SHADOW OPS™

RED MERCURY

THE THREAT IS REAL

TABLE OF CONTENTS

FIRST THINGS FIRST

The ReadMe File

The *Shadow Ops™: Red Mercury* DVD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Shadow Ops™: Red Mercury* directory found on your hard drive (usually C:\Program Files\Atari\Shadow Ops Red Mercury). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on Shadow Ops Red Mercury, and then on the ReadMe file.

System Requirements

Operating System:	Windows® 98SE/Me/2000/XP
Processor:	Pentium® III or AMD Athlon™ 1 GHz (Pentium® III or AMD Athlon™ 1.5 GHz recommended)
Memory:	256 MB RAM (512 MB recommended)
Hard Disk Space:	4 GB Free
DVD-ROM Drive:	1X Speed (4X or faster recommended)
Video:	64 MB Windows® 98SE/Me/2000/XP-compatible, hardware T&L-compatible video card (128 MB recommended)*
Sound:	Windows® 98SE/Me/2000/XP-compatible sound card (Sound Blaster® Audigy® 2 series card recommended)*
DirectX®:	DirectX® version 9.0 (included) or higher
Modem:	56 Kbps modem or faster for Internet (TCP/IP) and LAN (TCP/IP) play

Indicates device should be compatible with DirectX® version 9.0 or higher.

SETUP AND INSTALLATION

1. Start Windows® 98SE/Me/2000/XP.
2. Insert the *Shadow Ops™: Red Mercury* DVD-ROM into your DVD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your DVD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing the *Shadow Ops™: Red Mercury* game.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Shadow Ops Red Mercury/Shadow Ops Red Mercury to start the game.

Note: You must have the *Shadow Ops™: Red Mercury* game disc in your DVD-ROM drive to play.

Installation of DirectX®

The *Shadow Ops™: Red Mercury* game requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, click "Yes" when asked if you would like to install it.

CONTROLS

ACTION	CONTROL	ALTERNATE CONTROL
Fire	Left mouse button	
Move forward	Up arrow	W
Move backward	Down arrow	S
Center view	End	Home
Strafe / lean left	Left arrow	A
Strafe / lean right	Right arrow	D
Objectives / score	Tab	F3
Previous weapon	Left bracket ([)	Mousewheel down
Next weapon	Right bracket (])	Mousewheel up
Scope zoom in	Mousewheel up	
Scope zoom out	Mousewheel down	
Aim / scope	Right mouse button	
Reload	R	
Equip pistol	1	
Equip primary weapon	2	
Equip secondary weapon	3	
Equip rocket launcher	4	
Action	Enter	F
Crouch	C	
Jump	Backspace	Space
Grenade roll	B	
Grenade throw	G	
Melee attack	Middle mouse button	CTRL
Multiplayer chat	T	
Multiplayer team chat	Y	
Talk	V	
View MP map / game info	M	
Screenshot	F9	

This is the default configuration. You can switch configurations in the Options Menu under Controls. See "Options Menu" on page 6 for details.

WELCOME TO *SHADOW OPS™: RED MERCURY*

Imagine a nuclear weapon that fits in a backpack, with the power to annihilate millions. Imagine such power falling into the wrong hands.

You are Frank Hayden, an elite Delta Force operative recruited by the CIA. Your mission: Track down and defuse a weapon of unspeakable destruction known only as Red Mercury. The terrorist faction that possesses this devastating device will stop at nothing to realize their twisted goals of chaos and fear. Your pursuit of these madmen will lead you through some of the deadliest, war-torn locations on earth.

Your obsessive quest to track down this potential nightmare is far from a solo mission. The Russians claim they are after Red Mercury to prevent a nuclear war. Can they be trusted? What about the CIA and its intel?

Figure it out fast. The fate of millions is in your hands.

START MENU

New Game

1. From the Start Menu, click on New Game. Click on Name to enter a name for your profile. Press the **Enter** key when you are finished.
2. Select a difficulty level from the following options: Infantry (easy difficulty), Ranger (normal), Green Beret (hard) or Delta Force (hardest). Click on Continue to create the profile.
3. After creating the profile, you are taken to the Options Menu. Once you have changed the settings, click on Continue. You will be taken to the Main Menu
4. From the Main Menu, click on Campaign.
5. Click on "Rough Beginnings."

Load Game

1. From the Start Menu, click on Load Game. Left-click on the profile name you want to use. Right-click on a profile to delete it.
2. Click on Campaign in the Main Menu.
3. In the Campaign menu, click on the name of the level you want to load.

Multiplayer

See "Multiplayer" on page 10.

SAVING GAMES

After you successfully complete a level, the game automatically saves your progress. You will be able to load the next level and start playing it from the Load Profile menu.

If you die before reaching the end of a level, you can restart the level as many times as you want.

Warning

Delta Force: You have only one life for the entire game in the Delta Force difficulty setting. If you die while playing in the Delta Force difficulty setting, you will have to start over from the beginning. You must complete the entire game using only one life. However, it is possible to exit the game at any point and resume playing later from the beginning of the level at which you quit. But if you die after resuming the game, all saved progress will be lost and you must restart from the beginning.

MAIN MENU

Campaign

To play through a previously completed level, click on the name of the level.

Multiplayer

See "Multiplayer" on page 10.
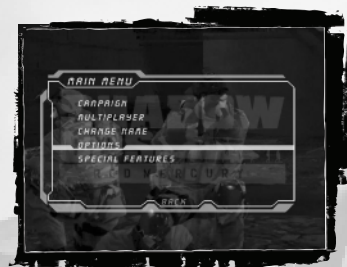
Change Name

Enter a new name for your profile.

Options

Adjust the game settings to suit your preferences. See "Options Menu" on page 6 for details.

Special Features

Click on an available special feature to view it. You can unlock some special features as you progress through the game in the various modes.

OPTIONS MENU

Click on "Options" in the Main Menu to configure video, audio and control settings.

Video Settings

Resolution: Click to select the video resolution at which you wish to play.

Gamma: Click on the left or right arrows to decrease or increase the gamma to suit your monitor.

Full Screen: Turn this ON to run the game full-screen.

Default: Return all video settings to their original state.

Apply: Activate your video settings changes.

Controls

Assign keys to different game functions like movement and weapons. Click on the function you want to change, and then press the key you want to assign to that function. You can cancel by pressing the **Esc** key, or undo the key assignment by pressing the **Delete** key.

Audio

Effects: Click on the left or right arrows to decrease or increase the sound effects volume.
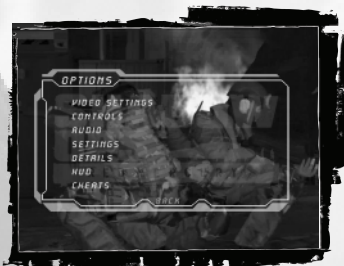
Music: Click on the left or right arrows to decrease or increase the music volume.

Dialog: Click on the left or right arrows to decrease or increase the dialog volume.

Subtitles: Toggle the subtitles for in-game dialog ON / OFF.

High Quality Sound: Turn this option ON to get the maximum audio experience from the game.

Audio Mode: Choose Safe Mode / 3D / 3D+EAX. EAX® 3.0 ADVANCED HD™ is used to model reverberation effects on the 3D sounds. This allows the game to accurately model different acoustic environments and take advantage of the hardware DSP on the Sound Blaster® Audigy® 2 series of sound cards.

Settings

Invert Mouse: Enable to invert the Y-axis (up / down) of your mouse.

Mouse Speed: Click on the left or right arrows to decrease or increase the speed at which the game responds to the mouse input.

Crouch Toggle: When turned ON, pressing the crouch key (the **C** key by default) causes you to crouch down and stay in that position until the crouch key is pressed again.

Aim / Scope: Turn this setting OFF to remove the scope graphics from the screen in aiming mode.

Default: Return settings to their original state.

Details

Texture: Click to adjust the level of detail displayed on objects and scenery in the game. Turning the texture level down may increase game speed on some older computers.

Character: Click to adjust the level of detail displayed on characters in the game. Turning the character level down may increase game speed on some older computers.

Default: Return all details settings to their original state.

Apply: Activate your details settings changes.

HUD

The Heads-Up Display (HUD) shows information about your health and available ammo. (See "Heads-Up Display" on page 8.)

Height: Click on the left or right arrows to decrease or increase the height of the HUD from the side of the screen.

Width: Click on the left or right arrows to decrease or increase the width of the HUD from the bottom of the screen.

Opacity: Click on the left or right arrows to decrease or increase the opacity of the HUD.

Crosshair: Click to change the style of crosshair displayed on the HUD.

Default: Return all HUD settings to their original state.

Cheats

Enter cheat codes here.

PLAYING THE GAME

Heads-Up Display

Damage Indicator

Health Meter

Distance to the Next Objective

Aiming Reticle

Weapon and Ammo Information

Aiming Reticle
The reticle turns red when an enemy is within range and targeted.

Damage Indicator
When you're taking enemy fire, a red flash indicates the direction from which the damage is coming.

Health Meter
You die if your health is reduced to zero. To restore your health, look for the health packs scattered throughout the levels.

Weapon and Ammo Information
The number to the left of the weapon icon indicates the ammo left in the current clip. The number to the right indicates the ammo reserve. The number of available grenades is indicated by the dots below the weapon icon.

Distance to the Next Objective
Distance to the Next Objective does not appear in Green Beret or Delta Force difficulty levels.

Teammates and Friends

Depending on the mission, you may find yourself fighting alongside others. In most cases, you are the mission leader and will receive important information from your teammates.

When aiming at friendly forces, the person's name and a sign indicating "Hold your fire" will replace the reticle of your weapon. Although you cannot kill teammates, they will not appreciate being shot. You must do what you can to protect them so they can complete their mission assignments.

Ammo

Each weapon class has a specific type of ammunition. You will find ammo during missions. Walk over it to pick it up. Press the **A** key to reload your gun. Use the mousewheel or right bracket key (**]**) or left bracket key (**[**) to scroll through your weapons.

Note: If you run out of ammo, you can use your gun as a melee weapon. (See "Melee Attack" below.)

Mission Objectives

Before each mission, you can review the next objective by pressing the **Tab** key or **F3** key. Click on an objective to get more information. You must complete all of the objectives and reach the end of a level in order to access the next level.

WEAPON MODES

Aim / Lean Mode
Use aim / lean mode to get a clear shot of an enemy target. Aim / lean mode lets you use the sight or scope of your current weapon to steady your aim and hit the target.

- Press the right mouse button to enter aim / lean mode.
- Use the mousewheel to zoom in and out with the sniper rifles.
- Use the mouse to move your aim.
- Press the **A** key to lean left. Press the **D** key to lean right.
- Press the left mouse button to fire.
- Press the **G** key to throw a grenade.
- Press the **8** key to roll a grenade.
- Press the **C** key to crouch.

Melee Attack

A melee attack involves using your weapon as a blunt instrument to knock out an attacker. This is handy when an enemy is close by or charging, and you're out of ammo or reloading. To use melee attack, click the middle mouse button or press the **Ctrl** key.

Gun Emplacements

Gun emplacements are found behind enemy lines. These heavy-caliber guns can quickly clear an area. To man a gun emplacement, move into position behind the weapon and press the Action key (**Enter** key or **F** key by default).

Planting Explosives

Certain missions require placement of explosive charges in specific locations, including doors and tanks. You won't see the charges in your weapon inventory. Here is how to plant a charge:

1. Get close to the charge placement marker on the object you must destroy.
2. Aim at the object. Press and hold the **Enter** key or **F** key to plant the charge. A series of lights will then turn green. When all of the lights on the charge turn green, take cover. You can be injured or killed by the explosion.
3. If you release the **Enter** key or **F** key before all of the charge lights turn green, you must start over.

MULTIPLAYER

When starting a multiplayer game you must first choose whether to play on your local area network (LAN) or the Internet. Once you've chosen where to play you can either join a game in progress or host a game on your computer for other players to join.

Joining a Game

When joining a game you can sort by game type and get more information about the game before joining (number of players, time, rules, friendly fire, etc.). During the game, press the M key to view the game rules and the map of the current game.

Hosting a game

Select Host to create a game on your LAN or the Internet for other players to join. You can then set the parameters of the game:

Server Name: The name that will be shown for your server.

Password: If you set a password, players joining your server will need to enter the same password to join. This is useful for ensuring only your friends can join a game.

Admin Password: (Advanced) If you set this, you can log into the game and perform basic administration (progressing to the next map in the map rotation, kicking players, etc.).

Run Dedicated Server: If the Dedicated Server option is ON, the host computer will function only as the server. While hosting the game, no one may play on the dedicated server computer. A dedicated server can have up to 32 players in a game.

After you are done setting the server options, you continue to the Map Rotation menu.

Map Rotation: Here you can set up which maps you want to play and the map options. The map rotation should be set up with maps that have the same maximum number of players, or players will be dropped when the game moves from a map that can handle 32 players to a map that can handle fewer players. At least two players must join the game for the map rotation to start.
Click on Add Map to add a new map and set up its options. Left click on an existing map to change its options. Right click on a map to remove it. Maps can be re-ordered in the list by left clicking and dragging them.

Dedicated Server

If the Dedicated Server option is set to ON, the host computer will function only as the server. While hosting the game, no one may play on the dedicated server computer. A dedicated server can have up to 32 players in a game. The host may choose to play on one map or create a rotation of several maps.

Click on Add Map in the Dedicated Server menu to add a map to the rotation. The map rotation must be set up with maps that have the same maximum number of players, or players will be dropped when the game moves from a map that can handle 32 players to a map that can handle fewer players. At least two players must join the game for the map rotation to start.

You can edit the map rotation list by left-clicking and dragging a map name and dragging it to the desired position. Left-click once on a map name to move to the map options screen (time, players, etc.).

Connecting Through a Firewall

If you are trying to host a game on a computer that is behind a firewall, you may need to set up port forwarding on your firewall. Some firewalls automatically prompt you when an attempt is made to send data from a program that the firewall doesn't recognize. If the connection fails, you might need to manually configure your firewall to open and forward the following ports:

- The default game port is 7777.

- The query port is 7778.

If you are unfamiliar with changing your firewall settings, consult your firewall's documentation.

Multiplayer Rules

Deathmatch

- The rule is every man for himself, whether Special Forces or Terrorist.
- The character class you choose determines your available weapon loadout.
- Changing classes can give you an edge in certain situations. Figure out which class works best for you.
- The host defines the maximum number of players, duration of the game, the kill limit and the initial map selection.
- The first player to reach the kill limit wins. If no one reaches the limit before time expires, the player with the most kills is the winner.
- Respawns are infinite.
- At the end of the game, a table appears with the scores.
- If a player commits suicide (with a grenade for instance), that player has one kill subtracted from his total kills.

Team Deathmatch

- Two teams fight against each other: Special Forces vs. Terrorists. Team scores are totaled to determine the winning team.
- The character class you choose determines your available weapon loadout.
- The host defines the maximum number of players, duration of the game, kill limit, initial map selection and turns Friendly Fire ON / OFF.
- The first team to reach the kill limit wins. If neither team reaches the limit before time expires, the team with the most kills is the winner.
- Provide cover for teammates. Heavy Weapons characters can provide cover fire for Rifleman characters.

Capture the Flag

- Two teams fight against each other: Special Forces vs. Terrorists. Each team must capture the opponent's flag and return it to their team's base.
- The character class you choose determines your available weapon loadout.
- The host defines the maximum number of players, duration of the game, captures limit, initial map selection and turns Friendly Fire ON / OFF.
- You get a point only if you have your team's flag present when you return with the enemy flag.
- The flag icons in the top-left corner of the HUD indicate the flag status. If the flag is at the base, the icon is solid. The icon pulses if you are carrying the flag. The icon turns hollow when another player is carrying the flag.
- If you kill the opposite team's flag carrier, the flag will return instantly to your base when you touch it. If no player touches the flag, it will return to its base after a period of time. If you pick up the opponent's flag after your teammate dies, you can still carry it.
- The first team to reach the capture limit wins. If neither team reaches the limit before time expires, the team with the most captures is the winner.
- Teamwork is critical to victory. Snipers can provide cover fire for players making an assault on the flag.

V.I.P. Escort

- Two teams fight against each other: Special Forces vs. Terrorists. The Terrorists must kill the V.I.P. The Special Forces must escort the V.I.P. to a given location.
- The character class you choose determines your available weapon loadout.
- The game randomly selects which player on the Special Forces is the V.I.P.
- The V.I.P is armed only with a pistol and has more health than other players. You can tell you are the V.I.P. if a star appears in the upper-left corner in your HUD.
- The host defines the maximum number of players, duration of the game, initial map selection and turns Friendly Fire ON / OFF.
- The Special Forces win if the V.I.P. safely arrives at the location.
- The Terrorists win if the V.I.P. dies or if the time limit expires.
- Players cannot respawn. If a player dies, he must wait for the next round.

SHADOW OPS TACTICS

The following tips might help you survive:

- When beginning a mission, always look around for cover spots. Clear immediate threats and move to cover to better assess the situation.
- When behind cover, use the lean function to peek at enemies without completely exposing yourself.
- In addition to leaning left / right, you can also lean up (when crouched) and down (when standing up).
- Conserve ammo whenever possible. If you run out, you may have to rely on an inferior weapon, such as a pistol, or resort to melee attacks. Some enemies drop ammo and health packs — after you've neutralized an enemy, be sure to check the area surrounding him.
- Game difficulty levels affect how much damage you can take, how much damage your shots cause, and how often your teammates help. If you find the game too easy, switch to a higher difficulty level.

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