EXPANSION PACK

FIRST ENCOUNTER ASSAULT RECON

F.E.A.R.

EXTRACTION POINT

MONOLITH

SIERRA

FIRST ENCOUNTER ASSAULT RECON
F.E.A.R.
EXTRACTION POINT

GETTING STARTED

SYSTEM REQUIREMENTS

Before installing or playing *F.E.A.R. Extraction Point*, please be sure that your computer meets or exceeds the following system requirements.

MINIMUM SYSTEM REQUIRED

- Windows® XP, x64 or 2000 with latest service pack installed
- DirectX® 9.0c August Edition (Included) or higher
- Pentium® 4 1.7 GHz or equivalent processor
- 512 MB of RAM
- 64 MB GeForce® 4 Ti or Radeon® 9000 video card
- Monitor that can display in 4:3 aspect ratio
- 3.5 GB free hard drive space for installation (in addition to *F.E.A.R.*)
- Additional hard drive space for a swap file and saved game files
- 4x CD-ROM drive
- 16-bit DirectX® 9.0-compliant sound card with support for EAX™ 2.0
- Broadband or LAN connection for multiplayer games
- Mouse
- Keyboard

RECOMMENDED HARDWARE

- Pentium® 4 3.0 GHz or equivalent processor
- 1 GB RAM
- 256 MB Radeon® 9800 Pro, GeForce® 6600 or equivalent DirectX® 9.0-compliant video card with hardware T&L and Pixel Shader 2.0 support
- Sound Blaster® X-Fi™ series sound card

SUPPORTED VIDEO CARDS

Please note that attempting to play the game using video hardware that is not listed here may result in reduced performance, graphical anomalies or both.

ATI®
Catalyst™ Drivers (Windows® 2000/XP): v6.1

- Radeon® 9000 Series
- Radeon® 9500 Series
- Radeon® 9600 Series
- Radeon® 9700 Series
- Radeon® 9800 Series
- Radeon® X600 Series
- Radeon® X700 Series
- Radeon® X800 Series
- Radeon® X850 Series
- Radeon® X1300 Series
- Radeon® X1600 Series
- Radeon® X1800 Series
- Radeon® X1900 Series

NVIDIA®
ForceWare™ Drivers (Windows® 2000/XP): v81.98

- GeForce® 4 Ti Series
- GeForce® FX 5900 Series
- GeForce® 6600 Series
- GeForce® 6800 Series
- GeForce® 7800 Series
- GeForce® 7900 Series

An Important Note Regarding Graphics and Having the Best Possible Experience

F.E.A.R. Extraction Point uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience. The game was largely developed and tested on NVIDIA® GeForce® FX 6 Series and 7 Series graphics cards, and the intended experience can be more fully realized on NVIDIA GeForce 7 Series graphics hardware. On a GeForce 6800 or better, you will be able to turn on all of the NVIDIA special effect features at higher resolutions in the game.

EAX® ADVANCED HD™ is used to model reverberation effects on the 3D sounds. This allows the game to accurately model different acoustic environments and take advantage of the hardware DSP on the Sound Blaster® Audigy® and Sound Blaster® X-Fi™ series of sound cards.

INSTALLING AND LAUNCHING THE GAME

To begin, insert Disc 1 into your CD-ROM drive. Within a few seconds, the setup application should start. If the setup application does not launch automatically within a reasonable amount of time, then double-click the My Computer icon on your Windows® desktop or in the Start menu, then on your CD-ROM drive icon, and then on the Setup.exe icon. When the first window appears, choose Next to continue or Cancel to exit the installer. Then, follow the instructions on each page as described below to complete the installation.

Note: Prior to installation, players will automatically be prompted to upgrade to *F.E.A.R.* Version 1.07.

If you purchased this game via download, simply double click on the file you just downloaded and follow the on-screen instructions.

Note: You will not need to have a disc in the CD-ROM drive to play.

LICENSE AGREEMENT

Please read the End User License Agreement (EULA) before installation begins. To agree with the license agreement and continue installation, scroll to read the entire agreement, then select "I accept the terms of the license agreement" and click on the Next button. If you do not accept the license agreement, click Cancel to exit the installer. If you are connected to a printer, you can print out the license agreement with the Print button.

CD KEY

Enter the validation code as it appears on your CD sleeve. When done, click Next.

SELECT PROGRAM FOLDER

This screen determines which Start menu folder will contain shortcuts to the game and other useful items. This defaults to Sierra/FEAR or the folder where the original *F.E.A.R.* game is stored. If desired, you can specify another directory by clicking on the program folder field and typing in a new name of your choice, or you can choose one of the existing folders from the list. When ready to continue, click Next.

DIRECTX®

You will now be prompted to install DirectX® 9.0c to your system. If you are not 100% sure that this is already installed on your system, please select Yes. The game cannot run without these files. If you select yes, then the DirectX® installer will appear after the game installer finishes copying files.

READY TO INSTALL THE PROGRAM

If you are ready for the installer to begin copying files, click Install. You may also choose to go Back to review your previous installation choices or to Cancel the installation of the game.

GAMESPY ARCADE

If you wish to install GameSpy Arcade, select Yes on this screen, or select No if you do not want to install it at this time. When ready to proceed, click Next. If you select yes, just follow the on-screen instructions to complete the GameSpy Arcade installation. If you change your mind at any time and wish to abort installation of GameSpy Arcade, click Cancel.

COMPLETING INSTALLATION

After installation, a confirmation screen will appear. Click Finish to exit the installer. Once installation has completed, you can launch the game at any time through the Windows® Start menu. To do this, click on the Start button and select All Programs. Select the Sierra folder and *F.E.A.R. Extraction Point*. Then click on the *F.E.A.R. Extraction Point* icon. If you encounter any problems while installing, launching or playing the game, please refer to the readme.txt file that's located on Disc 2 for troubleshooting tips and last-minute information.

THE MENU SYSTEM

Each time the application launches, a few splash screens and movie files will be shown. You can abort these by pressing the spacebar. At this point, you will be taken to the main menu. To see additional information for any item in the menu system, just place your mouse cursor over the item and read the help text at the bottom of your screen.

FRONT-END MENUS

Single player
Select this to start a new single-player game or load a previously saved game.

Multiplayer
Select this to host or join a multiplayer game on the Internet or your LAN via *F.E.A.R. Combat*.

Options
This will open the *F.E.A.R.* control panel and allow you to modify many aspects of the game such as key mappings, display settings and game options.

Profile
F.E.A.R. was designed so that multiple players can maintain their own unique settings and saved games. Use these options to create, load or edit your own personal player profile.

Quit
When you are done playing, use this to quit the game and return to Windows®.

IN-GAME MENUS

While actually playing a game, you can bring up the system menu by pressing <Esc> at any time. This will pause the game and provide you with these options:

Load game
Opens the Load Game screen.

Save game
Opens the Save Game screen.

Options
Opens the Options screen.

Leave game
If the System screen is accessed from within a level, the player will be given the option to abort the current game.

Resume game
Closes the menu window and returns to the game.

Quit
Quits out to Windows®.

WELCOME TO *F.E.A.R. EXTRACTION POINT*

Paxton Fettel's uprising led the *F.E.A.R.* team to uncover the secret of Armacham's Origin Facility. In the darkness of that forgotten laboratory lay Alma, waiting, watching.

Harlan Wade was responsible for opening Armacham's vault. His intentions were unclear, and the consequences disastrous. In an attempt to contain the unleashed terror, the Origin Facility's reactors were overloaded and detonated.

You escaped the Origin Facility's explosion and were rescued by your teammates. The nightmare that began with Paxton Fettel's insurrection has ended.

But a new nightmare is about to begin.

YOUR ARSENAL

WEAPONS
Several new tools are available to help contain the threat. These weapons, under development by Armacham for use with its cloned soldiers, represent the cutting edge of military hardware.

TG-2A Minigun
Advances in plastics and lightweight polymers have paved the way for this highly portable weapons system. Weighing only 50% as much as classic minigun designs, the TG-2A Minigun provides unmatched firepower against human and lightly armored targets over close and medium ranges.

Type-12 Laser Carbine
Unbeknownst to the general public, Armacham's scientists have advanced the production of optical equipment and battery supplies into the next generation. The Type-12 Laser Carbine capitalizes on this technology, capable of sustaining a coherent beam of cutting light for several seconds.

AP-5 Deployable Turret
For use in defensive battles, the AP-5 Deployable Turret provides support by automatically acquiring and engaging enemy targets. Simply throw the AP-5 Deployable Turret at a wall (or ceiling), and it will lock into place and deploy.

SUPPLIES
Replica forces have begun moving large quantities of stolen ATC supplies through the city. *F.E.A.R.* HQ has authorized the confiscation and usage of any such supplies encountered during normal operations. Useful ATC supplies are transported in specially marked containers that will require some physical aggression (or bullets) to open.

FORCED ENTRY
Desperate situations call for desperate measures. *F.E.A.R.* HQ has authorized the use of physical aggression against public and private property where the field agent deems it appropriate.

Press Melee when near a door to quickly knock the door open.

Doors may also be opened from a distance with explosives (grenades, rockets, etc.).

MULTIPLAYER

To play **F.E.A.R.** Multiplayer against other live players, you must be connected to other computers via a LAN or a broadband (DSL, Cable, T1 or T3) connection to the Internet.

STARTING **F.E.A.R. COMBAT**

Selecting Multiplayer from the Extraction Point menu will launch **F.E.A.R. Combat**. **F.E.A.R. Combat** is the free multiplayer client that allows everyone to play **F.E.A.R.** Multiplayer. In order to return to Extraction Point, you must exit **F.E.A.R. Combat** normally and restart Extraction Point.

To play **F.E.A.R. Combat** with your friends, have them download **F.E.A.R. Combat** from the internet. **F.E.A.R. Combat** is entirely free, and download links are available at:

http://www.joinfear.com

ADDITIONAL GAME MODES

F.E.A.R. Multiplayer has seen a number of additional game modes added since version 1.0. Below is a small sampling of new game modes.

Capture All
In Capture All mode, two teams compete for five Control Points. Team points are earned for neutralizing or capturing a Control Point as well as killing enemy players. To win, your team must capture all five Control Points, reach the score limit before the enemy team does or have the highest score when the time limit expires. This game mode uses CTF maps.

Control
In Control mode, two teams compete for three Control Points. Teams earn points for each Control Point they hold. To Win, your team must reach the score limit before the enemy team or have the highest score when the time limit expires. This game mode uses Deathmatch maps.

USER VOTING

User voting is now enabled. You can vote to kick a player in the game or a player on your team or to ban a player for however long the server-op has set for bans. The vote menu is accessible by hitting the <Esc> key.

Once a vote is called, vote Yes by pressing the F1 key or No by pressing the F2 key.

CONTROLS

Movement

Forward	W
Backward	S
Step left	A
Step right	D
Turn left	Left Arrow
Turn right	Right Arrow
Sidestep	Right Ctrl
Walk	Unassigned
Jump	Space Bar
Crouch	C
Lean left	Q
Lean right	E
Toggle walk	Unassigned

Interaction

Fire	Mouse Button 0 (Left mouse click)
Melee	Mouse Button 1 (Right mouse click)
Throw grenade	G
Use	F
Reload	R
Aim/Zoom	Shift
SlowMo	Left Ctrl
Flashlight	X

Inventory

Weapon slot 1	1
Weapon slot 2	2
Weapon slot 3	3
Next weapon	Mouse Wheel Down
Previous weapon	Mouse Wheel Up
Last weapon	Unassigned
Drop weapon	Unassigned
Select frag grenade	4
Select proximity grenade	5
Select remote bomb	6
Select deployable turret	7
Next grenade	Unassigned
Use medkit	Z
Holster weapon	H

Status

Scores/Refresh HUD	Tab
Mission status	M
Talk	T
Team say	Y
Team radio	V
Look up	Up Arrow
Look down	Down Arrow
Center view	End
Quick save	F5 (unmappable)
Quick load	F9 (unmappable)

CREDITS

TIMEGATE STUDIOS

PRODUCTION

Adel Chaveleh – Executive Producer
Alan Chaveleh – Executive Producer
Robert Siwiak – Associate Producer

PROGRAMMING

Denis Papp – Lead Programmer
Jeff Smith – Software Engineer
Ariel Brunetto – Tools Programmer
Matt McLelland – Additional Programming
Minh Nguyen – Additional Programming
Javier Otaegui – Tools Programmer
Santiago Segade – Tools Programmer

DESIGN

Brett Norton – Lead Designer
Brian Barhorst – Level Designer
Ray Dahlia – Level Designer
Cory Davis – Level Designer
Tom Hanrahan – Level Designer,
Additional Sound Design
Bruce Locke – Level Designer
Patrick Paluski – Level Designer
Richard Pearsey – Writer, Voice Direction

ART

Zachary Forcher – Lead Artist
Aaron Marroquin – Lead Animator
Phillip Morales – Senior Artist
Ricky Pina – Senior Artist
Chad Townsend – Environmental Artist
Jeff Arthur – Additional Art
Gabor Balla – Additional Art
Ignacio Bergé – Additional Art
Csaba Borbely – Additional Art
Vitaly Bulgarov – 3D Modeler
Balazs Gasper – Additional Art
Zoltan Godor – Additional Art
Attila Javor – Additional Art
Ri Kai – Conceptual Artist
Andor Kollar – Additional Art
Viktor Kundra – Additional Art
Viktor Lukacs – Additional Art
Peter Mayer – Additional Art
Balazs Meszaros – Additional Art
Istvan Molnar – Additional Art
Zoltan Nagy – Additional Art
Mike Pedro – Conceptual Artist
Tamas Radli – Additional Art

Edmund Shern – Additional Art
Attila Sulcz – Additional Art
Ray Toh – Conceptual Artist
Zsolt Vamosi – Additional Art
Csaba Vekony – Additional Art
Sandor Virag – Additional Art

QUALITY ASSURANCE

Tom Ashley – Quality
Assurance Tester
Ian Shepherd – Quality
Assurance Tester

HUMAN RESOURCES

Christina Chaveleh

SUPPORT

Behzad Baharloo – Computer
Systems Analyst
Dan Genovese – Community Management

AUDIO

Mason Fisher

VOICE ACTING

Susanna Burney – Jin Sun-Kwon,
Additional Voices
Andrew Foote – Additional Voices
Alexandra Mays Ford – Additional Voices
Charles Gill – Additional Voices
Mark Lund – Soldiers, Additional Voices
Peter Lurie – Paxton Fettel
David Scully – Douglas Holiday,
Additional Voices
Steve Steiner – Additional Voices

MOTION CAPTURE

Gergely Csehovics
David Ecsi
Zoltan Kalydi
Peter Nemeth
Gergely Szabo
Tamas Szabo

SPECIAL THANKS

Mort Baharloo
Mark Winters
David Tyer
Our Families and Friends

ADDITIONAL THANKS

Monolith Productions
ATI
NVIDIA
Logitech
Intel
Microsoft
The HIT Network
Topo Swope, Topo Swope Talent
Jamie Lopez, The Actor's Group
Pat Cockburn, Pure Audio
Douglas Carrigan,
VoiceWorks Productions, Inc.

MONOLITH

ART

Kevin Deadrick – Senior Artist, World
Andy Grant – Senior Artist/Animator
Andrew Griffin – Artist, World
Steve Lee – Senior Artist, World
David Longo – Art Director, 3D Coordinator
Dusty Petersen – Artist, World
Wes Saulsberry – Art Lead
Ken Taya – Artist, World
John Turner – Senior Artist,
Characters/Weapons
Patrick Watje – Artist/Animator
Simon Wong – Lead Motion Capture
Technician

AUDIO

James Ackley – Director of Audio/
Sound Designer
Nathan Grigg – Composer
Kristofor Mellroth – Sound Designer
Brian Pamintuan – Sound Designer
Kristen Quebe – Sound Designer

DESIGN

Martin Ka'ai Cluney – Level Designer
Leo De Bruyn – Level Designer
Michael Drummond – Level Designer
Jared Gerritzen – Level Designer
Craig Hubbard – Creative Director/Lead
Game Designer (and Script Writer)
John Mulkey – Lead Level Designer
Chris Voss – Level Designer

ENGINEERING

Game Engineering
Jim Geldmacher – Software Engineer (and
Additional Level Design)
Jeff Orkin – Senior Software Engineer, AI
Russ Pecoraro – Software Engineer
Brad Pendleton – Lead Software Engineer

Tools & Technology
Jeff Cotton – Software Engineer, Tools
Kevin Francis – Senior Software Engineer,
R&D/Support
Eric Gross – Software Engineer,
Integrations
Terry Jones – Software Engineer, Audio
Doug McDiarmid – Senior Software
Engineer, Multiplayer
Piotr Mintus – Software Engineer, Tools
John O'Rorke – Senior Software Engineer,
Engine Architect
Kevin Stephens – Director of Technology

MANAGEMENT

Jon Gramlich – Associate Producer, Quality
Assurance Lead (and Additional
Level Design)
Chris Hewett – Executive Producer (and
Additional Level Design)

QUALITY ASSURANCE

Dan Bell – Quality Assurance Analyst
Aaron Giddings – Quality
Assurance Analyst
Brett Blair – Quality Assurance Analyst
Seth Broman – Quality Assurance Analyst
Justin Maloney – Quality Assurance
Analyst

ADDITIONAL MONOLITH DEVELOPMENT

Scott Albaugh – Art/Animation Assistance
Mike Baldwin – Engineering Assistance
Kristine Bryan – Production Assistance
Nate Cleveland – Engineering Assistance
Curt Collins – Art Assistance
Nate Edson – Production Assistance
Michael Goncalves – Production Assistance
Bert Harvey – Production Assistance
Peter Higley – Engineering Assistance
Eric Kohler – Concept Art Assistance
Brian Legge – Engineering Assistance
Aaron Leiby – Engineering Assistance
Dave Matthews – Art Assistance
Dayne McClurg – Production Assistance
Alex Pfeiffer – Level Design Assistance
Matt Rice – Engineering Assistance
Mark Seminatore – Engineering Assistance
Jonathan Stein – Level Design Assistance
Cass Thruston – Sound Design Assistance
Matt Titelbaum – Engineering Assistance
Dan Valerius – Engineering Assistance
Joe Waters – Engineering Assistance

SPECIAL THANKS TO THE FOLLOWING MONOLITH PERSONNEL

Andrea Barringer – Human Resources Administrator
Dan Brady – Director of Information Systems
Wayne Burns – Chief Financial Officer & Treasurer
Carl Halverson – Desktop Support Technician
Theresa (TJ) Jones – Executive Assistant
Patti Kail – Director of Human Resources
Josh Lebow – System Administrator
Spencer Maiers – System Administrator
Samantha Ryan – CEO/President
Teresa Todd – Financial Analyst
Lowell Vaughen – Director of Market Research
Jim Wallingford – Information Systems Administrator
Sandra Watanabe – Finance Manager
William Westwater – Director of Development

ADDITIONAL SOUND DESIGN BY WARNER BROS. SOUND DEPARTMENT

Ron Fish – Sound Designer
Gregory J. Hainer – Sound Designer
John Roesch – Foley Artist
Alyson Moore – Foley Artist
Mary Jo Lang – Foley Recordist
Mark Morrell – Sound Librarian
Kim Waugh – VP Post Production, Warner Bros.

SPECIAL THANKS

Bill Bilodeau – ATI
Todd Clauson – Intel
Necia Dallas
Cindy Desmarais – Glitchpop
Keith Galocy – Nvidia
Kev Gee – Microsoft
Jason Hall – Warner Bros. Interactive Ent.
Tom Hitchcock – IGN/GameSpy
Le Khang
Gary Kussman
Jamie Lopez – The Actor's Group
Matt McClellan – Intel
Skip McIlvaine – Microsoft
Steve Mitchell – Steve Mitchell Studios
James Neil – IGN/GameSpy
Craig Peeper – Microsoft
Derek Reynolds – Intel
Guennadi Riguer – ATI
Doug Rogers – Nvidia
Kevin Schumacher – Topo Swope Talent
Rex Sikora – ATI
Rex Sikora – Nvidia
Topo Swope – Topo Swope Talent
Mark Thomas – ATI
Matthias Wloka – Nvidia
Kiyotaka Yaguchi

SIERRA ENTERTAINMENT / VIVENDI GAMES

PRODUCTION

Executive Vice President of Worldwide Studios:
Peter Della Penna

Senior Vice President & Executive in Charge of Production:
Kelly Ryan

Executive Producer:
Chris Miller

Senior Producer:
Rob Loftus

Producer:
Tim Hall

Associate Producer:
Francis Choi

TECHNOLOGY GROUP

Senior Director of Technology:
Brian Leake

Technical Manager:
Rob Kohout

Software Engineer:
Danny Koo

MARKETING

Vice President of Marketing:
Koren Hubbard

Global Brand Manager:
Ed Lin

Associate Brand Manager:
Yoh Watanabe

Senior Manager, Interactive Marketing:
Hal Paris

Associate Manager, Interactive Marketing:
Greg Agius

Coordinator, Interactive Marketing:
Victor Romero

Coordinator, Interactive Marketing:
Chad Nimmo

Director, Promotions & In-Game Marketing:
Julie Thomas

Associate Manger, Promotions & In-Game Marketing:
Matthew Allen

Specialist, Promotions & In-Game Marketing:
Nikki Pounds

Director of Trade Marketing:
Linda Ethridge

Trade Marketing Specialist:
Chris Wincek

PUBLIC RELATIONS

Global Senior PR Manger:
Marcus Beer

PR Coordinator:
Bree Cotton

CONSUMER RESEARCH

Vice President, Global Market Research:
Janice Charlton

Research Manager:
Miriam Bishay

Senior Research Analyst:
Michael V. Nguyen

CREATIVE SERVICES

Creative Director:
Michael Bannon

Account Supervisor:
Caroline Wu

Senior Designer:
Nathan Gruppman

Production Manager:
Anthony Rietta

Production Artist:
Hector Lopez

GLOBAL TEAMS

VP Global Marketing:
Frank Matzke

Global Brand Coordination Manager:
Deana Erickson

Global Brand Manager:
Thomas Seris

Executive VP European Sales:
Xochilt Balzola Widman

Executive VP European Sales:
Adam Roberts

Supply Chain Product Manager:
Erika Thiong-Soui-Ho

European Console Manager:
Melissa Brown

Publishing Director:
Annick Decrop

European Publishing Coordinator:
Sandrine Reymond

Operations Deputy Director:
Fabien Tisle

Legal & Business Affairs:
Myriam Lamy

Market Intelligence:
Gregoire Gabalda

AUSTRALIA

General Manager:
Colin Brown

Product Manager:
Nick Wong

PR Manager:
Bennett Ring

BENELUX

General Manager:
Jeroen Smit

Marketing Manager:
Olivier Spaargaren

CHINA

Managing Director:
Michael Fong

Marketing Manager:
Maggie Xiao

FRANCE

General Manager:
Julie Chalmette

Product Manager:
Geraldine Mazot

Marketing Manager:
Thomas Paincon

PR Manager:
Clement Debetz

GERMANY

Marketing Manager:
Frank Weber

Product Manager:
Jens Schaefer

PR Manager:
Tanja Hohman

ITALY

General Manager:
Benoit Boute

Product Manager:
Mirko Gozzo

Marketing Manager:
Sara Cantoni

PR Manager:
Simone Isella

NORDIC

Sales & Marketing Manager:
John Hall

General Manager:
Camilla Gammal

PR Manager:
Tom Lindgren

Marketing Manager:
Jonas Christensen

SPAIN

General Manager:
Phillippe Thomazo

Product Manager:
Alazne Ortega

Marketing Manager:
Frederic Hosteins

PR Manager:
Sara Fernandez

TAIWAN / HONG KONG

Managing Director:
Timothy Wang

Marketing Manager:
Ellen Hsu

Brand Manager:
Amanda Wang

UNITED KINGDOM

Product Manager:
Simon Wells

Marketing Manager:
George Georgiou

PR Manager:
Cat Channon
Jonnie Bryant

Special Thanks:
Martin Tremblay (President,
Worldwide Studios)
Cindy Cook (Executive Vice President,
Chief Strategy and Marketing Officer)
Pascal Brochier (Executive Vice President,
Global Sales)
Geoff Bent (Associate Producer)
Tom Gastall (Group Coordinator)
Jacob Zabie (Associate Producer)

LEGAL

Corporate Counsel:
James Shaw

Senior Paralegal:
Kevin Crook

Paralegal:
Pam Teller

MEDIA PRODUCTIONS

VP of Media Productions:
Jim Carey

Editor:
Tonya Stumphauze

Project Manager:
Michael Herring

Production Coordinator:
Amy Allison

Game Capture Operator:
Josh Bartos

Still and Motion Capture Artists:
Blake Hill
Kevin Hill

VIVENDI QA DEPARTMENT

QA Manager:
William Guerrero

QA Project Lead:
Troy Mirmirani

QA Analysts:
Jeff Montray
Rodrigo Suarez
Dave Fishel
Matthew Hartwell
Peter McKernan
Cole Jarvis
Corey Bort
Kyle St. Clair
Adam Carpenter

Compatibility Requirements Group
Supervisor:
Robert Fleischacker

Compatibility Requirements Group
Engineers:
Austin Kienzle
Farid Kazimi
Robbie Fenoglio

QA Supervisors:
James Pasque
Marcus Quinn

Burn Lab Configuration Engineers:
Mike Ryan
Jose Hernandez

Burn Lab Supervisors:
Afolabi Akibola
Chris Miller

End User Support Technicians:
Shawn Lomas
Terence Stephenson
Mark Smith
Alex Bryant

Network/End User Support Supervisor:
Eric Hoffmaster

Project Leads VUPC Group:
Brandon Valdez
Cyra Talton
Fausto Lorenzano

Senior Engineer VUPC Group:
Richard Benavides

QA Tools Programmer:
Ben Hines

Studio Support Services:
Anna Nakada

Studio Support Services Administration
Assistant:
Nuria Andres

Senior QA Manager, Tester Resources:
Michael Gonzales

Director of Quality Assurance:
Samer Raad

V.P. of Studio Operations:
Rich Robinson

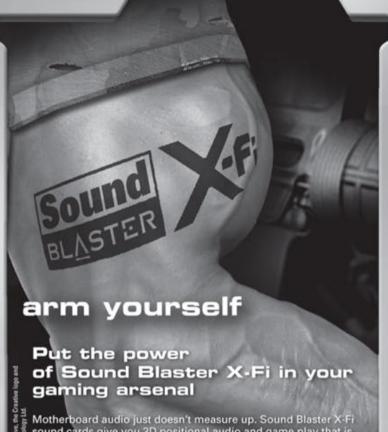**IGN ENTERTAINMENT
(POWERED BY GAMESPY)**

Certification:
Allen Eccles
Phillip Wilson

Contracts:
Leif Klokkevold

Developer Support Engineer:
Saad Nader

GameSpy Arcade:
Orlando Rojas

Developer Support Manager:
Joost Schuur

CUSTOMER SUPPORT

VU GAMES CUSTOMER SUPPORT CAN BE REACHED IN THE FOLLOWING WAYS:

Technical Support
Phone: (800) 630-0811
10:00 AM-8:00 PM EST (M-F)

Customer Service
Phone: (800) 757-7707
10:00 AM-8:00 PM EST (M-F)

Online Support: http://support.vugames.com

Mail
Vivendi Games
4247 South Minnewawa Avenue
Fresno, CA 93725

If you purchased this game via download, you will need to contact technical support at the website you purchased from for all installation, purchasing and download issues and refunds.

LICENSE AGREEMENT

YOU SHOULD CAREFULLY READ THE FOLLOWING END USER LICENSE AGREEMENT BEFORE INSTALLING THIS SOFTWARE PROGRAM. BY INSTALLING, COPYING, OR OTHERWISE USING THE SOFTWARE PROGRAM, YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, PROMPTLY RETURN THE UNUSED SOFTWARE PROGRAM TO THE PLACE OF PURCHASE OR CONTACT SIERRA ENTERTAINMENT CUSTOMER SERVICE AT (800) 757-7707 FOR A FULL REFUND OF THE PURCHASE PRICE WITHIN 30 DAYS OF THE ORIGINAL PURCHASE.

This software program and any files that are provided by Sierra Entertainment, Inc., to you by on-line transmission or otherwise to 'patch,' 'update,' or modify the software program, as well as any printed materials, on-line or electronic documentation, and any and all copies and derivative works of such software program and materials are the copyrighted work of Sierra Entertainment, Inc. and/or its wholly owned subsidiaries, or its licensors or suppliers ("Sierra"). All use of the software program ("Program") is governed by the terms of the End User License Agreement which is provided below ("License Agreement"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. **Limited Use License.** Sierra hereby grants, and by installing the Program you thereby accept, a limited, non-exclusive license and right to install and use one (1) copy of the Program for your use on either a home or portable computer. The Program also contains a "Campaign Editor" (the "Editor") that allows you to create custom levels or other materials for your personal use in connection with the Program ("New Materials"). All use of the Editor or any New Materials is subject to this License Agreement. In addition, the Program has a multi-player capability that allows users to utilize the Program over the Internet via GameSpy.com or another gaming network designated by Sierra (an "On-line Provider"). Use of the Program over GameSpy.com or other On-line Provider is subject to your acceptance of GameSpy.com's or such other On-line Provider's Terms of Use Agreement as may be updated or modified at any time. The Program is licensed, not sold. Your license confers no title or ownership in the Program.

2. **Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by Sierra or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions, and other laws. All rights are reserved. The Program contains certain licensed materials, and Sierra's licensors may protect their rights in the event of any violation of this Agreement. The Program may access websites owned, controlled by, or operated by licensed affiliates of Sierra, and receive patches and/or updates to the Program from these websites. All patches, updates or other downloadable material used by, or incorporated into, the Program are the copyrighted property of Sierra, who reserves all rights therein, and shall be governed by the terms and conditions of this Agreement.

3. **Responsibilities of End User.**

   A. Subject to the Grant of License hereinabove, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, create a source code equivalent of, create derivative works based on, or remove any proprietary notices or labels from the Program without the prior consent, in writing, of Sierra.

   B. The Program is licensed to you as a single product. Its component parts may not be separated for use on more than one computer.

C. You are entitled to use the Program for your own use, but you are not entitled to:

(i) sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of Sierra;

(ii) exploit the Program or any of its parts for any commercial purpose, including, but not limited to, use at a cyber café, computer gaming center or any other location-based site (Sierra may offer a separate Site License Agreement to permit you to make the Program available for commercial use; contact Sierra for details);

(iii) use or allow third parties to use the Editor and the New Materials created thereby for commercial purposes, including, but not limited to, distribution of New Materials on a stand-alone basis or packaged with other software or hardware through any and all distribution channels, including, but not limited to, retail sales and on-line electronic distribution, without the express written consent of Sierra;

(iv) host or provide matchmaking services for the Program or emulate or redirect the communication protocols used by Sierra in the network feature of the Program, through protocol emulation, tunneling, modifying or adding components to the Program, use of a utility program or any other techniques now known or hereafter developed, for any purpose, including, but not limited to, network play over the Internet, network play utilizing commercial or non-commercial gaming networks, or as part of content aggregation networks, without the prior written consent of Sierra; and

(v) create or maintain, under any circumstance, more than one simultaneous connection to any hosting service utilized for on-line play. All such connections, whether created by the Program or by other tools and utilities, may only be made through methods and means expressly approved by Sierra. Under no circumstances may you connect, or create tools that allow you to connect, to the hosting service's private binary interface or interfaces other than those explicitly provided by Sierra for public use.

4. **Program Transfer.** You may permanently transfer all of your rights under this License Agreement, provided the recipient agrees to the terms of this License Agreement and you agree to remove the Program and any New Materials from your home or portable computer.

5. **Termination.** This License Agreement is effective until terminated. You may terminate the License Agreement at any time by destroying the Program and any New Materials. Sierra may, at its discretion, terminate this License Agreement in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program and any New Materials.

6. **Export Controls.** The Program may not be re-exported, downloaded or otherwise exported into (or to a national or resident of) any country to which the U.S. has embargoed goods, or to anyone on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Commerce Department's Table of Denial Orders. By installing the Program, you are agreeing to the foregoing and you are representing and warranting that you are not located in, under the control of, or a national or resident of any such country or on any such list.

7. **Customer Service/Technical Support.** "Customer Service" as used herein may be provided to you by Sierra representatives by telephone and/or by electronic message (e-mail). "Technical Support" may be provided to you by Sierra by telephone, by electronic message (e-mail), or by posting of information related to known technical support issues on a website. Unless otherwise stated in the Program's packaging or in the Program's user manual, nothing herein shall be construed so as to place a duty upon Sierra to provide Customer Service or Technical Support via a toll-free telephone number for an unlimited period of time.

8. **Duration of the "On-Line" Component of the Program.** This Program contains an 'on-line' component that allows you to utilize the Product over the Internet utilizing servers and software maintained by Sierra and or its affiliates. Sierra may, in its sole discretion, provide the servers and software technology necessary to utilize the 'on-line' component of the Program, or Sierra may license to third parties the right to provide the servers and software technology necessary to utilize the 'on-line' component of the Program. However, nothing contained herein shall be construed so as to place an obligation upon Sierra to provide the servers and software technology necessary to utilize the 'on-line' component beyond the time that the Program is Out of Publication. The term 'Out of Publication' as used herein shall mean that the Program is no longer being manufactured by Sierra.

9. **Limited Warranty.** Sierra expressly disclaims any warranty for the Program, Editor and Manual(s). The Program, Editor and Manual(s) are provided 'as is' without warranty of any kind, either express or implied, including, without limitation, the implied warranties of merchantability, fitness for a particular purpose, or noninfringement. The entire risk arising out of use or performance of the Program and Manual(s) remains with the User; however, Sierra warrants up to and including 90 days from the date of your purchase of the Program that the media containing the Program shall be free from defects in material and workmanship. In the event that the media prove to be defective during that time period, and upon presentation to Sierra of proof of purchase of the defective Program, Sierra will at its option 1) correct any defect, 2) provide you with a product of equal or lesser value, or 3) refund your money. Some states do not allow the exclusion or limitation of implied warranties or liability for incidental damages, so the above limitations may not apply to you.

10. **Limitation of Liability.** NEITHER SIERRA ENTERTAINMENT, INC., THE ON-LINE PROVIDER, NOR EACH OF THEIR RESPECTIVE PARENTS, SUBSIDIARIES OR AFFILIATES SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM, THE EDITOR OR AN AUTHORIZED ON-LINE GAME NETWORK, INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. FURTHER, EACH OF SIERRA ENTERTAINMENT, ITS PARENT AND THE ON-LINE PROVIDER SHALL NOT BE LIABLE IN ANY WAY FOR THE LOSS OR DAMAGE TO PLAYER CHARACTERS, ACCOUNTS, STATISTICS OR USER PROFILE INFORMATION STORED ON AN AUTHORIZED ON-LINE GAME NETWORK, INCLUDING GAMESPY.COM. EACH OF SIERRA ENTERTAINMENT, ITS PARENT, AND THE ON-LINE PROVIDER SHALL NOT BE RESPONSIBLE FOR ANY INTERRUPTIONS OF SERVICE ON GAMESPY.COM OR OTHER AUTHORIZED ON-LINE GAME NETWORK, INCLUDING, BUT NOT LIMITED TO, ISP DISRUPTIONS, SOFTWARE OR HARDWARE FAILURES, OR ANY OTHER EVENT WHICH MAY RESULT IN A LOSS OF DATA OR DISRUPTION OF SERVICE. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.

11. **Equitable Remedies.** You hereby agree that Sierra would be irreparably damaged if the terms of this License Agreement were not specifically enforced, and therefore you agree that Sierra shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License Agreement, in addition to such other remedies as Sierra may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

12. **Limitations on License.** Nothing in this License Agreement shall preclude you from making or authorizing the making of another copy or adaptation of the Program, provided, however, that (1) such new copy or adaptation is created as an essential step in your utilization of the Program in accordance with the terms of this License Agreement and for NO OTHER PURPOSE; or (2) such new copy or adaptation is for archival purposes ONLY and all archival copies are destroyed in the event of your Transfer of the Program, the Termination of this Agreement or other circumstances under which your continued use of the Program ceases to be rightful.

13. **Miscellaneous.** This License Agreement shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of California. You agree that any claim asserted in any legal proceeding by one of the parties against the other shall be commenced and maintained in any state or federal court located in the State of California, County of Los Angeles, having subject matter jurisdiction with respect to the dispute between the parties. This License Agreement may be amended, altered or modified only by an instrument in writing, specifying such amendment, alteration or modification, executed by both parties. In the event that any provision of this License Agreement shall be held by a court or other tribunal of competent jurisdiction to be unenforceable, such provision will be enforced to the maximum extent permissible, and the remaining portions of this License Agreement shall remain in full force and effect. This License Agreement constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

You hereby acknowledge that you have read and understand the foregoing License Agreement and agree that the action of installing the Program is an acknowledgment of my agreement to be bound by the terms and conditions of the License Agreement contained herein. You also acknowledge and agree that this License Agreement is the complete and exclusive statement of the agreement between Sierra and yourself and that the License Agreement supersedes any prior or contemporaneous agreement, either oral or written, and any other communications between you and Sierra.