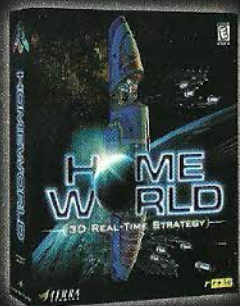
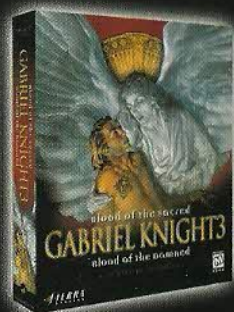


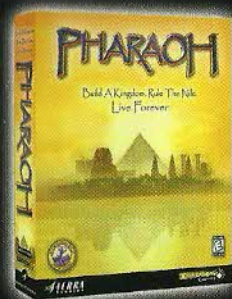
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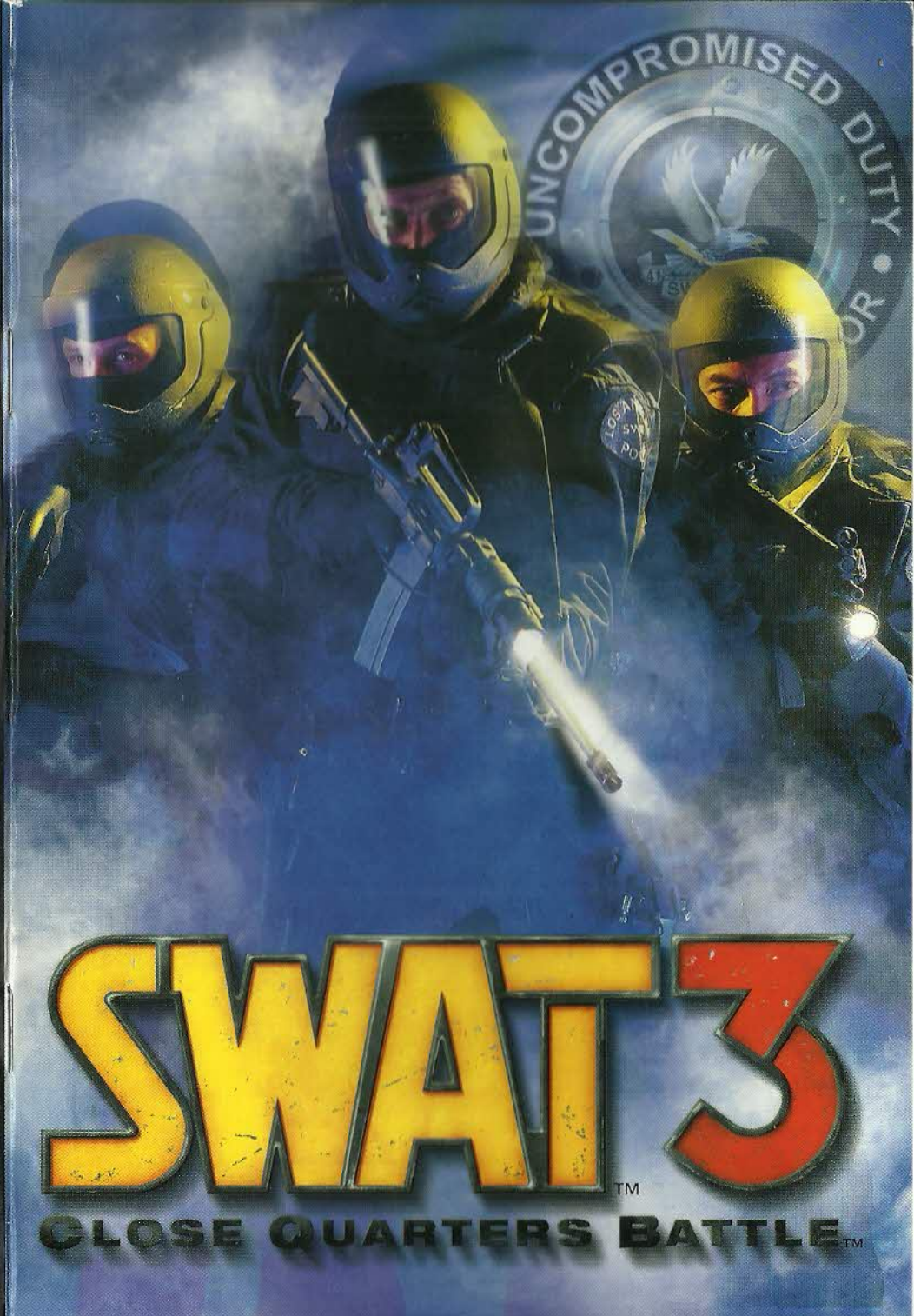
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SWAT 3™

CLOSE QUARTERS BATTLE™





swat



CLOSE QUARTERS BATTLE

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INSTALLATION

Installing SWAT3 : Close Quarters Battle

Insert the game CD into your CD-ROM drive. If your CD-ROM drive has AutoPlay enabled, click the "Install SWAT3" tab and follow the on screen instructions.

If AutoPlay is disabled, click on the "My Computer" icon located on your desktop. Double click on the CD-ROM drive icon. Follow on screen instructions.

SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS

Computer: Pentium 233 Mhz

Memory: 32 MB RAM, 400MB Hard drive space

Operation System: Windows 95, Windows 98, Windows 2000

CD-ROM: 4X or better

800 x 600 SVGA High color (16 Bit)

4 MB Video card

Direct X 6.1 (Included on CD)

Windows compatible sound device

Mouse and Keyboard

RECOMMENDED SYSTEM REQUIREMENTS

Computer: Pentium 266 Mhz +

Memory: 64 MB RAM +

3D accelerator card (Direct 3D Compatible)

STORY LINE

LOS ANGELES, 2005.

In the next seven days, representatives from every nation around the world will converge on Los Angeles to witness the signing of the United Nations Nuclear Abolishment Treaty (resolution S-112/8). The protection of these dignitaries falls on the shoulder's of LAPD SWAT.

As a tactical leader within SWAT, your assignment for the next 24 / 7 will be to lead your team against the global forces that would prevent the City from hosting the treaty ceremony and joining the world in celebrating Global Peace Day 2005.

MISSION STATEMENT

As an officer of D Platoon SWAT you must have a deep and abiding reverence for human life and a firm resolve that all possible tactical alternatives be exhausted before employing deadly force.

You must be committed to the concept of team work, and recognize that the overall success of each mission is a direct result of individual team members acting in concert with one another.

It is important you have a conviction that intensive training is tantamount to continued success in all operational aspects of the team.

You must recognition that we, the members of SWAT, are part of a larger organization, the Department. That our level of success is dependant, in large measure, on the support of the Department.

As an LAPD SWAT officer, know that your fundamental mission is to make Los Angeles a safe haven for all law abiding citizens, while keeping the men under your command free from harm.

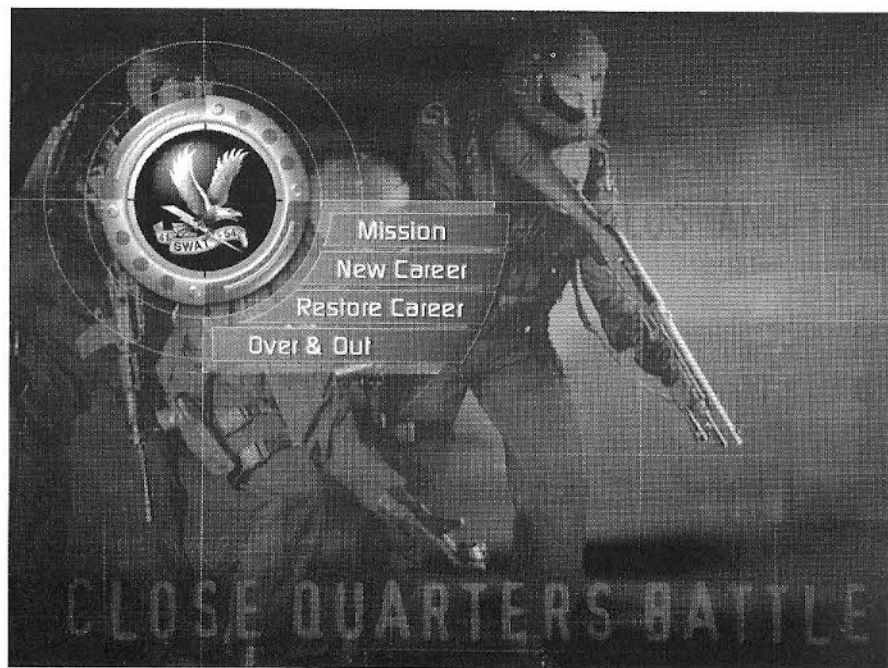


GAME PLAY

SWAT3 : Close Quarters Battle is a first person tactical simulation where you play the Element Leader of a five man entry team. CQB can be played in either mission mode or career mode. In mission mode each mission is a stand alone experience. Mission results are not tallied and do not effect an overall score.

In career mode your up front decisions have long lasting effects, as the squad you choose will last your entire career. The sequence of missions within a career are predicated on outcomes from previous missions. In career mode your leadership score and the medals awarded you are tracked. Selection of mission or career mode occurs at the game's main menu.

MAIN MENU



The main menu appears after the opening sequence. From the main menu you can start the game in mission or career mode, restore a career, set your options, or quit out to Windows. Passing your cursor over any of the main menu option tabs causes them to highlight. Click on a highlighted option tab to select.

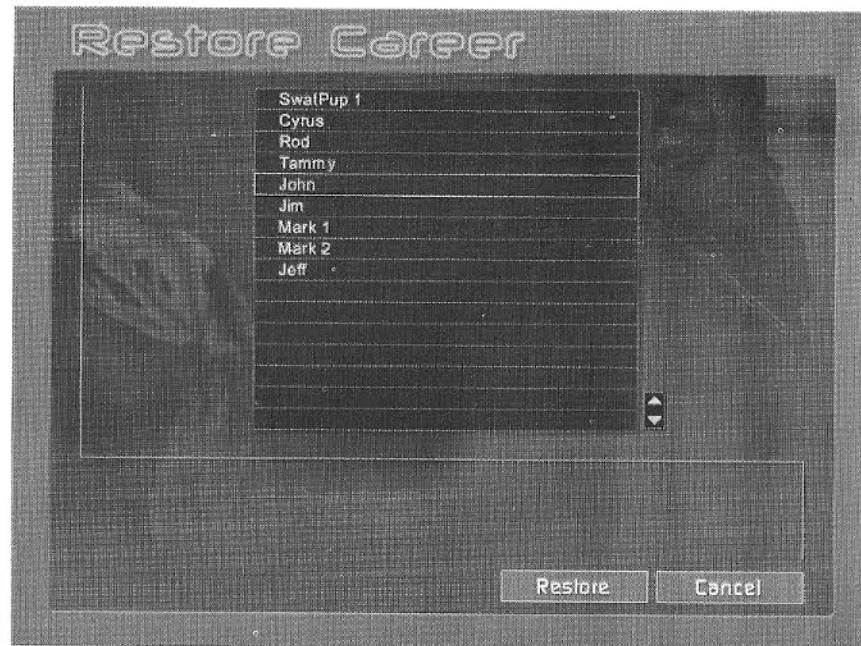
MISSION

Clicking the Mission tab takes you into the mission mode game environment and allows you to play any mission in any order.

CAREER

Clicking on the Career tab takes you into the career mode game environment and initiates a career path for you.

RESTORE CAREER



Clicking on the Restore Career tab takes you to the Restore Career Menu. From here you may select any saved career and re-enter the game from the last mission played.

To Select a saved career, pass your cursor over the list of saved careers. As you do so they will highlight. To select, click Restore. The game will load and return you to the point in which your career was saved. All your stats will be reinstated, from your leadership score to the medals awarded you.

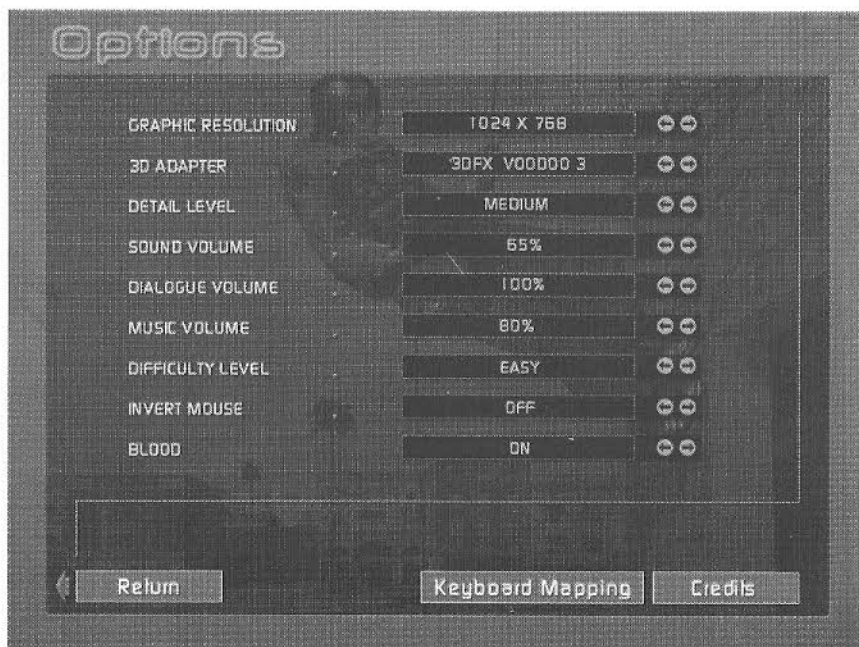


OPTIONS

Clicking on the SWAT Eagle will take you to the main Options Menu and, subsequently, to the Key Mapping Menu. From these two screens you can customize your keyboard and mouse configurations, set your audio and music levels, select video card support or software, and adjust your screen modes and settings.

There are two Options Screens in CQB. The main Options Screen, as mentioned above, can be accessed off the Main Menu. It can also be accessed anywhere within the Metropolitan environment by clicking on the SWAT Eagle. The second, in-game Options Screen is accessible during actual game play. To access the in-game Options Screen press the ESCAPE key.

MAIN OPTIONS SCREEN



Here you can change various settings to improve game performance or enjoyment. Each of the categories below have a default setting. To change the default setting click on the arrows to the right of the category.

GRAPHICS RESOLUTION

The default setting is 800 x 600. The available resolutions will vary depending on the capabilities of your system.

3D ADAPTER

If you have a 3D adapter it will be listed here. If not, the word "Software" will appear. If you are running the game under Software you will not experience the game to it's fullest. You will be missing many of the game's lighting effects, such as the flashlight, shadows, and lightsticks.

DETAIL LEVEL

If you notice that the game is running sluggishly, lower your detail level. Lowering your detail level will speed up the game, however, you will notice a slight reduction in art quality. There are three detail settings: low, medium and high. The higher the detail setting the more processing power your computer should have.

SOUND VOLUME

Increase or decrease the volume of your sound effects.

DIALOGUE VOLUME

Increase or decrease the volume of the game dialogue.

MUSIC VOLUME

Increase or decrease the volume of the game music.

DIFFICULTY LEVEL

If you find that the AI characters are just to darn hard to beat, lower this setting. As you become better trained and better versed in tactics, go ahead and increase the difficulty level. After all, they are just AI characters

INVERT MOUSE

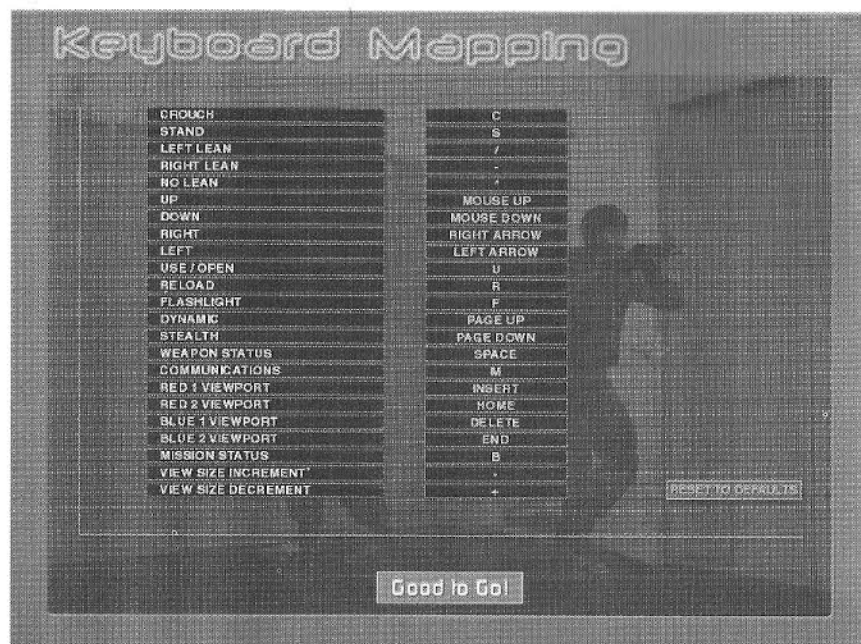
It's like flying a plane! Move your mouse forward and your cursor points down. Move your mouse back and your cursor moves up.

BLOOD

On or off. Nothing in between. Not even a drop.

To return to the previous menu highlight and click on the Return tab. Located along the bottom of the screen are two tabs, they are: Keyboard Mapping and Credits. Pass your cursor over either tab to highlight, click to select.

KEYBOARD MAPPING



Selecting the Keyboard Mapping tab replaces the Options Screen with the Keyboard Mapping Screen.

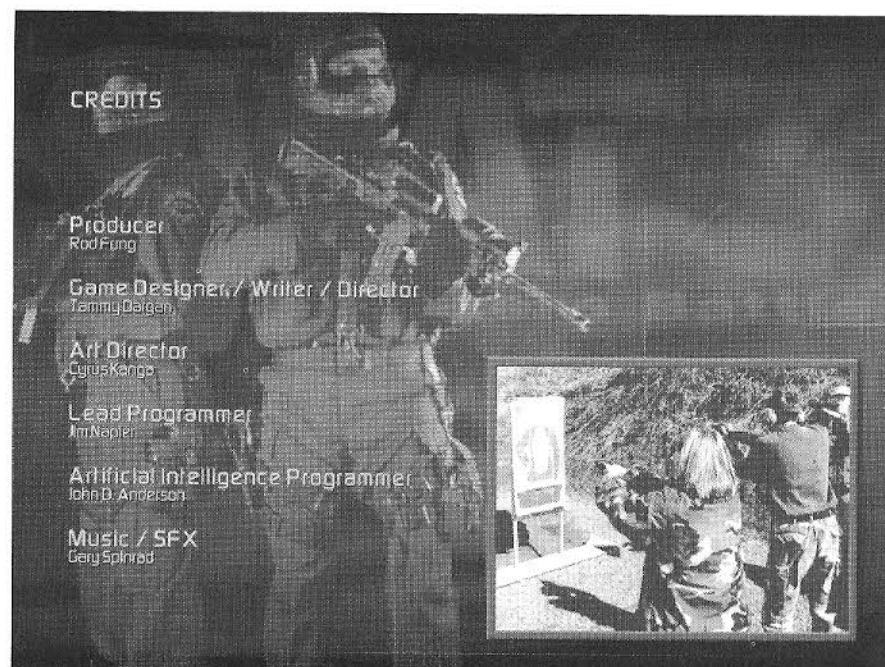
The Keyboard Mapping screen allows you to customize your in-game controls. To do so, pass your cursor over the list of controls on the left side of the screen to highlight. Click to select.

Once a control is highlighted, press the key you want mapped to that control. If the key you request is already in use, not to worry. It will be automatically swapped with the key you are replacing.

Please note, the number keys and the function keys are predefined and cannot be remapped.

There are two tabs on the Keyboard Mapping screen, they are: Reset to Defaults and Good to Go. Pass your cursor over to highlight. Click to select.

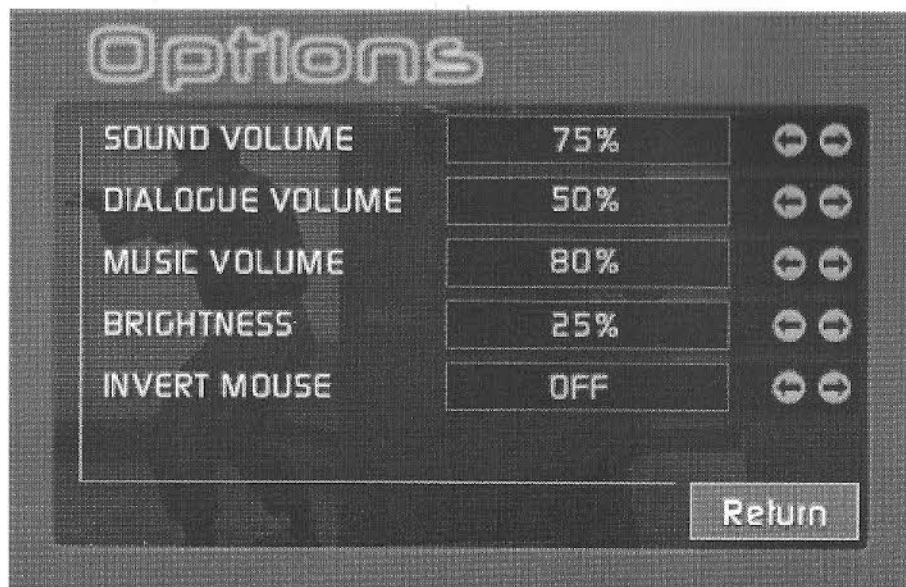
CREDITS



OK, so we're proud of what we do. Pass your cursor over to highlight, click to select. And then do it again, and again, and again . . .



IN-GAME OPTIONS



The in-game Options Screen lets you adjust a limited set of options, they are: sound, dialogue, music volume, brightness and invert mouse.

If you need to make any changes greater than those you'll need to exit your current mission and access the Main Options Screen from Metropolitan or the Main Menu.

OVER & OUT

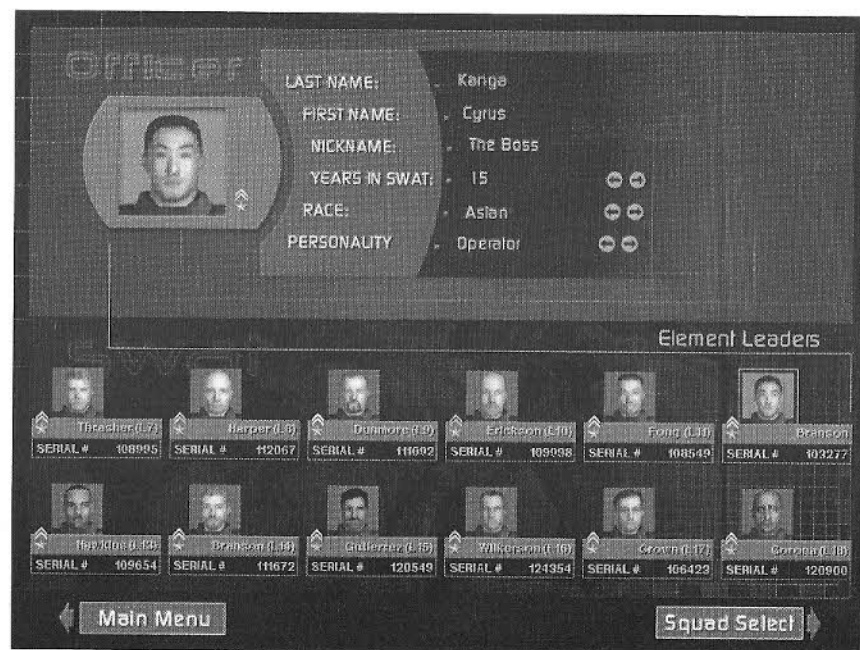
Clicking on the Over & Out tab quits the game and returns you to Windows.

CAREER MODE

Welcome to D Platoon, officer. Every decision you make from here on out, from the largest to the smallest, will effect the outcome of your career, and consequently, the lives of the citizens you're charged to protect.

To begin your career, the Department needs to update your vitals: name, race, a brief personality description, a confirmation on your years in SWAT, and oh yeah, your nickname. Next you'll need to accept a squad assignment. Who you choose to team up with is important, you'll be working with the same eight officers for the duration of your career. Once you're in, you can report to active duty or spend some time honing up on tactics and the current political climate in LA. Either way, you're an LAPD SWAT officer and that means something . . . Like get to work!

OFFICER INFORMATION



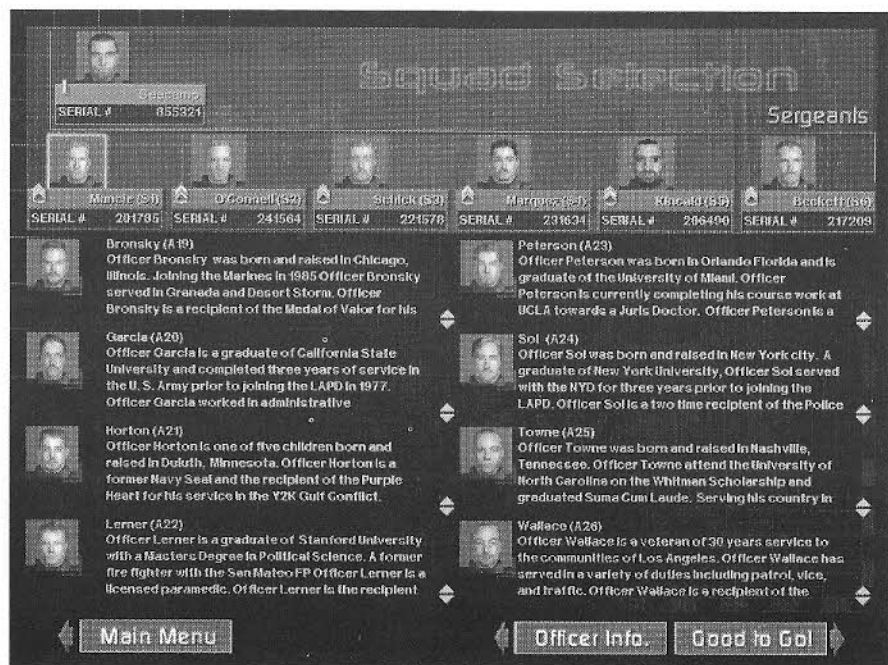
Please sign in. At the top of the screen there is a space for your last name, first name, and yes, nickname. Using your keyboard type the information in the space provided. If you choose not to provide the information, the Department will provide it for you based on it's records.



Also required is a confirmation of your years in SWAT, your race and a brief personality description. Use the arrows to the right of these categories to scroll through your options. Once again, if you fail to provide the information, the Department will fill in the blanks.

Below the information section of the screen are pictures of your fellow Element Leaders. As you can see, there are only twelve of you in D Platoon. It's a coveted position. But you're in a more advantageous position than that, you get to choose your squad, a rare occurrence. So once you're done updating your vitals move on to squad selection. To do so, click on the Squad Select tab at the bottom of the screen.

SQUAD SELECTION



The org chart of LAPD SWAT. At the top is Lieutenant Seecamp, the commander of SWAT and referred to as 10-David. Reporting to the Lieutenant are six sergeants, 20-David through 70-David. Each sergeant has a squad of ten officers: two element leaders and eight crossed-trained assaulters. As mentioned earlier, you're in the rare position to choose your squad —

doing so is easy. The challenge is making the right choice. Pass your cursor over the row of sergeants to highlight. Click on a highlighted sergeant to select. Selecting a sergeant causes the assaulters in his squad to appear in the center of the screen. Read each assaulter's biography carefully, you're about to spend your entire career with these guys.

To make your squad selection known, just leave your choice displayed on screen and click on the Good to Go tab at the bottom of the screen.

If for some reason you feel it necessary to return to the officer information screen you can do so by clicking on the Officer Info tab at the bottom of the screen.

CONFIRMATION



Last chance to change your mind. If you're sure about your squad selection click on the Confirm tab located underneath your squad. But before you do, think about this, for each mission your team will be randomly comprised of four out of the eight assaulters in your squad. The exact make up of your team will be predicated on rotation and current health



status for each officer, (Injured Reserve or Active Duty). The decision is the Department's, not yours.

So if there's an assaulter in the squad you've selected that you wouldn't trust with your life, it's best to make that call now. To change your squad selection, click on the Decline tab. You will return to the Squad Selection Screen.

CONFIRMED

OK, you've selected your squad and clicked on the Confirm tab. Now you have just one more decision to make. Do you immediately respond to a call-up or do you head to Metro and brush up on tactics? It's up to you. Pass your cursor over the Metro and Call Up tabs to highlight. Click on a highlighted tab to select.

METROPOLITAN DIVISION

Welcome to Metropolitan Division. When you're not on a call up you're here. There are two sections within the Division, Metro and Education. The Metro section deals with everything relating to missions, from the status of your squad, to the incident map of LA. The Education section deals with everything else . . . from the history of D Platoon to tactical considerations.

Located at the bottom right of the screen is the SWAT eagle surrounded by three option tabs, Education, Metro and Main. Pass your cursor over the SWAT eagle and the tabs to highlight. Click on the highlighted SWAT eagle or a highlighted tab to select.

Clicking on the SWAT eagle brings up the Options Menu. Clicking on the Education tab accesses the education section of Metro. Clicking on the Metro tab accesses mission information. Clicking Main switches to the Main Menu. The SWAT eagle and associated options are persistent between Metro and Education.

EDUCATION



Located on the bottom of the Education Screen are three tabs: D Platoon, Movement and Tactics. Pass your cursor over the tabs to highlight. Click on the highlighted tab to select.

Each education tab controls a set of menus located on the left hand side of the screen. Pass your cursor over the menus to highlight. Click on a highlighted menu topic to access. Clicking on a menu topic changes the information contained in the center of the screen.

Located underneath the education information section are four icons. These icons represent the presence of Text, Sound, Movies, and Slides. Anytime a menu topic has accompanying media, such as a movie, the icon will be highlighted. Click on the highlighted icon to select.

METRO

As mentioned above, Metro deals with everything mission related. To that end there are three tabs along the bottom of the screen that access mission specific information. The tabs are Map, Squad, and Pre-Assault.



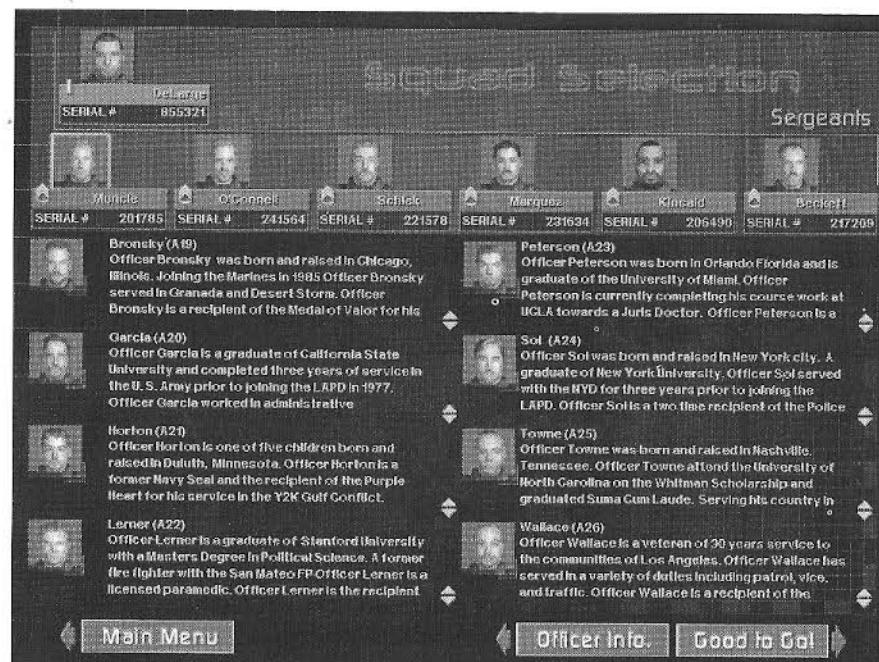
MAP



The map of Los Angeles shows crime incidents broken down by divisions. As incidents occur and are resolved they appear on the map. Checking the map periodically is a good way to refresh your memory on the resolution of an incident.

Crime incidents are represented by a blue pin dot. Pass your cursor over the pin dots to highlight a brief incident description. Click on a highlighted pin dot to select and get the full round up on the incident. The incident information will appear to the right of the map. To deselect an incident, merely click on a different blue pin dot.

SQUAD



Clicking on the Squad tab on the bottom of the screen accesses the Squad Screen. The squad screen is divided into two sections. The top section is devoted to your career. The bottom section is devoted to the career of your eight assaulters.

Your Career



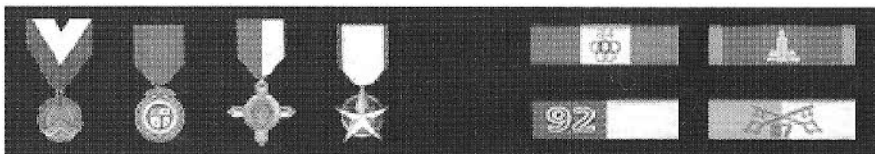
To review your career progress use the three icons located to the far right of the top section of the screen. These icons represent your biography, awarded medals and your leadership score. Click on an icon to select.

Biography

Your biography was written for you based on your brief personality description, compliments of the Department. Betcha didn't know you looked so good on paper.



Medals



Medals are hard to come by in LAPD. Sure, your life is on the line every day, but that's the job. It's the lives you save, and the way in which you save them that earns the respect of the Department and the conferral of a medal.

Leadership Score

Your leadership score says a lot about you. The higher your score the more respect your team has for you. The more respect your team has for you the more they're willing to follow you into battle and do as commanded.

The lower the score, . . . well think about it. Would you follow the commands of a leader you didn't respect? Well your team won't either.

Assaulter's Career

Officer Dunmore was born and raised in Los Angeles. He joined the LAPD in November 2001, after his service in the US Navy including two tours in Kosovo. Officer Dunmore was awarded the Police Meritorious Unit Citation in 2003 for his courageous actions which lead to the peaceful ending of a barricaded suspect.



As mentioned above, the bottom section of the screen is devoted to the careers of your eight assaulters. Next to each assaulter's image is his personal stats and his duty status: Injured or Active. If an assaulter is on the injured reserve list he will not be eligible for call-ups. However, as time passes and his injuries heal he'll be rotated back onto active duty. Obviously, the more assaulters on the injured reserve list means less assaulters available for call ups. Fewer available assaulters means fewer team configurations. All this translates to, if your assaulters spend a lot of time on the injured reserve list you better hope you chose a squad where everyone is equally as good as the next guy. If not, you might find yourself at a real disadvantage in a clutch.

There is another disadvantage to a lot of injured assaulters, the squad starts to lose confidence in your leadership ability. Once their confidence

in you goes, they start losing respect. The less respect, the lower your leadership score . . . it's a vicious cycle. A bit of advice . . . keep your men healthy, maintain command.

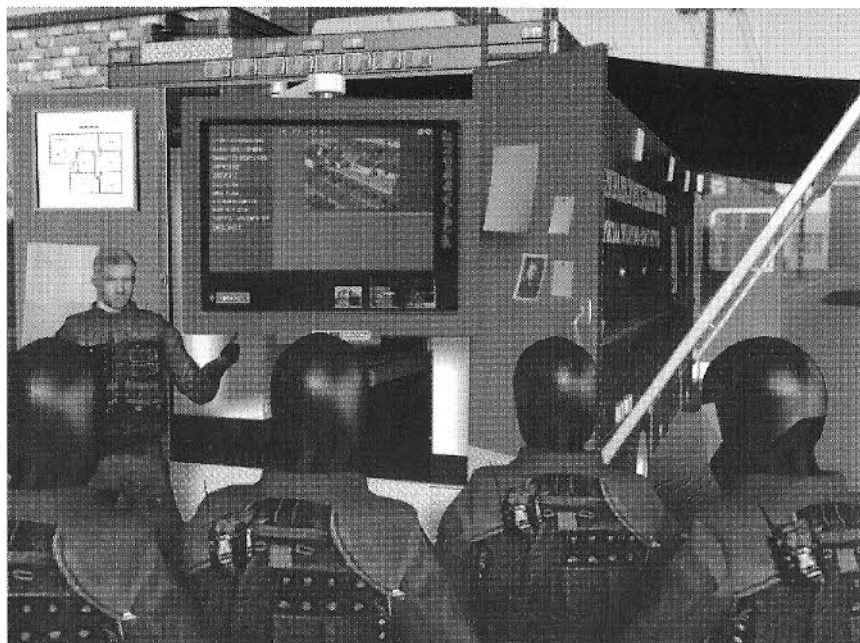
To review an assaulter's biography or his medal conferral pass your cursor over the assaulter's image. It will highlight. Click on the highlighted image to select. The selected assaulter's biography will appear near the bottom of the screen. To the right of the biography are two icons. One represents the biography, the other medals. Highlight and click on the medal icon to view an assaulter's medals. Click and highlight the text to review an assaulter's biography.

PRE-ASSAULT

Ready to test your mettle? Lead your team? Save the world? Cool. But first, get the facts. Click on the Pre-Assault tab to enter the pre-assault briefing for the upcoming mission.



PRE-ASSAULT BRIEFING



First stop on any mission is the pre-assault briefing. In the pre-assault you'll receive the latest updates on the current crisis, configure your team's arsenal, determine entry ports and your tactical approach to the target location.

Neglect your responsibilities and the Department makes all the decisions for you. Do you really want that?

Located on the bottom of the Pre-Assault Screen are three tabs: Briefing, Gear and Active Duty. Pass your cursor over the tabs to highlight. Click on the highlighted tab to select.

BRIEFING



The Briefing Screen contains up to eleven categories of information to help you succeed in your mission. The categories are located on the left hand side of the briefing screen. Pass your cursor over the categories to highlight. Click on a highlighted category to access. Clicking on a category changes the information contained in the center of the screen. The eleven categories of information are: crime information, event description, demand deadlines, witnesses, weapons, suspects, hostages, location target, floor plans, tactical advantages, objectives. Though all categories of information are important, three have special importance. They are: Hostages, Tactical Advantages, and Objectives.

HOSTAGES

It's always a good idea to know what the person you're charged with saving looks like . . . Remember, looks can be deceiving.

TACTICAL ADVANTAGES

Once you have all the mission facts clear in your mind, it's time to start devising your plan of attack.



Two crucial elements of that plan are your entry point into the structure and the tactical mode of entry. In the Tactical Advantages screen you have the opportunity to choose your entry point, (if there's more than one), and your initial tactical mode: stealth or dynamic.

If you fail to make these decisions, the Department will make them for you. Keep in mind that all the decisions you make, or lack there of, affects your men's opinion of you. And you do know what that means to your leadership score, right? Make informed decisions, earn the respect of your team.

ENTRY POINT

Some structures have more than one entrance. This is a good thing. Choose your entry point wisely, and do so with your tactical mode of entry in mind.

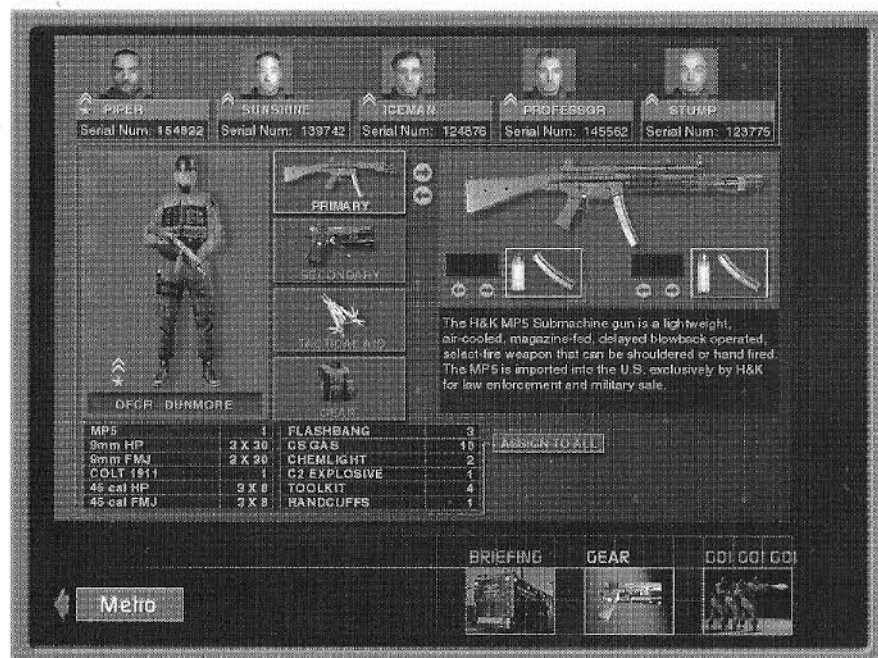
TACTICAL MODE

Stealth or dynamic. Which is it going to be? As an example, entering a structure in stealth mode and clearing to a breach point within the structure is one tactic. Another is to announce your entrance with a bang. It's up to you.

OBJECTIVES

Objectives refer to your mission objectives: who to save and who to arrest. Remember, there is no "one-way" to meet your objectives in a tactical environment. However, there is one guideline to follow: there are no acceptable losses.

GEAR



You know the particulars of the missions, and you have a bead on the suspects. It's time to match firepower. Click on the Gear tab to access your arsenal and configure your team.

Located along the top of the Gear Screen is your team for the pending mission. Each officer has been equipped with a default primary and secondary weapon, along with a default set of tactical aids. However, you're the one responsible for the mission's outcome, so how your team is ultimately configured is up to you. So get to it.

To configure an officer's arsenal, first select the officer by passing your cursor over the top row. As the image of the officer highlights, click on the highlighted officer to select.

Located vertically in the center of the screen are four tabs representing various categories of weapons and gear available for distribution, they are: Primary, Secondary, Tactical Aid, and Gear.



Pass your cursor over these tabs to highlight. Click on a highlighted tab to select. Once a category is selected arrows appear to the right of the tab. Click on the arrows to browse through the category.

WEAPONS

Primary and secondary refers to the two different types of weapons an officer carries.

As a primary weapon, assaulters can be assigned the MP5, the MP5SD, a M4, or a Benelli 12 gauge shotgun. As an Element Leader the same weapons are available to you, but with a twist. The M4 is less-lethal capable. Depending on the situation you might want the option of knocking down, not knocking dead, your opponent.

To select a specific weapon leave it displayed on screen.

AMMUNITION

The Department issues two types of ammunition, referred to as primary and secondary. Both types have their place in a CQB environment.

Primary ammunition is jacketed hollow point for long rifles and pistols.

For shotguns it's 12 gauge 00 buck shot.

Secondary ammunition is full metal jacket for long rifles and pistols, and breaching rounds for shotguns.

Give yourself a tactical advantage: as you assign the amount and type of ammunition per officer, including yourself, give thought to the environment you're about to enter, the number of hostages, and whether or not the suspects are wearing body armor.

Next to the on-screen ammunition information are arrows. Click on the arrows to increase or decrease the number of magazines you wish an officer to carry.

TACTICAL AIDS

Tactical Aid and Gear refer to everything an officer needs beyond his weapons. Some items in these categories are optional, others are standard issue. Arrows appear next to items which can be assigned a quantity, such as CS Gas, C2, and flashbangs.

Click on the arrows to increase or decrease the amount.

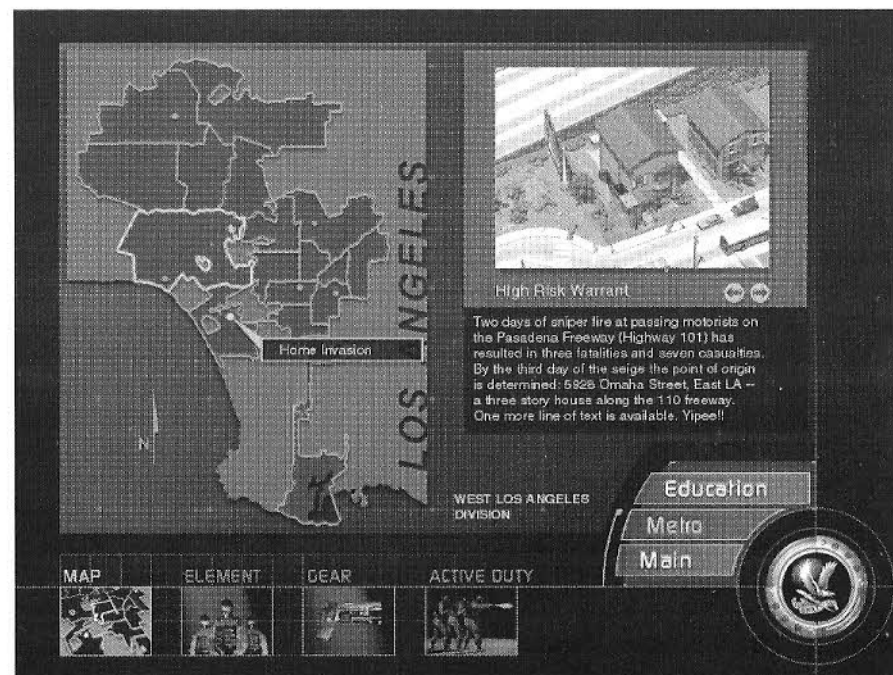
ACTIVE DUTY

This is it. What every SWAT officer lives for. The action, the heroism, the guts and the glory. You good to go? Click on the Active Duty tab, you're going to war.

MISSION MODE

METRO

Mission mode has been designed to get you into a mission as quickly and seamlessly as possible. Consequently, entering the game in mission mode takes you directly to Metro where the selections of your character, team, weapons, and mission are handled by four tabs along the bottom of the screen. From left to right the tabs are Mission, Element, Gear, and Active. Pass your cursor over the tabs to highlight. Click on a highlighted tab to select. The highlighted tab will change from blue to gold and the screen will change to your selection.



Located on the bottom right of the screen is the SWAT eagle surrounded by three options: Education, Metro and Main. Pass your cursor over the SWAT eagle and the tabs to highlight. Click on the highlighted SWAT eagle or a highlighted tab to select. Clicking on the SWAT eagle switches the game to the Options Menu. Clicking on the Education tab accesses tactics information. Clicking on the Metro tab accesses mission information. Clicking Main switches to the Main Menu.



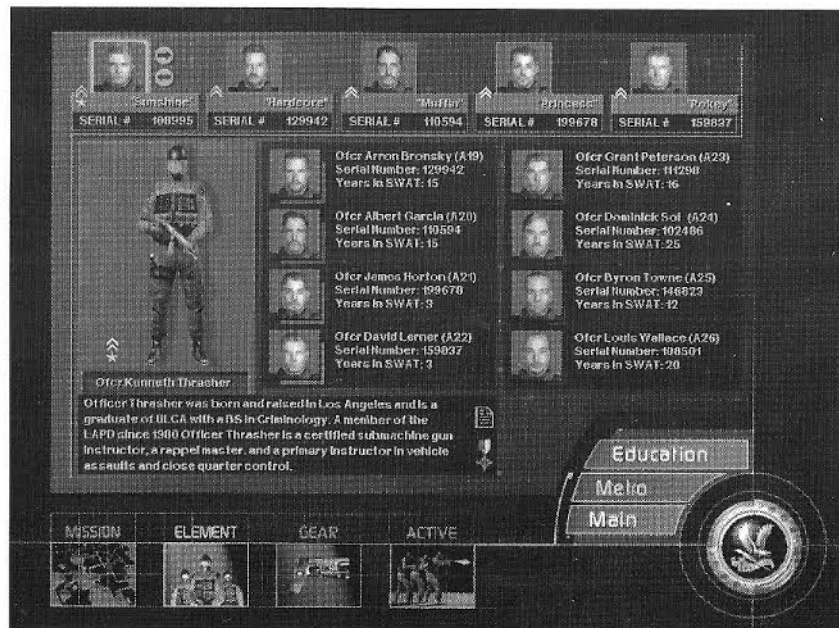
MISSION

Clicking on the Mission tab at the bottom of the screen accesses the Mission Map. Located on the map are blue pin dots representing all the different game missions. Pass your cursor over the pin dots to highlight and learn the nature of each mission. Click on a highlighted pin dot to select. The pin dot will change color from blue to red and the selected mission information will appear to the right of the map. To deselect a particular mission, merely click on a different blue pin dot.

Also located on the mission map is one green pin dot representing SWAT's Shooting House. The Shooting House is a training environment where you can hone your individual skills or your team tactics. Pass your cursor over the green pin dot to highlight. Click on the highlighted pin dot to select. The pin dot will change color from green to red and the shooting house information will appear to the right of the map. To deselect, merely click on a different pin dot.

As a default in mission mode, the Mission Map is selected when entering the game.

ELEMENT



Clicking on the Element tab on the bottom of the screen accesses the Element Selection Screen. The Element Selection Screen is where you choose the Element Leader you wish to play and the team you want to command.

There are twelve Element Leaders and forty-eight officers to choose from. The forty-eight officers are broken into six groups of eight. Each group of eight officers are associated with two specific Element Leaders.

As a default, an Element Leader and four officers within his element are assigned to team positions when the Element Selection Screen appears.

Located across the top of the Element Selection Screen are five specific team positions, each filled with an officer. From left to right the positions are: Element Leader, Red "1", Red "2", Blue "1", Blue "2".

To change the officer in the Element Leader position click on the arrow to the right of the Element Leader's image. As you do so, notice the information contained in the box at the bottom of the screen changes: this is the Element Leader's biography. Also notice that every second click the eight officer's in the center of the screen change.

Once you have determined which Element Leader you want to play, leave his image in the Element Leader slot on the top row. The eight officers who appear in the center of the screen can now be assigned to specific team positions.

Assigning officers to specific team positions is easy. Pass your cursor over the top row of team positions. As your cursor passes over the different team positions, the images of the pre-assigned officers highlight. Click on a highlighted image to select. A red or blue border now outlines your selection, indicating that the team position is ready for re-assignment. Notice that the officer assigned to that particular team position is highlighted with a red or blue border in the center of the screen, and that his biography appears in the box at the bottom of the screen.

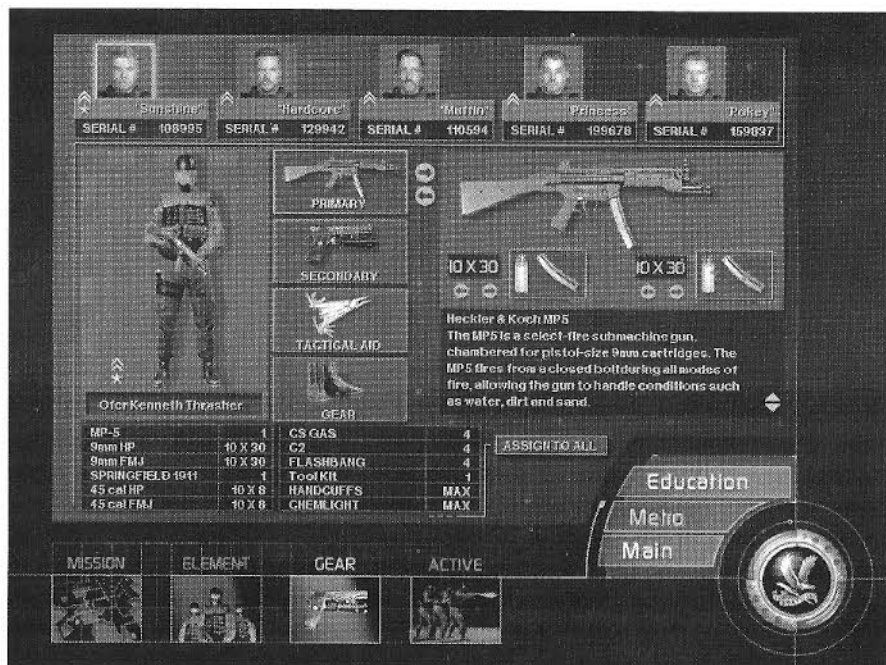
To re-assign the selected team position, pass your cursor over the eight officers located in the center of the screen. As your cursor passes over the officers they highlight. Click to select. Continue re-assigning team positions until you're satisfied with your line up.



Remember, you are creating a four man team that can be split into two groups. It's important that the officer's assigned to a particular team compliment one another and that both teams work in tandem. This will become even more important when you are assigning them weapons.

If you do not go through this selection process prior to entering a mission, not to worry. Random defaults are set.

GEAR



Clicking on the Gear tab on the bottom of the screen accesses the Gear Selection Screen. Notice that when switching between Element Selection and Gear Selection screens the officers located along the top of the screen do not change or disappear.

Located vertically in the center of the screen are four tabs representing categories of weapons and gear, they are: Primary, Secondary, Tactical Aid, and Gear. Passing your cursor over these tabs causes them to highlight. Click on a highlighted tab to select. Once a category is selected

arrows appear to the right of the tab. Click on the arrows to browse through the category.

Primary and secondary refers to the weapons an officer will carry. To select a specific weapon for a mission leave it displayed on screen. All weapons require ammunition. Next to the onscreen ammunition information there are arrows. Click on the arrows to increase or decrease the number of magazines you wish an officer to carry.

Tactical Aid and Gear refer to everything an officer needs beyond his weapons. Some items in these categories can be assigned, others are standard issue. Arrows appear next to items which can be assigned a quantity, such as CS Gas, C2, and flashbangs. Click on the arrows to increase or decrease the amount.

It is important to note that when assigning weapons and gear, you are assigning it to a particular team position, not to a specific officer. Consequently, if you change officers after you've assigned weapons you do not need to re-assign weapons. All clear? Good.

If you do not configure your team prior to entering a mission don't sweat it. Each position has a default weapons setting for each mission. It might not be the configuration you wanted, but hey, you had your chance.

ACTIVE

Clicking on the Active tab on the bottom of the screen takes you to Active Duty . . . it's mission time! There's no turning back.

Remember, you can choose Active Duty without selecting an Element Leader, or choosing your assaulters, or configuring your team's weapons. Defaults are set, you'll arrive on scene with the team, the weapons and tactical aids the Department deems appropriate.



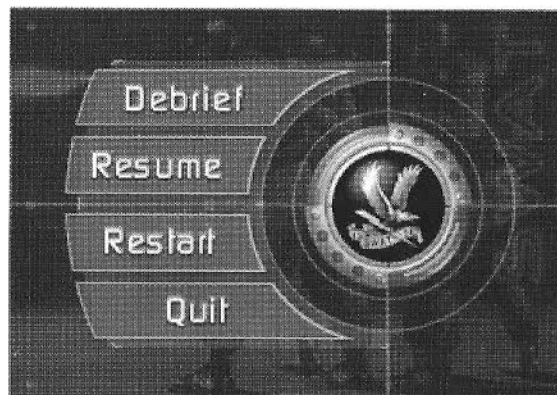
IN GAME FEATURES

PERFORMANCE

SCREEN SIZE

If you find the game is sluggish you can speed things up by decreasing your screen size. To do so click on the "-" key. Press the "+" to increase your screen size.

ESCAPE KEY



Want to restart your mission, or quit all together? Press the **ESCAPE** key. Doing so calls a small in-game menu with the following options:

Debrief: Click on the Debrief tab to head to Debrief.

Resume: Click on the Resume tab and resume playing your current mission.

Restart: Click on the Restart tab and restart your current mission.

Quit: Click on the Quit tab and exit the game and return to Windows.

SWAT Eagle: Click on the SWAT eagle and the in-game Options Screen appears. Change your detail level, sound, dialogue and music volume, or invert mouse. When you're done click on the Return tab to return to the game.

MOVEMENT

All movement keys can be remapped. To learn how, refer to the Main Menu, Options section of this manual. All the descriptions below refer to the feature's default key mapping.

FORWARD / BACKWARD / LEFT / RIGHT

Use the four arrow keys to move.

TURBO MOVEMENT

To accelerate movement, click and hold the right mouse button while holding down an arrow key.

CROUCH / STAND

To crouch click on the "**C**" key. To return to a standing position click on the "**S**" key.

LEANING

To lean right click the "**Keypad -**" key. To lean to the left click on the "**Keypad /**" key. To return to an upright position click the "**Keypad ***" key.

USE / OPEN / OPERATE

When a door can be opened, an item picked up, or a switch flipped, four "tick" marks will appear on the outside of your reticule. Click on the "**U**" key to interact with the item.

WEAPONS / TACTICS

PRIMARY

Primary weapon refers to your long rifle, whether it's the MP5, the MP5SD, the Benelli shotgun or the M4. When your primary weapon is accessed a reticule will appear in the center of your screen. Each primary weapon has its own, distinct reticule.

To access your primary weapon press the **[F1]** key.

SECONDARY

Secondary weapon refers to your pistol. When your secondary weapon is accessed a reticule will appear in the center of your screen. To access your secondary weapon press the **[F2]** key.



AIM

Aiming is controlled by mouse movement, regardless if you're aiming a weapon or deploying a tactical aid device, such as a flashbang.

FIRE

To fire both your primary and secondary weapons click the left mouse button. Holding down the left mouse button will produce rapid fire for only those weapons capable of rapid fire. Holding the left mouse button down on single fire weapons will result in the normal delay associated with a single fire weapon.

AMMO

At the start of every mission, all weapons are loaded to full capacity with their primary ammunition, (jacketed hollow point for long rifles and pistols, and buck shot for shotguns.)

To switch from primary ammo to secondary ammo click on the **[F12]** key. Doing so causes a magazine change. The next time you click "**R**" for reload, your weapon will be reloaded with secondary ammunition. To return to your primary ammunition press the **[F11]** key. Once again, a magazine change will occur, and the next time you reload, you'll be reloading primary ammunition.

During the loading sequence your reticule will change from blue to gray. The gray represents the "real time" it takes to perform the desired reload. When your firearm is fully loaded, and capable of being fired, your reticule will turn blue.

RELOAD

To reload, press the "**R**" key.

FLASHBANGS

When you access a flashbang your primary weapon is slung to the side and your pistol is holstered. In other words, you're without firing capability. To access a flashbang, press the **[F3]** key. Doing so causes a flashbang icon to appear in the center of your screen.

Accessing a flashbang happens in "real time" so prepare yourself for a small delay from the time you access the bang to the time it is ready to be deployed. When the flashbang icon first appears on screen it's gray in color. When it turns blue you know it is deployable.

Aim your flashbang by moving your mouse. Click, hold and release the left mouse button to deploy the flashbang. To help gauge the distance of your throw a "distance" meter appears on screen when you click your left

mouse button. The longer you hold down the left mouse button the further the flashbang is thrown.

CS GAS

To access a CS gas canister press the **[F4]** key. Doing so causes a CS gas icon to appear in the center of your screen. Accessing CS gas happens in "real time" so prepare yourself for a small delay from the time you access the CS to the time it is ready to be deployed. (When deployable, the CS gas icon will change from gray to blue.)

Aim your gas canister by moving your mouse. Click, hold and release the left mouse button to deploy the CS. To help gauge the distance of your throw a "distance" meter appears on screen when you click your left mouse button. The longer you hold down the left mouse button the further the thrown. Remember, when you access a CS gas canister you are without firing capability.

C2

Press the **[F6]** key to access a C2 charge. Doing so causes a C2 icon to appear in the center of your screen.

Use your mouse to move the C2 charge into place. When in range of a closed door "tick" marks will highlight around the C2 icon. With the tick marks highlighted, left click to begin setting the charge. Once the charge is set, left click again to detonate.

If you turn your view away from the door before the charge is fully set, the placement of the charge will be cancelled.

During the time you are setting a C2 charge you are unarmed, as your primary weapon is slung to your side and your pistol is holstered.

LIGHTSTICKS

Press the **[F5]** key to access a lightstick. Doing so causes a lightstick icon to appear in the center of the screen. Click, hold and release the left mouse button to deploy the lightstick. A "distance" meter appears on screen when you click your left mouse button to help you gauge the distance of your throw. The longer you hold down the left mouse button, the further the lightstick is thrown. A lightstick glows only after it . . . hits the ground.

Once again, when you access a lightstick you are without firing capability.



TOOL KIT

Press the **[F7]** key to access the tool kit. Doing so causes a tool kit icon to appear in the center of your screen. When within range of an item the tool kit can breach, deactivate or diffuse, "tick" marks highlight around tool kit icon. With the tick marks highlighted left click the tool kit on the object causing the highlights.

Manipulating the tool kit means you are without firing capability.

OPTI-WAND

The Opti-Wand allows you to "see" a radius of 180 degrees approximately 48 inches in front of you. This allows you to see into a room before entering, not a bad idea if you're worried about potential threats.

To access the Opti-Wand press the **[F-9]** key. The Opti-Wand's image screen will appear in the top right hand corner of the screen. To manipulate and change the Opti-Wand's image, click and hold the left mouse button as you rotate the mouse.

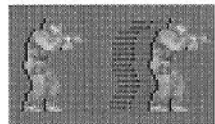
To re-center the Opti-Wand image click on the **[F-9]** key again. To clear the Opti-Wand from the screen, replace it with another item by clicking on any **[FUNCTION]** key.

When manipulating the Opti-Wand you have no fire power capability, as your primary weapon is slung to your side and your pistol is holstered.

TACTICAL MODE

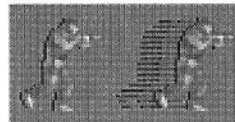
Located in the lower right hand corner of your screen is a small icon of a SWAT officer. The icon is either yellow or red.

The yellow icon



is a reminder that you're in stealth mode.

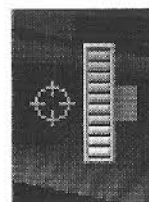
The red icon



is a reminder that you're in dynamic mode.

Manually changing from one tactical mode to another is easily done. When in Stealth mode press the **"PAGE UP"** key to change to Dynamic mode. When in Dynamic mode press the **"PAGE DOWN"** key to change to Stealth mode.

INJURY METER



Each time you're struck by a bullet your injury is registered and your health is negatively affected. When your health is less than optimal, a small meter appears on the right hand side of the screen. The meter graphically depicts your loss of health and registers each successive injury. When the meter bar is full, you're dead. Roger that?

NOXIOUS GAS

When explosive, noxious fumes are present a small icon will appear in the lower right hand portion of your screen. When the noxious fumes icon is present it's wise not to shoot your weapon or deploy a flashbang. If you do, you might find yourself eating the big donut in the sky. Copy?

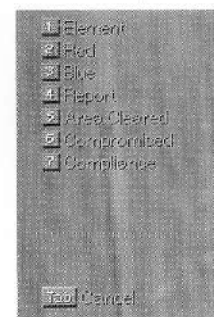
COMMUNICATION

Good communication is an essential ingredient of a successful mission. Whether issuing commands to your team or reporting to the Tactical Operations Center, concise, accurate information is the goal.

To that end, CQB's communication system is built on a tree structure with messages accessed by number keys. The first tier of the tree defines the "who" of the message. The second tier determines the action, and the third tier defines the action, respectively.

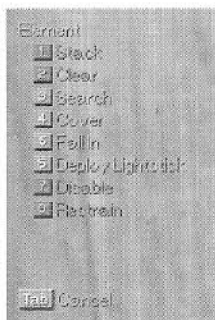
The types of messages available in the message tree are dependent on the tactical mode of the game, stealth or dynamic.

To access CQB's communication system click on the **"M"** key. Doing so causes a translucent menu to appear in the upper left hand of your screen, this is the first tier of the message menu.

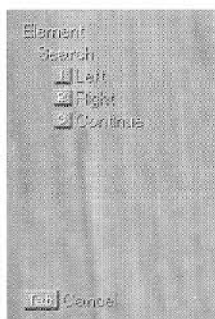


The menu has numbers to the left and words to the right. Pressing the number associated with the word defines the "who" of the message and calls the second tier of the message menu.





The second tier of the message menu consists of a second set of menu options, with numbers to the left and words to the right. Pressing the number associated with a word determines the action needed, and calls the third tier of the message menu.



The third tier of the message menu consists of a third set of menu options, with numbers to the left and words to the right. Pressing the number associated with a word defines the action.

As an example, you want to command your Red team to search to the right.

You would first press the "2" key (Red), followed by the "3" key (Search), followed by the "2" key (Right). Messages associated with physical objects are only available when your reticule is pointing at the object.

(This includes everything from doors to humans.)

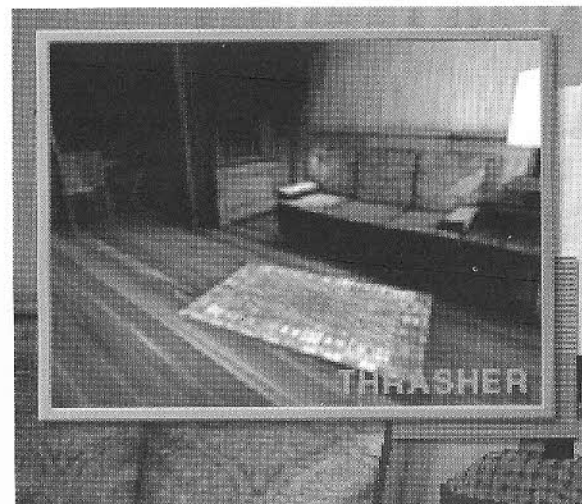
As an example, you want your Blue team to breach and clear a closed door. You must first define which door by pointing your reticule at it. Once your reticule is pointing at the closed door the menu option "Breach & Clear" becomes highlighted. Move your reticule off the closed door and the menu option is no longer accessible.

This system of defining the object of your command or report with your reticule holds true for items you want disabled, or areas you want searched, or people to be restrained.

To collapse the message menu to the first tier, press the **TAB** key. To toggle the message menu off press the **"M"** key.

The message menu is active even when it isn't displayed. This means that you can still issue commands and reports utilizing the number keys without the menu being visible.

VIEW PORTS



Each assaulter has a small camera mounted onto his helmet whose image can be accessed with the press of a key. Remote access of an assaulter's view port let's you "see" what the assaulter is seeing, without being in the same vicinity. This can be very helpful when planning your team's next move.

Default keys are assigned to each team position:

INSERT: Red1

HOME: Red2

DELETE: Blue1

END: Blue2.

To change the view port's default key mapping go to the Keyboard Mapping Screen. For instructions on how to change the key mapping, see above Main Menu / Options.

View port keys function two ways. First as an on-off toggle switch, and second as a sequential switch.

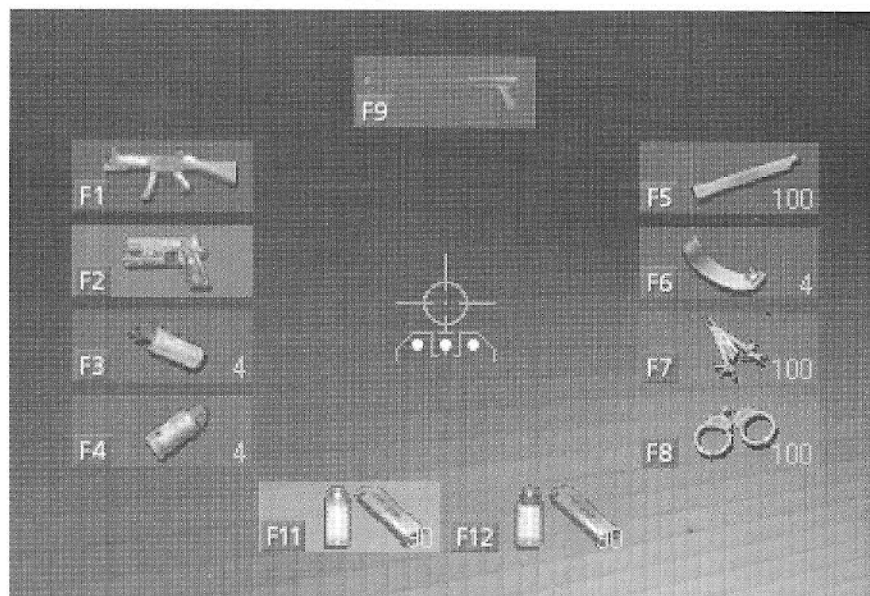
View port Key as a toggle: Click key once and the view port of choice appears. Click key a second time and the view port disappears.

View port key as a sequential switch: Click a view port key once and the view port of choice appears. Click a different view port key and the view port replaces the first. To clear the view port from the screen, click the second key a second time.

Please note, when the Opti-Wand is in use the assaulter viewports are disabled.



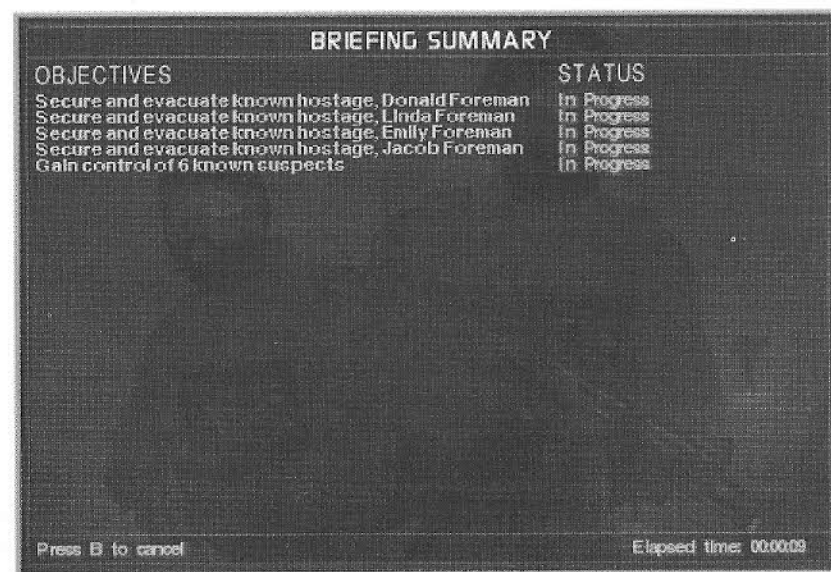
WEAPONS STATUS



The Weapons Status screen is a translucent overlay which can be accessed any time during a mission. The information includes the amount of ammunition available to both your primary and secondary weapons, and the number of tactical aids you have at your disposal. Accessing the Weapons Status screen does not stop the game. It does however obstruct your visibility, so it should be used sparingly.

To access the Weapons Status screen press the **SPACE BAR**. To clear the display, press the **SPACE BAR** a second time.

BRIEFING SUMMARY



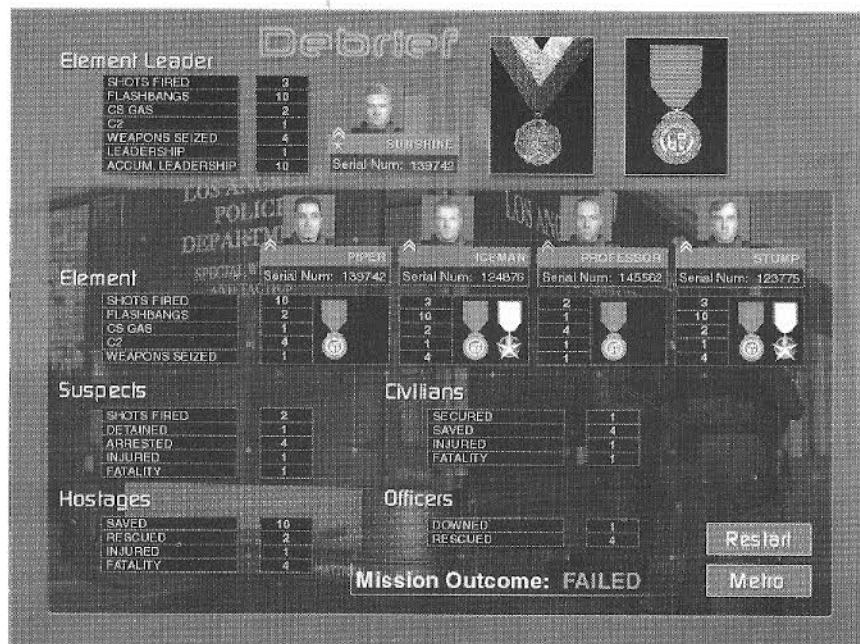
The Briefing Summary can be accessed any time during a mission. The information is a summary of your mission objectives. This is a dynamic summary, so as objectives are met, (or not), the summary is updated, keeping you abreast of your progress.

Accessing the Briefing Summary stops the game. There is no danger of being caught off guard as you review your objectives and your progress. To access the Briefing Summary click on the **"B"** key. To clear the display, press the **"B"** key a second time.

To change the Briefing Summary's default key mapping go to the Keyboard Mapping Screen. For instructions on how to change the key mapping, see above Main Menu / Options.



DEBRIEF



A recap appears at the end of each mission, regardless if you're in mission or career mode, in the form of the Briefing Screen.

The Briefing Screen is broken into two sections. The first section is devoted to your activities within the mission: the number of hostages rescued, and suspects arrested or neutralized. If your actions within the mission qualify you as the recipient of a medal, you'll be awarded it here and now.

The second section of the Briefing Screen is devoted to the actions of your team as a whole: the total number of bullets shot, the total number of hostages rescued or suspects arrested. If any of your team members qualify for a medal, it will appear here.

Because not all missions end successfully, you have the option to save or restart the mission at this time. To do so, pass your cursor over your tab of choice and click to select. If you're satisfied with your mission results and want to move on, click on the Metro tab.

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