has activated a radio command.

WEAPON/EQUIPMENT SELECTION MENU. Will show the weapon you select. Upon selecting a weapon the menu will flash for only five seconds to show the weapon you select then disappear. Default keys for the weapons and equipment are:

1. Primary weapon (large guns)
2. Secondary weapon (pistols)
3. Knife
4. Grenades
5. Bomb (available only to the terrorist who carries the bomb in the Bomb/Diffuse scenario)

FLASHLIGHT. All Counter-Strike players are equipped with a flashlight. Toggle it on and off by pressing the flashlight key (see Controls, flashlight, page 53). When your flashlight is on, other players will see the area surrounding you glowing brightly.

BOTTOM OF HUD (left to right)

HEALTH METER. You will start a round with 100 units of health, and die when your health reaches zero.

ARMOR LEVEL. Two types of armor can be purchased; a vest or a vest paired with a helmet. The helmet is moderately affective at reducing damage when hit in the head.

ROUND TIMER. Counts down from five minutes (the server can change this, but it defaults to five minutes). A round ends when either the objective of the round has been completed, i.e. in Bomb/defuse scenarios the bomb has blown, or if all the players on a team have been eliminated. If the timer reaches zero with neither the objective being completed nor all players on one team having been eliminated then, depending on the scenario, one side will automatically win. (See Game Flow, page 50).

AMMO INDICATOR. Your current ammo count is displayed in the lower right hand area, under the cash display. Ammo is broken up into two separate counts: the number of shots in your clip, and the

number in your inventory. When your clip is exhausted, it is automatically reloaded for you. If you would like to reload your clip before it is empty press your reload key. (see Controls, Reload Weapon, page 53).

CASH. Your current account balance. Additions to the cash balance are briefly shown above the balance in green numbers. Fines and penalties are shown in red.

MIDDLE LEFT OF HUD

Depending on your location you will not see all of these icons on the HUD. All of these icons are colored green:

BASKET (Buy Zone). This means you're in your "buy zone." Here, pressing the buy key (default B) will give you access to the buy menu where you will be able to buy weapons, ammo, and equipment.

R (Hostage rescue Zone). When a counter-terrorist is at the spot where hostages must be delivered, this icon will appear.

V (VIP escape point). When a counter-terrorist or VIP is at the spot where the VIP must reach to escape, this icon will appear.

E (Terrorist escape point). When a terrorist is at the spot where the terrorist can "escape," this icon will appear.

BOMB. This will only be seen by a terrorist who is carrying the bomb in the bomb/defuse scenario. When the bomb carrier is within the bomb delivery zone, this icon will flash.

DEFUSE KIT. The icon looking like a pair of wirecutters, will appear on the HUD of any CT player that has bought a Defuse Kit.

SCOREBOARD. Seen when pressing the score key (default key, Tab). The scoreboard lists all the latest game statistics and player status. Information on the scorecard tells you who is dead or alive, who is carrying the bomb, player kills and deaths, latency and team scores.

HINTS

Sound, Pros, and Cons

Stealth is vitally important in Counter-Strike. When a player runs at full tilt (which is the default), their footsteps can be heard. To prevent this, use the walk key (see Controls, Walk, page 53) when trying to avoid detection. Also be wary of doors, ladders and elevators. These will often emit a sound that may give you or your enemies' position away.

Life is Precious

Counter-Strike strives for realism. Running into a firefight all gung-ho will generally get you killed. The player can only sustain a few bullet shots before dying, depending on the type of gun (ammunition, actually) being shot, and the condition and presence of Kevlar. There are also one hit kills in CS. Most guns can kill a player in one shot if they connect with the head. Savvy CS players, will take cover as often as possible and use their surroundings to their advantage. Working with your teammates to bring the enemy down is encouraged and necessary to beat the other team. Keep in mind, you only get one life per round in CS. If you die, you will be put into Observer mode until the round is over.

Know Your Gun

Counter-Strike has realistically modeled weaponry. If you run and fire at the same time, your accuracy will be horrible (changes with different guns). Standing still increases accuracy and crouching is even better. Also be aware of the gun's recoil. Holding down the trigger isn't as effective as short quick bursts. It is also important to know that all rifles can shoot through walls to some extent.

Map Voting System

There is now a way for players to vote for maps. Players can type "listmaps" to see the maps available to vote on, and then they

type "votemap X" where X is the corresponding number of the map. Only after a certain number of players have voted for the map will the server change the map.

Note: Server admins who want to add new maps must also add an entry into `mapcycle.txt`, that allows players to vote on any new maps.



WEB LINKS

www.counter-strike.net

The official web site, and home of Counter-Strike. Check here for the latest news from the team.

csnation.counter-strike.net

For the latest news in the CS community.

skins.counter-strike.net

Counter-Strike Skins Site. OCSS has all the newest user made skins and weapon model replacements.

server.counter-strike.net

Counter-Strike Server. Full CS server commands and variables. The complete server op source.

anarchy.counter-strike.net

Anarchy Mapping & Design. Anarchy and his team have you covered with mapping help.

clanworld.counter-strike.net

Counter-Strike Clanworld. Get all the latest information on CS clans.

guides.barrysworld.com/cs/

Guide to Counter-Strike. A detailed guide to Counter-Strike, covering every aspect.

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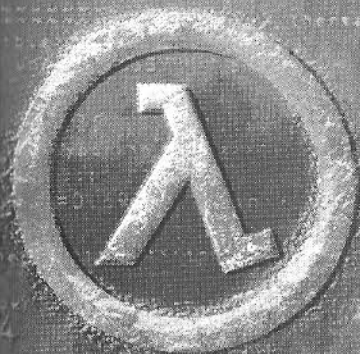
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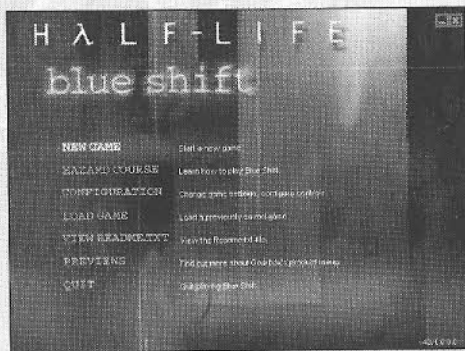
B L U E S H I F T



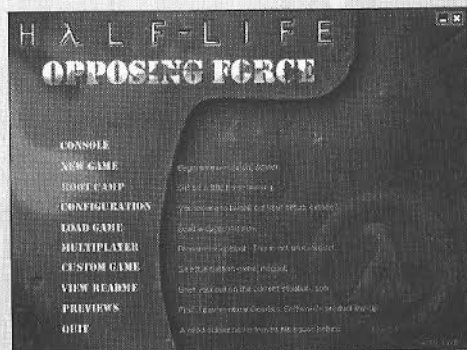
B L U E S H I F T

THE MAIN MENUS

The Main Menu in Blue Shift or Opposing Force 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 highlight options and click or press the Enter key to activate the option. Hit the Escape key at any time to go to the previous screen.



THE MAIN MENU FOR BLUE SHIFT



THE MAIN MENU FOR OPPOSING FORCE

RESUME GAME

If you are in the middle of a game of Blue Shift or Opposing Force when you bring up the menu, you'll have the option to Resume Game to return you to the action.

NEW GAME

When you start a new game, you'll be asked to choose a skill level:

Easy. Enemies are weak and are easy to kill.

Medium. Enemies do more damage, but are easy to kill.

Hard. Enemies do a lot of damage and are difficult to kill.

HAZARD COURSE (Blue Shift) OR BOOT CAMP (Opposing Force)

Access the Hazard Course or Boot Camp at any time to perfect maneuvers like jumping and crouching, using objects and firing weapons. These training areas offer target ranges and obstacle courses presented by a qualified guide who will teach you the skills specific to each game. If you are new to action games, we highly recommend that you visit the Hazard Course or Boot Camp 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 configuration, click on the Done button to apply your settings and return to the Main Menu. Click the Use Defaults button to restore the original default settings.

CONTROLS

The grid shown in the Controls screen lists the default keyboard and mouse configuration. It also makes it easy to customize the configuration: just click on key/button in the second column, press Enter, then press the key you wish to associate with that key/button.

CONTROL SCREEN DESCRIPTIONS

Action. Describes the player action / interface option

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

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

See page 70 "Controlling the Action" section of this manual for a listing and description of the default mouse and keyboard configuration.

ADVANCED CONTROLS

The options found in the Advanced Controls menu allow you to use a crosshair or auto-aiming, adjust mouse or joystick options and sensitivity. Descriptions of each option are printed in the menu.

Audio

The Audio menu is used to adjust volume settings, sound quality, advanced audio support and CD music. To hear Half-Life's music, you must have the CD in your CD drive. To adjust the volume of CD music, use the Windows volume control tool.

Video

Set video resolution, choose video drivers and adjust brightness in the Video configuration menu. Blue Shift will check your system for the presence of OpenGL and Direct3D video drivers. It may ask you to verify the results of this check. If you have one or both drivers currently installed on your system, they will appear as choices at

the top of this screen. You can also choose to run Blue Shift in software rendering mode. If you do not have 3d video drivers installed, Blue Shift will default to software rendering mode. It is highly recommended to only use 3d video drivers when using the Half-Life Upgrade Kit.

Content Control

Use Content Control to disable graphically violent visuals. This is a password-protected feature designed to let parents control the level of violence in the game. Once enabled, you will need to re-enter your password to turn Content Control off.

LOAD GAME/SAVE GAME

Choose and start a previously saved game. Or, if a game is already running, you can choose to save your game with this option.

MULTIPLAYER

Join a multiplayer game on the Internet, chat with other players, set up your own LAN game or customize your multiplayer game character. Multiplayer is only available with Opposing Force.

VIEW README.TXT

The readme.txt file contains basic information on system performance, product features and troubleshooting. It may also contain information about the game that has changed or was updated since this manual was printed. If you ever have difficulty with the game, it is highly recommended that you browse the readme.txt file.

WEBSITE

Visit the Gearbox Software website for more information about this title or future titles in development. (www.gearboxsoftware.com)

QUIT

Exit the software. Don't forget to save your game before quitting.

CONTROLLING THE ACTION

You may want to charge into a room and start shooting everything in sight. Sometimes we do, too. But in this game, there are many other ways to interact with your surroundings. Half-Life: Blue Shift's environments are as realistic as possible and this level of realism will affect the way you move around. For instance, there's gravity—if you climb into the rafters and stand on weak ceiling tiles, don't be surprised if they collapse under your weight. There are also multiple surface effects—yes, wet floors really are slippery. And, if hit hard enough, glass will break. You can also shoot bullets into walls to leave marks that could be useful location reminders when lost.

Try experimenting with your environment. Use your wits as well as your weapons to outsmart opponents and navigate through tough spots.



To make your experience as comfortable as possible, the interface is as customizable as you'd like to make it—use the configuration menus to set up your controls. However, if you'd rather trust us to pick an appropriate configuration for you, here is a description of the basic default controls:

| | |
|----------------------------------|------------------------------|
| Move forward | W |
| Move backward | S |
| Move left (strafe) | A |
| Move right (strafe) | D |
| Walk/Run | SHIFT |
| Look left/right | Push mouse left/right |
| Look up/down | Push mouse up/down |
| Jump | Space Bar |
| Duck | CTRL |
| Crawl | CTRL + Movement |
| Use | E |
| Flashlight | F |
| Show Score (Multiplayer only) | TAB |
| Select Weapon | # key (1-7) |
| Fire (Primary) | Left mouse button (Mouse 1) |
| Fire (Secondary) | Right mouse button (Mouse 2) |
| Reload | R |

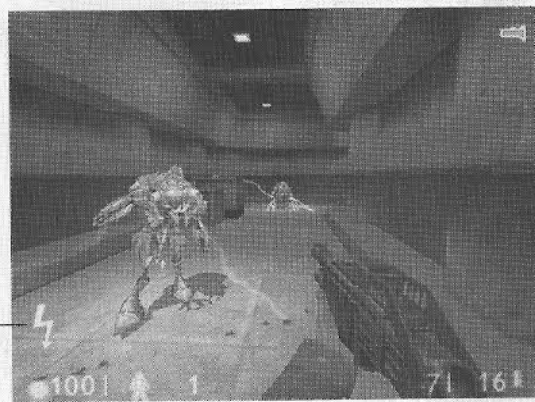
The following key bindings are for Opposing Force CTF. These are default settings and the console commands. For a description of the functions please refer to "op4ctf_manual.htm" on your hard drive.

| | |
|---------------------|---|
| Throw Powerup | P |
| Change Team | N |
| Change Player Model | B |
| Flag Information | I |

ON-SCREEN INFORMATION

THE HUD

In Blue Shift, the HUD is available from the start of the game. In *Opposing Force*, the HUD appears once you've collected the PCV armor. In either case, the HUD is an on-going barometer of health, available energy and remaining ammunition. The HUD allows you to survey and select from your weapons arsenal and inventory items. It also alerts you when you are sustaining environmental damage.



Damage
Type
Indicator

Health

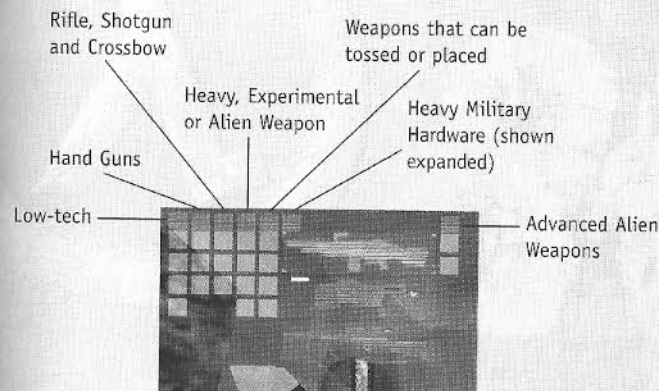
Armor

Ammunition

Flashlight
Battery

WEAPON SELECTION

Weapons fall into seven general categories:



As you discover weapons, they automatically get added to their proper categories. The categories correspond to keys 1-7 on your keyboard.

You can switch weapons in several ways:

1. Toggle through all your available weapons by repeatedly hitting the Next Weapon (**]**) or Previous Weapon (**[**) keys. Hit the Enter key or press the Primary Attack button to select the highlighted weapon.
2. Jump directly to a specific weapon category by hitting the number key that corresponds to it. Then, counting down the column, hit the same category number again as many times as needed to match the position of the desired weapon. Hit the Enter key or press the Primary Attack button to choose the weapon.
3. Customize your keyboard configuration.

To fire your weapon, press the Primary Attack button (Left mouse button). To fire a weapon's secondary function, press the Secondary Attack button (Right mouse button). To reload your weapon, hit the Reload (R) key.

DANGER MONITORS

Your HUD has visual and audio alarms to warn you when the environment is threatening your health. If you see any of the following symbols, act fast:



Radiation



Cold

Acid or Corrosive
Chemical

Fire



Poisonous Biohazard



Asphyxiation



Electric Shock



MEMORANDUM

TO: A CALHOUN
FROM: LM
SUBJECT: BLUE SHIFT
DATE: 05/08/2007
CC: DR. KLEINER

REASSIGNMENT TO BLUE SHIFT

In accordance with Section VII, Item C of your contract, the Office of the Administrator has decided to reassign you to Blue Shift effective May 15.

Blue Shift assignment will require you to report to Black Mesa Personnel for processing of your salary increase and verification of your retinal scan before May 12. During processing, you will be immediately scheduled for a two-day training course that will prepare you for your assignment to the high security areas of the Anomalous Materials Laboratories.

On May 15, you must report to Sector C, Area 3 Medium Security Facilities by 0800. The section manager on duty will provide your assignments.

Please see the attached Security Shift Schedule for more details.

OTA: LM *[Signature]*



Black Mesa Research Facility — Support Personnel Division

SECURITY SHIFT SCHEDULE - SPRING/SUMMER SEASON

| SHIFT | SCHEDULES | SECTION/AREA | DEPARTMENT | CLEARANCE | SALARY CLASS |
|--------|----------------------------|--------------------|--|-----------|--------------|
| PED | 0900-2200 May 15-Aug 15 | Sector A Area 4 | Personnel Dormitories | Low | C |
| ORANGE | 2100-2400 May 15-Aug 15 | Sector A Area 4 | Personnel Dormitories | Low | C |
| YELLOW | 0900-2200 May 15-Aug 15 | Sector B Area 2 | Admin. Offices | Medium | B |
| GREEN | 2100-2400 May 15-Aug 15 | Sector B Area 2 | Admin. Offices | Medium | B |
| BLUE | 0900-2200 May 15-Aug 15 | Sector C Area 3 | Anomalous Materials Laboratories | High | A |
| INDIGO | 2100-2400 May 15-Aug 15 | Sector C Area 3 | Anomalous Materials Laboratories | High | A |
| VIOLET | Standby | ? | ? | High | C |

OPERATING DUTIES FOR SECURITY GUARD

BLACK MESA PERSONNEL

Many scientists, security guards and other personnel populate the Black Mesa Research Facility. Each civilian employee is granted security access specific to his or her duty, so it will be necessary to gain clearance from the personnel.

As you go about your day-to-day activities, it's helpful to communicate with your coworkers. Simply approach them, show them your badge (hit the Use key) and they should respond. Report all breaches of authority to your administrative sponsor.

When on duty, you'll often be called upon to not only protect secured areas of the facility, but to help out with general maintenance tasks. Follow instructions well and you'll be assured long and stable employment with the Black Mesa Research Facility.

ENEMIES

The Black Mesa Research Facility is involved in a wide spectrum of scientific research, some of which involves what may appear to be strange species of animals. Should any of the research specimens escape, you may be called upon to assist in their capture.

There are over a dozen different species. Some are capable of working in teams, others are loners. Some will attack without provocation and track you by your scent. Others would rather avoid conflict and chose to prey on lesser creatures. In all cases, consider these species extremely dangerous.



This barnacle is a stationary creature that attaches itself to ceilings and lies in wait. Its passive approach doesn't make it any less deadly. Of course, plenty of the species Black Mesa Research Facility are studying are quite mobile—you'll see.

Additionally, in extreme circumstances, your government may send in a dangerous and very efficient clean-up crew. It will be your duty to assist the military in any way necessary to deal with whatever threat they've been dispatched for.

This is just one of several different militia types. Be on the lookout for soldiers and trained assassins.

USING THINGS

Doors and Buttons. Many objects can be manipulated by hitting the Use key. Some doors, for example, open automatically. Others require you to open them with the Use key. Finally, some doors will only open with the correct security clearance code or retinal scan. In these cases, try Using the keypad or retinal scanner located near the door. There are other buttons you may have to Use to operate elevators, machinery or lab equipment located throughout the facility.

Levers and Wheels. Sometimes, you'll encounter levers and wheels that must be continually pulled or turned to achieve the desired effect. In this case, you'll need to hold the Use key down to perform the action.

Crates, Carts, Chairs and Barrels. Sometimes it's helpful to move things out of the way or move them into a good position for climbing. Pull boxes and carts into new positions by holding down the Use key and walking slowly backwards. To push a moveable object, just walk up to it, then continue moving steadily. Add the Use key when pushing things forward to give the object extra momentum.



Power Ups. Activate wall-mounted First Aid kits by stepping up to them and holding down the Use key. In Blue Shift, Barney's vest and helmet are unaffected by HEV suit chargers.

EQUIPMENT

As Barney Calhoun, you'll be issued a number of useful items. You may also come into possession of other valuable pieces of equipment to be utilized at your discretion. If you have any questions about the appropriateness of any utilities you discover during the course of your employment, contact the office of the administrator.

Flashlight

The standard issue flashlight can be toggled on and off by pressing the Flashlight Button (F). The flashlight uses batteries that will drain over time, so don't forget to turn it off when you exit a dark area. The flashlight's batteries will recharge themselves automatically when not in use.

Armor Vest and Helmet

When you begin assignment with Blue Shift, you must wear an armor vest and helmet. This armor will protect you from damage. Changing facilities are located in the security center locker room where you will find your armor. If your protective equipment ever becomes damaged beyond the point of usefulness, you may find fresh vests and helmets located throughout the facility.



WEAPONS

The Black Mesa Research Facility is built upon a decommissioned military missile base. Therefore, there are many armories and weapons caches located throughout the facility. You'll be issued a standard 9mm side arm, but much, much more powerful weapons may become available to you during the course of your duty.

To learn more about selecting a particular weapon from your inventory and firing it, see the section about Weapon Selection in your training manual.

Some of the weapons you'll find have an alternate attack mode. Discover which weapons have two uses and experiment with your options.

Crowbar

The Black Mesa Research Facility is a complicated place where a crowbar can really come in handy. Things like barrels, boxes, gears, crates and vents can be pried open, smashed or otherwise wrenched loose with the crowbar. You'll find critical paths that have been blocked or sealed shut. You can dig through such obstacles with your crowbar. You can also use your crowbar to break glass and bludgeon approaching enemies.



Pistol

You acquire this 9mm pistol early in the game. Although it may seem outdated as you acquire more technologically advanced weapons, don't forget about it; it's one of the few weapons that fire underwater.



Assault Rifle

This is one of the first weapons you'll find with both primary and secondary attack options. The military assault rifle has an attached grenade launcher (secondary attack). It has great range and fires rapidly. Its primary attack fires 50-round clips of 9mm bullets, while the secondary attack launches grenades.



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