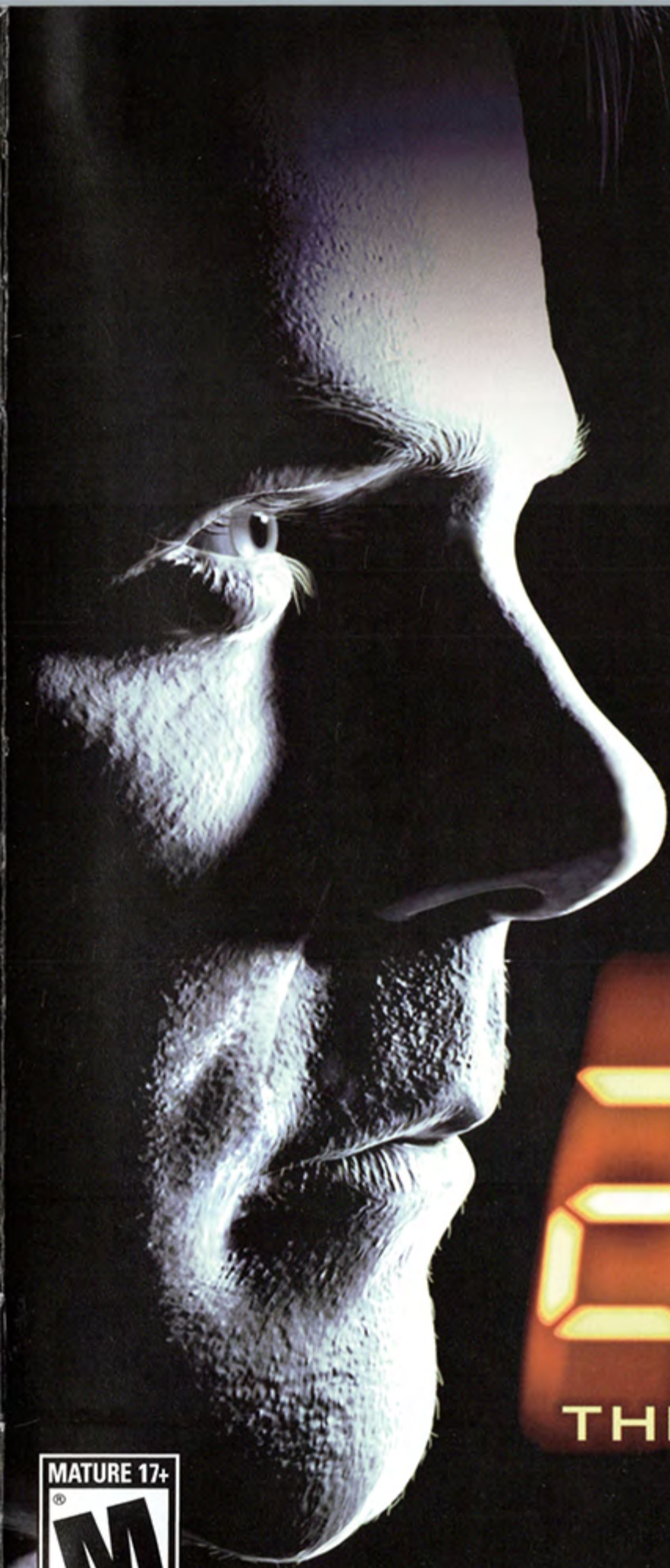




24TM
THE GAME



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

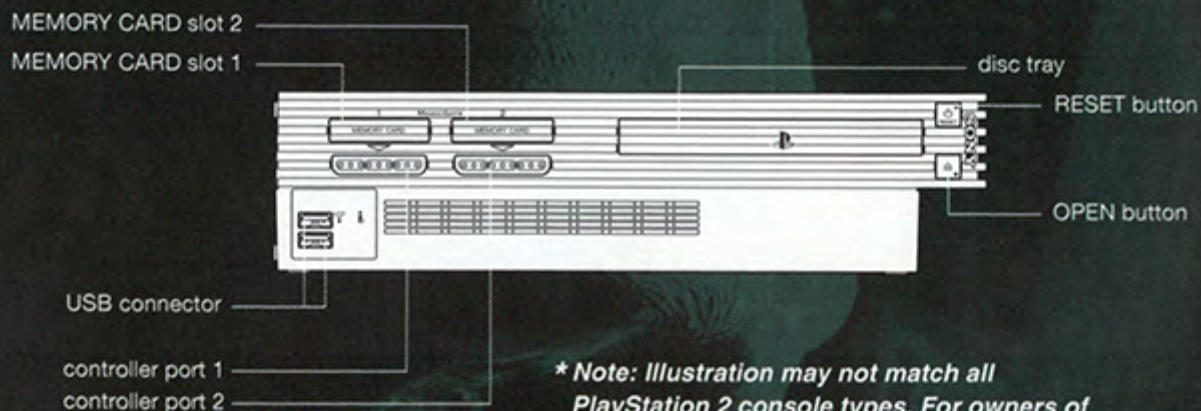
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

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GETTING STARTED



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the **24: The Game** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Owners of SCPH-30000 and SCPH-50000 series consoles should refer to the setup instructions supplied with the console.

Before commencing play, it is recommended that you select your preferred language from the console's System Configuration Menu.

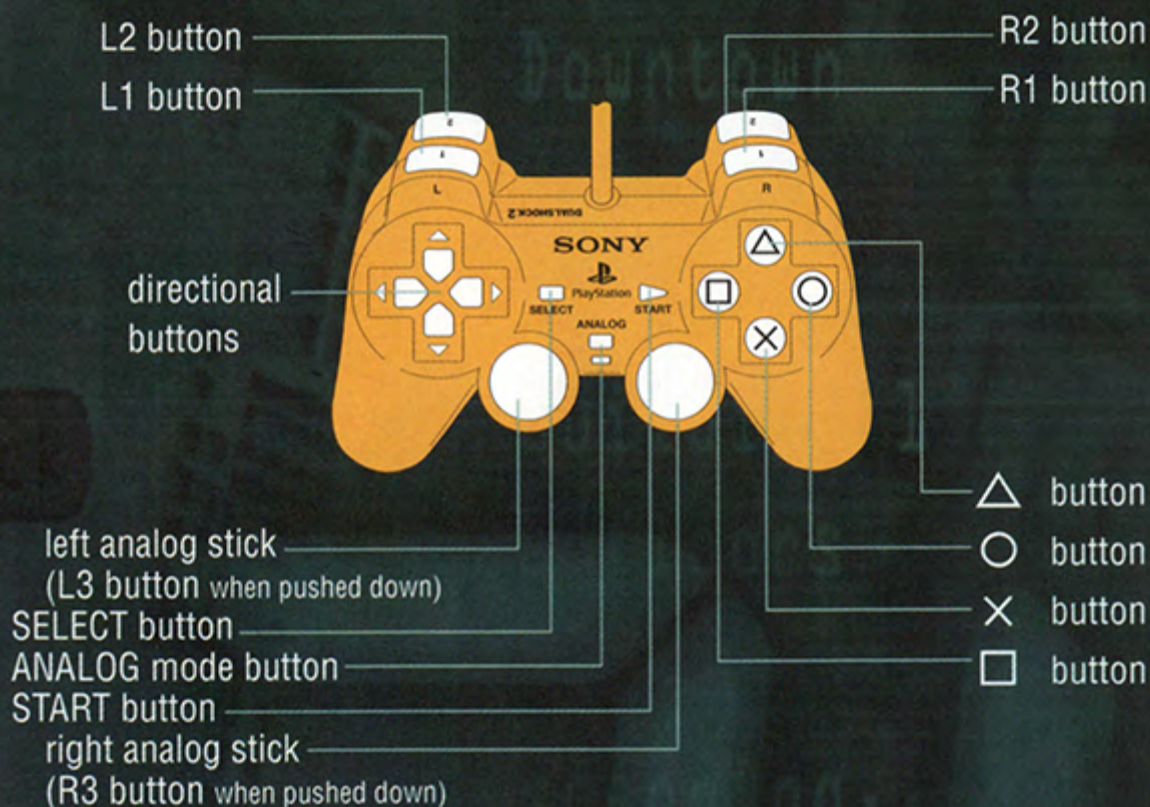
Memory Card (8MB)(for PlayStation®2)

PLEASE NOTE: Throughout this manual, the term 'Memory Card' is used to describe the Memory Card (8MB)(for PlayStation®2) - (SCPH-10020 E). Memory Cards (SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1. You can load saved game data from the same Memory Card or any Memory Card containing previously saved game data. Make sure there is enough free space on your Memory Card before commencing play.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

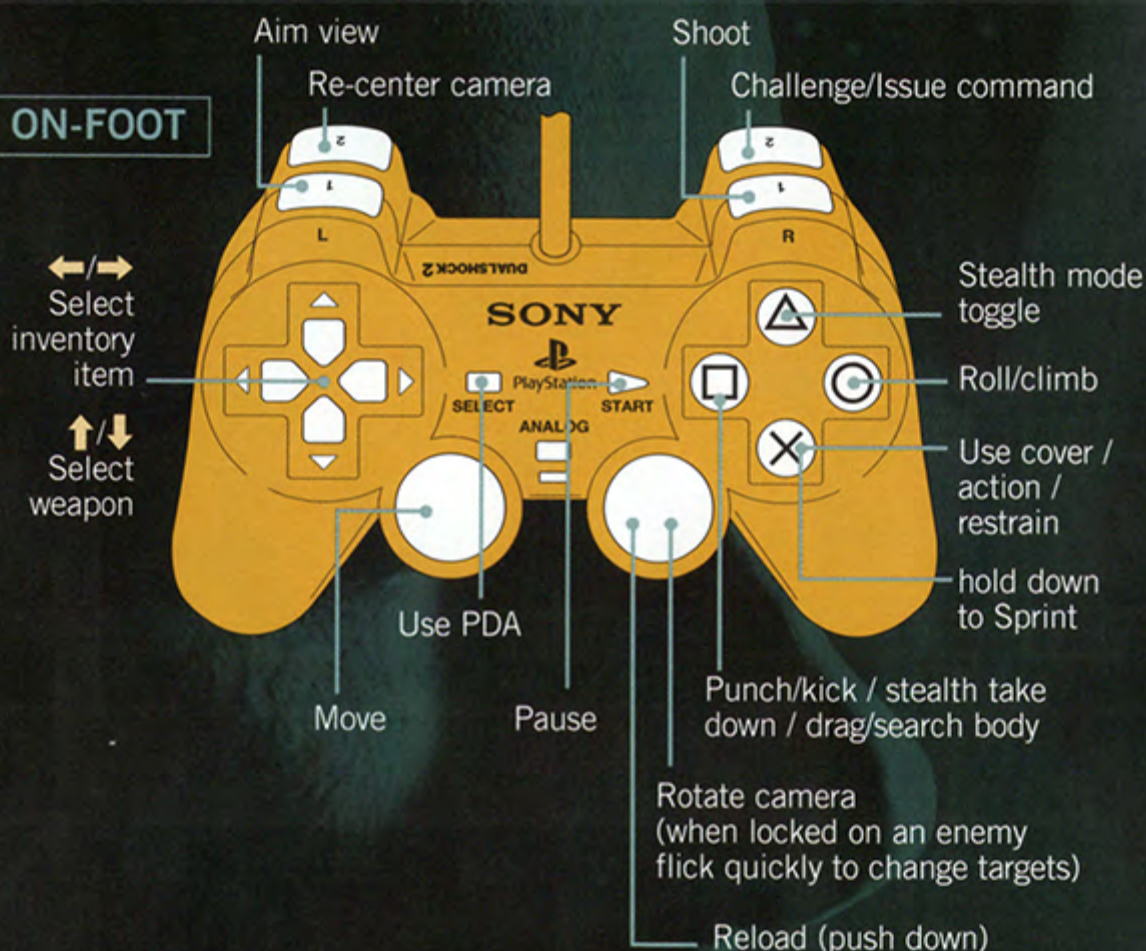


In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the left analog stick unless stated otherwise.

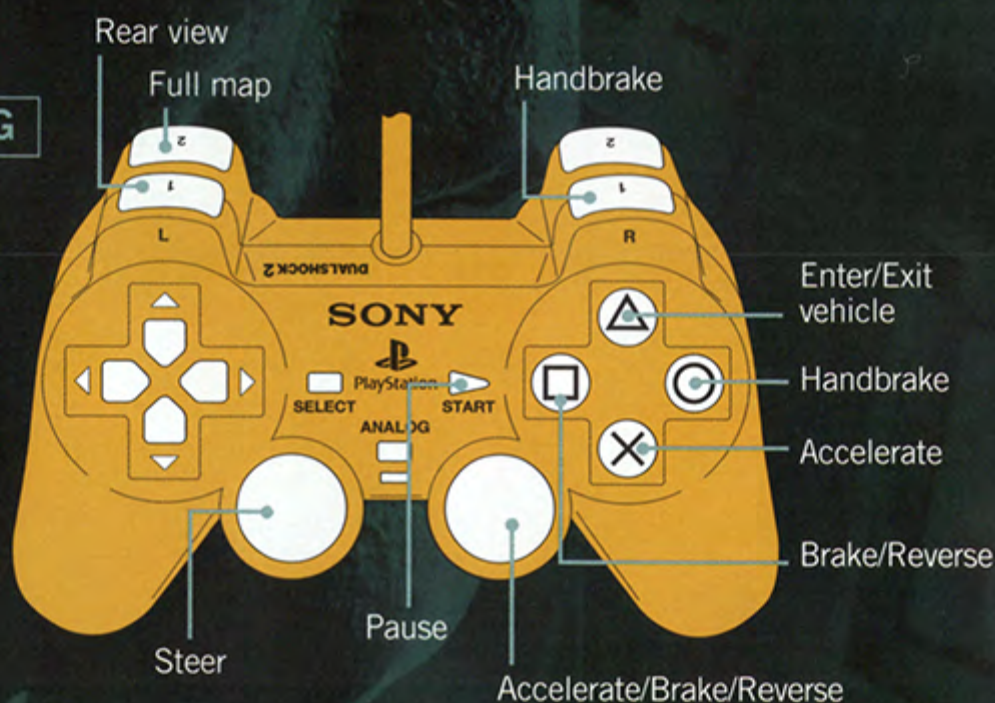
On boot up, the DUALSHOCK®2 Analog Controller will default to analog mode (indicator: red). **24: The Game** only supports the use of the DUALSHOCK®2 Analog Controller.

DEFAULT CONTROLS

ON-FOOT



DRIVING



MAIN MENU

Press the **↑** or **↓** directional buttons to choose one of the following options from the Main Menu:

- | | |
|----------------------------|--|
| New Game | Start a new game from the beginning |
| Load Game | Load previously saved 24: The Game data |
| Options | Adjust a variety of game configuration options |
| Previously on 24... | View mission rankings and bonus features |

NOTE: See the following sections of this manual for further details on each of the above options.

NEW GAME

Select **New Game** from the Main Menu to start playing through the story from the beginning. It's 06:00 am. Jack Bauer and a CTU team are in position ready to storm a ship in the Port of Los Angeles. It's the start of what's going to become a very long day...

CREATING A SAVE FILE

24: The Game uses an auto-save feature to save game progress and settings to a Memory Card inserted into MEMORY CARD slot 1. After selecting **New Game** from the Main Menu, if no save data is present on the Memory Card, an on-screen message will be displayed prompting you to create a new save file. Select **Yes** and press the **ⓧ** button to create the save file. Make sure there is enough free space on your Memory Card before commencing play.

You can keep up to four save files of **24: The Game** on a single Memory Card.

NOTE: An auto-save icon is displayed on-screen whenever progress is being auto-saved. Do not remove the Memory Card while auto-saving. The on-screen position of the auto-save icon may vary depending on what else is displayed on-screen at that time.

CAUTION: If you start a new game without a Memory Card present and then insert one during play, you will initially need to save your progress manually. Select **Save Game** from the Pause Menu in order to choose a save file, and subsequently initiate the auto-save feature.

LOAD GAME

Choose **Load Game** from the Main Menu if game data has been previously saved to Memory Card. Press the **↑** or **↓** directional buttons to choose the save file you wish to load, and press the **ⓧ** button to select it.

OPTIONS

Press the **↑** or **↓** directional buttons to highlight one of the following options sub menus and press the **⊗** button to confirm. Options can then be reconfigured by pressing the **←** or **→** directional buttons.

CAMERA

Camera Mode	Choose either Auto or Manual camera modes
Camera Tilt	Select Normal or Inverted
Camera Pan	Select Normal or Inverted

AIMING

Control Style	Choose Assist or Manual
Control Invert	Select Normal or Inverted
Initial Aim	Select Character or Camera
Sensitivity	Increase or decrease the sensitivity of aiming control by adjusting the speed of aim cursor movement

CONTROL

Control Configuration

Press the **⊗** button, then select from three alternative control configurations for each gameplay scenario – press the **Ⓢ** button to toggle between on-foot controls, aiming controls and driving controls then change the Configuration by pressing the **←** or **→** directional buttons

Vibration

Toggle the vibration function of the DUALSHOCK®2 Analog Controller **On** or **Off**

Auto Best Weapon

If this option is set to on, the best weapon in your inventory will automatically be selected

No Ammo Weapon Switch

Select **On** to automatically switch to another weapon when the ammo in your current weapon runs out

AUDIO

Audio Mode	Select Surround , Mono or Stereo
Music Volume	Increase or decrease the volume of in-game music
Speech Volume	Adjust the volume of in-game speech
Effects Volume	Adjust the volume of in-game sound effects

VIDEO

- Widescreen** Toggle the widescreen display format **On** or **Off**
- TV Mode** Select either **50Hz** or **60Hz** display mode
- Brightness Adjust** Increase or decrease the brightness level
- Screen Adjust** Reposition the game screen on your TV, using the right analog stick to adjust the position of the display

PREVIOUSLY ON 24...

Select '**Previously on 24...**' to access mission rankings, extras and any unlocked bonus features.

MISSIONS

Press **↑** or **↓** to select a save file to load and press the **⊗** button to access data for that file. The General Grade screen will be displayed, showing your overall ranking in the top-right of the screen. Scroll through the **Overall Statistics** on this screen by pushing the right analog stick **↑** or **↓**. Among other things these include **Accuracy**, **Enemies Killed** and the value of **Property Damage** you have caused by reckless driving and shooting. Press the **△** button to return to the Main Menu.

NOTE: Actions that affect your ranking are indicated during the game by a green plus or red minus symbol next to the map.

You can also press **←** or **→** to select **Missions**, **Movies** and **Story So Far**, although these options only become fully available once you have completed at least one mission. By selecting **Missions** from this menu, you can replay any missions you have completed and view any unlocked bonus features. Choose **Movies** to review unlocked cinematic sequences and **Story So Far** to view an hour by hour plot summary, which can be scrolled through using the right analog stick.

SEASON 4 TRAILER

Watch a special trailer for Season 4 of 24, available to buy on DVD.

CREDITS

View the credits for **24: The Game**.

OTHER MISSION TYPES

As well as on-foot and driving sections, there are several other types of missions that must be successfully completed. These include sniping, interrogating suspects and making use of CTU gadgets and technology. The controls for these activities are displayed in on-screen overviews before they begin.

PLAYING THE GAME

In much the same way as the TV show, **24: The Game** is divided chronologically into 24 installments. Each "installment" contains a number of different missions that must be completed as the plot thickens and the tension continues to build.

ON-FOOT



TUTORIALS

At certain points during the game, tutorial sequences will help you master specific actions, such as using cover and aiming. Tutorials will launch at specific points during play when you step into a glowing gold marker.

NOTE: When entering the tutorial near the beginning of the first mission please note that the instructions in the "Aiming" section apply to the default aiming controls ("Config A").

Specific overviews are also provided before undertaking missions like interrogation, sniping or using CTU gadgets.

SELECTING WEAPONS AND EQUIPMENT

Press the ◀ or ▶ directional buttons to scroll through the weapons in your inventory. The number of rounds in the clip and the total number of rounds remaining are displayed on screen. Press the ⊗ button to select the desired weapon.

If you are in a public place, keep your weapon concealed until absolutely necessary to avoid causing alarm.

Press the  or  directional buttons to scroll through any items in your possession. To use an item, such as a PDA or a health pack, highlight it and press the  button.

HEALTH AND BODY ARMOR

Health and body armor stats are displayed in the top left corner of the game screen.

If you are wearing body armor, an orange bar indicates its condition. This bar depletes when damage is taken. When the orange bar is completely depleted, the display will switch to the health meter. The health meter consists of five colored blocks which gradually reduce as you take damage. If the health blocks are completely used up, your character will die and the game will end.

Health packs, body armor and wall-mounted health stations can sometimes be found during missions. Body armor is automatically equipped, health packs are stored in your inventory and can be selected and used when necessary by pressing the  or  directional buttons, followed by the  button to confirm. To use a health station, walk up to it and press and hold the  button until health is replenished.

You can also find adrenaline pills which, when used, provide a short term health bonus. This bonus diminishes over time and will deteriorate more quickly as damage is taken. If your character is wearing body armor, this bonus health will be used up and lost before the body armor takes damage.

NOTE: If you are playing for a high score, remember that you will be penalized for using health stations, packs and adrenaline pills. One of the statistics on the **Missions** section of **Mission Rankings** is a measure of how much health you have used, including any adrenaline health bonuses. If you're trying to achieve the top rankings, using additional health or adrenaline will have a negative impact on your score.

USING COVER

Effectively using cover is the first armed combat skill any CTU agent must master.

Taking cover behind solid objects while an enemy is shooting provides obvious advantages in a fire fight; you minimize the chance of injury,

reload as safely as possible and can pick the most appropriate moment to return fire and take enemies down.



When adjacent to suitable surfaces – i.e. to the side of door frames or behind packing crates – press the **X** button to take cover.

While taking cover, the viewing angle may shift slightly to allow you to see through the door or around the object that is shielding you. You can get a better view of what's around the corner by pushing the right analog stick **↑**, **↓**, **←** or **→**. From this position, press and hold the **L1** button to enter aim mode, allowing you to momentarily break cover to aim and fire. Releasing the **L1** button will return you to the cover position. To stop using cover simply move away from the door frame or cover surface.

AIMING

Press and hold the **L1** button to enter aim mode and flick the right analog stick **↑**, **↓**, **←** or **→** to lock on to a target. Once locked on to an enemy, the aim cursor expands to a



targeting circle, allowing you to accurately direct shots at targets. In aim mode, the aim cursor will initially lock on to an enemy's chest; this is the widest area of the body and provides the greatest opportunity for a successful hit. However, by carefully moving the right analog stick, you can position the targeting dot within the circle to fire more accurate shots – such as head shots – to take down enemies quickly. For even greater accuracy, get closer to the target; the aim cursor will turn from grey to yellow once you reach an appropriate distance.

NOTE: When the aim cursor turns red, the shot you are trying to make is blocked and can not be taken.

When ready, press the **R1** button to fire. You can also reload while aiming by pressing the **R3** button.

When multiple targets are in view, quickly flick the right analog stick in the direction of an alternative enemy to lock on to them. The triangular markers around the edge of the aim cursor show you the direction of other targets you can switch to if you flick the right analog stick in that direction.

NOTE: You can adjust aiming specifications via the Options menu. It is recommended that new players choose the **Assist** aiming option.

USING THE PDA

The PDA is a useful source of information and can be accessed either by selecting it from your inventory or by pressing the **SELECT** button.

Press the **←** and **→** directional buttons to scroll through the **Mission Briefing**, **Map Viewer**, **Help**

Overview and **Weapon Information** screens. To scroll up or down on individual PDA information screens, push the left analog stick **↑** or **↓**.

When looking at the PDA's **Map Viewer** screen, press and hold the **L2** button to display a legend that summarizes the icons used on the map. If you are in a location with more than one story, you can view the plans for other floors by pressing the **L1** button or the **R1** button.

USING THE ON-SCREEN MAP

In many situations, a map is displayed in the bottom right corner of the game screen. The green arrow in the center of the map indicates your current position. Enemies appear as red dots; and bystanders, hostages and members of the public are displayed as green dots. Ally characters, such as SWAT team members or other CTU agents, are displayed as blue dots.

When they are outside the visible map area, mission targets are displayed around the map's outer edges as yellow markers. These indicate the direction in which you



must head to reach a target; when you are in close proximity to the target it will be displayed as a yellow star.

RANKING INDICATORS

Indicators are displayed to the right of the map as red minuses, green pluses and blue dollar signs when you do something that affects your ranking. A red minus symbol signifies something that has a negative impact (like shooting at a civilian) and a green plus symbol is displayed when you do something positive. The blue \$ symbol highlights property damage.

ISSUING ORDERS

When leading an ally character you can issue instructions to make them perform specific actions. With the **R2** button held, push the right analog stick to give orders, for example, "WAIT" will instruct them to halt and take cover; "FOLLOW" will make them move forward.

STEALTH MODE

Press the **△** button to enter stealth mode. Push the left analog stick gently to sneak forwards. When in stealth mode you will proceed silently and with caution. You will also make better use of the surrounding environment, automatically ducking down to the height of low cover objects and hopefully thus avoiding detection by enemies.

INCAPACITATING ENEMIES

In certain situations you can attempt to order enemies to surrender by pressing the **R2** button, as outlined previously. Occasionally, enemies may surrender of their own volition. In these situations, approach the defenseless enemy and press the **×** button to restrain them or the **□** button to take them down. In certain missions, restraining enemies is of greater importance.

When using stealth mode to sneak up on an unaware enemy, try locking-on to them, getting close and pressing the **R2** button to issue a "whispered challenge". This is a significantly more reliable way of making enemies surrender than by issuing a straightforward order.

SEARCHING AND DRAGGING BODIES

You can search downed enemies and victims by standing over their body and pressing the **□** button. This is especially useful when you are low on ammo.

Occasionally, it might be a good idea to drag bodies out of view, especially on stealth orientated missions; you don't want to be leaving a trail to your position after all. Press and hold the **□** button at either end of a body to grab it; then drag it by pushing the left analog stick in any direction.

Los Angeles, CA

NOTE: If you come across weapons dropped in the field, simply run over them to pick them up. You can only carry one of any particular type of weapon, so if you find a weapon you've already got, you will just take its ammo.

DRIVING



Map

During the game you will often have to hit the streets and get across town by car. In these driving missions, press and hold the **SELECT** button to view a list of your current objectives.

THE MAP

The map is used in a similar way as in on-foot missions; simply follow the target indicators until you reach each target point. You can view an expanded map of the area by pressing and holding the **L2** button.

DAMAGED VEHICLES

Vehicles are expendable, and unfortunately every now and again you're going to run one of them in to the ground. You can still drive a vehicle as it becomes increasingly damaged, but if it catches fire it's a good idea to jump out before the vehicle blows, taking you with it.

COMMANDEERING VEHICLES

If you need to pick up a car to carry on your mission, either find a parked vehicle, or press and hold the **R2** button and select the "STOP YOUR VEHICLE" announcement and show your badge to the driver of an oncoming car to climb behind the wheel. Press the **△** button when next to a stationary car to climb behind the wheel.

OTHER MISSIONS

INTERROGATION

Interrogation skills are of vital importance when you're battling against the clock as well as a network of terrorists. A good interrogator knows exactly when to play the good guy, calming a jumpy suspect, and equally knows when nothing but raw aggression will yield the kind of answers that can save lives.

When interrogating a suspect, a Stress Graph is displayed on screen indicating the suspect's current stress level. You must work their stress level upwards or downwards into the Cooperation Zone by using different



approaches. The Cooperation Zone signifies the point at which suspects momentarily begin to crack, allowing you to extract information that can be used to continue the interrogation.

By pressing the  button you will question the suspect aggressively and thus cause their stress level to rise. Press the  button to adopt a more coaxing approach, maintaining the current level of pressure, and press the  button to calm them down. Pushing the suspect too hard, or not hard enough, can make them completely un-cooperative.

Every time you successfully hit the suspect's Cooperation Zone with a question, a colored progress bar to the side of the graph will gradually fill. When the progress bar is almost filled to the top you can enter the breaking stage, finally breaking down the suspect. At this point, press the  button when the stress level is in the Cooperation Zone to complete the interrogation and extract the information.

SNIPING

Taking out targets from a distance using a sniper rifle might seem pretty straight forward, but it requires a degree of skill and a steady aim. In particular sniping situations, the locations of individual targets are indicated by yellow markers around the edge of your telescopic sight. Darker yellow arrows highlight targets that are further away, lighter arrows indicate targets that are closer to you.

The sniper rifle can be panned in any direction by pushing the right analog stick , ,  or ; the left analog stick is used to zoom in and out on targets. Press the  button to shoot. Only one round can be loaded into the chamber

of the sniper rifle at a time, meaning the gun takes a few seconds to reload after every shot; bear this in mind when shooting at targets and make sure your aim is on target before they duck out of harms way.

Remember that the satellite tracking technology used to pinpoint targets is not 100% perfect; some potential targets might be civilians so don't let off a round until you're sure whom you are aiming at.

GADGETS

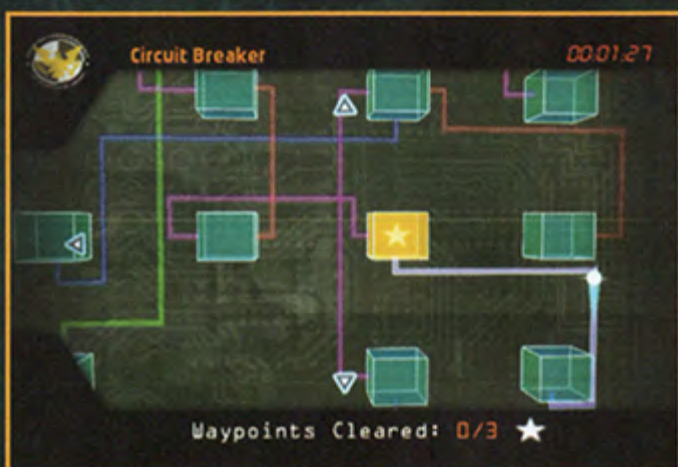
The CTU has a lot of high tech equipment to help agents deal with particular situations. These range from circuit breakers for diffusing electrically triggered explosive devices and unlocking doors, to file decryption programs and network hacking software.

Before operating a particular piece of equipment for the first time, read through the overview displayed on-screen. This overview explains what actions are required, alongside the relevant controls. You can see the next overview slide by pressing the  button and the previous slide by pressing the  button.

NOTE: When using the circuit breaker gadget, press the **L1** button and **L2** button to zoom in and out, and press the **R1** button for a view of the full circuit.

CINEMATIC SEQUENCES

Throughout the game the story unfolds via a number of cinematic sequences. Watching closely allows you to stay up to speed with all the different plot strands as they unravel, but if you want to skip a sequence, press the  button. You can pause cinematic sequences by pressing the  button.



PAUSE MENU

Press the  button during play to pause the action. The following options are available on the Pause Menu:

Resume	Return to the game
Options	See the Options section of this manual
Restart Mission	Return to the beginning of the current mission
Save Game	Save your progress
Load Game	Load a game previously saved to Memory Card
Mission Rankings	View mission rankings in the same way as when selecting " Previously on 24... " from the Main Menu
Exit Game	Quit the game and return to the Main Menu

NOTE: The Pause Menu is not displayed when pausing cinematic sequences.

PROFILES

CTU: THE COUNTER TERRORIST UNIT

Jack Bauer



A loyal mainstay of the Los Angeles Counter Terrorist Unit. Jack Bauer's non-compromising attitude towards national security makes him a highly effective operative, but one who, at times, finds himself at odds with his seniors.

Jack obtained a Masters degree in Criminology and Law from UC Berkeley before working for the LAPD's SWAT team unit, and then later, as a member of the US Army's elite Delta Force. His career then progressed into fieldwork for the US Federal Bureau of Investigation, before moving to its domestic branch in Los Angeles, the Counter Terrorist Unit.

Bauer was the Special-Agent-in-Charge of CTU during the attempted assassination of Senator David Palmer. On that fateful day, Jack's wife was killed by the traitorous Nina Myers (Jack's colleague and former lover). Jack was so distraught over the murder that he resigned from his senior role and became an inactive CTU agent.

Eighteen months later, Bauer was called back to duty by Palmer to help CTU stop a terrorist group from detonating a nuclear bomb in Los Angeles. Shortly after, Jack was appointed Director of Field Operations by the new Los Angeles CTU Director, Tony Almeida.



Los Angeles, CA

Tony Almeida

Tony Almeida obtained an Engineering degree from San Diego State University and a Masters degree in Computer Science from Stanford before leaving the world of academia.

The next few years were spent building a career in the United States' Marine Corps (attaining the rank of First Lieutenant) before joining Los Angeles CTU as an Intelligence Agent.

Tony's intensity, focus and commitment ensured that he quickly climbed the CTU power hierarchy, eventually attaining the senior position of Los Angeles CTU Director.

Despite recurring conflicts and tensions, Tony and Jack Bauer share a deep-seated mutual respect for each other and have worked together on several of CTU's most important undertakings.



Chase Edmunds

Chase Edmunds worked for the Metropolitan SWAT team before being assigned to the CTU Washington/Baltimore Unit. He was later assigned to the Los Angeles CTU as a Field Operations Agent.

Chase is a graduate of the prestigious Special Forces Operations Training Course, and has won honors in SWAT Competition Tactical Shooting events and commendations for weapons knowledge and field reconnaissance.

Chase is currently on assignment, working undercover in Washington D.C.



Michelle Dessler

Michelle Dessler obtained a Bachelor of Science at the University of California before starting her career at The National Institute of Standards and Technology. She progressed to a position with the Defense Advanced Research Projects Agency before being hired by the Los Angeles CTU as an Internet Protocol Manager.

Michelle quickly became a key team player for the CTU and was instrumental in helping Jack Bauer and Tony Almeida prevent a nuclear device from being detonated on American soil.



Kim Bauer

Kim is the daughter of Jack and Teri Bauer. A troubled teenager, she dropped out of Santa Monica High School before applying herself to her studies and ultimately attending Santa Monica College for a degree in Computer Programming.

With help from her father, Kim has managed to secure an internship at the CTU as part of her studies.

GOVERNMENT OFFICIALS



President David Palmer

The young David Palmer excelled at academic and sporting pursuits, obtained a Juris Doctorate from Maryland School of Law, and became a star NCAA basketball player. He then practiced law for several years before entering the world of politics.

Distinguished, charismatic and a cool-headed decision maker, Palmer was the Democratic US Senator from Maryland before being elected President of the United States.

President Palmer has been a strong and loyal ally to the CTU, often using his presidential influence to back their actions in crisis situations. After successfully working in tandem with Jack Bauer to neutralize a nuclear threat to Los Angeles, Palmer became the victim of an assassination attempt via a biological agent. He is currently recovering from his injuries in Washington D.C.

Governor James Radford

James Radford is the Governor of California. He grew up in San Diego, moved to Sacramento with his family in his early teens and became interested in state affairs. He subsequently worked his way up through the political ranks until he was elected governor.

His political image is very much that of a caring, "man of the people".

WEAPONS



RF MICRO

This miniaturized version of the world's most famous machine gun is easily concealed and renowned for its reliability and high rate of fire. It has seen service in one capacity or another with virtually every military and police force around the world. Even the prestigious U.S. Secret Service utilizes it to guard government officials, including the President of the United States.



HAUSER MODEL 10

This highly compact machine gun pistol is a simple, low cost design with few moving parts. The combination of its small size and high cyclic rate of fire make the model 10 rather inaccurate in full automatic fire; hence it should be used only at close range.



M80/Z85 ASSAULT RIFLES

Hailing from Yugoslavia, these modern gas-operated, automatic rifles are renowned for their high fire power, light weight and impressive accuracy. Although initially they could only be found in their homeland, they are now widely exported and have a presence in many countries world wide.



M16

The ubiquitous M16 is arguably the most powerful and accurate assault rifle in the world. It is currently the standard infantry weapon for the United States Armed Services. It offers a lethal blend of long range accuracy and high velocity ballistics and has no notable weaknesses.



M4 CARBINE

The M4 Carbine is favored by Counter Terrorist and Special Forces units due to its combination of lightness, compact design and all around solid performance (especially in close quarters combat). The M4 has a fast rate of automatic fire and is impressively accurate at all but extreme distances.



PS-553 SNIPER RIFLE

This phenomenally accurate rifle is the sniping weapon of choice for CTU agents. Three times as heavy as an assault rifle and over three feet in length, it features a sophisticated anti-recoil system and is effective at up to 1000 yards.



AZ7 SOVIET

This iconic Russian assault rifle was one of the first fully automatic guns ever to be produced. Over 100 million have been manufactured to

date. It has a legendary reputation for reliability, and despite being somewhat dated, it is still widely used, especially in Third World countries.



M5K DEUTSCHE

The M5K Deutsche submachine gun is a lightweight, air-cooled, magazine-fed, burst-fire weapon that can be shouldered or hand-fired. It is

standard CTU issue, presenting a fearsome blend of control and firepower in a compact and extremely reliable package.



GRAY MODEL 5 / MONTANA T34 SHOTGUNS

These high-powered, short range, pump-action blast weapons have a heavy recoil. These

tactical shotgun weapons are widely used by law enforcement agencies across the globe. They are extremely well suited to disabling enemies at close range, but are notably ineffective for long range encounters.



GRAY MODEL 8 RAPID

Whereas most other shotguns are slow-to-reload, single-shot machines, the Model 8 offers a fully automatic firing system. This

massively increases the speed and frequency of projectile delivery, resulting in an extremely intimidating weapon. It is especially suited to enclosed environments where taking live prisoners is not a priority.



ELITE PISTOL

This stylish pistol is Jack Bauer's weapon of choice for general duties. Extremely accurate at up to 50 meters distance, the Elite also excels in terms of reliability, ergonomics and feel.



P7 PISTOL

The P7 was developed specifically for the German Police Force and features a unique grip cocking lever that allows it to be carried safely with a round in the chamber, but always ready to fire. The P7's accuracy, compact design, and the popular three-dot sighting system make it very well suited for many defense and tactical applications.



TAG 17 PISTOL / TAG 17 (SILENCED)

The Tag 17 semi-automatic pistol appeared in 1983. Initially destined for use by the Austrian Army, it has since become extremely popular with police forces, particularly in the USA. It performs strongly in all areas and is renowned for its simple, no-nonsense operation.



WEBER .38 REVOLVER

Traditionally popular with law enforcement professionals around the world, this stainless steel .38 revolver is a phenomenally powerful hand gun that delivers a large, heavy bullet at very high velocity. The potency of this weapon is exceptional, as is the amount of recoil and muzzle flash it produces.



STUN GUN

The stun gun is right at the cutting edge of technology. It has a limited range but is incredibly effective at disabling any nearby enemy without causing permanent damage. The gun emits a high-voltage electrical pulse outwards in a narrow trajectory which will immediately confuse the target's nervous system, rendering them temporarily paralyzed and disoriented.

TIPS

- Use the PDA to review mission objectives; it also contains area maps and a help log.
- Press the **R2** button to encourage surrender. The aim cursor will pulse when enemies are more likely to surrender.
- Review your mission rankings and achieve good rankings to open up bonus materials.
- When driving make use of the hand-brake by pressing the **○** button or **R1** button to turn on sharp corners.
- Stop enemies from triggering alarms by killing them before they reach the switch or by destroying the alarm itself first.
- Fully explore the environment to locate helpful items like body armor.
- Save hostages by keeping your distance and taking the enemy out with a well-aimed headshot.
- Shoot at objects that look like they might explode to harm nearby enemies.
- In aim mode the cursor color reflects the accuracy of the weapon. When grey, the weapon will be inaccurate; when yellow it will fire exactly at the aim point.
- To take down enemy helicopters more quickly target and shoot their weak points - the pilot, rotor blades and engine.
- If you need to capture a suspect alive try shooting to injure and then pressing the **R2** button to encourage surrender.

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See www.havok.com for details.

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