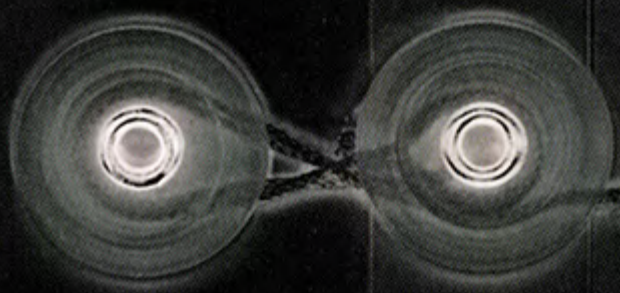


OPERATION:

SOLDIER OF FORTUNE®

RJ-99.1XX5



FOR OFFICIAL GOVERNMENT USE ONLY



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.

WARNING

This product contains violent content that is intended for mature audiences. Violence and adult content options can be set via the in-game options menu.

"VETERANS OF FIRST-PERSON SHOOTERS"

If you are a veteran of first-person shooter games, you may wish to circumvent this manual and get right into the action. The sections listed below are all you'll need to get started.

Introduction, pg. 5

Control Summary, pg. 5

The Shop/Lasky's Used Books, pg. 12

Important Gameplay Tips, pg. 14

FOREWORD

Thank you for purchasing *Soldier of Fortune*® for PlayStation 2. This manual will provide you with everything you need to know to fully enjoy the *Soldier of Fortune* action experience.

It should be noted that *Soldier of Fortune* is a realistic depiction of modern combat and warfare. As a result, this game contains scenes that may not be suitable for all audiences. If you do not wish elements of a violent or graphic nature to be displayed while playing *Soldier of Fortune*, we have provided a menu of options with which you can adjust the level of violence in the game. These options are explained in the manual.

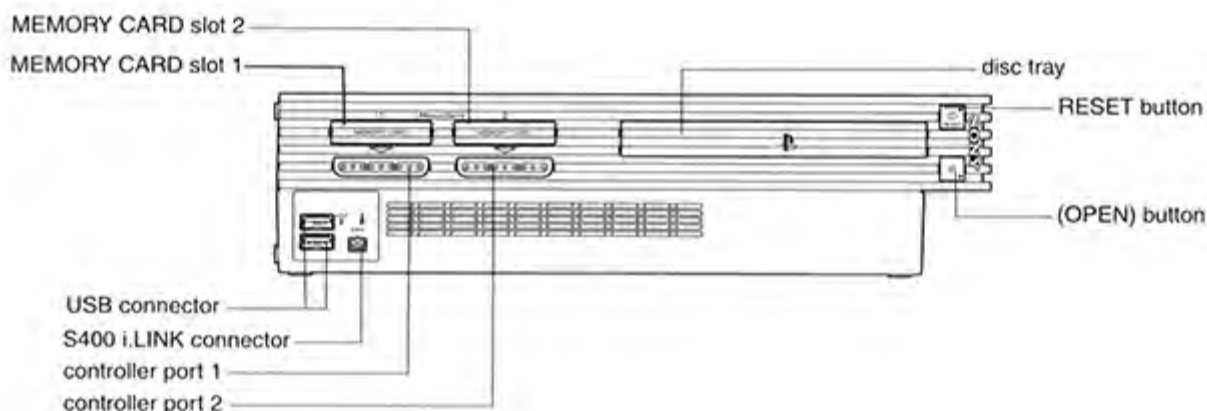
Pipedream Interactive has labored long and hard to provide you, the gamer, with the best gaming experience possible. We hope you enjoy playing *Soldier of Fortune* as much as we enjoyed making it. Visit us on the web at <http://www.majescosales.com> and let us know what you think. We look forward to hearing from you. Have fun!

Sincerely,

The *Soldier of Fortune* Development Team

Pipedream Interactive

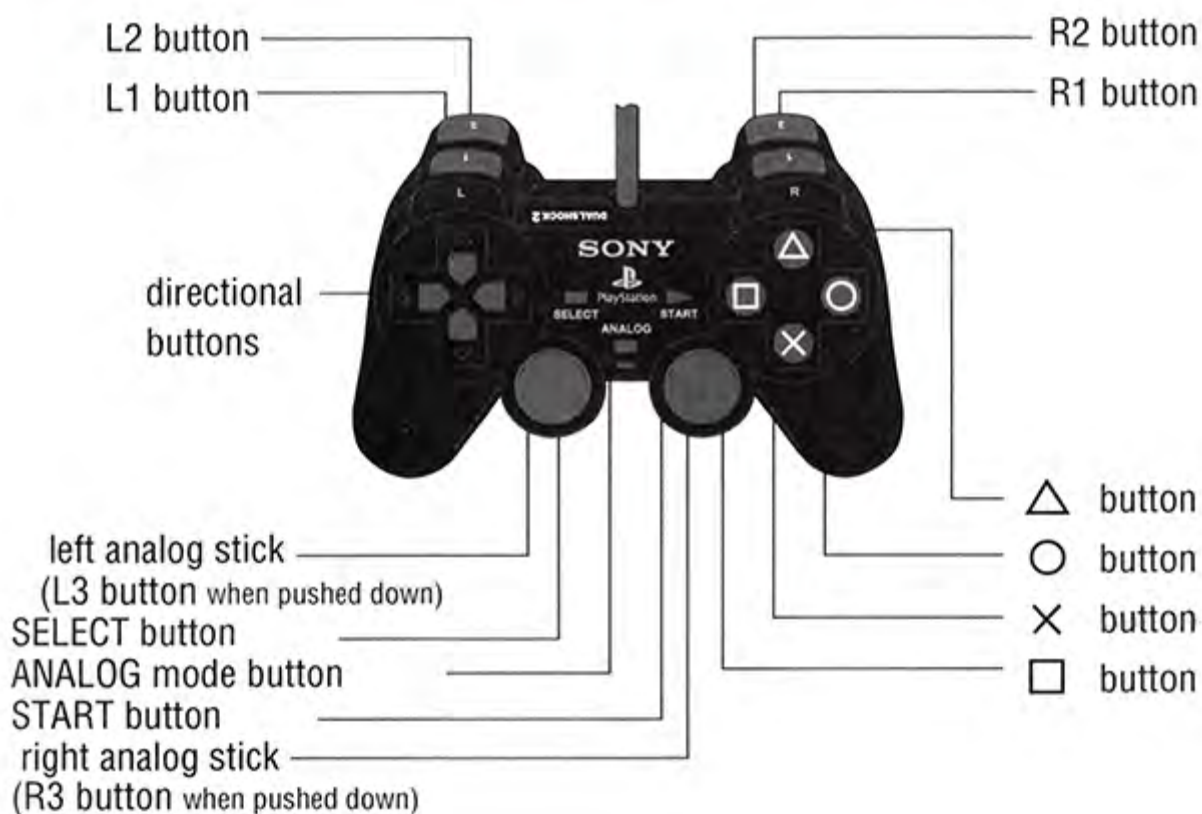
GETTING STARTED



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 disc tray will open. Place the *Soldier of Fortune* 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.

STARTING UP

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



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INTRODUCTION

You are John Mullins. The only thing colder than the steel in your hands is the ice that runs through your veins. You had three tours in Vietnam and got three Purple Hearts for your trouble. Army Special Forces trained you as part of the controversial PHOENIX group to assassinate high-ranking Vietcong officers and, in the process, made you a lethal weapon. You've seen things that would make the bravest of men wake up in the middle of the night screaming...and you've lived to tell about it.

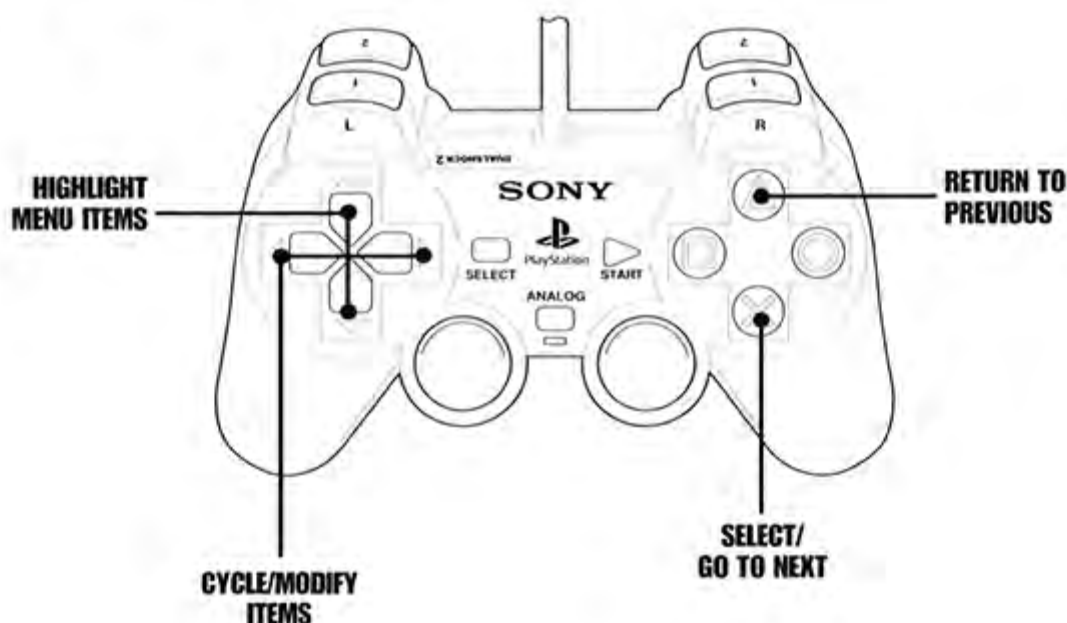
Like I said—you're the best there is.

The war is over now and so is your military career. You're in business for yourself, comrades in arms with Aaron "Hawk" Parsons and Sam Gladstone, buddies from your days in the service. You get most of your business from a U.N. anti-terrorist group known as "The Shop". The pay is good and their checks never bounce.

You just received a communiqué from the Shop. Something nasty is going down beneath the streets of New York City. Get your gear and get Hawk on your cell-phone...This job's not going to wait.

CONTROL SUMMARY

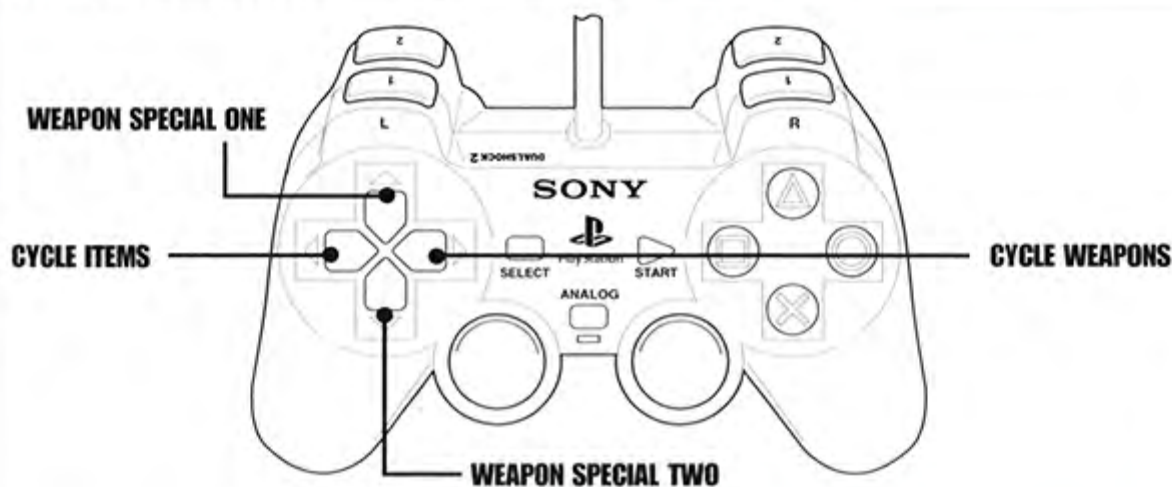
MENU CONTROLS



GAME CONTROLS

Soldier of Fortune contains eight preset controller configurations. The standard controls settings are displayed below.

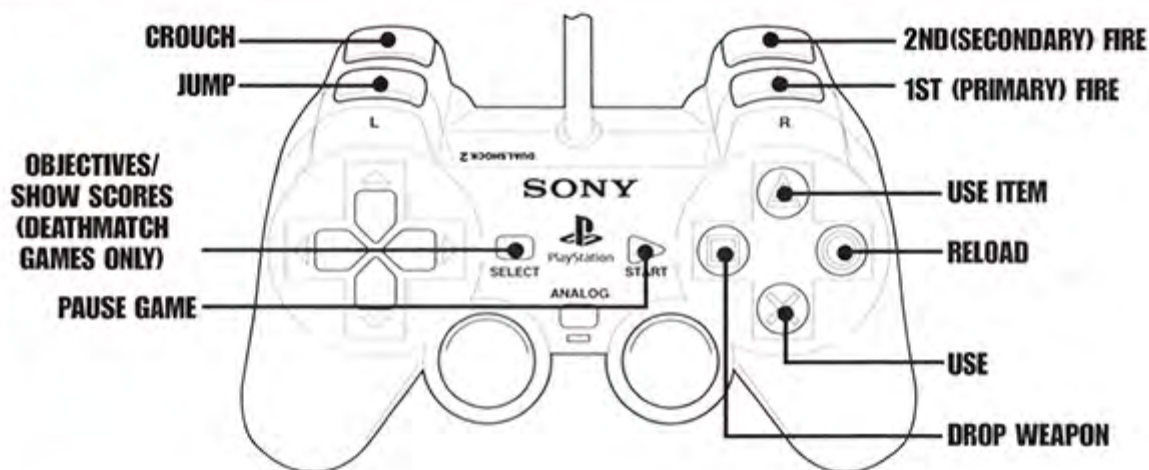
DIRECTIONAL BUTTONS



ANALOG CONTROLS



BUTTONS



ARMED RESPONSE CONDUIT

On startup, *Soldier of Fortune's* Main Menu will appear. You may return to the Main Menu at any time during the game via the pause menu. However, this will end your current game, so you may want to save first.



CREDITS

An homage to all of the people at Pipedream Interactive, Raven Software, Activision, and a dozen other companies who worked together to bring you Soldier of Fortune.

OPTIONS

This menu screen allows you to customize the controller configuration, sound, and screen size.



Video

Allows you to adjust screen size.

Controls

Can choose from preset controller configurations [customizable in-game].

Audio

This sub screen allows you to configure the sound setup for the game. The Audio Settings menu consists of the following options:

MUSIC-Adjusts the volume of the game's music.

SFX-Adjusts the volume of the game's sound effects.

STEREO-Enables/disables stereo mode.

LOAD

Allows you to return to the action of a previously saved game.

NEW

Allows you to set difficulty levels and start a new game.

DIFFICULTY-The difficulty levels in Soldier of Fortune are set up to provide an ever-increasing level of challenge for beginners to expert players. As your skills improve, you can increase the difficulty level to make the game more challenging. Difficulty levels affect the number of enemies that appear, the number of weapon and item pickups, the health level of the enemies, and a number of other factors. Below is a listing of the difficulty level choices you are offered and the number of saves you are allowed per game level.

Note: The game will ask if you would like to save at the beginning of each level. The difficulty level you select determines the number of additional saves above and beyond the begin-level save.

Effortless [Unlimited Saves]

Easy [Eight Saves]

Medium [Five Saves]

Challenging [Two Saves]

Unfair [No User Saves]

Custom [Player's Choice]

CUSTOM SETTINGS-This menu allows you to customize the difficulty settings for Soldier of Fortune. Use this menu to determine the number of saves, amount of enemy spawning, the enemies' toughness, and your weapon carrying capacity.

START TRAINING-Launches the tutorial level, which shows you how to play Soldier of Fortune. If you are new to the first-person action genre, playing through the tutorial is highly recommended. After training you will immediately begin your first mission.

START GAME-Start the game without the tutorial level. Highly recommended for experienced players.

After you have adjusted all of your configuration options and set the difficulty options to your liking, pressing the Start Game button will launch Soldier of Fortune, propelling you into a covert world of mercenary combat.

DEATHMATCH

Takes you to the Deathmatch Menu where players can enter the game and customize deathmatch options.

PLAYING THE GAME

Once you have set up your configuration in the game menus, you're ready to enter the field of combat and take on the role of John Mullins.

THE STORY

You are John Mullins, a professional consultant with a long combat record and a reputation for getting the job done when the world's governments can't. You have learned that a bloodthirsty worldwide terrorist organization has stolen four nuclear weapons from a poorly guarded weapons facility in the former Soviet Union. Your mission: root out the terrorist organization, discover their secret plans, stop the organization, and bring their leader to justice.

CHARACTERS AND ENEMIES

MEET THE HEROES

JOHN MULLINS-

Born and raised in Southwest Oklahoma, Mullins served three tours in Vietnam, earning three Purple Hearts. He was also a member of the controversial PHOENIX group created to assassinate high ranking Vietcong officers. Mullins retired from the military to become a "consultant", or mercenary, twelve years ago. He now takes jobs from the U.N. anti-terrorist group called The Shop. With a medium build, Mullins boasts strength and speed that few men possess. You are in control of John Mullins throughout the course of the game.



JOHN MULLINS

AARON "HAWK" PARSONS-

Grew up in inner city Detroit and later fought in Desert Storm. Parsons is considered one of the army's best demolitions specialists. He is frequently partnered with John Mullins on jobs coming from The Shop. Hawk is a valuable source of information. His conversations with John Mullins offer advice, tips, and other useful information throughout the game.



AARON "HAWK" PARSONS

SAM GLADSTONE-

Bookstore owner and part-time employee of The Shop. A captain in Vietnam, Gladstone excelled at recon, later spending several years with the CIA. 62 years old. Bearded. You will meet Sam when you visit Lasky's Used Books. He'll put you in contact with The Shop and get you the equipment you need to complete your missions.



SAM GLADSTONE

THE BAD GUYS

The terrorist organization you're going after should not be taken lightly. Their leader is a madman with hundreds of loyal subjects at his disposal, willing to die on command. But you'll find that out soon enough. You'll encounter Iraqi soldiers, hate-gang members, enemy soldiers, and numerous thugs en route to completing Soldier of Fortune. These men and women command an arsenal of weaponry and assault vehicles and should be considered armed and dangerous. Shoot to kill and take them down before they take you down. Civilian lives and the fate of the world are in your hands.

THE BASICS

You will receive a briefing at the beginning of each mission in the form of an in-game cinematic. After each of these movies, you will be dropped into a real-world hotspot and asked to complete a series of mission objectives. Press the Select button at any time during the game to view key points from your mission briefing and your mission objectives.

Note: In addition to John, Hawk, and Sam, you will meet several military personnel, police officers, and civilians throughout the course of the game. Their survival is crucial to the success of your mission, so keep them alive! Many of them will offer you useful information and/or assistance. You're here to save these people, so check your fire. You can walk up to civilians and hit the Use button to see if they feel like talking to you. Doing this to a cowering civilian after a firefight will let them know it's okay to run away, as well.

PAUSING THE GAME

Pausing Soldier of Fortune brings up a menu containing the following options:

RETURN TO GAME-Resumes gameplay.

RETURN TO MENU-Takes you back to the Armed Response Conduit, Soldier of Fortune's Main Menu.

SAVE GAME-Allows you to save the current game.

LOAD GAME-Allows you to load a previously saved game.

CONFIGURE OPTIONS-Brings up a configuration menu containing the following:

CANCEL-Return to the previous menu.

GORE-Allows you to adjust violent and adult content.

AUDIO-Allows you to adjust the volume level of the game's music and sound effects.

CONTROLLER-Allows you to customize your controller configuration.

ANALOG STICK-Adjust your analog stick pitch and yaw sensitivity levels.

KEYBOARD-Customize the keyboard commands.

MOUSE-Adjust your mouse X and Y sensitivity levels.

OTHERS-Brings up a menu containing these additional game options:

Best Weapon, Auto-Aim, Crosshair Type, Vibration, and Subtitles.

ON-SCREEN INFORMATION



THE SHOP/LASKY'S USED BOOKS

Periodically, you will visit Sam Gladstone at Lasky's Used Books to contact The Shop. Follow Sam to the back room and log on to the computer by "using" it. Using the computer brings up an e-mail message containing your mission briefing from The Shop. After reading your mission briefing, press the X button. This will take you to the Outfit menu.

OUTFIT YOURSELF-This sub screen allows you to acquire weapons and combat items from The Shop. The windows at the top of the screen show how many weapon and item slots you have available. The column on the left lists all of the weapons and items available for you to choose from and a description of each appears on the right. Select the weapons and items you wish to acquire and their icons will fill in your remaining open slots.

Note: The number of weapon and item slots is dependent on the difficulty level setting. The harder the difficulty level, the less equipment you will be able to carry to help you with your mission.

DEPLOY-Press the START button after selecting all of your weapons and items. This will send you to the next hotspot on your quest to take down The Order.

WEAPONS AND COMBAT ITEMS

Throughout the course of playing Soldier of Fortune, you will find a variety of in-view weapons and combat items. Some of these include a sniper rifle, submachine gun, rocket launcher, and the ultra-high-tech Microwave Pulse Gun. All in all, there are twelve in-view weapons and five combat items at your disposal, scattered throughout the game. Since finding them and discovering their abilities is half the fun, here's a description of the basic weaponry you will begin the game with. Finding out the rest is up to you...

WEAPONS

"PIG STICKER" COMBAT KNIFE

Ammo: 6 maximum in inventory

Weight: .46 kg

Weapon Slot Cost: 0 [standard issue]

Primary attack: Thrust/Slash

Alternate Attack: Throw. Cannot throw the last knife in your possession.

Description: Although primarily created as a thrusting weapon, this high-tensile steel combat/survival knife is weighted and balanced to allow skilled users to throw it with a high degree of accuracy. The perfect weapon when stealth is a must.



9MM BLACK PANTHER

Ammo: 9mm

Cartridge: 18 magazine

Fire Mode: Semi-automatic

RoF: 40 rpm

Muzzle Velocity: 350 mps

Weight: .86 kg

Weapon Slot Cost: 1

Description: Originally created in 1983 by an English company searching to create a light weight, highly durable handgun, the Black Panther has quickly dominated the handgun market. Its remarkable success can be attributed to its simplicity, hardiness, and compact size.



B-42 [BERSERKER] 12-GAUGE SHOTGUN

Ammo: 00 Buckshot

Cartridge: 8 magazine

Fire Mode: semi-automatic

RoF: 24 rpm

Muzzle Velocity: 385 mps

Weapon Slot Cost: 2

Description: Developed specifically for police and military use, the B-42 is a highly lethal close-combat assault weapon. Although the addition of the elbow hook on the skeleton stock allows the B-42 to be fired one-handed, it generally decreases the accuracy of the weapon.



COMBAT ITEMS

BALLISTIC ARMOR

Description: Originally worn by police and SWAT units, the Ballistic Armor achieved worldwide success when it became more flexible and lightweight while still retaining a high amount of stopping power.



FLASH PAK

Description: The Flash Pak [or stun grenade] emits a broad-band light array and loud stunning explosion which causes anyone looking at the pak to be blinded and disoriented for a limited duration. In some instances, permanent blindness has occurred due to retinal burns.



C4 WITH TIMER

Description: C4 has been portrayed as the plastic explosive of terrorists for many years in the mass media market. As it stands, plastique is a highly stable, highly explosive charge that can be used nearly anywhere. With the addition of the 5-second timer, plastique is a great way of circumventing most locked doors and curious guards.



IMPORTANT GAME PLAY TIPS

- Shooting innocents is a bad idea and should not be done.
- Hostages, SWAT Team members, and Hawk are all vital to the mission. Check your fire.
- To get innocents out of a potentially deadly combat situation, "use" them. This lets them know it is safe to run!
- Remember that louder weapons will help enemies find you more easily! When in doubt, try stealth.
- Combat is deadly. Use cover wisely.
- Learn to use the "Lean" commands to look and fire around corners.
- Watch your back. Enemies are everywhere and may sneak up behind you.
- Check your ammo levels and learn to reload your weapon before and after firefights. Stopping to reload in the middle of combat could cost you your life.

- Certain weapons do more damage against some enemies and less against others. The shotgun, for example, works very well against unarmored opponents but does minimal damage to armored foes. Experiment to find the best weapon for the job.
- Pay attention to your weapon's crosshair. It turns red when an enemy is sighted and green when an ally is in view. Don't shoot when the crosshair is green.
- Get used to the Best Safe and Best Unsafe weapon functions. Your Best Unsafe weapon is the strongest weapon you carry but it can hurt you if you aren't careful. Your Best Safe weapon may not be as powerful as the Best Unsafe weapon, but it cannot damage you.
- Use the Next Weapon and Previous Weapon switch commands to cycle past your depleted weapons.
- Be aware of your carrying capacity. In some missions, you might need to drop a weapon to pick up another, more useful firearm. Use the Drop Weapon command to discard an unwanted weapon.

GET IN THERE

You're ready to go! Set your control configuration and your settings, then choose a difficulty level. Hawk is waiting for you at the subway station. Good luck! You're going to need it...

DEATHMATCH

After selecting Deathmatch in the Main Menu, you will be brought to the Deathmatch Settings Menu. This subscreen allows players to setup and start a multiplayer game.

PLAYERS-Set the number of players participating in the deathmatch.

MODE-Select type of deathmatch to be played. See "Deathmatch Modes" for a description of each type.

MAP-Allows you to decide which location to host the deathmatch.

BOTS-Set the number of bots to participate in the deathmatch.

Note: Certain game settings restrict the number of bots that can participate in a deathmatch.

OPTIONS-Selecting Options takes you to the Deathmatch Options Menu where you can adjust in-game variables such as time limit, frag limit, etc.. See "Deathmatch Options" for a complete list of the variables.

START-Selecting START will take you to the deathmatch player settings screen.

DEATHMATCH MODES

STANDARD-Standard multiplayer mayhem where every player is out for him or herself: Take the other players out before they take you out.

Note: Team Play must be enabled in the Deathmatch Options sub-menu for Team Deathmatch. See Deathmatch Options for details.

ASSASSIN-Take down a specifically assigned player and defend yourself against the player or players that are assigned to take you down. Fire away at players marked with red and yellow, but leave the players marked in green alone. Taking down green players will subtract from your score.

ARSENAL-Take down your enemies with weapons randomly assigned to you by the computer. You need to score a kill with each of your assigned weapons to get a big bonus score.

CAPTURE THE FLAG-Help your teammates find the enemy's flag and return it to your base for points. Defend your flag at all costs from the enemy onslaught.

REALISTIC-Weapons do realistic damage to the human body. Reloads are manual. Falling damage is on. PADD is used as fatigue meter. Watch your back! This is one deadly deathmatch mode.

Note: The medkits in Realistic Deathmatch mode do not return health. They heal your legs so that your full movement speed is restored. They also heal your arms so that your aim is no longer inherently poor.

CONTROL-Several gray flags are positioned in random locations about the map. When either a member of the Red or Blue touches one, it takes on that team's color. Points are earned for as long as the flag(s) are the same as your team's color, or, under your "control". The object is to maintain control of the flags until you reach the goal score determined earlier in the Deathmatch Options Menu (Control Limit).

CONQUER-Soldier of Fortune logos adorn the top of bunkers in this mode. The only way to score in Conquer Mode, is to make your way onto these logos. You will earn points, for every moment spent atop one of these logos.

Note: Only Standard, Arsenal, and Realistic modes support single-player mode and bots.

DEATHMATCH OPTIONS

This sub screen offers a variety of customizable options for setting up your deathmatch server to your liking. These DM flags are as follows:

NO HEALTH PICKUPS-Allows you to choose if medkits appear in the level or not.

NO ITEM PICKUPS-Allows you to choose if combat items appear in level or not.

WEAPONS STAY-Allows you to choose if the weapons in the level are constantly there or if they disappear and re-spawn at intervals.

- NO FALLING DAMAGE**-Allows you to choose if falls from great heights damage the player or not.
- REALISTIC DAMAGE**-Allows you to choose if the weapons do real-life or arcade-style damage.
- AUTO WEAPON RELOAD**-Allows you to choose if weapons are automatically reloaded or not.
- NO FRIENDLY FIRE**-Allows you to choose if your weapons do damage to your teammates.
- FORCE RESPAWN**-Forces dead players to respawn immediately.
- NO ARMOR**-Allows you to choose if armor pickups appear in the level or not.
- INFINITE AMMO**-Allows you to choose if weapons have infinite ammunition or not.
- SPINNING WEAPONS**-Allows you to choose if available weapons spin or not.
- NO MISSILE WEAPONS**-Allows you to disable the missile weapons.
- TEAMPLAY**-Allows you to set up teams of players for deathmatch games.
- Note: All of the deathmatch game modes [Deathmatch, Assassin, Arsenal, Realistic] have their own set of game settings. For example, the Deathmatch game settings are different compared to Realistic.
- TIME LIMIT**-Set the game duration.
- SCORE LIMIT**-Set the number of score necessary to win the deathmatch.
- CONTROL LIMIT**-Set the amount of points necessary to win in Control mode.
- CONTROL DELAY**-Determines how long players must initially wait before being able to capture or take control of a flag in Control, Capture the Flag, and Conquer modes.
- MAX CAPTURES**-Set the number of flag captures necessary to win in Capture the Flag mode.

DEATHMATCH PLAYER SETTINGS

After selecting START from the Deathmatch Setup Menu, each player will be able to set their individual options. These options include Team, Team Member, Controller Configuration [customizable in-game], Best Weapon, Auto-Aim, Crosshair Type, Vibration, and Invert Pitch.

CREDITS

PIPEDREAM INTERACTIVE CREDITS

Joseph Sutton - Creative Director
David Elmekies - Executive Producer
Brandon Ehle - Lead Programmer

PROGRAMMING

Mark Trumbull
Michael Long
Jeremy Peterson
David Romig, Jr
David Kobrin
Sean R. Scott
Hsien-wan Chou

ARTWORK

Peter Aponte
Tavio Castrillo - Artwork
Peter Lipman - Level Design
Mark Rudolph - Marketing Director
Corry T. Fitchpatric - Manual
Rai Iodice - QA Manager
Eric Jezercak - Lead Tester

TESTING

Kevin Kurdes
Russell Mock
Luis A. Torres
Wayne Mascola
Moshe Faham
Henry Hadriye
Alex Misdorn
Jasper Renda
Stephen Sheftz
Bryon Shockley
Lesley Zinn -
Package and Manual Design

LOKI SOFTWARE CREDITS

Scott Draeeker - President
Michael Vance
Jim Kutter
Joe Valenzuela
Bernd Kreimeier - Programming
Andy Mecham
Mike Phillips - Quality Assurance
Nate Ashford
Brad Barton - Technical Support
Sam Lantinga
Stephane Peter - Installer
Brandon Carter
Lance Colvin - Administrative
Support
Rafael Barrero - System
Administration
Kayt Sorhaindo - Editor
John Grantham - Web Design
Terry Warner - Site Manager

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CREDITS

RAVEN SOFTWARE CREDITS

Brian Raffel - Project Director /
Creative Director
Steve Raffel - Creative Director
Eric Biessman - Project Coordinator
Joe Koberstein - Art Director
Scott Rice - Art Director
Eric Turman - Animation Director
Jim Hughes - Level Design Director
Rick Johnson - Programming
Director
Chia Chin Lee - Sound, Music and
Localization Director
Gil Gribb - Technology (GHOUL)
Nathan McKenzie - Gameplay
Programming Director

ART

Jeff Butler - 2D Artist
Gina Garren - 2D Artist
Kevin Long - 2D Artist
Bobby Duncanson - 3D Artist
Jeffrey Lampo - 3D Artist
Additional Artwork: Robert Gee
Special Thanks: Les Dorscheid

ANIMATION

Jarrold Showers - Animator
Joe Sibilski - Animator
Additional Animation:
Brian Shubat, Jeff DeWitt

LEVEL DESIGN

Greg Barrm - Level Designer
Scott McNutt - Level Designer
Matt Pinkston - Level Designer

Mike Renner - Level Designer
Jon Zuk - Level Designer
Special Thanks: Jeremy Statz,
Mike Schulenberg, Tom Odell

PROGRAMMING

Dan Kramer - Assistant Lead
Programmer
Keith Fuller - Programmer
John Scott - Programmer
Steve Sengele - Programmer
Marcus Whitlock - Programmer
Additional Programming: Ste Cork, Pat
Lipo, Robert Love, James Monroe, Jake
Simpson, Josh Weier
Chia Chin Lee - Sound and Music
SUPPORT

Mike Crowns - Director of Product
Development

Kenn Hoekstra -
Project Administrator, Manual
Documentation

Original Hidebot code by Rich "the
Fatal" Whitehouse

Annette Vee Bushaw -
Additional Support

ACTIVISION PORT CREDITS

David Anderson,
Justin Berenbaum - Licensing
Ed Clune - Central Technology Manager
Ken Love -
DEM / Licensing Project Manager
Hector Guerrero - QA Lead
Special Thanks -
Alex Rohra, Andrew Petterson,
Matt Morton and Taceht Ligriv

CREDITS

ADDITIONAL CREDITS

PRODUCTION

Laird Malamed - Executive Producer

Steven Rosenthal -
Associate Producer

Matt Morton - Associate Producer

Production Testers

Chad Bordwell, Aaron Gray, Jimmie
Hudson, Mike Stephan, Christopher
Toft, Brian Ullmer, Mathew Beal

MARKETING

Dusty Welch -
Director, Global Brand Manager

Kevin Kraff - Brand Manager

Ryh-Ming C. Poon -
Publicist, Corporate Communications

Michael James Larson -
Publicist, Corporate Communications

LOCALIZATIONS

Nathalie Dove -
Localization Manager UK/RoE

Bettina Bucher, Klaus Müller -
Localization Coordinators Germany

Jackie Whale -
Creative Services Manager

Simon Davies -
Creative Services Designer
PC Packaging and Manual by Ignited
Minds, LLC

Lori Ellison - Copywriter

Belinda M. Van Sickle - Manual

Maria Viola - Online Producer

CONSULTANTS

John Mullins - Game Consultant

Gonzalo Lira - Story Consultant

VOICE TALENT

Todd Susman - John Mullins

Michael Clarke Duncan - Hawk Parsons

Tom Wyner - Sam Gladstone

Earl Boen - Sergei Dekker

Brian Thompson -
Wilhelm "Saber" Dekker

Michael De Sante - General Amu

Alex Veadov, Akira Kaneda,
Bridgette Hoffman

SPECIAL THANKS

Jim Summers, Jason Wong, Jill Barry,
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Id Software
(www.idsoftware.com)

House of Moves
(www.moves.com)

Tim Wright, for ArghRad
(www.planetquake.com/arghrad)

Robert A. Duffy, for QERadiant
(www.qeradiant.com)

Nvidia
(www.nvidia.com)

Creative Labs, Keith Charley
(www.creativelabs.com)

Logitech
www.logitech.com)

Wasabi Soft - Skypaint
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How to Reach Us Online

Internet E-mail: Support@MajescoSales.com

World Wide Web: www.MajescoSales.com

MAJESCO SALES, INC. 160 Raritan Center Parkway, Edison, NJ 08837

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