

Warning: To Owners of Projection Televisions

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

Epilepsy Warning

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

Precautions to Take During Use

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

Fox Interactive Presents:
A Monolith Production of

THE OPERATIVE™ in

No One Lives Forever™

No One Lives Forever™ is powered by **LITHTECH™**

Check out the official *No One Lives Forever™* website at
www.the-operative.com

Check out other Monolith titles at
www.lith.com

Check out other Fox Interactive titles at
www.foxinteractive.com

SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS

- Windows® 95/98/ME/2000
- Direct X™ 7.0 or higher
- Pentium® II 300 Mhz
- 64 MB RAM
- 8 MB 3D hardware accelerator card with Direct 3D™ support
- High color graphics (16-bit)
- 4x CD-ROM
- Mouse
- Keyboard
- 56K modem or LAN for multiplayer
- 400 MB free hard drive space
- Direct X compatible 16-bit sound card

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INSTALLING THE GAME

To begin, insert the No One Lives Forever Disc 1 into your CD-ROM drive. If AutoRun is enabled on your computer, the install screen should appear within a few seconds.

Install: This option will launch the setup utility. Follow the on-screen prompts to navigate through the setup screens as follows:

In the Select Destination Directory screen, click Next to install to the default folder or click Browse to install to a different folder on your hard drive.

In the Install Type screen, you may choose from one of two possible installation methods:

The Normal Installation requires 900 megabytes of free hard disk space and will copy both the game and all game data. For maximum performance, use this option.

The Minimum installation option requires 324 megabytes of disk space and will copy only the game files to your hard drive and leaves all levels and other data on the CD. This option is recommended if you need to conserve hard drive space.

In the Select Program Folder screen, simply click Next to add Fox Interactive/No One Lives Forever to the default folder in your Start menu or specify a different folder.

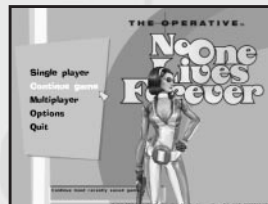
Once setup is complete, click Next to exit the installer.

Uninstall: This option becomes available only after the game has been installed. It allows you to easily remove the game files from your hard drive. Please note that other programs may share certain installation files, so you may be prompted for confirmation before some of these files are removed.

Install DirectX 7.0: This option is required if you do not already have Microsoft's DirectX version 7.0 or higher installed on your computer.

Read Me: Provides useful information on installing and starting the game, as well as last-minute information that didn't make it into this manual.

MENUS AND INTERFACE SYSTEM



The following options are available from the game's Main Menu: **Single Player:** Access this menu if you wish to play through the single player missions in No One Lives Forever.

Continue: This option is only available once you have begun playing the single player missions. It will allow you to pick up where you left off in single player mode by automatically reloading your last saved game.

Multiplayer: Access the menu to play a Deathmatch or H.A.R.M. vs. UNITY Team Deathmatch against other

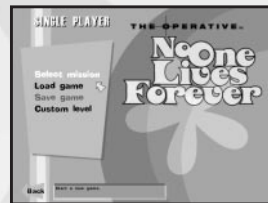
players on a LAN or on the Internet via GameSpy.

Options: Here you can change display and sound settings, game difficulty and customize your controls.

Quit: Allows you to quit the game and return to Windows.

SINGLE PLAYER MENUS

Select Mission: This menu will display all of the missions that are currently available to you.



At first, only one mission will be available. As you progress through the game, each mission you complete will remain in this menu for you to play again later. To begin, just click on the name of the mission you want to play. You will then be given a Mission Briefing and the opportunity to customize your weapons and gadgets.

Mission Briefing: An overview of the mission that you chose. Click Next to continue or Back to return to the Select Mission screen.

Mission Objectives: A list of tasks you must complete to successfully conclude the mission. More objectives may be added to this list during the course of the mission. You may bring up these objectives again at any time during the game by holding down the View Objectives key.

NOTE: No One Lives Forever does not support special or accented characters. Any such characters can not be used whilst saving your game.

Default Equipment: Selecting this option will automatically equip you with the basic weapons and gadgets necessary to complete the upcoming mission. Once you have selected this option, the Inventory Summary screen is displayed.

Select Equipment: Selecting this option will give you much greater control over the items you choose to equip for a given mission.



Weapon Selection: At the top-left of the screen are your available weapon slots. A slot marked with a red X means this item is critical to your mission and cannot be deselected. Any box with a check mark indicates a weapon that can be replaced with another from the list below. If you want to replace a weapon that has been selected for you, just click on its name to reveal an empty slot. Next, click on the name of the weapon you would like to replace or simply leave this slot empty.

The first time you go through a mission, you will only choose from a few weapons. As you progress through the game, more will become available to you. When ready to continue, click Next.

Gadget Selection: Choose your gadgets the same way you chose your weaponry. When ready to continue, click Next.

Modification Selection: On this menu, you may select the weapon modifications you wish to carry. This includes items such as scopes and silencers. The modifications available depend upon the weapons you have already selected in the previous screen. When ready to continue, click Next.

Gear Selection: Here you may select the special gear you desire for the upcoming mission. This includes items such as a Fire Extinguisher to protect against burn damage, Fuzzy Slippers to soften footsteps and SCUBA gear for underwater exploration. When ready to continue, click Next.

Inventory Summary: This screen will display a list of all of the weapons, gadgets, mods and gear you have selected for the upcoming mission. In addition, you will be able to view any gadget modes or ammo types available for the items you have

selected. For example, the Barrette gadget may have both a lock-pick and a poison capsule mode available. If you want to make any changes, click Back. If you're ready to go, click Start Mission.

NOTE: To view the items in your possession, you can access your Inventory screen at any time during the game by selecting the Inventory key.

Save Game: Save your existing game.

Load Game: Load a previously saved game or restart the current mission.

MULTIPLAYER MENUS

Player Setup: Here's where you can customize your character for multiplayer games. You can customize the following aspects of your character:

Player Name: Type in the name you want to use here. Make sure you hit <ENTER> after you type in your name.
Preferred Team: Choose either UNITY, H.A.R.M. or No Preference. The choice you make will only affect which team you are on. Choosing H.A.R.M. vs. UNITY (Team

Deathmatch) will not restrict which player models you can use. If you choose No Preference, you will be randomly assigned to a team.

Player Model: There are over 40 models available to you in No One Lives Forever. Choose the one you prefer.

Join: Allows you to join a multiplayer game already in progress. When you select this option, GameSpy will search for available servers around the world and list them for you. The Join Game screen provides several options for customizing the server list as follows:

Refresh Server List: This option will command GameSpy to update the list of available servers and all related information.

All Games: Click on this to toggle between the type of game you are interested in joining.

Any Number of Players: This acts as a filter and a list based on the number of people currently playing.

NOTE: *No One Lives Forever* does not support special or accented characters. Any such characters can not be used whilst entering your Player Name (in

Player Setup), session name (when hosting a Multiplayer game) or when using the Chat option in Multiplayer mode.

Join Game: Once you have clicked and highlighted the server you want to join, click on this to connect.

Host: Allows you to host your own multiplayer game. The following options are available:

Session Name: Type the name of your session here.

Game Type: You can select either a Deathmatch game or a H.A.R.M. vs. UNITY Team Deathmatch.

Game Options: For up-to-date information on how to set Deathmatch and Cooperative Assault options, see the Readme file.

Levels: Use this option to determine which levels to play. Simply click on the level you want to add and then click on the Add level option or use the Add All option to cycle through all of the available levels. If you need to remove a specific level from the queue, just click on the level name and then click on Remove. If you wish to remove all of the levels from the queue, click on Remove All. In addition, if you choose to create custom multiplayer maps, they will be available here.

Lock Server: Toggle this to "On" if you wish to restrict your game to certain players by providing a password.

Password: If Lock Server is set to "On", you can use this option to specify the password that is needed to join your game.

Launch: Once all server options have been set, use this to launch the game.

OPTIONS MENUS

Display: Click on this option to access the game's graphics options. The following items will become available:

Renderer: This shows the video driver that is currently being used to render the game.

Resolution: Allows you to select what resolution



matches your preferences.

Texture Depth: Both 16-bit (default) and 32-bit texture depths are available. Enabling 32-bit mode will offer significant graphical improvements but will require higher system requirements. Check to see whether your card supports 32-bit textures.

Sound: Here you may adjust sound FX and music settings.

Controls: Lets you customize the keyboard, mouse and joystick settings.

NOTE: Some menus will have an arrow at the bottom. This means that there are more items to set. Click the arrow to go to the next screen.

Configure controls: This option allows you to remap your keyboard, mouse or controller to the various actions available in the game.

Mouse: This option provides various controls that you can use to customize how your mouse interacts with the game.

Always mouse look (No/Yes): The user is always able to look around with the mouse (instead of pushing a button to look around with the mouse).

Mouse sensitivity (slider): Controls the speed at which your view swings around in response to mouse movement.

Mouse smoothing (slider): Scales mouse input rate for smoother or jerkier but more responsive movement.

Invert y axis (No/Yes): Toggles vertical mouse movement. If inverted, moving the mouse up will move your view down.

Vehicle Turn Speed: Determines how fast vehicles will turn when the mouse is moved.

Keyboard: This option provides various controls that you can use to customize how your keyboard interacts with the game.

Normal turn speed (slider): If you turn with the keyboard, this determines how fast you will turn when you are walking.

Fast turn speed (slider): If you turn with the keyboard, this determines how fast you will turn when you are running.

Up/Down look speed (slider): If you look up and down with the keyboard, this determines how fast you will look up and down.

Vehicle Turn Speed: Determines how fast vehicles will turn when the keyboard is used.

Use Joystick/Gamepad (Yes/No): Enables joystick controls.

Configure Joystick: This option provides various controls that you can use to customize how your joystick interacts with the game.

Restore defaults: Reverts all controls back to the original configuration.

Game Options: Allows you to set specific game options to your taste.

Crosshair Customization: Customize the look, colour and transparency of your crosshair.

Use Crosshair: If this option is turned on, a crosshair sight will appear in the middle of your screen to make targeting enemies and objects easier.

Opacity: Moving this setting all the way to the right will make the crosshair a solid colour, while moving it further to the left will increase its transparency.

Red/Green/Blue: Use these options together to customize the colour of the crosshair. Moving the slider bar to the right for each of these options will increase the amount of that colour.

Dynamic Scaling: When the Dynamic option is enabled in the menu, your crosshair will change in size to reflect your accuracy. The larger it is, the worse your aim. Generally, your accuracy improves when standing still and worsens while moving.

Style: Toggle between basic, crossbar, dot-cross, post, dot and corner styles of crosshair.

Subtitles (Off/On): When turned on, subtitles will appear at the bottom of the screen whenever relevant in-game dialogue is heard.

Blood (Off/On): When turned on, blood splatters will appear on walls and floors when the player or an AI are shot.

Fade Bodies (Off/On): When turned on, bodies of slain AI will fade away over time.

Always Run (No/Yes): When turned on, the player is always running.

Difficulty: There are four difficulty modes in No One Lives Forever: Easy, Normal, Hard and Super Spy. The difficulty setting primarily affects enemies in the game, making them more or less accurate or responsive to external stimuli such as footsteps, weapon fire etc.

Heads Up Display Style: Toggles between various HUD configurations. The state of your current health, armor and ammo can be displayed either via text or graphics.

Performance Options: If your game is running poorly, you may enable or disable a variety of features within the game. More information may be available on these options in the Readme.txt available with this game.

Current Weapon/Gadget (Centre): The weapon/gadget you are currently holding appears here. When you click the Fire button you will use the item in your hands.

Health/Armor Meter (Bottom left): The red meter indicates how much health you have. The blue meter indicates armor. Body armor will completely absorb most types of damage. Once it is depleted, your health will deteriorate rapidly. If your health runs out, you will die. Your health will be restored at the start of each new mission.

Ammo (Bottom right): The numbers in the ammo section display the amount of ammo available for the currently-selected weapon. The number on the left and the yellow meter represent the rounds remaining in the magazine. Once that reaches zero, you will automatically reload. You may also manually reload at any time. The number on the right and the blue meter display the total amount of ammo that you are carrying for that gun. Be warned that certain weapons may share ammunition.

CROSSHAIR SYSTEM

Crosshairs come in a number of different shapes and colours. You can adjust your crosshair by going into the Options/Game/Crosshair menu. In addition, No One Lives Forever features a dynamic crosshair system to alert you to special objects or characters.



UNARMED CROSSHAIR: A small dot will appear in the middle of the screen to signify that you are unarmed.



ACTIVATE CROSSHAIR: When your crosshair moves over an item or person that you may activate in some way, this crosshair will appear. Selecting the Use button will then activate the item. For example, you may open a door or trigger a conversation with a bystander.



GADGET CROSSHAIR: If you have a gadget equipped, this crosshair will appear if you highlight an object with which the gadget may be used. For example, if you are holding the Barrette lock-pick and centre your view over a padlock, your crosshair will change.



INNOCENT CROSSHAIR: As an operative for UNITY, your job is to protect the civilian population. If you have a weapon equipped and target an innocent, this crosshair will appear. Killing innocents will result in mission failure.

TOYMAKER'S WORKSHOP

USING WEAPONS AND GADGETS

You will have access to a wide variety of weapons and gadgets as you play through the game. Typically, you will have access to between five and eight items per mission. To select a different item from your inventory, press either the Next Weapon or Previous Weapon key and then hit Fire to equip your selection. Taking the time to equip yourself appropriately at the beginning of a mission can have a significant effect on gameplay. For example, a stealthy player will utilise a variety of silenced weapons and gadgets such as the Camera Disabler or the Robotic Poodle. A player less focused on stealth may select a variety of explosive devices. As the game progresses, more and more items will become available. In addition, most weapons and some gadgets support different functions. For example, the Shepherd Arms P38 9mm accepts several ammunition types which alter the effectiveness of the weapon against certain targets. Also, certain gadgets have multiple modes of operation, such as the Barrette's lock-pick and weapon modes. Use the Next Function key to cycle between the various modes or ammo types available for the currently-selected item.

WEAPONS AND GADGETS LIST

Below is a summary of some of the items you'll encounter, as well as the mods and ammunition available for each:



Shepherd Arms P38 9mm

This 9mm semi-automatic pistol was used extensively by Allied covert operatives during World War II. It is easily concealed and very reliable. It has a 10-round magazine and can be fitted with a silencer. Standard

Ammo: 9mm Full Metal Jacket ammunition.



Petri .38 Airweight Revolver

Agent Archer's signature weapon is a small, lightweight .38 calibre five-shot revolver. While admittedly a bit slow on the reload, it can readily accommodate a variety of ammunition types. It's also easy to conceal. Standard Ammo: .38 calibre Full Metal Jacket ammunition.



Hampton MPL 9mm SMG

A vicious little 9mm sub-machine gun. Elegantly simple and hardy. Standard Ammo: 9mm Full Metal Jacket ammunition.



AK-47 Assault Rifle

Standard Eastern Bloc military-issue assault rifle. Renowned for its simple design and rugged construction. It is reliable and easy to maintain. It uses a 30-round magazine. Standard Ammo: .45 calibre Automatic Colt Pistol ammunition.



M79 Grenade Launcher

Standard-issue U.S. Army 40mm grenade launcher. Rugged and reliable. Takes High Explosive rocket-propelled grenades which explode upon impact.



Hampton Carbine

A bolt-action .45 calibre sniper rifle with integral suppressor. The Hampton Carbine is one of the world's only truly silent firearms. Standard Ammo: .45 calibre Automatic Colt Pistol ammunition.



Sunglasses

These perfectly ordinary-looking sunglasses can be fitted with three unique functions. Use the Next Function key to cycle through the various modes.



Standard zoomable spy camera module for sunglasses. This function will allow you to zoom in and take pictures of faraway events.



A mine detection module that can be installed on sunglasses. You will need to use this device to navigate difficult minefields found within the game.



An infrared spectrograph module that can be installed on sunglasses. Use this mode to detect hidden lasers.



Camera Disabler

A nifty device that, when mounted on a security camera, creates looping footage of the scene from the camera's perspective, thereby neutralizing it. Unfortunately, this device can only be used on cameras directly within your reach!



Code Breaker

Attaches to a 10-button keypad and runs through number combinations in order to decipher security codes. The more sophisticated the device, the longer it will take to break the code.



Coin

When thrown, a coin can distract an unwary enemy, giving you an opportunity to sneak past.



Barrette

A fashionable plastic barrette which can be fitted with two separate functions. Use the Next Function key to cycle through the Barrette's modes.



A retractable lock-pick attachment ideal for bypassing certain keyed padlocks. Of course, the more complicated the mechanism, the longer it will take to pick. Note that the Barrette only works on padlocks with keyholes.



In its secondary mode, the Barrette functions as a poisoned melee weapon.



Cigarette Lighter

A basic cigarette lighter which can be fitted with two functions. Use the Next Function key to cycle through the Lighter's modes.



A Lighter. Useful for lighting cigarettes or starting fires.



A miniaturized welder attachment that can be used to cut through some metal locks. Look for locks with dials instead of keyholes.



Lipstick Impact Explosive

A deadly explosive disguised as woman's lipstick. It detonates on impact when thrown.



Perfume Sleeping Gas

This attractive perfume bottle dispenses powerful sleeping gas capable of incapacitating an adult moose, let alone the standard, garden-variety hoodlum. Be careful not to use this item on enemies too near or you may find yourself asleep next to your enemy!



Decay Powder

This powder rapidly dissolves non-living tissue—an excellent way to hide bodies from guards and cameras.



Holster Weapon

Select this option to put away your weapon. Your karate chop is only effective against adversaries that are not alert. You can take them down with one chop to the neck. Note that you may also quickly hide your weapon with the Holster Weapon key.

AMMUNITION TYPES:

To cycle through available ammunition types for a weapon, you will need to rely upon the Next Function key.



Full Metal Jacket Ammunition

Standard Full Metal Jacket (FMJ) ammunition. Good penetration but only modest stopping power.



Dum Dum Ammunition

Dum dums are rounds that have been modified to expand upon impact, thereby inflicting greater damage. Unfortunately they are less effective against armored targets, so use them wisely.



Phosphorous Ammunition

Phosphorous-coated tracer rounds which continue to burn upon impact and damage soft targets.

WEAPON MODIFICATIONS:

Silencers

When attached to a weapon, a silencer greatly reduces the muzzle noise, making it easier to kill without causing an uproar and alerting nearby enemies.

Scopes

A scope will allow you to zoom in for a closer view of a distant target. Different scopes have different zoom lengths and several feature multiple zooms. In addition, some scopes enable night vision. Use the Zoom In and Zoom Out keys to adjust the zoom level.

GEAR:

Gear items are special power-ups that you may either select at the beginning of a mission or collect while on a mission. The following gear items are available in the game:



Fire Extinguisher

Fire extinguisher gear will protect you from burn damage caused by phosphorous rounds, scalding steam and other heat sources.



Earplugs

These earplugs will reduce concussion damage caused by explosions.



SCUBA Gear

During prolonged underwater missions, you will need SCUBA gear to provide you with a steady oxygen supply.



Fuzzy Slippers

In addition to serving as a bold fashion statement, these Fuzzy Slippers will also reduce movement noise by half.



Bandages

Always keep bandages handy to reduce bleeding damage caused by dum dum rounds.



Body Armor

You won't have the opportunity to heal while on a mission, so you'll need to rely on body armor to protect yourself from damage. Be warned that certain types of damage will ignore armor completely, such as that sustained from falling or running out of oxygen. Note: Can only be picked up during missions.



UNITY Ammo Boxes

Keep an eye out for ammunition boxes. Each can contain various ammunition types. Once the box is empty, it will disappear. Note: Can only be picked up during missions.

DEFAULT KEY CONFIGURATION CHART

| | |
|-------------------|-------------|
| Menu | <Esc> |
| Quicksave | <F6> |
| Screenshot | <F8> |
| Quickload | <F9> |
| Forward | W |
| Backward | S |
| Step left | A |
| Step right | D |
| Turn left | LEFT ARROW |
| Turn right | RIGHT ARROW |
| Sidestep | LEFT ALT |
| Run | ENTER |
| Jump | SPACE BAR |
| Crouch | C |
| Turn around | BACKSPACE |
| Always run | CAPS LOCK |

Inventory Weapons Control

| | |
|--------------------------------------|------------------------|
| Fire | MOUSE 0 (Left Mouse) |
| Use/activate object | MOUSE 1 (Right Mouse) |
| Reload Weapon | MOUSE 2 (Middle Mouse) |
| Next ammo type/gadget function | LEFT CTRL |
| Next weapon/gadget | LEFT SHIFT |
| Previous weapon/gadget |] (Right Bracket) |
| Holster weapon | H |
| View inventory | I |

View Controls

| | |
|-------------------|------------------|
| Look Up | PAGE UP |
| Look Down | PAGE DOWN |
| Mouse Look | \ (Backslash) |
| Centre View | END |
| Zoom In | MOUSE WHEEL UP |
| Zoom Out | MOUSE WHEEL DOWN |

Miscellaneous Controls

| | |
|------------------------|-----|
| Status | TAB |
| View Objectives | 0 |
| Torch | L |
| Crosshair Toggle | X |
| Say | T |
| Team Message | Y |

Mouse

| | |
|-------------------------|-----|
| Always Mouse Look | YES |
| Mouse Smoothing | 6 |
| Invert y axis | NO |

Keyboard

| | |
|--------------------------|----|
| Normal Turn Speed | 5 |
| Fast Turn Speed | 5 |
| Up/Down Look Speed | 5 |
| Auto Centre | NO |
| Vehicle Turn Speed | 5 |

AGENT TRAINING

Below you will find a list of tips valuable to all UNITY operatives.

BASIC TRAINING

- It's often advisable to move as quietly as possible to avoid detection. The faster you move, the louder your footsteps will be. By walking or moving in a crouch, you reduce the amount of noise you make. Also, certain materials dampen sound better than others. For example, carpet or turf are generally preferable to tile or linoleum.
- Walking into a public area with a weapon drawn is likely to cause a commotion. Unless you want to draw attention to yourself, make sure you put away firearms and other obvious weapons before approaching civilians. Once they're distressed, they probably won't talk to you, so you might miss out on useful information or advice.
- Use the Holster Weapon key to conceal your weapon rapidly. If your weapon is already holstered, hitting this key will draw the last weapon you had out.
- Be careful not to injure civilians! If you kill an innocent bystander, you will fail in your mission. You will also fail if three or more bystanders are slain by enemy fire. If you're ever in doubt, look at your crosshair. It will change to indicate the person you're targeting is friendly (see section on crosshairs).
- If you're not sure what to expect around a corner, it is generally safe to step out for a moment to see what's up ahead. As long as you duck back quickly, you probably won't be spotted. Of course the closer you are to an enemy the more likely it is that you'll be seen, so listen for footsteps or conversation before leaving cover.
- Your torch is an effective tool but it can also give away your position. Try not to let enemies see the beam.
- While on a mission, always keep an eye out for miscellaneous intelligence items including letters, packages, film canisters and briefcases. The more you recover, the better your mission rating will be.
- Keep an eye out for explosive barrels in the various areas. Shooting these red barrels will result in large explosions, which can take out defensive positions or distract guards from their regular duty.

- Enemies will occasionally show up in cars. To take them out quickly, shoot at the vehicle's petrol cap.
- Most weapons will allow you to shoot through glass, with the exception of some types of bullet-proof glass. Hiding in a building and sniping through a window can be an effective way to take down the enemy. If you shoot through the glass enough times, it may eventually explode into harmless glass shards.
- Sneaky enemy agents may sometimes hide secret rooms behind ordinary objects. Take special note when your Activate crosshair appears over an ordinary looking object. Activate or Use the object and watch what happens! In addition, Intelligence Items you find within the level may provide a clue to the location of hidden areas.

WEAPONS & GADGETS TACTICS

- Make sure to outfit yourself appropriately before embarking on a new mission. UNITY may require you to take certain items or weapons they suspect will be needed during the operation but you will generally have the opportunity to modify your arsenal according to your personal preferences (see Single Player Menus section).
- Once you have acquired a new weapon, ammunition type, gadget or gear item, you will generally have access to it from then on, even if you return to an earlier mission. In fact, you will frequently discover that you cannot retrieve all the available intelligence in a mission the first time you attempt it. Only by later returning to the mission with new gadgets can you earn a perfect score.
- The Next Function key is very important. With it, you can cycle through the available ammunition types for a given weapon. More importantly, it cycles through a gadget's various functions. For example, it allows you to toggle between the Barrette's lock-pick and weapon modes.
- The more rapidly you move, the worse your accuracy becomes. You can group your shots more tightly by standing still but the trade-off is that you become an easier target for your enemies. When the Dynamic Crosshair option is enabled in the menu, your crosshair will change in size to reflect your accuracy. The larger it is, the worse your aim.
- Learn to monitor your ammunition. Reload your weapon between battles to make sure you don't run empty at inopportune moments.

- # You can shoot through certain walls and objects. Of course, doing so may affect the accuracy, range and velocity of the shot, but it's sometimes preferable to dispatch an enemy before he sees you. Keep an eye out for these materials. A man who knows he's about to die tends to make a good deal more noise than one who expires unexpectedly. Therefore, learn to dispatch enemies while they're unaware. Cries of pain are likely to cause a commotion.

ENVIRONMENTAL HAZARDS

- # There are several important things to know about security cameras. Firstly, as tempting as it may be, don't destroy them if you can help it. Whoever is monitoring the security system is likely to send someone to investigate or may even sound an alarm if any of the cameras go out. Instead, try to avoid them altogether. If the light on a camera starts flashing yellow, it means you've been detected and the camera is attempting to focus on you. Duck out of sight before you're identified as a threat. If you're close enough to the camera, you'll actually hear it focusing. Listen for it to resume scanning before stepping back into view. Finally, make sure not to leave any bodies lying in view of a camera. That's just as bad as being spotted.
- # Searchlights are best avoided. Shooting them out is likely to cause every bit as much commotion as being caught in the beam. Figure out their movement patterns before attempting to bypass them. Once you are caught in a searchlight beam, it will track you mercilessly until you leave the area completely.
- # On night missions, you'll frequently run into drowsy guards. Watch them carefully to see if they rouse. If so, you can probably time your movements to make sure they're not stirring as you're passing by.
- # If you are spotted by dogs, they will begin to bark, which may alert nearby guards to your presence. Therefore dogs are best avoided until you obtain access to the Robotic Poodle later in the game.
- # You will occasionally be called upon for underwater missions. You can typically remain in small bodies of water as long as you monitor your oxygen supply but for deep-sea diving, you will need SCUBA gear.
- # Enemy outposts may be protected with hidden explosive mines. Avoid these areas until you obtain the Sunglasses' Mine Detector.

- # Enemy helicopters are more vulnerable in areas such as the rotor. You may also aim for door gunners to take down these pesky and deadly foes.

USING VEHICLES

- # Although you cannot use weapons while riding a motorcycle, you're not completely vulnerable. Ramming an enemy at speed is an effective way to clear a path.
- # If you reach an impassable gate or other obstacle while on a vehicle, you'll probably have to get off and deal with the situation. Once the obstacle has been overcome, you can jump back on the vehicle to continue.

MULTIPLAYER TACTICS

No One Lives Forever provides two modes of play: Standard Deathmatch mode and H.A.R.M. vs. UNITY.

Deathmatch

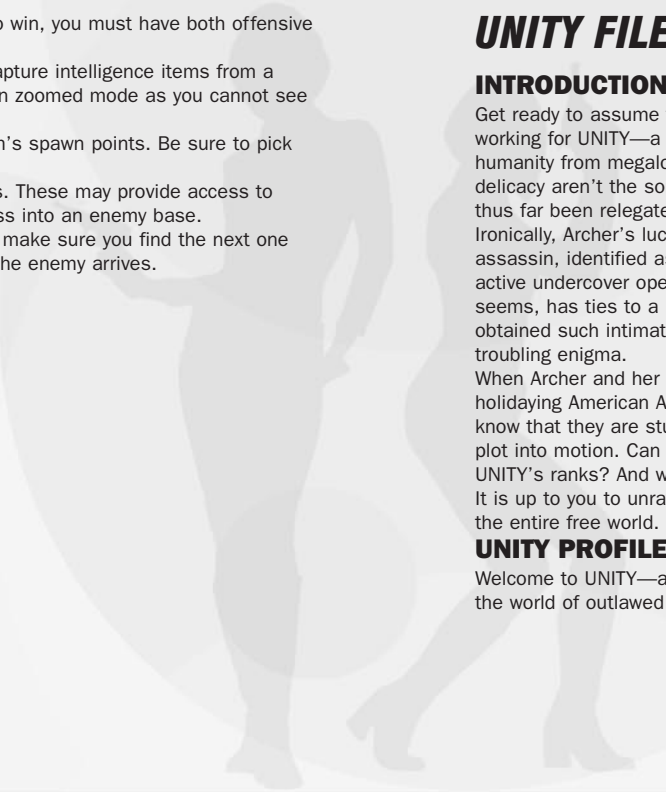
The object of a Deathmatch is simple: kill or be killed. Use any and all weapons and gadgets available on the map to obliterate other players and get the most "frags". Whoever has the most "frags" at the end of the level wins.

To survive in Deathmatch, remember to keep moving. A stationary target is just begging to be shot.

Learn which weapons are best to use in certain situations. For instance, the Bacalov Corrector may be deadly at a distance but in close quarters, its slow reload time is no match for an AK-47.

H.A.R.M. vs. UNITY

In H.A.R.M. vs. UNITY games, the objective is to capture as much intelligence for your team as possible. At the start of each level, one intelligence item will appear somewhere in each team's base. Your team's goal is to sneak into the enemy base, find the intelligence item and then photograph it with your Sunglasses. Once an intelligence item is photographed, it will disappear for 30 seconds before reappearing somewhere within the same base. For each successful capture you make, both yourself and your team will earn points. You will also gain a point for yourself and your team by killing an enemy agent. When the level ends, the team with the most points wins.



Remember that this is a TEAM game. In order to win, you must have both offensive and defensive strategies.

Use the ZOOM feature on your Sunglasses to capture intelligence items from a distance. But beware, you are more vulnerable in zoomed mode as you cannot see what's going on around you.

Sunglasses are usually found close to your team's spawn points. Be sure to pick them up before you leave your base!

Watch for Zip-chord targets on ceilings and walls. These may provide access to better weapons, sniper points or alternate access into an enemy base.

When your team's intelligence item is captured, make sure you find the next one quickly in order to set up your defences before the enemy arrives.

UNITY FILES

INTRODUCTION

Get ready to assume the role of Agent Cate Archer, a beautiful but deadly Operative working for UNITY—a super-secret international organisation dedicated to protecting humanity from megalomaniacs bent upon world domination. As matters of such delicacy aren't the sort of thing UNITY usually entrusts to a woman, Archer has thus far been relegated to menial work out of harm's way.

Ironically, Archer's lucky break comes as a devastating blow to UNITY when an assassin, identified as the notorious Dmitri Volkov, liquidates over half of UNITY's active undercover operatives around the globe in the space of a week. Volkov, it seems, has ties to a little-known organisation calling itself H.A.R.M. How H.A.R.M. obtained such intimate knowledge of UNITY's clandestine affairs remains a troubling enigma.


When Archer and her mentor, Bruno Lawrie, depart for Morocco to protect a holidaying American Ambassador who has been marked for death, little do they know that they are stumbling into a deadly trap that will set an intricate, insidious plot into motion. Can Archer thwart this plot before it's too late? Is there a traitor in UNITY's ranks? And what exactly does "H.A.R.M." stand for, anyway?

It is up to you to unravel these mysteries and thwart a conspiracy that threatens the entire free world.

UNITY PROFILES

Welcome to UNITY—a super-secret anti-terrorist organisation dedicated to ridding the world of outlawed megalomaniacs and murderous zealots.

Cate Archer



Cate Archer is exceedingly competent, fiercely intelligent and stunningly attractive. Perhaps because she has had to work so much harder for recognition and advancement than her male colleagues, she is a sharper, more intuitive agent. Of course, while her impeccable record has earned the respect and admiration of many of her fellow agents, in others it has merely fostered deeper resentment, probably compounded by the fact that she is stubbornly inaccessible in social situations. However, even her rivals admit that she is a dedicated, loyal agent who never balks at danger. She has an uncanny gift for reading people and is also highly attuned to her environment, often registering details or patterns that others overlook.

BACKGROUND

Born in Scotland in late March, 1942, Cate came screaming into the world after more than 20 hours of labour. Her mother, a notoriously fragile woman, never recovered. Three weeks later, she died.

Cate enjoyed a privileged childhood. However, Cate's father had relied heavily upon his wife to keep him sober and frugal. In her absence, he gradually whittled away his health and his inheritance until the family was destitute. One May evening in 1954, Cate's father put a pistol to his head and pulled the trigger. Cate went from an orphanage to various foster homes but she never lasted anywhere for long. She had become an unruly, angry young woman and took to thieving, partially to provide for herself and partially because she found it rewarding. It wasn't long before she realised that she was exceptionally good at it.

In the space of several years, she went from a scrawny, impoverished waif to a successful, prosperous young criminal. Although she made a point never to steal from people of modest means, she did not pretend that her activities were without consequence. Still, the thrill and satisfaction, not to mention monetary recompense that she earned from her adventures was all the rationale she needed to continue her budding career in crime.

In 1958, however, her life changed again when she attempted to pilfer a stranger's wallet. This stranger, Bruno Lawrie, caught her and reprimanded her but she still managed to escape with his watch. What she didn't know was that he was an agent working for UNITY, an international agency charged with combating terrorism around the globe, and that his watch had a built-in tracking device. When she got home, he was waiting for her. Admiring her talent and fearlessness, he decided to give her a future. Now, nine years later, she is a covert operative for UNITY.

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Nathan Grigg, DirectMusic arranger and
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Tobin Buttram, DirectMusic arranger and
additional music composition
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Gino, Ambient Vocal (Morrocan theme)
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Recorded at Asylum Studios

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numerous to count!
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Jamil Mullen, Motion Capture Performer
Kit Harris, Cate Archer and Inge Wagner
Mark Dias, Various
John Patrick Lowrie, Bruno Lawrie
Nigel Neale, Mr. Jones
Andrew Heffernan, Motion Capture
Performer
Jenna Hawkins, Motion Capture Performer
Roger Curtis, Mr. Smith
Jeff Steitzer, Baron Dumas
David Stalker, Magnus Armstrong

CLEAN UP YOUR SYSTEM BEFORE RUNNING THE GAME

Before you install any software, it is critical that your hard drive be in proper working order. We recommend that you perform regular "house keeping" by running ScanDisk and Disk Defragmenter.

- ScanDisk searches your hard drive for any lost data.
 - Disk Defragmenter ensures that your data is sorted properly. Failure to verify this may result in corrupt data.
1. To run ScanDisk, click on the START button from the Taskbar.
 2. From the Start menu, select RUN.
 3. In the Run dialog box, type scandisk and click OK.
 4. Once the program starts, ensure that you have selected THOROUGH in the Type of test section. The process will take a while to complete but the results are well worth the time invested. Make sure there is a check mark in the AUTOMATICALLY FIX ERRORS box and select the hard drive you are installing the game to (e.g., C:).
 5. Once everything is set up correctly, click START to have the program scan the drive and correct any errors.
 6. Next, run Disk Defragmenter. Click START from the Taskbar.
 7. From the Start menu, select RUN.
 8. In the Run dialog box, type defrag and click OK.
 9. As with ScanDisk, select the drive you are installing the game to and click OK. This process will also take some time, but is again worth the effort to ensure a trouble free installation of your game.

WHAT IS DIRECTX™?

Read this section completely before playing *No One Lives Forever* or installing DirectX. DirectX is part of Windows® 95 and 98. It allows Windows to access certain parts of your PC at high speed, to allow you to run today's games. As new technology is introduced, such as next generation 3D Accelerators and 3D soundcards, DirectX evolves to support these new technologies. *No One Lives Forever* requires DirectX 7.0, which is included on the game disc for you to install if necessary.

In order to operate correctly, DirectX may need to update the software drivers for your video card, sound card, or 3D accelerator. Using drivers that do not have DirectX 7.0 support may result in display or audio problems in *No One Lives Forever*.

During the installation of DirectX 7.0, your video card, sound card and 3D accelerator card drivers will be checked for compatibility. If possible, the DirectX 7.0 installer will update any incompatible drivers automatically. However, if you have a very new piece of hardware in your system, or a lesser-known model, you may need to contact the manufacturer of the component for the latest software drivers with DirectX 7.0 support.

Important Note: During the installation of DirectX 7.0, the Setup program detects whether or not your drivers can be updated successfully. If the driver being replaced has not been tested or replacing the driver is known to cause problems, the Setup program warns you accordingly. We recommend you abide by these warnings.

How do I install DirectX 7.0?

When you install *No One Lives Forever*, your system will be scanned for DirectX. If the correct version is not detected, you will be prompted to install DirectX 7.0 from the *No One Lives Forever* CD. We recommend you follow the advice given by the Setup program.

If you want to install DirectX 7.0 after installing *No One Lives Forever*:

1. Click START on your Windows taskbar, highlight FIND and click FILES OR FOLDERS.
2. In the NAMED box, type dxsetup
3. Ensure the LOOK IN box is set to the drive letter of your CD-ROM (e.g. D:) drive, then click FIND NOW.
4. When the file appears, double click on the dxsetup icon in the Name column.
5. When the DXSetup window appears, click Reinstall DirectX to complete the process.

Check your system!

To check if your computer fully supports DirectX 7.0, run the DirectX Diagnostics Tool after installing DirectX7.0.

1. Click START on your Windows taskbar. Then click RUN.
 2. From the Run dialog box, type dxdiag then click OK
- The DirectX Diagnostics Tool gives you information on your video card, sound card and 3D accelerator card drivers.
- To check your video card drivers, click on the DISPLAY tab, or the DISPLAY 1 tab if you have one.
 - To check your sound card drivers, click on the SOUND tab.
 - Some 3D accelerators have their own tab, called DISPLAY 2, so you may need to check this also.

On each of these screens, the Drivers section tells you if Microsoft has certified your driver as supporting DirectX 7.0.

- If your driver is reported as 'Certified: Yes' your device has DirectX 7.0 support and should work properly with *No One Lives Forever*.

- If your driver is reported as 'Certified: No' your device does not have DirectX 7.0 support and you may experience problems running *No One Lives Forever*. Please consult the notes section at the bottom of the DirectX Diagnostic Tool window.
- Windows 98 users may also consult the TROUBLESHOOT button, accessed from the MORE HELP tab. Normally, updated drivers that support DirectX7.0 will be available from the manufacturer of the device in question, which will allow you to play *No One Lives Forever* without any problems. In this case, we suggest you contact the manufacturer of the device, and request the latest DirectX 7.0 compatible drivers. These are normally available free of charge from the manufacturer's web-site, or via their technical support help-line.

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- * We recommend that you send a letter by registered mail.

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