27,000
nuclear weapons.

One is missing.

THE SUM OF ALL FEARS

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CONTENT RATED BY
ESRB

USER MANUAL

Paramount
90th
ANNIVERSARY

Ubi Soft
ENTERTAINMENT
www.ubisoft.com

TECHNICAL SUPPORT

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual and the readme file. Also browse through our FAQ listings or search our support database at our website: http://support.ubi.com. Here you will find the most recently updated information since the game's release.

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

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:
• Complete product title (including version number)
• Exact error message reported (if applicable) and a brief description of the problem you're encountering
• Processor speed and manufacturer
• Amount of RAM
• Operating system
• Video card that you are using and amount of RAM it uses
• Maker and speed of your CD-ROM or DVD-ROM drive
• Type of Sound Card you are using

CONTACT US OVER THE INTERNET

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week and it contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: http://support.ubi.com. If you cannot find an answer to your question, you will be able to send your question directly to our Technical Support staff. We will attempt to answer your question within 72 hours (barring weekends and holidays.)

CONTACT US BY PHONE

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all of the necessary information listed above at hand.

Be advised that our Technical Support Representatives are available to help you Monday – Friday from 9 am – 9 pm (Eastern Standard Time).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please log on to our support site at http://support.ubi.com.

CONTACT US BY STANDARD MAIL

If all else fails you can write to us at:

Ubi Soft Technical Support

3200 Gateway Centre Blvd., Suite 100

Morrisville, NC 27560

Ubi Soft

UBI SOFT TIPS LINE
Ubi Soft Technical Support cannot give answers to hint, tip, or cheat related questions. Please call our automated Tips Line for walk throughs and cheats for our games.
All the hints, tricks and cheats for our games are here. If you're under 18 years of age, please have your parents' permission before calling. Note that only touch-tone phones may access this service. (900) 288-2583 (CLUE). $.95 per minute

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RETURN POLICY

Please do not send any game returns directly to Ubi Soft Entertainment. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit our FAQ listing for your game and get the latest replacement policy and pricing.

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WITHIN THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

AFTER THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit the support section of http://www.ubi.com for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION:

Email:	replacements@ubisoft.com
Phone:	919-460-9778
Hours:	9am - 9pm (EST), M-F
Address:	Ubi Soft Replacements
	3200 Gateway Centre Blvd., Suite 100
	Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubi Soft.

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INTRODUCTION

The Federal Bureau of Investigation's Hostage Rescue Team (HRT) is one of the most highly trained, technologically advanced strike forces in the world. Its members have the newest technology at their disposal, the deadliest weapons in their hands, and the best instructors and training available. Each team member is elite, selected from the best the F.B.I. has to offer. And suddenly, everything they've learned is about to be put to the test.

On New Year's Eve, a band of renegade militia members from the hills of West Virginia seize a television station and broadcast their demands on the air. The HRT is called in to deal with the situation. But this is only the first strand in a web that will take the team members from the mountains of West Virginia to the diamond mines of South Africa, and from the deserts of the Middle East to the corridors of wealth and power in Austria. At stake is the future of the free world, as terrorists unleash the most destructive weapon known to mankind – on American soil.

OVERVIEW

In THE SUM OF ALL FEARS, you lead a team of domestic counter-terrorism experts into the fray in a series of missions that span the globe. The team you will be leading, formed from the elite of the F.B.I.'s Hostage Rescue Team, has been tapped to perform covert ops in the most dangerous circumstances imaginable. As the commander of this team, you'll lead them into the heat of battle, performing missions ranging from eliminating terrorists to planting bugs, and destroying illegal weapons caches to rescuing hostages. You'll give them orders in the field and take the point in leading them into combat.

The game consists of a series of eleven missions along a single storyline which forms a campaign. While many of the gameplay elements of THE SUM OF ALL FEARS may seem familiar if you have played Ghost Recon or Rogue Spear, it is an entirely new game in an entirely new setting. If you've played other Red Storm games, prepare yourself for the next step in squad-based tactical games. If you are new to this style of game, get ready for edge-of-your-seat action and challenging tactical gameplay.

I've Never Played a Game Like This Before

If you're new to this sort of game, or to computer games in general, don't worry. THE SUM OF ALL FEARS is designed to be very simple to learn and very easy to play, without sacrificing excitement or gameplay. Just try the Training Mission once you start playing, and you'll learn everything you need to know. If you have more questions, that's what this manual is for.

And in any case, be ready for a challenge that starts in the hills of West Virginia but takes you all over the world, because in the world of THE SUM OF ALL FEARS, no place is safe.

Unless you make it so.

INSTALLATION

To install THE SUM OF ALL FEARS, follow these simple steps:

1. Start your computer's operating system.
2. Insert the THE SUM OF ALL FEARS CD into your CD-ROM drive. The Autorun Menu should appear.

   Note: If the Autorun Menu does not automatically appear, double-click on the My Computer Icon located on your desktop, then double-click the icon that corresponds to your computer's CD-ROM drive. The Autorun Menu should now appear.

3. Click the Install The Sum of All Fears Button. The installation routine will now walk you through each step of the setup and installation process for the game. Once you have created a directory for THE SUM OF ALL FEARS, the game will automatically be installed on your hard drive. Furthermore, the program will check to see whether or not a current version of DirectX has already been installed on your hard drive. If there is an older version of DirectX on your system or no version of DirectX at all, then the game will automatically ask you if you want to install DirectX 8.0. You will not be able to play THE SUM OF ALL FEARS without version 8.0 or higher on your computer.

4. After you have finished installing the game, you can select THE SUM OF ALL FEARS from your computer's Start Menu or double-click on the The Sum of All Fears.EXE file in the installed directory. Doing either will start the game.

Uninstalling The Sum of All Fears

To uninstall THE SUM OF ALL FEARS:

1. Start your computer.
2. Insert the THE SUM OF ALL FEARS CD into your CD-ROM drive.
3. When it appears, click the Uninstall The Sum of All Fears Button. You will be asked if you really want to uninstall the game. If you are sure you want to remove THE SUM OF ALL FEARS from your hard drive, click Yes. If you uninstall THE SUM OF ALL FEARS, you will be asked if you want to keep your saved campaigns and games. If you keep them, you'll find them in the THE SUM OF ALL FEARS Save Game subdirectory. You may delete these saved games using Windows Explorer.

   Note: You can also uninstall THE SUM OF ALL FEARS by using the Add/Remove Programs control panel in Windows.

QUICK START

Quickstart — Starting a New Campaign

1. After installing the game, insert the THE SUM OF ALL FEARS CD into your computer and start the game.
2. When the Main Menu appears, click on Campaign.
3. At the Campaign Screen, click on New Campaign.
4. Type in a name for your new campaign.
5. Click on Start.
6. When you're finished reading the briefing, click on the Launch Button at the lower right of the screen.

Quickstart — Joining a Multiplayer Game

1. Insert the THE SUM OF ALL FEARS CD-ROM and start the game.
2. From the Main Menu, click on Options.
3. Click on the Multiplayer Tab.
4. Select the Player Name field.
5. Type in the name you want to be known as in the game.
6. Click Accept. This will take you back to the Main Menu.
7. Click on Multiplayer.
8. Select "Play It On ubi.com" and you will be connected to the ubi.com game service.
9. Choose a lobby to play in.
10. Choose a game session to join and the game will start.

Quickstart — Starting a Multiplayer Game

1. Insert the THE SUM OF ALL FEARS CD-ROM into your computer and start the game.
2. Click on the Multiplayer Tab.
3. Select the Player Name field.
4. Type in the name you want to be known as in the game.
5. Click Accept. This will take you back to the Main Menu.
6. Click on Multiplayer.
7. Select "Play It On ubi.com" and you will be connected to the ubi.com game service.
8. Choose a lobby for your game.
9. Click on Create Session.
10. Enter a name and max players for your game and click OK.
11. Click Start Game.

MINIMUM SPECIFICATIONS

During installation, THE SUM OF ALL FEARS will automatically scan your system for any available sound and 3-D graphic accelerator cards.

In order to play THE SUM OF ALL FEARS on your computer, your system must meet the following criteria:

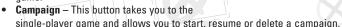|	
Computer:	Pentium® II with 450 MHz processor, AMD K6 III 500, or the equivalent
Memory:	128 MB of RAM
Operating System:	Windows® 98/ME/2000/XP
DirectX:	DirectX 8.0 or higher (included on CD)
Video Card:	16 MB DirectX 8 compatible 3D card (Voodoo cards are not supported)
Drive Space:	1 GB minimum hard drive space
CD-ROM:	4X or better
Sound Card:	DirectX 8.0 compatible sound card
Internet/Network Play:	56K modem for TCP/IP Internet or IP connection

MAIN MENU

When you first start THE SUM OF ALL FEARS, you are presented with the Main Menu, which gives you the following 8 options:

- **Training** – This button takes you to the Training Menu, which allows you to practice the skills you'll need to play the game.
- **Campaign** – This button takes you to the single-player game and allows you to start, resume or delete a campaign.
- **Quick Mission** – This button takes you to the Quick Mission Menu, which allows you to play a single mission on any difficulty level without starting a new campaign. You must unlock some of these missions in a campaign first, but once unlocked they are available thereafter. Others are available from the time you first start to play.
- **Multiplayer** – This button takes you to the Multiplayer Menu, which lets you set up or join multiplayer games.
- **Replays** – This button takes you to the Replays Menu, which allows you to view saved video replays of games. This is greyed out when you first start the game.
- **Options** – This button takes you to the Options Menu, where you can set gameplay, input, multiplayer, graphics, mods, and sound options.
- **Credits** – This button shows you the credits of everyone who worked on the game.
- **Quit** – This button allows you to quit the game.

TRAINING MENU

The Training Menu provides you with a list of missions where you can hone your skills before starting a campaign. At the left of the screen is a list of training missions, numbered 1 through 7. Each also indicates which particular skill set it tests. The individual missions in the list can be selected by clicking on them with the mouse.

To the right is a window showing the selected mission. You can switch missions as much as you like while you are in the Training Menu.

At the bottom of the screen are two buttons: Start and Main Menu. Selecting Main Menu takes you back to the Main Menu without starting a training mission. Selecting Start begins the currently selected training mission and sends you to the action screen for the actual training.

Playing the Training Missions

When you enter a training mission, you will see red lines on the ground of the training area. These are your paths, laying out what you're supposed to do and where you're supposed to go during each mission. In addition, you'll hear voice cues as you move through training. These will tell you what you're supposed to be learning at each site, and how you're supposed to perform important tasks in the game.

At certain points in the training missions, you'll see squares outlined in red on the ground. In other spots, you'll see yellow-and-black hazard markings. These are places where you're supposed to stop and partake in particular training exercises.

During training, you will have unlimited ammunition. Individual magazines will run out, and individual weapons will need to be reloaded, but you have an infinite number of magazines with which to practice.

Do-Over
If you decide you'd like to repeat a training session, just step back out of the training area and then re-enter it. This will reload your ammunition, restock your kit, and reset all of the targets.

The entire set of training courses takes place in a single mission space. When you finish one training mission, you can go forward to the next one without exiting the Action Screen. You can also follow the red line back to a previous training station and repeat that one as well. And as you have infinite ammunition in the training mission, you can repeat the scenarios as often as you'd like for as long as you'd like.

Each mission starts you at a different Insertion Zone within the training complex. As you move from training mission to training mission, your operative will be re-kitted so that they have the appropriate equipment at all times.

Don't Go There

There are some areas of the training site that don't correspond to any training area, and don't have a red line running through them. While you can certainly explore these areas by shooting the doors open, they're not attached to any formal part of the training cycle, so don't be surprised if nothing happens on this map – at least in single-player mode.

Ending Training

To exit Training, press ESCAPE, then choose Quit from the Mission Status Dialog. This will take you back to the Main Menu.

CAMPAIGN

The Campaign Screen is where you can start, resume, or delete a game campaign. This allows you to go back and pick up earlier games where you left off, or to start new games with new settings, thus providing new challenges.

Game List

At the upper left of the screen is a list of all of your saved campaigns. If you don't have any saved campaigns, this will be empty. Otherwise, they'll be listed in order of when you started them. The top one on the list will be highlighted. This is your default selection. You can select other saved campaigns by clicking on them.

When you click on a saved campaign, you'll see some information to the right of the list. This includes the number of the last mission you completed in that campaign, the difficulty setting of the campaign, and an image from the last completed mission.

New Campaign

Clicking on this button starts a new campaign, and takes you to the New Campaign Screen.

At the upper left, you will see a text box. Type in the name of your new campaign here. To avoid any later confusion between saved campaigns it's a good idea to make the name distinctive.

Below the text box are your difficulty ratings: "Easy", "Medium", and "Hard". Select one of these to set the difficulty for your campaign. Easy offers unlimited ammunition for some weapons, as well as less skilled opponents. Medium is intermediate gameplay, and Hard sets you up to face extremely skilled, lethal hostiles. Note that you cannot change difficulty levels within a campaign. If you begin a campaign at Medium, you will have to start a new one if you decide halfway through that you're ready to tackle Hard missions.

Special Forces Mode

There are three Special Forces Options below the Difficulty setting. Setting these to On makes the game much more challenging. They are:

• **No In-Game Saves** – Enabling this option means that you can't save the game while you're playing a mission.
• **Fail On Team Casualties** – With Fail On Team Casualties on, you lose a mission if your team takes a single casualty.
• **No Support Teams** – Setting this to On means that you don't get the benefit of support teams assisting you on your missions. You'll still have your squad, but no other assistance.

At the bottom left of the screen is a button labeled Cancel. This deletes your choices and takes you back to the previous (Campaign) Screen.

At the lower right is a button marked Start. Clicking on this begins your new campaign.

Delete Campaign

To delete a campaign, select the campaign you wish to get rid of from the list. Then, click on the Delete Campaign Button. When you do this, you will get a warning pop up that tells you you're about to delete that game. If you still want to delete it, click on Yes. This will remove the game and return you to the Campaign Screen. Otherwise, click No.

Resume Campaign

Resume Campaign allows you to pick up a saved campaign and start playing it where you left off. To resume a campaign, select it from the Campaigns List and then click on the Resume Campaign Button.

Doing so will take you to the Mission Screen. In the upper left is a list of completed missions. To the right is a box showing an image from the currently selected mission on the list. This screen lets you restart a mission from within a saved campaign. If you click on a mission with a saved game, the Load Saved Game Button becomes active. Clicking on it takes you to the Select Saved Games Screen.

Saving a Game vs. Saving a Campaign

You can save as many campaigns as you'd like in THE SUM OF ALL FEARS and as many games as you'd like within each campaign. In other words, if you're in the middle of mission 6 and decide you want to take another crack at it later, you can save that game and move on within the campaign itself, returning to that particular version of mission 6 at your leisure. You can delete individually saved games without deleting the campaign as a whole, but you cannot delete the campaign without losing all of the saved games that go with it.

There are two other buttons on the Campaign Mission Screen. Clicking on the Cancel Button, at the bottom of the screen, takes you back to the Campaign Screen. Clicking on Start starts the currently selected campaign from the currently selected mission.

Select Saved Games

This screen lets you see a list of saved games within that campaign. Note that you can go back and redo missions that you have already completed, or pick up already-completed missions from early on in order to experiment with tactics or attempt to complete them with fewer casualties.

Clicking on a game from the list selects it. Clicking on Start begins that game. Clicking on the Back Button at the bottom of the screen takes you to the Campaign Mission Screen.

QUICK MISSION

The Quick Mission Screen lets you pick a single mission to play in a variety of formats, without starting a campaign. As noted previously, you must unlock that mission space in a previous campaign. Until a mission has been unlocked, it will not appear on the mission list.

When you access the Quick Mission Screen from the Main Menu, you'll see a list of available missions at the upper left. A series of images from the currently selected mission will play next to the list. Clicking on a mission selects it.

Difficulty and Game Type

You can play a Quick Mission in any of three difficulties: Easy, Medium, or Hard. The same benefits and handicaps apply to these levels of difficulty here as they do in the campaign game.

Next to the list of difficulties is a list of Game Types. These are the sorts of mission types you can set up. They come in three varieties:

- **Mission** – You play the mission as in the campaign game.
- **Firefight** – One objective: Kill all enemies on the map.
- **Lone Wolf** – It's just you, with no backup, and you have to get to the Extraction Zone.

You can select the option you choose from each of these lists by clicking on it.

Load Saved Game

Clicking on this button takes you to the Load Saved Game Screen. Here you can select from a list of previously saved games. To choose one, click on one from the list and then select Launch.

Main Menu

Clicking on this button takes you back to the Main Menu.

Start

Clicking on this button starts the selected mission at your chosen difficulty and game type.

REPLAYS

Clicking on the Replays Button on the Main Menu takes you to the Replays Screen. Here you can replay saved videos of missions from past games, or delete replays you don't want to keep. If you don't have any replays saved, this button will be greyed out on the Main Menu.

Starting a game replay is very simple. Simply click on the replay you want from the list at the left of the screen, then press Start. This will play the replay. While you're waiting for the replay to load, you'll get a Load Screen which will have a useful bit of information on it. To exit a replay, either wait for it to end (which will take you back to the Replay Screen) or hit Escape, which will bring up the Mission Status Window. From there, you can Quit.

Delete Replay

This button allows you to delete unwanted replays. It is greyed out unless you have selected a replay from the list by clicking on it. Once you've selected a replay you want to delete, you can click on Delete Replay. A window will pop up asking if you are sure you want to delete it. If so, click on Yes, otherwise click No. This will return you to the Replay Screen without deleting any individual replays.

Up Close and Personal

While you can't control the action while watching a replay, you can zoom in and out using the mouse wheel to get closer looks at the action.

To exit the Replay Screen, click on the Main Menu Button. That will take you back to the Main Menu.

OPTIONS

The Options Screen is where you can change a wide variety of options in THE SUM OF ALL FEARS in order to customize your play experience. You'll find three buttons at the bottom of the Options Screen, as well as a row of tabs along the top. The buttons are labeled Cancel, Reset to Defaults, and Accept, while the tabs let you access submenus where you can change specific types of Options.

Cancel

Clicking this button cancels any and all changes you've made on the Options Screen and takes you back to the previous screen. If you accessed the Options Screen from the Main Menu, then you'll be returned there. If you accessed it from the In-Game Menu, then you'll be returned to wherever you brought up that menu.

Reset to Defaults

Selecting Reset to Defaults does not close the Options Screen. Instead, it simply returns all Options settings to their default state. This lets you start over if you feel you've made a mistake and aren't sure how to correct it. However, bear in mind that it changes all of your Options back to their default settings (and not just on the current set of Options you're adjusting), so if you use this button, remember that you're going to have to reset everything.

Accept

The Accept Button accepts the changes you've made to the options and returns you to the screen from which you accessed the Options Screen.

Where You're Coming From

You can access the Options Screen from a number of places within the game, ranging from the Main Menu to in the middle of a Firefight. Depending on where you access it from, certain Options may be locked against being changed. For example, you cannot turn the journal on to save a replay of your current mission halfway through – you need to do that before the mission starts. It's best to set all of the big options – control scheme, recording, etc. – before you start a campaign, and then to tweak the smaller ones to improve game performance to your liking once you're actually playing.

Changing Options

As noted previously, the row of tabs across the screen indicates the various types of options that are available for you to change. The tabs are clickable, and selecting one brings up a screen with a list of options on it. The six subsections of options are:

- **Gameplay** – Options related to overall gameplay.
- **Input** – Player controls in the Action Phase.
- **Multiplayer** – Options related to multiplayer gaming.
- **Graphics** – Screen resolution, level of detail and other options related to what's on the screen.
- **Mods** – Activating and de-activating mods.
- **Sound** – Turning various sound effects on and off, and setting volume levels.

Gameplay

Gameplay Options affect how the game actually plays – whether you see bullet holes, what your default rate of fire is, and so on.

The following Gameplay Options have checkboxes next to their descriptions. You can turn them on or off by clicking the checkbox.

- **Record Game** – Whether or not you want to record your games so you can save them and watch them again later.
- **Show Intro Movie** – Whether or not you want to see the intro movie every time you start the game.
- **Always Run** – Whether you want your character's default movement rate to be running or walking. When this is clicked on, press the "Run" Button in-game to slow your character to a walk.
- **Show Dead Bodies** – This determines whether the bodies of those killed in action remain on the map or vanish.

IFF Mode

IFF is your Identify Friend or Foe Radar. It lets you know if the figure you've got targeted is on your side or not, which can be useful in a heated Firefight. There are three settings for IFF on the Gameplay Options Screen. You can scroll through them by clicking on the left or right arrows that surround the IFF type's name. The three types are:

- **Reticule** – When IFF is set to Reticule, friendly units' names will appear on-screen if you sweep the reticule over them. In other words, it lets you know if you're currently aiming at someone on your side, and who that person is. Note that your reticule will also change color, from yellow to blue, when you're targeting a friendly unit.
- **Names** – This displays the names of all friendly units over their heads throughout the level. These names will appear even if the friendly character is not in the same room with you. As with the Reticule Setting for IFF, your reticule will change color to blue when you're currently targeting an ally.
- **Off** – This turns IFF off completely. With IFF off, there's no indicator as to whether someone is on your side or not, though uniforms, stances, and whether or not they open fire all provide good clues.

Initial Rate of Fire

This lets you select what the base rate of fire for your character's weapons is. You have three choices: Single Shot, Burst, and Full Auto, though not all of these are available for every weapon.

- **Single Shot** – One bullet per tap on the Fire Button. This is the most accurate fire mode, but the slowest.
- **Burst** – This fires three bullets at a time. It's less accurate than Single Shot, but has more stopping power.
- **Full Auto** – Full Auto lets you fire as long as you hold down the Fire Button. It's not very accurate, but it is very useful for clearing rooms and the like.

If your selected fire rate isn't available, your weapon will default to Single Shot. You can still cycle through all of the available fire rates in-game by using the Fire Rate Key. This selection merely dictates which one is active when you start a mission.

Quick Missions and Multiplayer

These Gameplay Options can be set before Quick Mission and Multiplayer games only, but you can adjust them during the regular campaign. The first three can be turned on or off with a checkbox. They are:

- **Auto Reload On** – This determines whether or not your weapons are reloaded automatically when you run out of ammunition, or you need to manually reload them yourself.

- **Show HQ Plan** – Show HQ Plan allows you to see the optimal path for your advancement through the level on your Mini-Map.
- **Show Threat Indicator** – This determines whether or not the Threat Indicator, which lets you know which direction enemies can be found in, will appear on-screen.
- **HBS Always On** – This determines whether your Heartbeat Sensor (HBS) is automatically set to On. The HBS detects enemies within the HBS' effective range. This option is only available on the easiest difficulty setting. Otherwise, it is greyed out.

Auto Targeting

Also under this heading is Auto Targeting. Your Auto Targeting Setting can be selected by clicking, in the same way you selected your Initial Rate of Fire. Auto Targeting controls whether or not your reticule automatically targets enemies. The three settings are:

- **Off** – There is no Auto Targeting. You need to find your own targets.
- **Snap** – When your reticule is within a certain range of a visible target, it will snap to that target position.
- **Full** – Your reticule will snap to the target as soon as one appears on the screen.

Note that Auto Targeting will not let you find hidden enemies. You have to be able to see them in order to lock on to them. Well-hidden enemies, or ones who are standing behind closed doors, won't automatically be picked up.

Input

Input Options control how your input reaches the game. In practical terms, that's your Key Configuration and how your mouse interprets the Y axis (up and down).

The center of the Input Screen is a window listing all of your key inputs and their current assignments (which key you hit to get that effect). To change a key assignment, select the function you want to re-map. You can do this by clicking the function with your mouse. Then, click on the Map Key Button. This will bring up a window that tells you which key the function is currently mapped to, and that further instructs you to hit a key to re-assign that function. If you want to re-map the function, hit the key you want to use for that function. That key will now be attached to that function, and the window closes. If you decide you like the key assignment the way it is after all, you can click on the Cancel Button instead. This will close the window without changing any key assignments.

Already Taken

If you re-map a function to a key that's already assigned, the new assignment will override the old one. As soon as you re-map the key, the function that key was previously attached to will be unattached, and will have a blank space next to it in the list. You'll want to re-map a key for that function as well, if you intend to use it in the game.

Saving a Key Configuration

If you come up with a Key Config that you like, you'll probably want to save it. To do so, click on the Save Keys Button at the lower right of the screen. This brings up the Saved Configuration Window. Click on New Key Config and enter a name for that configuration so you'll be able to identify it later. If you decide you don't want to save the Key Config, just hit Cancel. Otherwise, type in the name and hit Accept.

If you've modified a Key Config that's already in place, you have a choice of clicking on New Key Config and saving it under a new name, or clicking on Save Key Config, which will overwrite the current one. If you decide to overwrite the current one, you'll get a window asking you if you really want to do this. As always, you can click No and avoid overwriting your Key Config. If you click Yes, then your changes will be saved. You can also delete a Key Configuration if you'd like by selecting it and then clicking the Delete Key Config Button. Again, you'll be asked if you really want to do this. If so, click Yes. If not, click No.

Loading a Key Configuration

Clicking on this takes you to a similar window as Save Key Config. You'll have the option of loading a Key Config, deleting one, or aborting the operation, and a list of saved key configurations to choose from. You can also cancel out of this screen.

Mouse Look Reverse Y

Clicking on this box changes the orientation of your mouse look. If you turn on this option, moving the mouse forward now moves your viewpoint down, and moving it backward sends your viewpoint up. Clicking this off restores the normal mouse look.

Mouse Sensitivity

This determines how responsive your camera view in-game is to the movement of your mouse. The higher the setting, the more responsive the view. Mouse sensitivity ranges from 0.1 to 10, and can be adjusted by clicking the left and right arrows next to the current setting.

Multiplayer

Here you can set various options for your multiplayer game not related to the format and rules of the game itself. (Those are set under the Multiplayer Menu.)

Chat Messages

Chat messages are pre-scripted messages that you can send out during a multiplayer game, either to your team or to everyone in the game.

To set a message, click on a slot in the Chat Messages Window and then click on the Edit Chat Message Button. This will bring up a window where you can type in or edit your chat message. Clicking on Accept saves the message and any changes you've made to it, and takes you back to the Multiplayer Options Screen. Clicking on Cancel aborts any changes and also closes the window.

Once you've entered the text of a message, it will display in the Chat Messages Window. To the right of the window is a checkbox for Team Chat. Clicking on this means that the message only goes out to your team when you send it. Otherwise, everyone in the game sees it. (In other words, it's a good idea to make sure that only your teammates see "Go left while I draw the fire from that guard house," and a better one to make sure that someone besides your teammates sees "I own you.")

Each chat message in multiplayer is assigned a key (0 through 9 on the Numpad is the default setting). To send your message out, simply press that key. You can send the same message as many times as you like, though it's considered impolite to flood other players with chatter while they're trying to shoot you.

To edit the text of the message, select a message and then click on the Edit Chat Message Button. This will bring up the text of the message, which you can change. Click on Accept to keep the changed text, or Cancel to go back to the old version.

Changing During Play

Server Name, Allow Remote Access, Remote Access Password and MotD can all be changed at any time by the host. Player Name can be changed at any time by any player.

Server Name

This lets you create a name for your server if you're going to host a game. This name will appear in the Server Name list on the Multiplayer Screen.

Allow Remote Access

You can click this on and off to allow people outside your server – if they have the correct password – to access your server settings and alter them.

Remote Access Password

This allows you to set a password for Remote Access.

MotD

MotD, or Message of the Day, is a string of informational text that people will read when they click on the Info Button for your server. Clicking on the MotD Text Field lets you type in a new message or edit the current one.

Player Name

This allows you to set the name you'll be known by in multiplayer games.

Multiplayer — Main Menu Only

The following settings appear under Multiplayer Options, but can only be changed when you access the Options Screen from the Main Menu. Once gameplay starts, you cannot alter these options.

Behind Firewall

Clicking this lets the game know that you are playing (or hosting) from behind a firewall. The firewall may interfere with the operation of the game by blocking the default UDP ports, and clicking on this lets THE SUM OF ALL FEARS know to look for other routes.

Join Port

This selects the port through which you join games, and through which players can join a server which you set up on your current computer.

> ## If It Ain't Broke…
> Most likely, you'll never want to touch the Port Settings in THE SUM OF ALL FEARS. The Default Settings will provide you with the most popular port numbers for the game, meaning that you'll see and be seen by the maximum number of servers and players out there. About the only time you might want to change your port settings manually (unless you really want to keep your server private) would be if you were playing behind a firewall, and only certain port numbers were open.

Graphics

Graphics Options allow you to change both technical and cosmetic aspects of the way THE SUM OF ALL FEARS appears on your system.

Resolution

At the left of the screen is a list of possible screen resolutions. THE SUM OF ALL FEARS will auto-select one for you when you install the game, but if you want to change it, you can. Just scroll down the list until you find the screen resolution and color-bit depth you want and then click on it. Options that are greyed out are not currently available.

Z-Buffer Depth

Z-Buffer Depth changes how well the game sees distinct objects that are behind one another. The higher your Z-Buffer Depth setting, the better the game appears. Reducing your Z-Buffer Depth may improve performance, however.

Effects Detail

This determines how detailed the special effects – things like smoke, fire, and so forth – are while you're playing the game. The higher the rating you select, the more detailed they are, but the more they might slow the performance of your computer. You can choose your Effects Detail Setting by clicking on the selection you want.

Textures

There are three options for Textures: Map, Character, and Effects. Each can be set to High, Medium or Low. Map Textures modify the way the terrain appears in your game. Character Textures changes the way character models appear, and Effects Textures determines how detailed the effects are. Generally, the higher the setting, the better the game looks, though turning them down may improve performance.

Shadows

To the right of the list of screen resolutions are the options for Vehicle and Human Shadows in the game. Vehicle Shadows have two choices: None and Low LOD (level of detail). Human Shadows have the same two options. To choose a setting, click on it with your mouse.

> ## Why Change Shadows?
> The higher the detail you choose, the more processor power it takes to draw them accurately. This can contribute to the speed of your game diminishing. If you feel the game's moving unnecessarily slowly, try turning down the level of detail on the shadows. On the other hand, if your system has the power to handle them, you should turn them up as high as you like to add to the realism of gameplay.

Models

There are two Models Settings that you can adjust: Characters and Trees. The higher you set this, the more detailed the models are and the more realistic they appear. The lower you set it, the less detail they have. Setting Model Detail lower can improve the performance of the game on your system.

Mipmap Textures

Mipmapping Textures smooths out the appearance of textures on items at various distances. Turning it on will make the textures in the game look better and transition more smoothly, though doing so may affect performance.

Compress Textures

Using Compress Textures depends on your video card. If your card supports it, having Compress Textures on reduces the size of all textures in the game so that more textures can fit in video memory. If this option is not available through your video card, the option is greyed out. Compressing Textures can also give a slight performance increase. It is recommended that you turn it on if possible.

Character Smoothing

Turning on Character Smoothing allows characters to move more smoothly in the game. This, however, can make the game run more slowly than normal.

Gamma Setting

This option allows you to change the Gamma Setting, i.e. the brightness, on your monitor. It defaults to 50, and can be increased or decreased by clicking the right and left arrows. Your Gamma Setting increases or decreases by 10 every time you click on one of the arrows. Be careful; if you set your Gamma too high or too low the screen will go either all black or all white, and the game will become unplayable.

Maximum Bullet Holes

This allows you to set the maximum number of bullet holes that will appear on-screen at any given time. To decrease the current number, click on the left arrow. Each click reduces the setting by 1. To increase it, click on the right arrow. 200 is the maximum number you can set this option to, and 0 is the minimum.

Fast Changes

To scroll through the Bullet Hole Max or Gamma Settings quickly, click on the appropriate arrow and hold the Left Mouse Button down. This will let you speed through the range of settings.

Mods

This screen allows you to use third-party modifications to THE SUM OF ALL FEARS. Red Storm does not officially support mods, and any modifications to THE SUM OF ALL FEARS from a third party may hinder the performance of the game.

Sound

Sound Options let you determine what sounds do and don't play in THE SUM OF ALL FEARS, as well as setting their relative volumes. There are four main Sound Options that can be set:

- **Master** – Controls all sound, including Effects, Music and Voice.
- **Effects** – Controls the level of sound effects like gunfire, vehicle noises, etc.
- **Music** – Controls the level of the background game music.
- **Voice** – Controls the level of in-game voice.

Each sound option has a Switch and a Volume Setting.

Switch

To turn a Sound Option off or on, click on the Switch Box next to it. Doing so turns that option completely on or off. An X in the box means that the Sound Option is on, while an empty box means that it is off.

Volume

Each Sound Option also has a Volume Setting.
Volume can be set anywhere from 1 to 10 (10 being the loudest) by clicking on the left and right arrows that bracket the current volume setting. Clicking on the right arrow increases that option's volume, while clicking on the left arrow decreases it.

Alternate Sound Cache

This option requires a restart of the game in order to take effect. Alternate Sound Cache should be turned on if you are having difficulty with the quality of your sound in the game. By using a different Sound Cache, the game may produce clearer, better sound.

Use EAX

This option turns on EAX Sound. EAX provides ambient and directional sound for the game, and is recommended. If you have trouble with your sound quality, switching off EAX might solve the problem. This option cannot be changed in the middle of a game.

Use Software

This option uses a stereo panning algorithm rather than a true 3D positional algorithm to place sounds in the environment. It disables all EAX environmental reverb settings, and can improve stability on systems with low-end sound cards.

CREDITS

Clicking on Credits will show you a scrolling list of the game credits. To exit the Credits, either hit Escape or hit the Left Mouse Button. This will end the credits and send you back to the Main Menu.

STARTING A GAME

You can start a game of THE SUM OF ALL FEARS either by beginning a new campaign or by calling up a saved campaign. If you are loading a saved game, you will start play immediately at the point where the game was saved.

If, however, you are starting a new campaign, or starting a mission from the beginning in an existing campaign, you will find yourself at the Briefing Screen, which is the first step on the way to the new mission.

MISSION SETUP

The Pre-Mission Screen allows you to get ready for the mission itself. From here, you can read background information on your mission, get detailed information on your objectives and get your squad ready for action.

At the top right of the screen is the mission name. Below it are four tabs:
Briefing – This shows the Mission Briefing. It gives you an overview of what's going on, why you're doing this mission, and what you're expected to do.
Team – This brings up your team, and allows you to kit them out properly for the mission you'll be going on.
Objectives – This brings up details about each of the mission objectives.
Intel – Clicking on Intel brings up backstory on the mission and what's going on behind the scenes.

At the bottom right of the screen are three buttons: Quit, Menu and Launch. Selecting Quit closes the Mission Setup Screen and takes you back to the Campaign Screen. Selecting Menu brings up the Menu Window, which allows you to Quit back to the Main Menu, go to the Options Screen, or Continue. Finally, selecting Launch starts the mission.

Objectives List

At the top left of the screen are tabs for the four mission objectives. In some cases these are numbered 1 through 4; in others they're numbered 1-3 and the fourth one is marked "X". Objectives marked with numbers are mission objectives, and you need to complete all of them to finish a mission. Objectives marked with an X are special objectives. Completing all of the numbered objectives ends the mission. This means that you can't polish off the numbered objectives and then go back to do the special ones.

Clicking on an Objective brings up detailed information on that objective in the window at the right of the screen. Underneath the Objective Tabs, you'll see an image showing you where on the Mission Map that Objective is located.

Scrolling Along
If there's too much text in the window at the right of the screen, you can scroll up and down to see it all. Simply click and hold the up and down arrows located at the top and bottom of the text box to move the text up or down.

Briefing

Clicking on the Briefing Tab brings up the Mission Briefing. In the box underneath the tab, you'll see the briefing text. You can also click on the Play Briefing Button to get a voice-over of the briefing as well. At the left, you'll see a map showing where the mission is to take place.

Team

Underneath the Briefing Tab is the Team Tab. Clicking on this lets you see and outfit your team. Underneath the tabs will be the stats for each team member, including name, status, missions completed, shots, hits, hit percentage, and the number of enemies killed. You'll also see the medals awarded that each team member has earned. (A full list of what the medals are and how you can earn them is on the Quick Reference Card.)

To the left you'll see the team members, and a button marked Change Equipment. Clicking on that allows you to modify the equipment the team is carrying into the field.

Change Equipment

When you go to the Change Equipment Screen, the current equipment choices for your team appear in the center of the screen. You'll see which weapons you have and how much ammunition you have for each.

On the right hand of the screen is a list of possible Outfits. Each Outfit is a combination of weapons for your team. Clicking on one of the outfits selects it and makes it current. When you select an outfit, information about the weapons and tools comprising that outfit appears underneath the list. You can scroll through this information by using the arrows at the top and bottom of the box that contains it.

While you're selecting an outfit for your team, the Show Team Button appears on the screen. Clicking this takes you out of the Change Equipment Screen, and shows your team with its currently selected outfit.

The Outfits that are available are determined by two things: the mission itself, and the missions you've completed previously. The more missions you've completed successfully, the more outfits you've unlocked and thus the more that will be available to you in future and quick missions.

Objectives

Clicking the Objectives Tab brings up the first Objective for that mission. At the bottom of the objective text are two buttons, marked Previous and Next. Clicking on the Previous Button brings up the previous objective; clicking on Next advances to the next one.

Intel

Selecting the Intel Tab brings up the list of Intelligence (aka Intel) Briefings available to you. Intel Briefings give you background information on the elements of the missions you've been assigned. Sometimes the briefing discusses the situation you'll find yourself in, sometimes technical aspects of what you're doing, and sometimes it talks about findings from the last mission that affect the next one.

A list of the available Intel Briefings appears at the upper right of the screen. Clicking on an item in the list brings it up, showing you useful text and a related image.

Default Objectives

Wiping out all enemy forces is considered a Default Objective. If you eliminate all resistance, even if you don't meet all Numbered Objectives, the mission is considered to have been completed successfully, and you can move on. However, completing a mission in this fashion does not necessarily meet Special Objectives.
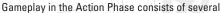
Completing an Objective

When you complete an Objective in the game (or, conversely, fail one), a box will pop up on the screen letting you know you've done so. It will vanish on its own in a few seconds, so there's no need to click anything to try to get it to go away.

LOAD SCREEN

After you click on the Launch Button, you'll see the Load Screen. This screen recaps the basic mission information for you, and provides some information at the bottom of the screen. It will close automatically when the Action Screen comes up and you start the mission.

ACTION SCREEN

The Action Screen is where you actually roll up your sleeves and play THE SUM OF ALL FEARS. It's the section of the game where you simulate getting into the field with your team and going to work. Technically, we call it the Action Phase. Hopefully you'll just call it fun.

Gameplay in the Action Phase consists of several elements: Movement, Combat and Command. By combining these elements, you control your team as it moves through the course of a mission.

Movement

At any given time in the Action Phase, you are in direct control of a single operative (though through Rules of Engagement, you can give orders to the rest of your team). You control how he moves, where he looks and what stance he takes.

Looking

You control your character's perspective through the mouse. Forward motion with the mouse defaults to looking up, while pulling back makes him look down. Note that you can invert this setting from the Options Screen. Moving the mouse to the left or to the right turns the operative in place.

Your operative will always move in the direction he is currently facing. Changing his facing while he is moving will change the direction he is moving in.

Walking

The default movement keys are W, S, A, and D. These correspond to Forward, Back, Sidestep Left and Sidestep Right. Forward makes the operative walk forward at a regular pace, while Back allows him to step back. Sidestep Left and Sidestep Right move him to the left or the right. None of these change the operative's direction. In other words, if you were looking due south when you did a sidestep to the left, you'll still be facing due south when you're finished.

You'll continue to move in whatever direction you select as long as you hold down the current movement key. Changing keys changes the direction of your movement, but not your facing.

When you walk in a direction, that operative's fireteam will generally follow you, unless it has orders to the contrary.

Stance

Stance is the position your operative is currently in. There are two Stances in THE SUM OF ALL FEARS: Upright and Crouched. Each offers distinct advantages and disadvantages.

Upright lets you move the fastest. However, while standing upright you make a bigger target.

Crouched offers you better accuracy and makes you a smaller target, but you move more slowly.

You can move forward and back and sidestep while in either stance.

To change your stance, press the Stance Key (defaults to C). Pressing it again returns you to your original stance.

Be aware that you may not be able to rise from a crouch if you are under some sort of overhang or other obstacle.

Team Stance

When you change the stance of your current operative, the rest of his team changes stance along with him. This is very useful when you have to crawl under obstacles such as barbed wire, as you don't need to change each operative's stance individually before the team can advance.

Running

To run, hold down the Run Button (defaults to Right Mouse Button) while moving forward. Running increases your rate of movement, and you can run in upright or crouched stances. Running while crouched, however, is a great deal slower than running when upright.

You can only run while moving forward. Holding the Run Key down while you sidestep or go backwards won't affect your rate of speed.

Shuffling

Shuffle is a slower and quieter form of movement than walking. You can shuffle in any direction by holding down the Shuffle Key (which defaults to the Left Alt Key) and the direction you want to move in. You cannot run and shuffle at the same time.

Peeking

Peeking lets you look around a corner without exposing your operative to undue attention and fire. Peeking doesn't move your operative's feet. It just shifts your perspective to the side of whatever you happen to be taking cover behind at the moment.

You can peek either to the left (defaults to Q) or to the right (defaults to E). The peek remains in effect as long as you are holding down the Peek Key. As soon as you release it, your operative's view returns to normal.

Actions

The Action Button is used to perform an action or use a specific item. It defaults to the Space Bar. Actions that you can perform include opening doors, turning off security systems, and obtaining items.

Opening Doors

You're going to come to a lot of doors, many of which will be closed and/or locked, when you play THE SUM OF ALL FEARS. Most likely, you're going to want to go through those doors as quickly as possible. You're also likely to want to throw a grenade through the door immediately afterwards, but that's a whole other issue.

When you come to a door, pressing and holding the Action Button opens it. As soon as you press the Action Button, an icon will appear on screen to let you know how the task is progressing. Remember that you have to keep the Action Button held down through the whole cycle. If you get a door mostly unlocked and then take your finger off the Action Button, you're going to have to restart the entire process.

If you're opening an unlocked door, the task goes quickly, the icon cycles through fast, and the door opens almost immediately. If you're opening a locked door, that

takes a bit more time. Locked doors will give you a different icon than unlocked ones, and will take longer to open. Some doors simply can't be opened, and when you press the Action Button near these, you won't see an icon. You will, however, get a text message at the top of the screen telling you that the door can't be opened.

Fiddling With Objects

On occasion, you'll be asked to retrieve items – information from a computer, intelligence documents, etc. – or otherwise interact with items in the environment, such as bombs. To do this, move the Reticule over the object you want to interact with, then press the Action Button. An icon related to what you're doing, be it defusing a bomb or stealing a folder, will appear in the center of the screen. The icon will chart your progress in performing your task. The longer it takes, the slower the icon cycles through. And just like with opening doors, you'll need to keep the Action Button down through the whole cycle. If you get interrupted, you're going to have to start all over again.

Out of My Way

If you find that you've entered a space, such as a small room that you want to leave but can't because the rest of your squad has filed in behind you, you can simply turn and walk out by going through where your allies are standing. They will shuffle out of the way and eventually let you out.

Combat

Combat, in its simplest form, involves shooting, blowing up or otherwise wreaking havoc on your enemies. To do this, your operatives are equipped with a variety of weapons ranging from pistols to assault weapons. Each character goes into combat with up to four items in their kit, which you can switch between without penalty. These items include firearms, grenades, heartbeat sensors and other tools of the trade.

Firing

To fire your weapon, press the Use Item Key (defaults to Left Mouse Button). This fires the currently selected weapon at its current Rate of Fire. If the weapon is set to Fully Automatic, holding the button down fires continuously.

The Use Item Key also uses in-hand items such as grenades.

Rate of Fire

The Rate of Fire is how many rounds your weapon squeezes off each time you press the Fire Button. Depending on the weapon, it can have one or more of the following rates of fire: Single Shot, Three-Round Burst, and Fully Automatic.

You can switch between various rates of fire for a weapon by pressing the Weapon Rate of Fire Key (which defaults to X). Checking the Weapon Indicator at the lower right of the Action Screen will tell you which fire mode you're in.

Switching Weapons

You can switch between the weapons/items you are carrying by pressing the Swap Weapons Key (defaults to ~). Hitting this key swaps out your current weapon for the next one in your arsenal. You can also switch weapons or items without cycling by hitting the numeric key that corresponds to the weapon you want to switch to. Pressing 1 switches you to the first item in your arsenal. Pressing 2 switches to the second, and so forth. This can save you valuable time in a Firefight.

Changing Magazines

In Easy Mode, reloading defaults to an automatic process. When your clip is empty, the game automatically swaps a new one in for you – as long as you still have ammunition available.

Changing magazines manually is also possible, and on the higher difficulty settings it's necessary. Doing so is simply a matter of hitting the Change Magazine Key (which defaults to the Z Key). Doing so swaps out the current clip and inserts a new one, regardless of whether or not the clip is empty. A clip is only discarded if it is completely empty. Otherwise, a clip that has been popped out previously can be re-inserted and used until it is emptied.

Reloading is not instantaneous. Your Reticule will change to show the progress of your reloading procedure. When it finishes, the Reticule reverts to normal. You cannot fire while reloading, but you can start shooting immediately once the reloading process finishes.

Zoom In and Zoom Out

Some of your weapons allow you to zoom in for a better look. Zooming in gives you a much clearer view of things on the map that are far away, but limits your field of view. Zooming back out makes distant targets that much less distinct, but lets you see more of the battlefield. You'll zoom in and out at levels of zoom, going through intermediate stages until you hit the minimum or the maximum.

To zoom in, press the Weapon Zoom Key (which defaults to the left Shift Key). To go back to normal view, press the Weapon Zoom Out Key (which defaults to T). You can switch between modes while you are moving.

The Reticule and other screen elements do not change while you are zoomed in. You simply see less of the field, but in more detail. If you have a mouse with a mousewheel, it also serves as a Default Zoom Control. However, instead of skipping up levels of zoom, it provides a smooth zoom in and zoom out.

Grenades

Grenades, both Fragmentation (which are deadly) and Flashbang (which just stun – useful for clearing rooms with hostages in them) are an important part of your arsenal. To use a grenade, switch to the grenade in your arsenal (usually item 3). Your reticule will change to reflect your new choice of weapon. To toss the grenade a short distance, tap the Use Item Button. To throw it further, hold the Use Item Button down. When you release, you'll hurl the grenade. You can bounce grenades off of walls, which is an excellent way to get them around corners where you're pinned down.

Out of the Way!

Grenades are indiscriminate in whom they affect, which is a nice way of saying that if you're not careful using them, you run the risk of blowing yourself up as well as the enemy. Make sure there's plenty of room (if not a good solid wall or door) between you and the grenade you just tossed. If you miscalculated your toss and it bounced back or didn't go far enough, run! Standing too close to a grenade in the hopes that it will somehow remember you with affection is a great way to get killed.

Flashbangs

If you're too close to a Flashbang when it goes off, or facing it when it explodes, your screen will go white and slowly fade back in. This means you've been caught by the Flashbang, and like your enemies, you're disoriented by it.

Heartbeat Sensor (HBS)

The Heartbeat Sensor is used to detect enemies. Equipping the HBS will automatically – no clicking required - display enemy locations on the Mini-Map, within the device's range. With the HBS in hand, however, you will not be able to use any other weapons. You'll have to switch equipment before you can start firing. On the other hand, you can give attack commands to your squadmates, who'll be happy to put the information the HBS gives you to good use.

THE ON-SCREEN INTERFACE

This is what you see when you are actually in the Action Phase of THE SUM OF ALL FEARS. Most of the screen is taken up by the currently selected character's view of the world. In other words, you see what he sees, whether it be trees, buildings, tanks, enemy operatives or driving rain.

In-Game Screen Elements

The bulk of what you'll see in the game can best be described as the game itself. This includes:

Friendly Troops

There are two varieties of Friendly Troops: those attached to your squad and those who are part of your support squads. Members of friendly squads will be easy to pick out, as they're wearing the same gear as you, and will trigger IFF.

Hostiles

Hostile operatives are those enemies who are trying to eliminate you and your fellow operatives. They carry weapons, and generally dress in either civilian clothing or some form of easily identifiable uniform. At no point will hostiles look like your fellow operatives. Hostiles will not register any name text when the reticule sweeps over them, but they will react to evidence of your presence (sight, sound, or the fact that one of their allies has suddenly fallen over after being shot).

Terrain

Terrain is the basic landscape of the game, including trees, walls, buildings and so forth. Most terrain can be moved across by walking. Steep terrain may not be accessible at all. While there will be ledges and other terrain hazards in THE SUM OF ALL FEARS, in most cases you won't be able to simply walk off a pier and injure yourself. Ledges, stairwells and other facets of the terrain, however, might prove different.

Visibility of terrain varies according to ambient light and weather conditions.

> ### Rescuing Hostages
> Certain missions require you to rescue hostages in order to complete Objectives. To rescue hostages, eliminate all of their captors.

Interface Elements

However, there are several additional elements to the on-screen interface besides a view of the 3-D world. These other elements give you additional information that is crucial to playing THE SUM OF ALL FEARS, including details of your weapon, your currently selected operative, and whether or not any hostile troops are in the vicinity.

Operative Panel

This appears at the lower left corner of the screen. It tells you three things: Your current stance, the status of the other members of your team, and what their current Rules of Engagement are.

At the top of the Panel is the name of your current Operative. If you get killed, press the Fire Key and you'll switch automatically to the next member of your squad.

At the right are three silhouettes, two small and one large. The small ones are your fellow squad members, while the large one represents you. The color of the silhouette shows the operative's current Health State – Healthy, Wounded or Dead. When a character is Wounded, the figure turns yellow. When the character has been killed, it turns red.

This is also your Stance Indicator, and shows you which stance (standing or crouched) the operative is currently in.

At the left of the Operative Panel are three ovals with icons in them. These represent (from left to right) your squad's current Formation, Movement, and Rules of Engagement. To change your squad's Formation, Movement or RoE, you'll use the Team Commands Panel (see below).

At the very bottom of the Operative Panel is a one-line readout of what your current objective is. This tells you what you have to do next in order to complete the mission.

Map Overlay

To bring up a Map Overlay that shows you more of the current level, press the Map Overlay Key (default: Tab). This does not halt the game. Instead, it brings up a transparent view of a large version of the Mini-Map that overlays the whole screen, and which has no Threat Indicator. To close the Map Overlay, simply press the Map Overlay Key again.

Mini-Map

The Mini-Map rests at the bottom center of the screen. It shows a top-down view of the area you're currently in. Your operative is represented by a white diamond, while friendly units appear as green ones. Friendlies who have been killed show up as dull green diamonds, while enemies who have been killed appear as dull red ones.

If you are carrying a heartbeat sensor, or have that option switched on, you'll also be able to see enemies who are within HBS' range. Otherwise, the only enemies who'll appear are those in sound or sight range. They'll show up, even if they're on the other side of locked doors or walls, and they appear as red diamonds.

You'll also see a white line running through the map if you have enabled the HQ Plan. This is your path, and it leads you from objective to objective. As you move along the path, it shortens until you reach the objective. Once you complete an objective, the path to the next one appears.

You can zoom in on the Mini-Map by pressing the Zoom In Mini-Map Key (which defaults to the plus sign). To zoom back out, hit the Zoom Out Mini-Map Key, which defaults to the minus sign.

Off the Beaten Path

Your path may represent the fastest route to your objectives, but certainly not the only one. Don't worry about hitting waypoints exactly – if you miss them, the map will adjust. Furthermore, you're certainly welcome to try to explore the levels by going off your path. Doing so can make for a more challenging game. On the other hand, remember that you may have other support squads waiting for you to appear at pre-agreed locations before they'll move in. And if your support squads don't move in, you may find yourself taking on more than you bargained for.

Zones also appear on the Mini-Map. Your Extraction Zone (i.e. where you need to be to end the mission) shows up on the Mini-Map as a yellow box. In multiplayer games, team zones will appear as different colored boxes, letting you identify which team's territory you're on.

Threat Indicator

The Threat Indicator appears at the center of the bottom of the screen. It's the series of linked dashes around the Mini-Map. Normally these are gold in color. However, when there's an enemy in that direction, the particular segment of the indicator that's closest to the threat turns red. Note that your Threat Indicator just shows direction, not altitude. If you're on the first floor of a building and there's an enemy on the third, you'll still only be shown which cardinal direction he's in.

Weapon Panel

At the lower right of the Action Screen is the Weapon Panel. This lets you know which weapons the current character carries, which is active, and how much ammunition is loaded/left. At the top left is a number which indicates how many bullets you've got left in the current clip. If you're using grenades, it tells you how many grenades you have overall. Next to the number is the name of the currently selected weapon, and below it is the number of clips remaining.

To the right are four boxes, three or four of which should be filled with iconic representations of weapons and equipment. This is what you are currently carrying. The item that's currently active is highlighted.

No Clip Number?

There are two reasons for there to be no clip number attached to a particular weapon. Some weapons, such as fragmentation grenades, are simply counted as individual units and are not rated by clips. Also, when you play on Easy level, certain weapons have an unlimited number of clips available. Hence, there is no clip number shown.

If you are down to 30% of full ammunition capacity on you current clip, the ammo count changes to appear bright yellow. When the clip is emptied, it changes color to red.

At the far right of the Weapons Panel is your current Rate of Fire. The more bullets are visible, the faster you're shooting. Bear in mind that some weapons (such as pistols and grenades) have only one Rate of Fire.

Reticule

At the center of the screen is your Reticule. The Reticule is your means of targeting where you are shooting. There are different Reticules for each sort of weapon.

The Reticule consists of two parts: the Static Component and the Pips. The Static Component is centered on your screen, unless pulled to a target by auto-aim. It represents the center of your current aim. Any firing you do will be centered on the Static Component.

The Pips around the Reticule represent the range of accuracy you have at any given moment. The longer you focus on a particular target, the closer to the center of the Reticule the Pips move and the more accurate your fire is. Any firing you do will hit somewhere within the area marked off by the Reticule Pips. Each time you move, the Pips go back out to the edge of their range and your accuracy decreases accordingly. Note that for some weapons (such as grenades), the Pips don't move. This indicates a static level of accuracy.

Night Vision

When fighting occurs under less-than-optimal lighting conditions, you have the option of turning on Night Vision. This allows you to see in the dark, though Night Vision is by no means perfect. It is, however, better than stumbling around in the dark hoping that no one on the other side can see any better than you can.

Night Vision can be toggled on and off by pressing the Toggle Night Vision Key, which defaults to V. When Night Vision is on, everything on the screen will appear green. Turning Night Vision off returns you to Normal Vision Mode. Moving into an area with regular illumination while Night Vision is turned on may provide inferior vision temporarily. However, you can switch between vision modes instantly.

Messages

You will occasionally receive messages from the game (or in multiplayer, from other players) passing along important information. This includes changes in fireteams' RoEs, server messages and so forth. These messages will appear in the upper left of your screen.

THE COMMAND INTERFACE

The Command Interface is how you control your operatives during the Action Phase of THE SUM OF ALL FEARS. It consists of the Team Commands Panel, which you call up by hitting the Command Key (default Control). When the Team Commands Panel is visible, there is also a mouse cursor visible on screen. You use this to give commands to the rest of your squad.

The Team Commands Panel appears in the lower left of the screen, and while it is up the game freezes. In other words, you can't get shot while giving your team orders. Once the Team Commands Panel closes, however, the game starts again.

Just a Minute There...
Calling up the Command Panel does freeze the game in single-player mode. It does not, however, freeze it in multiplayer mode. So if you're playing Co-op, don't count on the enemies giving you the option of leisurely decisionmaking.

The top of the panel is divided into three sections: Formation, Movement and RoE. Each section has two options in it. By clicking on the appropriate option, you can change your team's second order and formation. For Formation, your two choices are Close and Spread. For Movement, they are Follow Me or Hold this Position. And for RoE (Rules of Engagement), they are Recon (hold your fire unless fired upon) and Assault (fire at will).

Clicking on an option chooses it, changes it, and closes the Team Commands Panel. A message detailing the change you just made also appears in the upper left hand corner of the screen.

At the bottom of the panel is a list of more specific commands. These include:
• **Clear** – tells your squad to clear an area, if necessary opening the door first.
• **Open** – tells your squad to open a door.
• **Grenade** – tells a squad member to toss a grenade.
• **Flashbang** – tells a squad member to toss a flashbang.

If you choose not to change anything or issue any orders, you can close the Team Command Panel the same way you opened it.

Telling Them What To Do
In order to tell your squad what room to clear, what door to open, or what doorway to toss a grenade into, you need to use your Targeting Reticule. Whatever you're targeting before you call up the Command Panel is what your squadmates will act on. If an option on the Command Panel is greyed out, that's because the Reticule is targeting something for which that action is not valid.

Quicksave and Quickload
Quick Save
If you want to save a game without exiting the action, press the Quicksave Key, which defaults to F11. This creates a saved game in a dedicated quicksave slot.

Quick Load
Quick Load allows you to load up a game while in the Action Phase. Pressing the Quick Load Key, which defaults to F12, loads up the last saved game automatically.

Mission Status
Selecting the ESCAPE Key during a mission brings up the Mission Status Dialog Box. This is a fast way for you to check your objectives during a mission, as well as letting you restart, save, or otherwise modify a mission.

The top of the Mission Status Dialog lists your current objectives, along with their numerical designation. Below that is a series of buttons.

Continue
Selecting the Continue Button returns you to the game exactly where you left off.

Save Game
This brings up the Save Game Dialog.

Options
This brings up the in-game Options Menu.

Restart
Clicking on Restart restarts the mission with your current team and equipment. Any casualties are erased, all expended ammunition is restored and all hostiles are back in place.

Abort
Selecting Abort takes you out of the mission and back to the Briefing Screen.

End Mission

Selecting End Mission ends the mission immediately. It takes you to the After Action Review Screen, and the mission is considered "Aborted."

Quit

Choosing Quit takes you back to the Main Menu.

FINISHING A MISSION

A mission is considered to be finished if you have completed all of the mission objectives, you've failed a non-special objective, or your entire team has been killed. When the mission is over, you will be taken to the AAR Screen. In some cases, you'll be shown a brief cut scene before you go to the AAR Screen, but not in all cases.

After Action Review (AAR) Screen

The AAR Screen shows you how you did on the just-completed mission. It gives you a detailed listing of how you performed on the mission overall, as well as individual statistics for each of your operatives.

Mission Info

This shows you the basic details of the mission. It includes mission type, difficulty, elapsed time, best time and fastest player.

Objectives

Each Mission Objective is listed here, along with an indication of whether you succeeded or failed its conditions. Note that it is possible to succeed at some missions without meeting all Mission Objectives, if the Default Objectives have been met instead.

Squad Status

This displays a list of all of the operatives in your squad for the previous mission. Each is listed with the following information:

- **Name** – the operative's name.
- **Status** – whether the operative is healthy, wounded or dead.
- **Missions Completed** – the number of missions the operative has survived.
- **Shots** – the number of shots the operative fired.
- **Hits** – the number of hits the operative achieved.
- **Hit %** – the percent of shots fired that found a target.

- **Kills** – the number of kills registered by the operative.
- **Decorations** – the decorations the operative has earned for his or her performance.

During a campaign, you can also toggle between an operative's stats for the most recent mission and his stats for the entire campaign by clicking on the button below the individual stats.

Save Replay

Selecting this button lets you save the replay of the just-completed mission for later viewing through the View Replay Menus. Note that this will not be available if you do not have the Record Game Option checked.

View Replay

Selecting this button allows you to watch a replay of the just-completed mission. Note that this, too, will not be available if you do not have the Record Game Option checked.

Menu Button

Pressing this button brings up the In-Game Menu. This has four buttons on it:

- **Continue** – This returns you to the game.
- **Options** – This takes you to the Options Screen.
- **Save Campaign** – This saves your current campaign.
- **Quit** – This brings up a dialog asking if you really want to quit. If you choose yes, you'll quit out to the Main Menu.

Next Button

Selecting the Next Button advances you to the next screen. If you're playing a campaign, this will take you to the Next Mission's Briefing Screen. If you're playing a quick mission, you'll go to the Quick Mission Screen. In a campaign, the Next Button is greyed out if the mission is considered "failed or aborted."

Retry Button

Selecting the Retry Button gives you a chance to take another crack at the just-completed mission. Clicking on the button brings up a dialog asking you if you want to retry the mission, and giving you several options. If you select Return to Briefing, you restart the mission from the Briefing Screen. This allows you to change outfits for your operatives. If you select Restart, that restarts the mission immediately, using current game settings. If you choose Load Last Save, you start the mission from the last point at which you saved. If you choose Cancel, you return to the AAR Screen.

Saving a Replay

If you choose to save a mission replay, you'll be taken to the Save Replay Dialog. When you enter this screen, you will see a text box that lets you type in a name for the replay you want to save, as well as a scrollable list of all currently saved replays. There are two buttons on this screen: OK and Cancel. Selecting Cancel takes you back to the AAR Screen without saving your replay. Selecting OK saves the replay before taking you back to the AAR Screen.

MULTIPLAYER

Multiplayer gaming allows you to play with others, either on a local network or via the Internet. You can either set up your own server and host a game, or join someone else's game. Clicking on the Multiplayer Button on the Main Menu takes you to the Multiplayer Setup Screen.

Multiplayer Setup

This screen lets you either connect to the ubi.com game service, join an existing game or set up a server of your own.

Play It On Ubi.com

Click on the Play It On ubi.com Button to be connected to the ubi.com game service, the fastest and easiest way to play online. You will be connected to the Game Lobby Selection Screen. Once you select a game lobby you will see a list of available games which you can join or you can create your own game. More information can be found by clicking the Help Button on the Game Service Menu.

Create Game

Clicking on this button allows you to set up a game on your system, creating it from scratch and using it as your server. Clicking Create Game takes you to the Player Setup Screen.

Game List

This portion of the screen lists all of the currently available games, as well as a bit of information about each. The list has two tabs, one labeled LAN and the other Internet. Clicking on the former shows you all of the games of THE SUM OF ALL FEARS currently running on your LAN, while clicking on the latter shows you all of the currently available games on servers you're familiar with out on the Net.

LAN Game List

The LAN Tab on the Game List shows you games on your local area network. Listed for you will be each game by server name, as well as the following information:

- Ping Rate
- Mode
- Number of Players
- Password Icon – This informs you as to whether or not the game is password protected.
- Current Game Status
- Active Mod

You can select a game by clicking on it. This will highlight the game and allow you to join it (assuming the game isn't full, in progress, or otherwise locked off).

At the bottom of the list is the Info Button. Clicking on the Info Button gives you more information about the game you've selected. If you have no game selected, this button will be greyed out. Clicking on the Refresh List Button makes THE SUM OF ALL FEARS look through your LAN again to see if there's been any change in status since the last time you looked.

If you decide that you don't want to join a multiplayer game after all, just select the Main Menu Button at the lower left of the screen. This takes you back to the Main Menu.

Joining a Game

Joining a game requires two steps. First, select the server you want to join. Then click on the Join Game Button at the lower right of the screen. This will take you to the Player Setup Screen, and allow you to get ready to play.

There will be a box on the screen for a password. If the game you are joining requires one, enter it in this box. Not all games require passwords – it must be specially set by the host. If you try to join a password-protected game without entering a password, you won't be allowed to advance to the next screen. You'll also get a dialog box informing you that you've entered an incorrect password, the same one you'd see if you actually did enter the wrong password.

Internet Game List

Clicking on the Internet Tab brings up this list, which is similar to the LAN list. It provides similar information about available games as the LAN list, and offers some additional options as well.

The list itself shows IP addresses for Internet games. If you've saved a game address and that game can send information to you (sometimes firewalls or heavy network traffic can block this without blocking your ability to join the game), then that game will appear in the list with all of its information. If the information is blocked, only the game's IP address will appear, but this is enough to allow you to join a game there, assuming there's a game actually running on that server for you to join. Underneath the list of server names is a text field where you can type in the address of a new server you want to check for an available game. Clicking on the Add Button adds the server to your list. Selecting a server from the list and clicking on the Delete Button removes that server from your list. Clicking the Info Button gives you information on the currently selected server, and if no server is selected, the button is greyed out.

Clicking on the Refresh List Button makes THE SUM OF ALL FEARS run through your list of servers again to see if there's been any change in status since the last time you looked.

At the bottom of the screen is the Main Menu Button, which takes you back to the Main Menu if you click on it.

Join Port

You may need to enter a Join Port if you are trying to connect to an Internet game that isn't using the default setting. The person hosting your game will be able to tell you the port setting, and you will be able to enter it, along with the game's address, in the field at the bottom of the game list.

Player Setup

This screen allows you to set yourself up to play in a multiplayer game. Here you can select your operative type, join a unit and see details of the mission you're about to play.

You'll see this screen regardless of whether you're joining a game (in which case it's the only one you need to worry about) or starting a server. You may even wish to alter the server settings before launching the game.

Soldier/Roster

At the left of the screen is an area with two tabs: Soldier and Roster. This allows you to choose what sort of operative you're going to play, join a squad and decide whether you're going to play or just observe.

Roster

Clicking on the Roster Tab brings up a list of squads that are available. Each of the tabs corresponds to one platoon in the game. Click on the squad you want to join to bring up its current roster listing. If the squad's tab is greyed out, you won't be able to bring it up or join it.

Each Squad Roster Listing is broken down into three Fireteams, and each Fireteam's Roster consists of three lines. Underneath the roster listing is a box showing the other players in the game. To add your operative to a squad, click on an empty spot on the squad you want to join. Your name will appear in that slot, and will be greyed out in the listing below.

Observer Mode

At the very bottom is a box labeled Observer Mode. Clicking on this box puts you into Observer Mode, which lets you watch, instead of playing. When in Observer Mode, you have no control over which operative you're attached to at the start of a mission. To switch camera views, you can hit F1. You can scroll through the various operatives by pressing PgUp or PgDn.

Note that you cannot join a team and play THE SUM OF ALL FEARS multiplayer while Observer Mode is selected. Also, if the server has disabled Observer Mode, you will not be able to select it.

Soldier

Clicking on the Soldier Tab allows you to select what sort of operative you're going to play and what you're going to be known as in the game.

At the very top of this section of the screen is a window showing the current operative model. You can scroll back and forth between the two options – male and female – by clicking on the left and right arrows. All weapons outfits are available to all operatives.

Underneath the Operative Class Designator is a window that shows you what your operative looks like. This varies by squad – if you change your squad in the Roster Section of the screen, then your operative will change appearance.

Below the image is a text box where you can name the operative you want to play. Type in the name you want to be known by on the server. This can also be set in the Multiplayer Options.

The next item down is the Kit Selection Area. Here is where you select the equipment for your operative. The name of the outfit appears in a text window, while the kit's contents appear below it. There is a limited number of kits available, which you can scroll through by clicking the right and left arrows. Kits in the list are determined by the kit restrictions determined by the server. Below this is information on the items in each outfit. Every time you switch outfits, this information updates automatically.

Game Information

To the right of the Roster/Operative area of the screen is the information about the current mission for the game. This includes:

- **Server Name** – the name of the server you're playing on.
- **Game Type** – what style of game you'll be playing.
- **Map Name** – the name of the current map or mission.
- **Time Limit** – how long the game will last.
- **Images from the Map**

Beneath that is a box marked Ready. Clicking on the box indicates that you are ready to play. When everyone in the game clicks on Ready, the game begins.

Warning

If you are hosting the game, do not click on Ready unless you have all game options set the way you want. Otherwise, you run the risk of having the game suddenly start while you're still setting things up.

Next to the Ready box is an indicator telling you how many people have indicated that they are ready out of the number of people in the game. Below the Ready Indicator is a list of Mission Objectives. They may be full Mission Objectives, or they may be as simple as "Eliminate all enemies."

Player List

Below the tab area is a list of all of the current players. Those who've joined a squad are greyed out. Next to the name of each player who's ready is a green indicator. Next to the names of those who haven't is a red one.

Chat Window

At the lower right is a chat window which allows you to see both server messages and comments from other players. These messages will scroll up from the bottom of the window.

Edit Server

Underneath the list of Mission Objectives is the Edit Server Button. Clicking on it takes you to the Server Setup Screen. If Remote Access is not available, the button will be disabled on clients. If it is available, the button will open a dialog asking for an access code before taking you to the screen.

Request Eject

Clicking this button starts a vote to eject a player. When you click on it, the Eject Player Window comes up. On the left is a list of all players on the current server. On the right are three buttons: Eject Player, Don't Eject Player, and Cancel. To start a vote to eject a current player, click on the player's name at left and then click on the Eject Player Button. This requests a vote to kick the player off the server, and sends out a message to the other players that a vote has been called regarding that player's possible ejection. Once a vote has started, all eligible players have one minute (with updates sent out every fifteen seconds) to vote. Eligible players are players who are in the game at the time the vote is requested. Players who join while the vote is taking place do not get to vote. Abstaining from voting counts as a "no" vote.

Once someone has called a vote, the Eject Player Button changes into the Cast Vote Button. To vote to eject the player in question, click on Cast Vote. A dialog box will appear to inform you whom the vote has been called about. To vote to eject the player, select Yes. To vote against ejecting the player, select No.

Voting is done against the total number of eligible players in the game. If more than half the players voting elect to eject the player in question, he receives a chat message informing him of this just before he is booted from the server. If there aren't enough votes to kick a player off, the vote ends with nothing else happening. In either case, a chat message is sent to all players with the results of the vote.

Note that the name of the host never appears on the list of player names eligible to be voted on. Also, only one vote can be conducted at any given time.

Uncontrolled Power

If the host selects Request Eject from the Edit Server Screen, then clicks on a player name and selects Eject Player, that player is immediately removed from the game. There is no vote, though all players receive a chat message informing them of what just happened.

Server Info

Clicking on this button shows you current server settings by taking you to the Server Setup Screen. However, no buttons except Cancel (which takes you back the Player Setup Screen) are active.

Exiting the Screen

At the bottom of the screen are three buttons. The Quit button will take you back to the Multiplayer Setup Screen and takes you out of the game. If you are the host and you click on this button, everyone else gets dumped out of the game and the game itself immediately ends. The Launch Button is enabled only on the server, and will launch the game. The Menu Button, which has a square on it, is not. Clicking on the Square Button brings up a dialog box with three buttons: Continue, Options and Quit. Clicking Continue brings you back to the original screen. Clicking Options takes you to the Options Screen. Clicking Quit takes you out of the current game and returns you to the Main Menu.

EDIT SERVER

This screen – known as the Multiplayer Setup Screen – is where you set up the server options if you are hosting a game. The entire screen is a set of choices that help you define the game in terms of how long it lasts, what restrictions are on it, what map it's played on, and so forth. There are four tabs at the top of the screen. They are:

- **Gameplay** – This defines the game parameters.
- **Map** – This defines which map the game is played on.
- **Server** – This creates the server settings.
- **Summary** – This shows the summary of the game, as well as providing some miscellaneous options.

Below the tab windows is a set of four buttons:

- **OK** – Accepts the current settings and takes you back to the Multiplayer Screen.
- **Cancel** – Erases any changes you've made and takes you back to the Multiplayer Screen.
- **Load** – Loads a saved Screen Settings Script.
- **Save** – Saves a Screen Settings Script.

Below the four buttons is a chat window with a text box for you to type messages into. At the bottom right of the screen is the Menu Button.

Loading and Saving Game Settings

If you come up with a set of multiplayer game settings that you like, you can save them for future use. Simply click on the Save Button. The saved settings are called a Script File, and you can also create a script with the level editor included with THE SUM OF ALL FEARS. To load a game script file, click on the Load Button. You'll see a list of available scripts. Click on the one you want and it will become active. **Note that a loaded script's settings do not take effect until you click OK on the Server Setup Screen.**

If you load a script that you've created that's incompatible with THE SUM OF ALL FEARS, you'll receive text messages letting you know what the problems are with the script. In the meantime, the previous game settings will remain active.

Escape

Pressing the Escape Key brings up the Status Window for the Server Setup Screen, which is different from any other in the game. At the bottom of the Status Window is a button marked Eject. Clicking on Eject brings up the Eject Player Window. At the left you'll see a list of all players in the current game. To eject a player from the current game, click on his name and then click on the Eject Player Button on the right. This boots the player automatically from the game without a vote being called. The Do Not Eject Current Player Button is greyed out in this window. Click on Cancel to close the window without ejecting a player. This can be done by any player with Server Access privileges.

Gameplay

Clicking on the Gameplay Tab brings up the basic game options. These include:
- **Game** – This is the game mode, or gameplay style. Can be Solo, Cooperative, or Team. Each game type allows specific play types.

Game Types

Each mode has several distinct game types, as well as some unique setting dependencies.

Solo

Solo has four game types:

- **Cat and Mouse** – One player is the mouse; everyone else plays cats. Only the mouse gets points for kills.
- **King of the Hill** – The player who spends the most time in the central area of the map wins.
- **Last Man** – The winner is the last one standing.
- **Sharpshooter** – The winner is the player who has the most kills at the end of the game.

While in Solo Mode, you cannot turn on AI Backup or Random Team. Furthermore, the squad tabs of the Player Setup Screen cannot be accessed and the difficulty setting cannot be changed.

While in Solo Mode, the difficulty is preset to Medium and cannot be changed.

Co-Op

Co-Op Mode has the following three game types:
- **Firefight** – The map is seeded with randomly placed enemies, whom the player must defeat.

- **Mission** – The game plays like a single-player mission, with the same objectives, enemies and so on. If your team does not have the required equipment for a mission, a chat message will go out informing all players of this and the game will not advance.
- **Recon** – The players must make it from the Insertion Zone to the Extraction Zone.

While in Co-Op Mode, Random Teams is automatically switched off. There is only one squad, and you cannot activate Random Insertion Zones.

Team

Team Mode has the following game types:

- **King of the Hill** – The winner of a King of the Hill game is the team that spends the most time in the central area of the map.
- **Search and Rescue** – The winner is the team that finds the three hostages placed on the map and escorts them to safety successfully. The hostages are invulnerable to fire.
- **Last Man Standing** – The winner of this game is the last team still alive at the end of the game. If time runs out before one team can eliminate all of its rivals, the win goes to the team with the most kills.
- **Siege** – One squad attempts to defend a base (marked by a pillar of smoke). Everyone else tries to capture it.
- **Domination** – Squads try to possess bases across the map. The longer they possess a base, the more points they score for it. Whichever team has the most points at the end of the game, wins.

While in Team Mode, you cannot change the game Difficulty. Also, a player in a Team game who has not selected a team to join by the time play starts will be automatically assigned to one.

Mission List

The game type you select determines whether the Map Screen gives you the names of individual maps or individual missions.

- **Difficulty** – How hard the game is. Can be Easy, Medium, or Hard.
- **Time Limit** – How long the game will be, if a victory condition is not reached sooner.
- **Arcade Mode** – Speeds up the game action and makes operatives more resistant to damage. Also, there's unlimited ammunition.
- **AI Backup** – Has the game fill out any platoons that are short with a mix of operative types. If your platoon has live AI Backup when your operative goes down, you will be shunted into one of them and continue playing.
- **Allow Auto-targeting** – Allows players to use the Auto-Target Feature, which snaps the gun reticle to nearby targets onscreen.
- **Show All Enemies** – This works like the HBS, showing enemies on the Mini-Map as red diamonds.

- **Max IFF** – Determines the highest level of IFF allowed in the game.
- **Use Threat Indicator** – Allows the use of the Threat Indicator at the bottom of the screen in the Action Phase.

Respawn

Respawning is the process of coming back into the game once you've gotten yourself killed. Respawn lets you set up how many times a player or team can come back in a game, and under what circumstances. There are four types of Respawning you can set:

- **None** – Once you're dead, you're dead. No respawning.
- **Individual** – Respawning is limited on an individual basis. Each person will respawn the stated number of times, then stay down.
- **Team** – Respawning is limited on a per-team basis. Each team has a pool of respawns available. Each time any team member dies, the team uses one respawn until the team limit is exhausted.
- **Infinite** – Players will keep respawning as long as the game lasts. Respawn and AI Backup are mutually exclusive. If one is switched on, the other is automatically switched off.

Available Kits

This allows you to set restrictions on which outfits can or can't be used in the game. You can scroll through them by using the left and right arrows. The Kit Restriction names describe their parameters. Using this setting to limit the available weapons can make for a greater challenge in games like Cat and Mouse.

Available Teams

At the very bottom of the window is the Team Selector. This lets you assign squads to teams. Next to each squad number is an arrow, and each squad's number is surrounded by a colored box. Clicking on the arrow changes the color of the box. Squads with the same color are on the same team. When a squad's color is grey, the squad itself is currently disabled.

Next to the squad numbers is the Random Teams Box. Clicking on it assigns players to teams automatically and at random.

Map

Clicking on this tab brings up Map Options. There's a list of all of the currently available maps, which you can select by clicking On. The selection defaults to whichever map is up first but you can change it by clicking On whichever map you'd like to play. You can scroll through the list of maps by clicking On the up and down arrows at the top and bottom of the list.

Persistent Settings

The Multiplayer Game Settings will pick up where you left them in your last game. This prevents you from having to go in and change things every time if you've found a set of settings you're comfortable with.

To the right of the map are three options. They are:

Next Map – This determines what the next map in the game sequence is. The choice includes, In Order (next one down on the list), Random (randomly selected from the list), and Same (repeats the same map).

Map Reps – This determines how many times the map plays before cycling on to the next in the sequence. It can be set anywhere from 1 to 10.

Random Insertion Zones – This checkbox determines whether players start at pre-determined Insertion Zones, or at random ones throughout the map.

Server

Clicking on this tab lets you set up your server options for the game.

- **Server Name** – This is the name of the server. It can also be set in the Multiplayer Options.
- **Password** – Password, if any, to join the game.
- **Max Players** – The maximum number of players allowed in the game.
- **Allow Observers** – Lets people play in Observer Mode.

Auto-Start Timer

This is a countdown timer between games. Once it reaches zero, the next game starts. Note that changing the server options resets the timer to its maximum value in order to give players a chance to respond to the changes. The timeout will not reset if you exit the screen by hitting "Cancel," as no changes will be applied. Timeout values range from 30 seconds to 5 minutes. Note that you can override the timeout by manually starting the game, or by having everyone in the game click Ready on the Player Setup Screen.

After Action Timer

This determines how long the game sits in the multiplayer AAR Screen after each game before cycling on to the next one. This can be overridden from the server.

I Like To Watch

Observer Mode lets you play by observing through another player's eyes in the game world. While you can't direct the action, you can watch as someone else does, and you can zoom in and out as you go along.

Summary

Clicking on this tab gives you a summary of your game's settings, and allows you to change a few last options. The information this screen gives you includes the Game Mode, Type, Difficulty, Map, Time Limit, Respawn, Max Players, Available Kits and Max IFF.

It also features checkboxes for features listed under other tabs. These include:
- Arcade Mode
- AI Backup
- Use Threat Indicator
- Random Teams
- Random Insertion Zones
- Allow Observers
- Allow Auto-Targeting
- Show All Enemies

Remote Access

Remote Server Access is password-governed. If you've enabled Remote Access on your server, the Edit Server Button on the Player Setup Screen will be active. If they click on it, they'll get a dialogue asking for the server password (which you set under Multiplayer Options). Typing in the password allows them to enter the Server Setup Screen and make changes.

If someone with Remote Access has entered the Server Setup Screen, the host will see the Edit Server Button on his Player Setup Screen turn red. If he clicks on it, he has the option of booting the user from the Edit Server Screen (thus canceling all of that user's changes to the server). Other remote users, however, will not be able to click on Edit Server while the Edit Server Screen is being accessed by anyone – user or host.

The server can disable Remote Access from the Options Screen at any time during the session.

Multiplayer Gameplay

Gameplay in multiplayer is almost identical to gameplay in single-player mode. However, rather than going through a Briefing and Selection Phase, you start immediately in the Action Phase. Gameplay then continues until either the preset objectives are met or the time allotted for the mission expires.

There is one major difference from single-player gameplay: Respawning. Respawning allows players who've been killed in game to rejoin a game in progress. To Respawn, hit the Fire Key after you've gone down, and you'll re-enter the game with all of your old operative settings intact and a full kit.

After Action Review (AAR) Screen

After the mission is completed, you'll be taken to the AAR Screen. At the top of the screen is a platoon record, which shows you the name and performance of each operative in that squad. Included is the operative's status, score (if applicable), number of kills, number of shots taken, number of hits scored, number of team kills and number of times killed. Below the listing are the cumulative statistics for the squad, including kills, shots fired, hits and hit percentage. Tabs at the top of this let you switch between squads. There is also a Show Hit By Button. Clicking on it replaces the status and score entries with who last hit the player.

Underneath the record is a message letting you know whether you won or lost, as well as the elapsed time of the mission. At the lower left is the Save Replay Button, and to the lower right is a chat window. To advance out of the AAR Screen, click on the Right Arrow Button at the lower right, or wait to the preset time, at which point it will close automatically.

Replays (AAR Screen)

You can save a replay of the just-completed game by clicking on Save Replay. However, only the server can record a replay on a multiplayer game, and you can only save a replay if you've first recorded it.

CREDITS

Team Credits

Producer
Deke Waters

Associate Producer
Heather Maxwell

Lead Designer
Michael Fitch

Lead Artist
Eric Terry

Lead Level Artist
John Sonedecker

Lead Character Artist
Steve Wasaff

Lead Engineer
Greg Stelmack

Quality Control Analyst
Ken Turner

Lead Testers
Prince Arrington
Derek Earwood

Artists
Tim Alexander
Mike Cosner
Kristian Hawkinson
Suzanne Meiler
Doug Oglesby
Chris Reeves
Lucas Smith
Jeff McFadyen
Chris Wells
Eric Armstrong
Joseph Drust
Tony Nichols
Thomas Devries

Engineers
Chris Port
Rusty Rountree
Craig Staley

Assistant Designers
Gary Stelmack
Matthias Dohmen

Additional Art
Jeremy Brown
Yongha Hwang
Kim Kirchstein
Brian Reynolds
Dion Rogers
Michael Spano
Ray Tylak

Additional Engineering
Joe Sauder
Jeff Wesevich

Additional Design
Richard Dansky

Testers
Ted V. Sewell
Jen Jahnke
Jamie Cardwell
John M. Iverson
Lance E. Brown
John Schuster
Beau Norris

Manual
Richard Dansky

Red Storm Corporate

CEO
Yves Guillemot

President
Laurent Detoc

Vice President of Product Development
Steve Reid

Vice President of Operations
Chris Olson

Director of Product Development
Elizabeth Loverso

Director of Engineering
Todd Lewis

Director of Art
Jonathan Peedin

Quality Control Manager
Jon Schweitzer

Quality Assurance Manager
Paula Giordana

Red Storm Technical Support

North American Technical Support Manager
Brent Wilkinson

Lead Technical Support Representative
Trent Giardino

Technical Support Representatives
Moye Daniel
Jason Jennings
Kirk Sanford
Chris Curtis
Greg Bonifacio
Jesse Haff
Bryan Marshall
Harden Viers

Red Storm Support Staff

Systems Administrator
Paul D'Agostino

Associate Systems Administrator
Scott Reid

Accountant
Jonathan Corum

Human Resources Generalist
Michelle Benson

Office Coordinator/Receptionist
Kristi Decourcy

Special Thanks

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Ubisoft U.S.

Director of Publishing
Jay Cohen

U.S. Marketing
Karen Conroe
Tena Lawry
Jill Steinberg

Public Relations
Sean Kauppinen

Creative Services
Price Design Team

Ubi.com
Andy McCurdy
Kurtis Buckmaster
Sam Copur
Jason Rubinstein
John Billington

Ubi.com Multiplayer Games Integration
Luc Bouchard
Greg Meador

Ubi.com Web Site Development
Joe Toledo
David Macahor

Ubi.com Engineering Team
Guillaume Plante
Philippe Lalande
Karine Renaud
Alexandre Begnoche
Stephane Caissie
Louis Lamarche

Ubisoft Europe

International Content Management

Editor in Chief
Serge Hascoet

Director of Production
Christine Burgess-Quemard

International Content Manager
Travis Getz

Marketing

EMEA Marketing Director
Laurence Buisson-Nollent

EMEA Marketing Group Manager
Axelle Verny

EMEA Brand Manager
Cedrick Delmas

Local Brand Manager
Soren Lass
Marcel Keij
Stephane Catherine
Michael Thielmann
Antonio Rabanera
Vera Shah
Valeria Iodeserto
Christian Born
Vanessa Leclercq
Evelyn de Vooght

Special thanks to:
Ronan Després
Xavier Neal

Worldwide Localization Manager
Coralie Martin

Localization Project Manager
Laurent Rigal

SOUND DELUX CREDITS

Supervising Sound Designer
R. Dutch Hill

Composer
Bill Brown

Casting Director
Carole Ruggier

Sound Designer/Gun Recordist
Peter Zinda

Dialogue Editor
Tim Boggs

Production Manager
Amanda Wyatt

Producer
Becky Allen

Weapons Provided By
Stembridge Gun Rental

Voice Talent
Carol Ruggier
Doug Rye
Jurgen Peretzki
Joe Whyte
James Horan
Stefan Marks
Jay (Jihad) Harik
Alain Benatar

Motion Capture provided by

Thanks to:
Joe Nolan
Keith Robinson
Bryon Wanderer
Chuck Mongelli

Motion Talent
Jim Illingworth
Chuck Artazone
John Flynn

APPENDIX: DEFAULT KEY COMMANDS

Quick Reference — Keyboard Defaults

Key	Command
Esc	Pop-Up Menu
F1	Toggle Camera View
F2	Toggle Observer Mode
F4	Screenshot
F6	Toggle Team Member Display
F7	Toggle Mini-Map/Threat Indicator
F8	Toggle Equipment Display
F9	Toggle Entire Action UI
F11	Quick Save
F12	Quick Load
~	Equip Next Item
1	Equip Item 1
2	Equip Item 2
3	Equip Item 3
4	Equip Item 4
5	Toggle Formation
6	Toggle Movement Orders
7	Toggle ROE
-	Zoom Out Mini-Map
=	Zoom In Mini-Map
Tab	Toggle Full-Screen Mini-Map
Q	Peek Left
W	Move Forward
E	Peek Right
R	Give Clear Order
T	Give Flashbang Room Order
A	Sidestep Left
S	Move Backward
D	Sidestep Right
F	Give Open Door Order
G	Give Frag Room Order
Shift	Cycle Through Zoom levels
Z	Change Magazine
X	Change Rate Of Fire
C	Toggle Crouched/Upright
V	Toggle Night Vision On/Off
Ctrl	Toggle Squad Command Menu

Alt   Shuffle
Space   Perform Action (Open Door, Disarm Security, Get Documents, etc.)
Enter   Bring Up Console

Multiplayer Only
'   Initiate Global Chat
Return   Initiate Team Chat
NumPad   Send Chat Message
PgUp   Select Next (Observer Mode)
PdDn   Select Previous (Observer Mode)

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