

# B.O'S

Bet on Soldier



**SP Demo Manual**



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# I. INSTALLATION

## CONFIGURATION

- OPERATING SYSTEM:** Windows 2000 / XP / XP64  
**PROCESSOR:** Minimum: Intel Pentium IV 2.0 GHz or equivalent  
 Recommended: Intel Pentium IV 3GHz or equivalent  
**VIDEO CARD:** Minimum: Nvidia Geforce 4 Ti or equivalent  
 (Pixel & Vertex Shader Required)  
 Recommended: Nvidia Geforce 6 or equivalent  
**SOUND CARD:** DirectX compatible  
**RAM:** Minimum: 512 Mb  
 Recommended: 1 Gb  
**DVD-ROM DRIVE:** 8x  
**FREE DISK SPACE :** 4.0 Gb

## INSTALL

- Double clic on the BoS\_SP\_Demo.exe to launch the installation.
- Follow the on-screen instructions to install Bet on Soldier single player demo. If DirectX 9.0c isn't detected on your machine, the installer will prompt You to install it (DirectX 9.0c from july 2005 or later is necessary to run B.O.S).
- Once Bet on Soldier SP Demo is installed, the game could be launched through the Windows® Start menu or desktop shortcut icon.

## THE CONTEXT

The year is 1997, and no-one can really remember when it began...

The war has lasted for generations. Some speak about a “before the war”, but, for most, this is nothing more than a child's tale told over a campfire.. The conflict isn't based on ethnic, geographical, political, or religious background... it is now simply a means to live. From the age of 16, able bodied men and women are sent to the battlefields to earn their living; the infirm or those that survive to be old work in munitions factories for the armament Corporations.

Peace is nothing more than an extremist sentiment. Even at school a teacher will punish a bad pupil by prohibiting him from fighting for several days. That's the worst sanction for a child in this day and age.

The industries have become more powerful than the governments. Indeed, two federations are at war: the WRF and the UAN. The ruling leaders are nothing more than pawns placed by the industrialists. In the background, the world economy, and all armament and battles, is lead from the shadows by a group simply known as the Syndicate.



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## II. The B.O.S. UNIVERSE

### THE MONEY AND THE B.O.S

Money used to be the root of all evil. Now it is the root of all survival. Money is interwoven into every facet of the game. You cannot progress through the game without money. Health packs, armour and weaponry all cost money. The only way to reload, rearm, repair and upgrade your weaponry and equipment is to buy ammo, weapons and upgrades with money that you've won. Killing soldiers on the battle field will slowly build up your funds but it's in the Bet on Soldier match ups that big money can be won.

War has become big business, creating continuing profits for the organisation known as **'The Syndicate.'** Only a few people know about the Syndicate. It is a secret organisation that literally runs the world. The Syndicate is so powerful that it can create conflict zones around the world depending on its needs. It uses people, governments and federations for one reason only – to make more and more money.

War has also become big entertainment. The Syndicate have devised a TV show called “Bet On Soldier” to make even more profit. Soldiers from two opposing factions are pitted up against each other in their quest to become the ‘Bet On Soldier’ champion... Throughout the various match-ups, the TV watching audience can bet on the outcome of the various duels and make... or lose.... a little money for themselves.

In the **'Bet On Soldier'** world, money is everything.... without it, money can even cost you your life....



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## NOLAN

*I run. I hear the screams and the explosions around me, I feel the heat released by the grenades. I run as fast as I can, weapon in hand, eyes focussed on the horizon. My lungs burn and my saliva tastes of blood. My armour has split after countless attacks from UAN bullets. Bullets continue to shoot past me as I keep running, my muscles burning intensely...but I can't stop...not yet...*

*In the distance, I see the house. I see Julianne. She rushes towards me, a smile on her lips, large open arms, apparently unaware of the danger threatening her... of those men hunting me... seemingly unaware to the bullets that crash through her body. I cry loudly. Her dress catches fire, but it doesn't seem to worry her, She continues to walk towards me oblivious.*

*"Nolan? Come with me... Everything's going to be okay... ". She smiles at me again, as her whole body begins to melt, and her features start to distort.*

*JULIANNE! I'm awake and screaming. It's dark, I'm in my bed, and drenched in sweat. It was a nightmare.*

*My name is Nolan Daneworth, I'm 33 years old. As a good mercenary, I work on behalf of the WRF. The war is all I ever knew, all I can remember... Two years ago I was struck down by amnesia, probably the after effects of having a bomb go off too close to me, but who knows? It's not really important anymore.*

*Today the only things that one can count on to have a decent life are the war premiums, an amount of money for each killed enemy combatant. Fight to live, live to fight, killed or to be killed... that's the mantra I live by these days.*

*Things were different when I met Julianne on the front. We got married and bought a small farm. Life was simple but we were happy. But one night, the dreams turned to nightmares. Some men came out from nowhere and set fire to the house. They killed my wife...*

*I don't know how I succeeded in escaping but I did. Let's call it bad luck. Julianne, my beautiful wife, was devoured by the flames. Flames from Hell...*

*I knew the men who killed my wife, From their armour I realised they were B.o.S. champions... and now I want revenge. I'm going to track them down, find out the truth, and kill them.*

*I must become the B.O.S champion myself... the nightmare has only just begun.*

### III. Navigation menu

#### MAIN MENU

This menu gives you the following options :



**CAMPAIGN**  
(To play Solo Mode)

**MULTIPLAYER**

**OPTIONS**  
(To access the options Menu)

**CREDITS**  
(View the credits of the game)

**QUIT**

#### CAMPAIGN MENU

If you have chosen Campaign in the Main menu, you can then choose to CONTINUE a game, start a NEW GAME, LOAD a game or go back to the Main Menu.

**Note:** The MULTIPLAYER choice of the MAIN MENU is detailed on the page 34 of this manual.



**CONTINUE CAMPAIGN**  
(To resume the game Directly at the last save).

**BEGIN NEW CAMPAIGN**  
(To begin a new game)

Once **BEGIN NEW CAMPAIGN** is selected, you must choose your

**LEVEL OF DIFFICULTY:** Recruit (Easy Mode), Mercenary (Normal Mode) and Champion (Realistic Mode)

#### LOAD SAVED GAME

The **LOAD SAVED GAME** menu gives you the list of your most recent game saves, that they are autosaves at the end of the missions or saves you've done yourself during the game using the save terminals.

#### CINEMATICS

This menu allows you to visualise all the cinematics you've unlocked during the solo Campaign.



## IV. The solo campaign

### MISSION SELECTION

On starting a solo campaign you are presented with a WORLD MAP screen which gives you the choice of where you would like to start. Each mission has



different difficulty levels, with different rewards accordingly. They also state the number of B.o.S you will be able to "call" in a particular mission.

Missions icons have a different colour depending on the rank of the League.

Clicking on the icon opens a window with the description of the mission.

## MISSION PREPARATION

### BRIEFING

The BRIEFING menu lists the details of the mission you've selected. A description presents the different objectives that you'll have to accomplish and a map which lets you have a first look of the location and layout of the mission.

### B.O.S MENU



The B.O.S menu introduces the various champions who you will be able to face within the selected mission and allows you to place a bet against them.

Each mission is divided in to bet zones and in each one an adversary awaits you, who will try to defeat you and win the bet. Through this menu, you can choose which challenger you wish to fight and will list his strong and weak points. There are a maximum of four bet zones per mission. For each zone, you will be able to choose among 3 champions: an adversary easy to beat, a champion of intermediate level, and one difficult to overcome. Of course, your profits will be proportional to the risks you take. In higher leagues you will have to face the tougher champion in order to progress.

### BUY MENU

The buy menu presents your inventory and the different elements you can buy: weapons, ARmours, shields and save tickets.





## MERCENARIES SELECTION MENU

The Mercenaries menu presents the different mercenaries which you can hire, their class, their level and their salary. During certain missions, an engineer is required and is selected by default in the interface (his icon is framed in white).



## THE MERCENARIES CLASSES

### THE TROOPER:

The basic soldier, well-balanced and general-purpose, he's equipped by default with an assault rifle. He is at ease in close combat and in distance fighting.

### THE SNIPER:

The sniper uses a precision rifle (which can be equipped with a scope) allowing him to pick off enemies from long range. The sniper is poor at close combat.

### THE PROTECTOR:

The protector is equipped with a shield to defend himself from the enemy attacks, which gives him a huge resistance. He can use one-hand weapons while being protected by his shield. Very handy in close combat.

### THE ENGINEER:

The engineer has the ability to repair your armour and vehicles. Not being a fighting soldier, he only uses light weapons and doesn't inflict much damage. He is also not very resistant to attacks.



# V. During a Mission

## MAIN CONTROLS

You can modify the controls at anytime in the CONTROLS section, in the OPTIONS menu. Default controls are:

### VIEW:

Look Up:	Mouse Y Axis
Look Down:	Mouse Y Axis
Turn Left:	Mouse X Axis
Turn Right:	Mouse X Axis
Switch view:	Middle Mouse button

### MOVE:

Move forward:	W
Move backward:	S
Strafe Left:	A
Strafe Right:	D
Walk:	Shift
Jump:	Space
Crouch:	Control
Toggle Walk:	CapsLock
Strafe On:	Alternate

### SHOOT:

Primary Fire:	Left Mouse Button
Secondary Fire:	Right Mouse Button
Reload:	R
Next weapon:	Mouse wheel
Previous weapon:	Mouse wheel
Last used weapon:	Q
Melee weapon:	1
One hand weapon:	2
Rifle weapon :	3
Heavy weapon:	4
Frag grenade:	5
Gas grenade:	6

### MISC:

Use:	E
First mercenary Follow/Stop:	F1
Second mercenary Follow/Stop:	F2
First mercenary Repair:	F3
Second mercenary Repair:	F4
Pause:	Esc
Quick Load:	F9
Show Objectives:	O
Show Map:	M
Zoomminimap (only in multiplayer):	L

### MULTIPLAYER:

Vote "Yes":	B
Vote "No":	N
Chat:	T
Chat Team:	Y
Show Score:	TAB
Enter Class menu:	F5
Enter Bet menu:	F6
Enter Spawn menu:	F7
Enter Team menu:	F8

## OPTIONS

here you can change various default settings and keys associated with the game:

- **CONTROLS:** change the various default game control keys in view/shoot/move/misc/multiplayer.
- **SYSTEM:** change various settings to your display/sound/network preferences in video/sound/network.
- **ADVANCED:** change some game/graphic settings.
- **QUIT:** use the quit button to put an end to the game and go back to the windows desktop.

## ESCAPE MENU

During the game you can pause, by pressing the ESC key. the escape menu give you the following options:

This menu gives you the following options:

- **RESUME**
- **OPTIONS**
- **LOAD GAME**
- **QUIT GAME (TO MAIN MENU)**

## THE INTERFACE



## THE MAP

You can easily visualise your objectives during a mission by using the map located in the upper-left corner of the screen. A Yellow dot represents the current objective, A Yellow arrow indicates the direction of your objective if it doesn't appear directly on the map. A RED dot marked with an R indicates the presence of a Reload & Repair Station, a RED dot marked with an S allows you to locate the Save Stations. The GREEN dots indicate the current position of your mercenaries. The central blue dot represents your current position.

## THE LIFE BAR

This icon represents your current life level. As soon as your armour is completely depleted, you are not protected any more. When the gauge is empty, you will die.

You then must restart the game or load a saved game. In Bet on Soldier, there is no way to heal yourself during a mission! Watch your life bar very closely !

## THE ARMOUR BAR

This icon represents the state of your armour. As soon as you are hit by an enemy, the armour is damaged and its colour changes. It passes gradually from green to red according to the received damage. The damage is distributed according to impacts between the helmet, the drill plate and the leggings. When one of the elements of the armour is damaged, you can be wounded. As long as the armour is intact, you cannot lose life. Thus take care to repair your armour regularly.

**NOTE:** certain weapons have the capacity to wound you directly through the armour (flame thrower for example)

## CURRENT WEAPON

This icon represents the weapon you're currently using. You can scroll through all the weapons in your inventory with the function "Next Weapon" or "Previous weapon" (Mouse Roller, by default). To select a new weapon, use the function "Fire" (LEFT button of the mouse, by default) when you see the icon of the desired weapon.

## AMMUNITIONS

The numbers below your weapon icon are your ammunitions level: These numbers represent respectively from the left to the right:

- The quantity of remaining bullets in the clip of the current weapon. When this figure falls to zero you must reload your weapon before being able to shoot, with the function "RELOAD" (R key, by default) or while pressing on the LEFT button of the mouse (Mouse 0) (principal shooting). You can nevertheless reload the weapon at any time when you wish by using the same command.
- The total number of remaining clips for the current weapon. when this figure falls to zero, you cannot use the current weapon any more, unless you buy new ammunition at a terminal.
- The total number of remaining ammunitions for the secondary fire of the current weapon.

## GEAR

during your missions, you can be asked to transport certain useful objects such as explosives or documents. they appear in the form of an icon below your minimap.

## GAINS

The profits and the losses realised during your missions and your B.o.S fights appear in the upper-right corner of the screen. The number in white corresponds to your current amount of money, green your profits and red your losses.

## MERCENARIES

You can be accompanied by 2 mercenaries maximum. Their portrait, and their life and armour bars appear in the upper-right corner of the screen.

## TIPS

Messages of information can appear on the screen to guide you during your missions. That includes the objectives which appear on the left of the screen, as well as various messages of assistance.

## MOVING AND EXPLORATION

### MOVING MODES

In Bet On Soldier, you can move in 4 different ways:

- **RUN**
- **WALK (STANDING OR CROUCHED)**
- **CROUCH**
- **JUMP**

By default, you run but employing more stealthy forms of movement allow you to attack enemies more discreetly. Certain modes offer a greater stability and increase your precision when shooting.

### USING THE LADDERS

Ladders are used by facing them, and moving forward looking up to climb up, down to climb down. To enter a ladder from its top, be sure to walk back facing it. Note that you cannot use weapons on ladders.

### USING INTERACTIVE ELEMENTS

In Bet On Soldier you can use interactive elements such as switches or terminals. To activate these elements, place yourself in front of them and press the key "USE" (E by default).

### MANAGING THE MERCENARIES

In Bet On Soldier you'll be able to rent the services of mercenaries whom you'll have to direct on the battlefield. the following keys control your mercs:

- |           |   |
|-----------|---|
| <b>F1</b> | Follow/Stop mercenary 1                       |
| <b>F2</b> | Follow/Stop mercenary 2                       |
| <b>F3</b> | Repair/Stop mercenary 1 (if it's an engineer) |
| <b>F4</b> | Repair/Stop mercenary 2 (if it's an engineer) |

During a mission, do not hesitate to give orders to your mercenaries. If you let them follow you all the time, they are likely to die very quickly.

Your engineers are particularly fragile. Try to always leave them at a distance, out from the big fights, and ask for their assistance only when necessary.

## THE GEAR

In Bet On Soldier, you can carry 6 different types of weapons :

- The **MELEE** Weapons: for close combat
- The **ONE HANDED** Weapons: very useful because you can use them with a shield
- The **TWO HANDED** Weapons: assault rifles, rifle...
- The **HEAVY** Weapons: War shotgun, rocket launcher ...
- The **FRAG GRENADES**: explosive grenades and fragmentation grenades
- The **GAS GRENADES**: Gas and Liquid based grenades

## COMBAT

### ARMOURS AND SHIELDS

#### THE ARMOURS

In Bet On Soldier, you can't be healed on the battlefield. You must use armour to protect you. Before each mission, you must be equipped with armour. You can keep the armour you already have or buy some more resistant to attack.

During battle, At the time of the engagements, armour takes damage under the impact of the enemy. The more the armour is damaged, the less it protects you. You must take care to repair your armour as soon as possible. For that, you can be helped by a mercenary Engineer or use a repair terminal. Damage to armour is localised dependent on the area hit.

## NOTHING IS FREE IN B.O.S:

The armour costs money and to repair them, you have to spend money.

## THE SHIELDS

You can also use a shield to protect you from the enemy attacks. Like the armour, the shields receives damage during the battle. Their degree of protection decreases as and when the damage they receive increase. You can repair your shield with a repair terminal or use the services of an **ENGINEER**.

## INJURY LOCALISATION

In Bet On Soldier, the damage is localised according to 3 zones: the head, the chest and legs. A wound to the head is much more serious than a wound to chest or legs. In other words, you can kill an enemy without protection with only one bullet directly to the full head, while one will need several shots bullets in the chest to kill him.

The armour also receives damage according to 3 zones: the helmet, the breastplate and leggings. If only one of these elements is destroyed, the player can be wounded and killed quickly.

## MOVEMENTS, POSITION AND PRECISION

When you are moving, the precision of your firing decreases. The more you are in a stable position, the more you gain in precision. In traditional standing position, you are less precise than in shouldered weapon standing position (SECONDARY VIEW) or than in a squatted position. Some weapons are as less manageable than others: their precision is more affected by displacement. You also lose precision during continuous bursts of fire.

## THE TERMINALS



## THE RELOAD & REPAIR STATIONS

Everything must be bought in Bet On Soldier. During a mission, you will have to buy munitions and repair your armour and your shield. For that, you will use the **REPAIR** terminals scattered on the battle field. To use them, face them and press the USE key (E by default).

You can reload a weapon while clicking on its icon, or repair a part of your armour while clicking on it.

You can also buy the maximum munitions by clicking on the button "buy all ammos", repair all your armour by clicking on the button "fully repair", or everything by clicking on the button "buy and fully repair".

## THE SAVE STATIONS

You will need to buy save tickets to be able to save during the mission. Save terminals are spread among the levels, but each save will cost you money, so use them sparingly as this will leave less money for ammo or repairs. To save, place yourself in front of a terminal, and press the USE key (E by default).

Between each mission, there is an automatic save. You can choose the game save you want to load in the **LOAD SAVED GAME** menu.

## THE EXOSKELETONS

In certain missions you can take control of exoskeletons. An exoskeleton is an armoured bi-ped vehicle in which a man can take seat. There are two types of exoskeletons in Bet On Soldier: Combat and Transport.

The exoskeletons have two defaults: a limited speed and are too large to use indoor.

**TIPS:** Combat exos can be equipped with heavy rocket launchers, the only weapons powerful enough to breach tank heavy armoured hulls.

## USING EXOSKELETONS

To get in or out of an exoskeleton, get close to it and press the **«USE»** key.

Once in a combat exo, you can fire the left weapon by pressing **FIRE** and the right weapon by pressing **SECONDARY FIRE**.

**TIP:** Exoskeletons are said to have a weakpoint located on the back of the cabin, you may be able to disable the exo by destroying it.

Exoskeletons can be repaired by engineers on the battlefield.

You can buy ammo or repair your exoskeleton by using the dedicated **RELOAD & REPAIR TERMINALS**. Just drive your exoskeleton close to the station and it will be repaired and refuelled at the cost of money.



# VI WEAPONS AND GEAR

## WEAPONS

You will be able to use approximately 40 different weapons during your missions (note: for using upgrades, press the secondary view). They are divided into six types:

### KNIFE WEAPON

- The Roto-Blades are useful weapons in close combat.

### HAND WEAPONS

This weapon type is very useful because one can use hand weapons with a shield.

- The Hands-Guns are precise and powerful, but can hold few ammunition clips. They are useful to use with a shield.
- The Submachine-guns are equipped with a large ammo chamber which compensates for their lack of precision by firing in large bursts. they are usable with a shield.
- The Small Shot-guns are one handed weapons usable with a shield. They cause large damage over short distances.  
**UPGRADE:** automatic shooting without pumping.

### RIFLES

- The Assault Rifles are the most prevalent machine-rifles. They are rather precise and are equipped with a large ammo store but have little accuracy.  
Upgrade: they can launch grenades which have the property to cling to armour before exploding.
- The Commando Guns are similar to assault rifles but with more accuracy and power. more precise and more powerful than assault rifles, their ammo stores can't hold as much ammunition.  
Upgrade: flash-attack to blind the adversary during a few seconds.
- The Rifles are made to be shouldered (To support SECONDARY VIEW). They are provided with a rather large ammo clip.  
Upgrade: Sighting telescope and hallucinogenic bullets.

### HEAVY-FIREARMS OR SHIELD

- The Automatic Missile-launchers are automatic launchers of mini rockets with limited ammo.  
Upgrade: launch spy which allows to target the adversary automatically.
- The Heavy Machine Guns have a high rate of shooting and are equipped with a gigantic chamber. These weapons have a large fire power but are not very precise and take time to fully warm up.  
Upgrade: cooling System
- The War-Shotguns are extremely powerful in close combat, able to kill heavily protected enemy in only one blow.  
Upgrade: grouped shooting of 5 cartridges.
- The Gas-launchers are weapons which project a harmful substance about fifteen meters: acid, fire or hallucinogenic gas.  
Upgrade: gas launcher with 3 chargers.

### GRENADES

The explosive grenades (or frag grenades) generate damage on a large perimeter.

- The cluster Grenades are grenades containing several mini grenades. These grenades generate less damage than an explosive grenade.



The Grenades with gas and liquids are divided into 3 principal subcategories:

- The hallucinogenic grenades emit a gas which causes vision dis-orientation preventing aiming and walking normally.
- The flame Grenades release a lit quantity of gasoline, thus creating a large wall of flame. the gasoline is consumed in ten seconds.
- The acid Grenades release a quantity of hydrochloric acid which has a splash radius of 10 metres. It is extremely effective against armours.

These grenades can be used with the gas-launcher.



## VII. MAIN CHARACTERS AND ORGANISATIONS

### THE WRF AND THE UAN

In the B.O.S Universe, two corporations fight against each other: the WRF (West Republics Federation) and the UAN (United Asian Nations). However, these are in reality the puppets of the principal industrialists who makes immense profits with the conflict.

### THE B.O.S TV SHOW

The "B.o.S TV Show" takes an important place in civil life as in the soldiers' life. This transmission makes it possible for the backers to follow in real time the combat of the champions. The backers bet on their chosen combatant to receive winnings. They also gain money from the broadcast rights around the world. The stars of the moment are the twins Boryenka, and Igor, the oldest, being currently champion of league 1.

### CIVILIANS

Julianne: A Young and pretty nurse. Julianne married Nolan after having met him on the battlefield. She was recently killed by unknown people, and Nolan's house burnt to the ground with her body inside.

Igor and Mika Boryenka: they are the current stars of the B.O.S program. Igor is the **LEAGUE 1** Champion and Mika is the **LEAGUE 2** Champion.

Peter Roszbach is a trainer. He forms his recruits with a hand of iron and some are destined to become true Champions.

## IX. BEGINNERS Q&A

### A. During a mission, I can be healed:

- 1- In the medical stations disseminated on the battlefield
- 2- By an medical engineer who accompanies me
- 3- With the blood of your dead enemies
- 4- With a medikit I carry

**Answer:** None of the answers above. You can't be healed during a mission.

### b. On the battlefield, what is the only thing you don't have to pay for:

- 1- Buying ammunitions at a reload station
- 2- The repair of my armour and my shield at a reload station
- 3- Saving your progression at a save station
- 4- Dying

**Answer:** #4 the WRF is committed completely to deal with your funeral expenses. All the other operations are funded 100% by you.

### C. The engineer mercenary is practical because he can constantly repair your armour on the battlefield but:

- 1- These expenses of repair cost the double of a repair at a reload station
- 2- He deserts if he sees an enemy
- 3- He has very little armour and he can die quickly
- 4- He can't repair you during a combat

**Answer:** #3 The engineer is a fragile unit, he can repair you at all times. however, you must take great care of him and protect him at all times.

### D. Which is the advantage of buying a heavy weapon?

- 1- The heavy weapons ammunitions aren't expensive
- 2- The heavy weapons aren't expensive
- 3- The heavy weapons have self-reloading ammunitions
- 4- The heavy weapons are very precise

**Answer:** None of the above. The heavy weapons are expensive and their munitions are extremely expensive. This is why you must use them carefully. Heavy weapons are only profitable to kill groups of enemies, enemies wearing exo-Armours, Exoskeletons or Champions. The rest of time, the WRF advises you to use your other weapons, unless you are exceptionally rich. But in this world that doesn't happen that easily.

### E. At the beginning of a mission, I have a big bundle of money:

- 1- I can spend all of it in ammunitions and in repairs because my missions are short
- 2- I keep my money and repair only when my armour is completely destroyed
- 3- I take care of my money. If I die the WRF will make a gift of my capital to the MFSIW (Monetary Fund Support for Industries of War)
- 4- I spend without caring on ammunition for my heavy weapons to eliminate these vermins UAN as fast as possible

**Answer:** #3 With your death, the WRF is committed to transfer your money to the MFSIW. In addition, the WRF can forward to your family your medal of war if you so wish. A cost of \$200 is necessary to cover administration fees.

### F. How do you win your bet?

- 1- Kill the Champion as fast as possible when he arrives
- 2- Survive the fight and make a draw
- 3- Kill the Champion as fast as possible when the bell rings
- 4- Seriously wound the Champion and spare his life to show your superiority and your leniency

**Answer: #3 As soon as the bell rings, try to eliminate your adversary as fast as possible to generate the maximum profit. If at the end of the match there remain the two opponents, you lose your bet, but you can continue your mission.**

### G. Before a BoS match, I have a warmup time:

- 1- I benefit from it to fill the tank with ammunitions and to repair my armour
- 2- I benefit from it to kill the champion and gain a +3 speed bonus
- 3- I flee and I hide as far as I can, to survive.
- 4- I benefit from it to fill the tank with ammunitions, to repair my armour and then to place my mercenaries

**Answer: #1 This warmup time is given to you to buy ammunitions, and repair your armour. The fight against a Champion is tough, and you have to be in the best condition to face him. Alternative answer: the answer 3 is acceptable under certain conditions. If you are injured, and you don't have much money, it can be sometimes preferable to flee your enemy, to make a draw. You lose your bet, but you will not die!**

### H. How do I destroy the enemy Tank ?

- 1- I can destroy an enemy tank with the heavy machinegun and the rocket launcher of my Exoskeleton
- 2- The tanks can be destroyed by all the player's weapons. The tanks have a weak point on the back of the vehicle.
- 3- I can only destroy an enemy tank with the rocket launcher of my Exoskeleton
- 4- I can destroy an enemy tank with the rocket launcher of my Exoskeleton or my heavy weapons.

**Answer: #3 Only the Exoskeletons equipped with a rocket launcher can destroy a Tank. Answer 2 was a trick, the tanks don't have weak points. On the contrary, the Exoskeletons can be made out of order if you fire at their weak point. This weak point is located on the back of the cabin of the exo.**

### I. What does the date June 21st mean to you?

- 1- The annual celebration of the beginning of the war
- 2- Your birthday
- 3- The stinging defeat of the "Resistance" terrorists, eliminated by the Syndicate
- 4- The beginning of Summer

**Answer: #2 All the war amnesiacs have their birthday date fixed on June 21.**

**Attention, The war is a blessing. All the citizens must celebrate each day the war which make live our soldiers, our workmen and our families!**

**Attention, the Resistance is an old legend, as well as the Syndicate!**

**Attention, the Summer season has been suppressed from our calendar following a strike of workmen who claimed 2 days off paid during the summer. On June 21 we thus pass in autumn which henceforth lasts 6 months.**

## X. CREDITS

### KYLOTONN ENTERTAINMENT

#### PROJECT LEADS

Emmanuel "Unam" Courossé  
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(Art Director)

Clément Beurais  
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#### ADMINISTRATIVE TEAM

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##### Actimagine

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### 3D Reconstruction

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