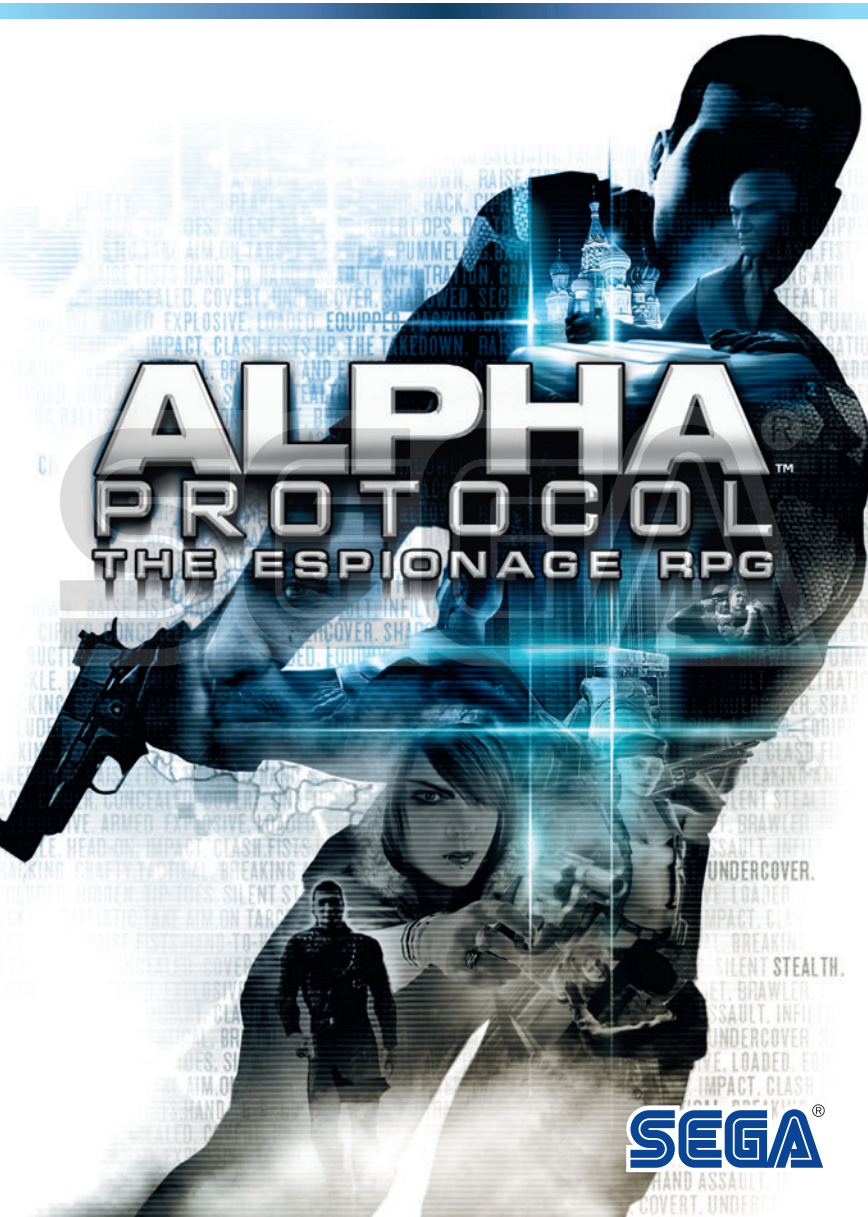
Games for Windows®



⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

SEGA®

Thank you for purchasing Alpha Protocol™. Please note that this software is designed only for use with a personal computer running Microsoft® Windows®. Be sure to read this software manual thoroughly before you start playing.

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WELCOME TO ALPHA PROTOCOL

The life you once knew no longer exists, and the life before you is nothing more than a fabrication. Forget the past and embrace your new life as an agent in the shadows.

What you know now is only a stepping-stone into the world of an operative. We will train you for the field, but the real world has a funny way of surprising you.

As an agent, you will traverse the globe and execute missions as we deem necessary. How you complete these missions is entirely up to you. Use force, stealth or persuasion to get the job done; successful execution of the mission at hand is your only concern.

Big business, dirty politics and international conspiracy — meet the people that shape the world and then bend them to your will. Just remember, actions have consequences, and your decisions will shape your future. Guns, gadgets, seduction, secrets — what you do shapes who you become. Choose your path wisely.

SYSTEM REQUIREMENTS

Minimum System Requirements for Alpha Protocol™ on the PC:

Operating System:
Windows XP® or Windows Vista®

Processor:
2.4+ GHZ Intel® or 2.0+ GHZ AMD™

Memory:
1 Gigabyte Ram (Windows XP®)
2 Gigabyte Ram (Windows Vista®)

Video Card:
NVIDIA® GeForce 6 series (6800GT or better)

ATI™ 1300XT or better (X1550, X1600 Pro and HD2400 are below minimum system requirements)

Hard Drive Space:
12 Gigabytes

Sound Card:
DirectX® 9.0c compatible sound card and drivers

CONTROLS

Keyboard and Mouse Commands

MENU CONTROLS

Select Menu Option	Mouse
Accept	Left Mouse Button

GAME CONTROLS

Move Forward	W
Move Left	A
Move Backward	S
Move Right	D
Aim/Look	Mouse
Fire	Left Mouse Button
Aim Mode	Hold Right Mouse Button
Activate / Throw Current Gadget	G
Use Active Skill	Q
Melee	E
Use Cover / Interact With Object	Space
Sprint	Shift
Stealth / Crouch	Control
Reload	R or Mousewheel Click
Skill Radial	Z
Gadget Radial	C
Weapon Radial	X
Weapon Select	Mousewheel Up/Down
Open PDA	Tab
Open PDA Service Record	P
Open PDA Intel	M
Open PDA Inventory	I

NOTE: All controls are based on the default controls using the Keyboard and Mouse.
This game also supports the Xbox 360® Controller for Windows. See page 4.

FAMILY SETTINGS

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. For more information, go to **www.gamesforwindows.com/isyourfamilyset**.

MAIN MENU

MAIN MENU
After clicking the Left Mouse button at the Title Screen, you are taken to the Main Menu. This menu has everything you need to delve into the world of espionage. There are six selectable options on the Main Menu: RESUME GAME, NEW GAME, LOAD GAME, OPTIONS, CREDITS and QUIT.

NEW GAME
Start a new game. Select Easy, Normal, or Hard difficulty. Select between different backgrounds to establish your initial ability set. Choose between SOLDIER, FIELD AGENT, TECH SPECIALIST, FREELANCER, or RECRUIT.

LOAD GAME
Load a game from any available save point.

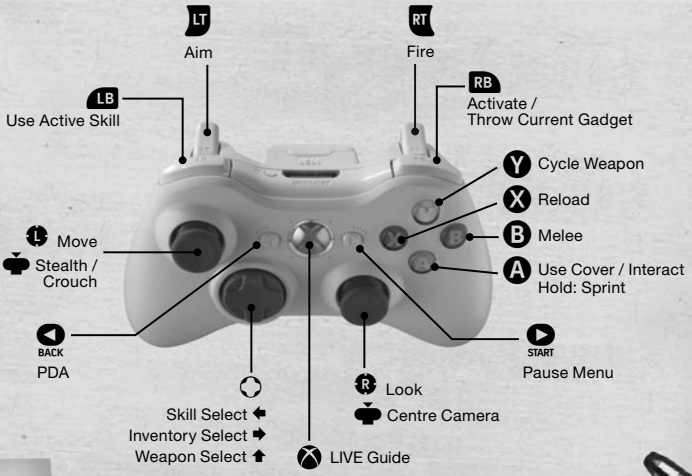
OPTIONS
Game, Audio, Video and Controls settings.

CREDITS
View game credits.

QUIT
Quit the game.

NOTE: Resume Game will appear once you have saved and return to the Title Screen. This allows you to continue the game from your last checkpoint.

XBOX 360 CONTROLLER FOR WINDOWS



MISSION TOOLS

HEADS UP DISPLAY (HUD)

TARGET RETICULE

Use the target reticule to aim your weapons. The wider the target reticule, the less accurate a shot will be. Moving and firing in rapid succession will reduce your aim.

HEALTH AND ENDURANCE INDICATORS

The display in the lower right of the screen displays your Health and Endurance.

- **Health:** The orange bar represents your Health, which is also displayed numerically below the Health Bar. Health does not regenerate over time. Only level completion or Health Packs restore HP.
- **Endurance:** The gray squares represent your Endurance. When you are injured, damage is first deducted from your Endurance - when you are out of Endurance, further wounds are applied against Health. Endurance is automatically replenished over time when you are not taking damage.

ENEMY COMPASS

A triangle marker will appear above the heads of enemies in range. This marker informs you of the direction the enemy is facing as well as their alert status. Blue: calm, Yellow: cautious, Red: attacking.

WEAPONS AND ABILITIES

Located in the bottom right of the HUD, this window holds all of your weapon information. The central area displays your equipped weapon and its ammo count. On the left is your equipped skill. The section to the right displays your equipped gadget and remaining unit count.

From the Weapon Select Screen (activated with the X key), you can change the ammunition type for the selected weapon.

INTELLIGENCE CALLOUTS

Whenever you receive a new objective or other information, such as changes in your Reputation Points with different people, it appears in the lower left portion of the HUD. Critical mission objectives will appear in the upper left of the screen.

PDA

Press the Tab key anytime during gameplay to access the PDA. Through the PDA, an agent may access INVENTORY, INTEL and SERVICE RECORD.

INTEL
Access the information on your PDA to revisit Mission Objectives and collected Dossiers.

SERVICE RECORD
Displays your current Skills, Perks and Status. Available Advancement Points (AP) can be used to upgrade your skills at any time from this menu. For more information on AP, see page 11.

INVENTORY
Displays your current collection of assets, including weaponry, armour and gadgets.

Pressing the ESC key will enter the pause/save menu.

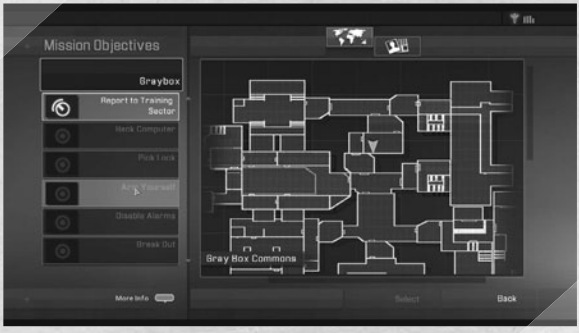
SAVE LAST CHECKPOINT
Save game progress at the last achieved checkpoint.

LOAD CHECKPOINT
Load game data from any available saved point.
NOTE: Any unsaved progress will be lost when loading previous save games.

OPTIONS
Game, Audio, Video and Controls settings.

QUIT
Exit your current game and return to the Main Menu.
NOTE: Any unsaved progress will be lost upon exiting the game.

INTEL



Accessible by pressing Tab key during gameplay, the PDA contains your Intel database. All acquired information, objectives and characters are found here. Use this information to aid you in your missions. Intelligence is the ultimate weapon for an Alpha Protocol agent, how you use it is up to you.

MISSION OBJECTIVES

Anytime you receive a new objective it appears in the Objectives section of your PDA. Here you can read up on the mission and its parameters. Past objectives are stored here as well; feel free to review them at any time.

DOSSIERS

Dossiers are in-depth data files that you have gathered on characters met throughout the course of the game. Dossiers provide additional insight into the story, as well as the occasional hint or bonus in defeating certain adversaries.

MISSION SELECTION

While in a Safehouse, you can access the Mission Selection Menu through your PDA or exiting the Safehouse.

CONVERSATIONS

The world of espionage often requires an agent to interact with others to obtain information and establish lasting contacts. During missions, you will have the opportunity to threaten, lie, make deals and build trusting relationships with contacts. There are no "correct" answers—only choices. The reputation you generate through interactions with others often dictates which characters will cooperate with you, and how much they will trust you.

When participating in a conversation you have a limited time to choose a response style by using the Up, Down, Left, Right arrow keys.

NOTE: Endurance recharges and Skill Timers continue to countdown during conversations.

Flattery and compliments won't win over every character. As an agent, it is important to know who you are talking to and what outcome you want to achieve. Sometimes angering somebody is the best way to get them to divulge information, while other times require you to build up a positive rapport before you may gain their trust.

There are no 'bad' choices, only results. Whether you treat a particular contact with professionalism, compliments or insults can lead to consequences down the road — favourable or otherwise. Conversations can also be used as a great way to get somebody to drop their guard, giving you a chance to get up close to launch an attack.

Keep in mind that studying the dossier of a character before a meeting can open up more conversation options when you do finally encounter them. In addition, conversations with one person can often lead to you finding dossier information about another.

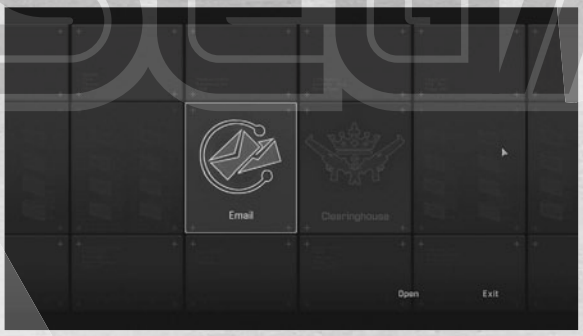
As a member of Alpha Protocol, you are granted many freedoms in the field. The line we walk between right and wrong, just and unjust, moral and immoral, can sometimes get blurry. Take whichever path you need to complete your objectives, but be careful of the consequences.

THE SAFEHOUSE

CUSTOMISE YOUR AGENT

From within the customisation menu you are able to alter your agent's skin tone, facial hair, eye colour and accessories such as hats or glasses.

COMPUTER



Every Safehouse has a computer installed to help you manage your contacts and supplies. Once logged in, you can buy and sell items via the "Clearinghouse" black market network or check your email. Some emails can be replied to by using the Up, Down, Left, Right arrow keys as if they were conversation items - though unlike discussions in real life, you have a chance to confirm what you say before it's said.

WEAPONS LOCKER

The right equipment for the job can be the difference between success and failure when you're in the field. Use the Weapons Locker to customise your weaponry and gadget loadout.

MISSION SELECTION

While in a Safehouse, you can select from any available missions by going through the front door or by accessing the PDA. To begin a mission, you must first view the Mission Briefing, which outlines your primary objectives. In addition, you have one more opportunity to view and alter your loadout items. Once the loadout is confirmed, the mission begins.

TELEVISION

The television gives you an eye into the real world and current events. You can often find new information by taking some time to learn about what's going on outside the briefings.

SKILLS

As you progress through missions, you will gain valuable experience that will allow you to sharpen your skills. As you complete objectives, you will earn Experience Points (XP). When you collect enough XP, you will earn Advancement Points (AP) to spend on the skills of your choosing. There are 9 skills to advance, and each skill affords a variety of bonuses - from permanent bonuses to special abilities that you use in the field for temporary acts of heroism.

Every skill can have up to 10 ranks of expertise. During your career, you will have the chance to specialise in three skills, allowing you to advance those chosen skills to rank 15. Your choice of starting background (see page 4) have no impact on your potential to learn a skill. Even if you begin the game as a Soldier, you may later decide to spend AP on Sabotage and Technical Aptitude, even though you were not granted ranks in any of these skills at the start of the game.

To apply AP to a skill, access the Skills screen within the Service Record. Each skill has an Advancement Point cost, if you have enough available AP, you can increase the rank of that skill by clicking on it. If you accidentally improve a skill you did not wish to advance, click Remove Rank to undo changes.

SKILLS OF THE TRADE

STEALTH
Stealth allows you to move around undetected. With each level of Stealth, you drift further into the shadows and the range at which enemies can see you is greatly reduced. High levels of Stealth allow you to move throughout the world entirely unseen and unheard.

PISTOLS
Capable of accepting a silencer, the pistol may not be the most deadly weapon, but it's the most discrete. As you add ranks to your pistol skill, your shots will become more accurate and deadly. Advanced pistol expertise allows for faster reloading and the ability to line up a rapid series of shots in the blink of an eye.

SUBMACHINE GUNS
The submachine gun can rattle off a steady stream of stopping power. Improving your skill with the submachine gun means better damage and less recoil. The higher ranks of the skill enable deadly shooting sprees and sustained fire options.

SHOTGUNS
Boasting impressive short-range firepower at the expense of subtlety and precision, the shotgun will often knock down what it doesn't kill outright. Shotgun skill translates into improved damage and less recoil between blasts. High ranks of this skill enable better reloading and an increased rate of fire.

ASSAULT RIFLES
Best suited for long range, the assault rifle is clumsy when fired on the move and deadly when aimed with care. Your shots will become more accurate and pack a bigger punch as you add ranks to this skill. Advanced training will unlock the ability to quickly set your sights on a target and place three-shot bursts in laser-tight grouping.

SABOTAGE
Sabotage improves your ability to use and abuse technology with reckless abandon. Increasing this skill improves the potency of your offensive gadgets and aids in hacking, lockpicking, and bypassing electronic devices. Advanced training in this skill allows you to jury-rig better explosives, jam enemy cameras, and unlock valuable data from computers that other agents might miss.

TECHNICAL APTITUDE

Technical Aptitude covers a variety of abilities that enhance your gear, gadgets, and (at high levels) your other skills. Improving your Technical Aptitude provides stronger first aid, bonuses to your weapons and armour, and the ability to carry more gadgets into a mission. The highest rank of Technical Aptitude allows you to reset all of your Skill Timers - allowing you to use an otherwise infrequent ability twice in rapid succession.

TOUGHNESS

Part physical condition, part stubborn will to live, this skill means the difference between bleeding to death in a far away land and living to see the next assignment. Toughness provides improved Health, faster Endurance regeneration, and temporary bursts of willpower that can keep you alive in the face of wounds that would kill a weaker agent.

MARTIAL ARTS

An agent can't always afford to use noisy firearms, and even when shooting is an option, ammo may run out and your survival will hinge on your martial arts training. Ranks of this skill will unlock additional moves to your arsenal of melee attacks, as well as improve your ability to give and take damage in close quarters.

TOOLS OF THE TRADE

Your arsenal includes four kinds of weapons: pistols, submachine guns, shotguns, assault rifles, as well as a host of gadgets and armour. You may bring two weapons into a mission, as well as a number of gadgets based on your Technical Aptitude and skill the armour or clothing worn in the field.

TOOLS

PISTOL

The pistol is the weapon you use in close to mid-range encounters. When used at close range, a pistol can be trained on a target until crosshairs appear in the Target Reticule. When these crosshairs close in on the centre of the Target Reticule, the next shot will be a Critical Hit - inflicting additional damage.

SMG

The submachine gun lays down a torrent of suppressive fire. Multiple hits with the SMG activate a Critical Hit Streak - increasing future hits until the shooting spree ends or you reload.

ASSAULT RIFLE

The assault rifle is the gun for the tactician. A weapon fine-tuned with surgical precision, used for targets that have taken cover or are at a great distance. Its raw damage output makes it the weapon best suited to cracking heavily armoured targets.

The assault rifle fires 3-round bursts with impressive stopping power. By steadying your aim over any point in space, you can line up a Critical Hit that will fire all three shots of the next burst in the exact same spot. You can see how close you are to lining up a Critical Hit by watching the crosshairs in the Target Reticule - when the crosshairs close into the dead centre of the Target Reticule, your next shot will be a perfectly grouped Critical Hit.

SHOTGUN

Suitable for short range encounters, the shotgun launches a cloud of small projectiles in one staggering blast. By holding down the Right Mouse button, you can steady the shotgun for Critical Hit that knocks down anything in its path. When the Right Mouse button is held, the Target Reticule will fill up with a circular indicator - when that indicator is a complete circle, the next shot will be a Critical Hit.

ARMOUR

You will always have one suit of armour or clothing on any mission. Armour provides Endurance, as well as room for special upgrades, though it is often at the expense of making you more visible and less quiet. Especially daring agents can forgo sensible armour to wear simple clothing, and sacrifice protection for inconspicuous clothing that won't hinder stealth.

GADGETS

In addition to your primary arsenal, you have a collection of gadgets to help achieve your mission objectives. These can range from explosive grenades to first aid kits. It's a good idea to be sparing in use of these tools, as you can only carry a limited amount.

FIRST AID STATION

These red cabinets contain valuable medical supplies that help replenish your Health on site.

E-MAIL

Many computers hold valuable information in the form of e-mails. Once activated, you can back up any relevant information you find to your account.

CUSTOMER SUPPORT

Please check

www.sega-europe.com/support

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0844 991 9999 (local rate)

for details of product support in your region.

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SEGA®

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