

Dreamcast



SOLDIER OF FORTUNE™

Crave Entertainment, 1950 Rencio Way, Rencio (Calistoga), CA 94520

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WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-RDM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-RDM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-RDM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

WARNING

This product contains violent content that is intended for mature audiences.

Note: The characters and events portrayed and the names, likenesses, and images depicted herein are fictitious. Any similarity to the name, character, or history of any person, living or dead, is purely coincidental and unintentional. John Mullins' name and likeness used by permission. The events of the Soldier of Fortune story do not coincide with the events in the life of the real John Mullins.

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STARTING UP

SEGA DREAMCAST HARDWARE UNIT



Control Ports

Use these ports to connect the Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use each port to connect controllers for players 1 to 4 respectively.

This game is a one player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and start buttons. This will cause the Sega Dreamcast to soft-reset the software.

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



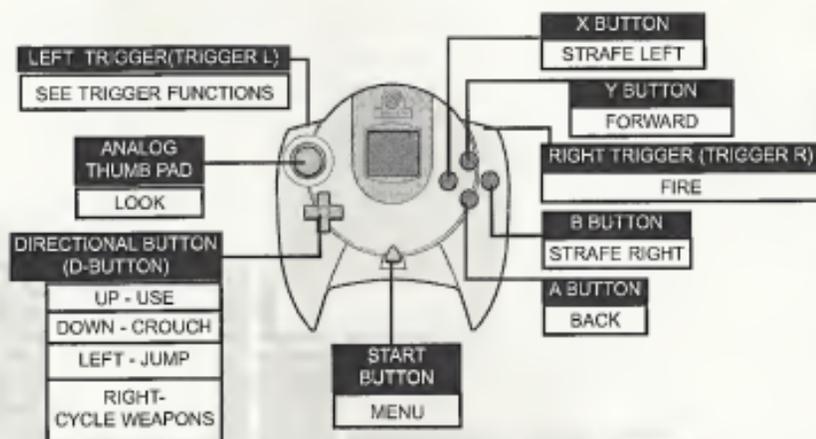
Sega Dreamcast VMU™



Sega Dreamcast Visual Memory Unit (VMU)

Make sure that you insert a Sega Dreamcast Visual Memory Unit (VMU) into Expansion Slot 1 on the Sega Dreamcast Controller. If a VMU is not present your progress throughout the game will not be saved. While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

GAME CONTROLS



TRIGGER FUNCTIONS
LEFT TRIGGER + B = LEAN RIGHT
LEFT TRIGGER + X = LEAN LEFT
LEFT TRIGGER + D- BUTTON UP = USE ITEM
LEFT TRIGGER + D- BUTTON LEFT = RELOAD
LEFT TRIGGER + D- BUTTON RIGHT = CYCLE ITEMS
LEFT TRIGGER + D-BUTTON DOWN = STAY CROUCHED AND STAND UP
LEFT TRIGGER + RIGHT TRIGGER = SECONDARY FIRE

INTRODUCTION

You are John Mullins. You are the best there is. The only thing colder than the steel in your hands is the ice that runs through your veins. You had three tours in Vietnam and got three Purple Hearts for your trouble. Army Special Forces trained you as part of the controversial PHOENIX group to assassinate high-ranking Vietcong officers and, in the process, made you a lethal weapon. You've seen things that would make the bravest of men wake up in the middle of the night screaming...and you've lived to tell about it. Like I said—you're the best there is.

The war is over now and so is your military career. You're in business for yourself, comrades in arms with Aaron "Hawk" Parsons and Sam Gladstone, buddies from your days in the service. You get most of your business from a U.N. anti-terrorist group known as "The Shop." The pay is good and their checks never bounce. You just received a communication from The Shop. Something nasty is going down beneath the streets of New York City. Get your gear and get Hawk on your cell-phone...this job's not going to wait.

QUICK START GUIDE

If you are a veteran of first person shooter games, you may wish to circumvent this manual and get right into the action. This quick start guide is for you. If you're new to the genre, please read on...

KEYBOARD AND BASIC MOUSE CONTROLS

W	Move Forward
S	Move Back
Left or Right Arrow	Turn Left/Right
A	Strafe Left
D	Strafe Right
R/Ctrl	Run
Left Mouse Button	Attack
Right Mouse Button	Alternate Attack
L/Alt	Use/Open
Space	Jump
C	Crouch
1-10	Select Weapon
S1 Button	L/Trigger
S2	Fire/R/Trigger

SPECIAL COMMANDS

F	Lean Left
G	Lean Right
R	Reload Weapon
I	Select Previous Item
J	Select Next Item
Enter	Use Item
B	Drop Item
O	Check Objectives



*When using the keyboard be sure that a controller is also connected to one of the other control ports.

STARTING WEAPONS

- 1 - Combat Knife
 - Primary Attack - Stab
 - Alternate Attack - Throw knife (cannot throw last knife)
- 2 - Pistol - Single Shot
- 4 - Shotgun - Spread Fire/Increased Damage

SPECIAL COMMANDS

Note: The more noise you make, the more enemies you will attract. The knife is a good choice for stealth. The pistol does more damage than the knife and less than the shotgun. The shotgun is very powerful, but the noise attracts a lot of enemies.

IMPORTANT GAMEPLAY TIPS

< Check your ammo levels and learn to reload your weapon before and after firefights. Stopping to reload in the middle of combat could cost you your life.

< Certain weapons do more damage against some enemies and less against others.

< The shotgun, for example, works very well against unarmored opponents but does minimal damage to armored foes. Experiment to find the best weapon for the job.

THE MAIN MENU

ARMED RESPONSE CONDUIT

Soldier of Fortune's Main Menu can be accessed at any time during a game by pressing the Start Button. Use the Directional Button to highlight options inside the Main Menu. Press Esc at any time to go to the previous screen.

MAIN MENU COMPONENTS:

New Game
Options
Load Game

NEW GAME

This option allows you to start a new game, or to play the tutorial.

BEGIN A NEW GAME

Starts the game with all of the current settings.

Play Tutorial - Launches the tutorial level, which shows you how to play Soldier of Fortune. If you are new to the first-person action genre, playing through the tutorial is highly recommended.

Start Game - After you have adjusted all of your configuration options the game will ask you to set the difficulty options to your liking, pressing the Start Button will launch Soldier of Fortune, propelling you into a covert world of mercenary combat.

Difficulty: The difficulty levels in Soldier of Fortune are set up to provide an ever-increasing level of challenge for beginners to expert players. As your skills improve, you can increase the difficulty level to make the game more challenging. Difficulty levels affect the number of enemies that appear, the number of weapon and item pickups, the health level of the enemies, and a number of other factors. Following is a listing of the difficulty level choices you are offered and the number of saves you are allowed per game level.

Note: The game automatically saves at the beginning of each level. The difficulty level you select determines the number of additional saves above and beyond the begin level save.

Easy (Unlimited saves)

Medium (Four saves)

Challenging (Three saves)

LOAD A GAME

Allows you to return to the action of a previously saved game.

SAVE A GAME

Allows you to save your current game to your VMU.

OPTIONS

This menu screen brings up menus that customize all aspects of the game's configuration. Screens regarding controls, screen, subtitles, crosshairs, VMU settings, sound and scalability options can all be found here.

KEYBOARD SETTINGS

This sub screen, allows you to adjust weapon, movement, and item keys. Unbound keys are represented with question marks. Choose Initial Settings to re-establish the default configuration. Soldier of Fortune offers a pre-defined key configuration so you can jump straight into the action. You can also set your own key bindings and save your own configuration. Be aware that in this sub-screen you will also have the choice of three controller settings.

ALTER SCREEN SETTINGS

This sub screen, allows you to adjust the Screen Position.

PLAYING THE GAME

THE BASICS

You will receive a briefing at the beginning of each mission in the form of an in-game cinematic. After each of these movies, you will be dropped into a real-world hotspot and asked to complete a series of mission objectives. Press the Start Button at any time during the game to view key points from your mission briefing and your mission objectives.

THE STORY

You are John Mullins, a professional consultant with a long combat record and a reputation for getting the job done when the world's governments can't. You have learned that a bloodthirsty worldwide terrorist organization has stolen four nuclear weapons from a poorly-guarded weapons facility in the former Soviet Union. Your mission: root out the terrorist organization, discover their secret plans, stop the organization, and bring their leader to justice.

ON-SCREEN INFORMATION

Current Selected Item
Number Of Selected Items Remaining
Armor Meter

Health Meter
Ammunition In Current Magazine
Total Available Ammunition For
In-View Weapon
Current In-View Weapon
Personal Audio Detection Device

WEAPONS AND COMBAT ITEMS

Throughout the course of playing *Soldier of Fortune*, you will find a variety of in-view weapons and combat items. Some of these include a sniper rifle, submachine gun, rocket launcher, and the ultra-high-tech Microwave Pulse Gun. All in all, there are twelve in-view weapons and five combat items at your disposal, scattered throughout the game. Since finding them and discovering their abilities is half the fun, here's a description of the basic weaponry you will begin the game with. Finding out the rest is up to you...

WEAPONS

"PIG STICKER" COMBAT KNIFE

Ammo: 6 maximum in inventory

Weight: .46 kg

Weapon Slot Cost: 0 (standard issue)

Primary attack: Thrust/Slash

Alternate Attack: Throw. Cannot throw the last knife in your possession.

Description: Although primarily created as a thrusting weapon, this high-tensile steel combat/survival knife is weighted and balanced to allow skilled users to throw it with a high degree of accuracy. The perfect weapon when stealth is a must.

9MM BLACK PANTHER

Ammo: 9mm

Cartridge: 18 magazine

Fire Mode: Semi-automatic

RoF: 40 rpm

Muzzle Velocity: 350 mps

Weight: .86 kg

Weapon Slot Cost: 1

Description: Originally created in 1983 by an English company searching to create a lightweight, highly durable handgun, the Black Panther has quickly dominated the handgun market. Its remarkable success can be attributed to its simplicity, hardness, and compact size.

B-42 (BERSERKER) 12-GAUGE SHOTGUN

Ammo: 12 gauge slug

Cartridge: 8 magazine

Fire Mode: Single Shot

RoF: 24 rpm

Muzzle Velocity: 385 mps

Weight: 4.96 kg

Weapon Slot Cost: 2

Description: Developed specifically for police and military use, the B-42 is a highly lethal close-combat assault weapon. Although the addition of the elbow hook on the skeleton stock allows the B-42 to be fired one-handed, it generally decreases the accuracy of the weapon.

COMBAT ITEMS

COMBAT ITEMS

Ballistic Armor

Description: Originally worn by police and SWAT units, the Ballistic Armor achieved worldwide success when it became more flexible and lightweight while still retaining a high amount of stopping power.

Flash Pak

Description: The Flash Pak (or stun grenade) emits a broadband light array and loud stunning explosion which causes anyone looking at the pak to be blinded and disoriented for a limited duration. In some instances, permanent blindness has occurred due to retinal burns.

C4 with Timer

Description: C4 has been portrayed as the plastic explosive of terrorists for many years in the mass media market. As it stands, plastique is a highly stable, highly explosive charge that can be used nearly anywhere. With the addition of the 5-second timer, plastique is a great way of circumventing locked doors and curious guards.

THE SHOP

THE SHOP/LASKY'S USED BOOKS

Periodically, you will visit Sam Gladstone at Lasky's Used Books to contact The Shop. Follow Sam to the back room and log on to the computer by "using" it (up on the D-Button). Using the computer brings up a modified version of the main game menu:

Get Mail Here - Select the flashing e-mail icon to receive your mission briefing from The Shop.

Continue Arrow - After reading your mission briefing, select on the flashing arrow in the lower right hand corner of the menu screen. This will take you to the Outfit menu.

Outfit Yourself - This sub screen allows you to acquire weapons and combat items from The Shop. The windows at the top of the screen show how many weapon and item slots you have available. The column on the left lists all of the weapons available for you to choose from and a description of each. The column on the right lists all of the combat items available for you to choose from and a description of each. Select the weapons and items you wish to acquire and their icons will fill in your remaining open slots. Don't forget ammunition! Your weapons aren't much good without it...

Note: The number of weapon and item slots is dependent on the difficulty level setting. The harder the difficulty level, the less equipment you will be able to carry to help you with your mission.

Deploy - Select the Deploy icon at the bottom of the Outfit menu screen after selecting all of your weapons and items. This button will send you to the next hotspot on your quest to take down The Order.

CHARACTERS AND ENEMIES

MEET THE HEROES

JOHN MULLINS - Born and raised in Southwest Oklahoma, Mullins served three tours in Vietnam, earning three Purple Hearts. He was also a member of the controversial PHOENIX group created to assassinate high ranking Vietcong officers. Mullins retired from the military to become a "consultant", or mercenary, twelve years ago. He now takes jobs from the U.N. anti-terrorist group called The Shop. With a medium build, Mullins boasts strength and speed that few men possess. You are in control of John Mullins throughout the course of the game.

AARON "HAWK" PARSONS - Parsons grew up in inner city Detroit and later fought in Desert Storm. Parsons is considered one of the army's best demolitions specialists. He is frequently partnered with John Mullins on jobs coming from The Shop. Hawk is a valuable source of information. His conversations with John Mullins offer advice, tips, and other useful information throughout the game.

SAM GLADSTONE - Bookstore owner and part-time employee of The Shop. A captain in Vietnam, Gladstone excelled at recon, later spending several years with the CIA. 62 years old. Bearded. You will meet Sam when you visit Lasky's Used Books. He'll put you in contact with The Shop and get you the equipment you need to complete your missions.

Note: In addition to John, Hawk, and Sam, you will meet several military personnel, police officers, and civilians throughout the course of the game. Their survival is crucial to the success of your mission, so keep them alive! Many of them will offer you useful information and/or assistance. You're here to save these people, so check your fire. You can walk up to civilians and hit the Use key (default spacebar) to see if they feel like talking to you. Clicking on a cowering civilian after a firefight will let them know it's okay to run away, as well.

THE BAD GUYS

The terrorist organization you're going after should not be taken lightly. Their leader is a madman with hundreds of loyal subjects at his disposal, willing to die on command. But you'll find that out soon enough. You'll encounter Iraqi soldiers, hate gang members, enemy soldiers, and numerous thugs en route to completing Soldier of Fortune. These men and women command an arsenal of weaponry and assault vehicles and should be considered armed and dangerous. Shoot to kill and take them down before they take you down. Civilian lives and the fate of the world are in your hands.

GET IN THERE

You're ready to go! Set your control configuration and your settings, then choose a difficulty level. Hawk is waiting for you at the subway station. Good luck! You're going to need it...

CRAVE CREDITS

Executive Producer

Mike Arkin

Producer

Mike Givens

QA Manager

John Bloodworth

Lead Testers

Judy Britton

Richard Robledo

Testers

James Altenburg

Jeff Nachbaur

Jamie "Rockier" Saxon

Ron Talay

QA / Localization

Daniel Echeverria

Adrian Lewandowski

Special Thanks

Jeff Barnhart

Mark Burke

Holly Newman

Chris Scaglione

Nima Taghavi

Marketing Product Manager

Mark Gersh

Director of Marketing Services

Sheri Furumi

Marketing Services Coordinator

Yumi Saiki

Creative Services Manager

Ryan Villiers-Purze

Designer

Ethan Malykont

Senior V.P. of Global Marketing

Martin Spiess

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Activision Dreamcast Team

LICENSING:

Justin Berenbaum

David Anderson

CENTRAL TECHNOLOGY MANAGER:

Ed Clune

OEM / LICENSING PROJECT MANAGER:

Ken Love

DREAMCAST PRODUCTION REVIEWER / QA

LEAD:

Hector Guerrero

SPECIAL THANKS:

ALEX ROHRA

ANDREW PETERSON

JOHN FRITTS

TACEHT LIGRIV

RAVEN CREDITS

Brian Raffel

Project Director / Creative Director

Steve Raffel

Creative Director

Eric Biegsman

Project Coordinator

Joe Koberstein

Art Director

Scott Rice

Art Director

Eric Turman

Animation Director

Jim Hughes

Level Design Director

Rick Johnson

Programming Director

Chia Chin Lee

Sound, Music and Localization Director

Gil Gribb

Technology (GHOU)

Nathan McKenzie

Gameplay Programming Director

ART	LEVEL DESIGN	Additional Programming
Jeff Butler	Greg Barr	Ste Cork
2D Artist	Level Designer	Pat Lipo
Gina Garren	Scott McNutt	Robert Love
2D Artist	Level Designer	James Monroe
Kevin Long	Matt Pinkston	Jake Simpson
2D Artist	Level Designer	Josh Weier
Bobby Duncanson	Mike Renner	SOUND AND MUSIC
3D Artist	Level Designer	Chia Chin Lee
Jeffrey Lampo	Jon Zuk	SUPPORT
3D Artist	Level Designer	Mike Crowns
Additional Artwork		Director of Product
Robert Gee	Special Thanks	Development
Special Thanks	Jeremy Statz	Kenn Hoekstra
Les Dorscheid	Mike Schulenberg	Project Administrator,
ANIMATION	Tom Odell	Manual Documentation
Jarrold Showers	PROGRAMMING	William Mull
Animator	Dan Kramer	Web Site Administrator
Joe Sibilski	Assistant Lead Programmer	
Animator	Keith Fuller	
Additional Animation	Programmer	
Brian Shubat	John Scott	
Jeff DeWitt	Programmer	
	Steve Sengele	
	Programmer	
	Marcus Whitlock	
	Programmer	

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In the U.S. send to:
 Warranty Replacements
 Crave Entertainment, Inc.
 19645 Rancho Way
 Rancho Dominguez, CA 90220

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