Shadow Company: Left For Dead

Developed by:

Sinister Games
6320 Quadrangle Drive Suite 300
Chapel Hill, NC 27514
(www.sinistergames.com)

Published by:

Ubi Soft Entertainment Inc.
5505 St. Laurent Blvd, Suite 5000
Montreal, Quebec
H2T 1S6
Canada
(www.ubisoft.com)

> Demo Version: 2.0
> Date: 14 September 1999

Table of contents

1.   Minimum Requirements

Intel Pentium 233 MMX PC (or 100% compatible CPU)
DirectX supported 3D Accelerator Card
DirectX v. 6.1
32Mb RAM (64Mb recommended)
60 MB free Hard Drive space
Windows 95

2.   Installation

Shadow Company requires Microsoft Direct X 6.1 or higher to run.

Although the Shadow Company works with other applications running in the background, for optimal performance we recommend that you run the game as a stand-alone application (with no other applications running).

---

3.   Key And Mouse Controls

Key Controls

Game

Toggle Keylist - F1
Toggle Mercs Skills - F2
Screen Capture - F12
Options Menu - ESC
Exit Game - Cntl-X

Merc

Select Mercs - 1, 2, 3

Toggle Backpack/Roster - SPACEBAR

Use Binoculars - Z
Stand - S
Crouch - C
Prone - P
Set Overwatch - O
Reload Weapon - R
Halt - H
Display Weapon Ranges - I (red=primary, blue=grenade)

Camera

Toggle Camera Lock - T
Move Camera Forward - Keypad 8
Move Camera Backward - Keypad 5
Move Camera Left - Keypad 4
Move Camera Right - Keypad 6
Turn Camera Left - Keypad 1
Turn Camera Right - Keypad 3
Rotate Camera Left - Keypad 7
Rotate Camera Right - Keypad 9
Look Up - Keypad 2
Look Down - Keypad 0
Raise Camera - Keypad -
Lower Camera - Keypad +

Mouse Controls

Select Merc - Left Click
Select Multiple Mercs - Left Click and Drag, Cntl Left Click
Deselect Mercs - Right Click on terrain
Toggle Backpack - Right click on merc or merc protrait
Pickup up item/body - Left click on item/body

Equip items - Left click and drag from backpack to appropriate location on left of inventory

Attack/Shoot - Left click on enemy

Force Attack/Shoot - Shift left click

Force throw grenade - Shift right click

Throw Grenade - Right click on enemy

Manipulate View - Right click and drag

4.   What's In The Full Game

Please note that demo contains only the first mission and Combat Training. Combat Training will help you get to know the controls and has a short tutorial. The first mission in the demo will allow the user to get to know the environment and has a less reactive enemy AI than can be found in later missions. If you are seeking more of a challenge, increase the difficulty setting.

Choosing the team. In the full game you choose from 16 completely unique mercenaries. Each mercenary has their own personality, strengths and weaknesses.

Equiping: Buy and sell weapons and equipment. Choose from over 30 different weapons to optimize the fighting strength of your team. Along with a plethora of other gear you can equip your mercs to meet any threat.

Choose an insertion time. Start the mission at night or plan a daylight attack. Time advances during gameplay. Shadows lengthen, streetlights come on, visability changes.

Vehicles: Operate a variety of vehicles from snow mobiles and snow cats to main battle tanks!

Multiplayer: Up to 8 player cooperative multiplayer!

5.   Tips and Tactics

Tip: Don't move all your mercs at once. It's best to "leap frog" teams of two or more with the stationary team on overwatch. If the moving team encounters something they can't deal with, they can fall back to the overwatching team for help.

Tip: After you stab someone, or generally interact with the enemy in anyway, you should move quickly out of the area. All enemy soldiers can call for help and get an assault team sent out to deal with your mercenaries, where they were last spotted. The key therefore is not to be where they last spotted you when that assault team arrives!

Tip: Always have a back up plan. Whenever you send mercs out, you should always have a back up plan. One example is to have someone covering a merc as they go in to stab someone. If the target, turns the other merc shoots them! Or set two people with assault weapons on overwatch, while a sneaky person goes out front. If the sneaky merc gets in trouble, simply run back to the mercs on overwatch.

Tip: Watch the enemy and hit them suddenly and hard! Sometimes, you can watch a patrol and learn their route. This allows you to set up an ambush along their route and take them by surprise. Place your mercs in a perpendicular line or an "L". Once in position, put your mercs prone to avoid detection until the last moment. As the patrol comes up and gets close to spotting your mercs, have one of them lob a grenade. As soon as the grenade goes off, place your mercs on overwatch and tell them to crouch. The net effect is that the badly wounded enemy is suddenly faced with lots of guns blazing from very short range. When you can pull it off, the enemy generally has no chance. But remember that your team is most vulnerable while getting into position so timing is critical!

Tip: If you mercs have short range weapons, always try to set ambushes around corners or on the back side of hills. This way, the enemy is force to close into your weapon ranges before opening fire.

Tip: Never send a single merc out on their own. If they get knocked out, no one will be there to support them. There's nothing worse than to watch Dasha get kicked to death after being knocked out by the first bullet.

6. Skills

Handguns - Determines your accuracy firing Handguns
SMG - Determines your accuracy firing Sub-Machineguns
Assualt Weapons - Determines your accuracy firing Assault Weapons
Sniper - Determines your accuracy firing Sniper rifles
Melee Weapons - Determines your proficiency in hand-to-hand combat
Heavy Weapons - Determines your accuracy firing LAW and AT-4
          rockets
Grenades - Determines your accuracy and distance when throwing
          grenades
Perception - Determines how far away you sight enemy soldiers
Stealth - Determines how much noise you make when moving
Infiltration - Determines how far away enemy soldiers sight you
Demolitions - Determines how much damage C-4 charges inflict
Medic - Determines how much health a medkit dose restores

7. Technical Support

Contact:

Ubi Soft Entertainment Inc.
5505 St. Laurent Blvd, Suite 5000
Montreal, Quebec
H2T 1S6
Canada
(www.ubisoft.com)

```
Tel No.      1-800-UBI-SOFT (1-800-824-7638)or
             1-514-490-0887
E-Mail       tech-support@ubisoft.qc.ca
             <mailto:tech-support@ubisoft.qc.ca>
```

Visit these Web sites for updates and info:

www.ubisoft.com
www.sinistergames.com