



BLAZING ANGELS™

★★★ SQUADRONS OF WWII ★★★

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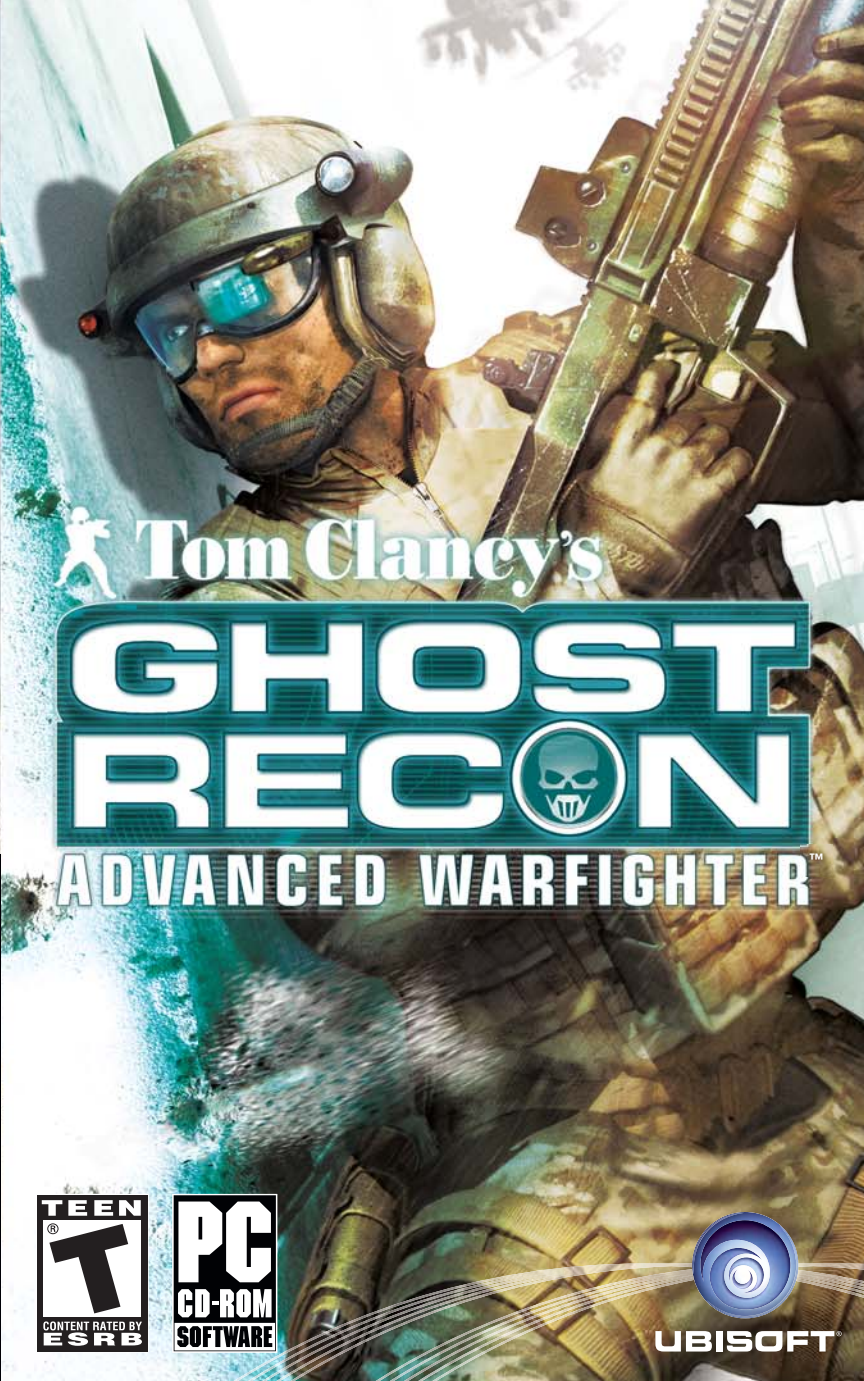


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Tom Clancy's

GHOST RECON

ADVANCED WARFIGHTER™



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Also please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria.

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- Processor speed and manufacturer.
- Amount of RAM.
- Operating system.
- Video card that you are using and amount of RAM it has.
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- Type of sound card you are using.

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GETTING STARTED

System Requirements

Supported OS: Windows® 2000/XP (only)

Processor: 2 GHz Pentium® IV or the equivalent (2.8 GHz recommended)

RAM: 1024 MB

Video Card: DirectX® 9-compliant Shader 2.0 card with 128 MB of VRAM (256 MB recommended) (see supported list*)

Sound Card: DirectX 9-compliant sound card (PC audio solution containing Dolby® Digital Live required for Dolby Digital audio)

DirectX Version: DirectX 9.0c (included on disc)

CD- or DVD-ROM: 12x CD- or 2x DVD-ROM or better

Hard Drive Space: 5 GB

Multiplay: 64 Kbps upstream or better broadband connection

*Supported Video Cards at Time of Release

NVIDIA® GeForce™ 6/7 families

ATI® Radeon® 9600-9800/X families

Laptop versions of these cards may work but are NOT supported.

These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, video cards, or operating systems, please visit the FAQ for this game on our support website at: <http://support.ubi.com>.

NVIDIA® nForce™ or other motherboards/soundcards containing the Dolby® Digital Interactive Content Encoder required for Dolby Digital audio.

NOTICE: This game contains technology intended to prevent copying that may conflict with some disc and virtual drives.

Installation

Installing Tom Clancy's Ghost Recon Advanced Warfighter™

Insert the game disc (CD1 or DVD) in your CD-ROM or DVD-ROM drive; the autorun menu should appear. Click "Install" and follow the instructions on-screen.

Once the installation is complete, choose Play from the autorun menu to launch the game, or double-click the game shortcut on your desktop.

Uninstalling Tom Clancy's Ghost Recon Advanced Warfighter

To uninstall the game, click on the Game Uninstall icon in the Start menu. Follow the uninstallation wizard guide to successfully uninstall the game from your computer.

MAIN MENU

Once the game has finished loading, the game menu appears to offer you the following options:

- **Campaign:** Access the campaign page to create a new single-player campaign or continue a previous campaign.
- **Multiplayer:** Access the multiplayer features of the game.
- **Options:** Configure game, video, audio, and controls settings.
- **Quit:** Quit the game.
- **Profile:** You will find this button on all menu pages; it allows you to change your current profile directly.



Profile

A profile is like a folder that stores your achievements and preferences for the game. You can have several profiles, each for a different way of playing. For instance, you can have a profile with some specific control settings adapted to multiplayer, and another profile more adapted to the single-player campaign.

Click the profile button on any menu screen to access the profile screen and change the current profile or create a new one.



Campaign

The single-player campaign is played as a series of missions happening in the area of Mexico City. You need to succeed at a mission to be able to play the next one. The campaign screen gives you the following options:

- **Continue:** Quickly relaunch the campaign at your latest state of achievement.
- **New Campaign:** Start a new campaign from the beginning.
- **Play Mission:** Replay from the beginning one of the missions you have already won.
- **Load Game:** Load a saved game at one of the mission checkpoints. Saving is automatic in the game at some specific locations.



Options

The options screen is split into four categories, which you can access by clicking the tabs on top of the screen.

Game

This subpanel changes the gameplay experience and offers preferences for interfaces and controls. You can also change the game difficulty here.

Controls

This subpanel is used to reassign some controls in the game. You can choose from five new options:

- **Moving:** Reconfigure the controls for moving your character.
- **Combat:** Change the use of weapons.
- **Tactics:** Team and support controls are changed from here.
- **Multi:** These controls are specific to multiplayer.
- **Misc:** Other settings not falling into the previous categories.

Video

The first time the game is launched, the program will adapt the configuration to your system. You can, however, change this by selecting a general graphical quality (make sure your computer is able to support the high quality settings).

For advanced users, click the Advanced button and customize your video settings in more detail.

Audio

The audio option lets you select the global volume of the game, as well as hardware and software acceleration, depending on the type of hardware you own.

For advanced users, click the advanced settings to fine-tune the volume lines of the game.



PLAYING THE GAME

This section describes the general controls and features you will use to play the single- and multiplayer games.

Command Reference

Movement

Walk forwardW
Walk backwardS
Strafe leftA
Strafe rightD
Go to proneLeft Ctrl key
SprintLeft Shift key
Toggle stanceSpace Bar
Raise stanceV
Drop stanceC
Peek leftQ
Peek rightE

Tactics

Select team`
Select member 11
Select member 22
Select member 33
MoveF1
AttackF2
CoverF3
StopF4
ExecuteF5
Execute allF6
Toggle tactical mapTab key
Mouse wheel downSelect next order/team member/weapon
Mouse wheel upSelect previous order/team member/weapon
Mouse wheel clickConfirm order/team member/weapon selection
Select droneB
Toggle Cross-Com		
full screenG

Combat

Fire	Left mouse button
Zoom	Right mouse button
Reload	R
Toggle Fire mode	Z
Toggle night vision	N
Show weapon list	F

Miscellaneous

Use/action	X
Game menu	Esc key
Quick load	F8

Multiplayer

Buy gear	I
Chat all	T
Chat team	Y
Toggle map	M

Character Control

Movement

Move your character forward and backward with the default keys W and S, and sidestep using the default controls A and D.

Your basic motion is cautious and attentive to threats, but you can also dash by holding the Run key (default is the left Shift key). If you run for too long, you will eventually run out of stamina and become out of breath (the curve shown in your player status). You need only stay still to regain stamina and stabilize your weapon dispersion.

Stance

The game involves a lot of using various covering positions. Use the Drop Stance control (default is the C key) and Raise Stance (default is the V key) to switch from standing to crouching to prone position. You can also use the Go to Prone action (default is the left Ctrl key) if you want to go directly prone.

Peeking

When hiding behind a building corner, you can peek left and right (default is the Q and E keys) and shoot in that position. Your teammates and enemies will also use this type of maneuver.

Tactical Moves

These moves allow you to jump to cover position quicker while running. Pressing the Drop Stance key while running will make you perform a backslide. Pressing the Shift + Ctrl keys while running will make you perform a dive.

Insertion in the Battle Zone

Each mission starts with an insertion phase performed with an APC (light armor vehicle) or Blackhawk (transport helicopter). Once you are ready to get down, click the Use action (default is the X key) to descend to the ground.

Combat

Aiming and Shooting

Your best friend in the game is your weapon. Move the mouse around to aim at possible targets, and use the Fire action (default is the left mouse button) to shoot your weapon.

Most weapons allow you a zoom or scope view, which you activate/deactivate with the Zoom action (default is the right mouse button).

Weapon Selection

Your outfit contains several weapons: a primary weapon, a secondary sidearm, and a backpack for heavy equipment. Use the Show Weapon List action (default is the F key) to open the Weapon Selection menu, and select another weapon by rotating the mouse wheel.

Some weapon modifications, such as the grenade launcher, will appear as a specific slot in the list.

Dispersion

Dispersion determines the precision of your shooting. The four dots around your crosshair show your current accuracy. Running, moving your mouse abruptly, or becoming out of breath make the dispersion increase, while standing still or moving slowly will decrease it.

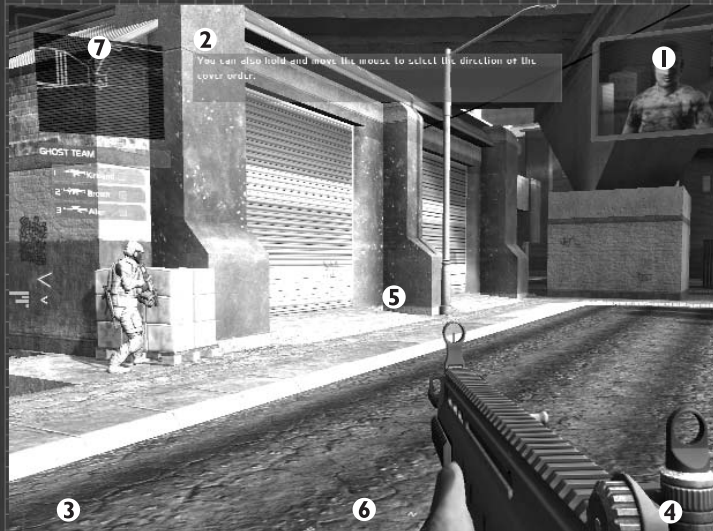
Ammunition Control: Fire Mode and Reloading

Your arsenal is limited and you will have to control your ammunition. You can use the Fire Mode action (default is the Z key) to change your rate of fire and have better control of your weapon.

Use the Reload action (default is the R key) to drop the current magazine and load a new one.

HUD (Heads-Up Display)

The HUD is your next-gen display, enhancing the reality of the combat field and helping you accomplish the mission.



1. Nar-Com

This window displays video feed from your chain of command in addition to presenting events happening in the global battle zone. It is through this interface that your objectives are explained.

2. Log

This panel is used in conjunction with the Nar-Com to pinpoint textual information and recap your objectives.

3. Player Status

This panel shows your current status: possible injuries, current stance, and stress level.

4. Weapon Status

This window shows your currently equipped weapon, its current rate of fire, as well as the bullets left in the magazine and remaining magazines.

5. Crosshair

This small interface helps you aim at enemies and determine the current dispersion level of your weapon (scattering of bullets around the expected aim point).

6. Field of Fire Indicator (FFI) This interface helps you determine what direction you are facing (north, south, east, west). Whenever an enemy shoots in your immediate surroundings, the direction the shooting is coming from will appear on the FFI.

7. Cross-Com

This last interface of your HUD is probably the most important, since it gives you control over and feedback from your team. It is split into three parts:

Support List: The support list shows your current team and status, and the possible additional close and far supports you will meet in the game: drone, tank, air strike, helicopter, etc.

Simply roll the mouse wheel to scroll up and down in the list of supports, then select one and give it orders (see below).

Video Feedback: When your ghosts and drone are selected, a video feed window appears and allows you to see through their eyes. The video feed is VR rendered and will mostly tell you if your teammate or drone is moving or if he has encountered enemies.

You can maximize the Cross-Com feedback by pressing the Full Screen action (default is the G key) and then returning to your own view.

Order System (Cross-Com Menu): Once you have selected a unit (default is the mouse wheel up/down) and are ready to assign orders to it, use the Cross-Com Menu action (default is clicking the mouse wheel). A menu appears with the following actions. Use the same control to validate the order you have selected:

- **Move:** Confirm the order to ask the unit to move to the location you are pointing to.
- **Attack:** Ask the unit to take out the selected target, which you must roughly aim at. The unit continues to attack until the target is destroyed or another order is given.
- **Cover:** Ask a unit to survey an area or protect it with covering fire. The unit remains locked until another order is given.
- **Stop:** Stop any current order and return to default mode.
- **Cancel:** Close the menu without assigning any order.

Different units have different capabilities, so some of the actions above may not appear. For instance, a drone will lack the Attack option, while you cannot tell a Blackhawk exactly where to move.

Group/Individual Teammate Order

Your ghost team is your closest support in the game, and you have, therefore, more capability to control its use. By selecting the team in the unit list, you can issue an order to the entire team, allowing rapid actions.

If you select the teammates individually, you will be able to have more detail in the orders you assign, spread your teammates out on the battlefield, and devise cunning tactics to counter your enemy.

Tactical Map

Use the Tactical Map action (default is the Tab key) to open up this interface. The tactical map complements your Cross-Com with a top view of the battle area. While the Cross-Com is designed to issue quick orders in your visual range, the tactical map is more useful to plan your moves ahead of time and out of your sight in the 3D World.



The tactical map also displays your current objectives at the upper left of the screen.

Orders

Left-click on the list to select a unit, then left-click one of the commands at the bottom of the screen (move, attack, cover, stop) and left-click again on the map. The order appears as an icon and is planned but not actually executed by the unit. For that, you have to click the Execute button, which gives you precise control over when the order is executed.

Chained Orders

Another distinctive advantage of the tactical map is that it allows you to “chain” several orders by left-clicking several times. You can cancel the last chained order with a right-click. Once you press Execute, the unit performs the orders one at a time.

Finally, it is possible to have several plans scheduled in parallel; for instance, if you want to design a flanking attack with individual orders to your ghosts, you can launch all order executions with the Execute All button.

PROGRESS IN THE CAMPAIGN

Prepping Your Squad

Starting at the beginning of the second mission, you can select equipment for your teammates as well as yourself.

Weapons

The weapon list presents the available weapons that you can equip, as well as general stats displayed in the lower left corner. Select a weapon and click the Equip button to carry it. The weapon appears in the 3D view on the right.



Underneath the 3D view of the weapon, three tabs give you a recap of your total payload: primary weapon, secondary weapon, and backpack. Click on one of the tabs to select the weapon for the secondary and backpack categories.

Mods

When you click a weapon, a list of possible modifications appears, valid only for that weapon. You can see in the lower left corner some info on the impact of each mod. Click the mod and Equip to select the mod and have it appear in the 3D view.

You can also click an already equipped mod in the weapon list and click the Remove button to unequip it.

Overload

One important factor when determining what you will equip is overload: you cannot equip anything more once you have reached the maximum of the weight gauge; this means you must make choices. Even before this gauge is fully filled, you will face the effects of too heavy a burden on your performance.

Teammates

You can select equipment for your teammates by clicking their names at the bottom of the screen.

Objectives

Your mission objectives are displayed in the tactical map, showing achieved and in-progress tasks. You can click an objective to have a more detailed explanation.

Finishing the Mission

Victory or Defeat

Victory is achieved by succeeding in all the objectives assigned to you. You face defeat if you die or if one of your objectives is missed (by failing to protect a critical VIP, for instance).

Debriefing and Next Mission

Once your mission is completed, a screen appears showing your achievements and stats. Click to continue to the next mission.

MULTIPLAYER

The multiplayer features two main modes, which can be played either on a Local Area Network (LAN) or over the Internet using the GameSpy® service. Click the Multiplayer button in the Main Menu to access multiplayer features.

Joining a Game

The first screen you see is the server browsing interface, which lists servers on the Local Area Network. Pick a server and click Join to enter it.



Creating a Game

To create a server and game, click the Create Server button. In the server configuration screen, select the game mode and define the settings you want to use.

You may want to save these settings for later use using the Favorites interface on the top right corner.

Once all your settings are determined, click the Create button.



Playing on GameSpy

To play over the Internet with GameSpy, click the Internet tab of the server browsing page. If you did not select auto login on a previously created account, a login window asks you to enter your GameSpy account.

You can also change the current GameSpy account anytime by clicking on your online account at the bottom of the screen (next to your profile).

Creating Login



If this is your first time creating a GameSpy account for this game, click the Create Account button in the login panel and fill in the necessary values to create the account, then click OK.

Domination Mode

Domination is a “join in anytime” multiplayer mode that challenges two teams to achieve domination of zones on a battlefield.

Each team starts at one side of the map in the first zone it controls. Zones are connected by supply lines, and are captured by occupying the zone for a period of time. When both teams are present in a zone, the ownership is challenged and ends with capture as soon as one of the teams overcomes the other one in numbers.



When a player is located in a zone that is connected to his home zone, possibly through a chain of friendly controlled zones, he is in the supply chain and can afford to select new equipment.

The game is won by whichever team controls the most zones at timeout, or when a team controls all the zones except the enemy home zone.

Cooperative Mode

When a cooperative mode game is created, players join in a specific lobby to meet and chat while the main player selects a mission to play.

Cooperative is played on single-player campaign mission maps, the host player acting as the team leader with the full power of the HUD and Cross-Com, while the other players act as teammates with standard interfaces.

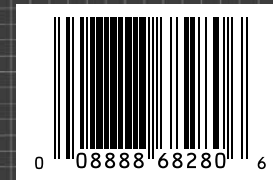


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Thanks,
The Ubisoft Team

Tom Clancy's Ghost Recon Advanced Warfighter™
Proof of Purchase



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