

SNIPER ELITE™



REBELLION

namco®

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

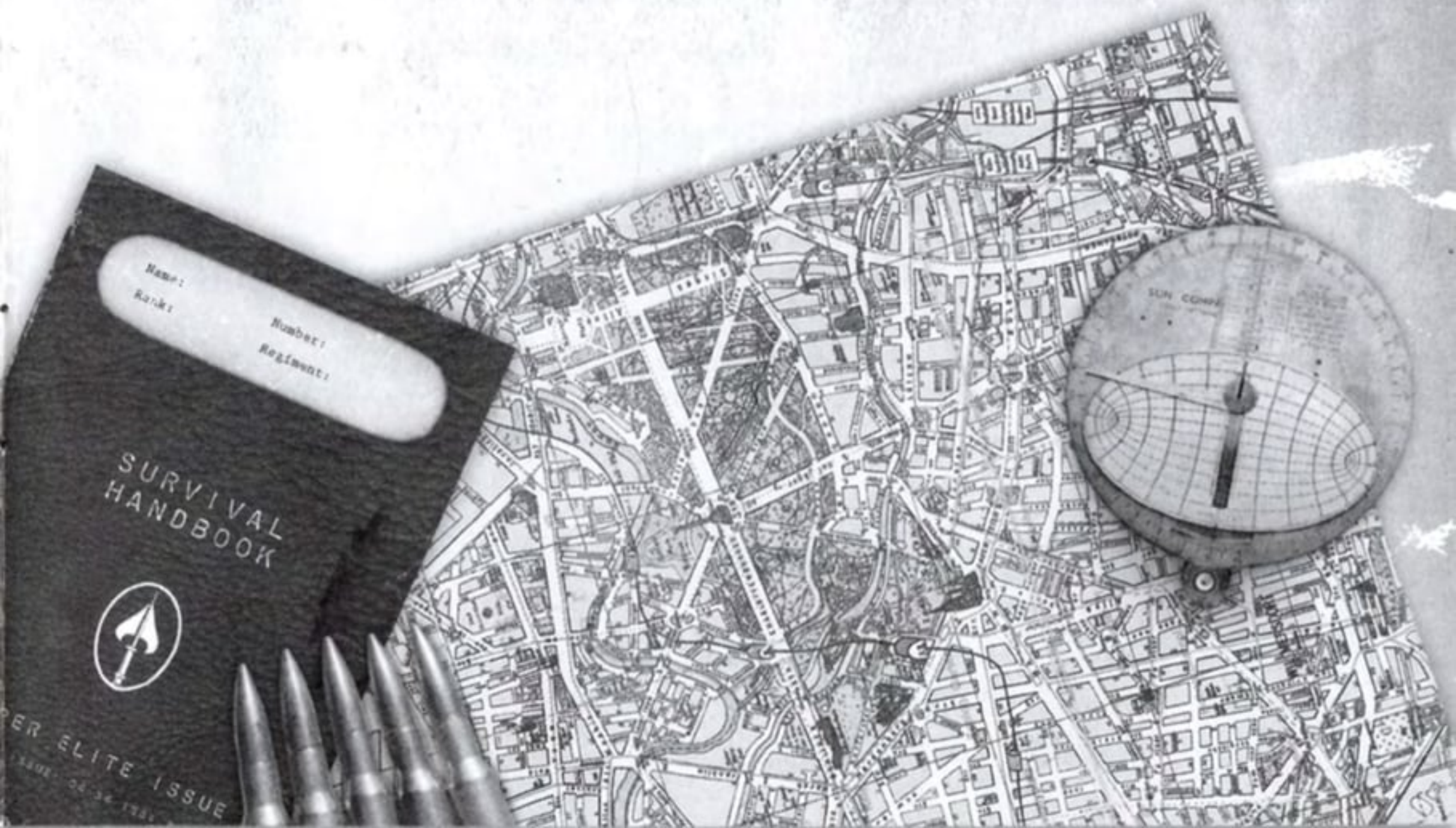
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

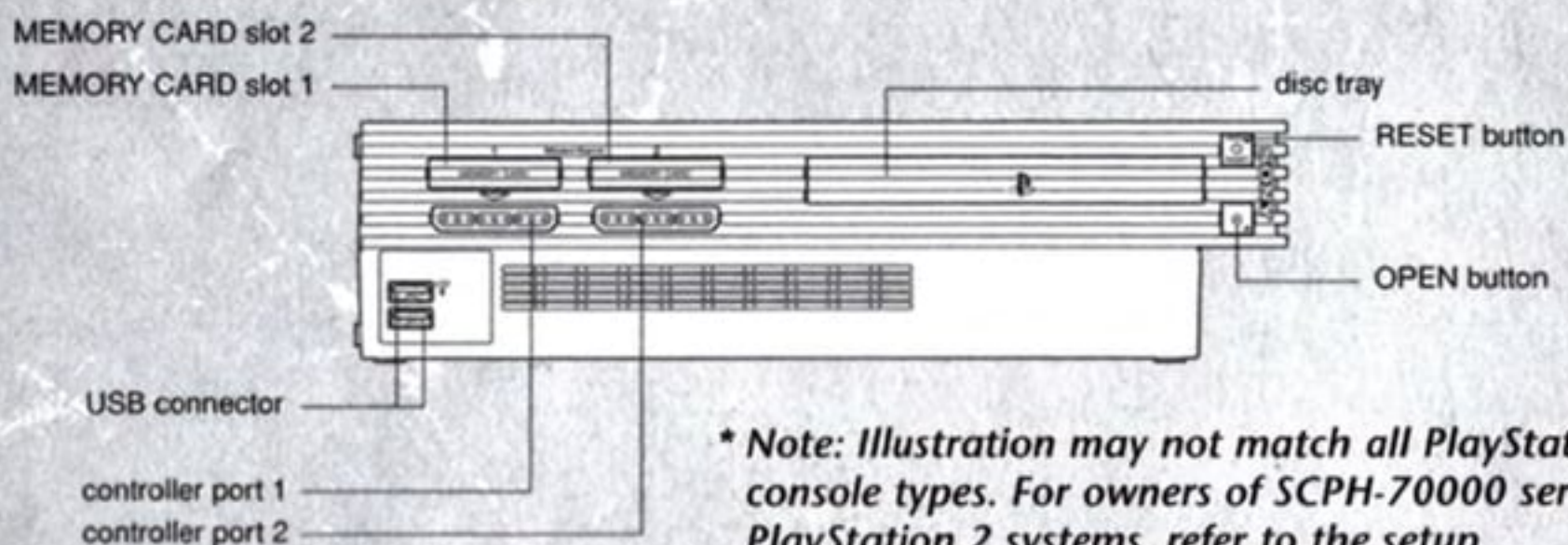
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED*



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

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 SNIPER ELITE™ 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.

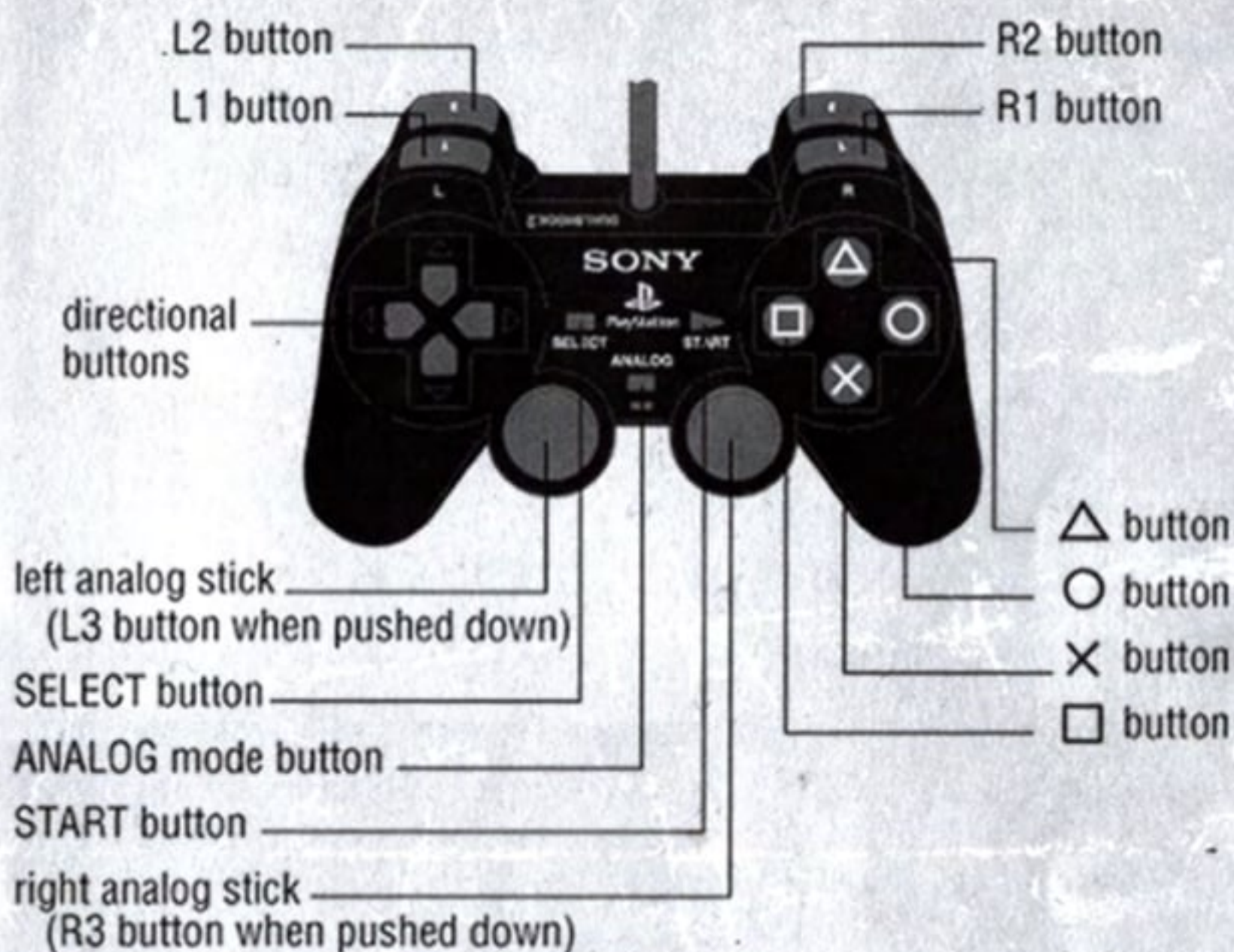
MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card or from any memory card containing previously saved games.

- You must be using a memory card with at least 1401KB of free space in order to save game data. To free up space on the memory card, delete older data before starting play.
- To protect your game data, do not remove the memory card or turn off the power while saving or loading game data.

CONTROLLER

DUALSHOCK®2 analog controller configurations



CONNECTING THE CONTROLLER

Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1. For two player co-op games, connect a second controller to controller port 2.

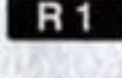
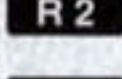
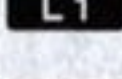
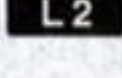
- You can turn both controllers' vibration function on/off in Option Mode (page 9).

MENU NAVIGATION

Select menu item	left analog stick* ↑/↓
Change option setting	left analog stick* ←/→
Accept menu selection	× button
Cancel/Previous menu	△ button

* In menu navigation the directional buttons function the same as the left analog stick.

IN-GAME

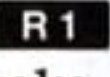
Pause/Options	 (START) button
Briefing/Intel screen	 (SELECT) button
Walk/Run	left analog stick
Aim/Lookaround mode	right analog stick
Use inventory items	 button
Crouch/Prone/Stand	 button
Actions*/Commands**/Lower weapon	 button
Empty lung/Take/Drop/Swap item	 button
Fire weapon	 button
Reload	 button
Lock target	 button
Binoculars (sniper or binocular view only)	 button
Sniper view/3 rd person view toggle	 button
Zoom sniper/binocular view in/out	directional buttons  / 
Scroll weapons	directional buttons  / 
Scroll inventory	directional buttons  / 

* Actions include Pick up/Drop body.

** Commands include getting allies to Wait or Follow.

ADDITIONAL MOVES

Wall Hug: Use the left analog stick to push against walls. This reduces your visibility and body target area to enemies who are distant enough from your position.

Throw Grenade: Select a grenade by pressing the directional buttons  / , then hold down the  button to show the path the grenade will take. Move the right analog stick to adjust the path of the grenade, and press the  button to throw it.

Lean Out Mode: (sniper or binocular view only) Press the directional buttons  /  to lean out from behind cover.

SNIPER'S WAR



April 1945

World War II is drawing to a close. The Russians and Germans are caught in a furious battle for Berlin. You take the role of an elite American sniper sent into this chaotic situation by the OSS*. Your vitally important mission: prevent Stalin from obtaining Germany's atom bomb research and V2 technology. This is the dawn of the cold war.

In a desperate bid to prevent defeat, the civilian population, including women, the old and even children as young as ten, have been conscripted into the German military and forced to fight on the front lines at the outskirts of the city. The depleted Luftwaffe is powerless to stop Allied air raids at any time of the day or night. Soviet troops roam the city, seeking revenge for the suffering and the appalling death toll inflicted by the Germans in their homeland (the battle of Stalingrad having ended only 14 months earlier).

Against this backdrop, the center of the city has been deserted, and thus provides the ideal ground for the covert nature of this OSS operation.

*Office of Strategic Services, WWII predecessor to the modern CIA.

BASIC SNIPER SURVIVAL GUIDE

By Martin Pegler
Chief Weapons Curator of Leeds Armouries UK
Sniper Expert and Adviser on Sniper Elite

TACTICAL EMPLOYMENT

Snipers should only be given tasks that are relative to their own specialist skills. They should not be used as extra riflemen or infantry and must be briefed at the highest possible level of intelligence to ensure they are properly deployed. A skilled sniper can achieve results that far outweigh his solitary status, such as the killing of high-ranking enemy officers and counter-sniper work. These abilities make him one of the most dangerous specialists to encounter.

INSERTION

In an urban role, the sniper has greater demands placed on him. He will rely to a great extent on having been properly briefed for his mission with all the available maps and photographs that can be provided by intelligence. If he is to be inserted into enemy territory, he may wear clothing similar enough to that of the enemy to pass, at a distance, for one of their own.

ENVIRONMENT AND POSITION

In an urban environment snipers may carry a bolt-action sniping rifle and silenced pistol, as well as a machinegun and grenades to cover the possibility of sudden close-range combat. His choice of fire position must ideally contain the following elements:

- Good observation.
- Good concealment.
- Good field of fire.
- Protection from enemy fire.
- At least two routes of withdrawal.

CAMOUFLAGE AND CONCEALMENT

A sniper's first concern is remaining unseen and utilizing ruined buildings, piles of rubble or wrecked vehicles as places of concealment. Combined with the camouflage offered by his uniform, concealment is often of the utmost importance. Any shooting position chosen must be considered for cover offered as well as for providing a safe route of withdrawal.

SNIPING TECHNIQUES

When sniping, the sniper must master a number of different techniques. These include:

- ❑ Proper operation of his rifle.
- ❑ Mastering varied shooting positions.
- ❑ Trigger control and breathing.
- ❑ Accuracy: distance judgment and wind allowance.
- ❑ Moving targets.

SHOOTING POSITIONS

Once the sniper is in a good concealed position, his next task is that of positioning himself and his rifle to maximize his accuracy. To achieve this there are several typical postures adopted:

PRONE - The steadiest position is prone with the body lying slightly to the left of the rifle, elbows comfortably apart and the rifle supported by hands, shoulder and chin.

KNEELING - The left thigh is horizontal to the body, the foot flat on the ground while the right leg is tucked underneath, with the buttock resting on the heel of the boot.

UNSUPPORTED - The unsupported standing position is difficult to master as it takes some practice to remain steady. The non-firing arm can be used to rest against the left side of the body or on the belt.

EMPTY LUNG

The sniper's breath must be controlled and steady. The best time to fire is during respiratory pause, when his lungs are about two-thirds empty and he reaches a natural pause in his breathing cycle. His body is relaxed and he has six to eight seconds before muscle shake due to lack of oxygen starts to occur.

ACCURACY

Snipers are trained to consistently hit their targets with their first shot. A head shot at 300m (328 yds.) and body shot at 600m (656 yds.) are considered a good standard of sniper shooting. However, historical accounts exist of elite snipers of the WWII era who achieved kills at up to 1000m (1094 yds.).

To achieve the required high degree of accuracy, it is vital that the sniper judge distances accurately to + or - 5m (5.5 yds.) out to 800m (874.9 yds.) or so, and aim above his target to compensate for the bullet's drop due to gravity. This is a difficult skill to master.

Arguably even more difficult to master is the skill of gauging wind strength and direction. This is often essential as these factors have considerable effect on the flight of a bullet at typical sniping ranges.

MAIN MENU



MAIN MENU OPTIONS

- Single Player Game:** Start the Berlin campaign or load and resume a previously saved game.
- Two Player Co-op:** Cooperative play in split screen of the full Berlin campaign, including the ability to share equipment and resuscitate each other if wounded.
- Online Game:** Features "deathmatch," "team deathmatch," and "assassination" multiplayer modes for up to eight players.
- Settings:**
Creating a new profile: If you have not yet created a profile, you need to create a new one. The name of your current profile appears at the bottom of the page. Use the virtual keyboard to enter your profile name and select "accept."
Editing a profile: Select "rename" to display the virtual keyboard, then use it to change your profile name. Select "skin" to display an interface where you can change the character's skin tone and zoom in/out on the rotating character. Select "save profile," then select "yes" when prompted to save.
Setting options: Change game settings, adjust audio volume and remap the controls. See page 9.
- War Record:** Shows detailed statistics of your performance during the current mission. The Points of Fame (POF) awards recognize your true skill as a sniper by rewarding marksmanship and covert field skills.
- Load Profile:** Load any currently saved profile.
- Credits:** View names of the SNIPER ELITE development team.

OTHER MENUS

OPTIONS MENU

Control Options:

Invert Y-axis:	Change "look up/down" direction.
Lookspring:	Set view to re-center or not when you release the "look" control.
Auto Targeting:	Change the auto targeting mode.
Look Sensitivity:	Set the sensitivity of the right analog stick "look" control.
Walk Sensitivity:	Set the sensitivity of the left analog stick "walk" control.
Scope Entry Sensitivity:	Set how long you'll press in the R3 button to enter sniper or binocular view.
Vibration:	Turn controller vibration on/off.

Redefine Controls:

Customize the control button assignments.

Game Settings:

Friendly Fire:	Set whether or not you can shoot friendlies.
Scoring Messages:	Turn messages for scoring Points of Fame events on/off.
Cutscene Subtitles:	Turn cutscene subtitles on/off.
Speech Subtitles:	Turn enemy speech subtitles on/off.
Bullet Cam on POF Event:	Turn bullet camera on Points of Fame events on/off.
Tutorial Mode:	Turn tutorial messages, hints and enemy identifier texts on/off.
Interaction Hints:	Set interaction hints to Novice/Intermediate/Expert.
Minimize HUD:	Turn minimized HUD on/off.
Camera Bob:	Turn camera bob effect on/off.

Audio:

Adjust sound and music volume.

DIFFICULTY SELECT MENU

Before starting a game, you'll choose your game difficulty from the "difficulty select" menu.

- ❑ Four difficulty modes are available: "rookie," "cadet," "marksman" and "sniper elite." Each mode has preset parameters described below.
- ❑ You can also choose to play in "custom" difficulty mode where you custom-set various difficulty parameters.

Instant Scope/Binoculars:	Allows instant switching between sniper scope and binoculars.
AI Difficulty:	Set how tough a fight the AI will give you.
Grenade Blast Radius:	Set the blast radius of grenades.
Realistic Sniping:	Set the realism of the sniping simulation based on the following parameters: ❑ Gravity: Level of gravity effect. ❑ Wind: Level of wind effect. ❑ Posture: Level of effect of character's posture. ❑ Heart Rate: Level of effect of character's heart rate. ❑ Empty Lung: How many seconds of steady aim the character gains by using the "empty lung" technique.

ONLINE RANKING

If you have a Network Adapter (Ethernet/modem)(for PlayStation®2) and are connected to the Internet, you can register your score after each single player mission to prove you're the best sniper.

- ❑ If you're using "custom" difficulty mode you will not be able to register your scores online.

PAUSE MENU

Save:	Save your progress to a memory card. You can save at any time but you have a limited number of saves per mission. The number of saves remaining for a given mission is shown on the right side of your compass.
Load:	Load a previously saved game.
War Record:	Review your performance statistics for the mission.
Options:	Change the configuration of controls, game settings and audio.
Restart Mission:	Restart the current mission.
Quit Mission:	Quit the current mission back to the main menu.

GAME VIEWS

THIRD PERSON VIEW

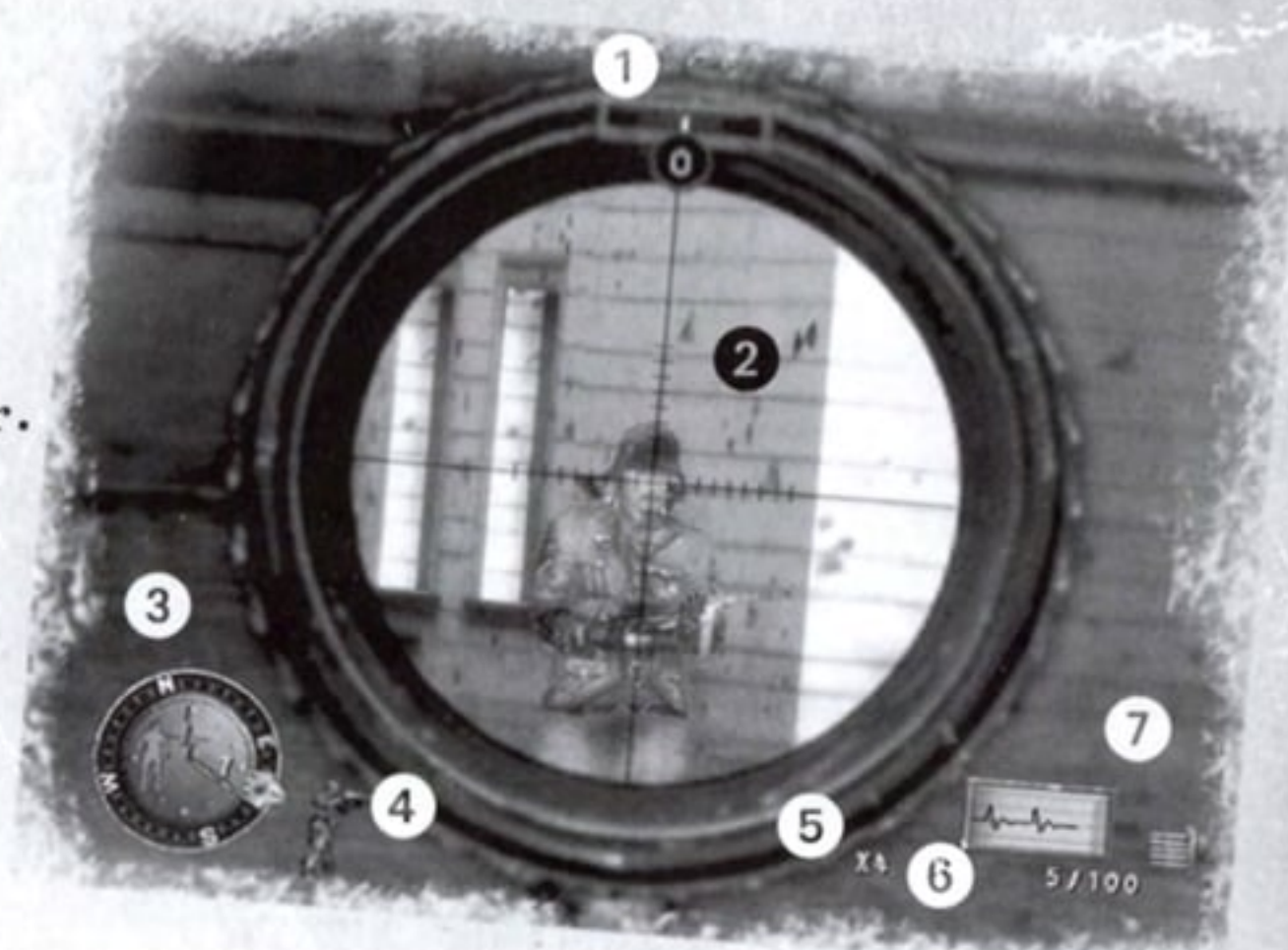
Best for infiltration/stealth and close combat.



SNIPER VIEW

Best for sniping.

1. Wind correction indicator.
2. Scope view.
3. Compass/Watch/Health indicator.
(See page 12.)
4. Posture indicator.
5. Current magnification factor.
6. Name of sniper rifle in use.
7. Heart rate display.



BINOCULAR VIEW

Best for observation and location of targets.

- With a more powerful zoom and wider field of view, binoculars are better than the sniper scope for recon.
- While doing recon with the binoculars you can switch to the scope instantly and engage targets.
- Avoid being seen. Use your binoculars/scope to observe which way enemies are looking before you move.



COMPASS/WATCH/HEALTH INDICATOR

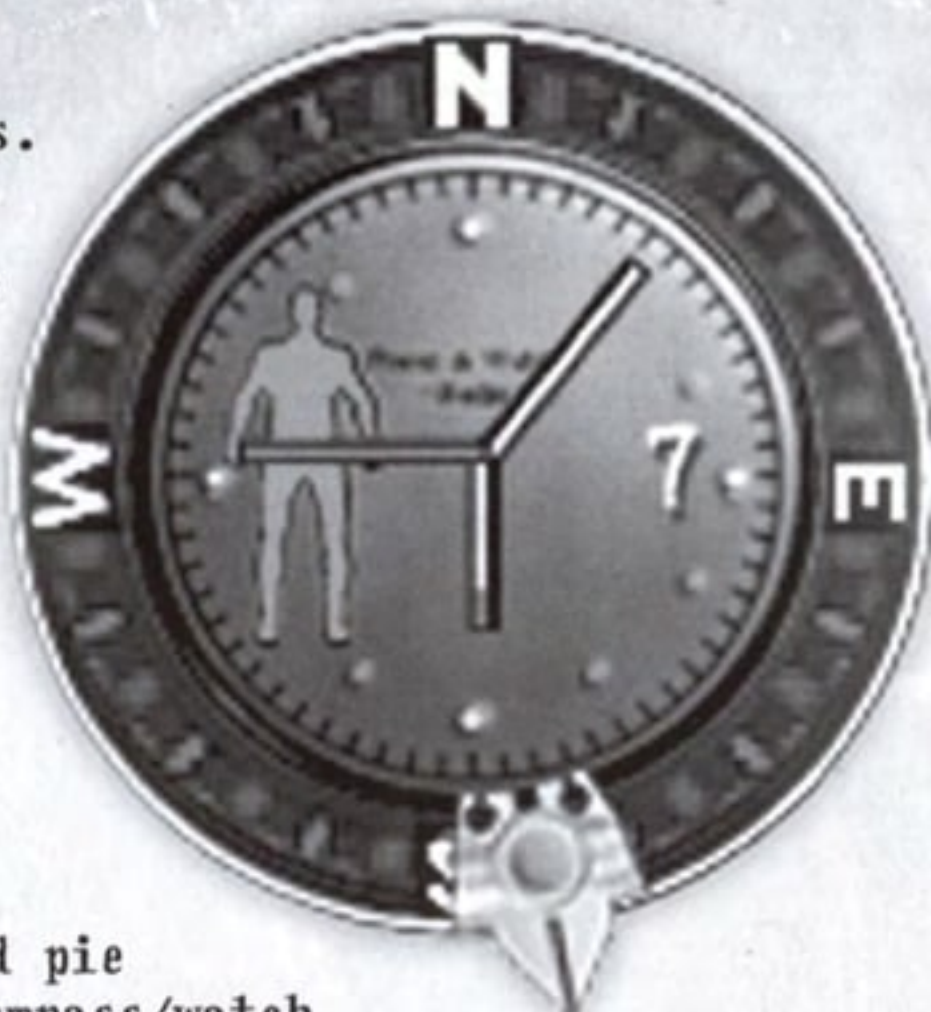
On the outer edge of the compass is an objective pointer and compass markings.

- ❑ The compass hand with the red dot guides you toward primary objectives: these must be completed to progress. The hand with the green dot points you toward secondary objectives, completion of which is optional.

- ❑ The green figure on the left of the central section is your health meter, which turns red as health is lost.

- ❑ In the center is a watch.

- ❑ When you are attacked a yellow or red pie section temporarily appears on the compass/watch. A yellow pie section flash on the HUD indicates a near miss. This means enemy fire from that direction almost hit you; use this as an assist when figuring out where the enemies engaging you are located. A red pie section flash indicates that enemy fire from that direction has hit you.



CURRENT WEAPON

Your current weapon (the G43 sniper rifle is shown), and to its right is its ammunition, i.e. number of rounds left in the clip/total rounds you are carrying (5/150 is shown).



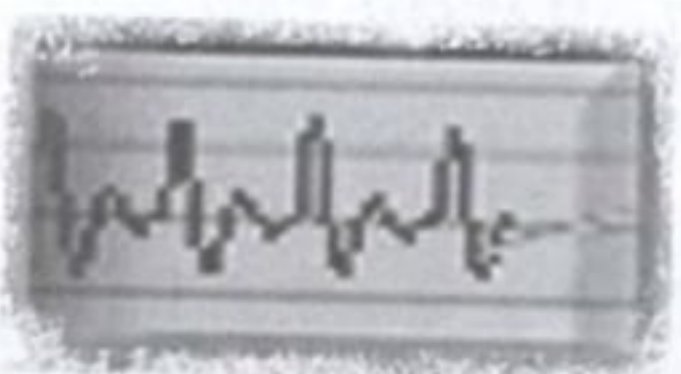
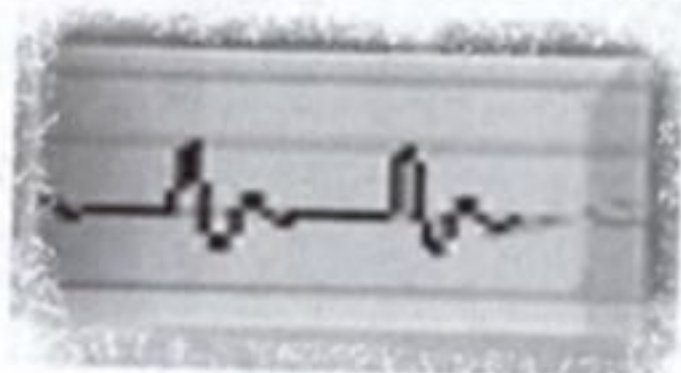
CAMOUFLAGE INDICATOR

The icon and percentage show how visible you are to enemies when camouflaged. When you go into appropriate areas such as on rubble piles or into shadows, your uniform camouflage pattern makes it more difficult for enemies to see you. Be careful: realistically this percentage is just an indication and not a guarantee.



WIND CORRECTION

Above the sniper scope is a wind correction indicator. This shows how many notches opposite to the wind direction you must aim to hit your target. In general, aim the same amount in the opposite direction as shown in the indicator. For example, aim two notches to the left to compensate for the indicator showing the wind is blowing two notches to the right.



HEARTBEAT MONITOR

When the trace is black, you can do an "empty lung" shot. Empty lung mode is based on the real-life sniper technique of exhaling, then holding your breath to give yourself a rock-steady aim for a few seconds before muscle shake sets in due to lack of oxygen.

- Press the  button (default) to enter "empty lung" mode.

When the trace is red, an "empty lung" shot is not possible. You will have to wait for your heartbeat to slow down.

BRIEFING/INTEL SCREEN

At the start of each mission you see the briefing and intel screens. The briefing screen gives an overview of your mission as explained by the orders issued by your commanding officer in Washington.

The intel screen provides a map showing information gathered several days ago by other OSS agents, and explains the specific objectives you need to carry out to complete the mission successfully.

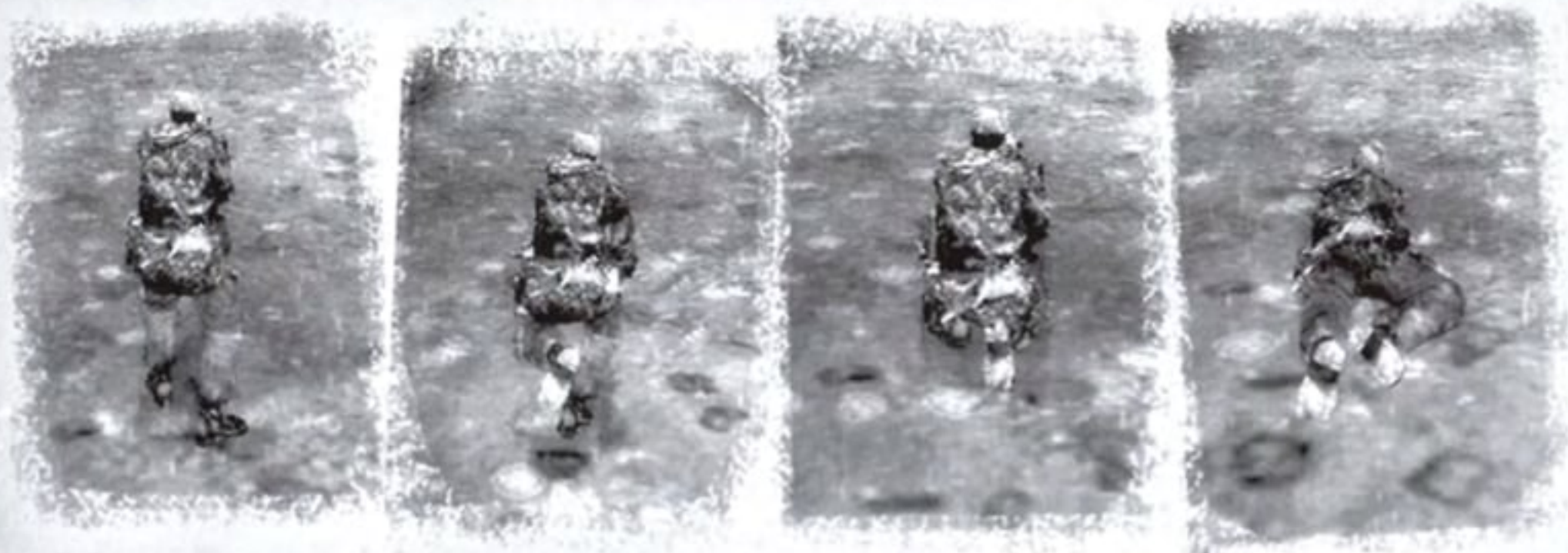
- To see a description of the symbols used on the intel screen map, press / to select "view map key" on the small notepad, then move the right analog stick / to scroll through the list of symbols and descriptions.
- View the map and intel screen at any time during play by pressing the  button and then using / to choose a screen to view.



GAMEPLAY GUIDE

MOVEMENT

Your movement speed and posture affect how visible and noisy you are to the enemy. You can stand upright/run, crouch/move crouched, or go prone and crawl.



Wall Hug

You can press against walls in a wall hug as you move. This minimizes your visibility and target size to enemies distant enough from you, as well as allowing you to move less noisily – so overall you are harder to detect.

SNIPING FEATURES

Whenever possible, use your sniper rifle to engage enemies at long range as its high accuracy gives you the advantage over enemies using less accurate weapons such as machineguns or standard rifles.

When you're sniping, the effects of wind direction and gravity as well as your posture and heart rate are realistically taken into account. Accordingly you will have to aim above distant targets to allow for bullet drop due to gravity.



- Any/all sniping simulation features can be enabled/disabled via the "difficulty select" menu (page 10).

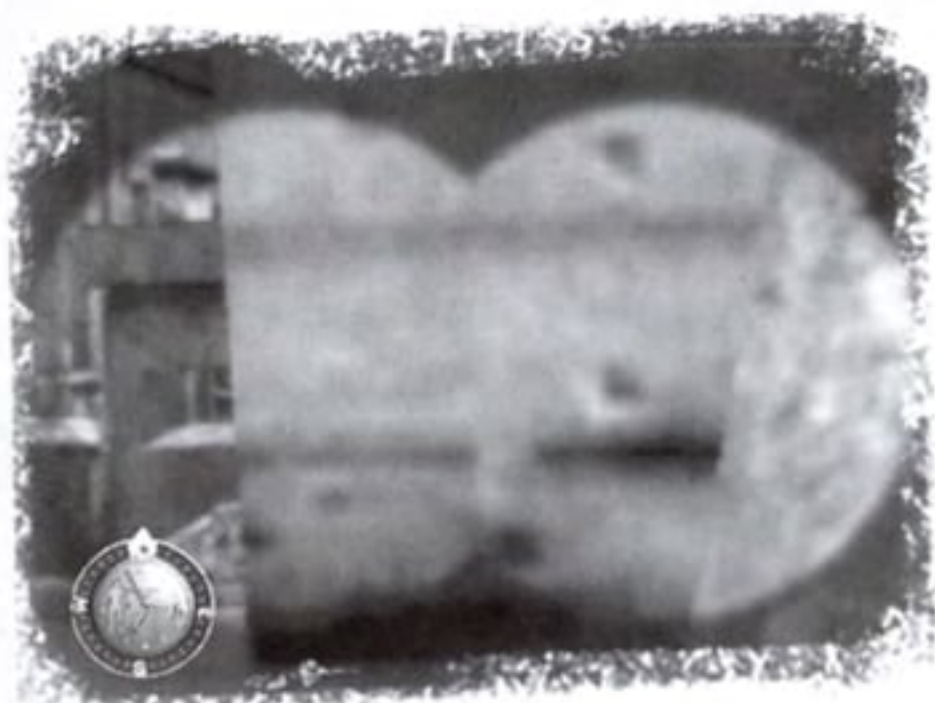
Correction for Gravity when Sniping

Use the vertical lines in the scope (often referred to by real snipers as "notches") as a reference to aim a specific number of lines above a distant target, then fire and watch where the bullet impacts. Try aiming another notch higher and firing again until you can hit the target.

- The number of notches you need to aim above varies with how zoomed in/out your scope is.

RELOCATING

Once you fire a few shots from a position, try to move unseen to another location before the enemy can figure out where you are and mount a counterattack. In sniper jargon this is known as "relocating."



LEAN OUT FROM COVER TO OBSERVE OR SNIPE

In both scope and binocular views you can lean out from a corner of wall or barricade to observe enemy movements or to make a sniping shot with minimum chance of visual detection by the enemy.

SNIPING GRENADES CARRIED BY THE ENEMY ON THEIR WEBBING

Use this tactic to detonate enemy grenades for a direct kill as well as inflict casualties on any nearby troops. (You can even snipe the grenades they're holding if you're accurate enough.)

BULLET PENETRATION OF BODIES/OBJECTS

Sniper rifle bullets can often penetrate two or three bodies, smaller trees and rusted cars. If you are skilled enough you can kill two or even three enemies with a single shot.

SOUND MASKING

Very loud sounds in the environment, such as artillery shells air bursting, can often mask the sound of your shots. This trick allows you to pick off enemies close to each other without raising the alarm.

SNIPER RIFLES



GEWEHR 43

A semi-automatic German-made rifle, an attempt to match the performance of the American M1 Garand that fell somewhat short. Often popular in urban conditions where the rapid fire and reloading afforded by semi-automatic fire and magazine is as important as accuracy.

Caliber	7.92 mm
Action	Gas operated
Overall length	1130mm (44.5 in.)
Range	1200m (1312 yds.)
Barrel length	546mm (21.5 in.)
Mass	4.1kg unloaded (9 lbs.)
Rate of fire	Semi-automatic
Scope magnification	2x
Magazine capacity	5 rounds

GRAVITY TABLE

h	g
0.75	2.5
1.0	1.8
2.0	0.9
3.0	0.6

WIND TABLE

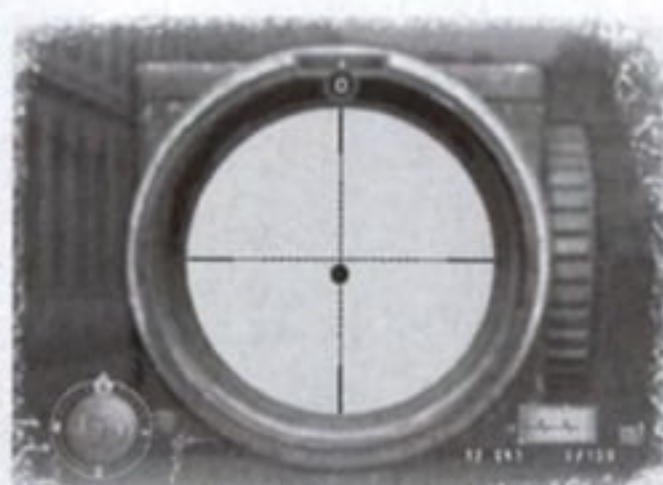
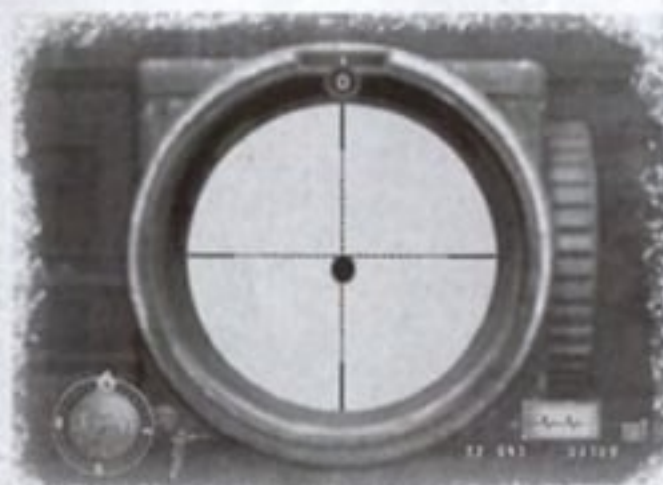
h/w	1	2	4	6	8
0.75	0.3	0.5	1.1	1.7	2.2
1.0	0.2	0.4	0.8	1.2	1.6
2.0	0.1	0.2	0.4	0.6	0.8
3.0	0.1	0.1	0.3	0.4	0.5

h is the size of a head in scope notches

g is the gravity adjustment in scope notches

w is the wind strength as measured by the wind indicator

Examples of Correct Aiming





TOKAREV SVT-40

This interesting and misunderstood semi-automatic weapon was in use prior to the end of WWII but never managed to overtake the Nagant. Unusually, it could be loaded either via its detachable box magazine or by using 5-round stripper clips from the Nagant.

Caliber	7.62 mm
Action	Gas operated, tilting bolt
Overall length	1126mm (44.3 in.)
Range	800m (875 yds.)
Barrel length	610mm (24 in.)
Mass	3.85kg unloaded (8.5 lbs.)
Rate of fire	Semi-automatic
Scope magnification	4x
Magazine capacity	5 rounds

GRAVITY TABLE

h	g
1.25	5.9
1.5	4.9
2.0	3.7
5.0	1.5

WIND TABLE

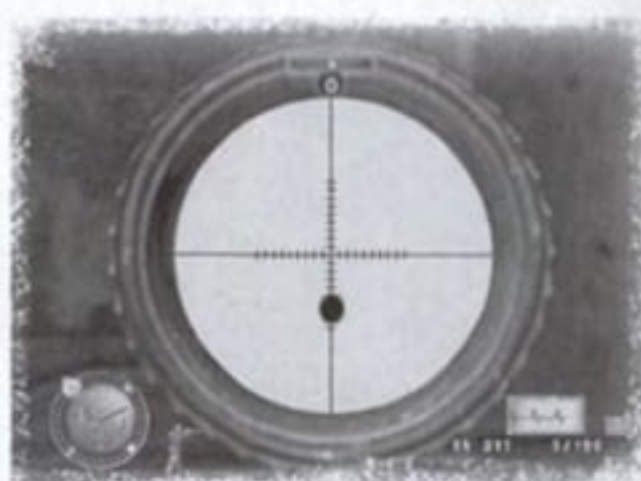
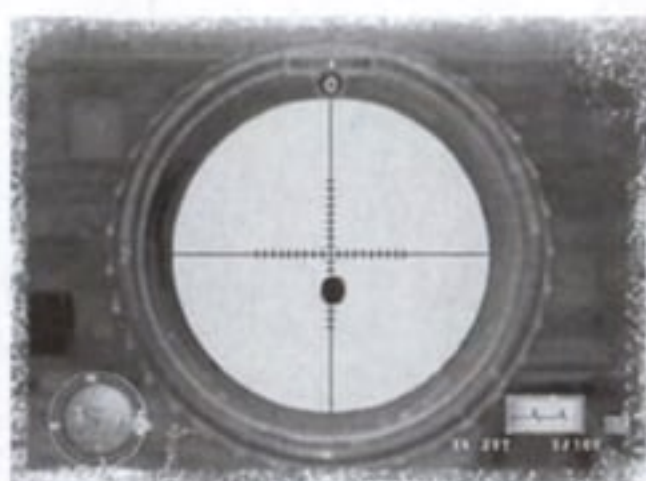
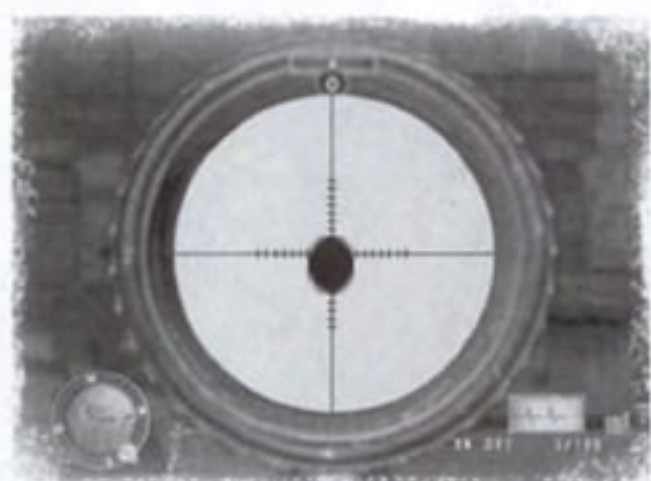
h/w	1	2	4	6	8
1.25	0.65	1.3	2.6	4.0	5.3
1.5	0.5	1.1	2.2	3.3	4.4
2.0	0.4	0.8	1.6	2.5	3.3
5.0	0.2	0.3	0.7	1.0	1.3

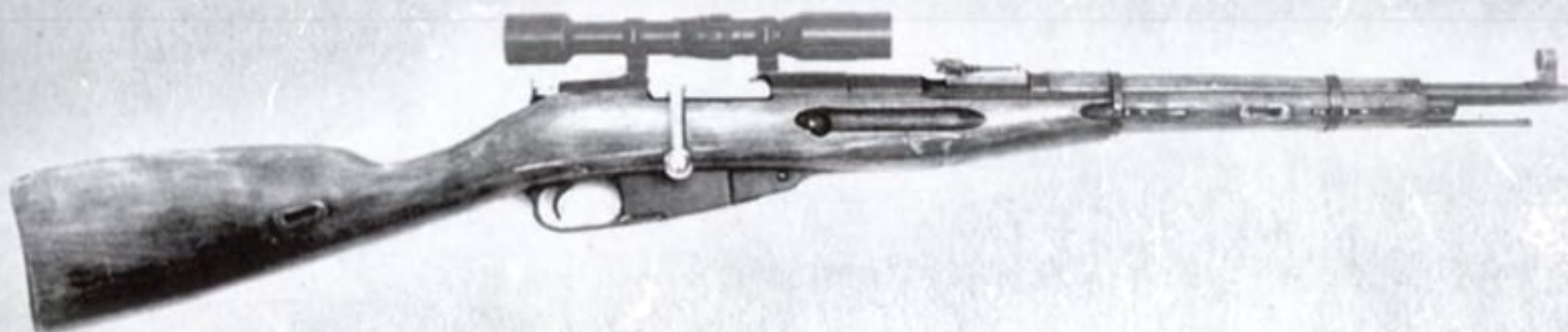
h is the size of a head in scope notches

g is the gravity adjustment in scope notches

w is the wind strength as measured by the wind indicator

Examples of Correct Aiming





MOSIN-NAGANT M91

Known in Russia as the Vintovka Mosin (Mosin Rifle) it was developed in the late 1880s and early 1890s, adopted by the Tsar in 1891, then slightly upgraded in 1930 for the Red Army. The 1938 model was a handier carbine that was issued without a bayonet. During WWII a newer yet still outdated carbine, the M1944, replaced all prior models.

Caliber	7.62 mm
Action	Bolt
Overall length	1304mm (51.3 in.) w/o bayonet
Range	1000m (1094 yds.)
Barrel length	802mm (31.6 in.)
Mass	4.8kg unloaded (10.6 lbs.)
Rate of fire	Semi-automatic
Scope magnification	6x
Magazine capacity	5 rounds

GRAVITY TABLE

h	g
2.0	8.3
2.5	6.7
3.0	5.5
3.5	4.8
6.0	2.8

WIND TABLE

h/w	1	2	4	6	8
2.0	0.9	1.8	3.7	5.6	7.4
2.5	0.7	1.5	2.9	4.5	5.9
3.0	0.6	1.2	2.4	3.7	4.9
3.5	0.5	1.0	2.1	3.2	4.0
6	0.3	0.6	1.2	1.9	2.5

h is the size of a head in scope notches

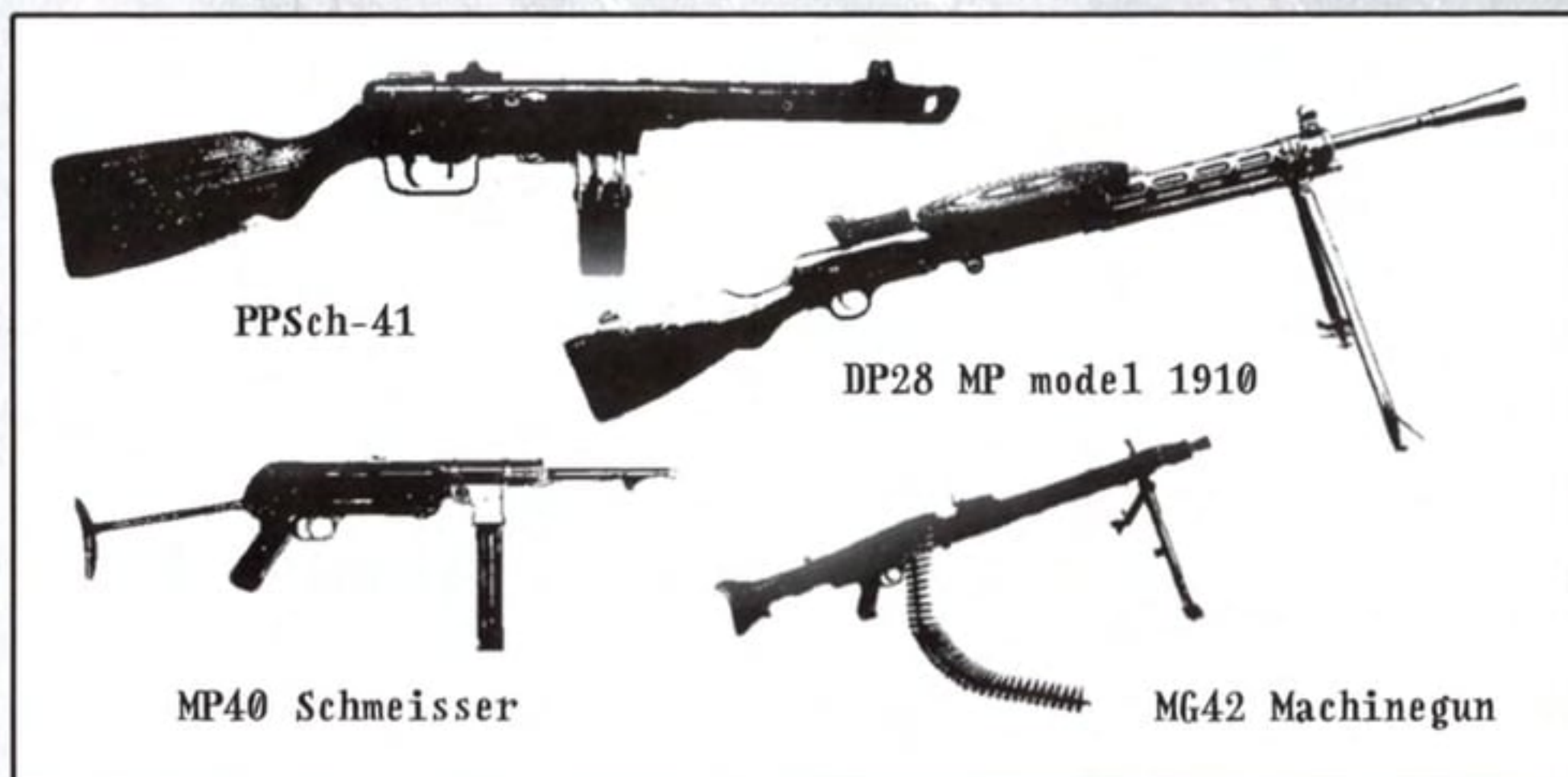
g is the gravity adjustment in scope notches

w is the wind strength as measured by the wind indicator

Examples of Correct Aiming



OTHER WEAPONS



SUBMACHINE GUNS

PPSch-41: the PP-40 SMG. Noted for its high rate of fire and large magazine.

Caliber	7.62mm
Action	Selective automatic and semi-automatic
Overall length	828mm (32.6 in.)
Range	100m (109 yds.)
Barrel length	265mm (10.4 in.)
Mass	5.40kg (11.9 lbs.)
Rate of fire	900 rounds per minute
Magazine capacity	71 rounds

MP40 Schmeisser: Its low rate of fire makes the weapon quite controllable.

Caliber	9mm
Action	Fully automatic
Overall length	630mm (24.8 in.) with stock retracted
Range	100m (109 yds.)
Mass	3.97kg (8.8 lbs.) with loaded clip
Rate of fire	500 rounds per minute
Magazine capacity	33 rounds

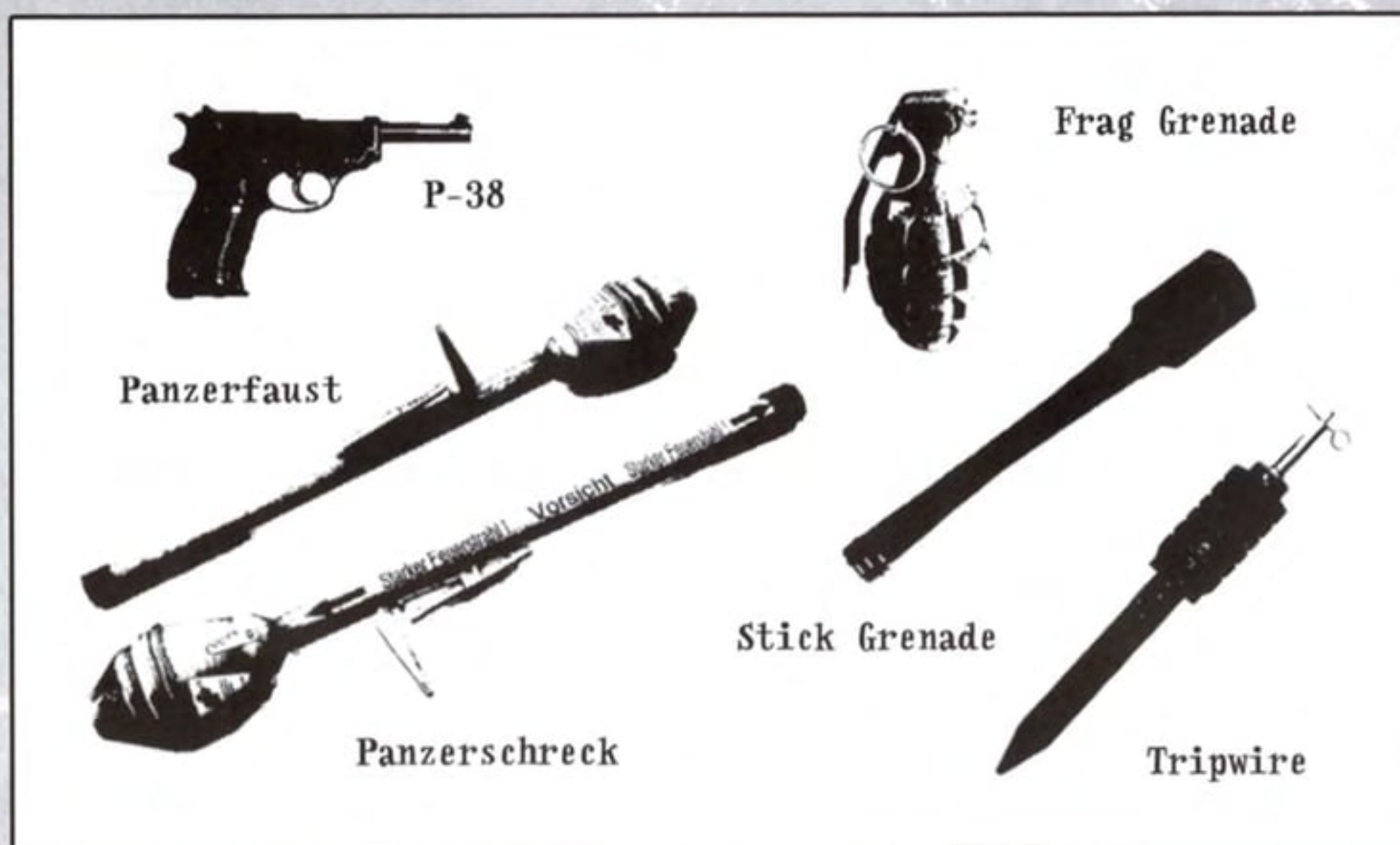
HEAVY MACHINE GUNS

DP28 MP model 1910: The 7.62 mm DP (Degtyaryov-Pekhotny) has a simple, yet highly reliable and robust mechanism. Rotary magazine allows a high rate of fire.

Caliber	7.62mm
Action	Fully automatic only
Overall length	1290mm (50.8 in.)
Range	1000m (1094 yds.)
Barrel length	640mm (25 in.)
Mass	9.12kg (20 lbs.)
Rate of fire	500-600 rounds per minute
Magazine capacity	47 rounds pan mag

MG42 Machinegun: Unique delayed blowback and belt feed combine to give an overwhelming rate of fire.

Caliber	7.92mm
Action	Fully automatic only
Overall length	1305mm (51.4 in.)
Range	1000m (1094 yds.)
Mass	11.6kg (25.6 lbs.)
Rate of fire	1200 rounds per minute
Magazine capacity	Belt feed



PISTOLS

P-38 (silenced): Developed by the OSS via the Department of Special Assistance in 1942, it proved to be highly effective and lethal, with outstanding sound suppression.

Action	Semi-automatic
Overall length	218mm (9.6 in.)
Range	59m (64.5 yds.)
Barrel length	127mm (5 in.)
Mass	840g (1.9 lbs.)
Magazine capacity	8 rounds

ANTI-TANK WEAPONS

Panzerfaust (Armor fist or Tank fist): Inexpensive, recoil-less German anti-tank weapon. It consists of a disposable launcher preloaded with a rocket-propelled grenade

Panzerschreck (Tank terror): Anti-tank weapon developed by copying the US Army bazooka, but made considerably more capable. It fires a 3.2kg rocket-propelled grenade capable of penetrating even the heaviest tank armor.

GRENADES

Fragmentation Grenade: Designed primarily as an antipersonnel device, it contains an explosive charge in a metal body, designed to break into fragments.

Stick Grenade (Steilhandgranate): The German stick grenade is typically issued in HE and fragmentation sleeves and contains a larger charge than the fragmentation grenades issued to US forces.

Tripwire Grenade (Russian Pom-Z): The Pom-Z is a cylindrical, cast iron-bodied stake mine. The outer mine body is scored but not pre-fragmented, giving uneven size and dispersal to the fragmentation. The Pom-Z contains 75g (2.7 oz.) of TNT to propel fragmentation to a lethal radius of 10m (10.9 yds.) on actuation. They are often deployed in zig-zag rows or clusters of four.

FIELD NOTES

VEHICLES

- Tanks:** Must be attacked at the rear and sides – where their armor is weakest.
- Trucks;** Can be stopped by shooting out a tire or shooting the driver.
- Fuel Drums:** If a tank or other vehicle is carrying an external fuel drum, it is vulnerable to an accurate shot from your sniper rifle to the filler cap of the drum.
- Fuel Tanks:** Shoot a truck's fuel tank to make it explode and kill nearby enemies – or before it can deploy any troops. If it happens to be passing an enemy strongpoint like a machinegun nest or pill box when it explodes, all the better.

CORPSES

Corpses can be searched quickly, which will just give you any weapons and ammo they carry, or searched in detail, which takes longer but you will find every item the corpse has. To avoid the enemy sneaking up on you while you're busy doing a detailed search, pick up the corpse and move it to a safe place before performing the search, or look around (using the right analog stick) while searching. Use the "pick-up-and-drop corpse" feature to place the corpses of enemies where they will be spotted to decoy guards or to hide them from discovery.

DISTRACTION

Stones can be thrown to decoy un-alerted enemies. When they move to see what made the noise, slip past, or get close and take them down silently with your silenced pistol.

KNOW YOUR ENEMY

- Special Forces:** Watch out for black beret Special Forces commandos. They are highly trained and able to employ lethal teamwork and tactical maneuvers against you.
- Elite Snipers:** Never underestimate the enemy's elite snipers; they know every trick you know.
- Officers:** Wear black hats with a red star. They are highly trained and should not be underestimated. They often carry information/items that may be useful.

ONLINE PLAY

The online portion of this game is subject to the terms and conditions under the User Agreement found within the game. For a full copy of the User Agreement go to: www.us.playstation.com/support/user_agreements

NETWORK CONFIGURATION

SNIPER ELITE is compatible with network configurations from other PlayStation 2 online games.

To play this game online, you need to have a valid network configuration saved on a memory card. You can use the Network Adaptor Start-Up Disc included with your Network Adaptor (for PlayStation®2) to set up your network connection. Refer to the instructions that came with your Network Adaptor Start-Up Disc.

ONLINE SYSTEM REQUIREMENTS

Up to eight players can play online. In order to play SNIPER ELITE online, you need:

- Memory card (8MB)(for PlayStation®2).
- Network adaptor (Ethernet/modem) (for PlayStation®2).
- Broadband Internet connection.
- Network Configuration set up using the Network Adaptor Start-Up Disc.

ONLINE COMMUNICATION: USING A USB KEYBOARD

Communication during multiplayer games is possible through the use of a USB keyboard. The USB keyboard can also be used to navigate in the menus and enter names for profiles.

- Front End: Use the arrow keys on the USB keyboard to navigate in front-end menus. USB keyboards can also be used to enter text on the virtual keyboard to ease processes such as name entry. The Esc key has the same function (cancel) as the  button and the Return key has the same function (select) as the .
- Ingame: Select "chat" in the pause menu and use the USB keyboard or DUALSHOCK®2 analog controller to enter chat text on the virtual keyboard interface. Select "Enter" to broadcast the entered text.

Above the virtual keyboard is a "broadcast" option, which selects whom the message is broadcast to. You can send the message to all users, to users on your team only or to an individual user only.

CREATING A NEW PROFILE

(If you already have a profile, continue to "group rooms" below.)

Select "settings" from the main menu and follow the instructions on page 8. To change the game configuration, audio and controls, select "options" (page 9).

LOBBY

A number of lobbies are available. You can choose any room, but choosing one local to you will give you better pings between players, and choosing one in a language you understand increases your chances to communicate with other players. You can see how many players are in a lobby before selecting it.

Lobbies offer four options:

- Create: Create a new SNIPER ELITE online game.
- Join: Join a new SNIPER ELITE online game by selecting a server from a list.
- Players: View a list of connected players.
- Chat: Display a virtual keyboard you can use to enter chat text, which is broadcast to other players in the room.

CREATING A GAME

SERVER SETTINGS

In the lobby, select "create" to display the server settings:

- Server Name: Set a server name.
- Password Protected: Select "yes" to enter a password. Only players who have the password can enter your online game.
- Max Players: The game supports from 2 to 8 players. Reduce the number if you have limited bandwidth or want a small game.
- Number of Rounds: Set the number of games played on each map.
- Game Type: Play "deathmatch," "team deathmatch" or "assassination." (See right.)

MULTIPLAYER GAME MODES

- Deathmatch: Score points by killing other characters and picking up dogtags of dead characters.
- Team Deathmatch: Players divide into teams. Score points by killing a character on the other team or by picking up a dogtag from a dead character on the other team. Killing a character from your team costs you points. The score for each team is the sum of scores of players in that team. The game ends when a team score reaches the score limit.
- Assassination: Players are placed automatically into two teams (Russians and Germans). Russian players are assassins attempting to assassinate a target. German players are bodyguards attempting to protect the assassination target.
- Russians: Score points by killing Germans and/or collecting their dogtags, and successfully carrying out the assassination. Points for the assassination are awarded for killing the target and/or collecting the dogtag from his corpse, depending on the server settings. If "allow exfiltration" (page 24) is enabled, Russian players can gain extra points by successfully exfiltrating the area after killing the target and/or collecting his dogtag.
- Germans: These bodyguards score points by killing Russians and keeping their target alive for the longest time possible.

The round ends when all assassins are dead or have successfully killed the target (and exfiltrated the area if included). Teams are reassigned for every round. Play continues until each player has been an assassin the specified number of times (page 24).

GAMEPLAY SETTINGS

These options affect the way the game is played. Available options depend on the selected game type.

- **Instant Scope/Binoculars:** Enable this for instant switching between 3rd and 1st person views (sniper scope or binoculars). Disabling this creates a more realistic game where it takes time to equip and unequip the sniper rifle and binoculars.
- **Grenade Blast Radius:** Set the damage range of grenades and other explosions.
- **Gravity:** Determine if bullet drop affects sniper shots.
- **Scoring Mode:** Select a scoring modes for "deathmatch" and "team deathmatch" modes.
- **Dogtags Only:** When enabled, points are awarded for collecting dogtags from enemy corpses.
- **Dogtags and Frags:** When enabled, points are awarded for fragging enemies and collecting dogtags from enemy corpses.
- **Frag Only:** When enabled, points are awarded for fragging enemies.
- **Points per Dogtag:** Set points awarded for collecting a dogtag.
- **Points per Frag:** (DM/TDM only) Set points awarded for fragging an enemy.
- **Score Limit:** (DM/TDM only) Set a score limit for ending a round. Zero means an unlimited score.
- **Time Limit:** Set a time limit for ending a round. Zero means an unlimited time.
- **Sudden Death:** When enabled, if the game is tied at the end of a round, the next player (or team) taking the lead is declared the winner. When disabled, no winner is announced in case of a tie.
- **Spawn Invulnerability Time:** Set the length of time players are invulnerable after respawning.
- **Friendly Fire Damage:** (TDM/A only) Set the damage for hitting players on the same team. Zero means no damage; 100 is normal.
- **Allow Respawn:** (A only) When enabled, bodyguards may respawn after being killed. Respawn happens at intervals specified by the respawn time (below).
- **Allow Exfiltration:** (A only) When enabled, assassins must exfiltrate the area with the target's dogtag in order to gain maximum points.
- **Respawn Time:** The span of time after death that the player must wait before respawning. In "assassination mode," respawn time specifies the time between waves of reinforcements.
- **Hunter to Sniper Ratio:** (A only) Set the ratio of Russian assassins to German bodyguards. For example, a ratio of 33.3% in a 6-player game will allocate 2 Russian assassin slots and 4 German bodyguard slots.
- **Number of Rounds per Player:** (A only) Set the number of rounds each player will play as an assassin.

HUD SETTINGS

- Show Player Names:
 - None: Don't show player names.
 - Teammates: Show teammate names only.
 - Enemies: Show enemy names only.
 - All: Show all player names.
- Enable Radar: Enable the radar in the top right corner of the screen.
- Show Pickups/Dogtags/Players/Mines on Radar: Specify which items will display on players' radars. With dogtags, players and mines, specify that only items belonging to specific teams will be displayed.

WEAPON BALANCE SETTINGS

- Shots per Direction Flash: Set how many bullets must be fired toward the player before a direction flash appears on his compass.
- Assassins Have Machineguns: (A only) When enabled, equips assassins with machineguns in addition to sniper rifles.
- Gameplay Tweaks: Enable this to adjust the other weapon balance settings. If disabled, default values will be used.
- Realistic Weapons: Adjust the time needed to reload a sniper rifle, from "arcade" (fastest) to "bolt action rifles" (slowest).

- Sniper Power/Machinegun Power/ Pistol Power: Adjust the damage inflicted by each weapon. Zero is no damage; 100 is normal.
- Binocular Vision Powers: When enabled, players using binoculars or scope will see other players' names spanning the screen.
- Ragdolls on Death: Specify whether characters should become ragdolls after dying.

PICKUP AVAILABILITY SETTINGS

Specify which pickups (ammunition, weapons, health, etc.) are available and how frequently they respawn. Enable "allow pickups" to adjust the availability of each individual pickup type, then set the respawn time. To disable the pickup type, select "disable."

MAP SETTINGS

Choose the maps you want to use on the deathmatch map set-up screen. Select "next" to confirm the chosen maps and start the game.

JOINING A GAME

Select "join" when you enter the group room. Cycle through the available games and select a game to join. If the server is not yet playing, you will go to the lobby for that game. Here players can chat while waiting for the server, and will automatically load the game when the server is ready.

ONLINE GAME FEATURES

SCOREBOARD

Press the  button during a game to access the scoreboard. This displays a summary of the scores and other information (name, ping, deaths, and score) for each player in the game. Some server information such as time and frag limits is also available.

SCORES

A short summary of the score appears near the compass on the multiplayer in-game screen. In deathmatch, the player's score is on the left. On the right (in brackets) is the current highest score. In team games, team scores replace the player's score.

- You can achieve negative scores by killing yourself, or killing teammates in team games.
- Once victory conditions are reached (time limit or frag limit), and one player has the highest score, that player is declared winner of the round.
- If several players share top scores at that moment, and the sudden death option is NOT selected, a tie is declared.

- If sudden death is available, and the game is tied, the winner of the round will be the next player pulling out of the tie. Even a player who was not previously on a high score can win the game by overtaking the high scorers (for instance, by achieving multiple kills).
- In team games, the mechanics are the same but only team scores are considered.

MAP

The map shows your position and other players' positions in the game area. The map can be enabled/disabled from the HUD settings (page 25).

- Your position and other players' positions are indicated by arrows (red for Russians; green for Germans). Blue circles indicate pickups such as ammo, weapons, health, etc.
- In dogtag scoring modes, dropped dogtags are displayed on the map (red for Russian dogtags; green for German). In deathmatch, black dogtags are the ones you dropped (that you cannot pick up), and white dogtags are those dropped by fallen enemies.

ALLEGIANCE INDICATOR

A team indicator flag at the bottom of the screen indicates your team.

TROUBLESHOOTING

FIREWALLS

In order to join or host a SNIPER ELITE game from behind a router with NAT (Network Address Translation), or firewall, you may need to enable Port Forwarding. You will need to route, or forward, all data on port UDP 9103 to the IP address assigned to your PlayStation 2 console.

Note: Users using DHCP must ensure that their PlayStation 2 console is always assigned the IP address specified in the Port Forwarding setup; under these circumstances you may need to change your network configuration from Auto Detect (DHCP) to a Static IP address using the Network Adaptor Start-Up Disc to ensure that forwarded data always gets to your PlayStation 2 console.

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your PlayStation 2 console directly to your DSL modem, cable modem, or other broadband device.

STATUS

You can check the status of the game servers and read news about SNIPER ELITE by visiting www.namco.com.

CUSTOMER SUPPORT

For further questions, please visit www.namco.com or contact Namco Customer Support at (408) 235-2222, Monday through Friday, 9:00 a.m. to 5:00 p.m. Pacific Time.

ON-LINE TECHNICAL REQUIREMENTS

Broadband access and the Network adaptor (Ethernet/modem) (for PlayStation®2) required for Network Capabilities. Players are responsible for all applicable Internet fees. Network Capabilities may be subject to change, withdrawal and charge for use. Go to www.playstation.com for Network Capabilities access terms and availability in your country.

ON-LINE FEATURES

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The Game's content has been rated M for MATURE content. However, the content of the Game may change due to interactive exchanges between players in the On-Line mode. Neither Namco nor Sony Computer Entertainment accepts any responsibility for content which is external to the Game itself. Please refer to the Terms of Service for further conditions of use relating to On-Line play.

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