

GAME OF THE YEAR EDITION

THE OPERATIVE™

No One Lives Forever™

★★★★ Computer Games
GAME OF THE YEAR
Now Includes:
All New Mission and CD Soundtrack

SIERRA™

Developed by
MONOLITH™

FOX
INTERACTIVE™

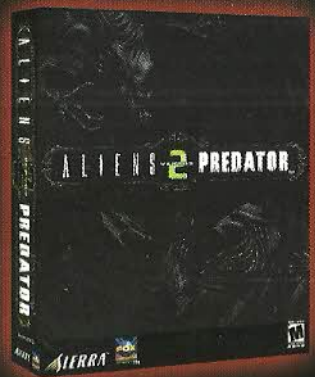
MATURE
M
CONTENT RATED BY
ESRB

S7140315

Three Deadly Species. Only One Can Survive.

Three diverse and bloodthirsty species battle for survival on Planet LV1201. Choose to play as an Alien, a Predator or a Marine. Fight your way through 21 intense single-player missions set in 3 interlocking storylines. Or play online as one of 17 characters in 12 multiplayer levels including Species Team Maps and Deathmatch. Sequel to one of the most frightening games ever made, *Aliens vs. Predator 2* brings you heart-stopping action more terrifying than the blockbuster sci-fi films on which it is based.

- **Marine:** Loaded with a pulse-rifle, flamethrower, rocket launcher, shotgun and more.
- **Alien:** Gifted with deadly speed, razor-sharp claws, and a lethal jaw attack.
- **Predator:** Armed with wrist blades, shoulder cannon, 2-handed spear, and net gun.



ALIENS vs. PREDATOR 2™



S7140315

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Developed by **MONOLITH™**

Consent with other players via: **gameSpy™**

WILES™ **BINK™** **VIDEO™**

Fox Interactive and Sierra Present:
A Monolith Production of

THE OPERATIVE™ in
No One Lives Forever™

No One Lives Forever™ is powered by **LITHTECH™**

Check out the official No One Lives Forever™ website at
www.the-operative.com

Check out other Monolith titles at
www.lith.com

Check out other Sierra titles at
www.sierra.com

SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS

WINDOWS® 95/98/ME/2000

DIRECT X™ 7.0 OR HIGHER

PENTIUM® II 300 MHZ

64 MB RAM

8 MB 3D HARDWARE ACCELERATOR CARD WITH DIRECT 3D™ SUPPORT

HIGH COLOR GRAPHICS (16-BIT)

4X CD-ROM

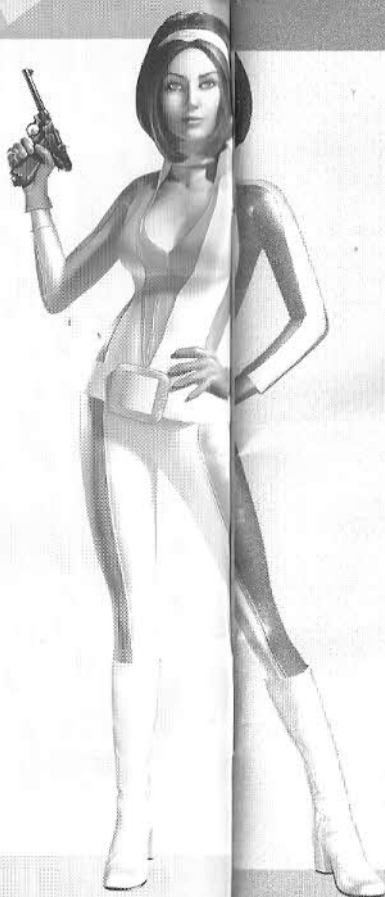
MOUSE

KEYBOARD

56K MODEM OR LAN FOR MULTIPLAYER

500 MB FREE HARD DRIVE SPACE

DIRECT X COMPATIBLE 16-BIT SOUND CARD



THE OPERATIVE™

No One Lives Forever™

TABLE OF CONTENTS

INSTALLING THE GAME.....	3
MENUS AND INTERFACE SYSTEM.....	4
Single Player Menus.....	4
Multiplayer Menus.....	6
Options Menus.....	7
Cross-hair System.....	11
TOYMAKER'S WORKSHOP.....	12
Using Weapons and Gadgets.....	12
Weapons and Gadgets List.....	12
Ammunition Types.....	15
Weapon Modifications.....	15
Gear.....	16
DEFAULT KEY CONFIGURATION CHART.....	17
AGENT TRAINING.....	19
Basic Training.....	19
Weapons and Gadgets Tactics.....	20
Environmental Hazards.....	21
Using Vehicles.....	22
Multiplayer Tactics.....	22
CREDITS.....	24
CUSTOMER SERVICE, SUPPORT AND SALES	29
NOTICE TO USER.....	31

INSTALLING THE GAME

Please review the readme.file located on the CD for the most up-to-date information.

To begin, insert the The Operative™ No One Lives Forever Disc 1 into your CD-ROM drive. If AutoRun is enabled on your computer, the install screen should appear within a few seconds.

Install: This option will launch the setup utility. Follow the on screen prompts to navigate through the setup screens as follows:

In the **Select Destination Directory** screen, click **Next** to install to the default folder, or click **Browse** to install to a different folder on your hard drive.

In the **Install Type** screen, you may choose from one of three possible installation methods:

The **Normal** installation requires 1.1 gigabytes of free hard disk space and will copy both the game and all game data. For maximum performance, use this option.

The **Minimum** installation option requires 500 megabytes of disk space and will copy only the game files to your hard drive and leaves all levels and other data on the CD. This option is recommended if you need to conserve hard drive space.

In the **Select Program Folder** screen, simply click **Next** to add Fox Interactive/No One Lives Forever to the default folder in your Start menu, or specify a different folder.

Once Setup is complete, click **Next** to exit the installer.

Uninstall: This option becomes available only after the game has been installed. It allows you to easily remove the game files from your hard drive. Please note that other programs may share certain installation files, so you may be prompted for confirmation before some of these files are removed.

Install DirectX 7.0: This option is required if you do not already have Microsoft's DirectX version 7.0 or higher installed on your computer.

Read Me: Provides useful information on installing and starting the game, as well as last minute information that didn't make it into this manual.

MENUS AND INTERFACE SYSTEM

The following options are available from the game's Main Menu:

Single Player: Access this menu if you wish to play through the single player missions in No One Lives Forever.

Continue: This option is only available once you have begun playing the single player missions. It will allow you to pick up where you left off in single player mode by automatically reloading your last saved game.

Multiplayer: Access the menu to play a *Deathmatch* or *H.A.R.M. vs. UNITY Team Deathmatch* against other players on a LAN or on the Internet via GameSpy.

Options: Here you can change display and sound settings, game difficulty, and customize your controls.

Quit: Allows you to quit the game and return to Windows.

SINGLE PLAYER MENUS

Select Mission: This menu will display all of the missions that are currently available to you. At first, only one mission will be available. As you progress through the game, each mission you complete will remain in this menu for you to play again later. To begin, just click on the name of the mission you want to play. You will then be given a **Mission Briefing** and the opportunity to customize your weapons and gadgets.

Mission Briefing: An overview of the mission that you chose. Click **Next** to Continue, or **Back** to return to the **Select Mission** Screen.

Mission Objectives: A list of tasks you must complete to successfully conclude the mission. More objectives may be added to this list during the course of the mission. You may bring up these objectives again at any time during the game by holding down the **View Objectives** key.

Default Equipment: Selecting this option will automatically equip you with the basic weapons and gadgets necessary to complete the upcoming mission. Once you have selected this option, the **Inventory Summary** screen is displayed.

Select Equipment: Selecting this option will give you much greater control over the items you choose to equip for a given mission.

Weapon Selection: At the top left of the screen are your available weapon slots. A slot marked with a red **X** means this item is critical to your mission and cannot be deselected. Any box with a **check mark** indicates a weapon that can be replaced with another from the list below. If you want to replace a weapon that has been selected for you, just click on its name to reveal an empty slot. Next, click on the name of the weapon you would like to replace or simply leave this slot empty.

The first time you go through a mission, you will only choose from a few weapons. As you progress through the game, more will become available to you. When ready to continue, click **Next**.

Gadget Selection: Choose your gadgets the same way you chose your weaponry. When ready to continue, click **Next**.

Modification Selection: On this menu, you may select the weapon modifications you wish to carry. This includes items such as scopes and silencers. The modifications available depend upon the weapons you have already selected in the previous screen. When ready to continue, click **Next**.

Gear Selection: Here you may select the special gear you desire for the upcoming mission. This includes items such as a fire extinguisher to protect against burn damage, fuzzy slippers to soften footsteps and SCUBA gear for underwater exploration. When ready to continue, click **Next**.

Inventory Summary: This screen will display a list of all of the weapons, gadgets, mods, and gear you have selected for the upcoming mission. In addition, you will be able to view any gadget modes or ammo types available for the items you have selected. For example, the Barrette gadget may have both a lock-pick and a poison capsule mode available. If you want to make any changes, click **Back**. If you're ready to go, click **Start Mission**.

NOTE: To view the items in your possession, you can access your inventory screen at any time during the game by selecting the Inventory key.

Save Game: Save your existing game.

Load Game: Load a previously saved game or restart the current mission.

MULTIPLAYER MENUS

Please review the readme file located on the CD for the most up-to-date information.

Player Setup: Here's where you can customize your character for multiplayer games. You can customize the following aspects of your character:

Player Name: Type in the name you want to use here. Make sure to hit <ENTER> after you type in your name.

Preferred Team: Choose either *UNITY*, *H.A.R.M.*, or *No Preference*. The choice you make will only affect which team you are on. Choosing *H.A.R.M.* vs. *UNITY* (*Team Deathmatch*) will not restrict which player models you can use. If you choose no preference, you will be randomly assigned to a team.

Player Model: There are over 40 models available to you in *No One Lives Forever*. Choose the one you prefer.

Join Internet Game: Allows you to join a multiplayer game already in progress. When you select this option, GameSpy will search for available servers around the world and list them for you. The Join Game screen provides several options for customizing the server list as follows:

Refresh Server List: This option will command GameSpy to update the list of available servers and all related information.

All Games: Click on this to toggle between the type of game you are interested in joining.

Any Number of Players: This acts as a filter and a list based on the number of people currently playing.

Join Game: Once you have clicked and highlighted the server you want to join, click on this to connect.

Host: Allows you to host your own multiplayer game. The following options are available:

Session Name: Type the name of your session here.

Game Type: You can select either a *Deathmatch* game or a *H.A.R.M.* vs. *UNITY Team Deathmatch*.

Game Options: For up to date information on how to set *Deathmatch* and *Cooperative Assault* options, see the Readme file.

Levels: Use this option to determine which levels to play. Simply click on the level you want to add and then click on the **Add level** option. Or, use the **Add All** option to cycle through all of the available levels. If you need to remove a specific level from the queue, just click on the level name, and then click on **Remove**. If you wish to remove all of the levels from the queue, click on **Remove All**. In addition, if you choose to create custom multiplayer maps, they will be available here.

Lock Server: Toggle this to "On" if you wish to restrict your game to certain players by providing a password.

Password: If Lock server is set to "On", you can use this option to specify the password that is needed to join your game.

Launch: Once all server options have been set, use this to launch the game.

OPTIONS MENUS

Display: Click on this option to access the game's graphics options. The following items will become available:

Display: This shows the video driver that is currently being used to render the game.

Resolution: Allows you to select what resolution matches your preferences.

Texture Depth: Both 16-bit (default) and 32-bit texture depths are available. Enabling 32-bit mode will offer significant graphical improvements but will require higher system requirements. Check to see whether your card supports 32-bit textures.

Sound: Here you may adjust sound FX and music settings.

Controls: Lets you customize the keyboard, mouse and joystick settings.

NOTE: Some menus will have an arrow at the bottom. This means that there are more items to set. Click the arrow to go to the next screen.

Configure controls: This option allows you to remap your keyboard, mouse, or controller to the various actions available in the game.

Mouse: This option provides various controls that you can use to customize how your mouse interacts with the game.

Always mouse look (No/Yes): The user is always able to look around with the mouse (instead of pushing a button to look around with the mouse).

Mouse sensitivity (slider): Controls the speed at which your view swings around in response to mouse movement.

Mouse smoothing (slider): Scales mouse input rate for smoother or jerkier but more responsive movement.

Invert y axis (No/Yes): Toggles vertical mouse movement. If inverted, moving the mouse up will move your view down.

Vehicle Turn Speed: Determines how fast vehicles will turn when the mouse is moved.

Keyboard: This option provides various controls that you can use to customize how your keyboard interacts with the game.

Normal turn speed (slider): If you turn with the keyboard, this determines how fast you will turn when you are walking.

Fast turn speed (slider): If you turn with the keyboard, this determines how fast you will turn when you are running.

Up/Down look speed (slider): If you look up and down with the keyboard, this determines how fast you will look up and down.

Vehicle Turn Speed: Determines how fast vehicles will turn when the keyboard is used.

Use Joystick (Yes/No): Enables joystick controls.

Configure Joystick: This option provides various controls that you can use to customize how your joystick interacts with the game.

Restore defaults: Reverts all controls back to the original configuration.

Game Options: Allows you to set specific game options to your taste.

Crosshair Customization: Customize the look, color, and transparency of your crosshair.

