

<http://www.replacementdocs.com>



irrational games™



12+™

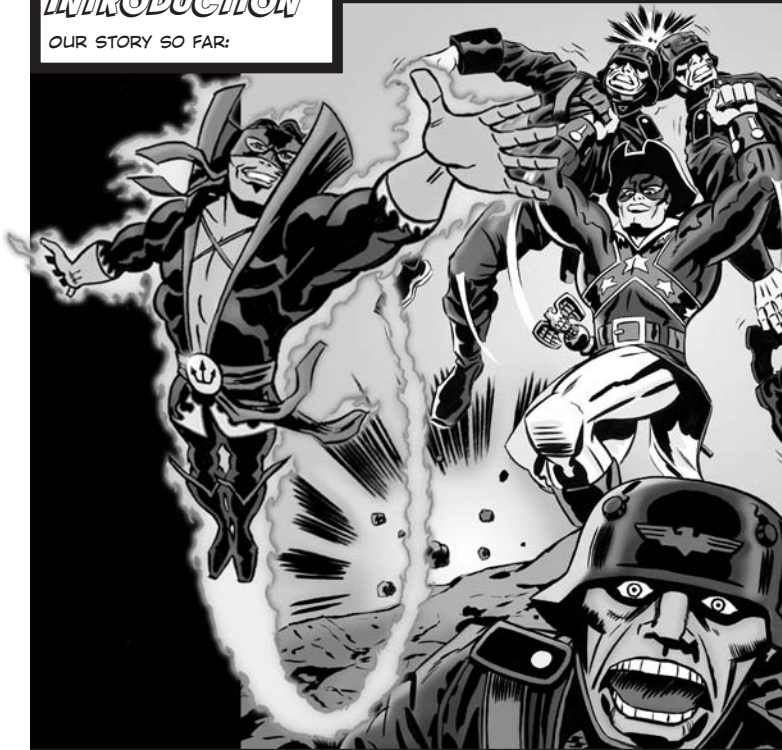
[www.pegi.info](http://www.pegi.info)

# TABLE OF CONTENTS

INTRODUCTION . . . . .	1	PERFORMANCE RATING . . . . .	23
INSTALL GUIDE . . . . .	3	PRESTIGE . . . . .	23
ABOUT THE MANUAL . . . . .	3	<b>THE FREEDOM FORCE TEAM . . . . .</b>	<b>24</b>
OPTIONS . . . . .	4	RECRUITS . . . . .	24
COMMANDS . . . . .	6	EXPERIENCE AND CHARACTER POINTS . . . . .	24
CONTROLLING YOUR HERO SQUAD . . . . .	8	ATTRIBUTES . . . . .	24
STARTING THE GAME . . . . .	9	POWERS . . . . .	25
BEGINNING A NEW GAME . . . . .	9	POWER TIERS . . . . .	25
SAVING A GAME . . . . .	9	DATABASE . . . . .	25
AUTOSAVING . . . . .	9	<b>MISSIONS . . . . .</b>	<b>26</b>
PLAYING A SAVED GAME . . . . .	9	SQUAD SELECTION . . . . .	26
<b>GAME SCREEN . . . . .</b>	<b>10</b>	DEBRIEFING . . . . .	26
CHARACTER PORTRAITS . . . . .	11	<b>CREATING A CUSTOM CHARACTER . . . . .</b>	<b>26</b>
<b>STATUS BAR . . . . .</b>	<b>12</b>	CHOOSING A MESH . . . . .	27
<b>OBJECTIVES . . . . .</b>	<b>12</b>	USING CUSTOM SKINS . . . . .	27
<b>SPEECH BALLOONS . . . . .</b>	<b>12</b>	CHOOSING STATS . . . . .	27
<b>RESULT BUBBLES . . . . .</b>	<b>12</b>	CHOOSING ATTRIBUTES . . . . .	28
<b>MOUSE POINTERS . . . . .</b>	<b>13</b>	CHOOSING MATERIALS . . . . .	28
<b>INTERACTION WITH THE FREEDOM FORCE WORLD . . . . .</b>	<b>14</b>	CHOOSING POWERS . . . . .	29
<b>GETTING AROUND IN THE GAME . . . . .</b>	<b>14</b>	ATTACK POWERS . . . . .	29
<b>THE COMMAND MENU . . . . .</b>	<b>15</b>	DEFENSIVE POWERS . . . . .	30
COMMANDS . . . . .	15	SPECIAL POWERS . . . . .	31
COMMAND MOUSE OVER . . . . .	16	POWER ANIMATIONS AND SPECIAL EFFECTS . . . . .	31
COMMAND FEEDBACK . . . . .	16	<b>MULTIPLAYER . . . . .</b>	<b>32</b>
ENERGY POINTS . . . . .	16	CONNECTION TYPES . . . . .	32
POWER COMMANDS . . . . .	17	JOINING A GAME . . . . .	33
HERO REACTIONS . . . . .	17	CREATING A GAME . . . . .	33
<b>INTERACTING WITH OBJECTS . . . . .</b>	<b>18</b>	SELECTING YOUR SQUAD . . . . .	34
PICKING UP OBJECTS . . . . .	18	TEAM-BASED MODE . . . . .	34
BONUS ITEMS . . . . .	18	LOADING A GAME . . . . .	34
<b>COMBAT . . . . .</b>	<b>19</b>	GAME MODES . . . . .	35
ATTACK TYPES . . . . .	19	STORY-BASED GAMES . . . . .	35
HEALTH . . . . .	20	GAMEPLAY DIFFERENCES IN MULTIPLAYER . . . . .	36
DEFENSES . . . . .	20	<b>MANAGING CUSTOM CONTENT . . . . .</b>	<b>37</b>
DAMAGE . . . . .	21	CREATING CUSTOM CONTENT . . . . .	37
POWER EFFECTS CHART . . . . .	21	<b>HOSTING A GAME FROM BEHIND A FIREWALL OR ROUTER . . . . .</b>	<b>37</b>
SPECIAL STATES . . . . .	22	<b>NEW HEROES . . . . .</b>	<b>38</b>
<b>HEROIC DEEDS . . . . .</b>	<b>23</b>	<b>CREDITS . . . . .</b>	<b>41</b>
<b>THE CAMPAIGN . . . . .</b>	<b>23</b>	<b>END USER LICENSE AGREEMENT . . . . .</b>	<b>42</b>
THE FF BASE . . . . .	23		

# INTRODUCTION

OUR STORY SO FAR:



WAS IT ONLY A YEAR AGO THAT THE MIGHTY **FREEDOM FORCE** WAS FORMED BY A PERILOUS ANOPLY OF FRIVOLOUS FATE? HAD SO LITTLE TIME PASSED SINCE THE FOUL **LORD DOMINION**, DESPOT OF THE CONQUERING **DOMAIN**, HAD SOUGHT TO INTRODUCE THE POWER OF **ENERGY X** TO THE MOST SINISTER OF THE UNWITTING INHABITANTS OF **EARTH**? COULD YOU QUICKLY COUNT THE PAGES OF THE CALENDAR THAT HAVE TURNED SINCE THE NOBLE **MENTOR** BETRAYED HIS OWN OPPRESSIVE OVERLORD AND STOLE THAT VERY **ENERGY X** AND CAUSED IT BE TO DISTRIBUTED TO ALL STRIPES OF HUMANITY? AND WAS IT SO RECENTLY WHEN THE BEST OF THESE DESIGNATES OF DESTINY BANDED TOGETHER AS **FREEDOM FORCE** TO FIGHT THE BENIGHTED BENEFICIARIES OF **ENERGY X** WHO CHOSE TO USE THEIR NEW POWERS FOR GREEDY GAIN AND SELFISH SPITE?

AND FIGHT THEM **FREE-  
DOM FORCE** DID! DOWN  
WENT **NUCLEAR WINTER**,  
THE SCOURGE OF THE  
SOVIETS. AND SO FELL  
THE DUPLICITIOUS DUPLICA-  
TIONS OF **DEJA VU**, THE  
MONSTROUS MACHINES OF  
**MR. MECHANICAL** AND  
ALL OTHERS WHO THREAT-  
ENED THE DEFENSELESS  
DENIZENS OF **PATRIOT  
CITY**. AND IN THEIR FINEST  
HOUR, **FREEDOM FORCE**  
SAVED THE UNIVERSE  
ITSELF FROM THE TEMPO-  
RAL TYRANNY OF **TIME  
MASTER**. BUT IN THEIR  
GREATEST VICTORY CAME  
THEIR GREATEST SACRI-  
FICE...FOR **MANBOT**, THE  
NOBLEST OF THEIR RARIE-  
FIED RANKS, SACRIFICED  
HIS VERY EXISTENCE TO  
SAVE THOSE HE HAD  
SWORN TO PROTECT.



AND NOW **PATRIOT CITY** IS AT PEACE...AND **FREEDOM FORCE**, SECURE IN  
THAT KNOWLEDGE, HAS BEGUN TO DRIFT APART. FOR WHAT NEED IS THERE  
FOR A HERO WHEN THERE IS NO THREAT...AND DOES NOT A HERO WANT THE  
THINGS THAT ALL OTHER MEN HAVE? BUT FOR THE MYSTERIOUS **ALCHEMISS**,  
MOVING ON IS NOT THAT SIMPLE. FOR SHE CANNOT BUT THINK OF THE COM-  
RADE THEY LEFT BEHIND...OF THE METAL MAN SHE HAD GROWN TO LOVE.

## INSTALL GUIDE!



### QUICKSTART

- INSTALL THE GAME, FOLLOWING ON-SCREEN INSTALLATION INSTRUCTIONS.
- LAUNCH THE GAME, ALLOWING FOR ANY AUTOMATIC UPDATES.
- FROM THE MAIN MENU, SELECT OPTIONS TO ADJUST YOUR AUDIO AND VIDEO SETTINGS THE WAY YOU LIKE THEM, AND TO REVIEW THE GAME CONTROLS. CLICK THE **OK** OR **CANCEL** BUTTON TO EXIT **OPTIONS**.
- CLICK **NEW GAME** TO START THE SINGLE PLAYER CAMPAIGN. SELECT YOUR DESIRED DIFFICULTY BEFORE STARTING.
- **OR**, FROM THE **MAIN MENU**, CLICK **MULTIPLAYER** TO PLAY ONLINE. SELECT **JOIN**, AND DOUBLE-CLICK ON A SERVER FROM THE LIST OR **CREATE** TO HOST YOUR OWN GAME.
- IF YOU DON'T FEEL LIKE PLAYING ONLINE, SELECT **RUMBLE ROOM** FROM THE MAIN MENU TO SET UP YOUR OWN CUSTOM GAME OR PLAY SOME PRE-CONSTRUCTED CHALLENGES.
- CHECK OUT THE **OPTIONS** SECTION ON PAGE 4 FOR DETAILS ON TWEAKING THE GAME TO YOUR LIKING.

## ABOUT THE MANUAL

THIS MANUAL IS MEANT TO BE A REFERENCE. INSTRUCTIONS FOR GAMEPLAY CAN BE FOUND IN THE IN-GAME TUTORIAL.



## STEP BY STEP INSTRUCTIONS

INSERT THE *FREEDOM FORCE VS. THE 3RD REICH CD* INTO YOUR CD- OR DVD-ROM DRIVE. THE *FREEDOM FORCE VS. THE 3RD REICH INSTALLATION PROGRAM* RUNS AUTOMATICALLY.

IF AN INSTALLATION WINDOW DOES NOT APPEAR, DOUBLE CLICK ON THE ICON FOR YOUR CD OR DVD DRIVE AND THEN DOUBLE-CLICK ON *SETUP.EXE* TO LAUNCH THE INSTALLER.

FOLLOW THE ON-SCREEN INSTRUCTIONS FOR INSTALLATION. YOU WILL BE ASKED TO INSTALL *DIRECT X®* AND OTHER SUPPORTING SOFTWARE INCLUDED ON THE CD. THIS SOFTWARE IS REQUIRED TO PROPERLY RUN YOUR GAME. CAREFULLY READ AND FOLLOW THE ON-SCREEN INSTRUCTIONS. WHEN THE INSTALLATION IS COMPLETE, YOU WILL BE ASKED TO REGISTER YOUR PRODUCT WITH *VIVENDI UNIVERSAL GAMES*. REGISTRATION IS STRONGLY ADVISED, AS IT WILL ALLOW YOU TO RECEIVE IMPORTANT PRODUCT UPDATE INFORMATION. SEVERAL ICONS HAVE BEEN PLACED ON YOUR *START MENU* OR *DESKTOP* (WHICHEVER YOU INDICATED DURING INSTALL). DOUBLE-CLICK ON THE *FREEDOM FORCE VS. THE 3RD REICH* ICON TO PLAY. AFTER A BRIEF INTRODUCTION, YOU ARE TAKEN TO THE *MAIN MENU*.

## OPTIONS

FROM THE *MAIN MENU* SELECT *OPTIONS* TO BE TAKEN TO THE *OPTIONS* SCREEN. FROM HERE YOU MAY TWEAK THE GAME TO SUIT YOUR HARDWARE NEEDS AND PERSONAL PREFERENCES. THE SCREEN HAS FOUR TABS AT THE BOTTOM WHICH LEAD TO OPTIONS FOR THAT ASPECT OF GAMEPLAY; *GENERAL*, *CONTROL*, *SOUND*, AND *VIDEO*. EACH SCREEN HAS A "DEFAULTS" BUTTON. CLICKING THIS WILL RESTORE THE GAME'S DEFAULT SETTINGS.

### GENERAL:

HERE YOU CAN SELECT HOW SLOWLY THE GAME WILL PROGRESS WHEN IT IS PAUSED AND SET THE DIFFICULTY OF GAMEPLAY. YOU MAY ALSO CHECK OR UNCHECK THE *FADE* AND *EXTRA STATUS* BOXES AT THE BOTTOM OF THE SCREEN.

*FADE:* TREES WILL AUTOMATICALLY FADE WHEN A CHARACTER MOVES BEHIND THEM.

*EXTRA STATUS:* DISPLAYS EXTRA INFORMATION IN THE STATUS BAR.

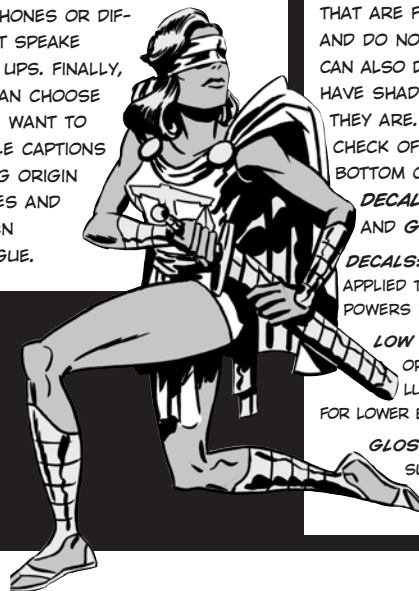
### CONTROL:

HERE YOU MAY CHANGE WHICH KEYSTROKES RESULT IN WHICH ACTIONS BY CLICKING ON THE KEYSTROKE YOU WOULD LIKE TO CHANGE AND FILLING IN THE NEW ONE.

THE *CONTROL TAB* ALSO ALLOWS YOU TO ASSIGN FUNCTIONS TO THE MOUSE WHEEL.

### SOUND:

HERE YOU MAY CHOOSE FROM A LIST OF AVAILABLE SOUND PROVIDERS. YOU MAY ALSO ADJUST THE VOLUME OF THE OVERALL GAME SOUND OR THE GAME MUSIC USING THE TWO SLIDERS. ADDITIONALLY, YOU CAN SELECT THE 3D SOUND MODE FOR HEADPHONES OR DIFFERENT SPEAKER SET UPS. FINALLY, YOU CAN CHOOSE IF YOU WANT TO TOGGLE CAPTIONS DURING ORIGIN STORIES AND SPOKEN DIALOGUE.



### VIDEO:

HERE YOU CAN CHOOSE THE RESOLUTION AT WHICH YOU PLAY THE GAME. YOU MAY ALSO CHOOSE THE LEVEL OF DETAIL FOR THE GAME OR SET VARIOUS ADVANCED GRAPHIC DETAIL OPTIONS. IF YOU HAVE POOR GAME PERFORMANCE, YOU SHOULD TRY TURNING DOWN THE DETAIL LEVEL TO LOW. ALTERNATIVELY, IF YOU HAVE A GOOD VIDEO CARD THEN YOU CAN TRY TURNING THE DETAIL LEVEL UP TO HIGH. IF YOU KNOW WHAT YOU ARE DOING, THEN YOU CAN ALTER THE ADVANCED SETTINGS.

IN THE ADVANCED OPTIONS, YOU CAN SET THE CHARACTER DETAIL LEVEL. YOU CAN TURN *AMBIENT OBJECTS* ON OR OFF. THESE ARE OBJECTS THAT ARE FOR VISUAL QUALITY ONLY AND DO NOT AFFECT GAMEPLAY. YOU CAN ALSO DETERMINE WHICH OBJECTS HAVE SHADOWS AND HOW DETAILED THEY ARE. FINALLY, YOU MAY CHECK OFF THE BOXES AT THE BOTTOM OF THE SCREEN FOR *DECALS*, *LOW RES. TEXTURES*, AND *GLOSS MAPS*.

*DECALS:* DECALS ARE "SPLOTS" APPLIED TO THE GROUND WHEN POWERS HIT IT.

*LOW RES. TEXTURES:* THIS OPTION ALLOWS LOWER RESOLUTION TEXTURES. IT IS USEFUL FOR LOWER END VIDEO CARDS.

*GLOSS MAPS:* THESE ARE SHINY SURFACES ON SOME OBJECTS.

# COMMANDS

THE MAJORITY OF MOVEMENT AND ACTION IN *FREEDOM FORCE VS. THE 3RD REICH* CAN BE CONTROLLED USING THE MOUSE. HOWEVER, SHORTCUT KEY COMMANDS ARE AVAILABLE IF YOU PREFER. THESE COMMANDS MAY BE MAPPED TO DIFFERENT KEYS FROM THE *OPTIONS SCREEN*.

## ACTIONS

ACTION	KEYBOARD	MOUSE
ATTACK (DEFAULT)	N/A	LEFT-CLICK ON TARGET
PICKUP OBJECT	N/A	LEFT-CLICK ON TARGET OBJECT THAT CAN BE PICKED UP
THROW OR WIELD OBJECT	N/A	LEFT-CLICK ON TARGET WHILE CARRYING AN OBJECT
TALK TO OR USE	N/A	LEFT-CLICK ON OBJECT OR CHARACTER THAT CAN BE INTERACTED WITH
COMMAND MENU	N/A	RIGHT-CLICK ON TARGET

## POWERS

ACTION	KEYBOARD	MOUSE
SELECT DEFAULT POWER	<b>F1</b> - <b>F12</b>	LEFT-CLICK ON DEFAULT POWER POP-UP MENU (LOWER RIGHT CORNER OF THE SCREEN)
SELECT PREVIOUS POWER	<b>]</b> (RIGHT BRACKET)	N/A
SELECT NEXT POWER	<b>[</b> (LEFT BRACKET)	N/A
OVERPOWER	HOLD DOWN <b>control</b>	N/A
FORCE DEFAULT ATTACK	HOLD DOWN <b>F</b>	LEFT-CLICK ON TARGET WHILE HOLDING DOWN <b>F</b>

## CAMERA

ACTION	KEYBOARD	MOUSE
MOVE CAMERA UP	<b>↑</b> <b>↓</b> <b>←</b> <b>→</b>	MOVE POINTER TO TOP, BOTTOM, LEFT OR RIGHT OF SCREEN
TOGGLE CINEMATIC CAM	<b>Z</b>	N/A
ZOOM CAMERA IN/OUT	N/A	MOUSE WHEEL
ROTATE & ZOOM CAMERA	HOLD DOWN <b>alt</b>	N/A

## CHARACTERS

ACTION	KEYBOARD	MOUSE
SELECT CHARACTER	<b>I</b> - <b>G</b>	LEFT-CLICK ON CHARACTER OR PORTRAIT OR DRAG OVER CHARACTER
SELECT ENTIRE SQUAD	<b>S</b>	N/A
ADD OR SUBTRACT	<b>shift</b> + <b>I</b> - <b>G</b>	<b>shift</b> + LEFT-CLICK OR DRAG SELECT

## MISCELLANEOUS

ACTION	KEYBOARD	MOUSE
SHOW MISSION OBJECTIVES	<b>0</b> (%0%, NOT ZERO)	N/A
ESCAPE MENU	<b>esc</b>	N/A
QUICK SAVE	<b>F11</b>	N/A
QUICK LOAD	<b>F12</b>	N/A
INCREASE GAME SPEED	<b>+</b> / <b>=</b>	N/A
DECREASE GAME SPEED	<b>-</b> (MINUS SIGN)	N/A
PAUSE GAME (SINGLE PLAYER)	<b>SPACEBAR</b> OR <b>P</b>	RIGHT-CLICK
MULTIPLAYER CHAT	<b>T</b>	N/A

## CONTROLLING YOUR HERO SQUAD

### SELECTING TEAM MEMBERS WITHIN A MISSION

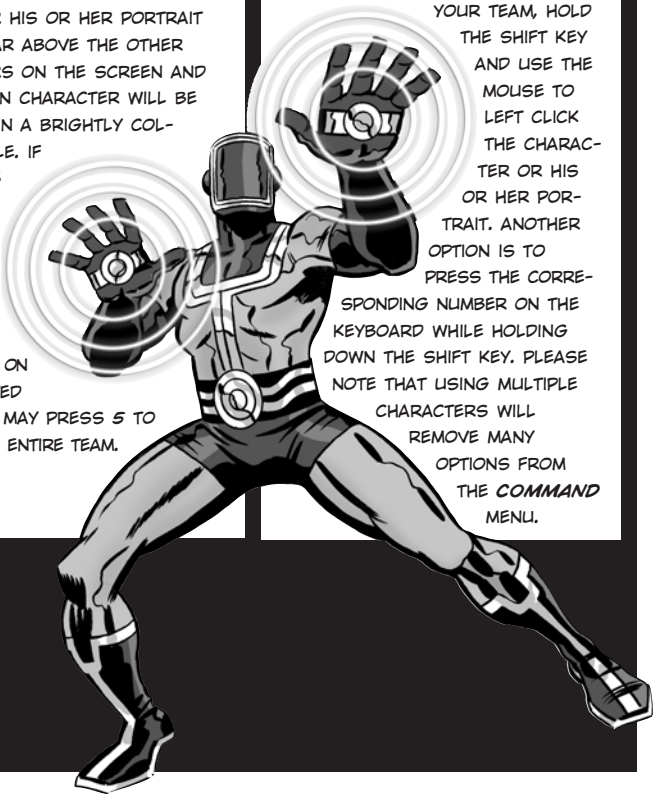
A TEAM CAN HAVE UP TO FOUR HEROES. EACH WILL BE IDENTIFIED BY A NUMBER, 1-4. YOU CAN SELECT A PARTICULAR TEAM MEMBER BY PRESSING THE CORRESPONDING NUMBER ON YOUR KEYBOARD. WHEN YOU HAVE SELECTED A PARTICULAR CHARACTER HIS OR HER PORTRAIT WILL APPEAR ABOVE THE OTHER CHARACTERS ON THE SCREEN AND THE CHOSEN CHARACTER WILL BE STANDING IN A BRIGHTLY COLORED CIRCLE. IF YOU PRESS THE APPROPRIATE NUMBER TWICE, THE SCREEN WILL CENTER ON THE SELECTED HERO. YOU MAY PRESS **S** TO SELECT THE ENTIRE TEAM.

### CLICK AND DRAG SELECTION

TO SELECT MULTIPLE HEROES LEFT CLICK AND DRAG A SELECTION BOX OVER YOUR CHOSEN CHARACTERS.

### ADDING OR SUBTRACTING TO TEAM SELECTION

TO ADD OR REMOVE A HERO FROM YOUR TEAM, HOLD THE SHIFT KEY AND USE THE MOUSE TO LEFT CLICK THE CHARACTER OR HIS OR HER PORTRAIT. ANOTHER OPTION IS TO PRESS THE CORRESPONDING NUMBER ON THE KEYBOARD WHILE HOLDING DOWN THE SHIFT KEY. PLEASE NOTE THAT USING MULTIPLE CHARACTERS WILL REMOVE MANY OPTIONS FROM THE **COMMAND MENU**.



## STARTING THE GAME

**FANS OF FREEDOM, BEGIN YOUR QUEST TO SAVE THE WORLD FROM THAT PESKY 3RD REICH!**

### BEGINNING A NEW GAME

GO TO THE GAME'S **MAIN MENU** AND SELECT **NEW CAMPAIGN**. YOU WILL BE PROMPTED TO CHOOSE THE DESIRED LEVEL OF DIFFICULTY.

### SAVING A GAME

TO SAVE A GAME, HIT THE ESCAPE BUTTON ON YOUR KEYBOARD. THIS WILL BRING UP THE **ESCAPE MENU**. SELECT **SAVE**.

TO QUICKLY SAVE AN IN-PROGRESS GAME, PRESS **F11**. THIS CREATES A "QUICK SAVE" SAVED GAME. IF YOU PRESS **F11** AGAIN, YOUR OLD **QUICK SAVE** WILL BE OVERWRITTEN BY THE NEW ONE.

### AUTOSAVING

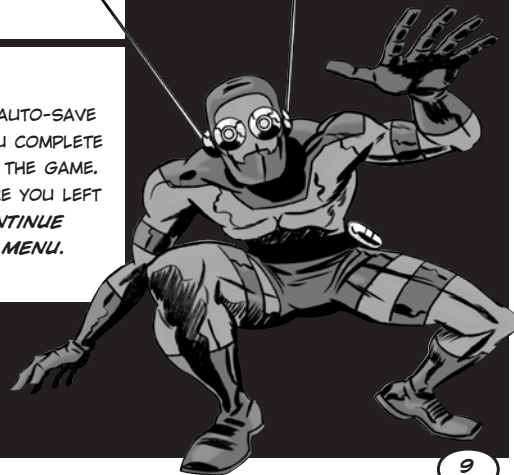
**FREEDOM FORCE** WILL AUTO-SAVE THE GAME WHENEVER YOU COMPLETE A MISSION OR EXIT FROM THE GAME. TO CONTINUE FROM WHERE YOU LEFT OFF, SIMPLY SELECT "CONTINUE GAME" FROM THE **MAIN MENU**.

### PLAYING A SAVED GAME

TO CONTINUE A PREVIOUSLY SAVED GAME, SELECT **LOAD GAME** FROM THE **MAIN MENU**. A LIST OF YOUR PREVIOUSLY SAVED GAMES WILL APPEAR. SELECT THE CHOSEN GAME FROM YOUR LIST AND CLICK **LOAD**. IF YOU WISH TO RETURN TO THE MAIN MENU, CLICK **CANCEL**.

TO QUICKLY LOAD YOUR **QUICK SAVE GAME**, PRESS **F12**.

TO DELETE AN UNWANTED SAVED GAME, GO TO YOUR SAVED GAME LIST, SELECT THE APPROPRIATE TITLE AND CLICK **DELETE GAME**.



## GAME SCREEN

THE **GAME SCREEN** TELLS YOU HOW AND WHAT YOUR HERO IS DOING IN THE GAME. YOU SHOULD RELY ON THIS SCREEN FOR INFORMATION ABOUT YOUR HERO'S LOCATION, WHERE HE OR SHE SHOULD BE HEADED AND WHAT THE NEXT PART OF THE MISSION ENTAILS.



## CHARACTER PORTRAITS

A PICTURE OF EVERY CHARACTER IN YOUR TEAM OF HEROES APPEARS AT THE LOWER LEFT HAND CORNER OF THE SCREEN. THESE PICTURES ARE A SOURCE OF IMPORTANT INFORMATION:

- 1. HEALTH:** THE HEALTH OF YOUR HERO IS SHOWN ON A BAR. WHEN THE BAR IS ALL RED, YOU ARE AT FULL HEALTH. WHEN IT IS ONLY A LITTLE RED, YOU ARE IN TROUBLE.
- 2. ENERGY:** YOUR HERO'S ENERGY LEVEL IS DISPLAYED IN THREE PURPLE BARS (REPRESENTING THE THREE LEVELS OF ENERGY A POWER MIGHT USE). WHEN ALL THREE BARS ARE FULL, YOUR HERO CAN USE THEIR MOST DEVASTATING POWERS.  
*A NOTE ON ENERGY:* WHEN YOU BRING UP THE **COMMAND MENU**, THE AMOUNT OF ENERGY REQUIRED FOR EACH ACTION APPEARS ON THE RIGHT SIDE. IF YOUR HERO DOES NOT HAVE ENOUGH ENERGY TO COMPLETE A PARTICULAR ACTION, IT WILL BE GRAYED OUT.
- 3. HEROIC DEEDS:** THESE WILL APPEAR AS SMALL MEDALS IN THE TOP RIGHT OF THE HERO'S PORTRAIT.
- 4. SPECIAL STATES:** THESE WILL APPEAR AS ICONS IN THE UPPER LEFT CORNER OF THE HERO'S PORTRAIT, AND ALSO ON THE **STATUS BAR** (SEE PAGE 12).
- 5. SQUAD NUMBER:** THIS WILL APPEAR AT THE BOTTOM RIGHT OF THE PORTRAIT AND INDICATES YOUR HERO'S PLACE IN THE SQUAD.
- 6. SELECTION:** IF YOU HAVE SELECTED A PARTICULAR CHARACTER, HIS OR HER PORTRAIT WILL APPEAR RAISED FROM THE BOTTOM OF THE SCREEN.
- 7. USABILITY:** WHEN A PARTICULAR HERO CANNOT BE USED (DUE TO SOME UNFORTUNATE STATE) HIS OR HER PORTRAIT WILL APPEAR GRAYED OUT.
- 8. KNOCKED OUT:** WHEN A PARTICULAR HERO HAS BEEN KNOCKED OUT, HE OR SHE CAN NO LONGER BE USED IN THE CURRENT MISSION UNLESS THEY STILL HAVE A **HEROIC DEED**, WHICH THEY CAN USE TO REVIVE THEMSELVES. THE CORRESPONDING PORTRAIT WILL APPEAR GRAYED OUT.
- 9. DEFAULT POWER:** THIS SHOWS YOU THE POWER THAT WILL BE ACTIVATED BY A LEFT-CLICK. YOU CAN CHANGE THE DEFAULT POWER BY CLICKING ON THIS DISPLAY.

## STATUS BAR

THE STATUS BAR DISPLAYS CHARACTER OR OBJECT-SPECIFIC INFORMATION. TO VIEW THE STATUS BAR FOR A PARTICULAR OBJECT OR HERO, MOVE THE MOUSE OVER IT. THE STATUS BAR WILL APPEAR AND GIVE YOU THE FOLLOWING INFORMATION:

**CHARACTER STATS:** THESE INCLUDE THE NAME OF THE CHARACTER OR OBJECT, HEALTH, RESISTANCES AND VULNERABILITIES, CURRENT STATE, AND A TEXT DESCRIPTION OF THE OBJECT.

### COMMAND INFORMATION:

SCROLLING THE MOUSE OVER A POWER LISTED IN THE COMMAND MENU WILL BRING UP DETAILED INFORMATION ON THAT POWER IN THE STATUS BAR, INCLUDING HOW LIKELY THE POWER IS TO EFFECT YOUR CURRENT TARGET.

**ENEMY STATUS:** IF THE PLAYER SCROLLS THE MOUSE OVER AN ENEMY, A RED LINE WILL APPEAR REPRESENTING THAT VILLAIN'S HEALTH, AND A SET OF THREE PURPLE BARS WILL SHOW ENERGY LEVEL.

## SPEECH BALLOONS

THESE APPEAR WHEN HEROES AND OR VILLAINS INTERACT. THE SPEAKER'S HEAD WILL APPEAR IN ONE OF THE CORNERS, AND HIS OR HER MESSAGE WILL APPEAR IN A SPEECH BALLOON.

## OBJECTIVES

MISSION OBJECTIVES ARE DESCRIBED IN THE OBJECTIVES SCREEN (PRESS THE "O" KEY TO SEE THIS). YOU CAN LOCATE OBJECTS RELEVANT TO THE OBJECTIVES USING THE ARROWS THAT APPEAR ON SCREEN. PRIMARY MISSION OBJECTIVES (YOU MUST COMPLETE THESE TO WIN THE MISSION) IN THE *FREEDOM FORCE VS. THE 3RD REICH* UNIVERSE ARE IDENTIFIED BY RED ARROWS. SECONDARY OBJECTIVES (YOU CAN OPTIONALLY COMPLETE THESE FOR MORE PRESTIGE) ARE REPRESENTED BY YELLOW ARROWS.

## RESULT BUBBLES



THESE APPEAR AS TEXT AND INFORM THE PLAYER OF THE RESULT OF AN ACTION. FOR

EXAMPLE, IF A CHARACTER IS ATTACKED, THE AMOUNT OF DAMAGE INCURRED WILL APPEAR IN A BUBBLE AND WILL BE COLOR-CODED TO INDICATE THE SEVERITY OF THE ATTACK. **GOLD** INDICATES THAT THE TARGET WAS VULNERABLE TO THE ATTACK, **DARK GRAY** INDICATES THAT THE TARGET WAS RESISTANT TO THE ATTACK. **WHITE** INDICATES NO SPECIAL VULNERABILITY OR RESISTANCE.

OTHER RESULTS SUCH AS CHANGES IN STATE (I.E: IF A CHARACTER BECOMES ENRAGED) AND EVENTS SUCH AS KNOCKOUTS ALSO APPEAR IN RESULT BUBBLES.

## MOUSE POINTERS

VARIOUS MOUSE POINTERS APPEAR IN *FREEDOM FORCE VS. THE 3RD REICH*. THE COLOR OF THE POINTER VARIES DEPENDING ON WHAT WILL HAPPEN IF YOU LEFT-CLICK. THE DEFAULT POINTER FOR NORMAL ACTIVITY IS A WHITE ARROW.

YOU CAN SELECT WHICH POWER THE CHARACTER WILL USE WHEN YOU LEFT CLICK ON A TARGET THROUGH THE **DEFAULT POWER POP-UP** MENU. THIS CAN BE FOUND IN THE LOWER LEFT CORNER OF THE SCREEN. ONCE YOU HAVE SELECTED A DEFAULT POWER FROM THIS MENU, THE CHARACTER WILL PERFORM THAT ATTACK EACH TIME YOU LEFT-CLICK ON A TARGET. YOU CAN CHANGE THE DEFAULT POWER FOR EACH CHARACTER AT ANY TIME.

DEFAULT POWERS CAN ALSO BE SELECTED BY PRESSING THE FUNCTION KEY ASSOCIATED WITH THAT POWER. THE DEFAULT POWER MENU SHOWS WHICH FUNCTION KEY WILL SELECT WHICH POWER FOR ANY GIVEN CHARACTER. YOU CAN ALSO SET THE FUNCTION KEY BY PRESSING IT WHILE Mousing OVER A POWER IN THE MENU.

WHEN YOU HAVE A DEFAULT POWER SELECTED, THE POINTER WILL SHOW YOU WHICH KIND OF POWER WILL BE USED EACH TIME YOU MOUSE OVER A POTENTIAL TARGET.



**LARGE BLUE ARROW:** THIS INDICATES A CHARACTER'S ABILITY TO THROW AN OBJECT THEY ARE CARRYING.



**SMALL BLUE ARROW:** THIS INDICATES THAT THE SELECTED CHARACTER WILL EXECUTE A RANGED ATTACK



**SMALL RED FIST:** THIS INDICATES THAT THE SELECTED CHARACTER WILL EXECUTE A MELEE ATTACK



**SMALL YELLOW STICK FIGURE:** THIS INDICATES THAT THE SELECTED CHARACTER WILL EXECUTE A DIRECT ATTACK.



**PURPLE FLASH:** THIS INDICATES THAT THE CHARACTER WILL EXECUTE A BEAM ATTACK.



**LIGHT BLUE CONE:** THIS INDICATES THAT THE CHARACTER WILL EXECUTE A CONE ATTACK.



**YELLOW ARROWS:** THIS INDICATES THAT THE CHARACTER WILL EXECUTE AN AREA ATTACK.



**YELLOW HAND:** THE HAND APPEARS WHEN A CHARACTER CAN PICK UP AN OBJECT TO THROW OR WIELD IN AN ATTACK. THE HAND ALSO APPEARS WHEN THE CHARACTER MAY INTERACT WITH CIVILIANS, USE OBJECTS, OR ACT OUT DEFAULT COMMANDS.

IF THE POINTER IS GRAYED OUT, THIS INDICATES THAT YOU DO NOT HAVE SUFFICIENT ENERGY TO USE THE CURRENTLY SELECTED DEFAULT POWER.

YOU CAN HOLD DOWN THE "F" KEY TO FORCE USE OF A DEFAULT POWER AGAINST A NON-HOSTILE CHARACTER OR OBJECT OR JUST AT A SPECIFIC LOCATION.



## INTERACTION WITH THE FREEDOM FORCE WORLD

TO SUCCEED AT *FREEDOM FORCE VS. THE 3RD REICH* THE PLAYER SHOULD TAKE ADVANTAGE OF THE INTERNAL RESOURCES OF THE SELECTED TEAM OF HEROES AND THE EXTERNAL RESOURCES IN THE SURROUNDING ENVIRONMENT. PAYING ATTENTION TO ALL AVAILABLE ASSETS IS VERY HELPFUL IN BEATING THOSE NASTY ENEMIES!

REMEMBER THAT YOU HAVE CONTROL OVER THE SPEED OF THE GAME. YOU CAN SLOW DOWN OR PAUSE THE ACTION AT ANY TIME BY HITTING THE SPACEBAR OR RIGHT CLICKING WITH THE MOUSE.

## GETTING AROUND IN THE GAME

THE PLAYER CAN CHOOSE TO USE THE MOUSE OR THE ARROW KEYS TO TRAVEL AROUND THE GAME. ALL CHARACTERS ARE ABLE TO RUN, ALTHOUGH SPEED VARIES BY HERO. TO MOVE A CHARACTER ON LAND, USE THE MOUSE TO LEFT CLICK ON THE PLACE WHERE YOU WOULD LIKE YOUR HERO TO BE. IF A CERTAIN LOCATION IS INACCESSIBLE, THE CHARACTER WILL GET AS CLOSE AS HE OR SHE CAN TO THE SELECTED POINT.

CHARACTERS WITH THE JUMPER ATTRIBUTE HAVE THE ABILITY TO JUMP ONTO BUILDINGS. THIS CAN BE ACCOMPLISHED BY USING THE MOUSE TO LEFT CLICK ON THE TOP OF THE CHOSEN BUILDING. ONCE UP THERE, THE HERO CAN LEAP FROM ONE ROOFTOP TO THE NEXT, PROVIDED THERE IS NOT TOO MUCH SPACE BETWEEN THE BUILDINGS.

















CHARACTERS WHO HAVE THE ABILITY TO FLY CAN DO SO BY THE PLAYER RIGHT CLICKING WITH THE MOUSE TO VIEW THE **COMMAND MENU**, SELECTING THE **FLY** OR **FLY TO** COMMAND, AND CHOOSING THE DESTINATION. CHARACTERS WHO ARE FLYING WILL CONTINUE FLYING UNTIL THE PLAYER CLICKS **LAND** OR **LAND ON** IN THE **COMMAND MENU** (OR UNTIL THEY ARE KNOCKED OUT OF THE AIR).

## THE COMMAND MENU

THE VAST MAJORITY OF IN GAME SITUATIONS HAVE A DEFAULT COMMAND THAT IS ACCESSIBLE BY USING THE MOUSE TO LEFT CLICK. THE FULL MENU OF COMMAND OPTIONS CAN BE VIEWED USING THE **COMMAND MENU**, WHICH CAN BE ACCESSED BY RIGHT CLICKING ON ANY OBJECT OR ENEMY. THIS ACTION AUTOMATICALLY PAUSES THE GAME AND BRINGS UP A LIST OF THE CHARACTER'S AVAILABLE ACTIONS AND POWERS. LEFT CLICK ON A PARTICULAR COMMAND TO SELECT THAT ACTION. AN ABBREVIATED COMMAND MENU APPEARS IF THE PLAYER RIGHT CLICKS ON THEIR OWN CHARACTER, ON FRIENDLY CHARACTERS, OR ON THE ENVIRONMENT.

### COMMANDS

EACH ICON BELOW CORRESPONDS TO THE SPECIFIED COMMAND:

	<b>MOVE TO</b>		<b>SPECIAL</b>		<b>THROW</b> (AVAILABLE WHEN AN OBJECT HAS BEEN PICKED UP)
	<b>MELEE</b>		<b>HEROIC DEEDS</b>		<b>INTERROGATE</b> (AVAILABLE WHEN A CHARACTER CAN BE INTERROGATED)
	<b>PROJECTILE</b>		<b>WIELD</b> (AVAILABLE WHEN A USABLE OBJECT IS TARGETED)		<b>FLY</b> (AVAILABLE WHEN A CHARACTER CAN FLY)
	<b>BEAM</b>		<b>DROP</b> (AVAILABLE WHEN WIELDING AN OBJECT)		<b>LAND</b> (AVAILABLE WHEN A CHARACTER IS FLYING)
	<b>ATTACK: AREA</b>		<b>PICK UP</b> (AVAILABLE WHEN TARGETING AN OBJECT THAT CAN BE PICKED UP)		<b>SMACK DOWN</b> (AVAILABLE WHEN WIELDING AN OBJECT)
	<b>DEFENSE</b>				



**IMPORTANT:** YOU CAN DRAG THE COMMAND MENU AROUND BY HOLDING DOWN THE RIGHT MOUSE BUTTON AND MOVING THE MOUSE. THIS IS A VERY USEFUL TECHNIQUE FOR TARGETING MOVING CHARACTERS — JUST PRESS THE MOUSE BUTTON AND DRAG THE MENU UNTIL THE DESIRED TARGET IS SELECTED. AS YOU DRAG THE MENU, THE TARGET BOX AT THE TOP OF THE MENU UPDATES TO SHOW YOU THE NAME OF THE CURRENTLY TARGETED OBJECT AND THAT OBJECT WILL BE HIGHLIGHTED IN THE GAME WORLD.

## COMMAND MOUSE-OVER

MOVE THE MOUSE OVER A COMMAND TO LEARN THE FOLLOWING IMPORTANT INFORMATION:

- ATTACK TYPE
- AMOUNT OF DAMAGE
- TYPE OF DAMAGE CAUSED (OR DEFENDED AGAINST FOR DEFENSIVE ACTIONS)
- CHANCE OF STUN
- DEGREE OF KNOCKBACK
- CHANCE OF HIT
- CHANCE OF AFFECTING TARGET (FOR RESISTED POWERS)
- BRIEF DESCRIPTION OF POWER

## ENERGY POINTS

THE VAST MAJORITY OF POWER COMMANDS IN *FREEDOM FORCE VS. THE 3RD REICH* NECESSITATE THE USE OF VARIOUS AMOUNTS OF ENERGY. YOUR CHARACTER HAS A LIMITED AMOUNT OF ENERGY, SO YOU MUST USE YOUR ENERGY WISELY. ENERGY RECHARGES OVER TIME.

POWERS HAVE ONE OF FOUR ENERGY LEVELS: NONE, LOW, MEDIUM, AND HIGH. TO DETERMINE THE ENERGY COST OF A POWER, MOVE THE MOUSE POINTER OVER IT IN THE COMMAND MENU AND LOOK AT THE ENERGY BAR. THIS IS SPLIT INTO THREE SECTIONS TO SHOW THE PLAYER THE LEVEL OF POWER USED.

ONCE INITIATED, POWERS THAT CONSUME NO ENERGY WILL BE AUTOMATICALLY REPEATED BY YOUR CHARACTERS UNTIL THE ENEMY IS KO-ED OR DESTROYED. ENERGY USING POWERS WILL ONLY BE USED ONCE EACH TIME REQUESTED.

## COMMAND FEEDBACK

WHEN TARGETING A CHARACTER WITH THE COMMAND MENU, SOME ADDITIONAL HELPFUL INFORMATION IS SHOWN IN THE GAME WORLD:

**WHITE LINE:** THIS LINE POINTS TOWARDS THE CHOSEN TARGET AND INDICATES THAT THE CHARACTER IS WITHIN RANGE FOR ATTACK.

**RED LINE:** THIS INDICATES THAT A SELECTED TARGET IS OUT OF RANGE AND THE CHARACTER WILL MOVE CLOSER BEFORE ATTACKING.

**WHITE SPHERE:** THIS DISPLAYS THE AREA IN WHICH AN ATTACK IS EFFECTIVE.

**WHITE ARC:** THIS APPEARS FOR MELEE ATTACKS, WHICH HAVE AN ARC OF EFFECT AND WILL DAMAGE ANYONE IN A SPECIFIC AREA.

## POWER COMMANDS

TO ADD EXTRA POWER TO A COMMAND AND INCREASE THE INTENSITY OF AN ATTACK YOU MAY HOLD DOWN THE **CTRL** KEY. BE AWARE THAT ALTHOUGH AN OVER-POWERED COMMAND WILL CAUSE MORE DAMAGE, IT WILL ALSO COST AN EXTRA "BAR" OF ENERGY. POWERS THAT ALREADY USE A FULL THREE BARS OF ENERGY MAY NOT BE OVER-POWERED.

## HERO REACTIONS

HEROES THAT ARE NOT CURRENTLY CONTROLLED BY THE PLAYER WILL TAKE THEIR OWN INITIATIVE AND ATTACK ENEMIES. WHEN DOING SO, THEY WILL USE ONLY POWERS WITH NO ENERGY COST. CHARACTERS WILL WARN YOU WHEN THEY ARE ABOUT TO TAKE THEIR OWN INITIATIVE. IF YOU WANT THEM TO DO SOMETHING ELSE, SIMPLY SELECT THEM AND GIVE THEM AN ORDER.



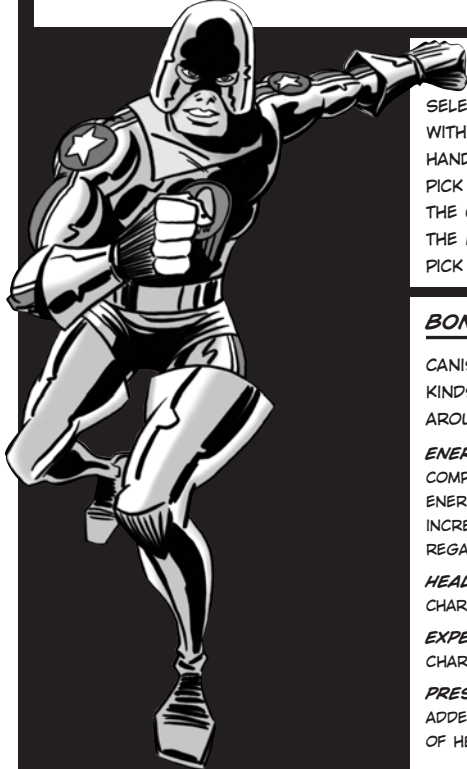
### **IMPORTANT:**

CHARACTERS CAN BE VULNERABLE TO SOME DAMAGE TYPES AND RESISTANT TO OTHERS. YOU CAN MATCH THE DAMAGE TYPE OF THE POWER (SHOWN IN THE STATUS BAR WHEN SELECTING THE POWER FROM THE COMMAND MENU) AGAINST THE RESISTANCES OF THE TARGET (SHOWN IN THE STATUS BAR WHEN Mousing over the target). ALSO, THE GAME HELPFULLY SHOWS YOU IF ANY OF YOUR POWERS ARE PARTICULARLY EFFECTIVE AGAINST THE CURRENTLY TARGETED CHARACTER BY FLASHING THE ICON FOR EACH SUCH POWER. TAKING ADVANTAGE OF THESE POWER TARGET MATCH-UPS IS CRUCIAL FOR GAME SUCCESS.

## INTERACTING WITH OBJECTS

THE *FREEDOM FORCE VS. THE 3RD REICH* ENVIRONMENT IS HIGHLY DESTRUCTIBLE. BUILDINGS CAN BE DAMAGED OR COMPLETELY DESTROYED DEPENDING ON THE EFFECTIVENESS OF WHATEVER HITS THEM.

A CHARACTER WITH ENOUGH PHYSICAL STRENGTH CAN PICK UP MANY OBJECTS IN THE WORLD AND USE THEM AS WEAPONS WITHOUT USING UP ENERGY POINTS. USING OBJECTS DOES PREVENT THE HERO FROM USING THEIR OTHER ATTACKS. FOUND WEAPONS IN THE GAME CAN BE VERY EFFECTIVE SINCE A VERY LARGE ITEM LIKE A LAMPPOST OR A CAR GIVES A CHARACTER A HUGE RANGE AND ALLOWS THEM TO HARM MULTIPLE ENEMIES AT ONE TIME.



### PICKING UP OBJECTS

SELECT AN OBJECT BY LEFT CLICKING WITH THE MOUSE WHEN THE YELLOW HAND ICON APPEARS. YOU CAN ALSO PICK SOMETHING UP BY GOING TO THE COMMAND MENU AND USING THE MOUSE TO LEFT CLICK ON THE PICK UP COMMAND.

### BONUS ITEMS

CANISTERS CONTAINING VARIOUS KINDS OF *ENERGY X* CAN BE FOUND AROUND THE GAME. THESE INCLUDE:

**ENERGY CANISTERS:** THESE COMPLETELY FILL A CHARACTER'S ENERGY BAR, AND ALSO TEMPORARILY INCREASE THE RATE AT WHICH THEY REGAIN ENERGY.

**HEALTH CANISTERS:** RESTORES THE CHARACTER TO HIS OR HER FULL HEALTH.

**EXPERIENCE CANISTERS:** GIVES A CHARACTER EXTRA EXPERIENCE POINTS.

**PRESTIGE CANISTERS:** GIVES ADDED PRESTIGE TO THE ENTIRE TEAM OF HEROES.

## COMBAT!



### ATTACK TYPES

#### **MELEE ATTACKS:**

TO CONDUCT A MELEE ATTACK THE ENEMY MUST BE WITHIN ARM'S REACH OF THE HERO. IF THE HERO IS OUT OF REACH, HE OR SHE WILL APPROACH THE ENEMY AND THEN ATTACK. NOTE THAT THESE ATTACKS CAN BE DODGED.

#### **CONE ATTACKS:**

ENDANGERS ANYONE WITHIN A GIVEN ANGLE OF THE TARGET. CONE ATTACKS CANNOT BE DODGED.

#### **PROJECTILE ATTACKS:**

THESE ARE THROWN OR FIRED BY THE ATTACKER AND MAY EXPLODE, THUS AFFECTING MORE THAN ONE TARGET. PROJECTILE ATTACKS CAN BE DODGED BY THE TARGET.

#### **BEAM ATTACKS:**

A BEAM CREATES A DIRECT CONNECTION BETWEEN THE ATTACKER AND THE ENEMY AND THEREFORE CANNOT BE DODGED.

#### **AREA ATTACKS:**

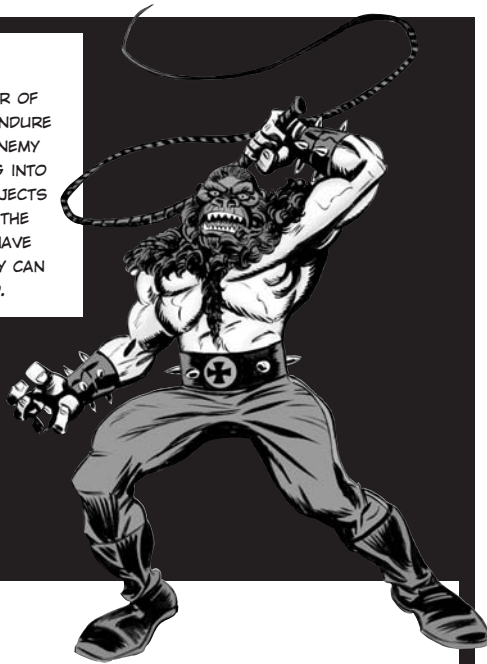
THESE DAMAGE THE AREA AROUND THE ATTACKER AND CANNOT BE DODGED.

#### **DIRECT ATTACKS:**

THESE ARE EFFECTIVE ONLY ON A SINGLE ENEMY. **DIRECT ATTACKS** DO NOT TRAVEL THROUGH THE INTERVENING SPACE, CANNOT MISS AND CANNOT BE DODGED.

## HEALTH

EACH CHARACTER HAS A NUMBER OF POINTS OF DAMAGE THEY CAN ENDURE BEFORE BEING KNOCKED OUT. ENEMY ATTACKS, LONG FALLS, RUNNING INTO OR BEING THROWN AGAINST OBJECTS IN THE ENVIRONMENT ALL COST THE HERO HEALTH. OBJECTS ALSO HAVE A SET AMOUNT OF DAMAGE THEY CAN TAKE BEFORE BEING DESTROYED.



## DEFENSES

### CHARACTER DEFENSE:

EACH CHARACTER HAS THE ABILITY TO PASSIVELY OR ACTIVELY DEFEND THEMSELVES. PASSIVE DEFENSE IS AUTOMATIC BUT ACTIVE DEFENSES MUST BE SELECTED BY THE PLAYER AND WILL COST THE HERO ENERGY. TO ENGAGE AN ACTIVE DEFENSE, RIGHT CLICK FOR THE COMMAND MENU AND SELECT THE DEFENSE FROM THE LIST OF OPTIONS.

THE RESULTS OF A DEFENDED ATTACK WILL APPEAR ON THE SCREEN AS FOLLOWS:

MESSAGE	DESCRIPTION
<b>ABSORBED!</b>	THE DEFENSE ABSORBED THE ATTACK, CONVERTING IT INTO ENERGY POINTS FOR THE DEFENDER.
<b>BLOCKED!</b>	THE DEFENSE WAS STRONG ENOUGH TO BLOCK THE ATTACK.
<b>DEFLECTED!</b>	THE ATTACK WAS REDIRECTED IN A RANDOM DIRECTION.
<b>REDIRECTED!</b>	THE ATTACK WAS SENT BACK TO A RANDOM ENEMY.
<b>REFLECTED!</b>	THE ATTACK WAS SENT DIRECTLY BACK TO THE ATTACKER.

MELEE AND PROJECTILE ATTACKS CAN BE AVOIDED ALTOGETHER IF YOU ARE AGILE ENOUGH TO DODGE THEM.

## DAMAGE

DURING THE BATTLE FOR GOOD YOUR HEROES MAY BE INJURED OR THEY MAY INFLICT DAMAGE ON ENEMIES. EVERY POWER YOUR HEROES POSSESS HAS A CORRESPONDING TYPE OF DAMAGE THAT HE OR SHE CAN DOLE OUT. WHEN YOU SELECT A PARTICULAR POWER FROM THE **COMMAND MENU** THE TYPE OF DAMAGE EACH POWER INFLECTS WILL BE DISPLAYED ON THE STATUS BAR. FOR AN EFFECTIVE ATTACK, DAMAGE TYPE SHOULD BE MATCHED WITH THE RESISTANCES AND WEAKNESSES OF THE ENEMY.

POWER EFFECTS	DAMAGE TYPE	STATE INDUCED	EFFECT OF POWER MAGNITUDE	DESCRIPTION
ACID		N/A	INCREASED DAMAGE	WOUNDS WITH DANGEROUS CHEMICALS.
COLD		N/A	INCREASED DAMAGE	WOUNDS WITH ICY TEMPERATURES.
CRUSHING		N/A	INCREASED DAMAGE	WOUNDS WITH HUGE IMPACT.
ELECTRICAL		N/A	INCREASED DAMAGE	WOUNDS WITH ELECTRIC SHOCK.
ENERGY		N/A	INCREASED DAMAGE	WOUNDS WITH PURE ENERGY X.
HEAT		N/A	INCREASED DAMAGE	WOUNDS BY BURNING.
PIERCING		N/A	INCREASED DAMAGE	WOUNDS BY TINY BUT VERY STRONG MULTIPLE IMPACTS.
RADIATION		N/A	INCREASED DAMAGE	WOUNDS WITH RADIOACTIVE MATERIAL.
MENTAL		VARIOUS	VARIOUS	INCLUDES MULTIPLE EXTRA POWER EFFECTS. SEE <b>EXTRA</b> BELOW.
MYSTICAL		VARIOUS	VARIOUS	INCLUDES MULTIPLE EXTRA POWER EFFECTS. SEE <b>EXTRA</b> BELOW.



**NOTE:** FOR MORE INFORMATION ON **EXTRA DAMAGE TYPES**, PLEASE SEE THE GAME FOR EXAMPLES.



## SPECIAL STATES

SOME ATTACKS DON'T JUST RESULT IN STRAIGHTFORWARD EXTERNAL DAMAGE; A CHARACTER'S MENTAL OR PHYSICAL STATE CAN BE AFFECTED TOO. IN *FREEDOM FORCE VS. THE 3RD REICH* THE VARIOUS POSSIBLE EFFECTS OF AN ATTACK ARE DIVIDED INTO PRIMARY AND SECONDARY STATES. IN A PRIMARY STATE YOU WILL NO LONGER BE ABLE TO CONTROL YOUR HERO. NOTE THAT A CHARACTER CAN ONLY EXPERIENCE ONE PRIMARY STATE AT ANY TIME. A SECONDARY STATE ALLOWS YOU TO RETAIN CONTROL OF YOUR HERO AND A CHARACTER MAY EXPERIENCE MORE THAN ONE AT A TIME.



**NOTE:** YOU CAN SEE MORE INFORMATION ABOUT *SPECIAL STATES* WHEN BUILDING POWERS FOR CUSTOM CHARACTERS IN THE GAME.

## PROGRESSIVE DAMAGE

CERTAIN STATES LIKE *ACID BURN* AND *IRRADIATED* RESULT IN POTENTIALLY SEVERE PROGRESSIVE DAMAGE. THIS WILL LESSEN AS YOU CONTINUE THE MISSION AND EVENTUALLY DISAPPEAR BUT YOU SHOULD TAKE NOTE OF THE RISK; PROGRESSIVE DAMAGE CAN BE VERY DANGEROUS IF IT IS NOT CURED.

## KNOCKBACK

A KNOCKED BACK CHARACTER WILL BE UNABLE TO ACT UNTIL AFTER HE OR SHE HAS GOTTEN UP.

## COLLISION DAMAGE

THE VELOCITY OF A HIT DETERMINES THE LEVEL OF DAMAGE CAUSED.

## FALLING DAMAGE

LONG FALLS WILL RESULT IN DAMAGE.

## STUNNING

ANY ATTACK AND CERTAIN SPECIAL ACTIONS CAN RESULT IN A CHARACTER BECOMING STUNNED AND THEREFORE UNABLE TO ACT.

## KNOCKOUT

WHEN A CHARACTER'S HEALTH IS DEPLETED HE OR SHE WILL BE KNOCKED OUT. NO CHARACTERS DIE IN *FREEDOM FORCE VS. THE 3RD REICH*.

## HEROIC DEEDS

MOST OF THE HEROES IN *FREEDOM FORCE VS. THE 3RD REICH* HAVE THE ABILITY TO HELP THEMSELVES IN A DANGEROUS SITUATION BY PERFORMING ONE HEROIC DEED PER MISSION. A *HEROIC REVIVAL* WILL NORMALLY RESTORE A HERO TO FULL HEALTH AND ENERGY AND REMOVE ALL NEGATIVE STATES. IF A HERO HAS BEEN KNOCKED OUT, HE CAN USE A *HEROIC REVIVAL* TO RETURN TO CONSCIOUSNESS, BUT WILL ONLY HAVE A FRACTION OF HIS FULL HEALTH.

## THE CAMPAIGN

*FREEDOM FORCE VS. THE 3RD REICH* SINGLE PLAYER IS DIVIDED INTO MISSIONS. EACH MUST BE COMPLETED IN ORDER TO MOVE FURTHER INTO THE GAME.

## THE FF BASE

AFTER EACH MISSION YOUR HEROES WILL NEED A REST. THEY ALL CONGREGATE BACK AT THE *FREEDOM FORTRESS*, A HOME BASE WHERE THE TEAM CAN USE CHARACTER POINTS TO TRAIN. THE HEROES MAY ALSO USE THEIR TIME AT THE *FORTRESS* TO LEARN ABOUT ENEMIES AND ADD NEW TEAM MEMBERS.

## PERFORMANCE RATING

*PERFORMANCE RATING* IS AN INDICATION OF HOW THE WORLD SEES *FREEDOM FORCE*. DEPENDING ON THE SUCCESS OR FAILURE OF A MISSION, THIS RATING WILL FLUCTUATE BETWEEN THE SO-SO *DO-GOODER* RATING AND THE HIGHLY COVETED *SAVIOR OF THE UNIVERSE*.

## PRESTIGE

*PRESTIGE POINTS* MEASURE THE SUCCESS OF YOUR TEAM OF HEROES. POINTS CAN BE EARNED IN THE GAME BY COMPLETING MISSION OBJECTIVES, GAINING VICTORY OVER THE ENEMIES, OR PICKING UP *PRESTIGE BONUSES*. THE NUMBER OF *PRESTIGE POINTS* YOU HAVE AT THE END OF A MISSION TRANSLATES INTO YOUR *PERFORMANCE RATING*. POINTS MAY BE USED TO RECRUIT NEW HEROES TO YOUR TEAM.

## THE FREEDOM FORCE TEAM

THE HEROES OF *FREEDOM FORCE* HAVE JOINED TOGETHER TO DEFEAT EVIL AND OF COURSE TO SAVE THE WORLD. IN *FREEDOM FORCE VS. THE 3RD REICH* YOU WILL START THE GAME OUT WITH *ALCHEMISS* AND OTHER HEROES WILL GRADUALLY JOIN YOUR SQUAD.

ALL CURRENT MEMBERS OF *FREEDOM FORCE* CAN BE VIEWED BY GOING TO THE *TRAIN SCREEN* (USE THE "TRAIN" BUTTON IN THE BASE). THIS IS CHOCK FULL OF INFORMATION ON EACH CHARACTER INCLUDING HIS OR HER POWERS, COSTUME, STATS, AND ORIGIN STORY.

### RECRUITS

AS *FREEDOM FORCE VS. THE 3RD REICH* PROGRESSES AND WORD SPREADS OF THE TEAM'S AMAZING DEEDS, MORE AND MORE HEROES WILL BE INTERESTED IN JOINING. IF YOU WANT THEM YOU WILL NEED TO SPEND SOME OF YOUR HARD-EARNED *PRESTIGE POINTS*. THE STRONGER THE HERO, THE MORE POINTS IT TAKES TO GET THEM ON BOARD.

YOU MAY ALSO BRING CUSTOM CHARACTERS SEE BELOW INTO YOUR *FREEDOM FORCE* TEAM. REMEMBER THAT THE MORE POWERFUL THE CHARACTER, THE MORE *PRESTIGE POINTS* IT WILL COST TO ADD THEM TO THE TEAM.

### ATTRIBUTES

THESE WILL GIVE YOUR HERO NEW ABILITIES IN EXCHANGE FOR *CHARACTER POINTS*. ATTRIBUTES MUST BE PURCHASED IN THE ORDER THEY APPEAR ON THE *ATTRIBUTE LIST*.

### EXPERIENCE AND CHARACTER POINTS

CHARACTERS IN *FREEDOM FORCE VS. THE 3RD REICH* BUILD ON THEIR STRENGTHS WHEN THEY TAKE PART IN MISSIONS. THIS EARNS THEM *EXPERIENCE*. RECRUITED HEROES WHO DON'T ACTIVELY TAKE PART IN A MISSION WILL EARN LESS *EXPERIENCE*. WHEN A HERO ACCUMULATES ENOUGH *EXPERIENCE*, HE OR SHE WILL "LEVEL UP" AND EARN *CHARACTER POINTS*. THESE MAY BE USED TO INCREASE THE HERO'S POWERS OR BUY NEW *ATTRIBUTES*, KEEPING THEM UP TO THE CHALLENGE OF FIGHTING EVER-TOUGHENING ENEMIES THROUGHOUT THE GAME.

### POWERS

EACH CHARACTER POSSESSES SPECIAL POWERS THAT ALLOW HIM OR HER TO ACCOMPLISH AMAZING THINGS ON THE PATH TO SAVING THE WORLD FROM EVIL. EACH POWER VARIES IN EFFECTIVENESS AND THEREFORE SO DOES THE *CHARACTER POINT* COST OF BUYING THEM.

MOST POWERS CAN BE LEVELED UP FOR A *CHARACTER POINT* COST. POWER LEVELS AFFECT THE STRENGTH OF ATTACKS BY ALTERING THE CHANCE OF STUNNING AN ENEMY, THE AREA OF EFFECT, THE POWER OF THE ATTACK, AND THE AMOUNT OF KNOCK-BACK. LEVELS CAN ALSO LIP THE CHANCE OF A SUCCESSFUL PASSIVE DEFENSE AND LIP THE DURATION OF AN ACTIVE DEFENSE.

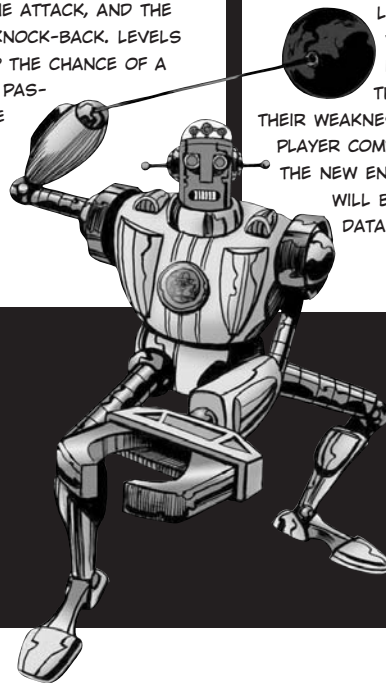
### POWER TIERS

HEROES HAVE MULTIPLE AVAILABLE POWERS BUT MUST LEVEL UP EXISTING POWERS BEFORE NEW POWERS CAN BE PURCHASED. POWERS AVAILABLE EARLY IN THE GAME MUST REACH *LEVEL 3* BEFORE ANY MORE ADVANCED POWERS MAY BE ACCESSED. UNAVAILABLE POWERS APPEAR GRAYED OUT.

### DATABASE

THE DATABASE IS ESSENTIALLY AN ENCYCLOPEDIA OF *FREEDOM FORCE VS. THE 3RD REICH* CHARACTERS. IT CONTAINS A COMPLETE

LIST OF HEROES AND VILLAINS AND INCLUDES INFORMATION ON THEIR POWERS AND WEAKNESSES. WHEN THE PLAYER COMPLETES A MISSION ALL THE NEW ENEMIES THAT APPEARED WILL BE INCLUDED IN THE DATABASE.



## MISSIONS

### SQUAD SELECTION

TO BEGIN A MISSION:

- SELECT **MISSION BRIEFING**, WHICH WILL BRING UP INFORMATION ON THE CURRENT MISSION.
- SELECT UP TO FOUR HEROES THAT YOU FEEL WOULD BE WELL SUITED FOR THE MISSION. SOME CHARACTERS MAY BE REQUIRED OR FORCED TO STAY BACK FOR A SPECIFIC MISSION. [A FEW MISSIONS WILL BE PLAYED WITH LESS THAN FOUR HEROES.]

### DEBRIEFING

WHEN YOU FINISH A MISSION, A **DEBRIEF** SCREEN WILL APPEAR AND OUTLINE YOUR LEVEL OF SUCCESS. IF YOU COMPLETED THE PRIMARY AND SECONDARY MISSION GOALS SUCCESSFULLY AND KNOCKED OUT SOME OF YOUR ENEMIES, OR IF YOU WERE LUCKY ENOUGH TO PICK UP SOME **PRESTIGE** CANISTERS, THE **DEBRIEF** SCREEN WILL SHOW YOU HOW MANY **PRESTIGE POINTS** YOU HAVE WON. IF YOU ALLOW CIVILIANS TO BE INJURED OR BUILDINGS TO BE DESTROYED YOU WILL LOSE **PRESTIGE POINTS**.

THE **DEBRIEF** SCREEN WILL ALSO SHOW WHO ON YOUR TEAM HAS LEVELED UP. YOU WILL NOT SEE THIS PART OF THE SCREEN IF YOUR MISSION FAILED AND YOU WILL NOT BE ABLE TO ADVANCE YOUR CAMPAIGN.

## CREATING A CUSTOM CHARACTER

**FREEDOM FORCE VS. THE 3RD REICH'S "CHARACTER TOOL"** ALLOWS YOU TO DESIGN YOUR VERY OWN HEROES FOR USE IN THE GAME.

TO CREATE YOUR OWN CHARACTER:

1. FROM THE **MAIN MENU** SCREEN SELECT **CHARACTERS**
2. THIS WILL BRING UP A CHARACTER MENU FROM WHICH YOU MAY SELECT FROM THE FOLLOWING OPTIONS:
  - NEW
  - EDIT
  - DELETE
  - COPY
  - VIEW

THE **CHARACTER CREATION TOOL** ALLOWS YOU TO SELECT THE ATTRIBUTES AND POWERS OF YOUR HERO AND SET THEIR STATS TO SUIT YOUR NEEDS. EACH OF THESE HAS A POINT VALUE WHICH WHEN ADDED UP DETERMINES THE COST OF YOUR CHARACTER IN **PRESTIGE POINTS**. COST WILL BE DISPLAYED IN THE UPPER RIGHT CORNER OF THE **CHARACTER** SCREEN. MAKE SURE YOUR CHARACTER DOESN'T COST TOO MUCH OR YOU WON'T HAVE ENOUGH **PRESTIGE POINTS** TO BRING HIM OR HER INTO YOUR SQUAD.

### CHOOSING A MESH

AFTER YOU CLICK **NEW**, THE FIRST STEP IS TO CHOOSE A MESH FOR YOUR NEW CHARACTER. USE THE SCROLLABLE MENU AND CLICK **OK** TO SELECT YOUR FAVORITE MESH. YOU MAY USE THE MESHES INCLUDED WITH THE GAME OR YOU CAN DOWNLOAD MESHES FROM NON-IRRATIONAL SITES.

**PLEASE NOTE THAT PER THE END USER LICENSE AGREEMENT, REGARDING END-USER CUSTOM CONTENT IRRATIONAL GAMES DOES NOT SUPPORT, CONDONE OR APPROVE OF THE UNAUTHORIZED USE OF THIRD PARTY COPYRIGHTED MATERIAL IN "FREEDOM FORCE VS. THE 3RD REICH."**

BE AWARE THAT EACH MESH HAS A FIXED SET OF ANIMATIONS, WHICH WILL LIMIT THE ABILITIES OF YOUR CHARACTER.

### USING CUSTOM SKINS

ONCE YOU HAVE SELECTED A MESH YOU ARE READY TO CHOOSE A SKIN. SKINS ARE DESIGNED FOR USE WITH SPECIFIC MESHES. YOU CAN SCROLL THROUGH THE AVAILABLE SKINS BY CLICKING THE ARROWS BENEATH THE CHARACTER'S PORTRAIT.

### CHOOSING STATS

THESE REPRESENT THE PHYSICAL ABILITIES OF A CHARACTER. ALL STATS RANGE FROM 1 TO 10, WITH 3 BEING "AN AVERAGE, LIN-POWERED HUMAN".

**STRENGTH (STR):** STRENGTH STATS REGULATE A CHARACTER'S CAPACITY TO PICK UP AND THROW OBJECTS AND INFLICT DAMAGE IN MELEE COMBAT. THE LARGER THE NUMBER, THE STRONGER THE CHARACTER.

**SPEED (SPD):** SPEED STATS REGULATE HOW QUICKLY YOUR CHARACTER CAN RUN AND/OR FLY. THE SPEED STAT EFFECTS CHARACTER MOVEMENT ONLY, IT DOES NOT HAVE ANY EFFECT ON ATTACKS.

**AGILITY (AGL):** AGILITY STATS INDICATE THE SPEED AT WHICH YOUR CHARACTER IS ABLE TO DODGE ENEMY ATTACKS. A HIGHER NUMBER INDICATES A GREATER ABILITY TO STAY OUT OF HARM'S WAY.

**ENDURANCE (END):** ENDURANCE INDICATES HOW MANY HEALTH POINTS A CHARACTER BEGINS A MISSION WITH. A CHARACTER WITH MORE HEALTH POINTS CAN SUSTAIN MORE INJURY BEFORE BEING KNOCKED OUT.

**ENERGY (ENG):** ENERGY INDICATES THE SPEED AT WHICH YOUR CHARACTER'S ENERGY REGENERATES. THE HIGHER THE ENERGY STAT, THE FASTER A CHARACTER CAN REENERGIZE. CHARACTERS WITH A 1 IN THIS STAT HAVE NO ENERGY AT ALL.

## CHOOSING ATTRIBUTES

THE STATS LISTED ABOVE PROVIDE THE BASICS YOUR HERO NEEDS TO SURVIVE IN THE TOUGH WORLD OF **FREEDOM FORCE VS. THE 3RD REICH**. ATTRIBUTES GIVE YOUR HERO THE EXTRA KICK THEY NEED TO SHINE. CLICK ON THE **PURCHASE** BUTTON (IN THE **ATTRIBUTES** PANEL) TO VIEW A LIST OF AVAILABLE OPTIONS. YOU WILL BE ABLE TO VIEW A COMPLETE DESCRIPTION OF EACH ONE AND THE **CHARACTER POINT** COST TO BUY IT. OCCASIONALLY YOU WILL SEE AN ATTRIBUTE THAT ACTUALLY WEAKENS YOUR CHARACTER IN SOME WAY. DON'T BE AFRAID OF THESE, THEY DO HAVE NEGATIVE EFFECTS BUT THEY ALSO REDUCE THE COST OF A CHARACTER AND ALLOW YOU TO USE **CHARACTER POINTS** ON OTHER THINGS.



**NOTE:** YOU CAN SEE A COMPLETE LIST OF **ATTRIBUTES** WHEN CREATING A CUSTOM CHARACTER.

## CHOOSING MATERIALS

WHEN YOU CREATE A CUSTOM CHARACTER YOU MAY SELECT THE MATERIAL FROM WHICH YOUR HERO IS MADE. MATERIALS HAVE VARIED RESISTANCES SO CHOOSE CAREFULLY! OPTIONS ARE DISPLAYED ON THE PULL DOWN **MATERIAL** MENU ON THE **INFO. TAB**. RESISTANCE INFORMATION IS SHOWN IN A WINDOW BELOW THE MENU.



## CHOOSING POWERS

**FREEDOM FORCE VS. THE 3RD REICH** HAS A HIGHLY FLEXIBLE AND VARIED MENU OF POWERS FOR BOTH OFFENSIVE AND DEFENSIVE ACTION. INFORMATION ON ALL AVAILABLE POWERS CAN BE FOUND IN THE **POWERS** SECTION OF THE **CHARACTER SCREEN**. TO VIEW THE POWERS AVAILABLE FOR A PARTICULAR CHARACTER MESH OR TO CREATE YOUR OWN POWERS, USE THE MOUSE TO CLICK ON THE **PURCHASE** BUTTON ON THE POWER TAB.

### **ATTACK POWERS**

**FREEDOM FORCE VS. THE 3RD REICH** ALLOWS YOU TO ATTACK YOUR ENEMIES USING YOUR CHOICE OF SEVERAL ATTACK TYPES. EACH ATTACK TYPE HAS STANDARD BASE PROPERTIES AS WELL AS SPECIAL EXTRA PROPERTIES. SOME OF THE EXTRA PROPERTIES ARE DRAWBACKS, BUT THEY WILL ALSO MAKE THE POWER COST LESS **CHARACTER POINTS**. CHOOSE YOUR ATTACK TYPE FROM THE DROP-DOWN MENU ON THE **SELECT A POWER SCREEN**.

#### **MELEE ATTACKS:**

TO EXECUTE A **MELEE ATTACK** THE ENEMY MUST BE WITHIN ARM'S REACH OF THE ATTACKER. IF YOUR CHOSEN TARGET IS OUT OF REACH YOUR HERO WILL TRY TO APPROACH THE TARGET BEFORE HE OR SHE CAN ATTACK.

#### **PROJECTILE ATTACKS:**

A PROJECTILE MUST REACH THE ENEMY FROM A DISTANCE, WHICH GIVES HIM OR HER SOME TIME TO DODGE THE ATTACK. PROJECTILE ATTACKS CAN ALSO BE STOPPED BY OBSTACLES.

#### **BEAM ATTACKS:**

THESE ARE USEFUL FOR THEIR ACCURACY AS THEY GO DIRECTLY FROM THE ATTACKER TO THE ENEMY.

#### **CONE ATTACKS:**

THESE CAN AFFECT A LARGE NUMBER OF TARGETS, AS LONG AS THEY ALL FALL WITHIN THE ANGLE OF THE POWER.

#### **AREA ATTACKS:**

LESS DIRECT THAN A BEAM ATTACK, THE **AREA ATTACK** WILL DAMAGE THE SPACE AROUND THE ATTACKER.

#### **DIRECT ATTACKS:**

THESE DAMAGE A SPECIFIC TARGET. THEY DO NOT CROSS THE INTERVENING SPACE, SO CANNOT BE OBSTRUCTED OR DODGED.





## DEFENSIVE POWERS

YOUR CHARACTER CAN HAVE BOTH PASSIVE AND ACTIVE DEFENSES. **PASSIVE DEFENSES** ARE ALWAYS "ON", BUT ONLY HAVE A PERCENTAGE CHANCE OF PROTECTING YOU FROM DAMAGE. **ACTIVE DEFENSES** COMPLETELY PROTECT YOU FROM SPECIFIC DAMAGE TYPES, BUT COST **ENERGY** AND ONLY LAST FOR A SHORT TIME. **NOTE:** EACH CHARACTER CAN ONLY HAVE ONE **PASSIVE DEFENSE**, SO CHOOSE IT CAREFULLY.

### ACTIVE DEFENSE PROPERTIES

<b>DAMAGE BLOCKED</b>	INDICATES THE VARIOUS KINDS OF DAMAGE BLOCKED BY THE POWER.
<b>ATTACKS BLOCKED</b>	INDICATES THE VARIOUS KINDS OF ATTACKS BLOCKED BY THE POWER.
<b>BLOCK TYPE</b>	THE METHOD USED TO BLOCK THE ATTACK
<b>ENERGY POINT COST</b>	THE ENERGY COST TO USE THE DEFENSE
<b>DURATION</b>	LENGTH OF TIME THE DEFENSE IS EFFECTIVE
<b>REMOTE USE</b>	IF THIS IS CHECKED, THEN THE <b>ACTIVE DEFENSE</b> CAN BE USED TO PROTECT ANOTHER HERO, BUT NOT THIS ONE.

### PASSIVE DEFENSE PROPERTIES

<b>DAMAGE BLOCKED</b>	INDICATES THE VARIOUS KINDS OF DAMAGE BLOCKED BY THE POWER.
<b>ATTACKS BLOCKED</b>	INDICATES THE VARIOUS KINDS OF ATTACKS BLOCKED BY THE POWER.
<b>BLOCK TYPE</b>	THE METHOD USED TO BLOCK THE ATTACK
<b>SUCCESS RATING</b>	PROBABILITY OF A SUCCESSFUL DEFENSE
<b>ALWAYS ACTIVE</b>	IF THIS IS CHECKED, THE DEFENSE WILL WORK EVEN IF THE HERO IS INACTIVE.

### DEFENSE BLOCK TYPES

VARIOUS POSSIBLE RESULTS FROM DEFENDING AN ATTACK:

<b>NORMAL:</b>	THE ATTACK HAS NO EFFECT.
<b>ABSORB:</b>	THE DEFENSE WAS STRONG ENOUGH TO ABSORB THE ATTACK, GAINING ENERGY FOR THE DEFENDING HERO.
<b>DEFLECT:</b>	THE ATTACK WAS REDIRECTED IN A RANDOM DIRECTION.
<b>REDIRECT:</b>	THE ATTACK WAS SENT BACK TO A RANDOM ENEMY.
<b>REFLECT:</b>	THE ATTACK WAS SENT DIRECTLY BACK TO THE ATTACKER.
<b>PASS THROUGH:</b>	THE ATTACK PASSES THROUGH THE DEFENDER WITH NO AFFECT (POSSIBLY HITTING SOMETHING ELSE BEHIND THEM).

## SPECIAL POWERS

**SPECIAL POWERS** ARE NOT CLASSIFIED AS OFFENSIVE OR DEFENSIVE, THEY SIMPLY LET YOUR HERO DO REALLY COOL THINGS. EACH TIME YOU USE A **SPECIAL POWER** YOU MUST PAY THE CORRESPONDING COST IN **ENERGY POINTS:**

**300 PERCENTER:** GIVES BONUS DAMAGE FOR A FEW SECONDS.

**AFTERBURNER:** A QUICK BURST OF SPEED WHILE IN FLIGHT.

**BLIND JUSTICE:** THIS WILL INCREASE THE AMOUNT OF DAMAGE YOUR HERO CAN DO BUT WILL SEND HIM OR HER INTO A BERSERK STATE.

**CLOAK OF SHADOWS:** HERO WILL BRIEFLY BECOME INVISIBLE TO ALL FOES.

**CLONE SELF:** RESULTS IN A CONVENIENT ENEMY-ATTACKING COPY OF THE USER.

**DECLOAK:** MAKES THE USER VISIBLE AGAIN.

**DISPLACE IMAGE:** ANY ATTACK ON THE USER WILL HAVE A 30% CHANCE OF MISSING THE MARK.

**ELECTRIFY:** CAUSES PERIODIC BURSTS OF STATIC ELECTRICITY AROUND THE USER.

**EMPATHY:** ANY DAMAGE INFLICTED ON A HERO WILL BE TURNED BACK AGAINST THE ENEMY AT HALF ITS EFFECTIVENESS.

**LIVING FIRES:** SUMMONS A FIRE ELEMENTAL.

**SONIC BOOM:** A BURST OF QUICK FLIGHT, LEAVING DEVASTATION IN ITS WAKE.

**SPEEDING BULLET:** THE USER RUNS SO FAST THAT HE OR SHE KNOCKS BACK THE TARGET AT THE END OF THE TRAJECTORY.

**SPRINT:** ALLOWS THE HERO TO VERY QUICKLY RUN TO FAR AWAY PLACES.

**TELEPORT:** ALLOWS THE HERO TO TELEPORT TO ANY LOCATION WITHIN RANGE.

## POWER ANIMATIONS AND SPECIAL EFFECTS

**FREEDOM FORCE VS. THE 3RD REICH** GIVES YOU THE ABILITY TO SELECT VARIOUS EFFECTS AND ANIMATIONS FOR YOUR CHOSEN POWERS.

### ANIMATION

EACH ATTACK OR DEFENSE HAS A CORRESPONDING SELECTION OF ANIMATIONS, EACH OF WHICH HAS A POINT COST BASED ON THE FOLLOWING FACTORS:

**START TIME:** THIS VALUE TELLS THE PLAYER THE LENGTH OF TIME IT TAKES FOR THE POWER TO BE USABLE. FOR EXAMPLE, A LENGTHY ANIMATION MAY MEAN A LONG WAIT BEFORE YOUR HERO ACTUALLY USES A POWER, LEAVING THE ATTACK VULNERABLE TO INTERRUPTION. THEREFORE, THE LONGER THE **START TIME**, THE CHEAPER THE ANIMATION.

**TOTAL TIME:** THIS IS PRICED ALONG WITH **START TIME** AND TELLS THE PLAYER THE AMOUNT OF TIME AN ATTACK WILL TAKE TO FINISH.

**NUMBER OF CONTACTS:** THIS TELLS THE PLAYER THE NUMBER OF TIMES A POWER IS USED FOR EACH ANIMATION. WHILE THE VAST MAJORITY OF ANIMATIONS WILL USE A POWER ONLY ONCE, A FEW WILL ALLOW YOU TO USE A POWER UP TO SIX TIMES, MAKING THE ANIMATION MORE COSTLY.

**EFFECTS:** EFFECTS ARE FREE AND ARE AVAILABLE TO GIVE YOUR HERO A SPECIFIC LOOK. EACH TYPE OF POWER HAS A SET OF POSSIBLE EFFECTS THAT YOU MAY CHOOSE FROM A DROP-DOWN MENU.

## MULTIPLAYER

**FREEDOM FORCE VS. THE 3RD REICH** CAN BE PLAYED ON THE **INTERNET** OR ON A **LAN** WITH 2 TO 4 PLAYERS. ONE PLAYER CREATES A GAME AND SERVES AS THE HOST. THE HOST DECIDES ON GAME OPTIONS LIKE THE MAP THAT WILL BE USED AND THE GAME'S POINT VALUES. ONCE HE OR SHE SETS UP THE GAME OTHER PEOPLE MAY JOIN AND MAKE DECISIONS ABOUT THEIR OWN TEAM OF HEROES. EVERY PLAYER SELECTS A TEAM OF UP TO FOUR HEROES AND BATTLES OPPONENTS FOR SUPREMACY.

TO CREATE OR JOIN A **MULTIPLAYER** GAME, CLICK ON THE **MULTIPLAYER** BUTTON IN THE MAIN MENU.

### CONNECTION TYPES

ONCE YOU HAVE CLICKED ON THE **MULTIPLAYER** BUTTON, SELECT THE TYPE OF CONNECTION YOU WILL BE USING. YOUR CHOICES ARE:

- **INTERNET:** GO TO THE MAIN PAGE OF THE **FREEDOM FORCE** SERVER.
- **LAN:** PLAY OVER YOUR LOCAL AREA NETWORK.
- **DIRECT IP:** CONNECT DIRECTLY WITH AN OPPONENT.

**PLEASE NOTE:**  
EVERY PLAYER MUST HAVE A **FREEDOM FORCE VS. THE 3RD REICH CD.**



### JOINING A GAME

HOW YOU JOIN A MULTIPLAYER GAME DEPENDS ON YOUR CONNECTION TYPE, THOUGH IN ALL CASES YOU MUST TYPE IN YOUR PLAYER NAME UNLESS YOU WANT TO BE KNOWN AS THE HEROIC "PLAYER 2" TO YOUR OPPONENTS.

#### JOINING A GAME VIA DIRECT IP:

WHEN YOU SELECT **DIRECT IP**, A SCREEN WILL APPEAR WITH A FIELD FOR A MANUAL IP ADDRESS. ENTER THE APPROPRIATE ADDRESS IN THAT FIELD AND CLICK **CONNECT**. ONCE YOU ARE CONNECTED, YOU WILL SEE THE SESSION NAME AND OTHER DETAILS ABOUT THE GAME YOU'RE JOINING. CLICK THE **JOIN** TO GET STARTED.

#### JOINING A GAME VIA LAN:

WHEN YOU SELECT **LAN**, A SCREEN WILL APPEAR WITH A LIST OF GAMES AVAILABLE ON YOUR NETWORK. EACH GAME ON THE LIST WILL SHOW YOU THE GAME TYPE ("MODE"), THE MAXIMUM NUMBER OF PLAYERS ALLOWED, WHETHER THE GAME REQUIRES A PASSWORD, AND INFORMATION ABOUT **PING** TIME. YOU CAN SORT THE LIST BY ANY OF THESE FACTORS BY CLICKING ON THE COLUMN HEADERS. IF YOU DON'T SEE A SPECIFIC GAME YOU ARE LOOKING, TRY CLICKING THE **REFRESH** BUTTON. ONCE YOU HAVE SELECTED A GAME, CLICK **JOIN**.

#### JOINING A GAME VIA INTERNET:

WHEN YOU SELECT **INTERNET**, YOU WILL BE TAKEN TO THE MAIN SCREEN OF THE **FREEDOM FORCE VS THE THIRD REICH** SERVER. THIS LOOKS SIMILAR TO THE **LAN** SCREEN WITH A LIST OF AVAILABLE GAMES, BUT IT ALSO SHOWS A LIST OF OTHER PLAYERS AND THERE IS A CHAT BOX. SELECT A GAME FROM THE LIST AND CLICK **JOIN**.

### CREATING A GAME

A FIELD WILL APPEAR ON THE **MULTIPLAYER SCREEN** IN WHICH YOU WILL ENTER YOUR PLAYER NAME. ONCE YOU HAVE DONE THIS CLICK THE **CREATE** BUTTON TO PROCEED TO THE GAME CREATION SCREEN. THIS SCREEN WILL OFFER YOU THE FOLLOWING CHOICES:

**SESSION:** TYPE IN A NAME FOR YOUR GAME.

**PASSWORD:** IF YOU WANT YOUR GAME TO PASSWORD PROTECTED, ENTER A PASSWORD HERE. ANYONE WANTING TO JOIN YOUR GAME WILL NEED TO ENTER THAT PASSWORD.

**GAME TIME:** THE LENGTH OF YOUR GAME, IN MINUTES.

**MAX PLAYERS:** THE MAXIMUM NUMBER OF PLAYERS ALLOWED IN YOUR GAME.

**MAX HEROES:** THE MAXIMUM NUMBER OF HEROES EACH PLAYER IS ALLOWED TO BRING INTO THE GAME.

**BALANCED?:** IF YOU CHECK THIS BOX, ONLY BALANCED HEROES WILL BE ALLOWED IN YOUR GAME. A BALANCED HERO CAN COST NO MORE THAN 6000 CP. CERTAIN SPECIAL KINDS OF POWERS ARE ALSO PROHIBITED FROM MP. WHEN YOU ARE CREATING A CUSTOM CHARACTER, THE CHARACTER OR POWER EDITING SCREEN WILL SHOW YOU WHEN A POWER OR CHARACTER IS NOT SUITABLE FOR A BALANCED GAME.

**USER CONTENT?:** IF YOU CHECK THIS BOX, CUSTOM USER CONTENT (SKINS, MESHES, ETC.) WILL AUTOMATICALLY BE DISTRIBUTED TO ALL PLAYERS BEFORE THE GAME BEGINS. SEE BELOW FOR MORE DETAILS.

**GAME MODE:** CHOOSE THE TYPE OF GAME TO CREATE. FOR A DESCRIPTION OF EACH TYPE, SEE THE SECTION "GAME MODES" BELOW.

**MAP:** CHOOSE FROM A LIST OF AVAILABLE GAME MAPS.

ONCE YOU HAVE FINISHED, CLICK **NEXT** TO GO TO THE **SQUAD SELECTION** SCREEN (SEE "SELECTING YOUR SQUAD").

### SELECTING YOUR SQUAD

ONCE YOU HAVE JOINED A GAME YOU WILL PROCEED TO THE **SQUAD SELECTION SCREEN**. ON THE LEFT SIDE OF THE SCREEN YOU WILL SEE A LIST OF ALL AVAILABLE BUILT-IN CHARACTERS. IF YOU HAVE INCLUDED CUSTOM CHARACTERS YOU MAY VIEW THEM BY USING THE DROP DOWN MENU AT THE TOP OF THE SCREEN. USE THE ">>" AND "<<" BUTTONS TO ADD OR REMOVE CHARACTERS UNTIL YOU ARE HAPPY WITH YOUR TEAM. IF YOU WANT MORE DETAIL ABOUT A CHARACTER, SELECT IT FROM THE LIST AND CLICK THE **VIEW** BUTTON UNDERNEATH THE 3D CHARACTER MODEL. REMEMBER, YOU ARE LIMITED TO THE NUMBER OF HEROES CHOSEN BY THE

GAME'S CREATOR AND IF HE OR SHE SELECTED A "BALANCED" GAME, SOME CUSTOM CHARACTERS MAY NOT BE ALLOWED.

### TEAM-BASED MODE

IF YOU HAVE JOINED A GAME IN WHICH THE HOST HAS SELECTED THE TEAM-BASED MODE YOU WILL CHOOSE YOUR TEAM ON THE **SQUAD SELECTION SCREEN**.

WHEN YOU'RE FINISHED SELECTING YOUR CHARACTERS OR YOUR TEAM, CLICK **READY**. WHEN EVERYONE IS READY THE GAME'S HOST CLICKS **NEXT** AND THE **LOAD SCREEN** WILL APPEAR.

### LOADING A GAME

THE LAST SCREEN YOU'LL SEE BEFORE THE GAME BEGINS IS THE **LOAD SCREEN**. THE **LOAD SCREEN** WILL SHOW YOU LISTS OF ALL CHARACTERS OR TEAMS INVOLVED IN THE GAME, ALONG WITH THEIR POINT COSTS. EACH TEAM HAS ITS OWN COLORS, WHICH ARE SHOWN NEXT TO THE TEAM AND PLAYER NAMES.

AT THE BOTTOM OF THE **LOAD SCREEN** A PROGRESS BAR SHOWS THE STATUS OF DATA-SYNCHING FOR THE GAME. ONCE ALL PLAYERS HAVE DOWNLOADED EACH OTHER'S CONTENT AND ALL PLAYERS HAVE LOADED THE GAME, THE BATTLE WILL COMMENCE!

## GAME MODES

<b>DEATHMATCH:</b>	SCORE A POINT FOR EACH ENEMY CHARACTER YOU KO. CHARACTERS CAN'T RESPAWN.
<b>TEAM DEATHMATCH:</b>	SIMILAR TO <b>DEATHMATCH</b> , BUT POINTS ARE SCORED FOR TEAMS INSTEAD OF INDIVIDUAL PLAYERS.
<b>ARENA:</b>	FIVE ROUNDS OF <b>DEATHMATCH</b> — THE PLAYER CONTROLLING THE LAST CHARACTER STANDING WINS THE ROUND AND SCORES ONE POINT.
<b>TEAM ARENA:</b>	SIMILAR TO <b>ARENA</b> , BUT POINTS ARE SCORED FOR TEAMS INSTEAD OF INDIVIDUAL PLAYERS.
<b>MASSACRE:</b>	SCORE A POINT FOR EACH ENEMY CHARACTER YOU KO AND LOSE A POINT EACH TIME ONE OF YOUR OWN HEROES GOES DOWN. HEROES WILL RESPAWN UNTIL THE MATCH'S TIME LIMIT (SELECTED BY THE HOST) IS UP.
<b>TEAM MASSACRE:</b>	SIMILAR TO <b>MASSACRE</b> , BUT POINTS ARE SCORED FOR TEAMS INSTEAD OF INDIVIDUAL PLAYERS.
<b>DESTRUCTION:</b>	ONE TEAM TRIES TO DEFEND AN OBJECT WHILE A SECOND TEAM TRIES TO DESTROY IT. (ONLY AVAILABLE IN STORY-BASED GAMES).
<b>LEADER:</b>	TWO TEAMS FIGHT TO SCORE THE MOST KO'S, BUT ONE TEAM HAS A LEADER AND KO-ING THE LEADER ENDS THE GAME. SCORE 1 POINT FOR EACH ENEMY HERO KO-ED, AND 10 POINTS FOR THE LEADER! (ONLY AVAILABLE IN STORY-BASED GAMES).
<b>TAG:</b>	EACH PLAYERS TAKES UP TO FOUR CHARACTERS BUT ONLY USES ONE AT A TIME. YOU CAN " <b>TAG</b> " OUT A CHARACTER TO SWAP IN ANY OTHER ONE THROUGH THE COMMAND MENU (TARGETED AT THE CURRENT CHARACTER). EACH TAG USES ONE HEROIC DEED. A POINT IS SCORED FOR EACH KNOCK-OUT OF AN ENEMY CHARACTER. IF A CHARACTER DIES AND HAS NO MORE HEROIC DEEDS THE NEXT CHARACTER WILL AUTOMATICALLY BE TAGGED IN.

## STORY-BASED GAMES

IN ADDITION TO THE STANDARD MULTIPLAYER GAMES, YOU CAN CREATE YOUR OWN "STORY-BASED" GAME BY CLICKING ON THE **CREATE STORY** BUTTON IN THE LOBBY SCREEN. HERE YOU CAN CREATE CUSTOM SCENARIOS, CHOOSE THE HEROES AND VILLAINS ON EACH TEAM, AS WELL AS THE GAME MODE AND MAP. YOU CAN WRITE A DESCRIPTION OF YOUR SCENARIO IN A TEXT BOX THAT WILL BE VISIBLE TO ALL PLAYERS WHO JOIN YOUR GAME. YOU CAN EVEN ATTACH A PIECE OF COMIC COVER ART FOR YOUR CREATION. IN SHORT, YOU CAN HAND-CRAFT ANY MULTIPLAYER EXPERIENCE YOU WANT AND SHARE IT WITH THE WORLD OR USE ONE OF THE STORY-BASED MISSIONS INCLUDED WITH THE GAME.

ON THE *STORY-BASED CREATION SCREEN*, THERE ARE A NUMBER OF TABS NEAR THE BOTTOM OF THE SCREEN:

**GAME:** FILL IN SESSION NAME, TEAM NAMES, PASSWORD, GAME TIME AND MAXIMUM NUMBER OF PLAYERS.

**STORY MODE DESCRIPTION:** ENTER DESCRIPTIVE TEXT FOR YOUR SCENARIO AND BROWSE TO SELECT ART FOR YOUR COMIC COVER. COMIC COVER ART IS USER-CREATED. FILES MUST BE IN .BMP FORMAT, AND HAVE SIDES THAT ARE A POWER OF TWO E.G. 256, 512, 1024, ETC... THE IMAGE WILL HAVE ITS LEFT AND RIGHT SIDES CROPPED ON SOME MENUS, BUT IF YOU KEEP THE MAIN IMAGE TO "STANDARD COMIC BOOK" PROPORTIONS, IT SHOULD ALWAYS FIT.

THERE ARE ALSO TABS TO SELECT THE HEROES OR VILLAINS WHO WILL COMPRISE YOUR TEAM (IF YOUR GAME TYPE IS *LEADER*, THE FIRST CHARACTER RECRUITED TO THE FIRST TEAM WILL BE THE *LEADER*.) AND ONES FOR SAVING AND LOADING CUSTOM SCENARIOS.

WHEN YOU ARE READY TO TAKE YOUR STORY-BASED MISSION INTO THE WORLD, CLICK *HOST!*

### JOINING A STORY-BASED GAME

JOINING A STORY-BASED GAME IS MUCH LIKE JOINING ANY OTHER GAME, EXCEPT THAT YOU DON'T SELECT HEROES FOR YOUR TEAM — THE STORY'S CREATOR HAS ALREADY DONE THAT FOR YOU. ALL YOU HAVE TO DO IS SELECT A TEAM.

### GAMEPLAY DIFFERENCES IN MULTIPLAYER

YOU CANNOT PAUSE THE GAME IN MULTIPLAYER.

IN ADDITION TO THE STANDARD CHARACTER PORTRAITS FOR YOUR OWN TEAM, YOU WILL SEE SMALLER PORTRAITS AT THE BOTTOM OF THE SCREEN FOR ALL ENEMY CHARACTERS. THESE WILL SHOW YOU THE HEALTH OF YOUR OPPONENTS AND THE NUMBER OF *HEROIC DEEDS* THEY HAVE REMAINING. WHILE YOU CANNOT SELECT ENEMY CHARACTERS, MOUSING OVER THEM WILL SHOW YOU THEIR STATUS BARS. MOST IMPORTANTLY, YOU CAN RIGHT- OR LEFT-CLICK ON ENEMY PORTRAITS TO TARGET THEM, JUST AS IF YOU WERE CLICKING ON THE CHARACTERS THEMSELVES.

## MANAGING CUSTOM CONTENT

CUSTOM CONTENT IS MATERIAL CREATED BY THE PLAYER TO CUSTOMIZE THE GAME EXPERIENCE. FOR EXAMPLE, YOU CAN CREATE NEW "SKINS" FOR YOUR CHARACTERS OR EVEN ENTIRELY NEW CHARACTER MODELS ("MESHES").

**PLEASE NOTE THAT PER THE END USER LICENSE AGREEMENT, REGARDING END-USER CUSTOM CONTENT IRRATIONAL GAMES DOES NOT SUPPORT, CONDONE OR APPROVE OF THE UNAUTHORIZED USE OF THIRD PARTY COPYRIGHTED MATERIAL IN "FREEDOM FORCE VS. THE 3RD REICH". MAKE SURE THAT YOU ARE FAMILIAR WITH THESE COPYRIGHT RESTRICTIONS BEFORE CREATING OR DOWNLOADING CUSTOM CONTENT.**

### CREATING CUSTOM CONTENT

BECAUSE CREATING THIS KIND OF CONTENT REQUIRES EXTERNAL SOFTWARE (E.G. A PICTURE EDITING PROGRAM), WE CAN'T FULLY DESCRIBE IT IN THIS MANUAL. IF YOU ARE INTERESTED IN CREATING CUSTOM CONTENT, WE SUGGEST YOU LOOK ON [WWW.FREEDOMFANS.COM](http://WWW.FREEDOMFANS.COM) WHERE YOU WILL FIND MUCH MORE INFORMATION. BE SURE TO VISIT THE DISCUSSION FORUMS TO FIND TIPS AND TRICKS FROM OTHER PLAYERS.



### HOSTING A GAME FROM BEHIND A FIREWALL OR ROUTER

IF YOU'RE INTENDING TO HOST AN *INTERNET* OR *DIRECT IP* GAME OF *FREEDOM FORCE VS THE THIRD REICH*, IT IS LIKELY THAT YOU'LL NEED TO CONFIGURE YOUR ROUTER OR FIREWALL TO ALLOW YOUR COMPUTER TO RECEIVE DATA FROM PEOPLE CONNECTING TO YOUR GAME. THIS IS NOT NECESSARY IF YOU ONLY INTEND TO PLAY *LAN* GAMES.



## NEW HEROES

**FREEDOM FORCE VS. THE 3RD REICH** BOASTS SIX STUPENDOUS NEW HEROES WHO ARE READY AND WILLING TO TAKE THE BATTLE TO THE **AXIS!** ALL THE HEROES YOU KNOW AND LOVE FROM **FREEDOM FORCE** ARE BACK AND BETTER THAN EVER! HERE'S THE EVER-LOVING LOWDOWN ON THE RAFT OF RECENT RECRUITS TO THE **FORCE!**



**BLACKJACK**

**REAL NAME:** JACK ST. JOHN SPADE

**AGE:** 26

**HEIGHT:** 6'2"

**SPECIAL EQUIPMENT:** A VARIETY OF GADGETS, INCLUDING HIS INFAMOUS ACID-TIPPED PLAYING CARDS.

**QUOTE:** "SORRY ABOUT THE CRUSHING PAIN, MATE!"

THIS GADGET MASTER IS A HEROIC SECRET AGENT ON HIS MAJESTY'S SERVICE. **BLACK JACK** HAS SWORN TO TAKE VENGEANCE AGAINST **BLITZKREIG** AND HIS **NAZI HORDE!**

### GREEN GENIE

**REAL NAME:** JANI AL-HAJANI

**AGE:** 18

**HEIGHT:** 5'9"

**SPECIAL EQUIPMENT:**  
FLYING CARPET

**QUOTE:** "WERE YA BORN THIS DULL, OR DID YOU HAVE TO GO TO SCHOOL AND LEARN IT?"

FLEEING HER OVERBEARING FATHER AND A HORRIBLE FORCED MARRIAGE, JANI IS STRUCK BY **ENERGY X** AND TURNED INTO THE PATRON PIXIE OF **PATRIOT CITY**. TRANSFORMING THE VERY WORLD TO SUIT HER WHIMS, **THE GENIE** BRINGS FUN AND MAYHEM TO EVEN THE MOST DANGEROUS AND DIRE DILEMMA!



### QUETZALCOATL

**REAL NAME:** JOHNNY AZOTL

**AGE:** 14

**HEIGHT:** 5'5" | 6'6"

**SPECIAL EQUIPMENT:**  
STAFF OF QUETZALCOATL

**QUOTE:** "BY THE GOLDEN BELLS OF TEZCATLIPOCA!"

RE-BORN INTO THE BODY OF A WISECRACKING YOUNGSTER, **QUETZALCOATL** SEEKS TO BRING THE NOBILITY AND JUSTICE OF HIS PEOPLE TO THE SINISTER STREETS OF **PATRIOT CITY**.

### SKY KING

**REAL NAME:** ACE GUNNER

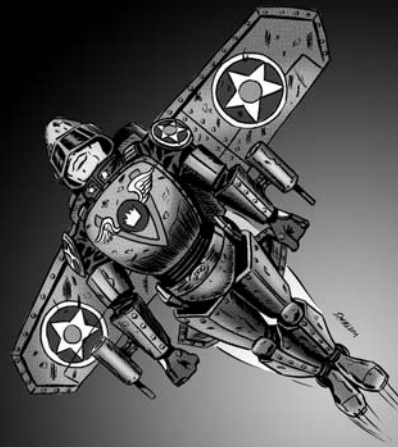
**AGE:** 31

**HEIGHT:** 6'2"

**SPECIAL EQUIPMENT:**  
FLYING JET SUIT

**QUOTE:** "THE SKY'S THE LIMIT!"

ABANDONING A LUCRATIVE CAREER AS A MOVIE STAR, **ACE GUNNER** SOUGHT A LIFE OF TRUE HEROISM AND DANGER IN WAR-TORN EUROPE.



## TOMBSTONE

**REAL NAME:** NATHAN GRAVES

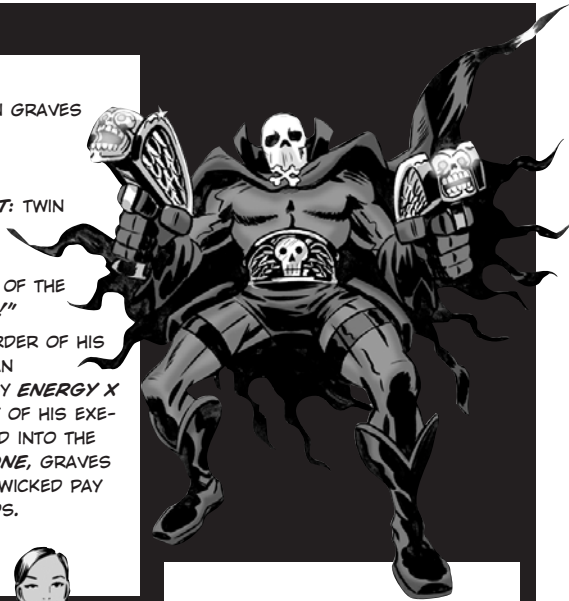
**AGE:** ??

**HEIGHT:** 6'4"

**SPECIAL EQUIPMENT:** TWIN PISTOLS: "WRATH" AND "VENGEANCE"

**QUOTE:** "THE POWER OF THE GRAVE COMPELS YOU!"

FRAMED FOR THE MURDER OF HIS BELOVED WIFE, NATHAN GRAVES IS STRUCK BY **ENERGY X** AT THE VERY MOMENT OF HIS EXECUTION. TRANSFORMED INTO THE AVENGING **TOMBSTONE**, GRAVES SEEKS TO MAKE THE WICKED PAY FOR THEIR FOUL DEEDS.



## TRICOLOUR

**REAL NAME:** SABRINE TRICOLETTE

**AGE:** 22

**HEIGHT:** 5'10"

**SPECIAL EQUIPMENT:** RAPIER

**QUOTE:** "BY THE FLUTTERING FLAG OF FRANCE!"

FREED FROM MENTAL BONDAGE, SHE SEEKS VENGEANCE AGAINST HER FORMER MASTER: THE INSIDIOUS **BLITZKREIG**. USING HER SUPERIOR SWORDSMANSHIP AND HER PEERLESS PARRYING, SHE FIGHTS TO FREE FRANCE FROM ITS FACIST FOES.

## Freedom Force Was Created At Irrational Games By:

**Marc Atkin**, Programmer  
**David Beswick**, Programmer  
**Michael Blake**, Artist  
**Lorne Brooks**, Lead Artist  
**Eric Brosius**, Sound Engineer  
**Chris Chaproniere**, Artist  
**Jonathan Chey**, Producer  
**Brendan George**, Artist  
**Dorian Hart**, Co-Lead Designer  
**Ben Hutchings**, Artist  
**Russell Jacobson**, QA Manager  
**Henry Kaufman**, Programmer  
**Alexx Kay**, Co-Lead Designer  
**Daniel Keating**, Artist  
**Brendon Kirk**, Tester  
**Ben Lee**, Art Director  
**Ken Levine**, Writer  
**Mathi Nagarajan**, Programmer  
**Allan Richards**, Lead Programmer  
**Phil Sullivan**, Assistant Producer  
**John Travers**, Artist  
**Robb Waters**, Concept Artist

## And By:

**Bryn Bennett**, Programmer  
**Alex Boylan**, Artist  
**Stephen Chey**, Operations Manager  
**Paul Dennison**, Programmer  
**Bill Gardner**, PR Manager  
**Mahala Harris**, Office Manager  
**Michael Johnston**, Designer  
**Kate Kellogg**, Physical Production Manager  
**Jay Kyburz**, Designer  
**Ryan Lancaster**, Programmer  
**Meredith Levine**, Manual  
**Andrew Orman**, Designer  
**Ed Orman**, Designer  
**Dave O'Toole**, Website  
**Jonathan Pelling**, Designer  
**James Sharpe**, Artist  
**Scott Sinclair**, Artist  
**Dean Tate**, Designer  
**Rowan Wyborn**, Programmer

## With Help From:

**Eye Candy Animation**, Art  
**Christian Martinez**, Art  
**Kohnke Communications**, Public Relations

## Voices By:

**Alchemiss**, Charis Leos  
**Blackbird**, Terri Brosius  
**Blackjack**, George Ledoux  
**Bullet**, George Ledoux  
**Eldiablo**, Mikhail Islam  
**Eve**, Kate Lohman  
**Green Genie**, Stacy Fischer  
**Ironox**, Stephen Russell  
**Law**, Lily Allen  
**Liberty Lad**, Robin Russell  
**Manbot**, Ian Vogel  
**Manowar**, Stephen Russell  
**Mentor**, Robb Waters  
**Microwave**, George Ledoux  
**Minuteman**, George Ledoux  
**Order**, Chris King  
**Quetzalcoatl**, Keith Smith  
**Seaurchin**, Emily Abercrombie  
**Skyking**, Brad Shepard  
**Supercollider**, Mark Stevick  
**The Ant**, Geoffrey Laff  
**The Bard**, Alexx Kay  
**Tombstone**, Robb Waters  
**TriColour**, Eve Passeltiner

**Blitzkrieg**, Stephen Russell  
**Charles Wilson**, Stephen Russell  
**Deja Vu**, Dorian Hart  
**Entropy**, Charis Leos  
**Fortissimo**, George Ledoux  
**Mr Mechanical**, Alexx Kay  
**Nuclear Winter**, Nate Wells  
**Nuclear Winter (Giant)**, Nate Wells  
**Pan**, Stephen Russell  
**Pinstripe**, Stephen Russell  
**Red Oktober**, Olga Bell  
**Redsun**, Joseph Zamparelli  
**Shadow**, Lily Allen  
**Timemaster**, Stephen Russell  
**Alien Warrior**, Eric Brosius

**Bacchite (Green)**, Kate Lohman  
**Bacchite (Red)**, Terri Brosius  
**Bacchite (Silver)**, Lily Allen  
**Centurion**, Joseph Zamparelli  
**Darkman (Blue)**, Mark Stevick  
**Darkman (Purple)**, Chris King  
**Dark Shaman**, Geoffrey Laff  
**Duplicate Cop**, Mark Stevick  
**Duplicate Female**, Kate Lohman  
**Duplicate Male**, Ian Vogel  
**Eye Of The Reich**, Eric Brosius

**Ice Queen**, Kate Lohman  
**Ice Trooper**, Chris King  
**Kill-A-Filla**, Dorian Hart  
**Legionnaire**, Stephen Russell  
**Mafioso**, George Ledoux  
**Mechman**, Eric Brosius  
**Mechman (Flame)**, Eric Brosius  
**Nazi General**, Brad Shepard  
**Nazi Grenadier**, Chris King  
**Nazi Gunner**, George Ledoux  
**Nazi Rifleman**, Joseph Zamparelli  
**Praetor**, Dorian Hart  
**Snowman**, Eric Brosius  
**Subterrestrial**, Eric Brosius  
**Thug 1**, Nate Wells  
**Thug 2**, Shawn Robertson  
**Wraiths**, Eric Brosius  
**Civilian Female 1**, Olga Bell  
**Civilian Female 2**, Stacy Fischer  
**Civilian Male 1**, Ian Vogel  
**Civilian Male 2**, Chris Kline  
**Civilian Male 3**, John Abercrombie  
**Cuban Civilian**, Jed Wahl  
**Cuban Spy**, Brad Shepard  
**German Female**, Kate Lohman  
**German Male**, Mark Stevick  
**Policeman**, Mark Stevick  
**US Soldier**, Nate Wells  
**Narrator**, Ian Vogel

**Bill**, George Ledoux  
**Cameraman**, Eric Brosius  
**Charmaise**, Lily Allen  
**Don Storm**, Joseph Zamparelli  
**Energy X**, Chris King  
**Executioner**, John Abercrombie  
**Goddess**, Terri Brosius  
**Grandfather**, Joseph Zamparelli  
**Herr Stauffman**, Geoffrey Laff  
**Jenny**, Stacy Fischer  
**Johnny Azoti**, Olga Bell  
**Lord Dominion**, Mark Stevick  
**Movie Announcer**, Chris King  
**Mr. Al-Hajani**, Brad Shepard  
**Mustaffa**, Joseph Zamparelli  
**Officer**, John Abercrombie  
**Pierre**, Stephen Russell  
**Prof O'Toole**, Brad Shepard  
**Robber**, Joseph Zamparelli  
**Tom**, Alexx Kay



Copyright © 2005 Irrational Games. Freedom Force and the Freedom Force logo are trademarks or registered trademarks of Irrational Games. All rights reserved. Focus and the Focus logo are trademarks of Focus home interactive, Inc. in France. and/or other countries. This product contains software technology licensed from GameSpy Industries, Inc. © 1999-2005 GameSpy Industries, Inc. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved. Windows is a trademark or registered trademark of Microsoft Corporation in the U.S. and/or other countries. Uses Miles Sound System. Copyright © 1991-2005 by RAD Game Tools, Inc.

Miles 3D Realistic Sound Experience (RSX) Software copyright © 1997-2005 by Intel Corporation and RAD Game Tools, Inc. Portions of this software are included under license. © 2005 Numerical Design, Ltd. All rights reserved. Copyright 2004, ATI Technologies Inc. ATI and the ATI logo are registered trademarks and/or trademarks of ATI Technologies Inc. All rights reserved. Pentium is a registered trademark of Intel Corporation. All other trademarks are property of their respective owners.