

ROGUE OPS™



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 DISC:

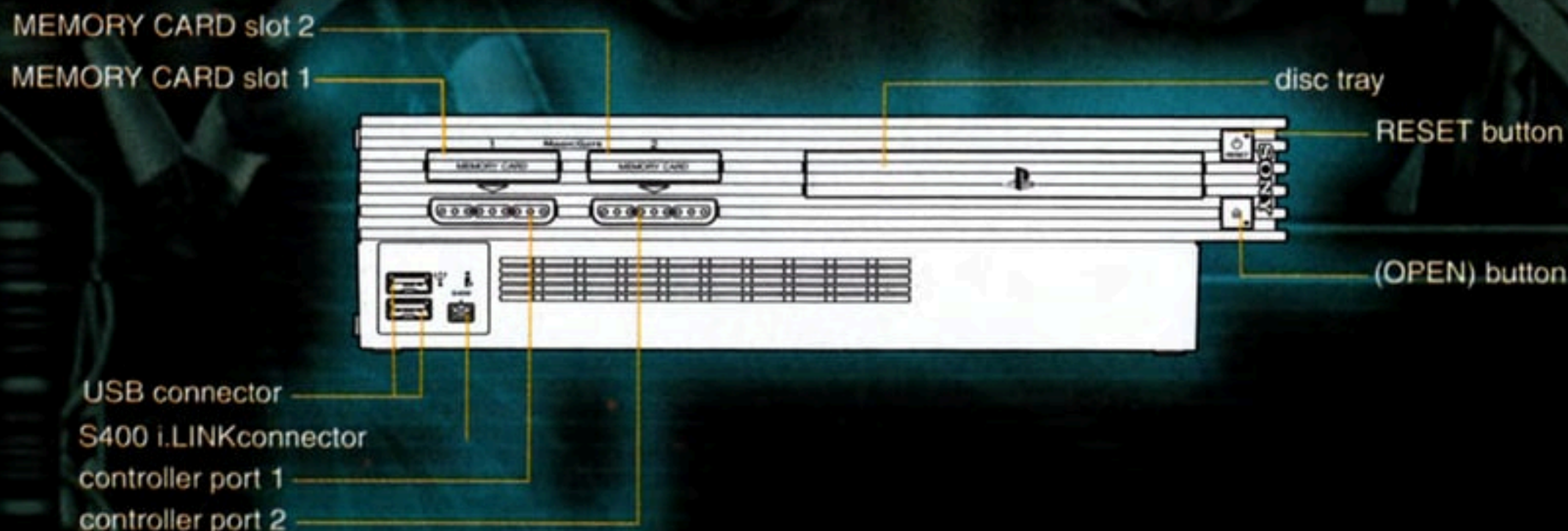
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

ROGUE OPS

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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 *Rogue Ops* 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.

2

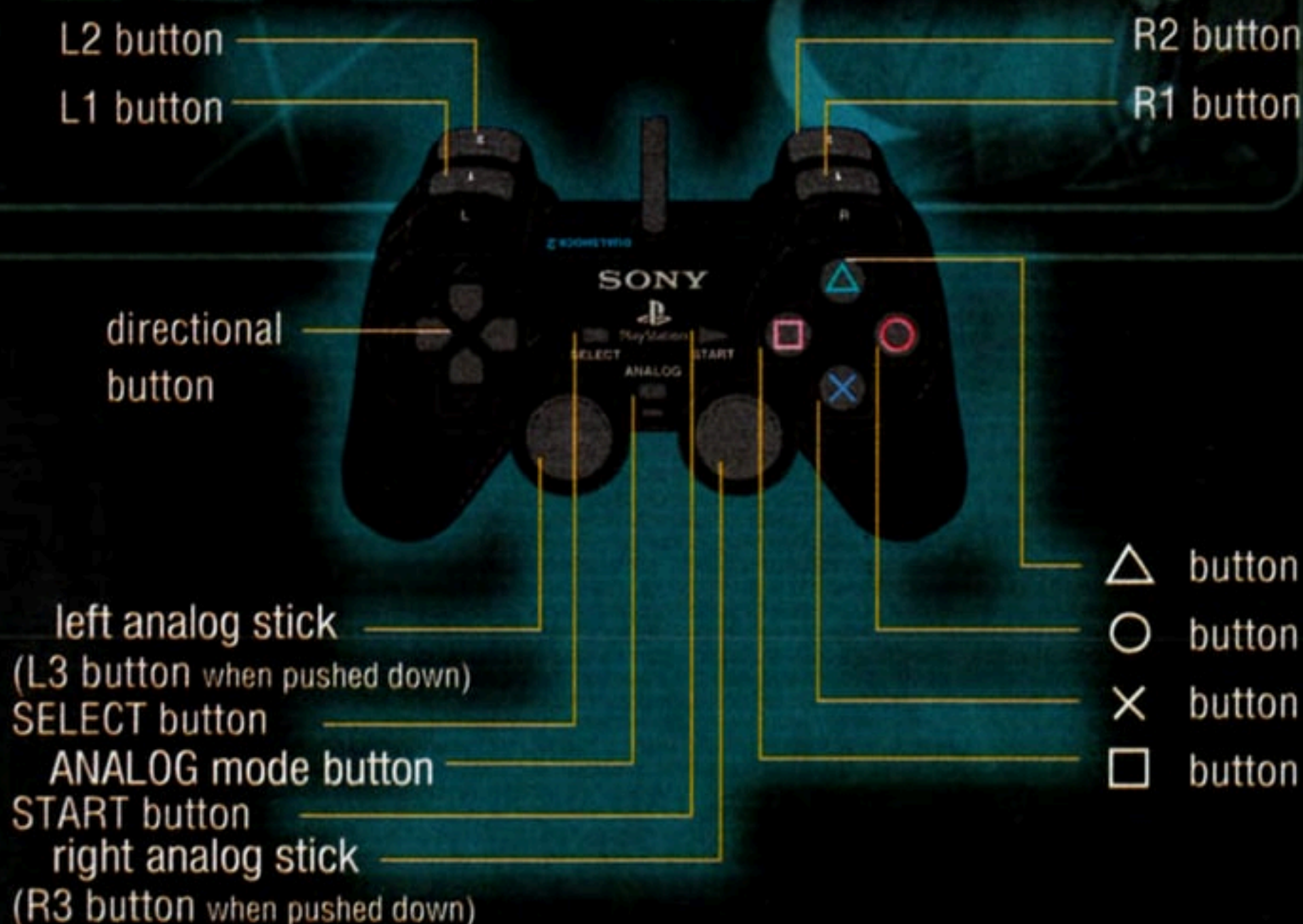
Memory Card (8MB) (for PlayStation®2)

Rogue Ops™ lets you save your progress and game settings onto a memory card (8MB) (for PlayStation®2) and resume play on previously saved games. When play is resumed, it is done so from the last passed checkpoint. A memory card (8MB) (for PlayStation®2) is required. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 on the PlayStation®2 game console BEFORE starting play.

Important: Do not switch off the MAIN POWER switch or remove or insert a memory card (8MB) (for PlayStation®2) or Controllers while saving or loading games. Doing so could damage the game data.

starting up

DUALSHOCK®2 Analog Controller Configuration



The **default controls** are listed below.

△ button = Map

○ button = Draw/Holster Weapon

× button = Action

□ button = Activate Device

R1 button = Draw/Shoot

R2 button = Draw/Holster Weapon

R3 button = Reset Camera

L1 button = View Mode

L2 button = Crouch

left analog stick = Move and Strafe + Zoom in/out (View Mode)

right analog stick = Camera

directional buttons = Weapon Select (Up/Down) –
Device Select (Left/Right)

START button = Pause

SELECT button = Not used

Stealth Action

Discretion is sometimes the better part of valor. If your enemies don't know you're there, they can't attack you. Using stealth to avoid them is one of your most important skills; hiding in the shadows is just one of many techniques to avoid discovery. Equally important is moving carefully, staying low, and keeping your back against the wall. But sometimes you'll have to resort to a less subtle approach. Deciding when to use stealth or brute force in any given situation is critical to the success of your missions.

Project Phoenix

Rising from the flames of a world under siege from terrorist attack, Phoenix, the most covert anti-terrorist group on the planet, wages war against those who would destroy, or at the very least reorder, society. Its adversaries are many, and they are ruthless so Phoenix resorts to mea-

sures that would be unacceptable for most government organizations. For this reason, Phoenix jealously guards its anonymity.

Operatives are expendable, and losses are high, but then so are the stakes in a global power struggle against terrorist organizations.

"We all get what we want. Jacobsen wanted me to work for him, to join Phoenix and use my military training to wage war on terrorism. I wanted a chance to avenge my family and Jacobsen promised to give it to me. I've been with Phoenix two years now. Waiting for that chance, getting stronger. Today I find out if I'm strong enough."



The Phoenix Team

NIKKI CONNORS

On vacation with her daughter Amy and visiting her husband Michael, military attaché at the U.S. embassy in Istanbul, Nikki Connors sees them killed by a terrorist bomb planted in their rental car.

Nikki then filled her empty and shattered life with a driving need to uncover the truth behind the death of her family. Using contacts she made as an officer in the U.S. Army's Special Forces (the Green Berets), where she first met Michael, Nikki began to pursue her quest for the truth.

Nikki's relentless efforts brought her to the attention of Phoenix, the NSA's ultra covert anti-terrorist group, headed by Colonel Nathan Jacobsen. Phoenix, who guards the knowledge of their very existence with the utmost force were confronted with a choice: Kill Nikki or recruit her.

Based on her exceptional military record and impressed by her dogged determination in finding out the truth about her husband,



Phoenix approached Nikki to join their fight against world terrorism. They explained that Michael worked for Phoenix and promised to give her life a new purpose but with one condition: Once you join Phoenix you can never leave.

After two years intensive training with Phoenix, Nikki faces one final test before being sent on her first field mission. If she passes then Phoenix will unleash a new weapon in their war on terrorism. But Nikki has her own agenda. . . to find and kill the people who destroyed her life.



COLONEL NATHAN JACOBSEN

Born: Richmond, Virginia 1960

Age: 43

Phoenix Operation Director

A charismatic and ruthless commander, Jacobsen's record of success from Nicaragua to Kosovo has earned him his current position as head of Phoenix. He's perfect for the job, as ruthless as the terrorists he seeks to destroy. Jacobsen is usually quite willing to sacrifice his operatives if the success of a mission lies in the balance. He's been known to sacrifice a few innocents, as well, if it means saving hundreds of lives that would otherwise be lost to terrorist acts. Nikki resents Jacobsen for this very fact as she suspects he may have willingly sacrificed her husband, Michael, for the cause.

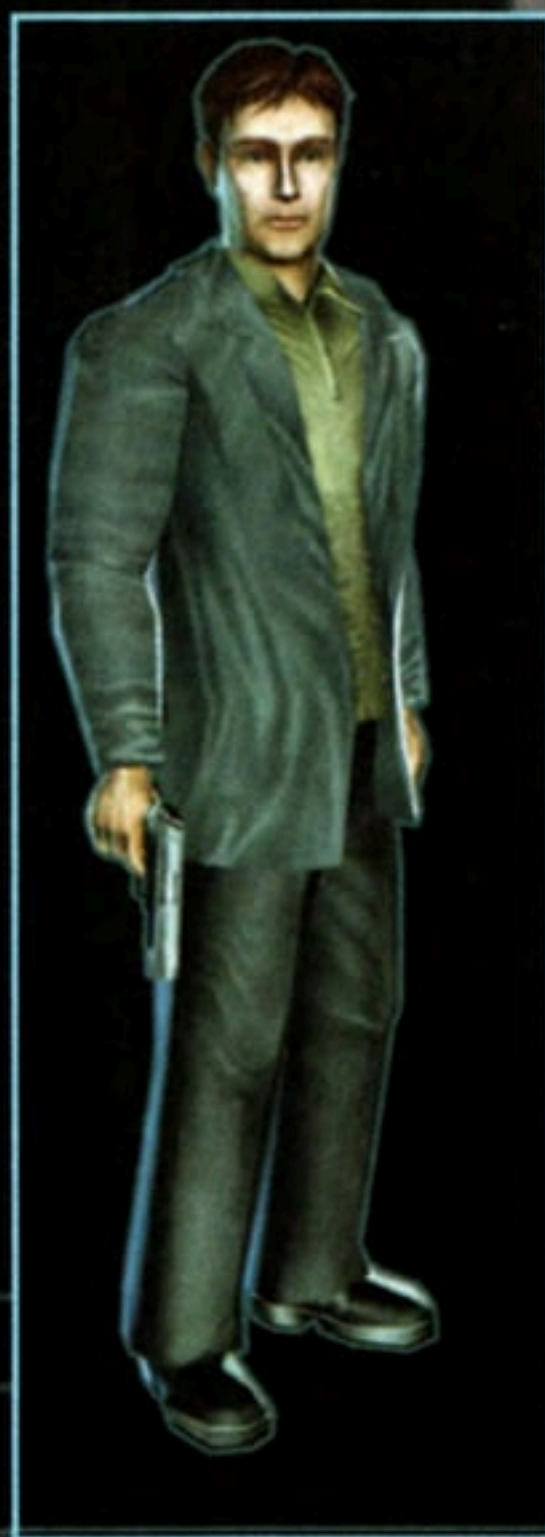
PETER VANSANT

Born: Chicago, Illinois 1972

Age: 31

Phoenix Mission Controller

Peter is Phoenix's best field operative, and Nikki's mentor. A coldly efficient killing machine, Peter worked closely with Nikki's husband and has a wealth of experience as an assassin and agent. He knows what it takes to get the job done and usually brooks no argument to his decisive instructions.





CODY TUCKER

Born: Springfield, Ohio 1979

Age: 24

Phoenix Field Communications Lead

As the team's communications and electronic warfare expert, Tucker is responsible for providing Phoenix operatives with data, cryptographic and technological support. Tucker has a healthy respect for Peter, and usually does his bidding without question. But his friendship with Nikki leads Tucker to bend the rules occasionally.

JONAH WILLIAMS

Born: Mercy, Louisiana 1967

Age: 36

Phoenix Instructor

Jonah is Phoenix's weapons expert who trains Nikki in the use of firearms, explosives and the various devices he creates. Once a field operative, he's been around since the first Gulf War. Jonah is a free spirit, cantankerous at times, but he's learned the art of survival, and is constantly trying to impart that knowledge on Nikki.



OMEGA 19

Initially a rogue group of disaffected military officers out of the old Soviet Union, Omega 19 has become Phoenix's most persistent and dangerous foe. The initial goal of returning their homeland to its former glory has become clouded by the forging of mutually beneficial links to many eastern European criminal organizations. It was because he was close to uncovering their operations in the near east that Omega 19 had Michael Connors killed.



NIKOLAI KONDRASHEV

Kondrashev is an enigma; nothing much is known about him. He is assumed to be high up in Omega 19's chain of command and a major instigator of their terrorist attacks.

SERENA DEMETER

Serena Demeter is a ruthless terrorist and psychotic killer whose favorite terms are "body count" and "collateral damage." She has proved her loyalty to Omega 19 many times over and is absolutely trusted by them to carry out their most important operations, quickly and efficiently, and usually with style.



DOCTOR EVGENI SLAVKO

Doctor Evgeni Slavko is a chemical warfare scientist who created many horrendous weapons for his former Soviet paymasters. With the collapse of the old Soviet Union, Slavko thought he was out of a job until recruited by Omega 19. He now continues his nefarious work for them.

HENRIK VAN CLEEF

South African by birth, Henrik Van Cleef is a notorious international illegal arms dealer and terrorist operative. He is the subject of Nikki's first mission. The information learned from him allows Phoenix to uncover a sinister terrorist plot.

OMEGA 19 TERRORISTS

Omega 19 relies on a corps of highly trained and motivated terrorist operatives to carry out its bidding. Mainly drawn from ex-Soviet special forces groups such as Spetsnaz and former KGB/GRU thugs, they form an elite and deadly force to be reckoned with.

Main Menu

Start Game

Start a new game or resume a previous one.



SETTINGS

This screen allows you to adjust sound options (music, voice and SFX volume) and video options (brightness and subtitles).

CREDITS

This screen allows you to view a list of the people who took part in the creation of this game.

Profile Screen

When you select START GAME from the main menu, the PROFILES screen is displayed. Press the  **button** to create a new profile. This will display the Create Profile screen. Once you have created your new player profile select it and press the  **button** (action) to start a new game.

Create Profile Screen

NAME

Choose your player name (maximum of eight characters).

CONTROLLER

Change your controller configuration.

DIFFICULTY

Choose a difficulty level.

SAVE

Save your new player profile. This will return you to the Profile Screen.

LOAD PROFILE CONTENT

Select your player profile and press the  **button** (action) to confirm selection. Then select an available mission or the last saved checkpoint from the Load Game screen.





1. HEALTH BAR

This shows the current status of Nikki's health.

2. BATTERY LIFE

This shows how much power remains in Nikki's currently equipped battery.

3. MAP

The map displays the positions and cone of vision of enemies and cameras allowing Nikki to plan her strategies. The map will also display the position of certain game objectives that Nikki must reach. Press and hold the **△ button** to enlarge the map.

4. DEVICE SELECT

Displays the currently equipped device. Cycle through to display all the devices carried.

5. WEAPON SELECT

Displays the currently equipped weapon and amount of remaining ammo. Cycle through to display all the weapons carried.

6. SEARCH

A timer bar shows how much time remains until the search is complete. Any items found as a result will also be temporarily displayed here.

7. COMMUNICATIONS BOX

Appears when Nikki receives a communication from a Phoenix team member.

8. ALERT STATUS INFORMATION

Displays the current alert status of enemies.

9. CHECKPOINT FLAG

You will see this flag whenever Nikki reaches a checkpoint.

Nikki's Movements

ANALOG MOVEMENT

Pushing the stick harder means Nikki will move quicker. For example, when she is walking, push the **left analog stick** all the way forward and she will run at full speed. Pushing forward gently will make her move more slowly.

This is important to remember. An enemy is more likely to hear Nikki if she is running. Moving slowly will maintain her element of surprise.

ACTIVATION ICONS

Many of Nikki's moves are triggered by pressing **X button** (action) when an Activation Icon appears. An Orange Icon means you can interact with an object but are too far away. When it turns Green you are close enough and pressing **X button** (action) will make Nikki interact with it.

Basic Moves

STRAFE

To strafe Nikki left or right simply move the **left analog stick** left or right.

CLIMB

To climb a pipe or ladder simply approach the object and when the Activation Icon turns green press **X button** (action) to climb.

HANG/CLIMB

To grab hold and hang from ledges press **X button** (action) when the Activate Icon turns green. Nikki can then move left and right along the ledge. To pull her up, push up or drop off by pulling down.

CROUCH

Pressing **L2 button** (crouch) allows Nikki to pass under low objects. Movement is slower but Nikki is also less visible.

BACK TO WALL

When Nikki is facing a wall push up on the **left analog stick** to put her back to the wall. Moving left or right makes her slide along the wall in either direction. To move off the wall, pull down on the **left analog stick**.

PEERING AROUND CORNERS

When Nikki reaches a corner with her back to the wall and has a weapon drawn, she can peer around the corner by holding **L1 button** (view). This also enables her to shoot around corners when she has a weapon selected.

PUSH/PULL

To grab hold and move certain objects press **X button** (action) when the Activation Icon turns green. Nikki can push the object by pushing up on the **left analog stick**. Pull down and Nikki pulls the object backwards. Press **X button** (action) and Nikki lets go.

Advanced Moves

ROLL

To make Nikki do a quick forward roll push and hold forward on the **left analog stick** and then press **L2 button** (crouch). Nikki will roll then forwards and stop in a crouch position.

GRAPPLE

Nikki can use her Grapple Hook to scale heights. When Nikki sees a grapple point and the Activation Icon turns green press **X button** (action) to make Nikki grapple, then push up to make her climb up. Keep pushing up when she's at the top to get Nikki off her Grapple Hook.

SHOOTING

To fire a weapon, press **R1 button** (shoot) and use the **left analog stick** to move. Hold **L1 button** (view) to enter view mode, this will reduce your movement to strafing, but will allow you to aim more accurately. When in view mode, the **left analog stick** will zoom in and out using forward and back, while left and right will strafe.

THROWING

When Nikki is equipped with a grenade or mine, it can be thrown at a target by pressing **R1 button** (shoot). Trajectory to the target is indicated by the on screen reticules. Push forward or pull back on the **right analog stick** to either flatten or arch the trajectory.

SEARCHING

By searching objects Nikki will find codes, key cards and spare supplies for her weapons and devices. Simply approach an object and if the

Activation Icon turns green press **X button** (action). Nikki will then search the object and when the Search Timer bar reaches zero, her search will be complete. Any items found will be added to her inventory.

HIDING IN OBJECTS

Certain objects and places within the environment can be used to hide from enemies. To use a hiding place press **X button** (action) when the Activation Icon turns green. Nikki will then hide herself within the object. Press **X button** (action) again to make her leave.

HIDING IN SHADOWS

When Nikki enters a shadow hiding area a timer bar graphic appears. Once the bar is complete Nikki is hidden from all NPC's and cameras. Moving slowly will keep Nikki hidden but if she moves too fast then she can be seen.

FLY CAM

To guide the Fly Cam use the **left analog stick** to accelerate forward, back, and side to side. Push forward on the **right analog stick** and the Fly Cam will go down nose first. Pull back on the **right analog stick** and the Fly Cam head up towards the ceiling. Use both the **left** and **right analog stick** simultaneously to guide the Fly Cam through small openings and to disable certain security devices. The Fly Cam can also be used as a reconnaissance tool to scout out unfamiliar surroundings. *Note: Changing the character controls will not affect the controls used by the Fly Cam.*

Non Player Character Linked Moves

CLOSE COMBAT

Approach the enemy from the rear without being seen. When the Activation Icon turns green press **X button** (action) to initiate the attack. If Nikki is in crouch then she will pickpocket the guard instead of attacking him. Match the displayed directional moves on the **left analog stick** before the timer runs out to complete a successful attack. As Nikki progresses through her missions she will be able to perform more complex attacks.

PICK-POCKETING ENEMIES

Approach the enemy from the rear without being seen. If Nikki is in crouch then she will pickpocket the guard instead of attacking him. When the Activation Icon turns green press **X button** (action). When the Search Timer bar reaches zero, her pick-pocket of the enemy will be complete. Any items found will be added to her inventory.

SEARCHING BODIES

Nikki, when in crouch, can search dead bodies for items. When the Activation Icon turns green press **X button** (action). When the Search Timer bar reaches zero, her search of the dead body will be complete. Any items found will be added to her inventory.

CARRY BODY

To pick up and carry a dead body Nikki must be standing. Approach the body and when the Activation Icon turns green press **X button** (action) to pick up the body. Nikki will move much slower when carrying a body. To drop the body simply press **X button** (action) again when the icon is green. Nikki is unable to drop a body if the icon is red.

HIDING BODIES

When carrying a dead body, Nikki can hide it within certain objects. Approach an object and if it flashes green simply press **X button** (action) and Nikki will hide the body within it.

Pause Menu

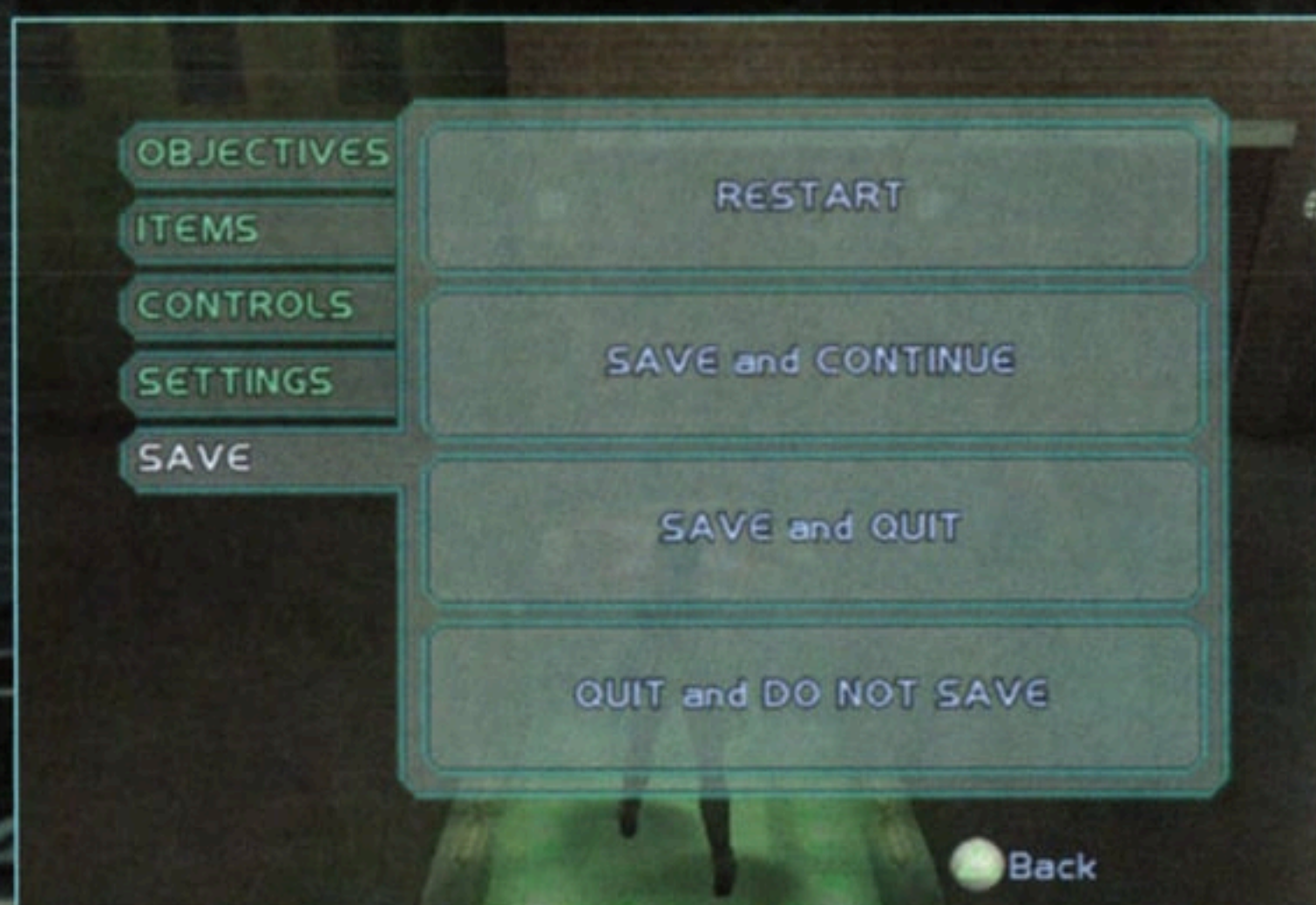
Press the **START button** to access the Pause Menu. From here, you can review Nikki's mission objectives and see what items, weapons and devices she is carrying.

OBJECTIVES

Displays the current mission objectives. When an objective is completed the mission text will turn blue. New objectives are only added when current objectives have been completed.

ITEMS

Displays all the items currently carried. Select an item to see information about it and see codes.



CONTROLS

Allows you to change your current controller set-up.

SETTINGS

Allows you to configure certain game settings.

SAVE

To save your game, press the **START button** to access the in-game menu. Use the **directional buttons** and scroll down to SAVE. Press right on the **directional buttons** and you will highlight the RESTART option. You can now use the **directional buttons** to scroll down through the choices shown (RESTART, SAVE and CONTINUE, SAVE and QUIT, QUIT and DO NOT SAVE). When you load a saved game, you will start from the last checkpoint reached.

restart

restart the game from your last checkpoint.

save and continue

save your progress and continue in the game.

save and quit

save your progress and return to the main menu.

quit and do not save

you do not save your progress and are returned to the main menu.

Weapons and Devices

SELECTING AND EQUIPPING A WEAPON OR DEVICE

To select a weapon or device press the UP or DOWN **directional buttons** to cycle through the available weapons while LEFT & RIGHT cycles through the available devices. The **R2 button** (equip) is pressed to equip Nikki with the chosen weapon while the **□ button** (activate) is pressed to activate the chosen device.

If she is already equipped with a weapon, the weapons select icon will revert to the currently selected weapon within a short period of time if you do not press the **○ button**. This is so the player can always press **○ button** to unequip.

AUTOMATIC RELOAD AND AMMUNITION

All weapons will auto reload if Nikki has the available ammunition within her inventory. Extra ammunition can be picked up or found by searching objects and enemies.

WEAPONS

Nikki must decide which weapon is best suited for each scenario she encounters. Some weapons are loud or kill with blood, which runs the risk of discovery and raised alarms, but offer the safety of quick kills from a distance. Others are silent and kill without blood but demand that Nikki get much closer to her foe.



ATAC 9mm PISTOL

Action:	Semi-automatic
Ammo:	9mm Parabellum
Capacity:	10 round stripper clip
Silencer:	ATAC Python



M7 SNIPER RIFLE

Action:	Semi-automatic
Ammo:	5.56mm Hollow-point
Capacity:	5 round magazine
Silencer:	ATAC Skorpion
Scope:	1 – 3 power 14mm Tactical



SHURIKEN

Steel 6 pointed throwing star. To inflict the most damage, the head should be the primary target.



SHOCKER

Action:	Single action
Ammo:	26 Watt electro-shock charge
Capacity:	Single shock per charge
Effect:	Blocks command & control of the human body causing incapacitation of an opponent.



GIBSON CROSSBOW

Action:	Compressed air semi-automatic
Ammo:	1.5cc Pneumatic poison bolt.
Capacity:	5 round box magazine
Effect:	The fast acting neuro-poison will kill an enemy instantly.



M67 FRAGMENTATION GRENADE

Charge:	15oz high explosive.
Detonation:	4 second delayed.
Effect:	On exploding the coil shatters emitting a burst of high speed shrapnel



M19 JAMMING GRENADE

Charge:	Electro-magnetic pulse.
Detonation:	4 second delayed.
Effect:	Disrupts electronic surveillance systems for a limited duration.



M42 SMOKE GRENADE

Charge: Optical and infra-red blocking smoke screen.
Detonation: 4 second delayed.
Effect: Blocks enemy and surveillance system's line of sight for limit duration.



SABRE PROXIMITY MINE

Charge: 1lb coil wrapped explosive.
Detonation: Self arms then auto-detonates on proximity of enemy.
Feature: Contact adhesive coated. This weapon will stick to most surfaces including enemies.



RAPIER REMOTE MINE

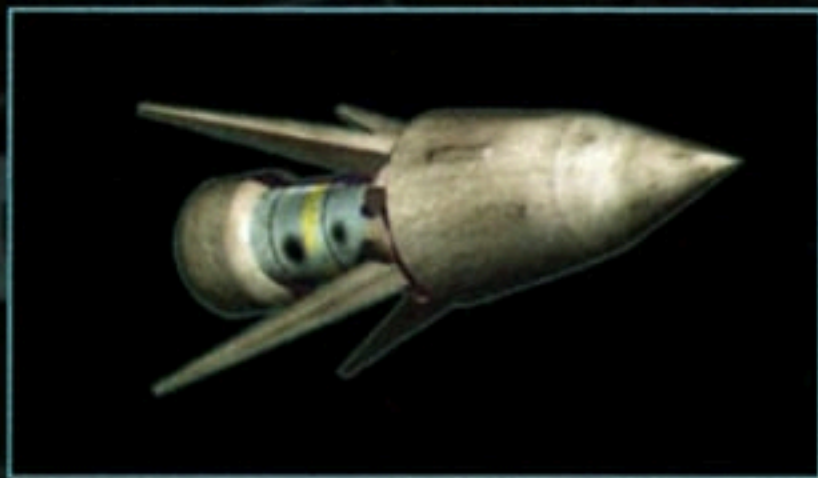
Charge: 1lb flechette wrapped explosive.
Detonation: Remote controlled command by user.
Feature: Contact adhesive coated. This weapon will stick to most surfaces including enemies.

DEVICES

Nikki is empowered during her missions by having access to unique and powerful devices designed by Jonah. Each device has specific abilities that Nikki can use to overcome hazards and solve puzzles encountered during her missions.

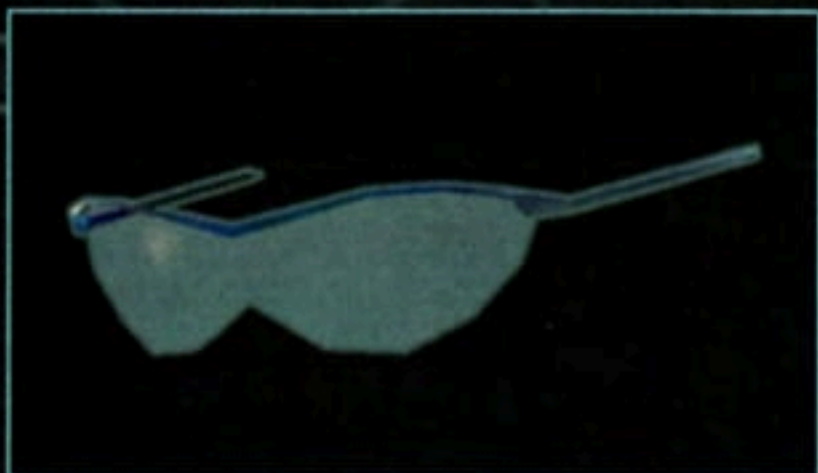
BATTERY LIFE

Some of Nikki's devices, including V.I.S.E.R., Retina Scanner and Thermal Optical Camouflage use up her battery power when deployed. The quantity of battery power used is dependent on the device. The amount of remaining battery power available to Nikki is displayed on screen as part of the standard HUD. Battery pick-ups can be found during missions and added to Nikki's inventory.



GRAPPLE HOOK

The steel grapple hook with mono-filament retractable rope is used to scale heights and access areas that would otherwise be unreachable. This is permanently equipped.



V.I.S.E.R. (Visual Imaging Sight – Electro-Radiation)

Thermo-optical imager that can see body heat, lasers and electronic equipment, even through walls.

Low Battery usage.



RETINA SCANNER

Captures the unique imprint of a person's retina which can then be used to open Retinal- Scanner locked doors.

Low Battery usage.



ADRENALINE BOOST

Injects 5cc of Adrenaline which heightens awareness and speeds up reaction times making opponents appear to move much slower.



FLY CAM

A remote, flying surveillance drone that can safely recon locations, access areas otherwise unreachable and interact with the environment. It has a limited life-span.



THERMAL OPTICAL CAMOUFLAGE

An electronic shield that camouflages the wearer from thermal and optical vision thus rendering them invisible to opponents and electronic surveillance equipment.

High Battery usage.

FOUND ITEMS

MEDI-KIT

Standard field issue first aid kit.

BATTERY

Used to power some of the devices.

AMMUNITION

Find pistol clips and rifle rounds for re-supply.

IN-GAME ELEMENTS

CAMERA

Closed circuit surveillance cameras that will trigger an alarm if they spot you. These cameras can be easily destroyed.

ARMORED CAMERA

Encased in a bullet proof and shock resistant case, these cameras cannot be destroyed.

KEY PAD LOCK

Only by entering the correct code sequence will these key pads unlock the doors they protect. Any codes found will be displayed in the Inventory in the Items carried section.

RETINA SCANNER LOCK

Only a recognized retina imprint will unlock a door equipped with these. The correct retina imprint can be 'captured' by using the Retina Scanner device.

SENTRY LASER BARRIER

These blue 'fan' lasers will trigger an alarm if their beam is broken.

INVISIBLE LASER BARRIER

Undetectable to the human eye, these lasers, when tripped will raise the alarm. Use of the V.I.S.E.R device will help in spotting them.

HADES LASER

These lasers are designed to kill and must be avoided at all costs.

HEAT SENSOR

Normal body temperature will activate the sensor and cause it to trigger and alarm.

MINI-GUN TURRET

Ceiling mounted automated gun turret containing two 5.56mm GAU mini-guns. Usually found linked to a passive sensor such as the sentry laser. Once an alarm is triggered these powerful weapons will engage the nearest target with a devastating fusillade of firepower.

Game Hints

- Well-aimed shots help reduce the risk of alerts and help conserve ammo.
- Mines placed near doorways make deadly traps for unwary guards.
- Some guards are easily distracted; look around for items or objects you can interact with.
- Use the shadows to your advantage. Avoid patrolling guards, hide from security cameras, and gain advantageous attack positions.
- Use your V.I.S.E.R. to find hidden wires and switches.
- Attempt to engage your enemies one at a time. Create a diversion to draw an enemy away from other guards.
- Shurikens can be recovered and used again.
- The Fly Cam fits through small openings, can damage electronic devices, and is a valuable reconnaissance tool.
- Always search fallen enemies for ammo and equipment.
- Even a failed attack has a chance for recovery. Finish off an opponent before he can call for reinforcements.
- An enemy is most vulnerable on stairwells where even a glancing blow can cause him to lose his balance and tumble down the stairs.
- Search the ceilings for well-hidden vents.
- The chain gun will overheat if used too long.
- Enemies won't hear you approaching if you tiptoe.
- A full-power stealth attack has the easiest button sequence but little room for errors.
- Passwords and codes you collect can be found on your Objectives screen.
- If you are blinded by bright lights, try shooting them out.
- Gun turrets without cameras won't notice you if you don't shoot at them.
- Search drawers and file cabinets – you can often pick up helpful items.
- Some security cameras can be disabled, and others must be avoided.
- Wherever there's a door or secured area that requires keycard access, there's bound to be a guard or drawer somewhere nearby holding the correct card.
- Try shooting red barrels – you might get explosive results!
- You can see different stealth attack moves depending on how much power you use in your attack.
- Use the camera to look around; you might see something important to help you make progress if you are stuck.
- Rolling is a good way to avoid gun shots.
- Sight is not the only way guards are alerted, they can hear as well.

Credits

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Adam Hawkins

John Lewis

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Matt Cawte

Alan Grier

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Lead Character Artist

Matt Cawte

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