

MERCENARIES™

EXOPS

BRIEF

THE SONG INITIATIVE



WARNING

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC

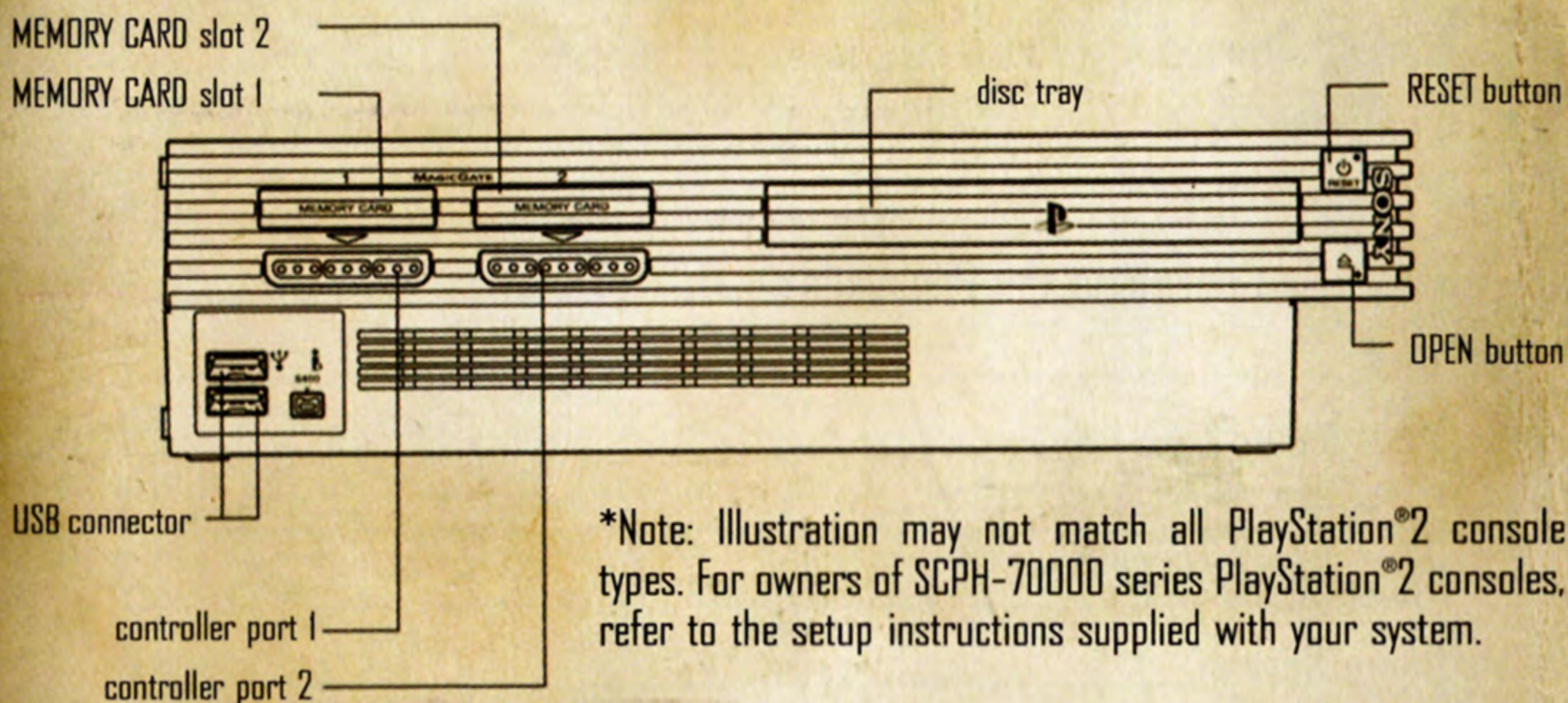
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
Never use solvents or abrasive cleaners.

CONTENTS

The Basics	2
Getting Started	2
Controls.....	3
Song Initiative Brief	4
Pressure Cooker on the Peninsula.....	4
Logistics	7
Main Menu	7
Options	7
Pause Menu	7
Game Screen	8
The PDA.....	9
ExOps Personnel	10
The Mercs	10
Mission Information	12
Playing the Game	12
Contracts	12
Saving the Game	12
Factions.....	13
Glossary of Terms	15
Vehicles and Weapons	20
ExOps Corporate.....	22
Contact Information.....	24
Software License/Limited Warranty	25

THE BASICS

GETTING STARTED



Set up your PlayStation®2 console according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Mercenaries™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach DUALSHOCK®2 analog controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD [8MB][FOR PLAYSTATION®2]

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card (8MB)(for PlayStation®2) or any memory card (8MB)(or PlayStation®2) containing previously saved games.

ACCT 149209882

LAB RESULTS

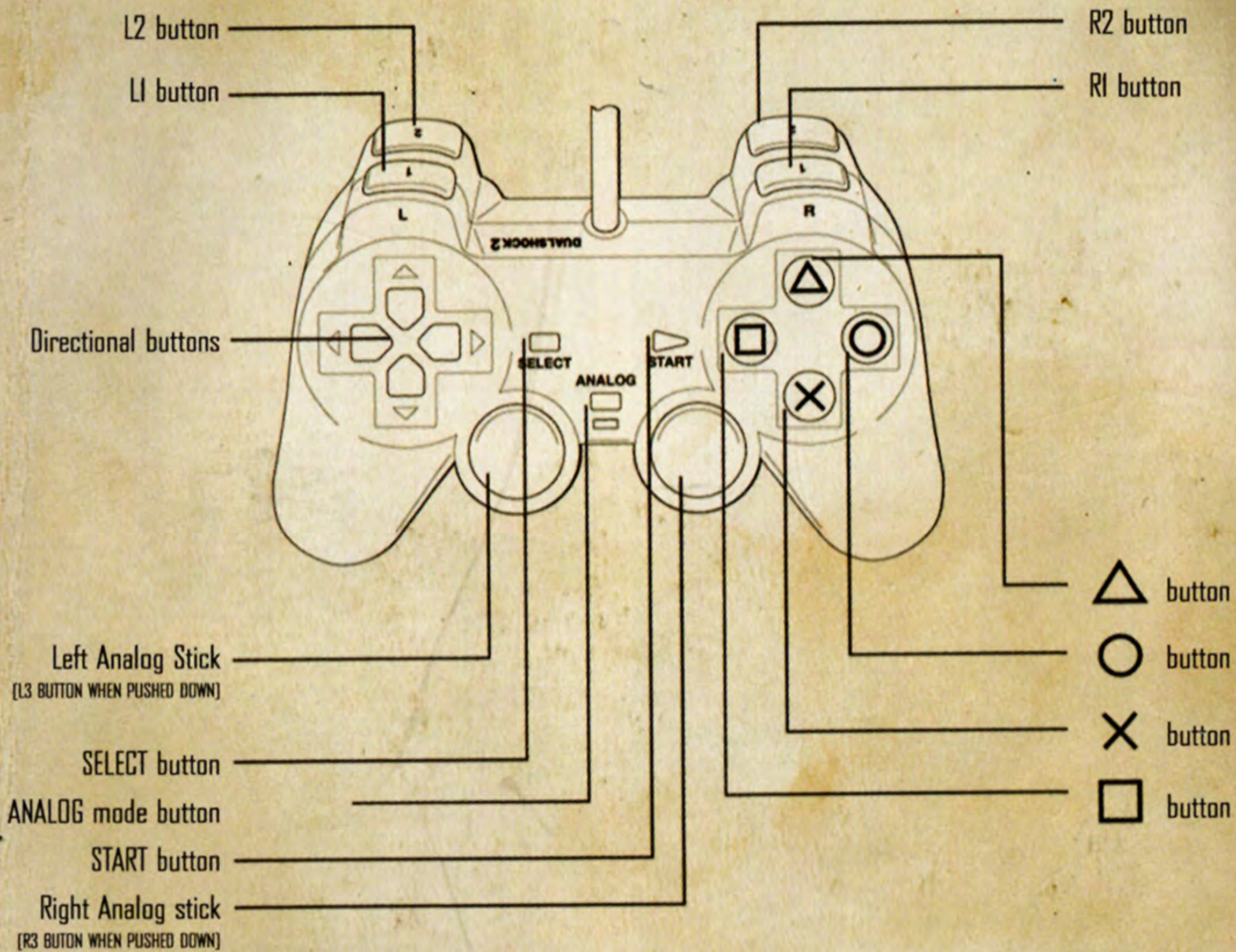
10A 2ND TELLER

PASSPORT INTL TERM GATE 11

RED NY4 CAP - 1:50P

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



ON FOOT

LEFT ANALOG STICK	MOVE HERO
RIGHT ANALOG STICK	AIM CAMERA
× BUTTON	RELOAD
□ BUTTON	BASH
△ BUTTON	ACTION
○ BUTTON	JUMP
L1 BUTTON	THROW GRENADE
L2 BUTTON	SWITCH GRENADE TYPES
R1 BUTTON	FIRE PRIMARY WEAPON/ SELECT SUPPORT ITEM
R2 BUTTON	SWITCH PRIMARY WEAPON
SELECT BUTTON	PDA
START BUTTON	PAUSE
L3 BUTTON	CHANGE STANCE
R3 BUTTON	BINOCULARS

DIRECTIONAL BUTTONS

- ↑ ↓ SCROLL THROUGH SUPPORT ITEMS
- ← → TOGGLE FACTION FLAGS ABOVE SOLDIERS
- DISPLAY MERCHANT OF MENACE SHOP [TO PURCHASE ITEMS]

WHEELED VEHICLES

LEFT ANALOG STICK	STEER VEHICLE
RIGHT ANALOG STICK	MOVE CAMERA
× BUTTON	ACCELERATE
□ BUTTON	DECELERATE/REVERSE
△ BUTTON	EXIT VEHICLE; PASSENGERS WILL GET OUT ALSO
○ BUTTON	HORN [NEARBY ALLIES WILL ENTER VEHICLE]
L1 BUTTON	EXIT VEHICLE, LEAVING PASSENGERS INSIDE
L2 BUTTON	COMMAND PASSENGERS TO EXIT VEHICLE
R1 BUTTON	HAND BRAKE
R2 BUTTON	NOT USED
SELECT BUTTON	PDA
START BUTTON	PAUSE

DIRECTIONAL BUTTONS

- ← TOGGLE FACTION FLAGS ABOVE SOLDIERS

TANKS

LEFT ANALOG STICK



STEER VEHICLE
ACCELERATE/DECELERATE/REVERSE

RIGHT ANALOG STICK

X BUTTON

NOT USED

□ BUTTON

NOT USED

△ BUTTON

EXIT VEHICLE; PASSENGERS
WILL GET OUT ALSO

○ BUTTON

HORN (NEARBY ALLIES WILL
ENTER VEHICLE)

L1 BUTTON

EXIT VEHICLE, LEAVING
PASSENGERS INSIDE

L2 BUTTON

COMMAND PASSENGERS TO
EXIT VEHICLE

R1 BUTTON

FIRE WEAPON

R2 BUTTON

SWITCH WEAPONS
[SOME VEHICLES ONLY]

SELECT BUTTON

PDA

START BUTTON

PAUSE

DIRECTIONAL BUTTONS

← TOGGLE FACTION FLAGS ABOVE SOLDIERS

HELICOPTER

LEFT ANALOG STICK



STRAFE LEFT/RIGHT
MOVE FORWARD/BACK

RIGHT ANALOG STICK



ROTATE LEFT/RIGHT
AIM UP/DOWN

X BUTTON

ASCEND

□ BUTTON

DESCEND

△ BUTTON

EXIT VEHICLE (MUST LAND);
PASSENGERS WILL GET OUT ALSO

○ BUTTON

HORN (NEARBY ALLIES WILL
ENTER VEHICLE)

L1 BUTTON

EXIT VEHICLE, LEAVING
PASSENGERS INSIDE

L2 BUTTON

COMMAND PASSENGERS TO
EXIT VEHICLE

R1 BUTTON

FIRE WEAPON

R2 BUTTON

SWITCH WEAPONS
[SOME VEHICLES ONLY]

SELECT BUTTON

PDA

START BUTTON

PAUSE

DIRECTIONAL BUTTONS

↑↓ RAISE/LOWER WINCH

← TOGGLE FACTION FLAGS ABOVE SOLDIERS

SONG INITIATIVE BRIEF

PRESSURE COOKER ON THE PENINSULA

You are a professional warrior, about to drop into a landscape rife with chaos. You know this because they only call people like you in when things get really hairy. This might be the job that does you in...or the job that sets you up for life.

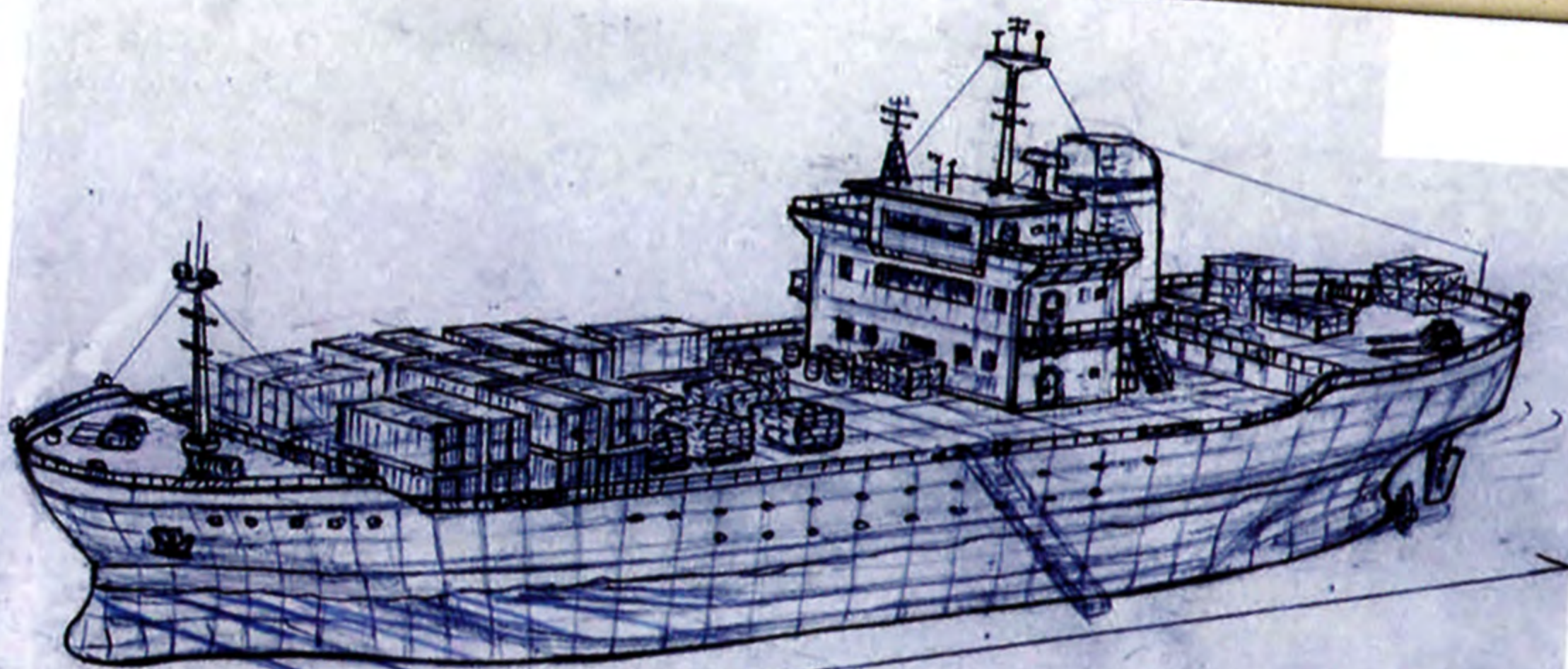
The conflict began not too long ago... the leader of North Korea, the aging President Choi Kim, had extended an olive branch to South Korea, embracing their "Sunshine Policy" and reviving hopes of peaceful reunification. In return, South Korea agreed to pump money into North Korea on the condition that they dismantle their military. President Choi Kim became a populist figure among the youth of South Korea, and brought a new sense of hope and pride to the people.

No one was aware of the hidden darkness waiting to shatter the peace. Kim Song's son, General Choi Song, wasn't satisfied with negotiations and peace treaties. He believed his father had lost sight of North Korea's destiny. In the midst of a signing ceremony celebrating a road map to the reunification of Korea, General Song

staged a coup. Backed by an army of insurgents, he stormed the ceremony and wiped out the North and South political leaders in a shower of gunfire. Without hesitation, he even snuffed the life of his own father.

The new ruler expelled all foreign embassy personnel and aid workers. The country "went dark" as the emerging dictator Choi Song cut off all communication with the outside world. Diplomatic overtures failed. Song barred entry to foreign press and weapons inspectors. Eventually the world's headlines turned to other crises. But rumors ran through the network of mercs, and each one hinted the worst. Then the worst came.

When the Royal Australian Navy showed up to rescue the crew of a North Korean freighter floundering in a storm, they discovered the sailors making a hasty effort to scuttle the ship. Their suspicions aroused, the Aussie sailors searched the boat and found nuclear weapons in the cargo bay, bound for an Indonesian company known as a front for terrorists. The undeniable link between General Song, nuclear weapons, and terrorists sent shock waves through the Allied Nations. Within hours of the discovery, Chinese intelligence released a report revealing that North Korea's missile capability was much more advanced than suspected—the North Koreans now had intercontinental missiles powerful enough to hit targets on all seven continents.



CREW LIST - MISSING/DEAD?

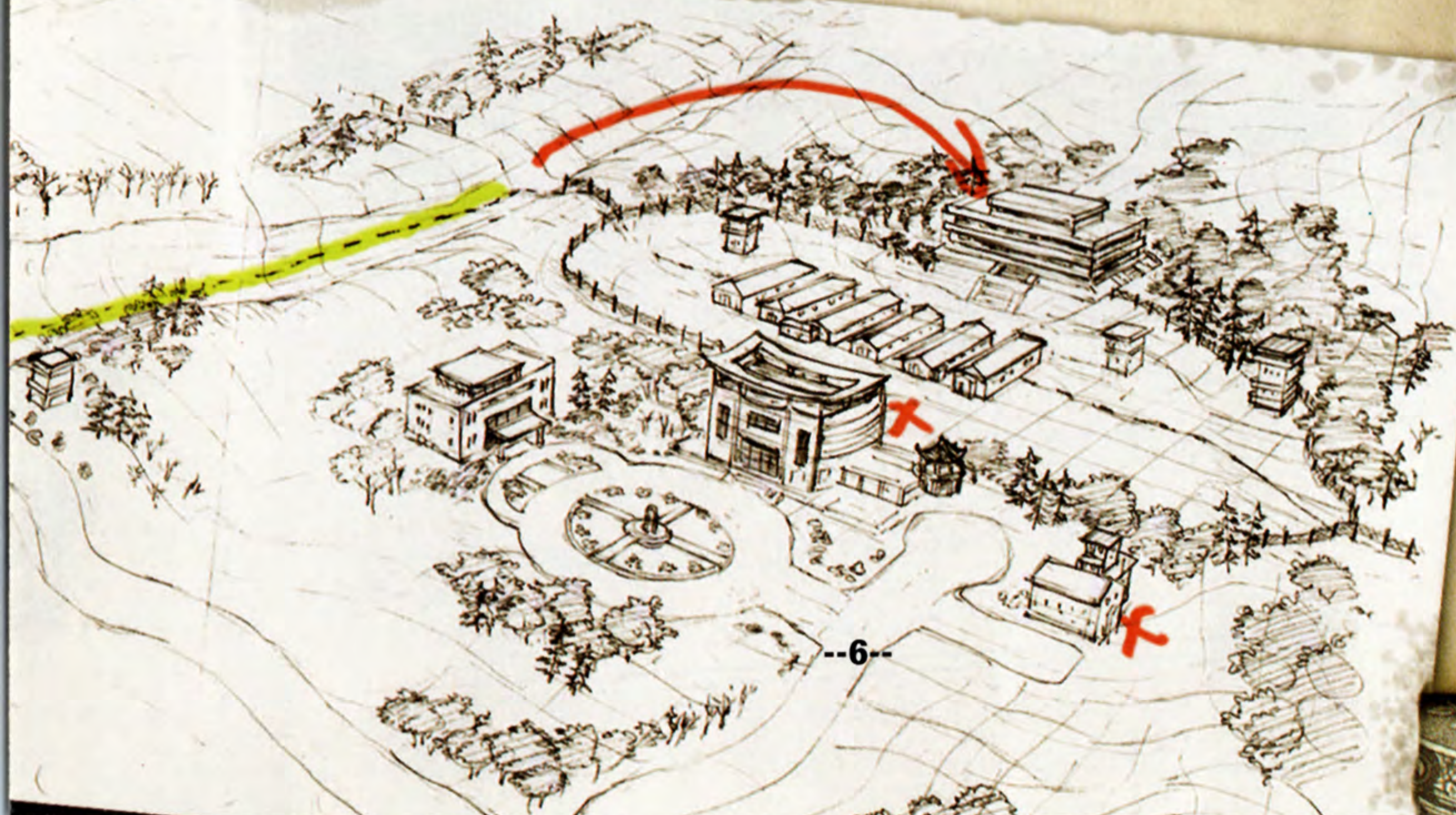
MUNITIONS LOCATIONS 1343452-532

An Allied Nations-initiated Task Force was hastily formed, consisting of troops from around the globe. They invaded North Korea, smashed through a division of North Korean regulars and captured the launch sites in Yongbyon. But their victory was short-lived. A.N. weapons inspectors found documents at the sites revealing that North Korea was building 30 nuclear warheads at another—still unknown—launch site. Even worse, the evidence made it clear that the missiles would be ready to launch in just three weeks. The distant threat of an enemy that could end my days from across the world was much worse.

The A.N. forces now had a new, urgent agenda: find and capture Song before those missiles were launch-ready and the General was at the helm of a new nuclear superpower. After a week or two of fruitless searching, the A.N. press conferences took on an air of desperation. They distributed a "most wanted" list in the form of a "Deck of 52" playing cards. Song, of course, was the Ace of Spades. His top military and scientific advisors filled out the rest of the deck, along with a smattering of criminals that he'd hired to help out. An A.N. spokesman appeared on Global Satellite Reporting Network (GSRN) and announced an "open bounty" on General Song. The price? One hundred million dollars.

Fiona Taylor, the Executive Operations technical office, called and gave the situation report. That was just hours ago. And now here you are on a cargo plane headed for the Demilitarized Zone, about to catch your last bit of shuteye before making a drop into the most dangerous place on Earth...

FIONA-
Z508F 110Z-501JZ
CONTRACT WLK EXECUTE



LOGISTICS

MAIN MENU

NEW GAME: When beginning a new game, first select a mercenary. For information on the three mercs, see page 10.

CONTINUE: This option appears if there is already a saved game on your memory card. Selecting this continues the game from where you left off in your latest save game.

OPTIONS:

Game: Invert Y: Toggle YES or NO to invert the Y-axis for aiming.

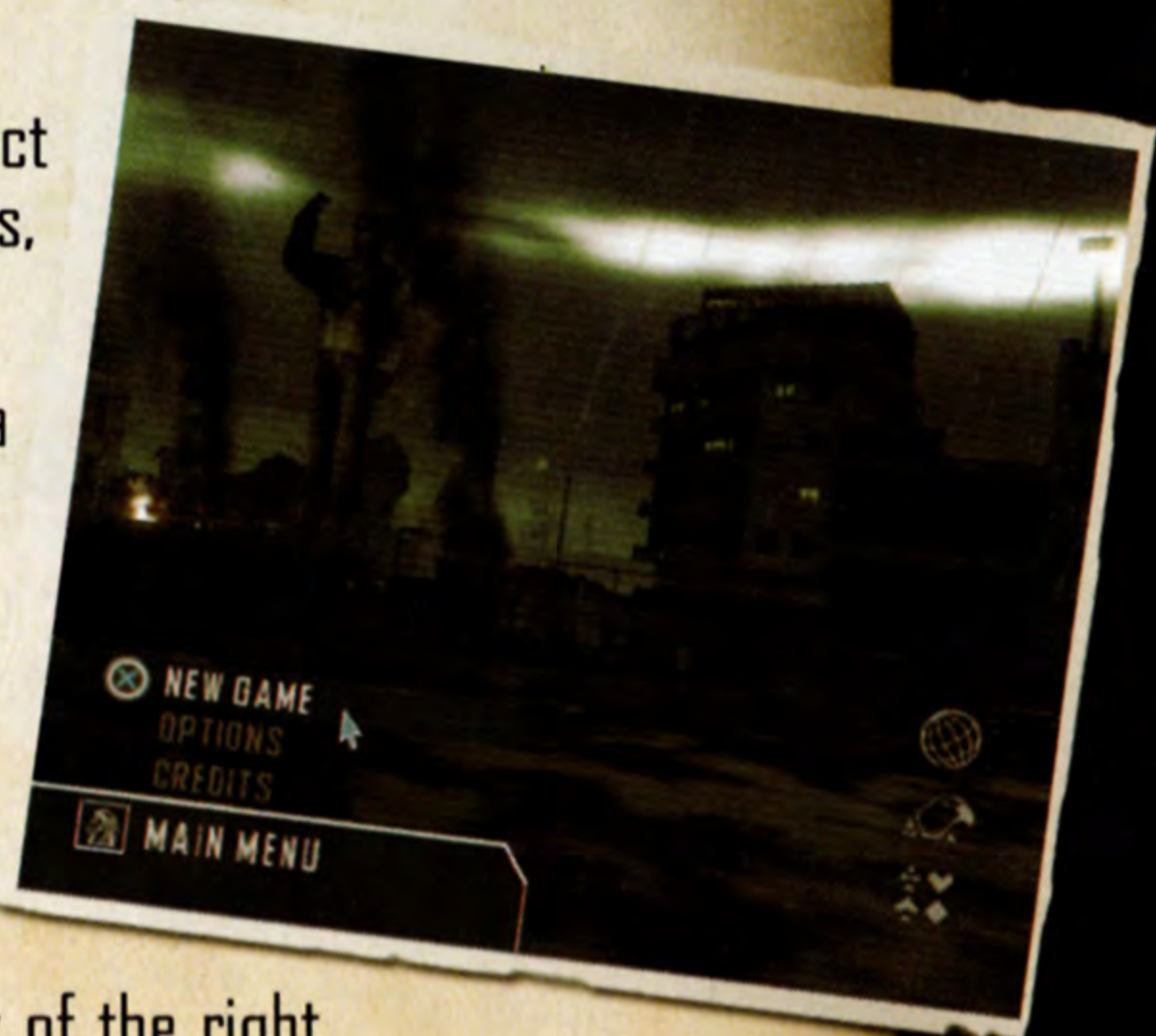
Aim Speed: Increase or decrease sensitivity of the right analog stick.

Vibration: Toggle ON or OFF.

Subtitle: Toggle Subtitles ON or OFF.

Audio: Change modes, or adjust various sound volumes.

Load Game: Load a previously saved game.



PAUSE MENU

Pausing the game brings up the following options:

WHEN ON A CONTRACT

Continue: Return to the game.

Controls: View context sensitive controller map

Cancel Contract: Select this to abandon the current contract. You will be given the option to retry.

Options: Access the GAME and AUDIO options.

Quit: Exit to the main menu.

BETWEEN CONTRACTS

Continue: Return to the game

Controls: View context sensitive controller map

Save Game: Save your progress. It's a good idea to save after each contract.

Load Game: Load a previously saved game.

Medivac: Select this if you need to be rescued from a tight spot. Medical expenses will be deducted.

Options: Access the GAME and AUDIO options.

Quit: Exit to the main menu.



GAME SCREEN

[1] **SATELLITE NAVIGATION SYSTEM RADAR:** Shows a map of your immediate surroundings. The map rotates depending on the direction you are facing. Shaded red areas are restricted — the allies will terminate anyone or anything that strays into a restricted area. When on a contract, yellow blips on the map show the location of your current objective(s). Teal dots indicate locations for bonus objectives.

Between contracts, flags show the location of the various faction HQs. Challenges are marked with \$. At all times faction units are shown in red if they are hostile to you, blue if they are friendly, or gray if they are neutral. Air units are shown as dots. When in a helicopter, ground-to-air units are shown as triangles. Jammers are shown as red Xs. Finally, members of the Deck of 52 appear on the SNS Radar when you discover them. They are marked with the symbol of their "suit" [clubs, diamonds, hearts or spades].

[2] **PRIMARY WEAPON:** An icon indicates what type of weapon you have equipped, along with ammo remaining in the clip/total remaining ammo.

[3] **ACTION MESSAGE:** A message appears here explaining what action can be taken with the \triangle button, if one is available.

[4] **HEALTH/ARMOR:** The bar and number represent how much health [on foot] or armor [in a vehicle] is remaining.

[5] **GRENADES/DISGUISE INDICATOR:** When on foot the icon represents what type of grenade [frag or flash] is equipped, along with how many are remaining. When in a vehicle, a faction flag appears here, indicating which faction you're disguised as. If you break disguise, the faction flag will disappear and a text message will indicate that disguise was lost.

[6] **DAMAGE INDICATOR:** If you're taking damage, this shows what direction the damage is coming from.

[7] **EMAIL NOTIFICATION:** This symbol appears whenever a new email message comes in. Access your emails through the PDA [press the SELECT button].

[8] **SUPPORT ITEMS:** Press UP or DOWN on the directional buttons to display and scroll through the support items. The cost of each item is displayed next to the symbol. Press the R1 button to activate a selected support item.

[9] **ACCOUNT BALANCE:** Appears automatically whenever you earn, spend or lose money. To quickly check your account balance, activate the support menu.

[10] **FACTION GAUGES:** The appropriate faction gauge appears briefly whenever a

faction standings change. You can check your faction standings at any time through the PDA (press the SELECT button).

THE PDA

ExOps issues all field agents a military spec ruggedized PDA. It's your source for all vital information. Press the SELECT button to access the PDA, then use the L1 button and the R1 button to switch to the different modes:

MAP: Provides a map of the area. The flashing green arrow shows your current location and heading. Primary and secondary objectives, faction HQ flags, and Deck of 52 members are all shown on the PDA map. Use the directional buttons to scroll the map view. Press the X button to zoom in and switch current focus. Press the Δ button to zoom back out, or close the PDA.

EMAIL: Displays any emails received. Check here for messages describing requirements and rewards for contracts accepted. Sometimes additional emails are sent during a contract. Always check the DECK OF 52 folder after completing a contract — a lead on a Deck of 52 member is often part of the contract payment. Finally, check the HELP folder if you forget anything.

SHOP: Visit the Merchant of Menace website. Once you've proved your worth to the Russian Mafia, this is where you can buy weapons, air strikes, supplies, and vehicles. If you get in good with a faction, you may receive a discount on supplies they offer. If you get into bad standing with the Russians and they stop selling you goodies, you may be able to persuade them with a "donation." **Hint:** press right on the directional button to quickly access the shop.

STATUS: Here you can check your status for the following:

DECK OF 52: Displays your progress towards verifying the key players in the conflict. A card will be marked with "jail bars" to indicate capture, or an X if they have been killed. Press the X button to view detailed on any information on any Deck of 52 member. If you have received an intel email on the selected card, press the X button again to read it. The Intel bar on the left fills up as you capture cards. The



higher the card, the more intel you receive. When you've collected enough intel, the Ace card contract becomes available.

BOUNTIES: The Allied invasion has thrown the region into chaos, and looting abounds. An attentive mercenary can find valuable National Treasures and dangerous Weapons of Mass Destruction. Collecting these yields an immediate cash bounty and faction mood reward. Collect enough and you might unlock additional shop items, cash bonuses, and...? The South Koreans have deployed listening posts throughout the region. Destroying these makes the Chinese very happy. They're certain to reward you if you destroy enough of them, so keep your eyes open. Finally, the South Koreans aren't keen on the giant monuments to General Song that are a feature of nearly every town square.

CHALLENGES: Check here to see your records in the various Challenges.

FACTIONS: Displays your current standing with each faction.

EXOPS PERSONNEL

THE MERCS

Each merc has a combat specialty that provides a unique advantage on the battlefield. They also each know a language spoken by one of the factions, which may reveal information otherwise left obscure. Consider your play style when you decide which one to take into combat.

Name: Chris Jacobs
Nationality: American
Languages: English/Korean
ExOps: 5 Years



His mother is a Korean interpreter, and his father was a U.S. Army colonel. His mother taught him to speak Korean while his father gave him invaluable advice on military tactics. He served as part of the Army's Combat Applications Group for seven years, before realizing that his skills were highly bankable. So he joined ExOps. No one can withstand as much punishment as him.

CHECK CLEARANCE CODE
11-325X-49300-AX67

Name: Jennifer Mui
Nationality: British
Languages: English/Chinese
ExOps: 7 Years

Jennifer is an ex-member of MI6. She is great at avoiding detection, using her training and natural abilities to sneak into places where other soldiers would stick out like a sore thumb.



Name: Mattias Nilsson
Nationality: Swedish
Languages: English/Russian
ExOps: 1 Year

Nilsson may have experience in the past, but as far as the other mercs are concerned he's a rookie. Until you run with ExOps for a few years, you haven't seen real combat. However, in this short time, he's proven to move faster than anyone on the battlefield, and a fast merc is a merc who comes home in one piece.



Name: Fiona Taylor
Nationality: Australian
Languages: English
ExOps: 1 Year

Fiona is the ExOps technical officer assigned to this conflict. She's your point of contact to the outside world, and she's got the raw feeds from a hundred satellites and hacked communications channels at her fingertips. She is an experienced agent runner, and she's known to put even the toughest mercenaries in their place. Fiona came out of the Royal Australian Navy as a Lieutenant, specializing in submarine electronics warfare. Then she became an operative for the ASIS [Australian Secret Intelligence Service] and only recently gave up her post in the field to join the private industry.



MISSION INFO

PLAYING THE GAME

Opportunities to earn \$100,000,000 don't come along every day, but you're going to earn every penny of it. That's the price on General Song's head – the problem is that no one knows where he is. The A.N. can't find him – they have to play by too many rules. But a merc exists in a gray area, and can do whatever it takes to get to Song.

A dedicated merc could probably find most of the Deck just by searching, but the smartest way to do it is to work with the factions. They'll be more than willing to trade what they know about the Deck of 52 for the services a mercenary can offer. In fact, the only way to the higher-level Deck members is through the factions, and the only way to the Aces is through the Allies. Verify [capture or kill] enough of the Deck, and you'll get a shot at the Ace.

Work with the factions to earn money, get leads on the Deck of 52, and open up new supplies for the Russian black market website – the "Merchant of Menace." Remember – sometimes you have to spend money to make money, and the Merchant offers some powerful toys. If a contract is kicking your ass, maybe the Merchant of Menace can help you. Having said that, a good merc is a master of field acquisition. With so many factions in the field, it's amazing what you can "borrow." A merc can save a lot of money that way...

CONTRACTS

Contracts are the bread-and-butter of any professional merc. Check your SNS radar or PDA map for faction flag icons that indicate the locations of the factions, and pay them a visit. Talk to the guard to enter. Once you're inside, listen to the faction leader explain the details. Speak to the faction representative to accept the contract.

During a contract you can't save the game, so you'll have to cancel or complete the contract if you want to save your progress. And you can only take on one contract at a time. Once you've delivered your end of a deal, you'll see how much money you made [including bonus payments, if any]. Completing contracts also improves your standing with a faction, and unlocks items in the Merchant of Menace.

SAVING THE GAME

You can save anywhere, any time, as long as you're not on a contract. Pause the game and select the Save Game option, then choose a slot to save to. Make sure a memory card (8MB)(for PlayStation®2) is inserted into MEMORY CARD slot 1.

Note: at least 590KB of free space is required to save all data.

FACTIONS

While on the hunt for the Ace of Spades, you will be able to run contracts for several different and often opposing factions. You'll have to consider the consequences of taking a contract that goes against the desires of a faction, because they may stop offering their goodies, or even become openly hostile. Your actions outside of contracts can also affect standing with a faction. You can get away with killing a faction soldier or destroying property if other faction members aren't present, but if there are witnesses, your standing with that faction will be affected. If you get into bad standing with a faction, you may be able to turn things around by making a friendly contribution to the bouncer outside the headquarters. Here is a description of each faction:

ALLIED NATIONS TASK FORCE

The A.N. Task Force has one purpose: remove General Song from power and neutralize the threat of his nuclear weapons. It operates as a military organization controlled by a committee. This has led to indecision and slow response to threats, and that's why some in their ranks call companies like ExOps. The A.N. has a lot of firepower at its disposal, but it's been spread thin by North Korea's surprise offensive. Most important to you, they pay the bounty for each member of the Deck of 52.

A.N. Leader: Colonel Samuel Garrett

Garrett somehow maintains a cool head despite the mess that he's in charge of. He views mercs as a necessary evil; if he had it his way, he'd have the Deck dead or captured inside of 30 days, but it wouldn't be pretty. And he has to keep things pretty. He doesn't care which faction wins in the end, so long as the Deck is eliminated.

CHINA

While technically a part of the A.N. Task Force, China has also sent her own army across the border into North Korea, operating autonomously. The Chinese want to absorb North Korea after General Song is removed from power. They can provide armored vehicles and powerful [but imprecise] artillery and air strikes. That is, if you remain on their good side.

Chinese Leader: Colonel Peng

Peng is utterly cold and professional. He is a stolid party member, he also recognizes the weaknesses of his own government. He views mercs as he does any foreign agent—useful if controlled, but not to be trusted.



RUSSIAN MAFIA

The Russian Mafia seeks to dominate the illicit markets of North Korea. It doesn't matter to them who is in power, as long as the Russian criminal network is allowed to operate. The Mafia's goals put them in opposition to all other groups. They avoid direct military conflict and have very little military presence in North Korea. They do control the black market, so they can provide supplies if you can get in good with them. They also maintain illicit back-channel communications with the other factions, which allows you to buy support options from other factions through your criminal connections.

Mafia Leader: Sergei Voronov

Voronov is a young Russian punk, a post-glasnost thug, looking to make a name for himself apart from the established godfathers. His father is a powerful ex-KGB crime lord from Moscow. He is desperate to prove he's smarter, tougher, and better than everybody else out there.



SOUTH KOREAN UNION

The South Korean Union is a military organization under heavy influence of the CIA. They want peace and reunification, with the goal of installing a Western-friendly government. This brings them into opposition with China and to a lesser extent the Russian Mafia. They rely on air support arranged by the CIA. The Union can provide you with stealthy and precise air strikes.

SK Union Leader: Special Agent Mitchell Buford

The South Korean Union's leader is actually an American. Buford is a burnt out CIA agent who has been working in the field for way too long. He's determined to "get it right" this time and establish a strong pro-American democracy in a unified Korea. He sees Korea as the gateway to bringing democracy to China, and he still harbors an old-fashioned hatred of Communism and Red China. He thinks of a merc as "one of the good guys" and is happy to share what Western comforts he has.



NORTH KOREA

Under the grip of General Song, North Korea is trying to maintain its own stability and to simultaneously conquer South Korea in order to unite the Korean peninsula once again. Ultimately the goal is to use nuclear capability to become a world player. The Deck of 52 identifies key leaders in the North Korean faction.

NK Leader: General Choi Song

General Song was always brash and saw force as the solution to everything, but



his father never knew just how deep his son's lust for power had taken root. General Song is not only a brilliant military tactician, but also clever at hiding his true intentions, making him an influential dictator. However, despite his careful planning, there is one factor he didn't consider: a warrior for hire with the determination and skill to undermine his leadership, one Card at a time.

GLOSSARY OF TERMS

ACTION HIJACKING: You can hijack hostile vehicles mid-attack and turn the tables on your enemies. Press the Δ button at the right time to action hijack a vehicle. Remember:

- [1] Ground vehicles with turrets cannot be hijacked until the gunner is killed.
- [2] Helicopters can only be hijacked when they are close enough for you to jump up and grab them.

AIRSTRIKES: You can call in different types of air support from the various factions. Sometimes a faction will provide air support for a specific contract, but you can also request it at any time via the Merchant of Menace. But be careful: it's not cheap. See also "Designation."

ALARMS: Enemy soldiers will often try to summon reinforcements by triggering an alarm. If you can prevent them from doing so, you'll usually save yourself some trouble.

ALLIED MASH: Mobile Army Surgical Hospital. The A.N. maintain a field hospital in each province. If you take too much punishment, you'll be medivaced here. Charges apply.

AMMO: To refill your ammo, run over a weapon of similar type or find an ammo pickup. Most supply crates in the Merchant of Menace include ammo pickups.

BASH: See "Melee Bash."

BINOCULARS: When on foot, press the R3 button to switch to the binoculars. Use the left analog stick to control zoom level. Focus on faction units/objectives for more detail. Press the R3 button again to exit the binoculars.

BONUS: A hard-working merc can earn bonuses:
- Many contracts have bonus conditions that

pay extra cash. These are marked in teal on your SNS radar and PDA map.

- Most Mafia contracts have bonus conditions that unlock extra — and very desirable — shop items.
- Important: to collect bonuses, be sure to complete bonus objectives before completing the primary objective! You won't get another chance.
- There's plenty of other bonuses to be earned. Keep your eyes open, and try to make every one happy.

BOUNTY: The various factions have a standing bounty on various items:

- **National Treasures:** Widespread looting has spread North Korea's rich cultural heritage all over the country. The Chinese are keen to add these valuable treasures to the glory of the People's Republic. Collect enough, and they'll grant access to some special support items.
- **Weapons of Mass Destruction:** Song's regime was running multiple WMD programs. Blueprints for all sorts of nasty stuff are all over the place. The South Koreans are always interested in new ideas, so collect these on their behalf and they'll make it worth your while.
- **South Korean Listening Posts:** The South Koreans have placed these not-too-covert surveillance devices wherever they think they'll overhear an interesting conversation. The Chinese will reward you handsomely for destroying them. Destroy enough of them, and there might be a special reward.
- **Monuments to the "Great Leader":** Like many dictators, Song had a thing for giant monuments to his own greatness. The South Koreans really hate that sort of thing, so getting rid of these monstrosities will make them very pleased with you.
- **The Russian Mafia** are always on the lookout

for vehicles for their black market activities. See Chopshop."

BRIBE: If a Faction becomes Hostile to you, you can buy your way out of trouble with a bribe. To bribe a faction, go to the Faction HQ and speak to the guard.

C4: A remote-detonated placed charge. Here's how to use it:

- [1] Select C4 from the support menu.
- [2] Place C4 by pressing the R1 button.
- [3] Press the R1 button again to detonate.
- [4] You can place multiple charges before detonation by repeating step [1] before proceeding to step [3].

CALL FOR EXTRACTION: See "Extraction".

CAPTIVE: An enemy that has been subdued with a Takedown is referred to as a Captive. See "Takedown."

CHALLENGE: Be on the lookout for objects marked with a "\$." These are challenges, odd jobs that you can do to pick up some extra cash, and to gain some faction status.

CHEATS: A real mercenary would never cheat... would they?

CHOPSHOP: The Russian Mafia run a chopshop where they will buy any vehicle you bring them. It's located near the Russian Mafia HQ in each province. It's a great way to earn cash, and to make the Russians happy.

CIVILIAN: North Korean civilians are non-combatants, and are caught in the crossfire of the invasion. See "Collateral Damage."

COLLATERAL DAMAGE: Killing civilians is against Executive Operations' policy. It's ethically wrong and costs the company a great deal of money to counteract the negative PR generated. ExOps deducts these costs from your account in real time. See also "Press."

CONTRACT: Working with the factions involves performing a contract for them. To accept a contract:

- [1] Go to the Faction HQ. Faction HQs are marked with Flags on your SNS radar.
- [2] Talk to the guard to enter the HQ. You can't enter if the faction is Hostile to you.
- [3] If you want to accept the contract, talk to the faction representative.
- [4] If you want to decline, just walk out the way you came!

CRATES: Be on the lookout for supply crates. They contain all sorts of useful toys, and can be broken open with a Melee Bash.

CROUCH: Press the L3 button to crouch. Movement speed is greatly reduced, but weapon effectiveness is increased. You'll automatically break out of crouch as soon as you run.

DECK OF 52: The Deck of 52 is the A.N. "most wanted" list in the form of a deck of playing cards, with Song as the Ace of Spades. Each member of the Deck of 52 has a bounty attached. You can check the status of the Deck of 52 at any time in the PDA.

- **Clubs:** Division 39, state-sponsored organized crime.

- **Diamonds:** Ranking officers in the North Korean military.

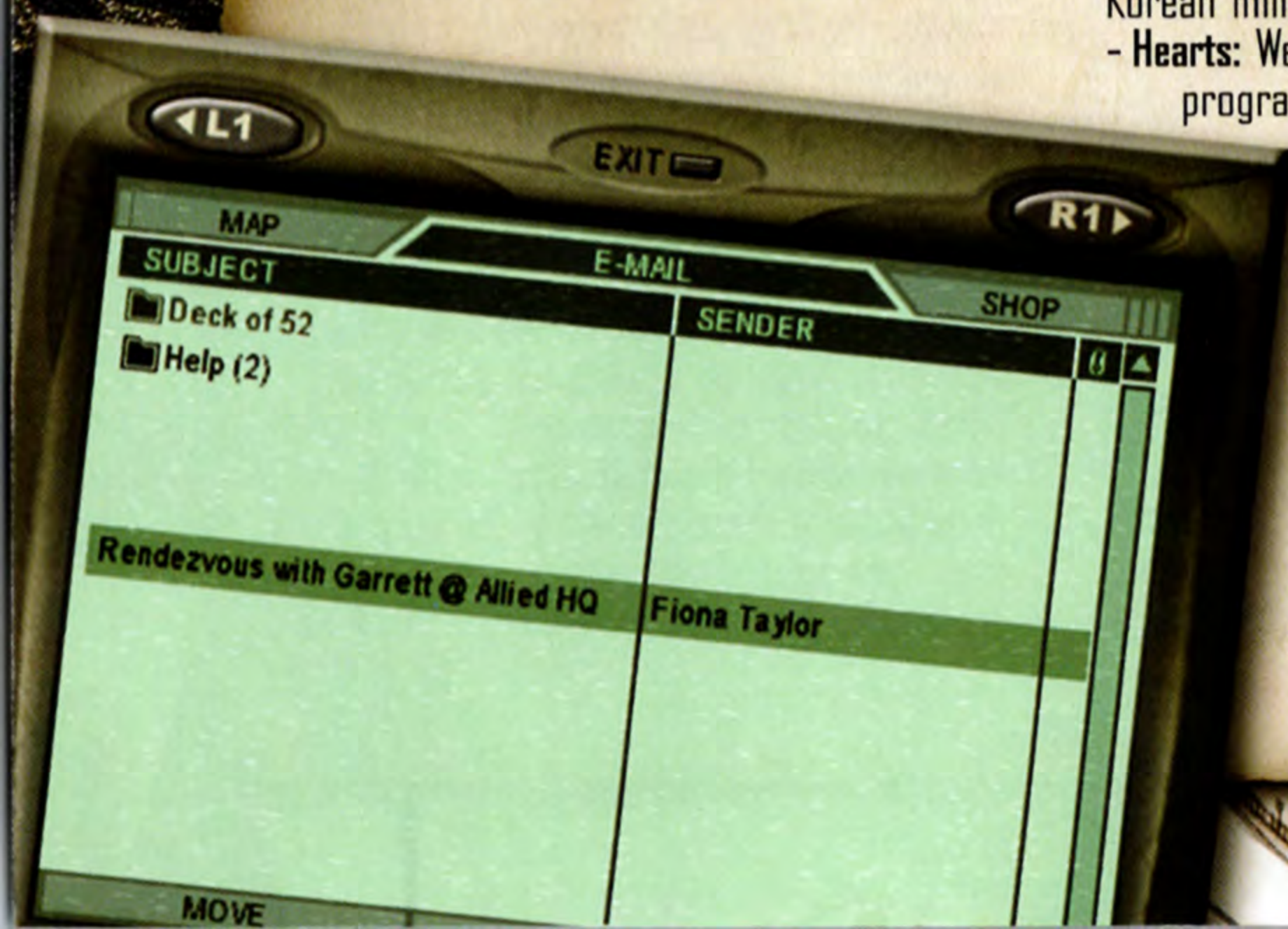
- **Hearts:** Weapons scientists from Song's WMD programs.

- **Spades:** North Korean Special Forces, Song's personal bodyguard.

DELIVERY: See "Support."

DESIGNATION: See also "Jammers." There are three types of designation:

- [1] Beacon: throw a smoke beacon by pressing the R1 button. Smoke beacons are used for shop deliv-



eries, extraction helicopters, and some types of air support.

[2] **Laser:** press and hold the R1 button to guide air strikes. Releasing the R1 button early reduces accuracy.

[3] **Satellite:** press the R1 button to enter satellite targeting mode. Press the R3 button to cancel. Press and hold the R1 button to initiate the strike.

DISGUISE: See "Vehicle Disguise."

EMAIL: Use the PDA to check your email. See the "Game Screen" section for more detail [page number].

EXECUTIVE OPERATIONS: Incorporated in 2001, Executive Operations [ExOps] is a private military company. Employing highly trained mercenaries, ExOps accepts contracts from both governments and private interests.

EXTRACTION: Extraction is the final stage of non-lethal Verification. After subduing a captive, call for an A.N. Extraction Helicopter:

[1] Select the "CALL FOR EXTRACTION" support item from the support menu.

[2] Press the R1 button to throw a smoke beacon.

[3] Choose a nice, flat area for the helicopter to land. When the helicopter arrives, pick up the subdued captive and load him/her into the helicopter. If the current location isn't suitable for extraction, you can load the captive into most cars/trucks and drive somewhere else. When the captive is safely extracted, the A.N. credits your account with the bounty. See also "Support."

FACTION AREA: See Trespassing.

FACTION DISPLAY: See "Flags."

FACTION STATUS: Each faction has an attitude towards you ranging from "friendly" to "hostile." When friendly, faction soldiers will help you by manning your guns. When hostile, they'll attack you on sight. Check Faction Status through the PDA.

FLAGS: Each faction has a flag:

- | | | | |
|------------------------------------------------------------------------------------|---------------|-------------------------------------------------------------------------------------|-------------|
|  | North Korea |  | South Korea |
|  | Allies |  | China |
|  | Russian Mafia | | |

You can press the left directional button to toggle the Faction Display flags above each unit.

FREEBIES: In some contracts a faction offers support at no cost. The number of "freebies" is shown on the support menu where the price would otherwise be.

GATES: Some gates will only open for vehicles. Some gates will only open for vehicles of a certain faction.

GRENADES: There are two types of grenade available.

Press the L2 button to switch between:

[1] **Frag** — lethal.

Press and hold the L1 button to "cook" a grenade, but don't hold it too long!

[2] **Flash** — stuns enemies for a short time.

GSRN: Global Satellite Reporting Network, the main news network on the ground in North Korea. See also "Press."

GUNNERS: See "Passengers."

HOSTILE: See "Faction Status."

HIJACKING: Any vehicle can be hijacked by pressing the Δ button. If a vehicle is being driven by a hostile enemy, you can't hijack it if a gunner is present. See also "Action Hijacking."

INTEL: Every Deck of 52 member you verify gives you intel. When you have enough intel, the A.N. will offer you the Ace contract. You can check how much intel you've accumulated by checking the intel bar in the Deck of 52 status screen [in the PDA]. Whenever you gain intel, the PDA defaults to Deck of 52 status next time you open it, to show you how much you have, and how much you need to unlock the Ace.

JAMMERS: The presence of a jammer blocks all support [regardless of how it is designated]. To use support, either move away from the jammer, or find it and destroy it.

MAP: The PDA defaults to map mode. If you get lost, press the SELECT button to open the PDA and check the map. It's particularly useful to follow the roads. See the "Game Screen" section for more detail, page 8.

MASH: See Allied MASH.

MELEE BASH: Press the button to perform a Melee Bash, which will stun opponents and allow you to perform a Takedown [see Takedown].

MERCHANT OF MENACE: The Russian Mafia runs the black market in North Korea. Favored clients are granted access to the Merchant of Menace website — a black market e-commerce site with an impressive inventory of vehicles, weapons, supplies and pirated air support. Use the PDA to visit the Merchant of Menace shop site. You can press the right directional button to jump straight to the shop.

OFFICERS: Officers are ranking faction soldiers with an eye for detail. Be careful, because they can see through vehicle disguise. Officers always have a faction status flag over their head.

PARKING LOT: When you leave your vehicle outside an HQ, you may find that it has been moved to a nearby parking lot for you when you emerge. This convenient valet service is performed at no charge [no need to tip].

PASSENGERS: Press the button to honk the horn of your vehicle [including tanks and helicopters] and attract friendly passengers. If the vehicle has turrets, friendly soldiers will occupy the turrets first. Generally passengers get out of a vehicle when you do, but you can press the L1 button to get out of a vehicle while leaving passengers inside. Alternatively, press the L2 button to eject passengers while you remain in the driver's seat.

PDA: ExOps issue military grade ruggedly-modified Personal Digital Assistant. It doesn't play MP3s. Please see "The PDA" section for more detail, page 9.

PEOPLE'S REPUBLIC OF CHINA: See China.

PICKUPS: You will encounter various pickups on your travels:

- Health: restore your health to 100%.
- Ammo: refill all equipped weapons.
- Grenades: refill frag/stun grenades.
- C4: a single block of C4.
- Vehicle Repair: repairs vehicle armor.
- Vehicle Ammo: refills vehicle ammo.

PRESS: GSRN reporters are embedded with the Allies. It would be very unwise to allow a member of the press to come to harm. See "Collateral Damage."

RADAR: See "SNS."

RADIATION: Irradiated areas have an unearthly glow. Only an armored vehicle [e.g., a tank] can protect you from the harmful effects of radiation.

RESTRICTED AREA: The A.N. fly combat sorties throughout North Korea. They treat any incursion into a Restricted Area as a hostile act, and respond accordingly. Restricted areas are shaded red on your SNS radar.

SHOP: See "Merchant of Menace."

SNIPER RIFLE: Sniper rifles allow you to zoom in on your target. Press the R3 button to zoom. Use the left analog stick to zoom in/out. Press the R3 button again to exit zoom.

SNS: Satellite Navigation System. Fiona provides you with a real-time satellite map of your immediate surroundings. See the "Game Screen" section for more detail, page 8.

SUPPORT: Support is a general term for vehicles, weapons, supplies, and air support that factions can deliver to your location. All support is accessed via a common interface:

- [1] Press the UP or DOWN directional buttons to access the support menu. The game will pause, so you don't have to rush your selection.
- [2] Press the R1 button to equip the currently selected support item.
- [3] The game will un-pause.
- [4] Press the R1 button to use the currently equipped support item.
 - a. In some cases you may need to press and hold the R1 button.



HEALTH PICKUP

b. Most support items are automatically unequipped after use. Return to step [1] to use the support item again.

Sometimes support items are unavailable. You may be near a jammer, the support item may be rearming, or you may not have enough cash! See also "Jammers", "Merchant of Menace."

SURVIVAL MODE: When you've taken too much damage, the screen will flash red and time will slow down. This is "survival mode." Your natural adrenaline will kick in to maintain your health at a minimum level. But one more decent hit, and you've got a one way ticket to the Allied MASH.

TAKEDOWN: Press the Δ button to subdue a stunned opponent with a takedown. Takedowns are a required step in non-lethal Verification [see "Verification"].

TRESPASSING: Some areas of the map have been claimed by a particular faction. These areas are shaded blue on your SNS. You will be warned when you enter a faction area, and you should heed the warning: faction soldiers will shoot on sight, regardless of your standing with them. That is, of course, if they recognize you. Note that you're allowed in a faction area when you're on a contract for that faction.

VEHICLE DISGUISE: The basic rule is "you are what you drive." Provided no-one sees you get in, and you don't do anything crazy, people notice only your vehicle's faction, and treat you accordingly. That can be good or bad. Watch out for officers! They have an eye for detail, and see straight through disguise, alerting others.

VERIFICATION: "Verify" means "provide proof of capture or death to the A.N." The A.N. will only pay a bounty on a Deck of 52 member when

they can verify the capture/kill. Note that the A.N. pay only half bounty for a kill. Capturing is the by far the more lucrative option.

Non-lethal Verification [full payment]:

- [1] Stun the target using a Melee Bash or a Stun Grenade.
- [2] Subdue the target with a Takedown.
- [3] The "Call for Extraction" support item will be added to your support menu.
- [4] Use the support menu to call in an A.N. Extraction Helicopter. Try to pick a nice, flat area for the helicopter to land.
- [5] When the helicopter arrives, pick up the subdued captive and load him/her into the helicopter.
 - a. If the current location isn't suitable for extraction, you can load the captive into most cars/trucks and drive somewhere else.

Lethal verification [half payment]:

- [1] Apply lethal force to the target.
- [2] Approach the target and take a digital photo.
- [3] Fiona will transmit the photo to the A.N. for verification.

WEAPONS: You can carry two weapons at any one time. To pick up a weapon dropped by an enemy, move over to it and press the Δ button.


WINCH: Most helicopters have a winch. Here's how to use it:

- [1] Press the DOWN directional button to lower the winch.
- [2] The winch will attach automatically to almost anything movable. Try to get the clamp nice and close.
- [3] Press the \times button to lift as normal. When you're carrying something heavy, you may lose altitude as you fly.
- [4] To drop an item, press the UP directional button.
- [5] To retract the winch, press the UP directional button [with no item attached].
- [6] Note that small helicopters may not be able to lift heavy items.




VEHICLES AND WEAPONS


Here are a few of the vehicles and weapons at your disposal.

 YAH-56 Gunship



 Mi-17 Transport



 MD-530 Scout




 LHX Light Attack




 Frog 7



 SUV




 Sungri Scout



 TOW Technical




 Type 80 Tank



 K200 APC



 Type 96 Tank



 M1126 APC



Light Machine Gun



Rocket-Propelled Grenade



Covert Submachine Gun



Sniper Rifle



Light Machine Gun



Anti-Air Missile



Shotgun



Anti-Tank Missile



Bunker Buster



Cruise Missile Strike



C4 Charge



Frag Grenade



EXOPS CORPORATE

PANDEMIC

Director
Cameron Brown

Producer
Matthew Paul

Art Director
Will Rosas

Lead Programmer
Ronald Piekert

Lead Designer
Robert "Djordi"
Djordjević

Lead Artist
Mattias Kylan

Lead Animator
Austin Baker

**Production
Coordinator**
Rick Viscariello

**Production
Assistant**
Larra Paolilli

Programmers
David Bond
Danien Chee
Forrester Cole
James Conrad
Mark F. Domowicz
Basil Milanich
Mikhail Mukin
Jimmy Nilsson
Matthew Reeves
Anthony Tavener
Sam Thompson
Qing Yuan

**Additional
Programming**
John Grogg
Wallace Huang
Greg Leach
Stewart Miles
Salah Nouri
Jay Ryness
Josh Verrall
Jeremy Walsh

Designers
Brian Chan
Matthew Colville

Mark F. Domowicz
Thomas French
Wallace Huang
Robert Lo
Chad Nicholas
Jeffrey Vaughn
Scott Warner

**Writer and Story
Editor**
Matthew Colville

Additional Design
Paul Baker
Larra Paolilli
Mercs Team

Artists
Mutsuko Kasai
Bunnag
Joon Choi
Amie Haemi Hong
Takashi Morishima
Risako Taneda
Wei W. Wiharjo
Nick Reynolds
Gabriel Odgren

Vehicle Artists
Andrew Mournian
David Griffiths

Character Artist
Ryan Butts

Animators
Sean McKinney
Jason Shum
Keliu Zhu

World Builders
Young Choi
Tri Do

Concept Artists
Courtney James Chu
Andrew Kim

Interface Artist
Andrey Kazmin

Additional Art
Huan Phan

**Video Capture
and Edit**
Rick Viscariello

**Sound Producer
and Lead Designer**
David Rovin

**Associate Sound
Designer**
Andrew Waggoner

**Pandemic Studios
CEO**
Andrew Goldman

President
Josh Resnick

**Executive Art
Director**
Carey Chico

**Director of
Human Resources**
Tina Cruz

**Director of
Operations**
Joseph Donaldson

Production Support
Kent Schuelke
Tim Diamond
Steven Leff
Christine Mithiaru-
Sowers

MIS Manager
Mario Cabrera

Technology Support
Tim McMahon
Sean Hendon

**Welcome to
the World**
Brady Willem Rosas
Christine Yuan
Ella Brennemo

Lua 5.0
Copyright © 2003-
2004 Tecgraf, PUC-
Rio. See
www.lua.org

Havok.com
© Copyright 1999-
2002 Havok.com
Inc. [and its
Licensors]. All
Rights Reserved.
See www.havok.com
for details.

LUCASARTS

Producer
Shara Miller

Producer
Dan Pettit

Executive Producer
Peter Hirschmann

Build Engineer
Colin Carley

**Lead Sound
Designer**
Ellen Meijers

**Pre-Rendered
Cutscene Lead**
Matt Omernick

Lead Testers
Toby Mast
Hugh Moore

Voice Director
Will Beckman

Story Editor
Ryan Kaufman

Writer
Tim Davis

Lead Voice Editor
Gindy Wong

Original Themes by
Michael Giacchino

Score by
Chris C. Tilton

**Soundtrack
Performed By**
Northwest Sinfonia

**Pre-Rendered
Cutscene Team**
Ashot Melkumov
Chris Miles
Chris Weakley
Derek Sakai
Joe White
Jonathan Sgro
Mike Cottam
Peter Carisi-
deLappe
Peter Whiteside
Yoko Ballard

Voice Editors
G.W. Childs
Harrison Deutsch

**Additional
Sound Design**
Julian Kwasneski

**Additional
Sound Recording**
Nick Peck

**Additional Sound
Recording and
Voice Editing**
Jim Diaz

Cutscene Mixes by
SkyWalker Sound

Foley Artists
Ellen Heuer
Jana Vance

Foley Engineers
Frank "Pepe" Merel
George E. Peterson
Jr.

**Localization
Producer**
Huan-Hua Chye

**Product Marketing
Manager**
Chris Susen

**Marketing
Coordinator**
Greg Rosenfeld

PR Specialist
Hadley Fitzgerald

PR Manager
Jason Andersen

**Voice and
International Dept.
Coordinator**
Jennifer Sloan

Manual Editor
Matthew Keast

Manual Designer
Patty Hill

Technical Direction
Brent Oster
Eric Johnston
Jonathan Williams

**Contract
Administrator**
John Garrett

**Assistant Lead
Testers**

Bertrand R.
Estrellado
Bryan "Bfunk" Finoki
Neilie Johnson
Eric Rauch
Jay Tye
Scott Taylor

**Lead Compliance
Tester**
David Chapman

**International
Lead Tester**
Gary Chew

**Assistant Lead
Compliance Tester**
Ian Wolfard

Quality Assurance
Andrew Wong
Chris Stroble
Christopher Gross
David Stevenson
Dean Tsai
Donald Berger
Dwayne D. Daniels
Eddie Rojas
Eric Heisser
Eric Rodgers
Frederick Cooper
Gary Fung
Henry Hall
Ivan James

Jason Wick
John Siscel
Jonathyn Brown
Jonathan Kwong
Jordan Robinson
Kathryn Seabron
Katherine Smith
Manuel Espinosa
Manuel Diaz III
Matt Cabral
Micah Abshear
Michael Scott
Miguel Gonzalez
Mike Wale
Nikolas Levenberg
Nicolas Sanford
Nicole Hernandez
Phuc Van Dinh
Ryan Jones
Thang Vo
Tymaine Clay
Zach Paez

Compliance Testers
Chris Navarro
Davey Lei
John Lowenthal
Sarah Cherlin
Shinichiro Ohyama
Zak Huntwork

**International
Testers**
Ananya Banerjee
Christa Morse
Erik Lampi
J.D. Diaz
Jeremy Leyland
Ken Balough
Yobo Shen

**Additional QA from
Beta Breakers**
Alex Marcelo
Alana Gilbert
Nathan O'Donnell
Robin Villescias
Ben McElroy
Robin Schriebman
Robert Chrum, Beta
Breakers QA Mgr.

**Manager of
Quality Services**
Paul Purdy

QA Supervisor
Chuck McFadden

**QA Administrative
Assistant**
Kellie Walker

**Product Support
Supervisor**
Jay Geraci

Master Lab
Eric Rauch
Jay Tye
Scott Taylor

**Mastering Lab
Specialist**
Wendy Kaplan

Business Affairs
John Garrett
Anne Marie Hawkins
Seth Steinberg
Mark Barbolak
Jannett Shirley-Paul
Mary Carter

**Opening Video
Montage**
BLT-AV

LUCASARTS THANKS

**Travis Air
Force Base**
Captain John
Brennan and
Lieutenant Robin
Jackson

**Gibbons Enter-
tainment Armory**
Larry Zanoff

**Wes Thompson's
Piru Rifle Range**
Mike Thompson
General Motors
Hummer
Anne Marie Stein
Atsuko Matsumoto
Camela McLanahan
Darragh O'Farrell
Jeff Kliment
Jefferson Dong
Jim Ward
John Geoghegan
John Stafford
Karen Downey
Lucas Licensing
Mark Barbolak
Randy Breen

Jonathan Manahan
Seth Steinberg
Sean O'Connor
Jack Grillo
Erik Woods
Michael Gerhardt
Ford Thaxton

**Very Special
Thanks to**
George Lucas

CAST
Matthias Nilsson
Peter Stormare

Jennifer Mui, News
Correspondent 1,
Pundit 1
Jennifer Hale

Chris Jacobs, News
Correspondent 2
Phil LaMarr

Fiona Taylor
Amy Lee

Colonel Samuel
Garrett
Carl Weathers

Agent Mitchell
Buford
Bruce McGill

Sergei Voronov,
Allied Soldier, Allied
Pilots 1 and 2
Chris Cox

Colonel Zhou Peng
James Hong

Captain Kai Leu,
China Soldier
George Cheung

Adriana Livingston
Moira Quirk

Josef Yurinov
Charles Dennis

Journalist and News
Correspondent 3
David Robb

ExOps Executive
David W. Collins

Additional Voices

Alix Fridman
Arthur Eng
Ashot Melkumov
Byoung Il Kim
Jae Choe
Jie Chen
Jinnie Hong
Kevin Song
Lex Lang
Tom Kane

**Soundtrack
Performed By**
Northwest Sinfonia

CONTACT INFORMATION

HINT LINE

LucasArts has set up a variety of services to provide you with information about our latest games, hint and gameplay assistance, and technical support.

U. S.

If you need a hint, you may call our automated Hint Line. This service costs \$1.99 per minute, requires a touch-tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-329-JEDI** [**1-900-329-5334**]. The option to speak with a live Hint Operator is also available from this number. Hint line operators are available during regular business hours, Monday-Friday, 9:00 a.m. to 6:00 p.m. [Pacific Standard Time]. [Average call length is three minutes.]

CANADA

Our Hint Line is also available to our Canadian customers. This service costs \$1.99 [U.S.] per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-451-JEDI** [**900-451-5334**]. Hint line operators are available during regular business hours, Monday-Friday, 9:00 a.m. to 6:00 p.m. [Pacific Standard Time]. [Average call length is three minutes.]

LUCASARTS RESERVES THE RIGHT TO DISCONTINUE THE HINT LINE AT ANY TIME AND WITHOUT NOTICE.

WHERE TO FIND US ONLINE

Visit the LucasArts Technical Support Web site at support.lucasarts.com where you can receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an on-line representative.

YODA'S HELP DESK

Yoda's Help Desk, an interactive knowledge base, is available in the Technical Support section of the LucasArts Web site at support.lucasarts.com. Yoda's Help Desk offers solutions to technical issues based on information you provide. You can receive technical support 24 hours a day, seven days a week. If Yoda's Help Desk is unable to pro-

vide a solution to your problem, you can send an e-mail message to an online representative.

TECHNICAL SUPPORT PHONE NUMBER

This number is for technical assistance only. Hints will not be given out over the Technical Support line. You can reach our Technical Support department at **1-415-507-4545**. We are available Monday-Friday, 9:00 a.m. to 6:00 p.m. [Pacific Standard Time].

TECHNICAL SUPPORT FAX

We also offer the option of faxing us with your questions at: **1-415-507-0300**. When sending a fax, include your name, fax number with area code, and a voice phone number to contact you in case we experience problems faxing you back.

TECHNICAL SUPPORT MAILING ADDRESS

You can also mail us directly at:

LucasArts, a division of Lucasfilm Entertainment Company Ltd.

P.O. Box 10307

San Rafael, CA 94912

Attn.: Product Support

LUCASARTS COMPANY STORE

Safe, quick, convenient shopping is just a click away. Visit our secure online store at store.lucasarts.com for great deals on games and unique items you won't find anywhere else—hats, T-shirts and much more. Order online or call toll-free at **1-888-LEC-GAMES**. [Technical support is not available on this line.]

SOFTWARE LICENSE/LIMITED WARRANTY

PLEASE READ THIS LICENSE CAREFULLY BEFORE INSTALLING OR OTHERWISE USING THE SOFTWARE. BY INSTALLING OR OTHERWISE USING THE SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, DO NOT INSTALL OR USE THE SOFTWARE AND PROMPTLY RETURN THIS PACKAGE AND ITS CONTENTS TO THE PLACE OF PURCHASE FOR A REFUND OR EXCHANGE SUBJECT TO THE RETURN POLICY OF THE RETAILER.

The computer program, artwork, music, printed materials, on-line or electronic documentation, and other components included in this product and all copies of such materials as such as may be modified or updated [collectively referred to as the "Software"], are the copyrighted property of LucasArts, a division of Lucasfilm Entertainment Company Ltd. and/or its affiliated entities or divisions, and its licensors [collectively referred to as "LucasArts" or "Publisher"]. The Software is non-exclusively licensed [not sold] to you, and LucasArts owns and/or controls all copyright, trade secret, patent and other proprietary rights in the Software. LucasArts may make improvements or updates to the Software at any time and with or without notice to you, which may be automatically downloaded into the memory card[s] used in connection with the Software. Such updates or improvements may change the game play associated with the Software.

Subject to the terms and conditions of this Agreement, you may use the Software, solely for your personal use and only in connection with a PlayStation[®]2 computer entertainment system. You may not circumvent or attempt to circumvent any technological measures in the Software or the media designed to prevent copying or unauthorized access.

All rights not specifically granted under this Agreement are reserved by LucasArts and, as applicable, their licensors. You may not: [1] copy the Software in its entirety onto a hard drive or other storage device and you must run the Software from the included Digital Versatile Disc ["DVD"]; [2] distribute, rent, lease or sublicense all or any portion of the Software; [3] modify or prepare derivative works of the Software, except as otherwise may be allowed herein; [4] transmit the Software over a network, by telephone, or electronically using any means, or permit use of the Software, in a network, multi-user arrangement or remote access arrangement except in the course of your network multi-player play of the Software over authorized networks in accordance with its documentation; [5] engage in matchmaking for multi-player play over unauthorized networks; [6] design or distribute unauthorized levels; [7] reverse engineer the Software, derive source code, or otherwise attempt to reconstruct or discover any underlying source code, ideas, algorithms, file formats, programming or interoperability interfaces of the Software by any means whatsoever, except to the extent expressly permitted by law despite a contractual provision to the contrary, and then only after you have notified LucasArts in writing of your intended activities; [8] remove, disable, or circumvent any proprietary notices or labels contained on or within the Software; [9] export or re-export the Software or any copy or adaptation thereof in violation of any applicable laws or regulations; or [10] commercially exploit the Software, specifically at any cyber café, computer gaming center or any other public site without first obtaining a separate license from LucasArts [which it may or may not issue in its sole discretion] for such use, and LucasArts may charge a fee for any such separate license.

You may transfer the Software, but only if the recipient agrees to accept and be bound by the terms and conditions of this Agreement. If you transfer the Software, you must transfer all components and documentation. Your rights in and to this license are automatically terminated if and when you transfer the Software.

LucasArts warrants to the original consumer purchaser only that the media furnished in this Software will be free from defects in materials and workmanship under normal use for a period of ninety [90] days from the date of purchase [as evidenced by your receipt]. If the media furnished in this Software proves to be defective, and provided that the original consumer purchaser returns the media to LucasArts in accordance with the instructions in this paragraph, LucasArts will replace the

defective media: [a] free of charge to the original consumer purchaser, if the media proves to be defective within the ninety [90] day period following the date of purchase, or [b] for a fee of \$15.00 [all references herein are to United States dollars] per DVD, if the media proves to be defective after the expiration of the ninety [90] day warranty period, provided that the request is made within a reasonable time from purchase, and LucasArts continues to distribute the DVD commercially. To obtain a replacement DVD, please return the defective DVD only, postage prepaid, to LucasArts, a division of Lucasfilm Entertainment Company Ltd., P.O. Box 10307, San Rafael, CA 94912, accompanied by proof of date of purchase, a description of the defect, and your name and return address, as well as a check for \$15.00 made payable to LucasArts per DVD if after expiration of the warranty period. LucasArts will mail a replacement to you. In the event that the Software is no longer available, LucasArts retains the right to substitute a similar product of equal or greater value. This warranty is not applicable and shall be void if the defect has arisen through abuse, mistreatment, neglect, or from normal wear and tear. LucasArts has no obligation to provide support, maintenance, upgrades, modifications or new releases under this Agreement.

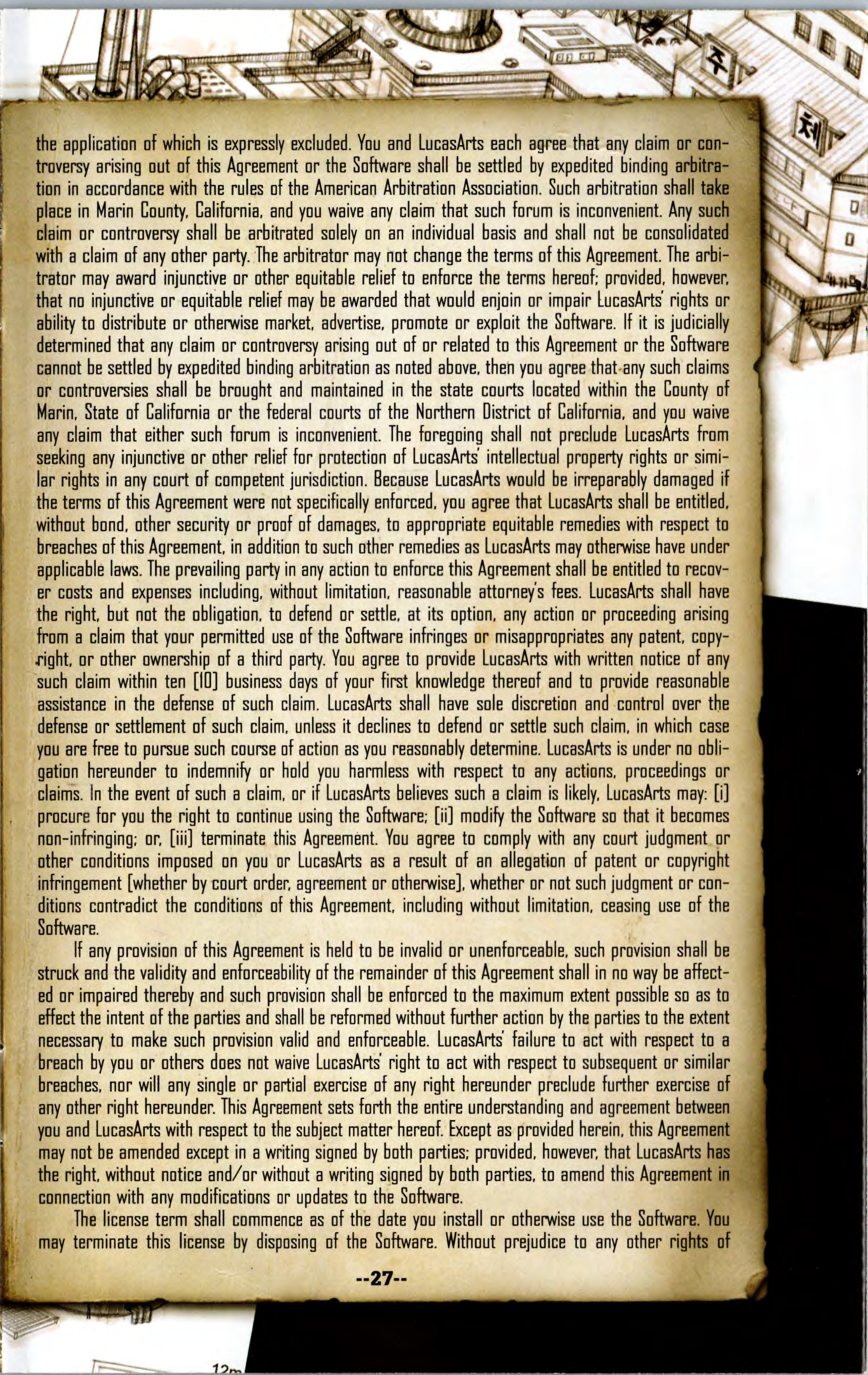
You expressly acknowledge and agree that use of the Software is at your sole risk. Except for the limited ninety [90] day warranty on the media set forth above, the Software and any related documentation or materials are provided "AS IS" and without warranty of any kind. LUCASARTS EXPRESSLY DISCLAIMS ALL WARRANTIES, EXPRESS AND IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. LUCASARTS DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE WILL BE CORRECTED. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU, AND YOU (AND NOT LUCASARTS) ASSUME THE ENTIRE COST OF ALL SERVICING, REPAIR AND/OR CORRECTION. LUCASARTS SHALL ALSO NOT BE LIABLE FOR ANY DELAYS, SYSTEM FAILURES OR SYSTEM OUTAGES WHICH MAY, FROM TIME TO TIME, AFFECT ONLINE GAME PLAY IF APPLICABLE OR ACCESS THERETO. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

UNDER NO CIRCUMSTANCES INCLUDING NEGLIGENCE, SHALL LUCASARTS, OR ITS DIRECTORS, OFFICERS, EMPLOYEES, LICENSORS, LICENSEES OR AGENTS, BE LIABLE TO YOU FOR ANY INCIDENTAL, INDIRECT, SPECIAL OR CONSEQUENTIAL DAMAGES [INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOST DATA, LOSS OF BUSINESS INFORMATION, AND THE LIKE] ARISING OUT OF THE POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING WITHOUT LIMITATION, DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF LUCASARTS OR A LUCASARTS AUTHORIZED REPRESENTATIVE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSS. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

YOU AGREE THAT THE LIABILITY OF LUCASARTS ARISING OUT OF ANY KIND OF LEGAL CLAIM [WHETHER IN CONTRACT, TORT, OR OTHERWISE] WILL NOT EXCEED THE AMOUNT YOU ORIGINALLY PAID FOR THE USE OF THE SOFTWARE. YOU AGREE TO WAIVE ANY RIGHT TO EQUITABLE RELIEF, INCLUDING, WITHOUT LIMITATION, ANY INJUNCTIVE RELIEF, TO ENFORCE THE TERMS HEREOF. THE PARTIES ACKNOWLEDGE THAT THE LIMITATIONS OF LIABILITY IN THIS AND OTHER PROVISIONS OF THIS AGREEMENT AND THE ALLOCATION OF RISK HEREIN ARE AN ESSENTIAL ELEMENT OF THE BARGAIN BETWEEN THE PARTIES, WITHOUT WHICH LUCASARTS WOULD NOT HAVE ENTERED INTO THIS AGREEMENT. LUCASARTS' PRICING REFLECTS THIS ALLOCATION OF RISK AND THE LIMITATION OF LIABILITY SPECIFIED HEREIN.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS IN YOUR STATE.

This Agreement is governed in all respects by the laws of the State of California as such laws are applied to agreements entered into and to be performed entirely within California between California residents, and you hereby consent to personal jurisdiction in California. This Agreement will not be governed by the United Nations Convention on Contracts for the International Sale of Goods,



the application of which is expressly excluded. You and LucasArts each agree that any claim or controversy arising out of this Agreement or the Software shall be settled by expedited binding arbitration in accordance with the rules of the American Arbitration Association. Such arbitration shall take place in Marin County, California, and you waive any claim that such forum is inconvenient. Any such claim or controversy shall be arbitrated solely on an individual basis and shall not be consolidated with a claim of any other party. The arbitrator may not change the terms of this Agreement. The arbitrator may award injunctive or other equitable relief to enforce the terms hereof; provided, however, that no injunctive or equitable relief may be awarded that would enjoin or impair LucasArts' rights or ability to distribute or otherwise market, advertise, promote or exploit the Software. If it is judicially determined that any claim or controversy arising out of or related to this Agreement or the Software cannot be settled by expedited binding arbitration as noted above, then you agree that any such claims or controversies shall be brought and maintained in the state courts located within the County of Marin, State of California or the federal courts of the Northern District of California, and you waive any claim that either such forum is inconvenient. The foregoing shall not preclude LucasArts from seeking any injunctive or other relief for protection of LucasArts' intellectual property rights or similar rights in any court of competent jurisdiction. Because LucasArts would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that LucasArts shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as LucasArts may otherwise have under applicable laws. The prevailing party in any action to enforce this Agreement shall be entitled to recover costs and expenses including, without limitation, reasonable attorney's fees. LucasArts shall have the right, but not the obligation, to defend or settle, at its option, any action or proceeding arising from a claim that your permitted use of the Software infringes or misappropriates any patent, copyright, or other ownership of a third party. You agree to provide LucasArts with written notice of any such claim within ten (10) business days of your first knowledge thereof and to provide reasonable assistance in the defense of such claim. LucasArts shall have sole discretion and control over the defense or settlement of such claim, unless it declines to defend or settle such claim, in which case you are free to pursue such course of action as you reasonably determine. LucasArts is under no obligation hereunder to indemnify or hold you harmless with respect to any actions, proceedings or claims. In the event of such a claim, or if LucasArts believes such a claim is likely, LucasArts may: (i) procure for you the right to continue using the Software; (ii) modify the Software so that it becomes non-infringing; or, (iii) terminate this Agreement. You agree to comply with any court judgment or other conditions imposed on you or LucasArts as a result of an allegation of patent or copyright infringement [whether by court order, agreement or otherwise], whether or not such judgment or conditions contradict the conditions of this Agreement, including without limitation, ceasing use of the Software.

If any provision of this Agreement is held to be invalid or unenforceable, such provision shall be struck and the validity and enforceability of the remainder of this Agreement shall in no way be affected or impaired thereby and such provision shall be enforced to the maximum extent possible so as to effect the intent of the parties and shall be reformed without further action by the parties to the extent necessary to make such provision valid and enforceable. LucasArts' failure to act with respect to a breach by you or others does not waive LucasArts' right to act with respect to subsequent or similar breaches, nor will any single or partial exercise of any right hereunder preclude further exercise of any other right hereunder. This Agreement sets forth the entire understanding and agreement between you and LucasArts with respect to the subject matter hereof. Except as provided herein, this Agreement may not be amended except in a writing signed by both parties; provided, however, that LucasArts has the right, without notice and/or without a writing signed by both parties, to amend this Agreement in connection with any modifications or updates to the Software.

The license term shall commence as of the date you install or otherwise use the Software. You may terminate this license by disposing of the Software. Without prejudice to any other rights of

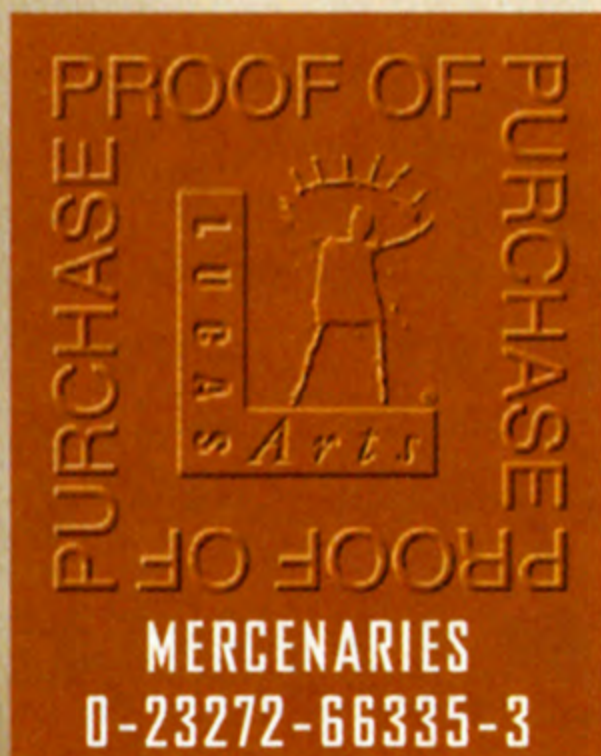
LucasArts, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all its component parts. Your disposal or destruction of the Software and any component parts must be done in accordance with applicable law. Except for the license granted herein and as expressly provided herein, the terms of this Agreement will survive termination.

If the Software is acquired under agreement with the U.S. government or any agency or instrumentality thereof, it is acquired as "commercial computer software" subject to the provisions hereof, as specified in 48 CFR 12.212 of the FAR and, if acquired for Department of Defense (DoD) units, 48 CFR 227-7202 of the DoD FAR Supplement, or sections succeeding thereto.

LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. Pandemic and the Pandemic logo are registered trademarks and/or trademarks of Pandemic Studios, LLC in the United States and/or other countries, respectively. ©2005 Lucasfilm Entertainment Company Ltd. and Pandemic Studios, LLC & ® or TM as indicated. All rights reserved.

This game and manual are each a work of fiction. All of the characters, events, locations, logos, and entities portrayed in this game are fictional. Any resemblance to real persons, living or dead, or actual events, is purely coincidental.

LucasArts, a division of
Lucasfilm Entertainment Company Ltd.
P.O. Box 10307
San Rafael, CA 94912



NOTES TO SELF-

VERIFY FLIGHTS / CHECKPOINT INFO

CALL FIONA RE CONTRACT

BANK - DEPOSIT / CHANGE MONEY

FAX PHOTOS + DOCS

PLAYGROUND
OF DESTRUCTION™

LucasArts, a division of Lucasfilm Entertainment Company Ltd.
P.O. Box 10307, San Rafael, CA 94912

LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. Pandemic and the Pandemic logo are registered trademarks and/or trademarks of Pandemic Studios, LLC in the United States and/or other countries, respectively. ©2005 Lucasfilm Entertainment Company Ltd. and Pandemic Studios, LLC & ® or TM as indicated. All rights reserved.

6633502