

THE OPERATIVE™

No One Lives Forever™



MONOLITH™



SIERRA™

**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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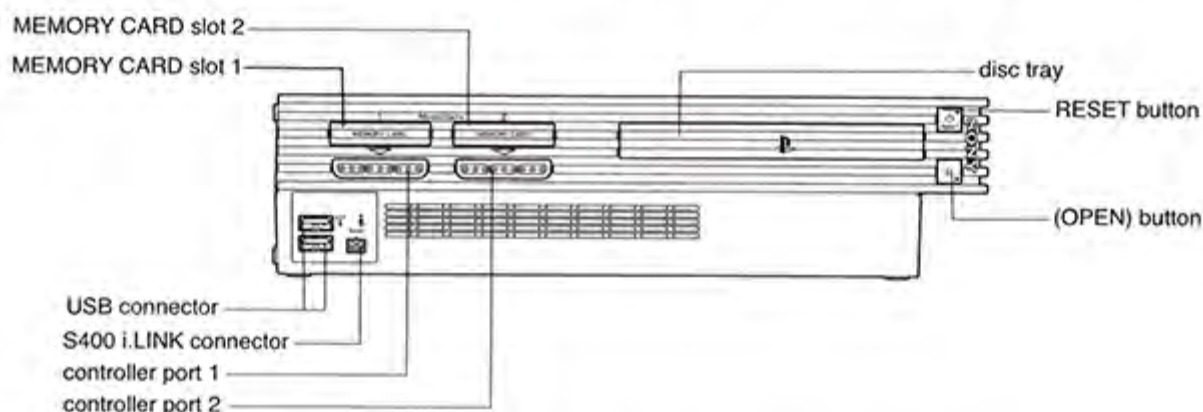
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PlayStation® 2

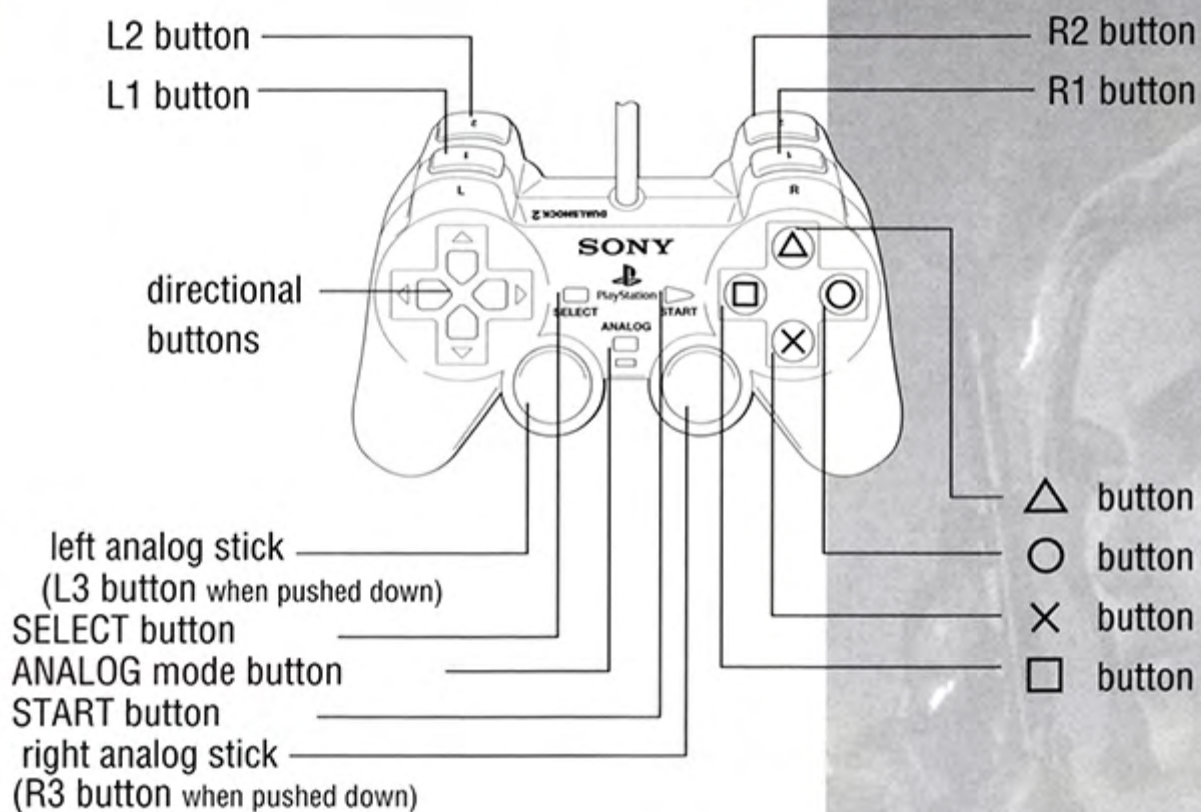
COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located on the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *No One Lives Forever* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

Controller

DUALSHOCK®2 ANALOG CONTROLLER



Menu and Interface System

NEW GAME

Selecting this will take you to the Difficulty selection screen before beginning a new game.

Difficulty: There are four difficulty settings in *No One Lives Forever*: Easy, Normal, Hard, and Superspy. The difficulty setting primarily affects enemies in the game, making them more or less accurate or responsive to external stimuli (footsteps, weapon fire, etc.) The player also takes more damage on higher difficulty settings.

Mission Briefing: Displays an overview of the upcoming mission. Select the  button to continue or use the  button to return to the previous Difficulty screen.

Mission Objectives: Displays the list of tasks you must complete as you begin your mission. More objectives may be added during the mission. All objectives must be completed to successfully conclude the mission. NOTE: You may view these objectives during the game by pressing the **START** button.

LOAD GAME

Allows you to restart any scene where you have previously saved a game.

Select Scene

Load Scene: Begins the mission from the start of the last saved scene.

Replay Mission: Takes you to the Select Mission screen.

Select Mission: This menu will display all of the missions that are currently available to you. When starting a new game, only one mission will be available. As you progress through the game and save your progress to the Memory Card(8MB)(for PlayStation®2), each mission you visit will be added in this menu for you to play again later. To begin, just select the name of the mission you want to play. You will then be given a Mission Briefing.

IN-GAME MENU

The following options are available by pressing the **SELECT** button during the game.

Resume Mission: Resumes the game in progress.

Restart Scene: Allows user to restart current scene.

Save Progress: Allows you to save your game to the memory card anywhere in a scene, but the load will always start the user at the beginning of the scene.

Options: Takes you to the Options Menu.

Intelligence Gallery: Allows you to see all of the intelligence items you have acquired.

Abort Mission: Ends the current mission and returns the player to the Main Menu.

Save Game Menu: You will be presented with a list of slots in which to save your game data. *No One Lives Forever* supports saving up to 10 unique records of your progress in the game on a memory card. Use the **DIRECTIONAL** buttons to choose a MEMORY CARD SLOT in which to save your game and press the ⊗ button. Press L1 button or R1 button to select a different memory card on which to save your progress.

OPTIONS MENU

Controls:

Configure Controls - Select from a list of preset controller configurations.

Vibration (On/Off): Provides vibration feedback from your DUALSHOCK®2 analog controller.

Analog Sensitivity (Slider): Sets the sensitivity of the analog sticks.

Invert Y-Axis (No/Yes): Inverts the controls for looking up and down.

Sound:

Master Volume: Raises or lowers the volume of all sound effects and speech within the game.

In-Game Music Volume: Raises or lowers the volume of the game's music.

Stereo Sound (On/Off) - Selects stereo sound output.

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

Difficulty: Allows you to select from the four difficulty modes: Easy, Normal, hard, and Superspy.

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

Pickup Message Duration (Slider): Sets the length of time that inventory pickup messages will remain on the screen.

Objective Messages (No/Yes): Toggles the display of "Mission objectives updated" messages.

Fade Bodies (No/Yes): Toggles rapid fading of bodies.

Auto-targeting (On/Off): Toggles having your weapon snap to the nearest enemy.

Head Bob (Slider): Sets the intensity of the simulated head movement while walking.

Weapon Sway (Slider): Sets the intensity of the simulated weapon movement while walking.

HEADS-UP DISPLAY (HUD)

The HUD is organized so you can quickly and easily check your status in the middle of the wildest firefights.

Current Weapon/Gadget (Center): The weapon/gadget you are currently holding appears here. When you press 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. You will not have the opportunity to heal on a mission, so you must rely on armor for protection. If your health runs out, you will die. Your health will be restored at the start of each new mission.

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

CROSSHAIR SYSTEM

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 green crosshair will appear. Pressing the Use Object button will then activate the item. For example, you may open a door or trigger a conversation with a bystander.



GADGET CROSSHAIR: When you have a gadget equipped, this blue 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 center your view over a padlock, your crosshair will change.



INNOCENT CROSSHAIR: As an operative for UNITY, your job is to protect the civilian population. When you have a weapon equipped and target an innocent, this red 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. To select a different item from your inventory, press either the Next Weapon or Previous Weapon button and then press the Fire button to equip your selection.

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 button to cycle between the various modes or ammunition 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 is easily concealed and very reliable. It has a 10 round magazine and can be fitted with a silencer. Standard Ammunition: 9mm Full Metal Jacket ammunition.

Petri .38 Airweight revolver



Agent Archer's signature weapon is a small, lightweight .38 caliber 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 Ammunition: .38 caliber Full Metal Jacket ammunition.

Hampton MPL 9mm SMG



A vicious little 9mm sub-machine gun. Elegantly simple and hardy. Standard Ammunition: 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 Ammunition: 7.62 x 39 FMJ rounds.

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 caliber sniper rifle with integral suppressor. The Hampton Carbine is one of the world's only truly silent firearms. Standard Ammunition: .45 caliber Automatic Colt Pistol ammunition.

Sunglasses



These perfectly ordinary-looking sunglasses can be fitted with three unique functions. Use the Next Function button 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 far away items.



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



An infrared spectrograph module that can be installed on sunglasses. Use the 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.

Safe Cracker



A low-tech device that bypasses the round combination locking mechanism found on many safes. The more complicated the mechanism, the longer it will take to disable.

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 button to cycle through the Barrette's modes.



A retractable lockpick 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.

Lock Picking Tools



A standard thief's lock picking tools ideal for bypassing keyed padlocks. The more complicated the mechanism, the longer it will take to pick. Note that lock picking tools only work on padlocks with keyholes.

Cigarette Lighter



A basic lighter which can be fitted with two functions. Use the Next Function button 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 women'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 along side your enemy!

Pen Dart



A pen dart useful for disabling foes silently. Shoots a variety of ammunition.

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. You can still defend yourself with a karate chop, although it is most effective against unsuspecting adversaries.

AMMUNITION TYPES:

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

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 dispatch unalert enemies 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. Use the Zoom buttons to adjust the zoom level.

GEAR ITEMS:

Gear items are special power-ups that you may 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 armor will not stop every type of damage, such as that sustained from falling or running out of oxygen. Note: can only be picked up during missions.

UNITY Ammunition 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.

Agent Training

Here are some valuable tips for 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 to 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.
- Be careful not to injure civilians! If you kill an innocent bystander, you will fail 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.
- 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 gas cap.
- Most weapons will allow you to shoot through glass, with the exception of some types of bulletproof 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.

WEAPON & GADGET TACTICS

- The Next Function button 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 tighter by standing still, but the tradeoff is that you become an easier target for your enemies.
- Learn to monitor your ammunition. Reload your weapon between firefights 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 unalert. Cries of pain will likely cause a commotion.

ENVIRONMENTAL HAZARDS

- There are several important things to know about security cameras. First, 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 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 red, 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 will likely 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 mode.
- 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

- UNITY agents have access to both motorcycles and snowmobiles.
- To get on a vehicle, simply walk up and activate it with the Use Object button. Once you have come to a complete stop, hit activate again to dismount.
- Push the left analog stick forward to accelerate, and backward to brake, and the left and right turn or side-step buttons to steer. You will decelerate automatically if you release the forward button.
- Traction will generally be better on harder surfaces, such as roads, and rougher on soft surfaces such as grass.
- Although you cannot use weapons while riding a motorcycle or snowmobile, 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 likely have to get off and deal with the situation. Once the obstacle has been overcome, you can jump back on the vehicle to continue.

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 organization 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 busywork out of harms way.

Ironically, Archer's lucky break comes as a devastating blow to UNITY, when an assassin identified as the notorious Dmitrij 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 organization 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 vacationing 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 organization dedicated to ridding the world of outlaw megalomaniacs and murderous zealots. The following files will familiarize you with your primary operatives:

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, reluctantly, in Scotland in late March, 1942, Cate came screaming into the world after more than 20 hours of labor. Her mother, a notoriously fragile woman, never recovered and 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 committed suicide and Cate became an orphan -- moving from an orphanage to various foster homes, but never staying 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 realized 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 felon. 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 thievery.

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.

BRUNO LAWRIE

Bruno was once a dashing British superspy, but the lifestyle and time have taken their toll. Before he met Cate, he was aging rapidly, ruined by cigarettes, alcohol, women, and adrenaline, but in teaching her the tricks of his trade, he has found a form of redemption. Bruno lives now chiefly for Cate, to protect and guide her. Cate views Bruno as her mentor and perhaps as a substitute father figure.

TOM GOODMAN

Tom is a hearty, handsome fellow; a good-natured American agent with a winning smile and an indomitable will. He's personable, cheerful, and charmingly self-effacing. He's also a fine agent, having been in the employ of UNITY for over 10 years.

UNITY CONTROL

All UNITY agents in the Clandestine Operations section report to Mr. Jones, UNITY's Chief. Also important is Mr. Smith, UNITY's Mission Coordinator.

UNITY SERVICE AWARDS

As a UNITY operative, you will be eligible to receive various awards or commendations for excellence in the field. At the end of a mission, be sure to examine your performance evaluation!



H.A.R.M. Files

The following individuals are a few of the suspected H.A.R.M. agents. All agents encountering these felons are to report said activities immediately.

DMITRIJ VOLKOV

NATIONALITY:	Russian
OCCUPATION:	Director of Executive Action
AFFILIATION:	Suspected H.A.R.M agent
LOCATION:	Last seen in Marrakesh, Morocco

PROFILE:

Volkov is not burdened with such inconveniences as compassion or sympathy. His motives derive purely from intellectual curiosity. He has chosen his criminal lifestyle because he finds it interesting, not because of any hostility toward authority. He is a brilliant, resourceful man whose only vulnerability is his innate scientific inquisitiveness.

HISTORY:

Volkov was born in Kamchatka in 1921. By the age of eight, he had distinguished himself as an academic prodigy and master chess player, also earning notoriety for refining various torture techniques on neighbors' pets. In 1937 he joined the NKVD and served as a disciplinarian in a Gulag near Kiev. His whereabouts during the war were unknown; however, sometime after the war, he emerged in the employ of SMERSH. He is personally credited with the execution of well over a thousand spies and Soviet dissidents. In 1961, a failed assassination attempt left him without an eye, but he escaped by throwing himself off a 70 foot cliff into an icy river. It is presumed that he survived, as no body was ever recovered. Recent reports link Volkov to an organization calling itself H.A.R.M.

INGE WAGNER



NATIONALITY: German

OCCUPATION: Night club proprietor

AFFILIATION: Suspected

H.A.R.M agent

LOCATION: Bremen, West Germany

PROFILE:

Because of her distant kinship to renowned composer Richard Wagner, Inge endured tremendous pressure as a child to become an opera singer. Unfortunately, she's completely tone deaf and never had even a remote chance of succeeding in this endeavor. Nonetheless, her doting parents encouraged Inge so relentlessly that the unwavering adulation eventually transformed her into a self-obsessed, neurotic diva with insufficient talent to earn a living in her chosen profession. Rumor has it she turned to crime in order to make ends meet.

SERGEANT MAGNUS ARMSTRONG



NATIONALITY: Scottish
OCCUPATION: Demolition expert
AFFILIATION: Suspected
H.A.R.M agent
LOCATION: Unknown

PROFILE:

Born in Glasgow, Scotland, 1925. Frequently in trouble as a youth due to a penchant for fighting. By all accounts, he was a good-natured, likable young man who only picked fights with willing opponents. He was expelled from several schools before his parents finally sent him to a military academy.

During the war, he served as a sapper in France and Germany, with duties ranging from mine removal to demolitions and sabotage. He was officially reprimanded on many occasions for his reckless antics. The most popular legend had to do with a bridge he allegedly crippled with nothing but a shovel and a hand grenade. A German supply train did the rest. When it reached the weakened section of the bridge, the whole structure came crashing down.

Most of his arrests since returning from the war have been related to public brawling.

Credits

Fox Interactive Presents:

The Operative™:
No One Lives Forever™

Developed by:

MONOLITH

Monolith Productions Inc.

LITHTECH

No One Lives Forever is
powered by LithTech™

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Kyle "Pezman" Peschel

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Kent Ormiston

Bomb Factory

Erik Gavriluk

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Matt Allen, *Art Lead*

Dan Berke, *Engine Engineer*

Bryan Bouwman, *Engine
Engineer*

Kevin Deadrick, *Level
Designer*

Dan Fagan, *Game Engineer*

Nathan Grigg, *Music*

Crista Forest, *Level Designer*

Jay Fuller, *Level Designer*

Craig Hubbard, *Game
Designer*

Kevin Lambert, *Lead
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Brian Legge, *AI Engineer*

Andrew Megowan, *Senior
Game Engineer*

Garrett Price, *Producer*

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Curtis Salsman, *Level
Designer*

Jonathan Stein, *QA Lead*

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Brian Long,
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**Special Thanks to the
following Monolith
people whom also
contributed greatly
to the game:**

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 Chris Headberg
 Matthew Scott

MUSIC*No One Lives Forever*

Title Track created by
 Rich Ragsdale

Music by Becky Kneubuhl

Mixed by Gabriel Mann

Players:

Joe Finetti - Trombone
 Lee Thornberg - Trumpet
 Adam Marcello - Drums
 Doug Norwine - Flute
 Michael Blanchard - Bass
 Steve Mazur - Guitar
 Chris Lee - Guitar

Recorded at Asylum
 Studios

www.asylumstudio.com

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Jock Blaney, Dmitrij Volkov
Ken Boynton, Santa plus voices too numerous to count!
Barbara Dirickson, Baroness Dumas
Scott Burns, Various
Mike Madeoy, Tom Goodman
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
Simon Wong, Lead Motion Capture Engineer
David Stalker, Magnus Armstrong

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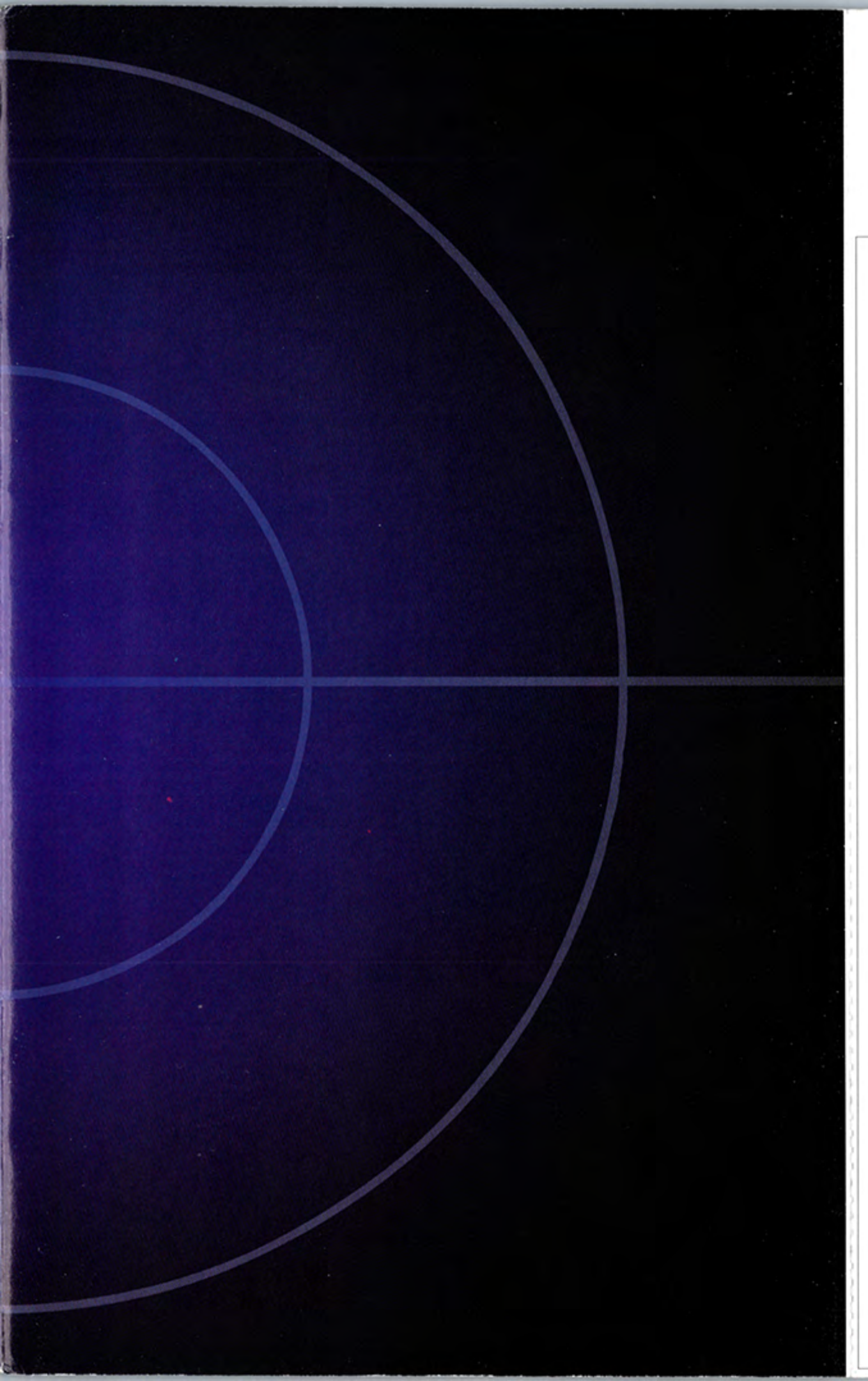
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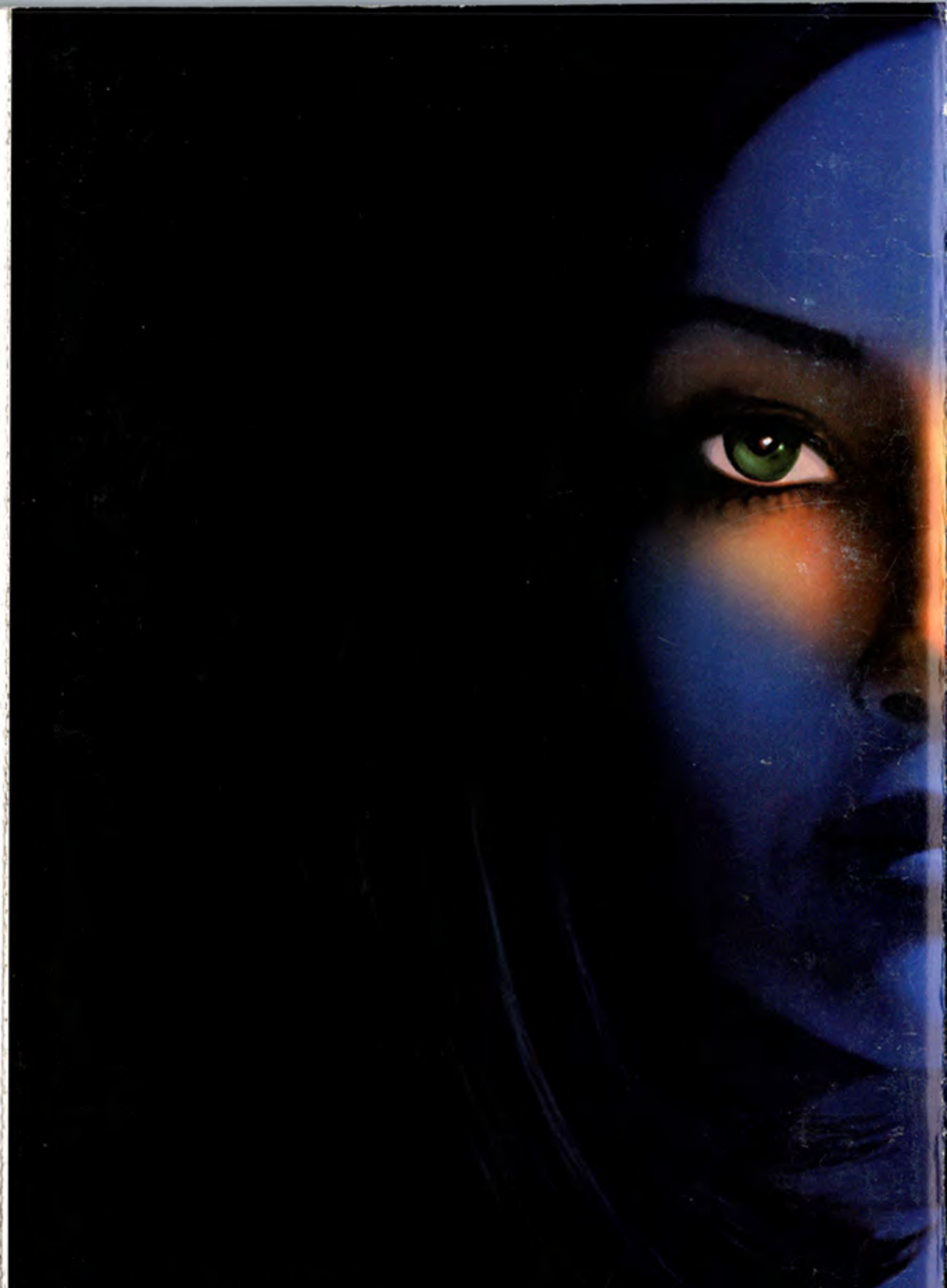
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