## 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.

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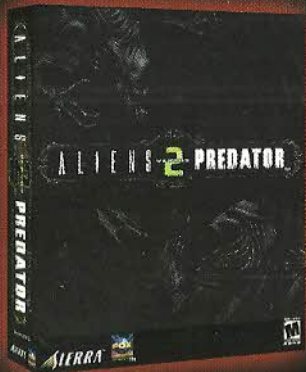
**ALIENS 2 PREDATOR**

ALIENS VERSUS 2 PREDATOR ™

SIERRA

Developed by
**MONOLITH** ™

Connect with other players via:
**gamespy**

**MILES** SOUND SYSTEM

**BINK VIDEO**

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S7140315

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# GAME OF THE YEAR EDITION

### THE OPERATIVE™

# No One Lives Forever™

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## 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
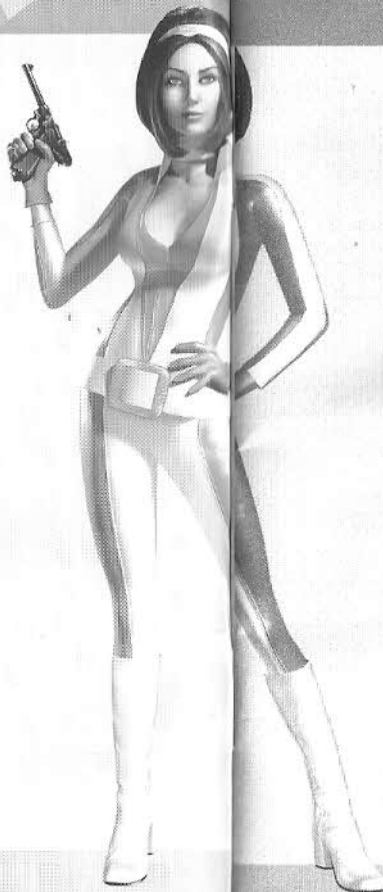HIGH COLOR GRAPHICS (16-BIT)
4X CD-ROM
MOUSE
KEYBOARD
56K MODEM OR LAN FOR MULTIPLAYER
500 MB FREE HARD DRIVE SPACE
DIRECT X COMPATIBLE 16-BIT SOUND CARD

THE OPERATIVE™

# No One Lives Forever

## TABLE OF CONTENTS

# INSTALLING THE GAME

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 though 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.

**Use Crosshair**: If this option is turned on, then a crosshair sight will appear in the middle of your screen to make targeting enemies and objects easier.

**Opacity**: Moving this setting all the way to the Right will make the crosshair a solid color, while moving it farther to the Left will increase its transparency.

**Red/Green/Blue**: Use these options together to customize the color of the crosshair. Moving the slider bar to the Right for each of these options will increase the amount of that color.

**Dynamic Scaling**: When the dynamic option is enabled in the menu, your crosshair will scale in size to reflect your accuracy. The larger it is, the worse your aim. Generally, your accuracy improves when standing still and worsens while moving.

**Style**: Toggle between **basic**, **crossbar**, **dot-cross**, **post**, **dot**, and **corner** styles of crosshair.

**Subtitles (Off/On)**: When turned on, subtitles will appear at the bottom of the screen whenever relevant in-game dialogue is heard.

**Blood (Off/On)**: When turned on, Blood splatters will appear on walls and floors when the player or an AI are shot.

**Fade Bodies (Off/On)**: When turned on, bodies of slain AI will fade away over time.

**Always Run (No/Yes)**: When turned on, the player is always running.

**Difficulty**: There are four difficulty modes in No One Lives Forever: Easy, Normal, Hard and Super Spy. The difficulty setting primarily affects enemies in the game, making them more or less accurate or responsive to external stimuli such as footsteps, weapon fire, etc.

**Heads Up Display Style**: Toggles between various HUD configurations. The state of your current health, armor, and ammo can be displayed either via text or graphics.

**Performance Options**: If your game is running poorly, you may enable or disable a variety of features within the game. More information may be available on these options in the Readme.txt available with this game.

**Current Weapon/Gadget (Center)**: The weapon/gadget you are currently holding appears here. When you click the fire button you will use the item in your hands.

**Health/Armor Meter (Bottom left)**: The red meter indicates how much health you have. The blue meter indicates armor. Body armor will completely absorb most types of damage. Once it is depleted, your health will deteriorate rapidly. If your health runs out, you will die. Your heath will be restored at the start of each new mission.

**Ammo (Bottom right)**: The numbers in the ammo section display the amount of ammo available for the currently selected weapon. The number on the left and the yellow meter represent the rounds remaining in the magazine. Once that reaches zero, you will automatically reload. You may also manually reload at any time. The number on the right and the blue meter display the total amount of ammo that you are carrying for that gun. Be warned that certain weapons may share ammunition.

## CROSSHAIR SYSTEM

Crosshairs come in a number of different shapes and colors. You can adjust your crosshair by going into the **Options/Game Options/Crosshair** menu. In addition, No One Lives Forever features a dynamic cross-hair system to alert you to special objects or characters.

**UNARMED CROSSHAIR**: A small dot will appear in the middle of the screen to signify that you are unarmed.

**ACTIVATE CROSSHAIR**: When your crosshair moves over an item or person that you may activate in some way, this crosshair will appear. Selecting the Use button will then activate the item. For example, you may open a door or trigger a conversation with a bystander.

**GADGET CROSSHAIR**: If you have a gadget equipped, this crosshair will appear if you highlight an object with which the gadget may be used. For example, if you are holding the Barrette lock pick and center your view over a padlock, your crosshair will change.

**INNOCENT CROSSHAIR**: As an operative for UNITY, your job is to protect the civilian population. If you have a weapon equipped and target an innocent, this crosshair will appear. Killing innocents will result in mission failure.

# TOYMAKER'S WORKSHOP

## USING WEAPONS AND GADGETS

You will have access to a wide variety of weapons and gadgets as you play through the game. Typically, you will have access to between five to eight items per mission. To select a different item from your inventory, press either the Next Weapon or Previous Weapon key and then hit Fire to equip your selection.

Taking the time to equip yourself appropriately at the beginning of a mission can have a significant effect on gameplay. For example, a stealthy player will equip a variety of silenced weapons and gadgets such as the Camera Disabler or the Robotic Poodle. A player less focused on stealth may select a variety of explosive devices. As the game progresses, more and more items will become available.

In addition, most weapons and some gadgets support different functions. For example, the Shepherd Arms P38 9mm accepts several ammunition types which alter the effectiveness of the weapon against certain targets.

Also, certain gadgets have multiple modes of operation, such as the Barrette's lock pick and weapon modes. Use the Next Function key to cycle between the various modes or ammo types available for the currently selected item.

## WEAPONS AND GADGETS LIST

Below is a summary of some of the items you'll encounter, as well as the mods and ammunition available for each:

**Shepherd Arms P38 9mm**
This 9mm semi-automatic pistol was used extensively by Allied covert operatives during World War II. It is easily concealed and very reliable. It has a 10 round magazine and can be fitted with a silencer. Standard Ammo: 9mm Full Metal Jacket ammunition.

**Petri .38 Airweight revolver**
Agent Archer's signature weapon is a small, lightweight .38 caliber five-shot revolver. While admittedly a bit slow on the reload, it can readily accommodate a variety of ammunition types. It's also easy to conceal. Standard Ammo: .38 caliber Full Metal Jacket ammunition.

### Hampton MPL 9mm SMG

A vicious little 9mm sub-machine gun. Elegantly simple and hardy. Standard Ammo: 9mm Full Metal Jacket ammunition.

### AK-47 Assault Rifle

Standard Eastern Bloc military issue assault rifle. Renowned for its simple design and rugged construction. It is reliable and easy to maintain. It uses a 30 round magazine. Standard Ammo: .45 caliber Automatic Colt Pistol ammunition.

### M79 Grenade Launcher

Standard issue U.S. Army 40mm grenade launcher. Rugged and reliable. Takes High Explosive rocket-propelled grenades which explode upon impact.

### Hampton Carbine

A bolt action .45 caliber sniper rifle with integral suppressor. The Hampton Carbine is one of the world's only truly silent firearms. Standard Ammo: .45 caliber Automatic Colt Pistol ammunition.

### Sunglasses

These perfectly ordinary-looking sunglasses can be fitted with three unique functions. Use the **Next Function** key to cycle through the various modes.

Standard zoomable spy camera module for sunglasses. This function will allow you to zoom in and take pictures of far away events.

A mine detection module that can be installed on sunglasses. You will need to use this device to navigate difficult mine fields found within the game.

An infrared spectrograph module that can be installed on sunglasses. Use the mode to detect hidden lasers.

### Camera Disabler

A nifty device that, when mounted on a security camera, creates looping footage of the scene from the camera's perspective, thereby neutralizing it. Unfortunately, this device can only be used on cameras directly within your reach!

### Code Breaker

Attaches to a 10-button keypad and runs through number combinations in order to decipher security codes. The more sophisticated the device, the longer it will take to break the code.

### Coin

When thrown, a coin can distract an unwary enemy, giving you an opportunity to sneak past.

### Barrette

A fashionable plastic barrette which can be fitted with two separate functions. Use the **Next Function** key to cycle through the Barrette's modes.

A retractable lockpick attachment ideal for bypassing certain keyed padlocks. Of course, the more complicated the mechanism, the longer it will take to pick. Note that the Barrette only works on padlocks with keyholes.

In its secondary mode, the Barrette functions as a poisoned melee weapon.

### Cigarette Lighter

A basic cigarette lighter which can be fitted with two functions. Use the **Next Function** key to cycle through the Lighter's modes.

A Lighter. Useful for lighting cigarettes or starting fires.

A miniaturized welder attachment that can be used to cut through some metal locks. Look for locks with dials instead of keyholes.

### Lipstick Impact Explosive

A deadly explosive disguised as woman's lipstick. It detonates on impact when thrown.

### Perfume Sleeping Gas

This attractive perfume bottle dispenses powerful sleeping gas capable of incapacitating an adult moose, let alone the standard, garden-variety hoodlum. Be careful not to use this item on enemies too near or you may find yourself asleep next to your enemy!

### Decay Powder

This powder rapidly dissolves non-living tissue—an excellent way to hide bodies from guards and cameras.

### Holster Weapon

Select this option to put away your weapon. Your karate chop is only effective against adversaries that are not alert. You can take them down with one chop to the neck. Note that you may also quickly hide your weapon with the **Holster Weapon** key.

## AMMUNITION TYPES:

To cycle through available ammunition types for a weapon, you will need to rely upon the **Next Function** key.

### Full Metal Jacket Ammunition

Standard Full Metal Jacket (FMJ) ammunition. Good penetration, but only modest stopping power.

### Dum Dum Ammunition

Dum dums are rounds that have been modified to expand upon impact, thereby inflicting greater damage. Unfortunately, they are less effective against armored targets, so use them wisely.

### Phosphorous Ammunition

Phosphorous-coated tracer rounds which continue to burn upon impact and damage soft targets.

## WEAPON MODIFICATIONS:

### Silencers

When attached to a weapon, a silencer greatly reduces the muzzle noise, making it easier to kill enemies without causing an uproar and alerting nearby enemies.

### Scopes

A scope will allow you to zoom in for a closer view of a distant target. Different scopes have different zoom lengths and several feature multiple zooms. In addition, some scopes enable night vision. Use the **Zoom In** and **Zoom Out** keys to adjust the zoom level.

## GEAR:

Gear items are special power-ups that you may either select at the beginning of a mission or collect while on a mission. The following gear items are available in the game:

### Fire Extinguisher

Fire extinguisher gear will protect you from burn damage caused by phosphorous rounds, scalding steam, and other heat sources.

### Earplugs

These earplugs will reduce concussion damage caused by explosions.

### SCUBA Gear

During prolonged underwater missions, you will need SCUBA gear to provide you with a steady oxygen supply.

### Fuzzy Slippers

In addition to serving as a bold fashion statement, these fuzzy slippers will also reduce movement noise by half.

### Bandages

Always keep bandages handy to reduce bleeding damage caused by dum dum rounds.

### Body Armor

You won't have the opportunity to heal while on a mission, so you'll need to rely on body armor to protect yourself from damage. Be warned that certain types of damage will ignore armor completely, such as that sustained from falling or running out of oxygen. Note: Can only be picked up during missions.

### UNITY Ammo Boxes

Keep an eye out for ammunition boxes. Each can contain various ammunition types. Once the box is empty, it will disappear. Note: Can only be picked up during missions.

# DEFAULT KEY CONFIGURATION CHART

Menu...................................................................................<Esc>
Quicksave...........................................................................<F6>
Screenshot..........................................................................<F8>
Quickload............................................................................<F9>

Forward...............................................................................W
Backward.............................................................................S
Step left...............................................................................A
Step right.............................................................................D
Turn left................................................................LEFT ARROW
Turn right.............................................................RIGHT ARROW
Sidestep.................................................................LEFT ALT
Run........................................................................ENTER
Jump.....................................................................SPACEBAR
Crouch..................................................................C
Turn around..........................................................BACKSPACE
Always run............................................................CAPS LOCK

## Inventory Weapons Control

Fire.............................................................. MOUSE 0 (Left Mouse)
Use/activate object............................... MOUSE 1 (Right Mouse)
Reload Weapon....................................MOUSE 2 (Middle Mouse)
Next ammo type/gadget function........................... LEFT CTRL
Next weapon/gadget................................................LEFT SHIFT
Previous weapon/gadget............................................] (Right Bracket)
Holster weapon......................................................H
View inventory......................................................I

## View Controls

Look Up............................................................................PAGE UP
Look Down.......................................................................PAGE DOWN
Mouse Look.......................................................................\ (Backslash)
Center View.......................................................................END
Zoom In..........................................................................MOUSE WHEEL UP
Zoom Out.........................................................................MOUSE WHEEL DOWN

## Miscellaneous Controls

Status..............................................................................TAB
View Objectives................................................................O
Flashlight..........................................................................L
Crosshair Toggle................................................................X
Say..................................................................................T
Team Message.................................................................Y

## Mouse

Always Mouse Look...........................................................YES
Mouse Smoothing..............................................................3
Invert y axis.......................................................................NO

## Keyboard

Normal Turn Speed.............................................................5
Fast Turn Speed.................................................................5
Up/Down Look Speed..........................................................5
Auto Center.......................................................................NO
Vehicle Turn Speed.............................................................5

# AGENT TRAINING

Below you will find a list of tips valuable to all UNITY operatives.

## BASIC TRAINING

- It's often advisable to move as quietly as possible to avoid detection. The faster you move, the louder your footsteps will be. By walking or moving in a crouch, you reduce the amount of noise you make. Also, certain materials dampen sound better than others. For example, carpet or turf are generally preferable to tile or linoleum.

- Walking into a public area with a weapon drawn is likely to cause a commotion. Unless you want to draw attention to yourself, make sure to put away firearms and other obvious weapons before approaching civilians. Once they're distressed, they probably won't talk to you, so you might miss out on useful information or advice.

- Use the Holster Weapon key to conceal your weapon rapidly. If your weapon is already holstered, hitting this key will draw the last weapon you had out.

- Be careful not to injure civilians! If you kill an innocent bystander, you will fail your mission. You will also fail if three or more bystanders are slain by *enemy* fire. If you're ever in doubt, look at your crosshair. It will change to indicate the person you're targeting is friendly (see section on crosshairs).

- If you're not sure what to expect around a corner, it is generally safe to step out for a moment to see what's up ahead. As long as you duck back quickly, you probably won't be spotted. Of course, the closer you are to an enemy, the more likely it is that you'll be seen, so listen for footsteps or conversation before leaving cover.

- Your flashlight is an effective tool, but it can also give away your position. Try not to let enemies see the beam.

- While on a mission, always keep an eye out for miscellaneous intelligence items including letters, packages, film canisters, and briefcases. The more you recover, the better your mission rating will be.

- Keep an eye out for explosive barrels in the various areas. Shooting these red barrels will result in large explosions, which can take out defensive positions or distract guards from their regular duty.

- Enemies will occasionally show up in cars. To take them out quickly, shoot at the vehicle's gas cap.

- Most weapons will allow you to shoot through glass, with the exception of some types of bulletproof glass. Hiding in a building and sniping through a window can be an effective way to take down the enemy. If you shoot through the glass enough times, it may eventually explode into harmless glass shards.

- Sneaky enemy agents may sometimes hide secret rooms behind ordinary objects. Take special note when your Activate Crosshair appears over an ordinary looking object. Activate or Use the object and watch what happens! In addition, Intelligence Items you find within the level may provide a clue to the location of hidden areas.

## WEAPONS & GADGETS TACTICS

- Make sure to outfit yourself appropriately before embarking on a new mission. UNITY may require you to take certain items or weapons they suspect will be needed during the operation, but you will generally have the opportunity to modify your arsenal according to your personal preferences (See Single Player Menus section).

- Once you have acquired a new weapon, ammunition type, gadget, or gear item, you will generally have access to it from then on, even if you return to an earlier mission. In fact, you will frequently discover that you cannot retrieve all the available intelligence in a mission the first time you attempt it. Only by later returning to the mission with new gadgets can you earn a perfect score.

- The Next Function key is very important. With it, you can cycle through the available ammunition types for a given weapon. More importantly, it cycles through a gadget's various functions. For example, it allows you to toggle between the barrette's lock pick and weapon modes.

- The more rapidly you move, the worse your accuracy becomes. You can group your shots tighter by standing still, but the tradeoff is that you become an easier target for your enemies. When the dynamic crosshair option is enabled in the menu, your crosshair will scale in size to reflect your accuracy. The larger it is, the worse your aim.

- Learn to monitor your ammunition. Reload your weapon between firefights to make sure you don't run empty at inopportune moments.

- You can shoot through certain walls and objects. Of course, doing so may affect the accuracy, range, and velocity of the shot, but it's sometimes preferable to dispatch an enemy before he sees you. Keep an eye out for these materials.

A man who knows he's about to die tends to make a good deal more noise than one who expires unexpectedly. Therefore, learn to dispatch enemies while they're unalert. Cries of pain will likely cause a commotion.

## ENVIRONMENTAL HAZARDS

- There are several important things to know about security cameras. First, as tempting as it may be, don't destroy them if you can help it. Whoever is monitoring the security system is likely to send someone to investigate or even sound an alarm if any of the cameras goes out. Instead, try to avoid them altogether. If the light on camera starts flashing yellow, it means you've been detected and the camera is attempting to focus on you. Duck out of sight before you're identified as a threat. If you're close enough to the camera, you'll actually hear it focusing. Listen for it to resume scanning before stepping back into view. Finally, make sure not to leave any bodies lying in view of a camera. That's just as bad as being spotted.

- Searchlights are best avoided. Shooting them out will likely cause every bit as much commotion as being caught in the beam. Figure out their movement patterns before attempting to bypass them. Once you are caught in a searchlight beam, it will track you mercilessly until you leave the area completely.

- On night missions, you'll frequently run into drowsy guards. Watch them carefully to see if they rouse. If so, you can probably time your movements to make sure they're not stirring as you're passing by.

- If you are spotted by dogs, they will begin to bark which may alert nearby guards to your presence. Therefore dogs are best avoided until you obtain access to the Robotic Poodle later in the game.

- You will occasionally be called upon for underwater missions. You can typically remain in small bodies of water as long as you monitor your oxygen supply, but for deep sea diving, you will need SCUBA gear.

- Enemy outposts may be protected with hidden explosive mines. Avoid these areas until you obtain the Sunglasses' Mine Detector.

- Enemy helicopters are more vulnerable in areas such as the rotor. You may also aim for door gunners to take down these pesky and deadly foes.

## USING VEHICLES

- Although you cannot use weapons while riding a motorcycle, you're not completely vulnerable. Ramming an enemy at speed is an effective way to clear a path.

- If you reach an impassable gate or other obstacle while on a vehicle, you'll likely have to get off and deal with the situation. Once the obstacle has been overcome, you can jump back on the vehicle to continue.

## MULTIPLAYER TACTICS

No One Lives Forever provides two modes of play: Standard Deathmatch mode and H.A.R.M. vs. UNITY.

### Deathmatch

The object of a Deathmatch is simple: Kill, or be killed. Use any and all weapons and gadgets available on the map to obliterate other players and get the most "frags". Whoever has the most "frags" at the end of the level wins.

> To survive in Deathmatch, remember to keep moving. A stationary target is just begging to be shot.

> Learn which weapons are best to use in certain situations. For instance, the Bacalov Corrector may be deadly at a distance, but in close quarters, its slow reload time is no match for an AK-47.

### H.A.R.M. vs. UNITY

In H.A.R.M. vs. Unity games, the objective is to capture as much intelligence for your team as possible. At the start of each level, one intelligence item will appear somewhere in each team's base. Your team's goal is to sneak into the enemy base, find the intelligence item, and then photograph it with your sunglasses. Once an intelligence item is photographed, it will disappear for 30 seconds before responding somewhere within the same base. For each successful capture you make, both yourself and your team will earn points. You will also gain a point for yourself and your team by killing an enemy agent. When the level ends, the team with the most points wins.

Remember that this is a TEAM game. In order to win, you must have both offensive and defensive strategies.

Use the ZOOM feature on your sunglasses to capture intelligence items from a distance. But beware, you are more vulnerable in zoomed mode as you cannot see what's going on around you.

Sunglasses are usually found close to your team's spawn points. Be sure to pick them up before you leave your base!

Watch for Zipcord targets on ceilings and walls. These may provide access to better weapons, sniper points, or alternate access into an enemy base.

When your team's intelligence item is captured, be sure to find the next one quickly in order to set up your defenses before the enemy arrives.

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