

TACTICAL GAME OF THE YEAR EDITION



# SWAT 3

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# INSTALLATION

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

If AutoPlay is not enabled, double-click on the "My Computer" icon located on your desktop. Double-click on the CD-ROM drive icon. Follow the on screen instructions.

## SYSTEM REQUIREMENTS

### ***Minimum System Requirements***

Windows 95, Windows 98, Windows ME, Windows 2000

Pentium II 266 MHz

64 MB RAM

550 MB HD space

CD ROM: 4X or better

Mouse and Keyboard

800 x 600 SVGA high color display (16 bit)

8MB Video Card

DirectX8a (included on CD)

Windows compatible sound device

Mouse and Keyboard

### ***Recommended System Requirements***

Pentium II 300+ MHz

64 MB RAM

3D accelerator card (DirectX Compatible)

### ***Internet/Multi-Player System Requirements***

32-bit Internet Service Provider with

28.8+ Modem or (LAN) Local Area Network

# STORYLINE

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 shoulders 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 that you have a conviction that intensive training is paramount to continued success in all operational aspects of the team.

You must recognize that we, the members of SWAT, are part of a larger organization, the Department. Our level of success is dependent, 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: Tactical Game Of The Year Edition* is a first-person tactical simulation where you play either the element leader of a five-man entry team, or a team assaulter. SWAT3 can be played in mission mode, career mode, or multi-player 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 is predicated on outcomes from previous missions. In career mode your leadership score and the medals awarded you are tracked.

Multi-player mode allows you to play SWAT3 missions or careers on-line, over a LAN or the Internet. Selection of mission, career, or multi-player mode occurs at the game's main menu.

## **Main Menu**



The main menu appears after the opening sequence. From the main menu you can play a mission, begin or restore a career, play a multi-player game of SWAT3, 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 on the Mission tab exposes two mission modes: Standard and Custom. Passing your cursor over either of these tabs will cause them to highlight. Click on a highlighted tab to select.

### **Standard**

Clicking on the Standard tab will bring you directly to the mission mode game environment, where you play as the element leader of a five-man entry team in any of the SWAT3 missions.

### **Custom**

Clicking the Custom tab will take you to the custom mission mode game environment and allow you to select a mission and gameplay type.

### **Career**

Clicking on the Career tab exposes two career options: New and Restore. Passing your cursor over either of these tabs will cause them to highlight. Click on a highlighted tab to select.

## ***New***

Clicking the New tab will bring you to the career selection screen and allow you to select the career you wish to begin.

## ***Restore***

Clicking the Restore tab will bring you to the restore career screen and allow you to select a saved career that you wish to restore.

## ***Multi-Player***

Clicking on the Multi-Player tab will allow you to access multi-player mode. For more information, see the Multi-Player Mode section of this manual.

## ***Over & Out***

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

## ***Options - SWAT eagle***

Clicking on the SWAT eagle will take you to the Main Options Screen and, subsequently, to the Keyboard Mapping Screen and Custom Chat Screen. From these screens you can customize your keyboard and mouse configurations, set your audio and music levels, select video card support or software, adjust your screen modes and settings, and perform a host of other options described below. The Main Options Screen can be accessed anywhere within the Metropolitan environment by clicking on the SWAT eagle.

## ***Main Options Screen***



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

Additional options are located on two separate screens, accessible by clicking on either the Custom Chat tab or the Keyboard Mapping tab, both located at the bottom of the screen. Additionally, you may view the game credits by clicking on the Credits tab located at the bottom of the screen.

To return to the previous screen, you may click the Return tab at the lower left corner of the screen.

### ***Graphics Resolution***

The default setting is 640 x 480. 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 too 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're 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.

## Brightness

Increase this setting to enhance the brightness in the game, if your surroundings seem too dark. Decrease this setting if things seem washed-out.

## Mouse Speed

You can adjust your mouse sensitivity using this control. The higher the number, the more sensitive the mouse.

## Officer AI

Increase this setting to make your officers more “intelligent”. Note that increasing your officer’s intelligence is at the cost of computing power. Consequently, depending on your system, the smarter your officers the more sluggish the game may play.

## Suspect AI

Increase this setting to make the suspects more “intelligent”. Note that increasing the suspect’s intelligence is at the cost of computing power. Consequently, depending on your system, the smarter the suspects the more sluggish the game may play.

## Custom Chat



Selecting the Custom Chat tab causes the Options screen to be replaced by the Custom Chat screen. The Custom Chat screen allows you to create personal custom chat messages and specify their recipients for multi-player game play.

There are three separate Custom Chat screens: Co-Operative, Deathmatch, and Team Deathmatch. To move between these three screens, highlight and click on one of the three tabs (Co-Op, Deathmatch, or Team D-Match) located at the bottom of the screen.

The Co-Operative screen, Co-Op, is broken into two sections: one for SWAT leader messages and the other for SWAT officer messages. Creating custom messages for both team positions prepares you for the potential of assuming the position of SWAT leader in the event the original SWAT leader is neutralized in cooperative play.

The Deathmatch custom chat screen contains a single section with nine configurable messages.

The Team Deathmatch custom chat screen is arranged similarly to the Co-Operative screen; there is a section for team Leader, and a section for team Assaulter. As in Co-Op play, you may end up assuming the role of leader in the event that the original leader is neutralized, so prepare your custom messages accordingly.

The Custom Chat sections have four configurable fields of information, they are: Menu Text, Chat Text, Audio File and Send To.

### ***Menu Text***

The nine lines of text that appear in this column are displayed for your reference on screen as message headings in the Messaging Menu, under Custom Chat. As with all message headings in the Messaging Menu, these nine messages are bound to number keys; the topmost heading is bound to the “1” key, the next lowest bound to the “2” key, and so on.

To edit any of the headings, pass your cursor over the text to highlight and click to select. Once selected, use the keyboard to type in a new text heading.

### ***Chat Text***

This is the on screen text that is displayed to other players when you send a custom message.

To edit any of the text messages, pass your cursor over the text to highlight and click to select. Once selected, use the keyboard to type in a new text message.

### ***Audio File***

Every custom chat message can have an accompanying audio file. To edit, pass your cursor over the current audio file name to highlight and click to select. Once selected, use the keyboard to type in a new audio file name (without extension). The audio file must be a 16 bit, 22KHz, mono .wav file.

Note: Place the actual audio file in your SWAT3 root directory.



highlight. Click to select. There are three separate keyboard mapping screens, divided by the category in which they are used. They are: Movement, Weapons, and Misc. (Miscellaneous). Highlight and click these tabs to change screens.

To bind a control to a specific key, highlight and click the control, and then press the key you want mapped to that control. If the key you request is already in use, your new key will be bound, and you will be notified which command had previously been bound to that key.

To accept your changes, highlight and click on the Good To Go tab located at the bottom of the screen. To return the controls to their default settings, highlight and click the Reset to Default tab.

## ***Credits***



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

## ***Mission Mode***

### ***Standard Mission Mode***

Standard mission mode has been designed to get you into a mission as quickly and seamlessly as possible. Consequently, entering the game in standard mission mode takes you directly to Metro.

## ***Metro***

In Metro, 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 Duty. 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 Main Options Menu. Clicking on the Education tab accesses tactics information. Clicking on the Metro tab accesses mission information. Clicking on the Main tab 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 of 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 standard mission mode, the Mission Map is selected when entering the game.

### *Entry Point – Mode Of Entry*

Located to the right of the map, above the mission information, are two arrows. Clicking on the highlighted arrow pointing to the right will allow you to choose your entry point and tactical mode of entry. Clicking the highlighted arrow pointing to the left will bring you back to the mission information. If you do not choose an entry point or a tactical mode of entry, defaults will be provided for you.

### **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 officers 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 skip 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. There is a maximum number of magazines assigned to each weapon, so increasing one type of ammunition will decrease the other.

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, flashbangs and C2.

Click on the arrows to increase or decrease the amount assigned to an officer. Note that an officer can carry a set number of canisters. Consequently, increasing the number of CS Gas canisters will decrease the number of flashbangs, (and visa versa).

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.

You may click the Assign to All tab to assign the configuration of weaponry, ammunition, and tactical aids shown on-screen to all assaulters, including the Element Leader.

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 Duty***

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, and you'll arrive on scene with the team, the weapons and tactical aids the Department deems appropriate.

## ***Custom Mission Mode***

In addition to the original SWAT3 mission mode, accessible through the main menu by clicking on the Mission tab, and then the Standard tab, you may play any of the SWAT3 missions, including those created by mod builders, with an extended set of options and up to ten assaulters split between up to two entry teams, by selecting Custom from the Mission tab in the main menu.

Custom missions give you access to additional weapons, assaulter types, camos, and an extra entry team for the mission if you so choose. Any MODs you have activated with the MOD Selector will be active here.

If this is your first time playing SWAT3 in custom mission mode, you will be asked to create a SWAT officer persona to represent you in the game. You may specify the names and traits for your new officer or leave them set to defaults. To create your own persona name, click on the supplied name, and then type using the keyboard. You'll want to enter a last name, first name, and nickname. After that's finished, you can use the arrows to the sides of the Years in Swat and Race selection to scroll through those fields to pick the traits that you'd like. If you are satisfied with your changes, click the Accept tab. If you do not wish to save your changes, click the Cancel tab.

If you are returning to custom mission mode, you will not be asked to create another persona.

## ***Mission Selection***

Once you have clicked the Mission tab and then the Custom tab on the Main menu and have a persona, you will be taken to the Mission Selection menu. The selection is defaulted to a randomly chosen mission. Click on the arrows at the bottom-right hand side of the menu to change the currently selected mission. A graphic of the mission appears to the left of the arrows for your reference, and the name of the mission will appear at the upper-left.

## ***Game Type***

When you have selected the mission that you would like to play, you may also select the game type you would like. You may choose to play Co-Operative (as in the original SWAT3 missions), or any of the new competitive game types: Deathmatch, Team Deathmatch, or Last Man Standing. Click on the arrow to the right of the box marked Game Type and select from the list. See the Multi-player section of this manual for information on the multi-player game types.

Once you have your mission choices the way you want them, move your cursor over the tab marked O.K. and click. You will be taken to Operations where you can configure your team, your gear, and your entry points for the upcoming mission.

## ***Operations***

To ready yourself and your team for a custom mission, or a mission in a custom career, you will be taken to Operations. This set of menus allows you to make

choices about how you want your team to be structured, equipped, and outfitted, and where you want your team to insert into the mission area. You may also choose gameplay augmentations and custom scenarios from these screens.

Operations is divided into three screens: Ops, Mission, and Gear. In single-player mode, the screen defaults to the Ops menu.

Located at the bottom right of the Operations screen is the SWAT eagle surrounded by three option tabs; Operations, Call Up, 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 Call Up tab returns you to the mission selection screen. Clicking on the Main tab takes you back to SWAT3's Main Menu.

The SWAT eagle and associated options are persistent between Ops, Mission and Gear.

## Ops



In Ops, you configure the structure of the teams and choose what positions you want filled by AI, and what position you yourself wish to have on the team. You may choose to be element leader, or a team assaulter. Augmentations and scenarios are also chosen here, and the mission briefing is displayed.

## Co-Operative

In Co-Operative mode, the first step is to determine if you wish to play the mission's standard scenario, or a custom MOD scenario. This option is only available in mission mode, as the missions are pre-set in career mode. At the top-right hand

corner of the Ops screen is a box that contains the current mission briefing and objectives list. You may scroll through the briefing by clicking the arrows to the right of the briefing box.

Above the box is the name of the current scenario and an arrow. Click this arrow to open a list of available scenarios; click to select the scenario of your choice. If the “Random Objectives” scenario is chosen, fields will appear that represent the number of hostages, suspects, and civilians that will be placed in the mission area when the game begins. Use the arrows located to the right of each field to increase or decrease the number in the field, or click the Random button to the far right of the field to set the field to a random value.

### *Deathmatch*

In any of the Deathmatch variations, the scenario briefing is replaced by several fields that represent the game parameters: Max Score, Suspects, Civilians, Timer, and Lives. Each field has two arrows directly to the right which are used to change the value in the field, and, depending on the field, a Random button which will set the value randomly at game start.

Max Score can be set to a value or can be left blank. If blank, there is no maximum score, and thus, the game cannot end based on score. If it is set to a value, the game will end when one player reaches the maximum score.

The Suspects and Civilians fields can be set to a value, including zero or a random value. These fields designate how many suspects and civilians will be placed in the mission area when the game begins.

The Timer can be set to designate a certain amount of game duration. If the timer is left blank, the game cannot end based on time elapsed. If the timer is set to a value, that value represents the number of minutes that will pass during the game before the game ends.

The Lives field indicates the number of times that each player will be able to re-enter the mission area after being neutralized. You may leave it blank or click the None button to the right of the field to give each player indefinite lives, or set it to a value to limit their number of lives.

### *Augmentations*

Below the briefing box is a space for check boxes that toggle gameplay augmentations. These vary from game mode to game mode.

#### *Co-Operative Mode Augmentations*

Co-operative mode contains the Assumable AI augmentation. If you choose to turn this feature on, you may assume control of the next AI officer on your team should you be neutralized. During the game, if you are neutralized, press the **ESCAPE** key to bring up the in-game menu. Click the Assum. AI tab to immediately assume control of the next AI officer on your team.

## *Deathmatch Mode Augmentations*

Deathmatch mode contains several augmentations, including Paintball mode which can be activated in any deathmatch game type and is explained on the following page, as well as augmentations that are unique to the game type that you have selected.

For Standard and Team Deathmatch modes, the Respawn AI augmentation is available. Activating the Respawn AI augmentation box will cause all AI characters removed from the map, by neutralization or evacuation, to return to the game in a random location.

For Team Deathmatch, the Base Camp augmentation is available, selectable from the Mission screen. This augmentation is located in the Mission screen, explained below. If activated, this augmentation will designate the starting locations of each team in the game to be their “Base Camp”. Once a player has been neutralized, they will respawn at their team’s base camp. If this option is deactivated, players will respawn in random locations on the map if they are neutralized.

For Last Man Standing, the Life Support augmentation is available. This augmentation, if active, will give each player a “life meter” that will slowly drain away as the game progresses. If it falls to zero, the player is neutralized. To recharge these meters, players must wound or neutralize suspects or other players. This discourages the practice of “camping”.

## *Paintball Mode*

Paintball Mode is a unique way to play SWAT3 deathmatch. The color of the boxes that contain the names of the players in the current game represent the color of paint each player has for their weapon.

Paintball has its own set of rules and changes:

All players now shoot paintballs, rather than bullets, from their weapons. Each player’s paintball color is determined automatically before the mission begins. Suspects, however, will always fire orange paintballs.

If you are hit with a paintball, your screen will flash the color of the paintball you were hit with.

The effects of body armor are negated; every player, suspect, and hostage is equally vulnerable to a paintball hit. However, damage is relative; a direct hit to the head with a paintball does not deal as much “damage” as a hit to the hand.

Paintballs are fired at much lower velocities than bullets; in paintball mode, your shots will not penetrate any surfaces, nor will they pass through any other characters. Paintballs will leave a visible “splat” of paint on any surface or character they hit.

## *Team Setup*

The next step is to determine the structure of the teams you want in the mission. In the center of the screen, you will see two columns of five boxes each. Each column represents a five-man entry team. The left column is team one, in which four AI assaulters have been assigned, and to which you are assigned the role of element leader, and the right column is team two, which is initially empty. To assign an AI

assaulter to any one of these slots, click on the arrow to the right of the slot name, and choose from the available options in the drop-down list. You may select “AI” to fill the slot with a new AI assaulter. You may also select the name of a previously placed AI assaulter to move him to the new slot, you may select your own name to move yourself to that spot, and you may select “Boot” to empty the slot of any assaulter currently placed in it.

In Co-Operative mode, these two teams work in tandem to accomplish mission objectives. In Team Deathmatch, they compete head-to-head for points. In Last Man Standing and Deathmatch play, each player fights against all of the others for supremacy.

Note that in Co-Operative and Team Deathmatch, the game cannot start if either team has assaulters but no leader. If a team has assaulters, it must have a leader for the game to begin.

## Mission



The Mission tab, available in Co-Operative and Team Deathmatch modes provides you with information about the mission area you will be entering and allows you to set entry points for your team(s). On the right hand side of the screen is the current briefing for the upcoming mission. You can scroll through the briefing by clicking the arrows to the right of the briefing text.

To the left of the briefing box is a shot of the current mission location, for your reference. Below the briefing box are your entry point / mode of entry selectors. Two sets of boxes, one for each team, identify the team's entry point and tactical mode of entry: stealth or dynamic, for the mission. Click the arrows to the left and right of each box to change the entry point and tactical mode of entry for your team(s). When you are satisfied with your choices, simply leave them displayed on-screen, and they will be applied when the mission begins.

In Team Deathmatch, the option for activating the “Base Camp” augmentation will appear. For more information on gameplay augmentations, see above.

In Standard Deathmatch and Last Man Standing modes, the Mission screen is unavailable.

## *Gear*

The Gear tab allows you to access weapons and equipment for yourself and the other assaulters. The Gear screen is separated into two menus, the Gear menu and the Weapons menu. By default, the Gear menu is shown. To move between the two menus, click either the Gear or the Weapons tabs located at the top-left hand corner of the screen.

## *Gear*



In the Gear menu, you can configure the character types for each assaulter and choose a team camouflage configuration. On the left hand side of the screen is a list of the assaulters that are assigned to the mission. To select an assaulter to equip, click on their name. Directly to the right of the assaulter list is a list of character types. You may scroll through this list by clicking on the arrows to the lower left of the list. To choose a character type for the selected assaulter, click the name of the character type you want to assign from the list. If you are satisfied with the character type, leave it selected on-screen.

Character types have certain attributes that affect their mobility and protection. A heavy assaulter may have more protection from bullets than a light assaulter, but cannot move as quickly.

If you find that a particular character type is appropriate for the entire squad of

assaulters, you may click the Assign To All button located at the lower-left hand side of the menu to apply the currently selected character attributes to all assaulters. You may also choose a camouflage style for your team. On the right side of the screen is a list of available camo styles, with a swatch of the currently selected camo above the list for your reference. Scroll through the list by clicking on the arrows to the right of the box, and select a camo by clicking on its name. When you are satisfied with your choice, leave the camo selected on-screen.

## Weapons



In the Weapons screen, you may choose the primary and secondary weapon configurations for yourself and your assaulters, as well as your tactical aids. Weapons and tactical aids are chosen from three separate lists, accessible by the named tabs above the center list: Primary, Secondary, and Tactical Aid. Clicking on one of the tabs will switch the list contents to that category and display the currently selected assaulter's weapon if Primary or Secondary is selected.

The list of assaulters is shown on the left hand side of the screen. Select the assaulter you wish to outfit by clicking on their name. If you are currently in Primary or Secondary weapon selection mode, the current assaulter's weapon selection will be highlighted in the weapon list, shown to the right of the assaulter list. This list is scrollable; you may click the arrows to the left of the list to scroll the contents. To choose a weapon for the currently selected officer, click the name of the weapon. A graphic of the currently selected weapon will be shown to the right of the weapon list, along with two fields below the graphic representing the amounts of primary and secondary ammo that are currently assigned to the current assaulter for the selected weapon. If you would like to change the amounts of a specific ammunition type carried, you may click the arrow to the left of the field to decrease the amount, and click the arrow to the right of the field to increase the amount. Note that the

assaulter only has a limited amount of space available; increasing the amount of one ammunition type may decrease the amount of the other type.

In choosing tactical aids, you may select the quantities of each type of tactical aid for the current assaulter. To do so, enter tactical aid selection mode by clicking the “Tactical Aid” button above the central list, and then select a tactical aid from the list by clicking on its name. Below the graphic of the tactical aid is a field in which is displayed the quantity of the selected tactical aid carried by the current assaulter. To increase or decrease the amount, click the arrows on either side of the field. Note that the assaulter has limited space, and so increasing the amount of one tactical aid may decrease the amount of the others.

Finally, should you find that a certain combination of weapons, ammunition, and tactical aids is suitable for all assaulters on your team, you may click the “Assign to All” button located to the lower left of the central list, after selecting the weapons, ammunition, and tactical aids for the current assaulter that you wish each assaulter to carry. The selection will be immediately applied.

### *Go! Go! Go!*

When you have made your team, gear, and mission selections, click the “Go! Go! Go!” button to begin the mission.

## ***Career Mode***

Welcome to D Platoon, officer. As an Element Leader, every decision you make from here on out, from the largest to the smallest, will affect the outcome of your career, and consequently, the lives of the citizens you’re charged to protect.

## ***Creating A New Career***

To begin your career, the Department needs to know what career path you’ll be entering, and an update on 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!

## ***Career Selection***

Upon entering the Career Selection screen, you will be presented with a list of available SWAT careers. You may choose to play the original SWAT3 Career (Standard Career), shown at the top of the list, or you may choose from the available careers made by MOD builders (Custom Career). You may pass your cursor over the name of the career you wish to start and click to highlight it. You may click on the arrows next to the list to scroll through the contents should the number of careers

available exceed the space allotted. When you are satisfied with your choice, you may click the Select button to start your new career. If you wish to return to the Main Menu, you may click the Cancel button.

## ***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 its 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 Secamp, 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 - and 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



It's the 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.

## ***Restoring A Career***



From the Restore Career screen 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 on the saved game you wish to restore, and click the Restore tab. The game will load and return you to the point in which your career was saved. All of your stats will be reinstated, from your leadership score to the medals awarded you.

## ***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 four option tabs: Education, Metro, Main, and Save. Pass your cursor over the SWAT eagle and the tabs to highlight. Click on the highlighted SWAT eagle or a highlighted tab to select. The SWAT eagle and associated options are persistent between Metro and Education.

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. Clicking on the Save tab allows you to save your career in progress.

## Save

Clicking this tab switches to the Save Career screen. Type in a name for your career, and click the Save tab. Your career path and all related information, such as medals and mission outcomes, will be saved. You may restore this saved career through the Career Restore screen, accessible through the Career tab in the Main Menu. If you do not wish to save, click the Cancel tab.

## Education



Located on the bottom of the Education Screen are three tabs: D Platoon, Movement, and Considerations. 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 Mission, Element, and Pre-Assault.

## Mission



The mission map of Los Angeles shows crime incidents broken down by division. 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 roundup 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.

## Element



Clicking on the Element tab on the bottom of the screen accesses the Element Screen. The Element Screen is divided into two sections. The top section is devoted to your career. The bottom section is devoted to the careers 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 everyday, 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.

The leadership score is broken into five categories: Officer survival, proper use of deadly force, respect level, rescue rate and mission success rate.

### *Officer Survival*

The player's career begins with an officer survival rating of 100% (you start with one success point). This rating can change drastically and quickly per mission as individual officers are "downed."

Officer survival is calculated at the conclusion of each mission using the following computation: If no officers are "downed" during the mission the player is awarded one success point. For every officer that is downed during a mission the player is penalized with one failure point. Divide the number of success points by the sum of the success and failure points. This is the displayed percentage.

$\% = \text{number of successes} / (\text{number of successes} + \text{number of failures})$

This equation leans toward the severe, as the player can accumulate only one success point per mission, but can receive from one to four failure points per mission, based on how many officers are "downed."

### *Proper Use of Deadly Force*

The player's career begins with a proper use of deadly force rating of 100% (1 success point). This rating can change drastically and quickly per mission if any non-threatening individuals are shot. Non-threatening individuals include civilians, hostages, and any armed suspect who is not pointing a gun at the player or another officer / hostage / civilian. The player is penalized for the shot taken regardless if the non-threatening individual is neutralized or merely wounded.

Proper use of deadly force is calculated at the conclusion of each mission using the following computation: If no non-threatening individuals are shot during the mission the player is awarded one success point. For every non-threatening individual shot during a mission the player is penalized with one failure point. Divide the number of success points by the sum of the success and failure points.

$\% = \text{number of successes} / (\text{number of successes} + \text{number of failures})$

This equation leans toward the severe; as the player can accumulate only one success point per mission, but can receive numerous failure points per mission based on how many non-threatening individuals were shot.

### *Respect*

The player's career begins with a respect rating of 50% (after all, he is new on the job!). Just as it's hard to earn respect in real life, it's a challenge to increase the game's respect rating.

Respect is calculated at the conclusion of each mission using two criteria: medals won by the player and his team and the issuance of "dumb" orders/ reports. "Dumb" orders and reports include the following: Ordering an officer to handcuff a non-compliant civilian, hostage or suspect; ordering the evacuation of unsecured civilians, hostages and suspects; reporting a non-wounded officer, civilian, hostage or suspect as "down" or "neutralized;" reporting a downed officer, civilian, hostage or suspect as "neutralized"; reporting a neutralized civilian, hostage or suspect as "down."

If the player issues no "dumb" orders or reports during a mission he is awarded one

success point. For every “dumb” order or report issued during a mission the player is penalized one failure point. Divide the number of successes in half, and then divide that by the sum of the success and failure points.

$\% = 0.5 * \text{number of successes} / (\text{number of successes} + \text{number of failures})$

Medals awarded can greatly increase a player’s respect rating. For each medal won by an officer other than the player, the player’s respect rating is increased 2%. For each medal won by the team, the player’s respect rating is increased 5%. And for each medal won by the player the respect rating goes up 10%. Regardless of the number of medals, the maximum respect that can be earned is 100%.

### *Rescue Rate*

The player’s career begins with a rescue rating of 0%. To successfully complete a “rescue” the player must evacuate the character (civilian, hostage, suspect) from the game.

Healthy, non-wounded characters must be “secured” or handcuffed prior to their evacuation. The character can be handcuffed by the player or by one of his officers. Characters who are wounded or neutralized do not need to be secured prior to their evacuation.

A player’s rescue rate is calculated at the conclusion of each mission using the following computation: For each character (civilian / hostage / suspect) “rescued” the player is awarded one success point. For each character (civilian / hostage / suspect) not “rescued” the player is penalized with one failure point. Divide the number of successes by the sum of the number of successes and failures.

$\% = \text{number of successes} / (\text{number of successes} + \text{number of failures})$

### *Mission Success*

The player’s career begins with a success rating of 0%. To successfully complete a specific mission the player must meet all in-game objectives of that particular mission. Mission objectives appear in two separate areas of the game: in the Pre-assault Briefing screen (both mission and career mode), and in the game by accessing the Briefing Summary screen. The Briefing Summary screen is accessed in the game by pressing the “**B**” key. (This is the default setting for the Briefing Summary screen.)

The player’s mission success rating is calculated at the conclusion of each mission using the following computation: For each mission deemed successful (all in-game objectives met) the player is awarded one success point. For each mission deemed unsuccessful (not all in-game objectives met) the player is penalized with one failure point. Divide the number of successes by the sum of the number of successes and failures.

$\% = \text{number of successes} / (\text{number of successes} + \text{number of failures})$

### *Overall Leadership Score*

The overall leadership score is calculated by combining a percentage of each category’s score. The percentages used from each category is as follows:

30% of Officer Survival total percentage

20% of Proper Use of Deadly Force total percentage

15% of Respect total percentage

20% of Rescue Rating's total percentage

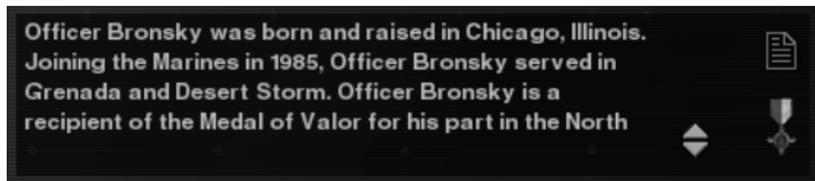
15% of Mission Success total percentage

Using this formula, the player begins each career with an initial leadership score of 57% (30% of 100 + 20% of 100 + 15% of 50 + 20% of 0 + 15% of 0 = 57%).

A player's leadership score is used by the game's Artificial Intelligence system to determine various actions and messages generated by the game's Assaulters. A low leadership score causes the Assaulters to be less tolerant of shooting errors on the part of the player. A high leadership score has just the opposite effect: the game's Assaulters are more tolerant of the player's shooting errors.

A low score is defined as belonging in the 0% to 30% range. A high score is defined as belonging to the 70% - 100% range. Shooting errors are defined as any shot taken by the player that strikes another officer. The player is allowed only 3 shooting errors when his leadership score is low. When the player's leadership score is high he is allowed 8 or more shooting errors. Low tolerance results in swift justice on the part of the Assaulters: the player will be neutralized immediately. High tolerance results in leniency on the part of the Assaulters: the player is given the benefit of the doubt and is not neutralized immediately.

## *Assaulter's Career*



As mentioned above, the bottom section of the screen is devoted to the careers of your eight assaulters. Next to each assaulter's image are 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, 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 had better hope you chose a squad where everyone is as equally 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 falters, 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. Depending on whether you chose the Standard Career or a Custom Career, your options will vary slightly.

### *Standard Career Pre-Assault*

#### *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 points 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 persons you're charged with saving look 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 mission, 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 buckshot.

Secondary ammunition is full metal jacket for long rifles and pistols (excluding the M4), 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. There is a maximum number of magazines assigned to each weapon, so increasing one type of ammunition will decrease the other.

### *Tactical Aids*

Tactical Aids 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 that can be assigned a quantity, such as CS Gas, flashbangs and C2.

Click on the arrows to increase or decrease the amount assigned to an officer. Note that an officer can carry a set number of canisters. Consequently, increasing the number of CS Gas canisters will decrease the number of flashbangs, (and visa versa).

### *Assign To All*

If a particular configuration of weapons, ammunition, and tactical aids seems appropriate for every member of the entry team, click the tab marked Assign to All. This will assign the displayed configuration of weapons, ammunition, and tactical aids to all assaulters.

### *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.

### *Custom Career Pre-Assault*

To outfit you and your team for your upcoming mission, you will be taken to the Operations screen. The interface in Career Operations behaves in exactly the same way as the Mission Operations interface with the addition of a Save tab that persists throughout all of the pre-assault screens at the bottom of the screen to the left of the SWAT eagle. Click this tab to enter the Save Career screen. For more information about loading up at Operations, see the Mission Mode – Operations section of this manual, found above.

# 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 “+” key to increase your screen size.

### *Escape Key*

Pressing the **ESCAPE** key in-game displays a menu of options. The options available to you vary, depending on your current game style and status. The options that may be available to you are:

**Restart:** Restarts the mission.

**Debrief:** Returns you immediately to the Debrief window. If you are the host, this will end the mission.

**Resume:** Closes the options menu and returns to the game in progress.

**Call Up:** Returns you immediately to the Call-Up screen.

**Quit:** This will quit the game and return to Windows.

**Assum. AI:** If the Assumable AI augmentation is activated in a Co-Op game and you are not currently alive, you may click this tab to take over the next available AI officer and continue the game.

**Observe:** If you happen to be neutralized, you may click this tab to enter Observer Mode, where you can watch the game from the viewpoints of the remaining players. More information about Observer Mode can be found below.

## *In-Game Options*

The in-game Options Screen allows you to adjust nearly all of the game’s options, with the exception of Resolution and Rendering Device.

If you need to change Resolution or Rendering Device, you’ll need to exit your current mission and access the Main Options Screen from Metro or the Main Menu. For more information on the options available, see the Main Menu, Options section of this manual.

## *Movement*

### *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. Note that you will move faster in dynamic mode than you will in stealth mode.

## ***Crouch / Stand***

To crouch, click on the “**C**” key. To return to a standing position, click on the “**S**” key. You can also toggle between crouching and standing by pressing the “**A**” key.

## ***Leaning***

To lean right click the Keypad “**-**” key. To lean to the left, press the keypad “**/**” key. To return to an upright position, click the Keypad “**\*\***” key. You can also momentarily lean left by pressing the “**Z**” key, and right by pressing the “**X**” key. Release to return to an upright position.

## ***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. 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.

Note that some weapons do not aim as quickly as others. Heavy weapons such as the Benelli or M4 shoot inaccurately after quickly moving the aim point. To acquire an accurate sight picture, take a moment or two to steady the weapon before taking the shot. Light weapons such as the 1911 or MP5 shoot very accurately even after rapidly changing aim.

Your movement speed will also affect your accuracy. The faster you are moving, the less accurate the shot, regardless of weapon type.

### ***Fire***

To fire either your primary or secondary weapon, 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, press the **[F12]** key. Doing so causes a magazine change. The next time you press **“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.

As element leader, transitioning between primary and secondary ammo will cause the officers on your team to transition their ammo as well. Exceptions include the following cases: when transitioning to less than lethal ammo; when carrying a shotgun and transition to a breaching round; and finally, when an officer is out of the desired round.

## ***Reload***

To reload, press the **“R”** key.

## ***Weapon Flashlight***

If you are using a weapon equipped with a flashlight, you may toggle it on and off by pressing the **“F”** key. Note that when you have tactical aids such as CS, flashbangs, or your Opti-Wand active, you have no flashlight capability, as your primary weapon is slung to your side and your pistol is holstered.

## ***Magnified Optics***

The HK G36 and M4 ACOG variants come equipped with magnified optics that you can use to magnify distant objects and aid in aiming. If you are using one of these weapons, you can change your sighting focal length by pressing the **“N”** key. You may move and shoot normally in this mode. To return to your weapons standard sight, press the **“N”** key a second time.

## ***Reticules***

Default weapon reticules are shaped to resemble the sight picture of the weapon you're carrying. Additional weapon reticules have been included that you might find less distracting, or add to your shooting enjoyment. Pressing the **“V”** key allows you to cycle through the available alternate reticules.

## ***Flashbangs***

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.

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.

Aim your flashbang by moving your mouse. Click and hold the left mouse button to "charge" your throw. The distance of your throw is represented at the bottom of the screen by a small distance meter. The longer the left mouse button is held down, the further the throw. When you are ready to deploy the flashbang, release the left mouse button.

There is also a quick release option available in either half-strength or full strength. With a flashbang selected, hold down the left mouse button and the **SHIFT** key simultaneously to prepare to deploy at half-strength. To prepare to quick release at full strength, hold down the left mouse button and the **CTRL** key simultaneously. To deploy, release the mouse button.

Remember, when you access a flashbang, you are without firing capability.

## ***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 and hold the left mouse button to "charge" your throw. The distance of your throw is represented at the bottom of the screen by a small distance meter. The longer the left mouse button is held down, the further the throw. When you are ready to deploy the gas canister, release the left mouse button.

There is also a quick release option available in either half-strength or full strength. With CS Gas selected, hold down the left mouse button and the **SHIFT** key simultaneously to prepare to deploy at half-strength. To prepare to quick release at full strength, hold down the left mouse button and the **CTRL** key simultaneously. To deploy, release the mouse button.

Remember, when you access a CS gas canister, you are without firing capability.

## ***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 small distance meter appears on screen to help you gauge the distance of your throw when you click your left mouse button. The longer you hold down the left mouse button, the further the lightstick is thrown. A lightstick glows only after it makes contact with a hard surface.

There is also a quick release option available in either half-strength or full strength. With a lightstick selected, hold down the left mouse button and the **SHIFT** key

simultaneously to prepare to deploy at half-strength. To prepare to quick release at full strength, hold down the left mouse button and the **CTRL** key simultaneously. To deploy, release the mouse button.

Once again, when you access a lightstick, 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. Accessing a C2 charge happens in “real time”, so prepare yourself for a delay as you transition from your weapon to a C2 charge. Once the C2 is ready to be placed, the icon will turn from gray to blue.

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. It is not necessary to hold down the left mouse button while placing 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.

## **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 defuse, “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.

## **Handcuffs**

Press the **[F8]** key to access your handcuffs. Doing so causes a handcuffs icon to appear in the center of your screen. Note that you are without firepower, so be alert. Your handcuffs are accessed in real-time, so there will be a slight delay from the time you access them to the time they are useable. When the handcuffs are ready to be placed, the icon will turn from gray to blue.

Moving your handcuff reticule over a compliant individual (kneeling with hands raised) will highlight the reticule if you are within range. To handcuff a highlighted individual, click the left mouse button.

After securing the individual, you will automatically transition back to the weapon you were carrying. You may then call for evacuation on the secured individual. If, however, an individual needing evacuation is wounded and laying on the ground, it is not necessary to handcuff them before calling for evacuation.

## **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.

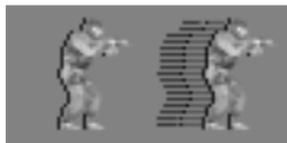
To access the Opti-Wand, press the **[F9]** key. The Opti-Wand's image screen will appear in the top right hand corner of the screen. To manipulate and change the Opti-Wand's image, click and hold the left mouse button as you rotate the mouse. To re-center the Opti-Wand image, press the **[F9]** key again. To clear the Opti-Wand from the screen, replace it with another item by pressing any **[FUNCTION]** key. As element leader, you are able to issue commands directly through the Opti-Wand. With the Opti-Wand accessed, hold the **CAPS LOCK** key, and a cursor will appear in the Opti-Wand image screen. Use the mouse to move the cursor as a reticule to give commands. This command method can be used in both single-player and multi-player play.

When manipulating the Opti-Wand you are without firing capability, as your primary weapon is slung to your side, and your pistol is holstered.

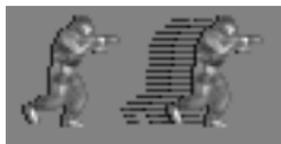
## ***Tactical Mode***

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, CS gas, or C2. If you do, you might find yourself eating the big donut in the sky. Copy?

## **Communications**

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, SWAT3's communication system is a command menu built on a tree structure, with communiqués accessed by number keys.

### **Command Menu**

SWAT3's command menu provides the player the means by which to communicate with teammates, the Command Post, civilians, hostages and suspects.

The command menu is built on a three level, branching tree structure with messages accessed by number keys. Beyond the root directory level, message options change according to the tactical mode of play: stealth or dynamic.

### **Root Directory**

The root directory allows the player to begin a command message, report mission status, alert team members of a compromise and issue compliance.

#### **1-3: Command Messages**

Command messages can be directed at the entire team [ELEMENT], or at the individual two-man teams [RED & BLUE].

Press the corresponding number [**1-3**], located to the left of the team name, to designate the command recipient. Designating a command recipient expands the message menu by one level.

#### **4: Report Mission Status**

SWAT is a life saving organization. The ultimate goal of every mission is to defuse any given situation with the least amount of force and evacuate all persons to safety. As an element leader the player is responsible for the coordination of this process.

Reporting officer, civilian, hostage and suspect status to the Command Post keeps the Brass abreast of your tactical situation and allows them to provide evacuation support.

Pressing the number **[4]** key from the root directory begins a report message and expands the message menu by one level. The expanded menu allows the player to report the status of an individual character or report that the mission is complete. To access the various character status options the game cursor must be pointed at that individual. When the game cursor is pointed at an in-game character, the cursor will display small flashing tick marks, and the extended menu options will highlight. Choosing the corresponding number to a status option results in the player to reporting a character's status, or requesting evacuation [1 - 4].

Reporting that the mission is complete does not require special placement of the game cursor. Once the corresponding number **[5]** for "mission complete" is pressed the Command Post verifies the message and calls the team back to the Command Post.

**1: Down** - Reports highlighted individual as wounded.

**2: Evacuate** - Requests evacuation of individual highlighted by cursor.

**3: Neutralized** - Reports highlighted individual as dead.

**4: Contact** - Reports contact has been made with individual highlighted by cursor.

**5: Mission Complete**

## **5: Area Cleared**

Pressing the **[5]** key from the root directory results in the player notifying his teammates that an area is clear of threat. The player can follow-up this announcement by dropping a lightstick at the entrance to the cleared area.

Once an area is pronounced clear of threat the player's team will behave as though the area is a safe zone. Consequently, it is imperative that the area be cleared of threat; otherwise the player is jeopardizing his team's safety.

## **6: Compromised**

Pressing the **[6]** key from the root directory results in the player notifying his teammates that their situation has been compromised. If the game was in stealth mode this notification causes the game to switch to dynamic mode.

A compromised situation is one in which a suspect is unexpectedly encountered.

## **7: Compliance**

Compliance is the use of verbal commands to subdue non-threatening individuals, and is issued in non life-threatening situations. Non life-threatening situations are defined as those in which officers, or other innocents, are not in immediate danger of dying. A non life-threatening situation refers to encounters with unarmed civilians and hostages, or armed suspects who are not pointing their weapon at an innocent.

General compliance commands are issued when the game cursor is not pointing at a specific individual and the player presses the **[7]** key from the root directory.

To issue compliance to a specific individual point the game cursor at the individual and press the **[7]** key from the root directory. Compliance can also be issued quickly by pressing your middle mouse button.

## ***Dynamic Commands***

Dynamic commands reflect the nature of dynamic tactics: fast and loud.

To issue dynamic commands, the player must first be in dynamic mode (press the **PAGE UP** key).

Once in dynamic mode the player must choose a command recipient from the root directory [1:Element, 2:Red, 3:Blue]. Choosing a recipient expands the message menu by one level.

The dynamic commands available on the second level of the message tree highlight as the game cursor is passed over game characters and various environmental elements. There are a total of eight dynamic commands. Some of the commands change based on whether the player is inside or outside an environment, and some have a third level of options. Press the corresponding number **[1-8]**, located to the left of the command, to issue an order.

### **1: Breach, Bang & Clear**

Breach, bang and clear appears as a dynamic command option when the game cursor is pointed at a closed interior door.

Defined, breach, bang & clear commands the recipient to breach (open) the closed door, throw in a flashbang and clear what lays beyond the door.

When commanded to “breach, bang & clear”, the game assaulters know what equipment they have in their arsenal that will allow them to dynamically breach the door. If their primary weapon is a shotgun and they are carrying breaching rounds they will execute the breach with the shotgun. If they are carrying C2 explosives they will blow the door open. If they were not assigned dynamic breaching material, or have run out, they will notify the player that they cannot execute the breach.

### **1: Bang & Clear**

Bang and clear appears as a dynamic command option when the game cursor is pointed at an open interior door.

Defined, bang & clear commands the recipient to flashbang the doorway and clear what lays beyond the door. If the commanded assaulter was not assigned flashbangs, or has run out, he will notify the player that he cannot execute the order.

### **1: Breach, Bang & Make Entry**

Breach, bang and make entry appears as a dynamic command option when the game cursor is pointed at a closed exterior door.

Defined, breach, bang & make entry commands the recipient to breach (open) the closed door, throw in a flashbang, make entry and clear the area just beyond the interior of the doorway.

The game assaulters know what equipment they have in their arsenal that will allow them to dynamically breach the door. If their primary weapon is a shotgun and they are carrying breaching rounds they will execute the breach with the shotgun. If they are carrying C2 explosives they will blow the door open. If they were not assigned dynamic breaching material, or have run out, they will notify the player that they cannot execute the breach.

## 2: Move & Clear

Move & clear appears as a dynamic command option when the game cursor is pointed at any open doorway.

Defined, move and clear commands the recipient to enter the open door and clear the area beyond for threat. Once an area is cleared of threat, the recipient will notify the player of the situation.

When the move & clear command is selected, the menu tree expands and provides the player with a tactical modifier: CS Gas.

**1: No CS Gas** – Modifies the command to “move and clear without CS gas.”

**2: Use CS Gas** – Modifies the command to “move and clear with CS gas.”

## 2: Breach & Clear

Breach & Clear appears as a dynamic command option when the game cursor is pointed at a closed door.

Defined, breach and clear commands the recipient to breach (open) the closed door and clear the room beyond the doorway for threat. Once an area is cleared of threats, the recipient will notify the player the area is clear and will drop a lightstick in the room’s doorway upon exiting.

When the breach & clear command is selected, the menu tree expands and provides the player with a tactical modifier: CS Gas.

**1: No CS Gas** – Modifies the command to “breach and clear without CS gas.”

**2: Use CS Gas** – Modifies the command to “breach and clear with CS gas.”

## 3: Search

Search appears as a dynamic command option when the game cursor is pointing anywhere within a room or hallway. It is not available if the game cursor is pointing at a door. If the game cursor is pointing at an opening within a room or hallway then the Search command applies to the area on the other side of the opening.

### *Direction of Search*

When the search command is selected the menu tree expands and provides the player with directional modifiers. When searching a location the modifiers, Left and Right, refer to the direction of the command recipient. In other words, the player commands the recipient to search to their left or right, not the player’s left or right.

**1: Left** – Modifies the command to “search to the left.”

**2: Right** – Modifies the command to “search to the right.”

**3: Continue** – Commands the recipient to continue searching.

## 4: Cover

Cover appears as a dynamic command option when the game cursor is pointed at a particular location or at a specific hostage, civilian or suspect.

When commanded to cover a particular location, the assaulters will move into a position where they can safely cover against a threat from that general direction.

When ordered to cover a suspect, hostage, or civilian, the assaulters will set up aim on that individual and follow their movement.

## 5: Fall In

Fall in as a dynamic command is available at all times. Commanding a recipient to fall in does not require special placement of the game cursor.

Defined, fall in commands the recipient to follow behind the player until commanded to do otherwise.

It should be noted that the fall in command can be used as a “hold” command as well. If the player wants to stop an assaulter from engaging a civilian, hostage or suspect, the fall in command will cause the assaulter to abort the engagement and fall in behind the player.

## 6: Deploy

The player can command a recipient to deploy any one of five tactical aids in dynamic mode. Two of the tactical aids require that the game cursor be pointed at a closed door. The other three require that the game cursor be pointed at a specific area.

**1: Lightstick**– Lightsticks are used to light otherwise dark areas and to mark areas which have been cleared of threat as “cleared.”

To issue the command, ‘Deploy Lightstick’, the game cursor should be pointed at the area in which the player wants the lightstick dropped.

**2: C2** – C2 is used to blow open closed / locked doors.

To issue the command, ‘Deploy C2’, the game cursor needs to be pointed at the closed door which the player wants blown open.

If the commanded (AI) assaulter has run out of C2 he will inform the player that he cannot execute the breach.

**3: Flashbang** – Flashbangs are used to temporarily distract or disorient a suspect, hostage or civilian. When entering a room, the flashbang should be dropped just inside the doorway. This allows the police officers to use the smoke generated by the flashbang as concealment as they enter the room.

To issue the command, ‘Deploy Flashbang’, the game cursor should be pointed at the area in which the player wants the flashbang to detonate.

If the commanded assaulter was not assigned flashbangs, or has run out, he will inform the player that he cannot execute the ‘bang’.

**4: CS Gas** – CS Gas is used as a non-lethal alternative when dealing with non-compliant suspects, civilians and hostages. When deployed, CS gas causes the unprotected recipient to cough violently. The physical response to CS gas, combined with compliance commands, often causes enough stress to make a non-compliant individual compliant. Once the individual is compliant, they can be secured and evacuated to safety.

To issue the command, ‘Deploy CS Gas’, the game cursor should be pointed at the area in which the player wants the CS gas to discharge.

If the commanded assaulter was not assigned CS Gas, or has run out, he will inform the player that he cannot execute the command.

**5: Shotgun** – When loaded with breaching rounds, a shotgun can be used to breach closed / locked doors. Commanding an assaulter to breach a door with a shotgun requires the assaulter to have been assigned a shotgun and breaching rounds in the pre-assault briefing.

To issue the command, 'Deploy Shotgun', the game cursor needs to be pointed at the closed door which the player wants blown open.

If the commanded assaulter does not have a shotgun, or has run out of breaching rounds, he will inform the player that he cannot execute the breach.

## **7: Disable**

The player can issue a disable command on a variety of devices, ranging from security systems to missile launchers to atomic demolition munitions.

The game cursor will highlight when passed over active objects that can be disabled or defused.

To issue the command, 'Disable', the game cursor needs to be highlighted and pointed at the object which the player wants disabled or defused.

## **8: Restrain**

The player can command a recipient to restrain (handcuff) any hostage, civilian or suspect. In order for the command to be carried out, the hostage, civilian or suspect must be compliant. Compliant is defined as having surrendered. Compliant individuals are unarmed and "assume the pose" – they drop to their knees with their hands in the air.

If the player commands that a non-compliant person be restrained, they will lose respect from their team, as this is considered a "dumb" command. (For more information on "dumb" commands, please see FAQ section titled Leadership Score / Respect.)

To issue the command, 'Restrain', the game cursor should be pointed at a compliant individual.

## ***Stealth Commands***

Stealth commands reflect the nature of stealth tactics: slow and quiet.

To issue stealth commands, the player must first be in stealth mode (press the **PAGE DOWN** key).

Once in stealth mode the player must choose a command recipient from the root directory [1:Element, 2:Red, 3:Blue]. Choosing a recipient expands the message menu by one level.

The stealth commands available on the second level of the message tree highlight as the game cursor is passed over game characters and various environmental elements. There are a total of eight stealth commands. Some of the commands change based on whether the player is attempting to enter a door, or is inside or outside an environment, and some have a third level of options.

Press the corresponding number **[1-8]**, located to the left of the command, to issue an order.

### **1: Stack**

Stack appears as a stealth command option when the game cursor is pointed at any interior or exterior door, regardless if open or closed.

Defined, stack commands the recipients to stack up on the door and ready themselves to make entry.

When commanded to 'stack', the game assaulters position themselves to the side of the door in a "stack" formation and ready themselves to either open a closed door or mirror an open door.

### **1: Try Door**

Try door appears as a stealth command option when the game cursor is pointing at a closed door with assaulters in a stack formation.

Defined, try door commands the recipient to try and open the closed door. If the door is unlocked the assaulter will open the door. If the door is locked, the assaulter will inform the player and the door will stay closed.

### **1: Pick Lock**

Pick lock appears as a stealth command option when the game cursor is pointing at a locked door with assaulters in a stack formation.

Defined, pick lock commands the recipient to breach (open) the locked / closed door using the standard issued tool kit. Once the lock is picked, the door will open.

### **1: Mirror**

Mirror door appears as a stealth command option when the game cursor is pointing at an open door that assaulters are stacked on.

Defined, mirror commands the recipient to transition from his primary weapon to his Opti-Wand. Using the Opti-Wand along the doorframe, the assaulter looks for signs of threats beyond the doorway. The assaulter reports his findings to the player. Once the player is aware of the possible dangers awaiting him, he can determine a tactical plan of attack.

### **2: Clear**

Clear appears as a stealth command option when the game cursor is pointed at any open interior doorway or room.

Defined, clear commands the recipient to clear the room beyond the doorway for threat. Once an area is cleared of threat, the recipient will notify the player the area is clear and will drop a lightstick in the room's doorway upon exiting.

When the clear command is selected, the menu tree expands and provides the player with a tactical modifier: CS Gas.

**1: No CS Gas** – Modifies the command to "clear without CS gas."

**2: Use CS Gas** – Modifies the command to "clear with CS gas."

### **2: Move & Clear**

Move & Clear appears as a stealth command option when the game cursor is pointed at any open exterior doorway or room.

Defined, move and clear commands the recipient to clear the room beyond the doorway for threat. Once an area is cleared of threat, the recipient will notify the player the area is clear and will drop a lightstick in the room's doorway upon exiting. When the move & clear command is selected, the menu tree expands and provides the player with a tactical modifier: CS Gas.

**1: No CS Gas** – Modifies the command to “move and clear without CS gas.”

**2: Use CS Gas** – Modifies the command to “move and clear with CS gas.”

### **3: Search**

Search appears as a stealth command option when the game cursor is pointing anywhere within a room or hallway. It is not available if the game cursor is pointing at a door. If the game cursor is pointing at an opening within a room or hallway then the Search command applies to the area on the other side of the opening.

#### **Direction of Search**

When the search command is selected the menu tree expands and provides the player with directional modifiers. When searching a location the modifiers, Left and Right, refer to the direction of the command recipient. In other words, the player commands the recipient to search to their left or right, not the player's left or right.

**1: Left** – Modifies the command to “search to the left.”

**2: Right** – Modifies the command to “search to the right.”

**3: Continue** – Commands the recipient to continue searching.

### **4: Cover**

Cover appears as a stealth command option when the game cursor is pointed at a particular location or at a specific hostage, civilian or suspect.

When commanded to cover a particular location, the assaulters will move into a position where they can safely cover against a threat from that general direction.

When ordered to cover a suspect, hostage, or civilian, the assaulters will set up aim on that individual and follow their movement.

### **5: Fall In**

Fall in as a stealth command is available at all times. Commanding a recipient to fall in does not require special placement of the game cursor.

Defined, fall in commands the recipient to follow behind the player until commanded to do otherwise.

It should be noted that the fall in command can be used as a ‘hold’ command as well. If the player wants to stop an assaulter from engaging a civilian, hostage or suspect, the fall in command will cause the assaulter to abort the engagement and fall in behind the player.

## 6: Deploy

The player can command a recipient to deploy one of two tactical aids in stealth mode: Lightsticks and CS Gas.

**1: Lightstick**– Lightsticks are used to light otherwise dark areas and to mark areas which have been cleared of threat as ‘cleared.’ To issue the command, ‘Deploy Lightstick’, the game cursor should be pointed at the area in which the player wants the lightstick dropped.

**2: CS Gas** – CS Gas is used as a non-lethal alternative when dealing with non-compliant suspects, civilians and hostages. When deployed, CS gas causes the unprotected recipient to cough violently. The physical response to CS gas, combined with compliance commands, often causes enough stress to make a non-compliant individual compliant. Once the individual is compliant, they can be secured and evacuated to safety.

To issue the command, ‘Deploy CS Gas’, the game cursor should be pointed at the area in which the player wants the CS gas to discharge.

If the commanded assaulter was not assigned CS Gas, or has run out, he will inform the player that he cannot execute the command.

## 7: Disable

The player can issue a disable command on a variety of devices, ranging from security systems to missile launchers to atomic demolition munitions.

The game cursor will highlight when passed over active objects that can be disabled or defused.

*To issue the command, ‘Disable’, the game cursor needs to be highlighted and pointed at the object which the player wants disabled or defused.*

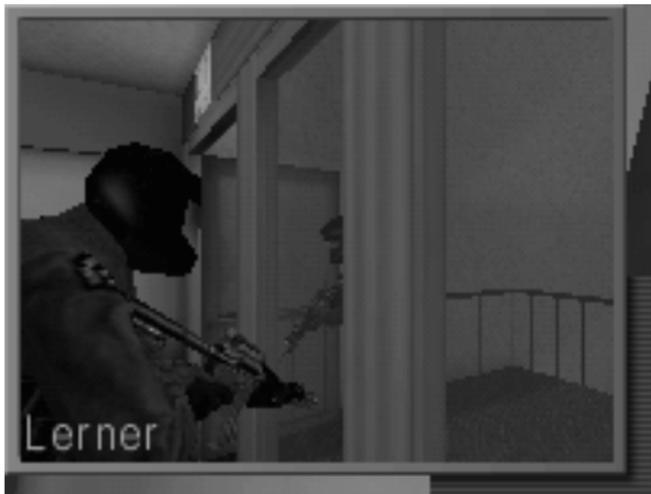
## 8: Restrain

The player can command a recipient to restrain (handcuff) any hostage, civilian or suspect. In order for the command to be carried out, the hostage, civilian or suspect must be compliant. Compliant is defined as having surrendered. Compliant individuals are unarmed and “assume the pose” – they drop to their knees with their hands in the air. If the player commands that a non-compliant person be restrained, they will lose respect from their team, as this is considered a “dumb” command. (For more information on “dumb” commands, please see FAQ section titled Leadership Score / Respect.)

To issue the command, ‘Restrain’, the game cursor must be pointed at a compliant individual.

Multi-player mode allows extra communications between the team, including responses to the element leader and teammates; see the Multi-player section for more details.

## ***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 lets you "see" what the assaulter is seeing, without being in the same location. 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

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:** Press a view port key once and the view port of choice appears. Press the key a second time and the view port disappears.

**View port key as a sequential switch:** Press a view port key once and the view port of choice appears. Press a second view port key and the view port replaces the first.

To clear the view port from the screen, press the second key again. Should a second team be operating in the mission with you, you can switch to the view from that team by pressing the "]" key.

Press the key again to return to your team's view.

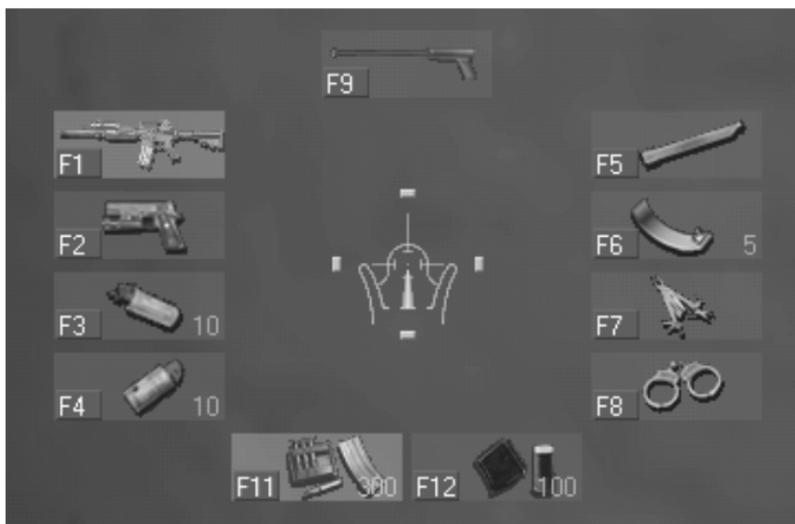
To change the view port's default key mapping go to the Keyboard Mapping Screen. For instructions on how to change the key mapping, see above Main Menu, Options.

## View Port Commands

As element leader, you are able to issue commands directly through a view port. With a view port accessed, hold the **CAPS LOCK** key, and a cursor will appear in the view port. Use the mouse to move the cursor as a reticule to give commands. This command method can be used in both single-player and multi-player play.

Please note that the view port feature is disabled when the Opti-Wand is in use. However, commands can be issued though the Opti-Wand. For detailed information, see Opti-Wand, Weapons / Tactics.

## Weapon 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 in single-player mode 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.

In Multi-Player mode, accessing the briefing summary does not stop the game, so be alert.

## Debrief

### Standard Mission

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.

If you are not satisfied with the mission results, you have the option to restart the mission at this time. To do so, pass your cursor over the restart tab and click. If you're satisfied with your mission results and want to move on, click on the Metro tab.

## Custom Mission

### Co-Operative



After a Co-Operative mission ends, you will be presented with a debriefing screen, which will recap the mission objectives and their status, statistics relating to the mission's civilians, hostages, suspects, and your officers, as well as your leadership score.

There are three sections to the debriefing itself: Mission, Element 1 and Element 2. Move your cursor over any of the tabs to highlight them, and click the highlighted tab to select.

The Mission tab gives you a breakdown of the mission objectives, their status, the mission's elapsed time, and mission statistics relating to hostages, civilians, suspects, and your fellow officers. If there is more information about the mission than can be shown in the mission debrief box, you may click the arrows at the bottom-right of the box to scroll the contents of the box.

The Element 1 and 2 tabs display information about each of the officers in the first and second entry teams, respectively. You will see a picture of the officer, the officer's name, and statistics relating to the number of rounds fired, tactical aids deployed, and weapons seized. If the officer has received a medal for their part in the mission, the medal will be displayed to the right of their statistics. Additionally, the element leader's leadership score will be shown below his name.

You have additional options pertaining to the next mission you would like to take on with your team(s). If you wish to try the same mission again, with the same team and gear configuration, click the Replay tab at the bottom of the screen. Additionally, in the lower-right hand quadrant of the screen is a picture representing the mission you and your team just finished. Above this picture are two arrows, click these arrows to change the mission shown in the box, and click Ops to enter the Operations screen for the selected mission. You will have a chance to reconfigure your team(s), read up on the mission briefing and set up your gear configurations before deploying for the mission.

If you wish to select a new mission and/or game mode, you may click the Call Up tab. If you wish to return directly to the main menu, click the Main tab.

## ***Deathmatch/Last Man Standing***



The debrief screen for Standard Deathmatch and Last Man Standing is a breakdown of each player's kills, executions, respawns, evacs, and total score. Each player is listed (along with a cumulative total for all AI suspects in the game) in a descending order ranked by score.

**Kills:** The number of armed enemies that the player neutralized.

**Executions:** The number of unarmed characters that the player neutralized.

**Respawns:** The number of times the player returned to the game after being neutralized.

**Evacs:** The number of hostages that the player successfully evacuated.

**Score:** The total score for the player.

Also displayed is the game's winner, based on total score. The winner is also shown at the top of the score breakdown list.

## ***Team Deathmatch***



The Team Deathmatch debrief screen is separated into three sections to provide information about each team's score, and the scores of individual officers on each team. The debriefing is separated into three screens: Mission, Good Guys, and Bad Guys. To access these screens, click the tabs located below the mission statistics box.

In the Mission screen, all of the players in the game and their corresponding mission statistics are shown in descending order sorted by score. Below the player list, the teams are shown along with their cumulative game statistics.

The Good Guy and Bad Guy boxes show missions statistics for each player in the corresponding team, in descending order sorted by score. The highest-scoring player will be shown at the top of the list.

## ***Medals***

Medals are awarded for bravery, preservation of life and minimum use of force. Criteria for the presentation of a medal is as follows:

### ***Medal of Valor***

- No civilian is hurt or neutralized
- No hostage is hurt or neutralized
- No non-threatening suspect is neutralized
- All downed officers are evacuated to safety
- All downed hostages are evacuated to safety
- All downed civilians are evacuated to safety
- The officer is shot at 50 times or more
- The officer returns less fire than received

### ***Police Medal***

- No non-threatening suspect is neutralized
- All downed officers are evacuated to safety
- All downed hostages are evacuated to safety
- All downed civilians are evacuated to safety
- Officer is shot at 25 times or more
- Officer returns less fire than received

### ***Police Star***

- No non-threatening suspect is neutralized
- All downed officers are evacuated to safety
- All downed hostages are evacuated to safety
- All downed civilians are evacuated to safety
- Officer is shot at 25 times or more
- Officer returns less fire than received

### ***Police Commission Unit Citation***

- No non-threatening suspect is neutralized
- No officer is wounded
- All downed hostages are evacuated to safety
- All downed civilians are evacuated to safety
- Officer is shot at 7 times or more
- Officer returns less fire than received

# MULTI-PLAYER MODE

SWAT3 gives you the option of playing online, either over a LAN (Local Area Network), or the Internet. To start a multi-player game from the main menu, click the tab marked Multi-Player. The multi-player menu will appear. There are three tabs: LAN, Internet, and SWAT3.com. Moving your cursor over these tabs will cause them to highlight. Click on the highlighted tab to select.

## ***Multi-Player Menu Options***

### ***LAN***

This option will allow you to join up to or create SWAT3 missions or careers on your Local Area Network. Clicking this tab will bring you to the LAN Login screen.

#### *LAN Login*



Upon choosing LAN mode, you will be prompted to choose or create a game persona. If this is the first time you've entered a multi-player game, you will need to create a game persona. If you have personas available, click on the persona name box to reveal a drop down menu. Highlight and click on any available persona name you choose to use.

From the LAN Login, you have five available options:

#### ***New Officer***

This will lead you to the Officer screen where you can create a new multi-player character.

#### ***Edit Officer***

This will lead you to the Officer screen, where you can edit a saved multi-player character.

#### ***Delete Officer***

This will remove the saved multi-player character that you currently have selected.

#### ***Cancel***

This will return you to the main SWAT3 menu.

## **Go!**

This will send you to the Call Up screen with your selected multi-player character.

## **Internet**

If you'd like to find an Internet SWAT3 mission or career that suits your taste, or perhaps create one yourself, choose this option. You will be taken to the Login prompt.

## **Internet Login**



At the Login screen, you will be asked for a username that will identify you in the SWAT3 Lobby, and a password. If you do not yet have a username and password, you can create one by highlighting the New Account tab and clicking. You may also set up the officer persona you wish to represent you in the game by highlighting the Officer Setup tab and clicking. This will take you to the Officer screen.

To log in, enter your username and password in the spaces provided, then highlight and click the Go! tab. Highlight and click the Cancel tab to return to the Main Menu.

## Headquarters



Upon logging in, you will be taken to Headquarters. Headquarters is separated into lobbies, unique rooms where participants chat and create/join games. A list of all of the players in your current lobby is shown on the right side of the screen, along with arrows that you may click to scroll the list. The left hand side of the screen is dedicated to a chat box. To send a message, click the smaller box below the chat dialogue; type your message, and press ENTER to send the message.

At the bottom of the screen, there are four tabs: Log Out, Call Up, Officer Setup, and Communication. Move your mouse over the tabs to highlight them; click the highlighted tab to select. Clicking Log Out will close your Internet SWAT3 session and return you to the main menu. Clicking Call Up will allow you to search for or create a game. Clicking Officer Setup will allow you to make changes to your player persona for Internet play. Clicking Communication will allow you to choose a new lobby to chat in. By default, you will be taken to the SWAT3 Lobby corresponding to your geographic location.

### **SWAT3.com**

Clicking on the SWAT3.com tab will open up your web browser and take you to the SWAT3.com website. With updates, MODs, and interaction from all parts of the tactical community, SWAT3.com is your one-stop source for everything tactical.

## Officer Screen



The Officer screen, accessed by selecting New Officer or Edit Officer from the LAN Login menu, or Officer Setup from the Internet Login menu, allows you to specify traits and names for your game persona. Use the provided names for your game persona or create your own. To create your own persona name, click on a supplied name, and then type using the keyboard. You'll want to enter a last name, first name, and nickname. After that's finished, you can use the arrows to the sides of the Years in SWAT and Race selection to scroll through those fields to pick the traits that you'd like. If you are satisfied with your changes, click the Accept tab. If you do not wish to save your changes, click the Cancel tab.

## Call Up



The Call Up screen is where you can search for active LAN or Internet games, or create your own multi-player game.

The Call Up screen is comprised of information columns regarding the various multi-player games waiting to begin or in progress. Information per game includes game status, game name, mission map in play, current number of players, game ping, and game type.

Games that are waiting to start, and that can be entered, have the status 'Open', and are displayed in blue. Games that are in play and cannot be entered have a 'Closed' status, and are displayed in gray. Password-locked games have a small lock icon displayed in their status box.

Game names are anything the host wishes to name them. Mission maps can be familiar single player maps, or new maps created by MOD builders. The ping of a game reflects the speed of data transfer to and from the host computer. The lower the ping number, the faster the transmission of game information from the host's computer to a client's computer. Use the ping number to determine if a game is "fast" enough for your taste.

Games that contain game data different from yours are displayed in red, and cannot be joined. Selecting a game of this type and clicking on the Info button will give information on how that particular game's files differ from yours.

## ***Multi-Player Game Types***

There are two types of multiplayer games in SWAT3, Cooperative and Deathmatch. Both types of games support up to ten players. In Cooperative, players are part of up to two five-man SWAT entry teams. Each team is comprised of an element leader and up to four assaulters. Assaulters can be live players or AI characters. Objectives for the missions range from hostage rescue to VIP protection to warrant service. Cooperative games can be played in either stand-alone mission mode, or in career mode.

Cooperative games can be augmented with an Assumable AI feature. To learn more about this feature, see below.

In Deathmatch games, players can battle in free for alls, or choose sides: the "good" guys or the "bad guys". Deathmatch objectives include last man standing, team play, and most neutralized. Each objective type has special augmentations that can be added. For detailed information on these additional features, see below.

Located below the game information columns is a chat window. Type into the chat window and hit the ENTER key to send messages to other players in the Call Up screen. A list of the other players in the Call Up screen appears to the right of the chat window. Both the chat window and the players list have arrows which allow you to scroll through the contents.

Located at the bottom of the screen are six tabs: Main/HQ, Career, Join, Create, Officer and Info. Pass your cursor over to highlight, click to select a tab.

## Main / HQ

This tab will return you to the Main Menu if you are searching for LAN games, and back to Headquarters if you are searching for Internet games.

## Career



Clicking the Career tab will allow you to either create a new Internet/LAN career or restore a saved Internet/LAN career.

## Career Selection

Upon clicking the Career tab, two lists will be displayed.

The leftmost list contains new careers that you may choose to begin. You may scroll this list of careers by clicking on the arrows located to the lower right of the list. To select a new career, click on one of these careers and then click the select tab.

The rightmost list contains careers that have been saved and are available for you to restore. You may scroll this list of careers by clicking on the arrows located to the lower right of the list. To restore a career, click on one of the careers shown in the list and click the select tab.

Upon selecting and confirming a career, you will be taken to Operations to ready yourself and your team for the upcoming mission.

## ***Join***

Clicking this tab will allow you to join the game you have highlighted in the list. To highlight a game to join, move your cursor over the name of the game and click. If the game is password-protected, you will be prompted to enter the password. Once you have joined the game, you will be taken to the Operations screen.

## ***Create***



Clicking on the Create tab allows you to create and host your own SWAT3 mission. Once the Create tab is selected, a window will appear. In the space provided, enter the name you wish the game to have, a password (optional), and choose your mission location using the arrows. You can also choose your game type from the list: Deathmatch, Team Deathmatch, Last Man Standing, or Co-Operative. In an Internet game, you will be asked to choose a server to host the game on. The most appropriate server is automatically displayed for you as the default. If you wish to choose another server, click the arrow to the right of the server name to display a list of servers. Click the name of the server that you wish to host the game on. After you click O.K., you will be taken to your game's Operations screen.

## ***Officer***

Clicking the Officer tab allows you to edit your active multi-player character, through the Officer screen.

## ***Info***

To access detailed information regarding any of the multiplayer games in the Call Up screen, first click on an active game, and then click the Info tab. Available information per game will include the name of the players, and a list of which MODs, if any, are in use.

## ***Operations***

First stop in any multiplayer game is Operations. From here you'll choose team positions, access mission information including mission objectives, chat with your fellow players, determine a mission entry point and tactical mode of approach and access the weapons and gear screens from which you and your team will outfit yourselves.

There are four sections within Operations: Ops, Mission, Gear, and Chat. Ops is selected as the default when first accessing Operations, and it is here that your team position will be determined. The Mission section deals with the mission particulars, such as objectives, tactical mode of approach, and entry point. The Gear section is where each player chooses a character body type, and gears up with weapons and tactical aids. Chat provides Internet players the ability to toggle between the Operations screen and the Lobby screen. This allows players to chat with those not within their game.

Located below the mission specific information in each screen is a chat window. Type into the chat window and hit the **ENTER** key to send messages. All incoming messages from the other players will appear in this window, preceded by their name.

Located at the bottom right of the Operations screen is the SWAT eagle surrounded by three option tabs; Operations, Call Up, 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 Call Up tab accesses the Call Up screen. Clicking on the Main tab takes you back to SWAT3's Main Menu.

The chat window and the SWAT eagle and associated options are persistent between Ops, Mission, Gear, and Chat.

Note that the host is responsible for setting global game play features, including assigning team positions, camo type, game type, entry point, initial tactical mode and possible options such as number of suspects or hostages per mission. However, this is not to say that the client-side players don't have a say in the matter. After all, that's what the chat window is for... express yourself.

## Ops Screen



### Co-Operative Mode

As mentioned above, Ops is the default section when entering Operations. In the Ops section each player is assigned a team position on either of two entry teams by the host: Element Leader, Red1, Red2, Blue1 and Blue2. If you're not the host, use the chat window to express your preference for a particular team position.

To fill a particular team position, click the small arrow located next to the position to be filled. A box will drop down allowing you to choose from several options.

Options include choosing one of the players to fill the position, choosing a computer-controlled teammate to fill the position by selecting AI, or choosing not to fill the position by selecting Closed. Selecting Open leaves the position open for potential players who may enter Operations before the game is in progress.

Each team, if it contains any team assaulters, must also contain an element leader. If one or both of the teams contain assaulters but no element leader, the game will not start. Nor will the game start if the position is merely marked as Open. It must be filled, either by a live player or an AI officer. If and when the starting element leader is neutralized and out of the game, the position of element leader will be filled by an assaulter on the leader's team. The succession for replacement begins with Red1, then Red2, Blue1 and finally Blue2. When succession occurs, the chosen assaulter's communication menu will automatically change from the Response Menu to the Command Menu.

Located to the right of the screen is a drop-down list of game play scenarios from which the host can choose. Scenario options will always include the default SWAT3 scenario and a "Random Objectives" scenario.

If the “Random Objectives” scenario is chosen, you may choose the number of suspects and civilians that appear in the scenario. When this option is available, use the arrows provided to change the number values and create the scenario you want, or click the Random tab next to the arrows to set the field to a random value.

Below the scenario box are gameplay augmentation options. These augmentations vary based on the game type, and as the host, you may choose to activate them or deactivate them based on your personal preference.

The gameplay augmentations function in multi-player mode in the same fashion as single-player mode. For information on each of the available game augmentation options, see the Custom Mission – Gameplay Augmentations section of this manual.

## ***Deathmatch Mode***

In Team Deathmatch, both the “good guy” and “bad guy” teams have a command structure, and are organized like the entry teams in co-op.

As a “bad guy”, the player will benefit from any AI suspects in the game, as they will go after the “good guys”. In Standard Deathmatch, or Last Man Standing Deathmatch, the AI suspects will always treat the player as the enemy.

Clicking the small arrow located next to each player’s name will cause a drop down options list to appear. Deathmatch options include the choice of “booting” or removing a player, choosing not to fill the position by selecting Closed, or selecting Open. Selecting Open leaves the position open for potential players who may enter Operations before the game is in progress.

In any of the Deathmatch variations, the scenario briefing is replaced by several fields that represent the game parameters: Max Score, Suspects, Civilians, Timer, and Lives. Each field has two arrows directly to the right which are used to change the value in the field, and, depending on the field, a Random button which will set the value randomly at game start.

Max Score can be set to a value or can be left blank. If blank, there is no maximum score, and thus, the game cannot end based on score. If it is set to a value, the game will end when one player reaches the maximum score.

The Suspects and Civilians fields can be set to a value, including zero or a random value. These fields designate how many suspects and civilians will be placed in the mission area when the game begins.

The Timer can be set to designate a certain amount of game duration. If the timer is left blank, the game cannot end based on time elapsed. If the timer is set to a value, that value represents the number of minutes that will pass during the game before the game ends.

The Lives field indicates the number of times that each player will be able to re-enter the mission area after being neutralized. You may leave it blank or click the None button to the right of the field to give each player indefinite lives, or set it to a value to limit their number of lives.

Below the scenario box are gameplay augmentation options. These augmentations vary based on the game type, and as the host, you may choose to activate them or deactivate them based on your personal preference.

The gameplay augmentations function in multi-player mode in the same fashion as single-player mode. For information on each of the available game augmentation options, see the Custom Mission – Gameplay Augmentations section of this manual.

## ***Mission Screen***



## ***Co-Operative Mode***

The Mission tab provides you with information about the mission area you will be entering, and, if you are the host, allows you to set entry points for the team(s). On the right hand side of the screen is the current briefing for the upcoming mission. You can scroll through the briefing by clicking the arrows to the right of the briefing text.

To the left of the briefing box is a shot of the current mission location, for your reference. Below the briefing box are your entry point / mode of entry selectors. Two sets of boxes, one for each team, identify the team's entry point and tactical mode of entry: stealth or dynamic, for the mission. Click the arrows to the left and right of each box to change the entry point and tactical mode of entry for your team(s). When you are satisfied with your choices, simply leave them displayed on-screen, and they will be applied when the mission begins.

## ***Deathmatch Mode***

In Team Deathmatch mode, the Mission Screen provides the mission's name and establishing shot. Each team's element leader is allowed to set their entry point, hidden from the opposing team. Also available for the host is the option of turning on the "Base Camp" augmentation, explained in the Single-Player Custom Mission section of this manual.

In Standard Deathmatch and Last Man Standing modes, the Mission screen is unavailable.

## ***Gear Screen***

The Gear tab allows you to access weapons and equipment for yourself and, if you are the host, set camouflage colors for your team. The Gear screen is separated into two menus, the Gear menu and the Weapons menu. By default, the Gear menu is shown. To move between the two menus, click either the Gear or the Weapons tabs located at the top-left hand corner of the screen.

## ***Co-Operative/Team Deathmatch Mode***

### *Gear*



The Gear section is where you will set the camo and choose a character type to represent you in the game. To help you do so, the Gear Screen provides a list of character types and several camos to choose from.

To begin, select your name from the player list located to the left of the screen. If you are the host, you're responsible for selecting and outfitting yourself and all AI

officers chosen for the mission. Consequently, you are able to select yourself and all AI characters from the list. If you are not the host, your name is selected as the default.

Once a player's name is selected, browse through the list of character types by clicking on any of the character type names. Use the arrows provided if the list of character types exceeds the space allotted.

Once a character type is clicked on, a picture of the character will appear to the right of the character list.

The camouflage of the character types can be changed by selecting any of the various camo patterns provided to the right of the screen. If you are the element leader, you are responsible for choosing your team's camo type. If you are a team assaulter, your camo type is locked to the leader's selection.

To select your character type and team camo leave them selected and displayed on screen.

## Weapons



Click on the Weapons tab to switch to the weapons and tactical aids screen. Located vertically to the left of the screen are three tabs representing categories of weapons and tactical aids available for carry, they are: Primary, Secondary, and Tactical Aid. Primary and secondary refers to the two different types of weapons you can carry. Tactical refers to tactical aids, such as flashbangs and CS Gas. Pass your cursor over these tabs to highlight. Click on a highlighted tab to select. Once a category is selected, a list of available items will appear to the right of the tab. Click on the name of each item to view a picture and a brief description of the item.

Each weapon available for carry has primary and secondary ammunition. You can increase or decrease the number of magazines, per ammo type; you wish to carry by clicking on the arrows provided. There is a maximum number of magazines assigned to each weapon, so increasing one type of ammunition will decrease the other. To select your primary and secondary weapons leave them displayed on screen.

To increase or decrease the amount of a particular tactical aid you wish to carry click on the arrows provided. Note that there is a set number of canisters you can carry. Consequently, increasing the number of CS Gas canisters will decrease the number of flashbangs, (and visa versa).

Note that the host is responsible for configuring all AI officer's weapons and tactical aids.

## ***Deathmatch/Last Man Standing Mode***

The Deathmatch/Last Man Standing Gear Screen functions in the same manner as in Co-Op mode, with an exception: each player is allowed to independently choose their camo type.

To learn how to choose a character-type and configure your character's weapons and tactical aids in Deathmatch, see above, Co-Operative/Team Deathmatch Mode.

## ***Chat Screen***



The Chat screen, accessible in Internet mode, allows you to talk with the players that are in the lobby. When the Chat tab is selected, two chat boxes will appear. The topmost box is your chat connection with those that are in your current game.

The bottom box is your chat connection with the lobby. Click on either window and type your message into it; press ENTER to send your message.

## ***Go! Go! Go!***

Located along the bottom of the screen, to the right of the Gear tab, is the Go! Go! Go! tab. Click this tab to signal to the other players that you're ready to begin battle. A tag next to your team position in the Ops screen will illuminate, signaling that you are ready. If you wish to cancel your ready order, you may click the Go! Go! Go! tab again, and the tag next to your team position will turn off.

When all players, including the host, have signaled that they're "good to go", the game will launch.

Note that if you fail to choose a character type, or configure your character's weapons and gear, defaults will be set for you.

## ***Multi-Player Gameplay Features***

### ***General Multi-Player Features***

#### ***Escape Key***

Pressing the ESCAPE key while in a multi-player game displays a menu of options. The options available to you vary, depending on your current game style and status. The options that may be available to you are:

**Debrief:** Returns you immediately to the Debrief window. If you are the host, this will end the mission.

**Resume:** Closes the options menu and returns to the game in progress.

**Call Up:** Returns you immediately to the Multiplayer Call-Up screen. If you are the host, this will end the mission.

**Quit:** This will quit the game and return to Windows.

**Assum. AI:** If the Assumable AI feature is activated in a Co-Op game and you are not currently alive, you may click this tab to take over the next available AI officer and continue the game.

**Observe:** If you happen to be neutralized, you may click this tab to enter Observer Mode, where you can watch the game from the viewpoints of the remaining players, and talk to other observers. More information about Observer Mode can be found below.

In single-player mode, accessing the Options Screen and the Briefing Screen pauses the game. However, accessing these screens in multi-player mode does not stop the game. Consider finding cover before activating either the Options or the Briefing screen.

## ***Custom Chat***

The Custom Chat feature is an extension of SWAT3's communication system. Messages created for Custom Chat can be accessed off of both the Command and Response Menus in Co-op mode and Team Deathmatch mode by pressing the "9" key. In Standard Deathmatch mode or Last Man Standing mode, press the "2" key to access Custom Chat messages.

For detailed information on creating custom messages, refer to the documentation above, under Main Options Screen, Custom Chat.

## ***Chat Box***



To chat with other players during a game, press the ENTER key to activate the chat box. Use your keyboard to type in a message. With the Chat box active, press the TAB key to access and cycle through a list of recipients for your message. Press ENTER a second time to send your message.

## ***Opti-Wand***

In both Co-Operative and Team Deathmatch multiplayer modes, when the Opti-Wand is active, players can use both the Command and the Response Menus to notify their team of potential threats, or the presence of hostages, as seen in the Opti-Wand image screen.

For detailed information on interfacing with the menus in conjunction with the Opti-Wand, refer to the documentation below, under Co-Operative Play Features - Communications, Multi-Player Command Menu and Response Menu.

## ***Observer Mode***

If you expire during a non-respawn multi-player game, or have run out of respawns, you will receive a prompt allowing you access to Observer Mode. Selecting the option allows you to rejoin the game as an observer and use the view port keys to access your fellow officers point of view, and observe their actions. To access the view ports of the first team, you may use the standard view port keys. To access the view ports of the second team, press the "J" key, and then the key corresponding to the view port of the position you wish to view. To return to the first team, press the "J" key a second time.

While in observer mode, you may chat with other observers using both the chat box and custom chat on the messaging menu. Note that players that are still "living" will not see your text in the chat box or your custom chat messages.

Not selecting the option returns you to the Operations Screen.

## ***Co-Operative Play Features***

Co-Operative Mode emphasizes teamwork, and allows players the chance to work together as one or two five-man SWAT teams. With support for up to ten players, up to two teams of five can work in tandem to accomplish the mission objectives. One person on the team is assigned the position of element leader, while the rest of the players on the team occupy the assaulter positions: Red1, Red2, Blue1, and Blue2.

If and when the starting element leader expires, the player in the Red1 position becomes the element leader. Succession is repeated, followed by Red2, Blue1, and eventually Blue2.

Co-Operative missions are scored like the single-player missions, with a debriefing screen at the end of the mission summarizing each team's overall success at completing the mission's objectives.

## ***Visual Aids***

As an assaulter, your primary job is to follow the commands of your element leader. However, receiving commands in a multi-player game can be confusing. To help you make sense of the commands you receive (the what & where of the command) four visual aids have been incorporated into your interface:

- Navigation Lines
- Direction / Distance Assist
- Command Box
- Command Tags

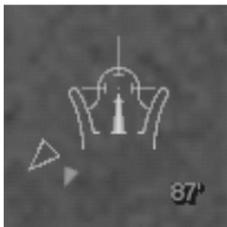
## ***Navigation Lines***

Navigation lines graphically display the most direct path from the command recipient's position to the command point or object. Nav lines are red and can be toggled "On" and "Off" using the (default) "P" key.

Nav lines are removed from the screen two ways; first, they can be toggled "Off" and second, they automatically disappear when the commanded player is in line of sight of the command point or object.

The "P" key is the default setting and can be changed in the Options, Key Mapping screen.

## ***Direction/Distance Assist***



Incorporated into each weapon's reticule interface is a distance meter and a two-part direction arrow.

The two-part arrow and the distance meter appear upon receipt of a command. The distance meter displays the distance between the command recipient's position and the command point or object. As the command recipient moves closer or further away from the command point the number dynamically changes. Moving around the reticule in a 360-degree pattern, the two-part arrow points in the direction of the command point (arrow outline) and the direction of the best path (solid arrow). Both arrows dynamically adjust as the command recipient changes his position in relationship to the command point or object. The two-part arrow disappears when the command is completed.

The Direction / Distance Assist feature cannot be toggled on or off.

## ***Command Box***



The Command Box displays commands issued by the element leader, and is located above the assaulter's Response Menu.

Active commands are displayed in green text upon receipt. The active command persists until another command is issued or the recipient responds to the element leader using the Response Menu.

The Command Box feature is active only if the Response Menu is toggled "On". Press the "M" key to toggle the Response Menu "On" and "Off".

## ***Command Tags***

Command Tags exist on the 2-D plane of the player's "face shield". This means that command tags will move or float across, and possibly off, the screen as the player moves his "head" (mouse direction).

There are two types of command tags available to help the assaulter: a tic box and a target icon. The tic box and target command tags are the same color as the Command Box text and appear upon command.



Target icons are used when directional commands (Clear to the right, Breach door) and general commands (Clear room) are issued.



The tic box is used when the issued command relates to or targets a character, such as “Fall In” or “Restrain”.

The tic box or command tag disappears when a new command is issued, or if a dynamic event occurs (such as shots fired).

The target command tag is shown at the location that the element leader is requesting an action. When you either enter the area designated by the command tag, or are less than fifty (50) feet from the target area and are facing in its direction, the target command tag will “snap” to your reticule to let you know that you are currently within or are aiming at the location designated by your element leader. The target command tag disappears permanently once the command has been completed.

A tic box appears around a character (element leader) that issues the command “Fall In”. As the character moves away, the tic box scales smaller. The tic box persists until a different order is issued.

## ***Element Leader View Port***

Just like assaulters, the element leader has a small camera mounted onto his helmet that can be accessed with the press of a key.

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: Press a view port key once and the view port of choice appears. Press the key a second time and the view port disappears. Should a second team be operating in the mission with you, you can switch to the view from that team by pressing the “J” key. Press the key again to return to your team’s view.

View port key as a sequential switch: Press a view port key once and the view port of choice appears. Press a second view port key and the view port replaces the first.

To clear the view port from the screen, press the second key a second time.

Default keys are assigned to each team position:

**INSERT:** Red1

**HOME:** Red2

**DELETE:** Blue1

**END:** Blue2

**BACKSLASH:** Element Leader

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.

## ***Communications***

The Element Leader's Command Menu was introduced in the single player portion of SWAT3, and is incorporated into both Co-Operative and Team Deathmatch multiplayer gameplay. The functionality of the Command Menu is consistent between single player and multi-player; it is a menu system built on a tree structure, with communicat  ns accessed by number keys.

### ***Multi-Player Command Menu***

In multi-player mode, the Command Menu has been expanded to enhance communication between the element leader and his team. To that end, the Command Menu has new options, including an expanded root directory and the addition of branching Opti-Wand messages.

#### ***Expanded Root Directory***

Two additional command headings are added to the Element Leader's command menu in multi-player: Copy and Custom Chat.

#### **8: Copy**

Pressing the [8] key from the root directory results in the element leader transmitting the phrase "Copy" to his team. "Copy" is a phrase used to acknowledge a comment, and is used in any situation in which the element leader wants to let his team know that a comment has been received and understood.

#### **9: Custom Chat**

Pressing the number [9] key from the root directory expands the message menu by one level. The expanded menu allows the element leader to send customized messages to the individual teams or to the element.

Custom Chat messages are configured through the Main Menu Options screen.

## *Opti-Wand Messages*

### **1 - 3: [Element, Red, Blue]**

Pressing the **[1-3]** keys from the root directory defines a recipient and expands the message menu by one level. When the Opti-Wand is active, the message options on the second level include the number **[9]** key, the Opti-Wand.

Pressing the number **[9]** key expands the message menu by one level. The message options on the third level relate to potential threats, or the presence of hostages, as seen in the Opti-Wand image screen.

**1: All Clear** – Reports no sign of threats, as seen through the Opti-Wand.

**2: Civilian** – Pressing the number **[2]** key allows the player to report on the status of civilian(s), as seen through the Opti-Wand, and expands the menu to provide various modifiers:

- 1: Lone Civilian
- 2: Multiple Civilians
- 3: Plus Lone Threat
- 4: Plus Multiple Threats

**3: Hostage** – Pressing the number **[3]** key allows the player to report on the status of hostage(s), as seen through the Opti-Wand, and expands the menu to provide various modifiers:

- 1: Lone Hostage
- 2: Multiple Hostages
- 3: Plus Lone Threat
- 4: Plus Multiple Threats

**4: Suspect** – Pressing the number **[4]** key allows the player to report on the status of suspect(s), as seen through the Opti-Wand, and expands the menu to provide various modifiers:

- 1: Lone Suspect
- 2: Multiple Suspects

**5: Multiple Persons Down** – Reports multiple persons are wounded or neutralized.

For further details on the Command Menu, refer to the Command Menu section in Single-Player In Game Features.

## ***Response Menu***



The Response Menu, found in both Co-Operative and Team Deathmatch multiplayer, is the counterpart to the Command Menu. It too is a menu system built on a tree structure, with communiqués accessed by number keys. The Response Menu gives assaulters the means by which to communicate with the element leader, teammates, the Command Post, civilians, hostages, and suspects.

The Response Menu is built on a three level, branching tree structure with messages accessed by number keys.

Beyond the root directory level, message options change according to the command received from the element leader. The assaulter always has at least two responses to any given command, and can respond to the Element Leader or to his partner.

### ***Root Directory***

The root directory allows the player to begin a response message, communicate between teammates, report mission status, and issue compliance.

#### **1: Leader**

Pressing the **[1]** key from the root directory expands the message menu by one level. The response options on the second level are directly related to the element leader's last command, and vary from confirmations to refusals.

The response is directed at the element leader, and heard by the element leader and the all other assaulters.

When the Element Leader has not issued a command, pressing the **[1]** key from the root directory allows the assaulter to notify the element leader he is awaiting orders, or to query the element leader on holding or continuing.

When the Opti-Wand is active, pressing the **[1]** key from the root directory expands the menu by one level. The report options on the second level allows the assaulter to notify the element leader of potential threats, or the presence of hostages, as seen in the Opti-Wand image screen.

## 2: Team

Pressing the [2] key from the root directory expands the message menu by one level. The response options on the second level refer to the execution of the pending command. As an example, if the pending command is "Try the Door", the possible responses are: Trying the Door, Standing By, Door Locked, and Door Open.

Sending any one of these responses to your partner(s) informs them of your action, or the status of the situation. Only your partner(s) will receive these response messages.

Your partner(s) is defined as your other teammate (Blue / Red), or in the case where the order was issued to the element, all the other assaulters.

When there is no pending command, pressing the [2] key from the root directory expands the message menu by one level. The message options on the second level relate to you and your partner's next move, such as Follow Me and Hold.

When the Opti-Wand is active, pressing the [2] key from the root directory expands the menu by one level. The report options on the second level allows the assaulter to notify the team of potential threats, or the presence of hostages, as seen in the Opti-Wand image screen.

## 3: Cover

Pressing the [3] key from the root directory expands the message menu by one level. The message options on the second level request support and are sent to the element leader and all other assaulters.

**1: Back Up** – Requests that your team provide cover for you.

**2: Under Fire** – Alerts your team that you are taking fire.

**3: No Ammo** – Alerts your team that you have run out of ammunition.

## 4: Report Mission Status

In co-operative multiplayer, each team member is responsible for the evacuation of secured suspects and rescued hostages. Reporting civilian, hostage and suspect status to the Command Post keeps the Brass abreast of your tactical situation and allows them to provide evacuation support.

Pressing the number [4] key from the root directory begins a report message and expands the message menu by one level. The expanded menu allows the assaulter to report the status of an individual character.

To access the various status options, the game cursor must be pointed at an individual. When the game cursor is pointed at an in-game character the extended menu options highlight. Choosing the corresponding number to a status option results in the player to reporting a character's status, or requesting evacuation [1 - 5].

**1: Down** - Reports highlighted individual is wounded.

**2: Evacuate** - Requests evacuation of highlighted individual.

**3: Neutralized** - Reports highlighted individual is DOA.

**4: Contact** - Reports contact has been made with highlighted individual.

**5: Secured** - Reports highlighted individual is secured with handcuffs.

## **5: Area Cleared**

Pressing the [5] key from the root directory results in the assaulter notifying his teammates that an area is clear of threat. The assaulter can follow-up this announcement by dropping a lightstick at the entrance to the cleared area.

## **6: Compromised**

Pressing the [6] key from the root directory results in the assaulter notifying his teammates that their situation has been compromised. If the game was in stealth mode this notification causes the game to switch to dynamic mode.

A compromised situation is one in which a suspect is unexpectedly encountered.

## **7: Compliance**

Compliance is the use of verbal commands to subdue non-threatening individuals, and are issued in non life-threatening situations. Non life-threatening situations are defined as those in which officers, or other innocents, are not in immediate danger of dying. A non life-threatening situation refers to encounters with unarmed civilians and hostages, or armed suspects who are not pointing their weapon at an innocent.

General compliance commands are issued when the game cursor is not pointing at a specific individual. To issue compliance to a specific individual point the game cursor at the individual and press the **[7]** key from the root directory. Compliance can also be issued quickly by pressing your middle mouse button.

## **8: Copy**

Pressing the **[8]** key from the root directory results in the assaulter transmitting the phrase "Copy" to his teammates. "Copy" is a phrase used to acknowledge a command or comment, and is used in any situation in which the assaulter wants to let his teammates know that a command or comment has been received and understood.

## **9: Custom Chat**

Pressing the number [9] key from the root directory expands the message menu by one level. The expanded menu allows the assaulter to send customized messages to the element leader, teammate or element.

Custom Chat messages are configured through the Main Menu Options screen.

## ***Team-To-Team Communication***

If you are playing the current mission with two teams of assaulters, you may converse with the other team using both the chat box and custom chat features. Note that only the chat box and custom chat messages which are directed to "All" will be heard by the other team.

## ***Deathmatch Player Features***

Deathmatch is a competitive, force-on-force version of SWAT3, where individual players or teams strive for survival or a high score. Battles can be timed, and can be played in a variety of ways. Specific rules and scoring are documented below.

### ***Deathmatch***

Standard deathmatch is a battle for points; players compete to gain the highest score by the end of the game. All players, and any armed suspects, are fair game. If you are neutralized during game play, you will automatically return to the game in a new location with your weapons fully capable. If the host has designated a set number of respawns, one will be subtracted from the total left you. If no more remain, you may enter observer mode.

### ***Deathmatch Scoring***

Points are scored by neutralizing other players and armed suspects, and by handcuffing suspects and civilians, and protecting them until their evacuation.

More points are scored for handcuffing suspects than for neutralizing them. However, all handcuffed individuals must be protected until evacuation occurs to receive the points! Note that the evacuation of a handcuffed suspect/civilian occurs twenty seconds after evacuation is requested.

If another player moves within a few feet of your handcuffed suspect/civilian during the twenty-second evacuation timer, and you are not nearby, the timer resets and you are no longer eligible for the handcuffing/evacuation points.

If no other player causes the timer to reset, the player who “stole” your bounty receives the points for evacuation.

Points are lost by neutralizing unarmed suspects, neutralizing civilians, and by dying yourself.

#### **Points**

- +1: Neutralizing Another Player or an Armed Suspect
- +2: Handcuffing and Evacuating a Suspect or Civilian
- 1: Neutralizing an Unarmed Suspect or Civilian
- 1: Player Neutralized

### ***Team Deathmatch***

Team Deathmatch is a force-on-force battle for points; players choose either good guy or bad guy sides, and fight each other for dominance.

Watch your handcuffed suspects awaiting evacuation! If an enemy player gets too close to them before they are evacuated, they will be freed.

During the game, each player has access to the communications menu; the leader of each side has access to the command menu, and the assaulters on that team have access to the response menu and the visual aids. For more information on

the available commands, responses, and visual aids, see the section above: Co-Operative Play Features – Communications, and Co-Operative Play Features – Visual Aids.

### ***Team Deathmatch Scoring***

The good guy players score points for neutralizing bad guy players and armed suspects. They can score more points, however, by handcuffing civilians and suspects, and protecting them until evacuation; these points are applied to the entire team. The good guy players lose points for neutralizing unarmed suspects or other good guy players. Points are lost for dying, as well. Should you be neutralized, you will return to the game with your weapons fully capable in either the “base camp”, if the Base Camp augmentation is active, or in a random location in the map, if the Base Camp augmentation is not active. If the host has designated a set number of respawns, one will be subtracted from the total left you. If no more remain, you may enter observer mode.

#### Good Guy Points

- +1: Neutralizing an Armed Suspect or Bad Guy Player
- +2: Handcuffing and Evacuating a Suspect or Civilian (Awarded to Entire Team)
- 1: Neutralizing an Unarmed Suspect or Civilian
- 1: Neutralizing a Good Guy Player
- 1: Player Neutralized

The bad guy players score points for neutralizing good guy players. They also score team points for handcuffing civilians (taking them hostage) and protecting them until evacuation. Points are lost if a bad guy player, suspect, or civilian is neutralized. Points are lost for dying, as well.

#### Bad Guy Points

- +1: Neutralizing a Good Guy Player
- +2: Handcuffing and Taking Hostage a Civilian (Awarded to Entire Team)
- 1: Neutralizing a Suspect or Bad Guy Player
- 1: Player Neutralized

### ***Last Man Standing***

Last man standing is a fight for survival; all players fight each other until only one player is left. If you happen to be neutralized, you will not respawn. The host may change this setting in Operations to allow more than one respawn. In this case, you may only respawn a number of times equivalent to the host’s selection.

When the “Life Support” option is activated in a Last Man Standing game, each player slowly loses health. Health can only be regenerated by inflicting damage on other players and armed suspects, or handcuffing civilians and suspects.

At the conclusion of the game, each player will be given a ranking equivalent to the amount of time they stayed in the game. The last man standing takes first place.

## ***Last Man Standing Scoring***

When “Life Support” is activated, you receive health points for damage inflicted on other players and armed suspects.

If you are able to handcuff and protect a civilian or suspect until evacuation, you will be restored to full health, whether or not “Life Support” is on.

If you shoot an unarmed suspect or civilian, you will be penalized by a drop in health, whether or not “Life Support” is on.

The winner is the player who survives the longest. The game will automatically end when there is only one character (player or AI suspect) left alive.

# **SINGLE-PLAYER MISSION WALKTHROUGH**

This is a walkthrough of the River Tigris Import store in single-player mode. This is a hostage rescue mission in which Ambassador Jemil Kemal is being held by Lokman Damar and an unknown number of others.

Your mission objectives are to rescue Ambassador Jemil Kemal, gain control of the suspect Lokman Damar and bring order to chaos. To check your progress throughout the game, press the **“B”** key. An in game briefing screen will appear with objective update. To clear the briefing screen press the **“B”** key.

The mission begins outside the River Tigris Import store. There is only one entrance into the store, the front door, and it’s very dangerous due to the glass door and windows. Approach the front door cautiously, as it’s possible that the storefront contains armed suspects. If suspects are present they can and will shoot at you and your team through the front windows!

As the element leader you can command your team to enter and clear the storefront or you can take the lead and have them follow you - it’s up to your own personal tactical style. If one tactic doesn’t work, try another. This also applies to the mode under which you enter the store, Dynamic or Stealth. Remember, Dynamic commands and tactical aids are used to intimidate your adversaries, whereas Stealth commands and tactical aids are used to mask your presence.

Commands are issued using a combination of the number keys and your reticule. Consequently, to command your Element to enter the store in Stealth mode, point your reticule at the door and press the **“1”** key, followed by the **“1”** key. This will command your Element to stack up on the door. Once the Element is in position, continue to point your reticule at the door and command them to try opening the door using your number keys. Once the door is open, command your team to enter and clear the store.

As long as your presence is not compromised while outside the store, your team will follow your orders precisely. If your presence is compromised by a suspect

seeing you, your team will automatically go into Dynamic mode and engage all found suspects.

If you chose to begin the mission in Dynamic mode, you will have two command options for entering the store: 1) Breach, bang and clear, 2) Breach and clear.

The first option includes the use of a flashbang upon entering. This can be an effective method of disorienting possible suspects, but it is also a bit slower to execute, and you may want to save your flashbangs for later. If speed is of the essence, you might want to command your Element to 'breach and clear' and throw a flashbang into the store yourself.

Once again, commanding your Element in Dynamic mode is a combination of your reticule and the number keys.

To command your Element to 'Breach, bang and clear', you will need to point your reticule at the door, press the "1" key, followed by the "1" key.

To command your Element to 'Breach and clear' you will need to point your reticule at the door, press the "1" key, followed by the "2" key.

If you want to deploy a flashbang upon your Element's entry, first press the **[F3]** key. Your gun reticule will change to a flashbang reticule. Next, point the flashbang reticule at the door. Now click and hold your left mouse button. You will see a power up bar. The more full the bar, the farther the subsequent throw.

Now, while continuing to hold down the left mouse button, point your flashbang reticule at the door and press the "1" key, followed by the "2" key. Once your team opens the front door release the left mouse key. The flashbang will be deployed into the store. (Make sure you're pointing at the door!)

This maneuver can be tricky to master, but once perfected can be very effective. This maneuver can also be done with CS gas. To deploy gas upon entry, press the **[F4]** key and repeat the command sequence.

Once in the store, clear it of all threats. Threats can be suspects and any unknown person encountered. A lone firearm can also be a threat. If you see a gun, secure it by pointing your reticule at it and press the "U" key. If you don't secure the firearm, it can be picked up by a non-friendly and used against you!

As a police officer, you must abide by the law, and the rules of engagement are clear: If you are under fire, engage immediately. If an armed suspect points a weapon at you, engage immediately. If an armed suspect is not threatening you, (his gun is not pointed at you or he is running away), or you encounter an unarmed person, issue compliance by pressing the "7" key. Sometimes it will take several orders of compliance to get an individual to cooperate.

Compliance, or the issuance of verbal commands, does not always work. This is when the use of non-lethal tactics, such as the deployment of CS gas, your less than lethal option on your M4 Carbine, or flashbangs, can be used.

Compliant individuals kneel on the ground with their hands above their head.

Once an individual is compliant, they need to be secured and evac'ed from the building. To do this, either handcuff the individual (by using the **[F8]** command

key), or command your Element to do so. Once the individual is handcuffed, point your reticule at the secured individual and use the command structure (4- Report, and then 2-Evac) to report to the Command Post that the individual is safe for evacuation.

If an individual is wounded there is no need to handcuff them, but to preserve life, they need to be evacuated. If an individual is neutralized, they need not be evacuated from the scene.

Once the front of the store is cleared of all threats, and any and all suspects secured and evacuated, continue moving through the store. Along the back wall there is a door leading to a storage room. If this door is closed, you will want to open it and clear the room beyond. As with the front door, you can choose many ways in which to open this door: you can order your Element, Red or Blue to open in a Dynamic or Stealth manner. Or, you can open the door and order your Element to follow or cover you. Remember, the situation dictates the tactics - there is no one way to approach a room entry.

Once in the storage room, clear it of all threats. At the far end of the storage room there is a door. Beyond this door is a small room, which leads to a hidden room, which in turn leads to a basement. The two rooms leading to the basement are small and can contain armed suspects, and possibly a hostage. You can give yourself an advantage by deploying CS gas into the first room prior to entering. You can also command your Element to deploy CS, or you can command Red to deploy CS gas, while Blue covers... or...the possibilities are endless. Just note, that these rooms are small, divided and make for dangerous maneuvering.

Once you have made it through these small rooms, you will find a door leading to the basement. The tactical mode you enter the stairwell under (Dynamic or Stealth) should depend on the amount of noise generated thus far in the mission - gunfire and flashbangs generate a lot of noise and will alert suspects to your presence.

Once your tactical mode is selected, open the door and enter the stairwell. Who goes first is up to you...

Once in the basement you will notice a lack of light. You can enhance your vision by turning on your weapon's flashlight by pressing the **"F"** key. You can approach the basement in many ways: deploy massive amounts of CS gas to disable the suspects, (but you could harm the hostage), you could call the suspects out by issuing compliance, or you could use your Opti-Wand to look around every corner for suspects or the hostage. However you tactically approach the mission, and the basement specifically, is correct as long as you rescue the hostage and your team comes out alive.

The basement is comprised of two hallways, a couple of open areas and a small room with a door. Due to the character's artificial intelligence, they can be anywhere in the basement. There is no guarantee they will be in a specific location, (as you'll see each time you play the mission). So keep your eyes open, and shoot only those threatening you. If you're too quick on the trigger you might shoot one of your own coming around a corner, or you might shoot the hostage.

When you find the hostage, make sure you secure and evacuate him. Yes, even hostages are secured with handcuffs. That is, of course, if they aren't wounded. If the Ambassador is wounded, he need only be evac'ed out of the building. If the Ambassador expires during your mission, the mission will be considered a failure. However, failing the mission does not end the mission. You can continue to salvage what you can.

**GOOD LUCK.**

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