

# Alpha Black Zero

I n t r e p i d P r o t o c o l



<http://www.replacementdocs.com>



## Copyright Notice

*Alpha Black Zero. © 2000-2003 Playlogic International N.V. All Rights Reserved.*

*This document may not be duplicated in any way without the express written consent of Playlogic International N.V. The information contained herein is for the personal use of the reader and may not be incorporated in any commercial programs, other documents, databases, or any kind of software without written consent of Playlogic International N.V. Making copies of this document or any portion for any purpose other than personal use is a violation of Holland and International copyright laws.*

*Serious Engine™ software technology licensed from Croteam Ltd. © 2001 Croteam Ltd. All Rights Reserved. Serious Sam™, Serious Engine™ and Croteam™ are worldwide trademarks of Croteam Ltd.*

*The Khaeon logo © 1999-2003 Khaeon Games B.V.*

## Introduction

Three hundred years into the future, mankind has colonized nearby star systems and has united in one planetary federation: SolGov (Sol Government).

SolGov is always expanding. It sells newly discovered planets to mega-corporations so that they can commercially exploit them: terraforming planetary bodies until they are hospitable to humans. These worlds are then seeded with colonists who will go on to create a developed industrial society.

Political independence will eventually be gained when the planetary economy has evolved to the point where the colonists can “buy” the planet from the corporation after having paid off the terraforming development debts. The planet then becomes eligible to join the SolGov Interplanetary Senate after a trial period of 50 years.

In this way, SolGov and its mega-corporations (the pillars of its capitalist society) acquire large amounts of monetary assets while providing more habitable worlds for the ever growing galactic population of mankind.

However, the least profitable terraforming projects are regularly cut from the budgets halfway through their terraforming cycle, resulting in a slew of barely habitable planets scattered throughout the SolGov federation.

In a matter of a few decades most of these planets become safe havens for wandering groups of ethnical, political and economical minorities: the drudges and the wretched of the SolGov federation. Many of these planets also harbour dangerous warlord dictatorships.

Alpha Black Zero is the name for a team of futuristic commandos which is sent throughout SolGov's Federated space to deal with problems and threats present on such worlds.

## The Story

More than three-hundred and fifty years ago man started his ascension to the stars, beginning with the founding of the first Lunar Colonies and the ambitious Birch Mission; the terraforming of Mars.

Now, in the year 2366, SolGov occupies more than four hundred light years of terraformed systems around Earth. SolGov's political superpowers are Earth and the gigantic Leonidis Halo (a ring of Russian American industrial habitats and space stations in orbit around Earth, housing millions), and most prominently, the Judea Arabic planet Qahira (formerly known as Mars). Numerous other wealthy planets were founded during the explosive development of terraforming- nanotechnology- and antimatter industries.

But there is dissent in this age of expansion and rapid economical growth. There are factions who oppose the strong influence of Qahira and the Leonidis Halo in SolGov: the so-called Black Cartels and the Troglo-Imperialists. These two factions seek to usurp and destroy SolGov by controlling the lower classes of the federation: sowing dissent and jealousy amongst those who have -and stand to loose, absolutely nothing.

Some of Earth's poorer countries as well as developing fringe planets and heavily industrialized stellar sectors are fertile soil for such planters of hate and intolerance.

The story of the game begins on Qahira, in Olympus City. At Northmore Academy, seat of the Tribunal of Military Justice, Lt. Kyle Hardlaw (the protagonist of the game) is being led to his court marshal. He is being charged for the mass murder of almost a hundred civil servants in the employment of SolGov.

Effectively, the story of the game starts near its finish.

We know that the actions of the player will lead to the court marshal, but we don't know how. In between levels, snippets of the court marshal will be shown, recounting the events of the past level and hinting at the next.

The very first tour of duty of the Alpha Black Zero team is what lies at the heart of the tale. Alpha Black Zero is a new kind of military company born from a thorough reorganization of SolGov's offworld forces. It is an ETI (External Tactics Initiative) team: able to campaign on land, water, air and space under the most extreme of circumstances. They are a squad of super infantries that can fight themselves out of any situation.

## Dramatis Personae

### LEUTENANT KYLE HARDLAW

The protagonist of the game, Kyle is the one who leads Alpha Black Zero team. He is a highly educated and trained commander, yet it is apparent throughout the game that he has a tendency to be overtly emotional, "emotion" signifying in his case: anger, righteous indignation, a thirst for revenge and an exceptional talent for taking to the moral high ground.

### THE MARINE SERGEANT

He is the right hand of Kyle throughout the game, making sure that Kyle's orders are being carried out and that he is backed up on any command decision that he makes. The Sergeant is somewhat older and wiser -a real career soldier, but has no ambitions to rise to the top of the military ladder.

### THE MARINES

The marines of Alpha Black Zero company are all trained ETI operatives. They have been chosen from a wide variety of infantry specializations, and different command groups.

### JUDGE XIAO

Leading the tribunal that is holding judgement over Kyle, she is the moderate judge who is willing to hear his story out. She is perfectly able to separate her emotional feelings from her professional judgement, but finds it hard in Kyle's case to separate the image of the rogue commander from competent officer.

### JUDGE SLAUDECKER

Has a bit of a chip on his shoulder when it comes to the covert military organizations of SolGov ever since it became evident that the QES (Qahiran External Service), keeps a list of blackballed politicians. He has a real, strong urge to find Kyle guilty on the grounds that he wants Kyle to be the one case that will lead to a great scandal surrounding the QES.

### JUDGE ARDELL

Is a relatively inexperienced judge, who lets Xiao and Slaudecker do most of the talking.

### SIGIL

The Artificial Intelligence of Cameron's Hope on Fuchiyama. He helps Alpha Black Zero team when they are stranded on the planet. Sigil is an ambivalent personality; strongly driven by the need to help and protect the team, but also giving in to the urge of self-preservation.

### SPECIAL COMMANDER MUHAMMAD ARRAYA

An older, less emotionally charged version of Kyle, he is somewhat of an estranged father figure in the game. Muhammad is a special agent for the QES and always seems to be in the know about any situation Alpha Black Zero Company faces. He is not always ready to divulge everything he knows, waiting in stead to see whether it would benefit him and his plans to tell more or less.

### SPECIAL AGENT FREDRIC SUTHER

Arraya's sidekick. Obviously used throughout the game as a shield to deflect attention from anything that Arraya does.

### THE TROGLO-IMPERIALISTS

The Troglo-Imperialists are a martial organization of borderline criminal corporations and right-wing martial factions who, for hundreds of years, have tried to weaken Qahira's political power in the SolGov Federation. Their aim is to completely dismantle SolGov's current political makeup, so that it can make place for absolute rule from Earth. Their ideas about a Sol Empire are based upon feudal concepts that favour the martial arm of the government over the administrative.

### THE BLACK CARTELS

The Black Cartels are a group of very wealthy illegal arms and antimatter traders, who are backing the Troglo-Imperialists with high-tech weaponry and the (as of yet unfulfilled) promise of vehicles and star ships. In return for unlimited use of "their" planets as way stations for their antimatter smuggling routes and black nanotech trade (both billion nudollar industries), they also act as liaisons between the various Troglo-Imperialist cells on different planets.

## SYSTEM REQUIREMENTS

Required: Windows 98/SE/ME/2000 Pentium III 1 Ghz, 256MB RAM, Direct X 9.0 certified 64MB Hardware T&L Graphics card, 24x CDRom drive (or above), Direct X 9.0 certified soundcard, mouse and keyboard.

Recommended: Windows SE/ME/2000 Pentium IV 2.5 Ghz (or above), 512MB RAM (or above), Direct X 9.0 certified 128MB Hardware T&L Graphics card (or above), 24x CDRom drive (or above), Direct X 9.0 certified soundcard, mouse and keyboard.

## GAME INSTALLATION

Put the Alpha Black Zero : intrepid protocol disk into your CDRom drive. If auto run is enabled the Install shield Wizard should appear within a few seconds. If nothing happens then Auto run is disabled. In this case you can start the installation process by clicking on the start button on the Windows taskbar and click on **RUN**. In the Run text box type D:\Alpha Black Zero (Where D: is the letter assigned to your CDRom drive) and click on OK.

In the welcome screen of the Alpha Black Zero Install shield Wizard click **Next**. In the **Select destination directory** screen click **Next** to install in the default folder or click **Browse** to install on a different folder on your hard drive. You are now ready to install Alpha Black Zero. If you want to change anything click **Back**, click on **Install** to continue installation or click on **Cancel** to abort the installation.

When the installation is finished click on **Finish** to exit the installer.

## STARTING THE GAME

To start Alpha Black Zero go to the folder where you installed the game. Open the **Bin** folder and open the **Abz.exe** file. This will start the game. You can also find a shortcut in your Windows taskbar. Click on **Start** in your Windows taskbar, go to **Programs**, then **Khaeon** and click on the Alpha Black Zero shortcut.v

## CAMPAIGN

Start a new or continue the single player campaign.

### New campaign

Starting a new campaign will give you the option to set the difficulty setting. The difficulty setting can not be altered during your campaign.

*Easy* : Easy mode makes your enemies a bit weaker and the marine team weapons a bit more lethal. Use easy mode if you are new to shooter type games.

*Normal* : The default setting.

*Hard* : Hard mode offers tougher and more lethal enemies. This setting is for veterans or those up for a challenge.

### Continue campaign

This option is only available if you started a new campaign before. If you started a campaign before and want to continue where you left the last time you played you can select any mission you have previously played in this menu. Selecting a mission in this menu will start the selected mission from the start. If you want to continue your game from the location where you last saved load a saved campaign slot in the **load campaign menu**. You can also watch the cut scenes again if wish to do so in this menu.

### Load campaign

If you saved your game the last time you played you can load your save games in this menu.

### Current player

This shows the current player profile that is loaded. Clicking on current player will take you to the player profile screen. You can select a different profile or change the settings for the current profile in here.

## NETWORK

Join an existing multiplayer game or create one yourself.

### Join campaign

*Search LAN* : Search your Local Area Network for existing games.

*Search internet* : Search the internet for existing games.

*Specify* : Join an existing multiplayer game by specifying the IP-address.

### Start campaign

Create a new multiplayer campaign and choose the difficulty setting.

### Continue campaign

Continue a previously played multiplayer campaign.

## OPTIONS

You can change video, sound, network and game options in here.

### Video options

Choose your video settings. Lowering these settings will improve performance on less powerful machines.

### Audio options

Set the in game sound volume and choose your audio system.

### Player profile

Select or change your player profile or customize your controls in here.

*Profile* : There are 4 slots for different player profiles. Control settings and game progress are saved with each profile. Starting a new campaign with an already existing profile will delete all previously recorded game progress.

*Name* : The name of the selected player profile.

*Team* : Name your team.

*Mouse sensitivity* : Set the speed your reticule moves whenever you move your mouse.

*Invert mouse* : Inverts mouse.

*Customize controls* : Set the control keys to your liking.

*Reset controls* : Resets all keys to the default settings.

### Network settings

Choose your network settings.

## QUIT

Quit ABZ and go back to your desktop.

## In Game Menus

### WEAPON LOADOUTS

There are 3 preset choices in weapon selection. Each weapon outfit offers a different set of weapons. You can select a new outfit on the start of each mission. Listen to or read the mission briefing/summary to find out which outfit is most suitable for this particular mission.

*Normal* : Offers a wider selection of weapons than the other two weapon outfits. All-round outfit which can be effective with all kinds of tactics, assault or stealth. Two assault rifles and a HMG provide fire power while a sniper and a silent machine gun provide stealth.

*Heavy* : Stealth is traded in for fire power. Two HMG's and two assault rifles take up the front line with a Freyland SG giving backup from the rear. Very effective during defence and assault missions.

*Stealth* : A bit less firepower than the normal outfit but it can be a lot deadlier if used in the right situations. Two silent machine guns can take out separate groups of enemies without making too much noise. Two sniper rifles add a few powerful shots to decimate larger groups and an assault rifle to use if the situation escalates.

### PAUSE MENU

You can pause the game at any time by pressing the [ESCape] key. You can load, save or stop your game in here as well as change your game settings.

#### Load

Load a previously saved game. This will quit your current game.

#### Save

Save your game. Select a new slot or overwrite an existing save game. You can use quick save [F6] and quick load [F9] during the game.

#### Options

Go to the options menu as found in the main menu.

#### Stop game

Stop your game and go back to the main menu. Progress will not be saved.

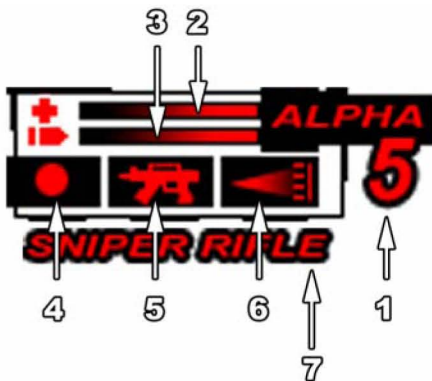
#### Resume

Resumes the current game.

## HUD

The HUD (Heds Up display) is divided in a few areas : the squad indicators, Controlled marine detailed information, Close range Radar, Compass and team message area. Each area provides useful information.

### Squad indicators : (see fig 1)



The squad indicators provide the necessary information about all your marines:

1: Name (top right) . Your marines are named Alpha 2 to 5 and Kyle himself is considered Alpha 1. The number also represents the number key used to give a marine a command or to take control of him. A red triangle appears behind the number of the currently controlled marine.

2: Health meter (top bar). Represents the marines health. If it reaches zero it will mean your marines is unconscious and can not be used until the next mission.

3: Ammo meter (under health meter). Total amount of ammo the marine has left for the weapon he is currently carrying.

Command icons. These are reminders for the last commands a marine received:

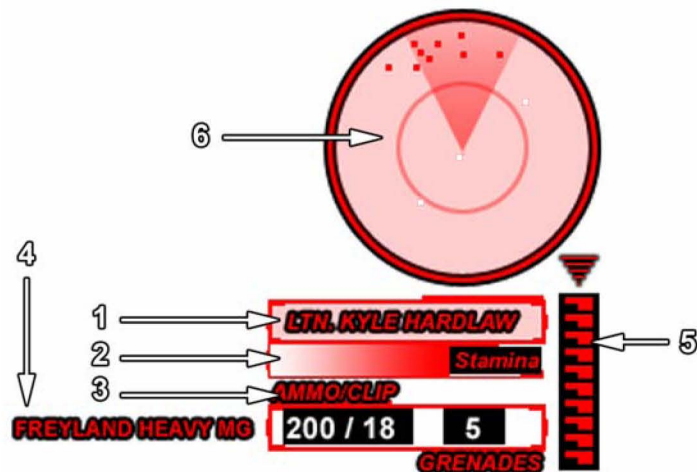
4: Regroup icon (left) : There are 3 states. Hold position (square), regrouping (circle), In formation ( 3 lines)

5: Fire mode icon (middle): There are 4 states. Hold fire (red gun icon with a cross), return fire (red gun icon), suppressive fire (white gun icon), precision fire (red crosshair)

6: Visual icon (right) : This icon will turn white if the marine has visual contact with an enemy. When the marine is under fire it will flash. Red means the marine doesn't have visual contact with an enemy.

7: Primary weapon (bottom). The squad indicator also shows the primary weapon a marine is carrying.

### Personal information : (see fig 2)



Provides more detailed information about your currently controlled marine.

1: Name of the selected marine (top).

2: Stamina bar (middle). The amount of health the selected marine has left. If this bar reaches zero the marine can not be used again until your next mission.

3: Ammo (bottom). Shows the ammo currently in your clip and your total ammo left. Also shows the amount of grenades you have left. Note that this grenade count only refers to the hand grenades you have left.

4: Weapon (left). The name of the weapon you are currently carrying.

5: Stealth meter (right). The vertical bar shows your visibility. The higher the bar is filled the better you are visible to your enemies. Stay away from the light if you want to go by unseen.

6: Short range radar. Detects friends and foes surrounding your currently controlled marine as well as other things like replenisher crates and mission objective locations. Each of these targets are represented with a different colour or symbol:

- White dot = Marines.
- Red dot = Enemy.
- Light green dot = Replenisher.
- Dark green dot = SolGov soldier or equipment.
- A = Primary mission objective location.
- B = Secondary mission objective location.

### Compass :

The horizontal double red bar at the top of the screen. Has a longer range than the radar but only shows the general direction. Mission objective locations are shown on your compass.

- A = Primary mission objective location.
- B = Secondary mission objective location.

### Team message area :

In addition to the spoken messages you receive from your team you also receive those messages in text on the bottom left side of your screen.

### First person view :

In first person mode some of the above HUD items are not visible. All but your personal information is invisible in first person mode. You can still give commands to your team but it will not be visible while in first person view.

The distance and name of an enemy is shown in the bottom left corner of the screen if you hold the reticule on an enemy. If this information is not shown it means the enemy is out of range of your currently selected weapon

## Game Control

### MOVEMENT

You can move your currently controlled marine around using the movement keys. Press [W] to move forward, [S] to move backward, [A] to strafe left and [D] to strafe right. Note that shooting your weapon while moving around has a negative effect on your accuracy and recoil. Double tapping [A] or [D] makes a roll to your left or right side. Marines can either walk or run. Walking is silent but is also a lot slower. Holding down the walk key [Left control] makes your marine walk. If you let go of the walk key you will start running again. Pressing the run/walk toggle key [CAPS LOCK] will switch between walking and running each time you press it. you don't have to hold down the run/walk toggle key.

### STANCE

Your stance influences your accuracy, visibility and movement speed. Standing upright makes you more visible to enemies while crouching and being prone makes you less visible. You can switch between stances with [Q] (stance down) and [E] (stance up). *Stand* : You can move at your fastest speed while standing up. Guns will fire less accurate while standing up and you are better visible to enemies.

*Crouch* : You can not fire your weapon if you move around and you will move a bit slower but accuracy is a bit better. You are also less visible to enemies.

*Prone* : Your movement speed is very low but you are almost invisible to your enemies if you are prone. Accuracy is greatly improved but as with crouching you can not fire while moving.

### SNEAKING

Positioning your team before engaging the enemy will often turn the odds in favour of your team. Getting the first shots and surprising the enemy will be vital for your teams survival. You can achieve this by moving your team around without being spotted until you decide it is time to let the enemy know you are there. You can see how visible you are to your enemy in the right bottom corner on the stealth meter. Keep the stealth meter black to stay as invisible as you can. Walking around in the shadows instead of in the light will make you less visible and almost invisible if you sit still in very dark areas. Keep an eye on your stealth meter.

Movement speed also affects your visibility. The faster you move the sooner you will be spotted. Walking instead of running prevents being spotted early. As mentioned before your stances have a big influence on your visibility to your enemies. Stay crouched or prone and move from cover to cover until you are close enough to effectively take out your enemy. Running makes a lot of noise in addition to being more visible. Enemies will not hear you if you walk or move prone. This way you can get up close to your enemies undetected as long as they don't see you.

You might want to take out a few lone enemies without letting the rest of the enemies know you are there. Use silent weapons for these type of actions like the SMG and silenced pistol or enemies will hear your weapons and rush to the scene. Don't use loud weapons like your machine guns and sniper rifles to try to take out enemies undetected. Enemies that haven't spotted you yet can be taken out in one strike with the bash attack. Press [Spacebar] to use your weapon as a melee weapon. Not very effective if your enemies have spotted you but a very effective weapon as long as they do not know you are there. Taking out an enemy with one headshot (weaker enemies can be taken out with just one headshot) prevents him from calling for backup.



## TEAM CONTROL

You start each mission as Kyle but you can play as any of the marines in your squad. You can switch to another marine by pressing shift+[key from 1 to 5]. This will switch control to Kyle or any of the Alpha marines depending on which number you pressed (shift+5 will switch to Alpha 5). Kyle is considered Alpha 1.

Your team and the individual locations of each marine can be found on your radar. Marines are represented as white dots on your radar. If a marine is in the outer circle of the radar his number will show next to his dot.

You can give marines personal commands or give the same command to all your marines. You can access the command menu by pressing [1-5] or [F]. Pressing [1-5] enables you to give a single command to a single marine, the number corresponds with the Alpha number of the marine. Kyle is considered Alpha 1. Pressing the number of the currently controlled marine or by pressing [F] gives a command to the entire team. Giving an order automatically makes the controlled marine the leader of those he is giving the command to. Marines will copy the stance of their leader. If you crouch as the leader of your team, your team will crouch too.

### 1. Hold position (left HUD icon)

The marine will hold the position he is at the time this command is given. Previously controlled marines that have not received a regroup command afterwards are set to hold position by default. If a marine is set to hold position his squad indicator HUD icon will show a square.

### 2. Regroup (left HUD icon)

Regrouping your marines will make them regroup to the currently controlled marine. Marines will continue following their leader until they get a hold position command. Other marines will continue regrouping to their leader even if you switch to another marine, however the marine you took control of will stop regrouping.

Switching control to a marine removes him from his control group. He no longer has a leader and thus will not regroup any more, even if you switch back to another marine. If you want a previously controlled marine to join the group again, simply give him a new regroup command with the current leader and he will follow the team again. You can see which marines are in a formation, regrouping and which are set to hold position in the squad indicators. If a marine is busy regrouping it will show a circle and if the marine has regrouped it will show three stripes.

*Sub groups* : You can make smaller groups if you want to split up your team. Example: Select Alpha 1 and regroup Alpha 2 and 5. As long as you don't play with Alpha 2 or 5, or give them a hold position command they will follow Alpha 1. Select Alpha 3 and regroup Alpha 4. Alpha 4 will give Alpha 3 backup as long as you don't give him a hold position command or play with alpha 4. If you were playing with the normal outfit you just made yourself an assault group consisting of 2 assault rifles backed up by a heavy machine gunner and a stealth group with a sniper side by side with the silent machine gunner. As long as you play with alpha 1 and 3 you will be backed up by those following. You can make groups any way you seem fit.

### 3. Hold fire/Open fire (middle HUD icon)

Hold fire (red gun icon with cross through it in squad indicator): Marines set to hold fire will not fire unless the enemy comes too close. If the enemy comes within 10 meters, marines will open fire. Open fire will show the fire mode icon in the HUD again.

## 4. Fire mode (middle HUD icon)

Firing modes only apply to uncontrolled marines. Your marines can be commanded to shoot or to hold fire. If your marines are commanded to open fire they will use their firing mode to determine how and when they will engage the enemy. The firing mode a marine is currently using can be found in his squad indicator. The middle icon represents the current firing mode of that marine.

1. *Return fire* (red gun icon): Marines set to return fire will not fire until fired upon or when their leader starts shooting.

2. *Suppressive fire* (white gun icon): Marines set to suppressive fire will fire away and shoot everything on sight. They will not use single shots on bigger distances which makes it not as effective on long distance as precision fire. This firing mode works best in close quarters if your team is surrounded by lots of enemies. Though effective it is very ammo intensive and if you use this firing mode all the time you will soon find yourself out of ammo.

3. *Precision fire* (red crosshair icon): Marines will fire slower but more accurate, using single shots on long distances and short controlled burst on close range. This will save ammo but is not as effective as suppressive fire at close range.

## AIMING AND FIRING

The reticule can be moved with your mouse. Moving it fast across the screen while shooting has a negative effect on your accuracy. As the reticule gets bigger the effect on your accuracy increases. Take your time to aim first and then shoot and more bullets will hit their mark.

You can fire your guns with the left mouse button. Holding the left mouse button fires your gun in rapid fire. You can fire short controlled burst by holding you left mouse button a second or two before letting go again. Sniper rifles don't have a rapid fire option, they can only fire single shots. Holding down your fire button for a long time has a negative effect on your accuracy and recoil. Letting go of the fire button for a few seconds will slowly increase your accuracy again.

Your reticule will disappear if you can not fire at that moment. If you walk around crouched you will not see your reticule. The only exception is your sniper rifle. The sniper rifle doesn't have a reticule in 3rd person view but it can be fired in 3rd person mode, although it will be highly inaccurate.

## 1ST PERSON VIEW

First person view mode gives you a better view of your enemies as well as a clear crosshair for better firing purposes. First person mode is not effective for movement as movement is much slower than in third person mode. Switching between third person and first person view is done with the right mouse button. Some weapons like the pistols and the assault rifle do not have a first person view mode. These weapons have a close shoulder view. Close shoulder view keeps you in third person view mode but zooms in a little and makes the weapon a bit more accurate. Although movement in close shoulder view mode is slower then in third person view mode, it is not as slow as moving in first person view mode.

If you hold your crosshair on an enemy while in first person view (or close shoulder view) you can see the distance he is away from you and which type of enemy you are looking at. If you do not see this information in your lower left corner, it means the enemy is out of range of your current weapon.

## RELOADING

All your weapons have a limited amount of ammo they can hold. An indication of the ammo a marine has left can be found in the squad indicators and the precise number a marine has left can be found on the bottom right of your screen if you control a marine. The first number represents the amount of bullets there are left in the clip of the gun. Whenever you hear a clicking noise it means your clip is empty and you will need to reload your weapon. This can be achieved by pressing [R]. The second number is the total amount of bullets you have left besides those in your clip. If this number reaches zero and your clip runs empty too it is time to either switch to your side arm or to find an ammo replenish point. The last number represents the amount of hand grenades you have left.

## AMMO/HEALTH REPLENISHERS

Your team will run out of ammo along the way quite a few times. You can refill your ammo and/or heal your marines at designated points across the levels. These open crates are represented as light green dots on your radar if you are near one. If you stand close enough to one a use icon will appear on your screen. Pressing the use key [T] will use the ammo/health replenisher with the controlled marine, taking whatever ammo is available for that marine.

**Important :** each of your marines can only use each replenisher once per game so be careful when you use each replenisher.

## THE ARMORY

Each marine carries one primary weapon, one side arm and 4 grenades. Depending on which outfit you selected at the beginning of a mission you will have certain weapons available during that mission.

### Primary weapons

*Stiegh Assault Rifle.* Powerful and accurate. Easy to operate while moving around. It doesn't have a scope which can be a big drawback during night missions. You enemies will not be as clear to see as with most other weapons. Good for taking out medium or small sized groups of enemies.

*HK-90 Heavy Machine Gun (HMG).* Fast firing and very powerful gun. It carries allot of bullets and is ideal for taking out larger groups of enemies. Accuracy will improve allot if you fire this gun crouched or prone. highly inaccurate on longer distances. Comes equipped with a grenade launcher. You can select the grenade launcher with the weapon switch key [C]. Very useful if your enemies are grouped together.

*M17 ULR Rifle\** : The average sniper rifle packing a big punch on large distances.

*Freyland SG\** : Very slow firing but very powerful sniper rifle. Can only load one bullet at a time but is far more powerful then the average M17 ULR Rifle.

*Durentai SMG* : Silenced machine gun. Somewhat decreased damage and range but silent and more accurate then any assault rifle. Ideal for taking out small groups of enemies without attracting alot of attention.

\*The sniper rifles come equipped with zooming scopes which are used with your mouse wheel. [Mouse wheel up] zooms in and [Mouse wheel down] zooms out.

### Side arms

*Geibo FCT* : Semi automatic hand pistol. Accurate and easy to fire while moving.

*Snellacher SP* : Silenced pistol. Holds a larger clip then the Geibo FCT but has a slightly slower firing rate.

## Grenades

*Handgrenades* : Each marine carries a maximum of 4 of these at one time so be careful when you use them. They are perfect to dispose of multiple enemies at once. Especially those defending a single spot.

*HK-90 grenades* : The heavy machine gun comes equipped with 10 grenades which can be shot a bit further then the hand grenade making it an even more useful tool against grouped enemies.

## (DIS)ARMING BOMBS

Some missions require the Alpha Black Zero team to either arm or disarm bombs. Arming and disarming a bomb can be done by standing next to a bomb spot and when the use icon appears on the screen press your use key [T]. Your marine will take his pistol and (dis)arm the bomb with his free hand. While (dis)arming the marine can not do anything else. You can switch to another marine and provide cover while he continues (dis)arming the bomb. Inactive bombs appear as transparent red bombs. If the use icon does not appear when you stand near a bomb it means that you can not (dis)arm the bomb.

## Keys

## HINTS AND TIPS

### Movement

W = Move forward  
S = Move backward  
A = Strafe left  
D = Strafe right  
Double tap A or D to roll to the left or right.  
Q = stance down  
E = stance up  
Left Ctrl = walk  
Caps lock = toggle walk/run  
Home = centre view

### Firing

Left mouse button = shoot  
Right mouse button = switch to 1st/3rd person view  
Mouse wheel up = zoom in  
Mouse wheel down = zoom out  
R = reload  
C = switch weapon  
G = throw grenade  
Space = bash

### Misc

T = Use/Take ammo  
TAB = mission screen  
Shift + 1-5 = switch marine  
1-5 = open command menu for single marine  
F = open command menu for all  
Z = talk (network games)

- Don't run into situations head on with guns blazing. Although this might seem as a quick way to dispatch enemies it also costs you valuable ammo and health which you might need later on. Position your team on places where they are most effective and give the open fire command when all your marines are in place. Don't put your snipers on the front line and set up your HMG as close as you can or on a strategic spot which covers the main route the enemies will use to approach you.
- Use the replenishers only when really needed. You can only use each replenisher once with each of your marines and it is wise to get as many bullets out of them as you can get. You never know where the next one is located.
- If you go scouting with your sniper always take a marine with you to provide close range backup. The sniper has a pistol for close range but if he is surrounded by a lot of enemies it might not provide enough fire power to dispatch of them quickly.
- If you don't think its necessary that your whole team helps taking out certain groups of enemies make sure those marines whose help is not needed are set to hold fire or are equipped with their pistols. This way you can save your valuable primary ammo you might want to use in more appropriate situations.
- Use your squad radar to find hard to see enemies. This can be a life saver during night missions. Its also very useful to see where your team-mates are in case they need help.
- If you have to escort friendlies and they have stopped moving it means they spotted an enemy and refuse to move any further. Kill all enemies on their route and they will move again.
- Use your side arms. They hold a lot of ammo and can be as effective as your primary weapons against smaller groups of enemies.
- Aim for the head. Headshots do more damage especially on those not carrying helmets or other protection on their heads. These enemies carry heavy body armour most of the time so aiming on the head should make things easier versus those enemies.
- Use Quick save often.