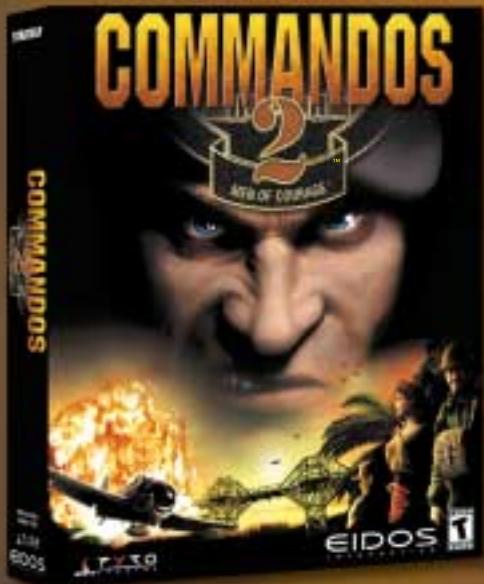


From the heart of the Third Reich to the most remote islands in the South Pacific, command Sergeant "Tiny" McHale and his elite group of gritty soldiers and utilize their combined expertise to venture deep into enemy territory in an attempt to change the course of WWII.



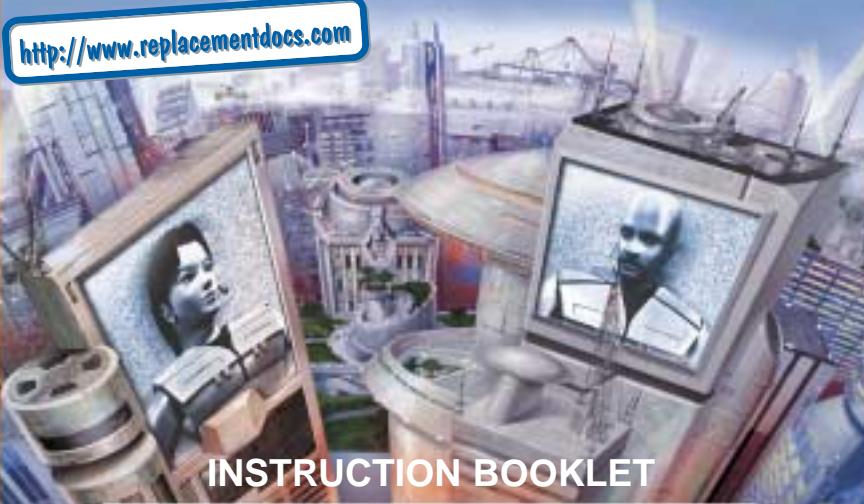
- All new 3D engine: rotate the environment 360 degrees, move seamlessly in/out of buildings, submarines, planes and under water, and zoom in/out of the environment
- Interact like never before with the environment: steal enemy uniforms and weapons, climb poles, swing from cables, swim, utilize vehicles, and climb in/out of buildings
- Control nine commandos: including a green beret, sniper, demolitions expert, seductress, thief, and even a dog
- Authentic WWII scenarios: 10 missions spanning 9 different environments in night and day with realistic weather effects
- Multiplayer: Go to war in a cooperative multiplayer mode

EIDOS
INTERACTIVE

Pyro
STUDIOS



<http://www.replacementdocs.com>



INSTRUCTION BOOKLET



CORE
EIDOS
INTERACTIVE

EPILEPSY WARNING

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain monitor images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

INSTALLATION

Quit all applications and close all windows on your desktop. Place the Project Eden CD in your CD-ROM drive. Upon closing your drive the Project Eden installation menu will appear. If AutoPlay is disabled the menu will not appear, to manually access the installation menu follow these simple instructions: Double-click on the 'My Computer' icon on your desktop, and then double-click on the CD-ROM icon that appears in the newly opened window. Finally double-click 'autorun.exe' to open the installation menu.

From this point please follow the on-screen prompts to guide you through the installation process.

At the completion of Installation you will be presented with the options to: Launch the game, quit without playing the game or read the Readme text file. Refer to the Readme file for updates, manual alterations and troubleshooting.

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INTRODUCTION

Due to severe overpopulation, the planet Earth's diameter is increasing with the growth of towering mega-cities, each inhabited by millions of humans. Buildings are growing ever-upwards, interconnected with a thick web of roads, walkways and service channels. In these giant human hives, only the affluent may feel the rays of the sun and breathe the cleaner air.

Descending thousands of feet through the echelons, conditions steadily decline to slum level. The inhabitants of these squalid areas barely glimpse the murky sunlight that filters through the dense infrastructure above. And below the slums lie even more repugnant conditions... an underworld occupied by criminals, cultists, the wretched and deranged. Assumed derelict, the very lowest of these areas is visited only by structural engineering teams when foundations require strengthening - in order to accommodate yet further elevations.

These Cities are Policed by the UPA (Urban Protection Agency), one such team is called in to investigate problems at the 'Real Meat' factory, in which all the equipment has started to simultaneously malfunction. Technicians sent to repair the machinery have gone missing without explanation...

Here begins The UPA's sinister trail of inquiry...

UPA PROFILES

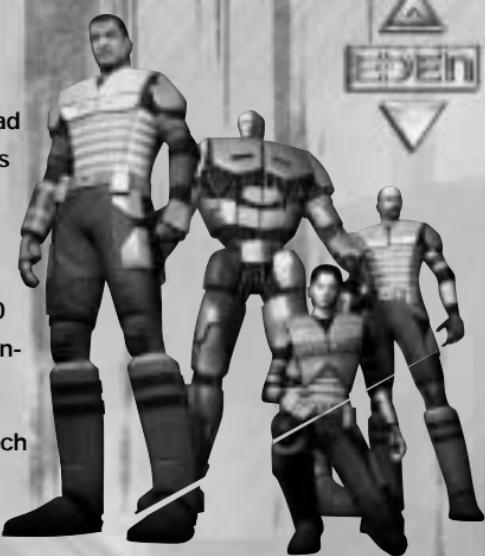
Carter – 36 year old male. UPA Squad Leader. Has plenty of experience and has worked his way up through the UPA ranks to his present position. Takes his job and position seriously. Not looking forward to 'retirement' to a desk job at 40 as is standard in the UPA. Serious, in-command and in-control.

Minoko – 20 year old female. UPA Tech Division. An orphan who was taken onto the UPA youth training program at 9 after showing high levels of aptitude with computers her ability to hack into almost any system was noticed by the UPA as a skill that would benefit their organization. She has trained ever since, and became a full UPA operative at 17 – the youngest age possible. Limited in-the-field experience; has only been working with Carter and his team for 1 year. Young, cheerful and optimistic.

Andre – 32 year old male. UPA Engineering Division. A skilled engineer with a natural ability to understand and repair mechanical and electrical systems. Joined the UPA at 25 looking for excitement after growing restless in his previous job as a SkyLift engineer. Considered by his superiors to have a slight attitude problem, but still expected to fill Carter's shoes when he 'retires'.

Amber – 27 year old female. UPA Cyborg Division. Suffered horrific injuries in a Skyway accident at the age of 19 and chose to become one of the 'Metal Heads' of the UPA rather than have normal human-cyborg reconstructive surgery. Has become increasingly withdrawn and machine-like as the years have gone by as seems to happen with members of the Cyborg Division. When she does speak it is quiet, calm and morose. She is capable of operating in hazardous environments.

Control – 48 year old male. UPA Control. Retired field operative who has taken up position as the 5th member of Carter's 4 man squad. Although the Control for a team often varies depending on the mission, he and Carter have worked together many times before. Experienced and serious – Carter's future.



GETTING STARTED

Following installation launch the game and a short introductory sequence will play, when this is completed you will be presented with the MAIN MENU, your options here are as follows:

- START Select to display MAIN MENU (Single player)
- MULTIPLAYER Select to display MULTIPLAYER MENU
- CONFIGURE Select to display CONFIGURATION MENU
- QUIT Select to quit to OS

START MENU

Here the following options are available:

- NEW GAME Select to commence new single player game
- LOAD GAME Select to display the list of previously Saved Games, click on the game you wish to load and the game will restart from the save point
- SELECT LEVEL Select to display list of unlocked levels that can be played at any time
- BACK Returns you to the MAIN MENU



MULTIPLAYER GAMES

CONNECTING VIA THE INTERNET

There are two methods to play Project Eden over the Internet, either using GameSpy or directly using TCP/IP.

GameSpy – Visit the GameSpy website at www.gamespyarcade.com and follow their instructions to play Project Eden across the Internet.

Internet TCP/IP – To play using TCP/IP you need one person to set up a server and then everyone else must connect to it.

Setting Up A Server – Select Multiplayer then Internet TCP/IP. At the bottom of the next screen you will see This Address, which is the TCP/IP address of your computer. Note this down as you will need to inform the other players of your address before they will be able to connect to your game. Please note that it is best not to disconnect from the Internet to inform your friends by telephone, as your TCP/IP address may change when you reconnect.

Click Accept and then Create Game. You can then either elect to start a new game from the first level, start playing from a previous saved game, or select a specific multiplayer level. If you select the final option you will be presented with a list of levels, their type (see below), and the maximum number of players the level will accept. The different types of game on offered are:

Normal co-operative levels from the normal game.

Death Match free for all.

Team the players are split into 2 teams and must capture the opposing team's flag.

Rover Race players each control a Rover, and race around a track.

Select the level and you will then be presented with the Server Settings screen. From here you can select how many players you wish to allow, the name of your game, whether people can join after the game starts, and whether to use a high or low speed data transfer. Note that high-speed servers should only be selected if all players are connected to the Internet by something faster than a modem.

When you are ready, click Accept to start the server. If you have chosen to allow people to join after the game starts then the game will start immediately. Otherwise, you will go to a waiting screen where you can see which other player have joined, and click Start Game when you are ready.

Joining a Server – Select Multiplayer then Internet TCP/IP. On the next screen, enter

the TCP/IP address of the server into one of the slots and then click Accept. On the next screen, wait until the server name appears at the top of the screen and then click on it to connect and join the game.

Connecting via a Local Area Network (LAN) – Select Multiplayer then choose either Internet TCP/IP or IPX depending on your LAN. One player should set up a server and the others join it as described above in the Internet TCP/IP section. The only difference is that on a LAN you do not need to worry about TCP/IP addresses to join – the game will find the server automatically.

CONFIGURATION MENU

Within this Menu you are able to configure the following settings:

CONTROLS

Selecting this option will allow you to define your own keys. Click on the current key once, then press the desired key, the indication should now display the correct key. Click Save settings when you have completed configuration to return to the CONFIGURATION MENU.

GRAPHICS

Selecting this option allows you to customize your graphical set-up. Project Eden will automatically select what it regards to be the optimal set-up for your PC but this section will allow you to override if desired.

SOUND

The same principles apply as above.

PLAYER SETTINGS

Here you can add your own name – for display in Deathmatch scoreboard.



PLAYING THE GAME



SINGLE PLAYER

Once the game begins your default character will be Carter, Team Leader of the UPA squad. You'll receive your first audible mission briefing from Control, so listen carefully. Mission briefings are also displayed as text on-screen. Within the single player game you are able to switch between all four characters.

MULTIPLAYER CO-OPERATIVE

When joining or starting a Multiplayer game character selection is automatic and decided by the network server. You will only be able to switch between characters in game whilst they are not been used by another player.

MULTIPLAYER DEATHMATCH

When joining or starting a Deathmatch game the same principles apply as above to character selection, no character switching is available in this mode though.

MULTIPLAYER DEATHMATCH REFERENCE DEFAULT KEYS

Side Step Right	Right Cursor Key
Side Step Left	Left Cursor Key
Jog Forward	Up Cursor Key
Turn and jog Backward	Down Cursor Key
Walk (in conjunction with Cursor Keys)	Num Pad 0
Duck	Right CTRL
Resource Menu (toggle on/off)	Mouse 2
Action	Mouse 1
Talk (Multiplayer)	F1
Team Talk (Multiplayer)	F2
Toggle view (1st & 3rd person)	F3



Select Carter	1
Select Minoko	2
Select Andre	3
Select Amber	4
Next Character	>
Previous Character	<
All Follow Me (Order)	Return
Quick Save	F7
Quick Load	F8
Dual Pulse Gun	5
Disk Gun	6
Time Shock	7
Extractor	8
Pipe bomb	9
Rocket	0
Next Weapon	=
Previous Weapon	-
Next Weapon Mode	Right Bracket
Previous Weapon Mode	Left Bracket
Torch	T
Mouse X Speed	Set using Right and Left Cursor Keys
Mouse Y Speed	Set using Right and Left Cursor Keys
Mouse Y Invert	Click to toggle between Disabled (default) and Enabled
Joystick	Click to toggle between Disabled (default) and Enabled
ESC	System Menu

GAME INTERFACE

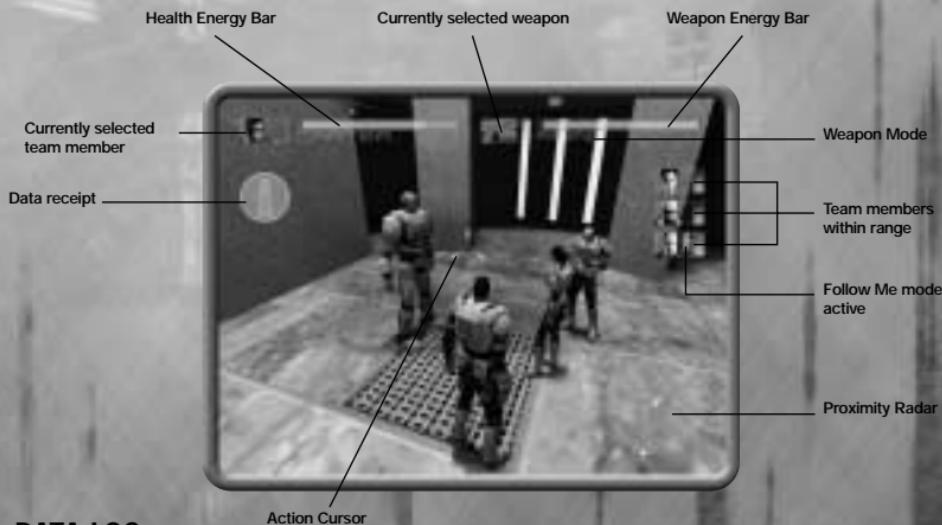


Use the mouse to move the Action Cursor, this will dictate the focal point of your character and interact with the environment.

Within the standard game window your currently selected character health and weapon status is displayed. Any characters within communicable range will also have their icon and current health status displayed onscreen. If any other character is under a 'follow me order' a small icon will be displayed next to the game characters icon.

Also displayed on screen is the current characters proximity radar, this shows any enemy, team member or mission objectives within range.

All transmissions received from Control will result in a flashing 'i' symbol appearing onscreen. To access the information switch to the Resource Menu and click on the 'i' symbol in the Data Log.



DATA LOG

Accessing the data log displays the following information:

- Objectives** select to display current mission objectives. Completed tasks will have a tick by them, cancelled tasks a cross and uncompleted tasks have no icon.
- Interviews** this option allows you to review any previously carried out witness statements and interviews.
- Mail** all communications with Control are stored here.
- Information** select this option for on-screen help.

RESOURCE MENU

Activate the Resource Menu to carry out a number of actions:

Select item from inventory, including the activation of the Rover, Flycam and Sentry Gun.

Give the 'Follow Me' order to whichever team members are within range. For example, if all three other UPA members are in range and you wish for all of them to follow you simply click on 'Follow Me', if only certain members are required click on their individual icon. In either case any team member who receives the 'Follow Me' order will display an icon in their status bar. To give the 'follow me' order to all members within range during standard gameplay use Return.

Select weapon and weapon mode, see weapon descriptions.

You may also select an alternative character by clicking on their icon within the status bar.

Items that are collectable will be distinguishable by the appearance of a border that will appear around them; placing the action cursor over the item and clicking on it will pick it up and place it into your inventory. The item may be selected for use via the Resource Menu.



SYSTEM MENU

Pressing the Escape key during gameplay will display the System Menu, this menu allows the following operations:

- Configuration Allows customization of Graphics / Sound / controls set-ups, refer to Configuration Menu text for a more detailed description
- Save Select to save your current game
- Load Select to display Saved games, choose and select a previously saved game to Load
- Quit Select to quit to Start Menu.

EQUIPMENT

WEAPONS

Each character will start the game with at least a standard issue Pulse Gun. At various points later in the game the team members will be given access to extra weapons and enhanced modes of operation for existing weapons.

All UPA weapons are equipped with sensors preventing 'friendly fire'; these sensors will prevent the firing of all UPA weapons at UPA members and civilians (Unless you are playing in death match mode).

WEAPON ENERGY

All weapons use WEAPON ENERGY to fire. Generally, the more effective a weapon is the more energy it will use. Weapon energy can be recharged by standing at a UPA Recharge Point and holding Action. In addition, UPA Energy Cells can be collected and stored until needed. If a character's weapon energy runs out and an Energy Cell is available, it is automatically used to recharge that character's energy. Alternatively, they can be manually used via the Resource Menu.

PULSE GUN

Rapid setting – continuous firing whilst the Action button is held.

Charge setting – hold the Action button to charge and then release to fire a single shot which is more powerful than the rapid fire.

DISC GUN

Normal setting – launches an explosive disc.

Bounce setting – whilst holding the Action button a laser guide allows you to view the bounce pattern of the explosive disc prior to launch.

EXTRACTOR

Extractor mode – use this mode to extract energy from your enemies into your weapon energy. If your weapon energy is full the excess will be directed to generating extra energy cells in your inventory later use. Extracting all the energy from a creature will kill it.

Blast Mode – this mode does not extract energy from the enemy but blasts it back at them. This mode uses up weapon energy in the standard way. If there are any other enemies nearby, the blast beam will spread up to three more times and affect these enemies also.

TIME SHOCK

A hi-tech UPA weapon that fires an energy field disrupting time around them, used to stun particularly tough enemies. Choose from the two different modes:

Beam Mode – effects only one enemy at a time, fire the beam directly at the enemy.

Area Effect Mode – the weapon will fire a small projectile and the first thing hit by the projectile will become the center of the area effect. Any living creature inside this area will have its time frame slowed down. This weapon uses a large amount of weapon energy.

PIPE BOMB

Contact mode – explode on contact with person or environment.

Proximity mode – explode when an enemy is detected nearby.

MISSILE LAUNCHER (AMBER ONLY)

Missile mode – fires missile in the direction Amber is facing

Homing Missiles – Capable of launching a total of four homing missiles at one time, each one having its own target. Acquiring targets – Press and hold the fire button, now move your crosshairs over each enemy you wish to target (up to four). Now release your fire button and for every target you have a missile will be fired towards it.

SENTRY GUN

Static gun emplacements that can be placed by the player and either directly controlled or left to auto-fire.

TOOLS

ROVER

Mini Vehicle with limited firepower that can be used to access areas the team cannot reach in order to activate switches or collect small items.

FLYCAM

Mini camera the team can remotely fly into areas in order to scout territory. Can also operate some switches.

OMNI-TOOL (ANDRE ONLY)

UPA tool used to fix equipment that can be repaired. Selected automatically when Andre clicks on a broken piece of equipment.



SWITCHING BETWEEN UPA TEAM MEMBERS

There are three ways of switching between team members:

QUICK KEYS:

Directly switch team members as follows: Carter 1, Minoko 2, Andre 3, Amber 4. Scroll through team members using P or O.

RESOURCE MENU:

Click on the icon of the desired team member within the Status bar to transfer control.

IN GAME:

Use either Quick keys – as described above, alternatively when passing the Action Cursor over another character their name will appear on screen and a status box around their person, clicking the Action button will transfer control to that Team member. Unless weapon is drawn.

USING AND ACTIVATING ITEMS IN THE GAME WORLD

Whenever an object in the game world can be interacted with, a Target Box will appear around it as you move the Targeting Cursor near it. The action you can perform will be displayed at the bottom of the screen. Pressing Action will perform that action.

REGEN POINTS

These points are where team members are regenerated should their health bar deplete to zero. As a team member walks past a Regen Point they will be automatically tagged, this then becomes that particular characters regeneration point. If follow me mode is activated then the other team members under your order will have the same Regen Point set. Regen Points can also be used to recharge your health. As you stand by the unit you will notice a blue energy field surrounding you; remain within the field for recharge to take place.

RECHARGE POINTS

At various points in the level the team will discover Recharge Points. These points when activated will recharge your currently held weaponry.

USING SWITCHES

Throughout the game the team will need to operate switches, these are used by positioning a team member in front of the switch placing the Action Cursor over the switch and clicking the Action button. In some cases a prolonged holding of the switch maybe required, this is achieved by holding the Action button and without releasing it activating the Resource Menu by pressing the right mouse button, at which point the character holding the switch is locked into position until you reselect him and move him away from the switch.

REPAIRING ITEMS

Andre is your engineer and as such will be called upon from time to time to try and repair various systems. To successfully repair an item you must place your cursor over the repair bar, clicking and holding the action button will initiate the bar slider, releasing the action button will cause the slider to stop. If the slider stops within the blue zone one repair point will be added, the number of repair points will be displayed at the base of the screen. If you stop the slider in the red zone one repair point will be lost. Once the required number of repair points is gained the system will again be able to work normally.

DOWNLOADING INFORMATION

At certain points of the game Minoko will be called upon to download information from the various computer terminals located throughout the city. Many of these terminals are fitted with 'time-out' security features and only a specialized skilled operative like Minoko will be able to open the codes before the terminals lock and reset themselves. To crack each phase of the terminal code position the cursor over the relevant spinal clicking once when the indicator enters the red zone, completing the code successfully will enable download to commence. Either missing the red zone or running out of time will result in the terminal resetting and you will need to try again.

SAVE GAME

You are able to Save your game either by accessing the System Menu in game by pressing the Escape key and selecting Save Game, or by using the Quick Save key which is F7.

LOAD GAME

You can Load your previously saved game at the Start Menu by selecting Load Game, at the System Menu in game again selecting Load Game, or by using the Quick Load key which is F8.

Please note that using the Quick Load key will automatically Load the last Save Game file whereas if you select the Load Game option through either the Start or System Menus you will be able to choose which Save Game file to Load.

CREDITS

Core Design

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Gavin Rummery

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Duncan Hopkins

Additional programming:

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Caroline Evans, John Lilley

FMV / Cut scene sequences:

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Enemy animation & models:

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Andy Watt

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Greg Wu, Kevin Weston,

Christian Chatterjee,

Kim Pendleton, Li Shen,

Frankie Palmer, Randy Stukes,

and Kevin Gill.



CONTACTING TECH SUPPORT:

If you have a technical problem with the game, our Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please feel free to contact us via e-mail, fax, telephone or letter. (When contacting us via email or fax, please ensure to put the game title in the subject of your message)

Assistance Via the World Wide Web:

The fastest way to answer most questions is by visiting our online support. You may find the latest support information for Gangster 2 at

<http://www.eidosinteractive.com/support/index.html>. Our support FAQ's are available 24-7 for your convenience. These pages are updated frequently and have the same information that our support techs will use to answer your question if you call or e-mail us. The answers to about 90% of the questions we are asked can be found there, so it really is worth the time to take a look!

The second fastest way to get an answer to your question is to e-mail us. (You will find our email submission forms at our web site) We typically respond to email queries within 24-48 hours during the business week. Response times can be considerably longer over the weekend, holidays and immediately after a product release. It all depends on how many people we have working and how much e-mail is coming in at any one time, but we do try really hard to get you the right answer as quickly as possible. Weekdays, excluding holidays, during the hours when the phones are open, we still give e-mail questions our highest priority.

Through this site you will also have access to our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available.

Assistance via Telephone or Fax:

We are available to take your calls Monday through Friday between 9:00 a.m. and 5:00 p.m., Pacific Time at (415) 615-6220 (voice) or (415) 547-1201(fax). Our tech support department is closed on all major holidays. Note: You are responsible for all toll charges when calling.

To ensure the quickest service you will need to be at your computer and have the following information at hand:

- A complete listing of your computer's hardware. (Contact your computer manufacturer if you are unsure)
- What version of Windows ® you are using.
- A copy of your DirectX Diagnostics report.



- Click on Start
- Click on Run
- Type dxdiag
- Click on OK
- Click on the Save Information button and save the file to your computer.
- When you call our Technical Support line either have this file open or have a printed copy. If you send an e-mail query you may attach the file to the e-mail.

- What error message(s), if any, you have had.
- How the game is currently configured.

NOTE: OUR SUPPORT AGENTS DO NOT HAVE AND WILL NOT GIVE GAME HINTS STRATEGIES OR CODES

Product Return Procedure:

In the event our support agents determine that your game disk is defective, you will need to forward material directly to us, please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you a authorization number that must be included and you will need to include a daytime phone number so that we may contact you if necessary. Any materials not containing this authorization number will be returned to you unprocessed and unopened. Your postage paid package should be sent to the following address:

Eidos Interactive Customer Services
651 Brannan Street, suite 400
San Francisco, CA 94107
RMA# (include your authorization number here)

Warranty Policy

If our technicians determine that the product storage medium is found to be defective with ninety (90) days of original purchase (as described in Eidos Interactive's Limited Warranty and unless otherwise provided by applicable law) Eidos Interactive will replace the item, free of charge, to the original purchaser, if the item is accompanied by the original dated sales receipt, packaging and RMA#. If you do not have the original receipt or the warranty period has expired. Eidos Interactive will replace the disk for a nominal fee.

Note: You are responsible for postage for your game to our service center.

Lost in the Abyss?

Call the EIDOS Interactive Hint Line
U.S.: 1-900-77EIDOS (773-4367)

Canada: 1900-64EIDOS (6434367)

Cost of call: \$0.99/minute.
Must be 18 years of age or have parent's premission
Touch-tone phone required.

Please Register your game at:

www.eidosregistration.com