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PLAYGROUND  
OF DESTRUCTION™

MERCENARIES

EXOPS

BRIEF

THE SONG INITIATIVE



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## SAFETY INFORMATION

### ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rearprojection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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## THE BASICS

### CONTROLS



### ON FOOT

	LEFT THUMBSTICK	MOVE HERO (CLICK TO CHANGE STANCE)
	RIGHT THUMBSTICK	AIM CAMERA (CLICK TO USE BINOCULARS)
	A BUTTON	RELOAD
	B BUTTON	BASH
	Y BUTTON	ACTION
	B BUTTON	JUMP
	LEFT TRIGGER	THROW GRENADE
	WHITE BUTTON	SWITCH GRENADE TYPES
	RIGHT TRIGGER	FIRE PRIMARY WEAPON/SELECT SUPPORT ITEM
	BLACK BUTTON	SWITCH PRIMARY WEAPON
	BACK BUTTON	PDA
	START BUTTON	PAUSE
	DIRECTIONAL PAD	
	UP/DOWN:	SCROLL THROUGH SUPPORT ITEMS
	LEFT:	TOGGLE FACTION FLAGS ABOVE SOLDIERS
	RIGHT:	DISPLAY MERCHANT OF MENACE SHOP (TO PURCHASE ITEMS)

### WHEELED VEHICLES

	LEFT THUMBSTICK	STEER VEHICLE
	RIGHT THUMBSTICK	MOVE CAMERA
	A BUTTON	ACCELERATE
	X BUTTON	DECELERATE/REVERSE
	Y BUTTON	EXIT VEHICLE; PASSENGERS WILL GET OUT ALSO
	B BUTTON	HORN (NEARBY ALLIES WILL ENTER VEHICLE)
	LEFT TRIGGER	EXIT VEHICLE, LEAVING PASSENGERS INSIDE
	WHITE BUTTON	COMMAND PASSENGERS TO EXIT VEHICLE
	RIGHT TRIGGER	HAND BRAKE
	BLACK BUTTON	NOT USED
	BACK BUTTON	PDA
	START BUTTON	PAUSE
	DIRECTIONAL PAD	
	LEFT:	TOGGLE FACTION FLAGS ABOVE SOLDIERS

### TANKS

	LEFT THUMBSTICK	LEFT/RIGHT - STEER VEHICLE
	LEFT THUMBSTICK	UP/DOWN - ACCELERATE/DECELERATE/REVERSE
	RIGHT THUMBSTICK	ROTATE TURRET
	A BUTTON	NOT USED
	X BUTTON	NOT USED
	Y BUTTON	EXIT VEHICLE; PASSENGERS WILL GET OUT ALSO
	B BUTTON	HORN (NEARBY ALLIES WILL ENTER VEHICLE)
	LEFT TRIGGER	EXIT VEHICLE, LEAVING PASSENGERS INSIDE
	WHITE BUTTON	COMMAND PASSENGERS TO EXIT VEHICLE
	RIGHT TRIGGER	FIRE WEAPON
	BLACK BUTTON	SWITCH WEAPONS (SOME VEHICLES ONLY)
	BACK BUTTON	PDA
	START BUTTON	PAUSE
	DIRECTIONAL PAD	
	LEFT:	TOGGLE FACTION FLAGS ABOVE SOLDIERS

## HELICOPTERS

 LEFT THUMBSTICK	LEFT/RIGHT - STRAFE LEFT/RIGHT
 LEFT THUMBSTICK	UP/DOWN - MOVE FORWARD/BACK
 RIGHT THUMBSTICK	LEFT/RIGHT - ROTATE LEFT/RIGHT
 RIGHT THUMBSTICK	UP/DOWN - AIM UP/DOWN
 A BUTTON	ASCEND
 X BUTTON	DESCEND
 Y BUTTON	EXIT VEHICLE [MUST LAND]; PASSENGERS WILL GET OUT ALSO
 B BUTTON	HORN [NEARBY ALLIES WILL ENTER VEHICLE]
 LEFT TRIGGER	EXIT VEHICLE, LEAVING PASSENGERS INSIDE
 WHITE BUTTON	COMMAND PASSENGERS TO EXIT VEHICLE
 RIGHT TRIGGER	FIRE WEAPON
 BLACK BUTTON	SWITCH WEAPONS (SOME VEHICLES ONLY)
 BACK BUTTON	PDA
 START BUTTON	PAUSE
 DIRECTIONAL PAD	
UP/DOWN:	RAISE/LOWER WINCH
LEFT:	TOGGLE FACTION FLAGS ABOVE SOLDIERS

## SONG INITIATIVE BRIEF

### PRESSURE COOKER ON THE PENINSULA

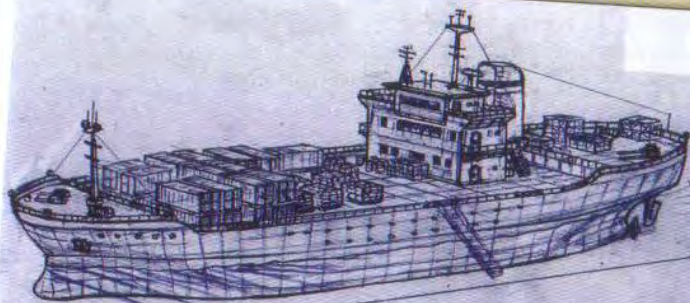
You are a professional warrior, about to drop into a landscape rife with chaos. You know this because they only call people like you in when things get really hairy. This might be the job that does you in...or the job that sets you up for life.

The conflict began not too long ago... the leader of North Korea, the aging President Choi Kim, had extended an olive branch to South Korea, embracing their "Sunshine Policy" and reviving hopes of peaceful reunification. In return, South Korea agreed to pump money into North Korea on the condition that they dismantle their military. President Choi Kim became a populist figure among the youth of South Korea, and brought a new sense of hope and pride to the people.

No one was aware of the hidden darkness waiting to shatter the peace. Kim Song's son, General Choi Song, wasn't satisfied with negotiations and peace treaties. He believed his father had lost sight of North Korea's destiny. In the midst of a signing ceremony celebrating a road map to the reunification of Korea, General Song staged a coup. Backed by an army of insurgents, he stormed the ceremony and wiped out the North and South political leaders in a shower of gunfire. Without hesitation, he even snuffed the life of his own father.

The new ruler expelled all foreign embassy personnel and aid workers. The country "went dark" as the emerging dictator Choi Song cut off all communication with the outside world. Diplomatic overtures failed. Song barred entry to foreign press and weapons inspectors. Eventually the world's headlines turned to other crises. But rumors ran through the network of mercs, and each one hinted the worst. Then the worst came.

When the Royal Australian Navy showed up to rescue the crew of a North Korean freighter floundering in a storm, they discovered the sailors making a hasty effort to scuttle the ship. Their suspicions aroused, the Aussie sailors searched the boat and found nuclear weapons in the cargo bay, bound for an Indonesian company known as a front for terrorists. The undeniable link between General Song, nuclear weapons, and terrorists sent shock waves through the Allied Nations. Within hours of the discovery, Chinese intelligence released a report revealing that North



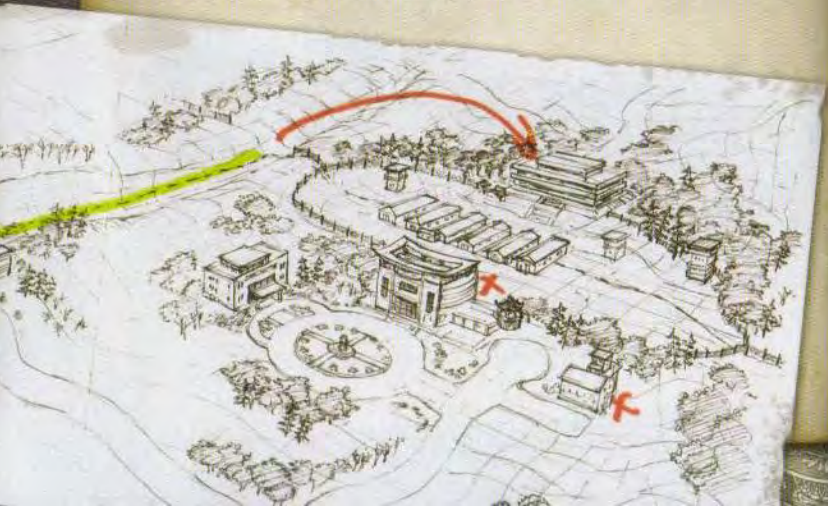
CREW LIST - MISSING/DEAD?  
MUNITIONS LOCATIONS 1323452-532

Korea's missile capability was much more advanced than suspected—the North Koreans now had intercontinental missiles powerful enough to hit targets on all seven continents.

An Allied Nations-initiated Task Force was hastily formed, consisting of troops from around the globe. They invaded North Korea, smashed through a division of North Korean regulars and captured the launch sites in Yongbyon. But their victory was short-lived. A.N. weapons inspectors found documents at the sites revealing that North Korea was building 30 nuclear warheads at another—still unknown—launch site. Even worse, the evidence made it clear that the missiles would be ready to launch in just three weeks. The distant threat of an enemy that could end my days from across the world was much worse.

The A.N. forces now had a new, urgent agenda: find and capture Song before those missiles were launch-ready and the General was at the helm of a new nuclear superpower. After a week or two of fruitless searching, the A.N. press conferences took on an air of desperation. They distributed a "most wanted" list in the form of a "Deck of 52" playing cards. Song, of course, was the Ace of Spades. His top military and scientific advisors filled out the rest of the deck, along with a smattering of criminals that he'd hired to help out. An A.N. spokesman appeared on Global Satellite Reporting Network (GSRN) and announced an "open bounty" on General Song. The price? One hundred million dollars.

Fiona Taylor, the Executive Operations technical office, called and gave the situation report. That was just hours ago. And now here you are on a cargo plane headed for the Demilitarized Zone, about to catch your last bit of shuteye before making a drop into the most dangerous place on Earth...



## LOGISTICS

### MAIN MENU

**NEW GAME:** When beginning a new game, first select a mercenary. For information on the three mercs, see page 10.

**CONTINUE:** This option appears if there is already a saved game. Selecting this continues the game from where you left off in your latest save game.

#### OPTIONS:

**Game:** Invert Y: Toggle YES or NO to invert the Y-axis for aiming.

Aim Speed: Increase or decrease sensitivity of the right thumbstick.

Vibration: Toggle ON or OFF.

Subtitle: Toggle Subtitles ON or OFF.

**Audio:** Change modes, or adjust various sound volumes.

**Load Game:** Load a previously saved game.



### PAUSE MENU

Pausing the game brings up the following options:

#### WHEN ON A CONTRACT

**Continue:** Return to the game.

**Controls:** View context sensitive controller map

**Cancel Contract:** Select this to abandon the current contract. You will be given the option to retry.

**Options:** Access the GAME and AUDIO options.

**Quit:** Exit to the main menu.

#### BETWEEN CONTRACTS

**Continue:** Return to the game

**Controls:** View context sensitive controller map

**Save Game:** Save your progress. It's a good idea to save after each contract.

**Load Game:** Load a previously saved game.

**Medivac:** Select this if you need to be rescued from a tight spot. Medical expenses will be deducted.

**Options:** Access the GAME and AUDIO options.

**Quit:** Exit to the main menu.

PASSPORT INTL TERM GATE 11

RED NY4 CAP - 1:50P

ACCT 149209882

10A 2ND TELLER



## GAME SCREEN

**[1] SATELLITE NAVIGATION SYSTEM RADAR:** Shows a map of your immediate surroundings. The map rotates depending on the direction you are facing. Shaded red areas are restricted — the allies will terminate anyone or anything that strays into a restricted area. When on a contract, yellow blips on the map show the location of your current objective(s). Teal dots indicate locations for bonus objectives.

Between contracts, flags show the location of the various faction HQs. Challenges are marked with \$. At all times faction units are shown in red if they are hostile to you, blue if they are friendly, or gray if they are neutral. Air units are shown as dots. When in a helicopter, ground-to-air units are shown as triangles. Jammers are shown as red Xs. Finally, members of the Deck of 52 appear on the SNS Radar when you discover them. They are marked with the symbol of their "suit" (clubs, diamonds, hearts or spades).

**[2] PRIMARY WEAPON:** An icon indicates what type of weapon you have equipped, along with ammo remaining in the clip/total remaining ammo.

**[3] ACTION MESSAGE:** A message appears here explaining what action can be taken with the Y button, if one is available.

**[4] HEALTH/ARMOR:** The bar and number represent how much health (on foot) or armor (in a vehicle) is remaining.

**[5] GRENADES/DISGUISE INDICATOR:** When on foot the icon represents what type of grenade (frag or flash) is equipped, along with how many are remaining. When in a vehicle, a faction flag appears here, indicating which faction you're disguised as. If you break disguise, the faction flag will disappear and a text message will indicate that disguise was lost.

**[6] DAMAGE INDICATOR:** If you're taking damage, this shows what direction the damage is coming from.

**[7] EMAIL NOTIFICATION:** This symbol appears whenever a new email message comes in. Access your emails through the PDA (press the BACK button).

**[8] SUPPORT ITEMS:** Press up or down on the directional buttons to display and scroll through the support items. The cost of each item is displayed next to the symbol. Pull the right trigger to activate a selected support item.

**[9] ACCOUNT BALANCE:** Appears automatically whenever you earn, spend or lose money. To quickly check your account balance, activate the support menu.

**[10] FACTION GAUGES:** The appropriate faction gauge appears briefly whenever a

faction standings change. You can check your faction standings at any time through the PDA (press the BACK button).

## THE PDA

ExOps issues all field agents a military spec ruggedized PDA. It's your source for all vital information. Press the BACK button to access the PDA, then pull the left trigger and the right trigger to switch to the different modes:

**MAP:** Provides a map of the area. The flashing green arrow shows your current location and heading. Primary and secondary objectives, faction HQ flags, and Deck of 52 members are all shown on the PDA map. Use the directional buttons to scroll the map view. Press the A button to zoom in and switch current focus. Press the Y button to zoom back out, or close the PDA.

**EMAIL:** Displays any emails received. Check here for messages describing requirements and rewards for contracts accepted. Sometimes additional emails are sent during a contract. Always check the DECK OF 52 folder after completing a contract — a lead on a Deck of 52 member is often part of the contract payment. Finally, check the HELP folder if you forget anything.

**SHOP:** Visit the Merchant of Menace website. Once you've proved your worth to the Russian Mafia, this is where you can buy weapons, air strikes, supplies, and vehicles. If you get in good with a faction, you may receive a discount on supplies they offer. If you get into bad standing with the Russians and they stop selling you goodies, you may be able to persuade them with a "donation." *Hint:* press right on the directional pad to quickly access the shop.

**STATUS:** Here you can check your status for the following:

**DECK OF 52:** Displays your progress towards verifying the key players in the conflict. A card will be marked with "jail bars" to indicate capture, or an X if they have been killed. Press the A button to view detailed on any information on any Deck of 52 member. If you have received an intel email on the selected card, press the A button again to read it. The Intel bar on the left fills up



as you capture cards. The higher the card, the more intel you receive. When you've collected enough intel, the Ace card contract becomes available.

**BOUNTIES:** The Allied invasion has thrown the region into chaos, and looting abounds. An attentive mercenary can find valuable National Treasures and dangerous Weapons of Mass Destruction. Collecting these yields an immediate cash bounty and faction mood reward. Collect enough and you might unlock additional shop items, cash bonuses, and...? The South Koreans have deployed listening posts throughout the region. Destroying these makes the Chinese very happy. They're certain to reward you if you destroy enough of them, so keep your eyes open. Finally, the South Koreans aren't keen on the giant monuments to General Song that are a feature of nearly every town square.

**CHALLENGES:** Check here to see your records in the various Challenges.

**FACTIONS:** Displays your current standing with each faction.

## EXOPS PERSONNEL

### THE MERCS

Each merc has a combat specialty that provides a unique advantage on the battlefield. They also each know a language spoken by one of the factions, which may reveal information otherwise left obscure. Consider your play style when you decide which one to take into combat.

**Name:** Chris Jacobs  
**Nationality:** American  
**Languages:** English/Korean  
**ExOps:** 5 Years

His mother is a Korean interpreter, and his father was a U.S. Army colonel. His mother taught him to speak Korean while his father gave him invaluable advice on military tactics. He served as part of the Army's Combat Applications Group for seven years, before realizing that his skills were highly bankable. So he joined ExOps. No one can withstand as much punishment as him.



FIONA-  
2508F102-5012  
CONTRACT N/LK EXECUTE

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**Name:** Jennifer Mui  
**Nationality:** British  
**Languages:** English/Chinese  
**ExOps:** 7 Years

Jennifer is an ex-member of M16. She is great at avoiding detection, using her training and natural abilities to sneak into places where other soldiers would stick out like a sore thumb.



**Name:** Mattias Nilsson  
**Nationality:** Swedish  
**Languages:** English/Russian  
**ExOps:** 1 Year

Nilsson may have experience in the past, but as far as the other mercs are concerned he's a rookie. Until you run with ExOps for a few years, you haven't seen real combat. However, in this short time, he's proven to move faster than anyone on the battlefield, and a fast merc is a merc who comes home in one piece.



**Name:** Fiona Taylor  
**Nationality:** Australian  
**Languages:** English  
**ExOps:** 1 Year

Fiona is the ExOps technical officer assigned to this conflict. She's your point of contact to the outside world, and she's got the raw feeds from a hundred satellites and hacked communications channels at her fingertips. She is an experienced agent runner, and she's known to put even the toughest mercenaries in their place. Fiona came out of the Royal Australian Navy as a Lieutenant, specializing in submarine electronics warfare. Then she became an operative for the ASIS [Australian Secret Intelligence Service] and only recently gave up her post in the field to join the private industry.



CHECK CLEARANCE CODE  
11-325X-49300-AX67

CAR RESULTS

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## MISSION INFO

### PLAYING THE GAME

Opportunities to earn \$100,000,000 don't come along every day, but you're going to earn every penny of it. That's the price on General Song's head — the problem is that no one knows where he is. The A.N. can't find him — they have to play by too many rules. But a merc exists in a gray area, and can do whatever it takes to get to Song.

A dedicated merc could probably find most of the Deck just by searching, but the smartest way to do it is to work with the factions. They'll be more than willing to trade what they know about the Deck of 52 for the services a mercenary can offer. In fact, the only way to the higher-level Deck members is through the factions, and the only way to the Aces is through the Allies. Verify [capture or kill] enough of the Deck, and you'll get a shot at the Ace.

Work with the factions to earn money, get leads on the Deck of 52, and open up new supplies for the Russian black market website — the "Merchant of Menace." Remember — sometimes you have to spend money to make money, and the Merchant offers some powerful toys. If a contract is kicking your ass, maybe the Merchant of Menace can help you. Having said that, a good merc is a master of field acquisition. With so many factions in the field, it's amazing what you can "borrow." A merc can save a lot of money that way...

### CONTRACTS

Contracts are the bread-and-butter of any professional merc. Check your SNS radar or PDA map for faction flag icons that indicate the locations of the factions, and pay them a visit. Talk to the guard to enter. Once you're inside, listen to the faction leader explain the details. Speak to the faction representative to accept the contract.

During a contract you can't save the game, so you'll have to cancel or complete the contract if you want to save your progress. And you can only take on one contract at a time. Once you've delivered your end of a deal, you'll see how much money you made (including bonus payments, if any). Completing contracts also improves your standing with a faction, and unlocks items in the Merchant of Menace.

### SAVING THE GAME

You can save anywhere, any time, as long as you're not on a contract. Pause the game and select the Save Game option; then choose a slot to save to.

**Note:** at least 4 blocks of free space is required to save all data to the hard disk.

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## FACTIONS

While on the hunt for the Ace of Spades, you will be able to run contracts for several different and often opposing factions. You'll have to consider the consequences of taking a contract that goes against the desires of a faction, because they may stop offering their goodies, or even become openly hostile. Your actions outside of contracts can also affect standing with a faction. You can get away with killing a faction soldier or destroying property if other faction members aren't present, but if there are witnesses, your standing with that faction will be affected. If you get into bad standing with a faction, you may be able to turn things around by making a friendly contribution to the bouncer outside the headquarters. Here is a description of each faction:

### ALLIED NATIONS TASK FORCE

The A.N. Task Force has one purpose: remove General Song from power and neutralize the threat of his nuclear weapons. It operates as a military organization controlled by a committee. This has led to indecision and slow response to threats, and that's why some in their ranks call companies like ExOps. The A.N. has a lot of firepower at its disposal, but it's been spread thin by North Korea's surprise offensive. Most important to you, they pay the bounty for each member of the Deck of 52.

#### A.N. Leader: Colonel Samuel Garrett

Garrett somehow maintains a cool head despite the mess that he's in charge of. He views mercs as a necessary evil; if he had it his way, he'd have the Deck dead or captured inside of 30 days, but it wouldn't be pretty. And he has to keep things pretty. He doesn't care which faction wins in the end, so long as the Deck is eliminated.

### CHINA

While technically a part of the A.N. Task Force, China has also sent her own army across the border into North Korea, operating autonomously. The Chinese want to absorb North Korea after General Song is removed from power. They can provide armored vehicles and powerful [but imprecise] artillery and air strikes. That is, if you remain on their good side.

#### Chinese Leader: Colonel Peng

Peng is utterly cold and professional. He is a stolid party member; he also recognizes the weaknesses of his own government. He views mercs as he does any foreign agent—useful if controlled, but not to be trusted.



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## RUSSIAN MAFIA

The Russian Mafia seeks to dominate the illicit markets of North Korea. It doesn't matter to them who is in power, as long as the Russian criminal network is allowed to operate. The Mafia's goals put them in opposition to all other groups. They avoid direct military conflict and have very little military presence in North Korea. They do control the black market, so they can provide supplies if you can get in good with them. They also maintain illicit back-channel communications with the other factions, which allows you to buy support options from other factions through your criminal connections.

### Mafia Leader: Sergei Voronov

Voronov is a young Russian punk, a post-glasnost thug, looking to make a name for himself apart from the established godfathers. His father is a powerful ex-KGB crime lord from Moscow. He is desperate to prove he's smarter, tougher, and better than everybody else out there.

## SOUTH KOREAN UNION

The South Korean Union is a military organization under heavy influence of the CIA. They want peace and reunification, with the goal of installing a Western-friendly government. This brings them into opposition with China and to a lesser extent the Russian Mafia. They rely on air support arranged by the CIA. The Union can provide you with stealthy and precise air strikes.

### SK Union Leader: Special Agent Mitchell Buford

The South Korean Union's leader is actually an American. Buford is a burnt out CIA agent who has been working in the field for way too long. He's determined to "get it right" this time and establish a strong pro-American democracy in a unified Korea. He sees Korea as the gateway to bringing democracy to China, and he still harbors an old-fashioned hatred of Communism and Red China. He thinks of a merc as "one of the good guys" and is happy to share what Western comforts he has.

## NORTH KOREA

Under the grip of General Song, North Korea is trying to maintain its own stability and simultaneously conquer South Korea to unite the Korean peninsula once again. Ultimately the goal is to use nuclear capability to become a world player. The Deck of 52 identifies key leaders in the North Korean faction.

### NK Leader: General Choi Song

General Song was always brash and saw force as the solution to every-

thing, but his father never knew just how deep his son's lust for power had taken root. General Song is not only a brilliant military tactician, but also clever at hiding his true intentions, making him an influential dictator. However, despite his careful planning, there is one factor he didn't consider: a warrior for hire with the determination and skill to undermine his leadership, one Card at a time.

## GLOSSARY OF TERMS

**ACTION HIJACKING:** You can hijack hostile vehicles mid-attack and turn the tables on your enemies. Press the **Y** button at the right time to action hijack a vehicle. Remember:

- [1] Ground vehicles with turrets cannot be hijacked until the gunner is killed.
- [2] Helicopters can only be hijacked when they are close enough for you to jump up and grab them.

**AIRSTRIKES:** You can call in different types of air support from the various factions. Sometimes a faction will provide air support for a specific contract, but you can also request it at any time via the Merchant of Menace. But be careful: it's not cheap. See also "Designation."

**ALARMS:** Enemy soldiers will often try to summon reinforcements by triggering an alarm. If you can prevent them from doing so, you'll usually save yourself some trouble.

**ALLIED MASH:** Mobile Army Surgical Hospital. The A.N. maintain a field hospital in each province. If you take too much punishment, you'll be medivaced here. Charges apply.

**AMMO:** To refill your ammo, run over a weapon of similar type or find an ammo pickup. Most supply crates in the Merchant of Menace include ammo pickups.

**BASH:** See "Melee Bash."

**BINOCULARS:** When on foot, click the right thumbstick to switch to the binoculars. Use the left thumbstick to control zoom level. Focus on faction units/objectives for more detail. Click the right thumbstick again to exit the binoculars.

**BOONUS:** A hard-working merc can earn bonuses: - Many contracts have bonus conditions that

pay extra cash. These are marked in teal on your SNS radar and PDA map.

- Most Mafia contracts have bonus conditions that unlock extra — and very desirable — shop items.
- Important: to collect bonuses, be sure to complete bonus objectives before completing the primary objective! You won't get another chance.
- There's plenty of other bonuses to be earned. Keep your eyes open, and try to make every one happy.

**BOUNTY:** The various factions have a standing bounty on various items:

- **National Treasures:** Widespread looting has spread North Korea's rich cultural heritage all over the country. The Chinese are keen to add these valuable treasures to the glory of the People's Republic. Collect enough, and they'll grant access to some special support items.
- **Weapons of Mass Destruction:** Song's regime was running multiple WMD programs. Blueprints for all sorts of nasty stuff are all over the place. The South Koreans are always interested in new ideas, so collect these on their behalf and they'll make it worth your while.
- **South Korean Listening Posts:** The South Koreans have placed these not-too-covert surveillance devices wherever they think they'll overhear an interesting conversation. The Chinese will reward you handsomely for destroying them. Destroy enough of them, and there might be a special reward.
- **Monuments to the "Great Leader":** Like many dictators, Song had a thing for giant monuments to his own greatness. The South Koreans really hate that sort of thing, so getting rid of these monstrosities will make them very pleased with you.
- **The Russian Mafia** are always on the lookout

for vehicles for their black market activities. See Chopshop."

**BRIBE:** If a Faction becomes Hostile to you, you can buy your way out of trouble with a bribe. To bribe a faction, go to the Faction HQ and speak to the guard.

**C4:** A remote-detonated placed charge. Here's how to use it:

- (1) Select C4 from the support menu.
- (2) Place C4 by pulling the right trigger.
- (3) Pull the right trigger again to detonate.
- (4) You can place multiple charges before detonation by repeating step (1) before proceeding to step (3).

**CALL FOR EXTRACTION:** See "Extraction."

**CAPTIVE:** An enemy that has been subdued with a Takedown is referred to as a Captive. See "Takedown."

**CHALLENGE:** Be on the lookout for objects marked with a "\$." These are challenges, odd jobs that you can do to pick up some extra cash, and to gain some faction status.

**CHEATS:** A real mercenary would never cheat... would they?

**CHOPSHOP:** The Russian Mafia run a chopshop where they will buy any vehicle you bring them. It's located near the Russian Mafia HQ in each province. It's a great way to earn cash, and to make the Russians happy.

**CIVILIAN:** North Korean civilians are non-combatants, and are caught in the crossfire of the invasion. See "Collateral Damage."

**COLLATERAL DAMAGE:** Killing civilians is against Executive Operations' policy. It's ethically wrong and costs the company a great deal of money to counteract the negative PR generated. ExOps deducts these costs from your account in real time. See also "Press."

**CONTRACT:** Working with the factions involves performing a contract for them. To accept a contract:

- (1) Go to the Faction HQ. Faction HQs are marked with Flags on your SMS radar.
- (2) Talk to the guard to enter the HQ. You can't enter if the faction is Hostile to you.
- (3) If you want to accept the contract, talk to the faction representative.
- (4) If you want to decline, just walk out the way you came!

**CRATES:** Be on the lookout for supply crates. They contain all sorts of useful toys, and can be broken open with a Melee Bash.

**CROUCH:** Click the left thumbstick to crouch. Movement speed is greatly reduced, but weapon effectiveness is increased. You'll automatically break out of crouch as soon as you run.

**DECK OF 52:** The Deck of 52 is the A.N. "most wanted" list in the form of a deck of playing cards, with Song as the Ace of Spades. Each member of the Deck of 52 has a bounty attached. You can check the status of the Deck of 52 at any time in the PDA.

- **Clubs:** Division 39, state-sponsored organized crime.

- **Diamonds:** Ranking officers in the North Korean military.

- **Hearts:** Weapons scientists from Song's WMD programs.

- **Spades:** North Korean Special Forces, Song's personal bodyguard.

**DELIVERY:** See "Support."

**DESIGNATION:** See also "Jammers." There are three types of designation:

(1) Beacon: throw a smoke beacon by pulling the right trigger. Smoke

beacons are used for shop deliveries, extraction helicopters, and some types of air support.

(2) Laser: pull and hold the right trigger to guide air strikes. Releasing the right trigger early reduces accuracy.

(3) Satellite: pull the right trigger to enter satellite targeting mode. Click the right thumbstick to cancel. Pull and hold the right trigger to initiate the strike.

**DISGUISE:** See "Vehicle Disguise."

**EMAIL:** Use the PDA to check your email. See "Game Screen" section for more detail, page 8.

**EXECUTIVE OPERATIONS:** Incorporated in 2001, Executive Operations (ExOps) is a private military company. Employing highly trained mercenaries, ExOps accepts contracts from both governments and private interests.

**EXTRACTION:** Extraction is the final stage of non-lethal Verification. After subduing a captive, call for an A.N. Extraction Helicopter:

- (1) Select the "CALL FOR EXTRACTION" support item from the support menu.
- (2) Pull the right trigger to throw a smoke beacon.






(3) Choose a nice, flat area for the helicopter to land. When the helicopter arrives, pick up the subdued captive and load him/her into the helicopter. If the current location isn't suitable for extraction, you can load the captive into most cars/trucks and drive somewhere else. When the captive is safely extracted, the A.N. credits your account with the bounty. See also "Support."

**FACTION AREA:** See Trespassing.

**FACTION DISPLAY:** See "Flags."

**FACTION STATUS:** Each faction has an attitude towards you ranging from "friendly" to "hostile." When friendly, faction soldiers will help you by manning your guns. When hostile, they'll attack you on sight. Check Faction Status through the PDA.

**FLAGS:** Each faction has a flag:

-  North Korea
-  South Korea
-  Allies
-  China
-  Russian Mafia

You can press the left directional button to toggle the faction Display flags above each unit.

**FREEBIES:** In some contracts a faction offers support at no cost. The number of "freebies" is shown on the support menu where the price would otherwise be.

**GATES:** Some gates will only open for vehicles. Some gates will only open for vehicles of a certain faction.

**GRENADES:** There are two types of grenade available. Press the white button to switch between:

- (1) Frag — lethal. Pull and hold the left trigger to "cook" a grenade, but don't hold it too long!
- (2) Flash — stuns enemies for a short time.

**GSRN:** Global Satellite Reporting Network, the main news network on the ground in North Korea. See also "Press."

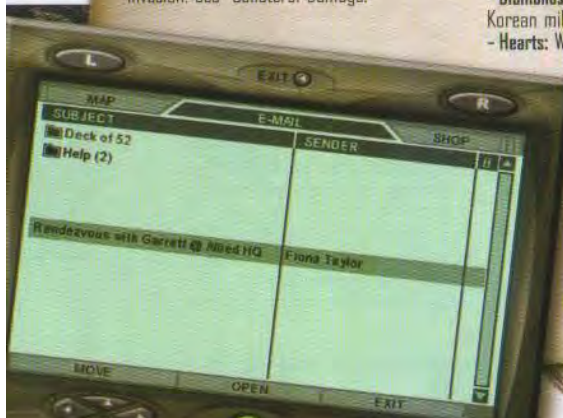
**GUNNERS:** See "Passengers."

**HOSTILE:** See "Faction Status."

**HIJACKING:** Any vehicle can be hijacked by pressing the Y button. If a vehicle is being driven by a hostile enemy, you can't hijack it if a gunner is present. See also "Action Hijacking."

**INTEL:** Every Deck of 52 member you verify gives you intel. When you have enough intel, the A.N. will offer you the Ace contract. You can check how much intel you've accumulated by checking the intel bar in the Deck of 52 status screen (in the PDA). Whenever you gain intel, the PDA defaults to Deck of 52 status next time you open it, to show you how much you have, and how much you need to unlock the Ace.

**JAMMERS:** The presence of a jammer blocks all



support [regardless of how it is designated]. To use support, either move away from the jammer, or find it and destroy it.

**MAP:** The PDA defaults to map mode. If you get lost, press the **BACK** button to open the PDA and check the map. It's particularly useful to follow the roads. See the "Game Screen" section for more detail, page 8.

**MASH:** See Allied MASH.

**MELEE BASH:** Press the **X** button to perform a Melee Bash, which will stun opponents and allow you to perform a Takedown [see Takedown].

**MERCHANT OF MENACE:** The Russian Mafia runs the black market in North Korea. Favored clients are granted access to the Merchant of Menace website — a black market e-commerce site with an impressive inventory of vehicles, weapons, supplies and pirated air support. Use the PDA to visit the Merchant of Menace shop site. You can press the right directional button to jump straight to the shop.

**OFFICERS:** Officers are ranking faction soldiers with an eye for detail. Be careful, because they can see through vehicle disguise. Officers always have a faction status flag over their head.

**PARKING LOT:** When you leave your vehicle outside an HQ, you may find that it has been moved to a nearby parking lot for you when you emerge. This convenient valet service is performed at no charge [no need to tip].

**PASSENGERS:** Press the **B** button to honk the horn of your vehicle (including tanks and helicopters) and attract friendly passengers. If the vehicle has turrets, friendly soldiers will occupy the turrets first. Generally passengers get out of a vehicle when you do, but you can pull the left trigger to get out of a vehicle while leaving passengers inside. Alternatively, press the white button to eject passengers while you remain in the driver's seat.

**PDA:** ExDps issue military grade ruggedly-modified Personal Digital Assistant. It doesn't play MP3s. Please see "The PDA" section for more detail, page 9.

**PICKUPS:** You will encounter various pickups on your travels:

- Health: restore your health to 100%.
- Ammo: refill all equipped weapons.
- Grenades: refill frag/stun grenades.
- C4: a single block of C4.
- Vehicle Repair: repairs vehicle armor.
- Vehicle Ammo: refills vehicle ammo.

**PRESS:** GSRN reporters are embedded with the Allies. It would be very unwise to allow a member of the press to come to harm. See "Collateral Damage."

**RADAR:** See "SNS."

**RADIATION:** Irradiated areas have an unearthly glow. Only an armored vehicle [e.g., a tank] can protect you from the harmful effects of radiation.

**RESTRICTED AREA:** The A.N. fly combat sorties throughout North Korea. They treat any incursion into a Restricted Area as a hostile act, and respond accordingly. Restricted areas are shaded red on your SNS radar.

**SHOP:** See "Merchant of Menace."

**SNIPER RIFLE:** Sniper rifles allow you to zoom in on your target. Click the right thumbstick to zoom. Use the left thumbstick to zoom in/out. Click the right thumbstick again to exit zoom.

**SNS:** Satellite Navigation System. Fiona provides you with a real-time satellite map of your immediate surroundings. See the "Game Screen" section for more detail, page 8.

**SUPPORT:** Support is a general term for vehicles, weapons, supplies, and air support that factions can deliver to your location. All support is accessed via a common interface:

- [1] Press the up or down directional buttons to access the support menu. The game will pause, so you don't have to rush your selection.
- [2] Pull the right trigger to equip the currently selected support item.
- [3] The game will unpause.
- [4] Pull the right trigger to use the currently equipped support item.
  - a. In some cases you may need to pull and hold the right trigger.
  - b. Most support items are automatically



unequipped after use. Return to step [1] to use the support item again.

Sometimes support items are unavailable. You may be near a jammer, the support item may be rearming, or you may not have enough cash! See also "Jammers", "Merchant of Menace."

**SURVIVAL MODE:** When you've taken too much damage, the screen will flash red and time will slow down. This is "survival mode." Your natural adrenaline will kick in to maintain your health at a minimum level. But one more decent hit, and you've got a one way ticket to the Allied MASH.

**TAKEDOWN:** Press the **Y** button to subdue a stunned opponent with a takedown. Takedowns are a required step in non-lethal Verification [see "Verification"].

**TRESPASSING:** Some areas of the map have been claimed by a particular faction. These areas are shaded blue on your SNS. You will be warned when you enter a faction area, and you should heed the warning: faction soldiers will shoot on sight, regardless of your standing with them. That is, of course, if they recognize you. Note that you're allowed in a faction area when you're on a contract for that faction.

**VEHICLE DISGUISE:** The basic rule is "you are what you drive." Provided no-one sees you get in, and you don't do anything crazy, people notice only your vehicle's faction, and treat you accordingly. That can be good or bad. Watch out for officers! They have an eye for detail, and see straight through disguise, alerting others.

**VERIFICATION:** "Verify" means "provide proof of capture or death to the A.N." The A.N. will only pay a bounty on a Deck of 52 member when they can verify the capture/kill. Note that the A.N. pay only half bounty for a kill. Capturing is the by far the more lucrative option.

**Non-lethal Verification [full payment]:**

- [1] Stun the target using a Melee Bash or a Stun Grenade.
- [2] Subdue the target with a Takedown.
- [3] The "Call for Extraction" support item will be added to your support menu.
- [4] Use the support menu to call in an A.N. Extraction Helicopter. Try to pick a nice, flat area for the helicopter to land.
- [5] When the helicopter arrives, pick up the subdued captive and load him/her into the helicopter.
  - a. If the current location isn't suitable for extraction, you can load the captive into most cars/trucks and drive somewhere else.

**Lethal verification [half payment]:**

- [1] Apply lethal force to the target.
- [2] Approach the target and take a digital photo.
- [3] Fiona will transmit the photo to the A.N. for verification.


**WEAPONS:** You can carry two weapons at any one time. To pick up a weapon dropped by an enemy, move over to it and press the **Y** button.

**WINCH:** Most helicopters have a winch. Here's how to use it:

- [1] Press the down directional button to lower the winch.
- [2] The winch will attach automatically to almost anything movable. Try to get the clamp nice and close.
- [3] Press the **A** button to lift as normal. When you're carrying something heavy, you may lose altitude as you fly.
- [4] To drop an item, press the up directional button.
- [5] To retract the winch, press the up directional button [with no item attached].
- [6] Note that small helicopters may not be able to lift heavy items.

## VEHICLES AND WEAPONS


Here are a few of the vehicles and weapons at your disposal.

 YAH-56 Gunship



 Mi-17 Transport



 MD-530 Scout



 LHX Light Attack



 Frog 7



 SUV



 Sungri Scout



 TOW Technical




 Type 80 Tank



 K200 APC



 Type 96 Tank



 M1126 APC



Light Machine Gun



Rocket-Propelled Grenade



Covert Submachine Gun



Sniper Rifle



Light Machine Gun



Anti-Air Missile



Shotgun



Anti-Tank Missile



Bunker Buster



Cruise Missile Strike



C4 Charge



Frag Grenade



# EXOPS CORPORATE

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VERIFY FLIGHTS / CHECKPOINT INFO  
CALL FIONA RE CONTRACT  
BANK - DEPOSIT / CHANGE MONEY  
FAX PHOTOS + DOCS