
PlayStation
NTSC U/C
PlayStation
MATURE
M
CONTENT RATED BY
ESRB
SLUS-00920/01056/
01057/01058
fear effect
EIDOS
INTERACTIVE

Epilepsy Warning

Please read the following before using this video game or allowing your children to do so. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure when watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

ESRB Rating

This product has been rated by the Entertainment Software Rating Board.
For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Handling Your Compact Disc

- The PC compact disc is intended for use exclusively on IBM compatible systems with the minimum configurations specified on the system requirements of the game purchased.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Take occasional rest breaks during extended play.
- Always store the disc in its protective case.

Need Help? Call the Eidos Interactive Hint Line

1-900-77EIDOS (773-4367) U.S. Only, 1-900-643-4367 Canada

Cost of call: $0.99/minute. Must be 18 years or have parent's permission. Touch-tone phone required.

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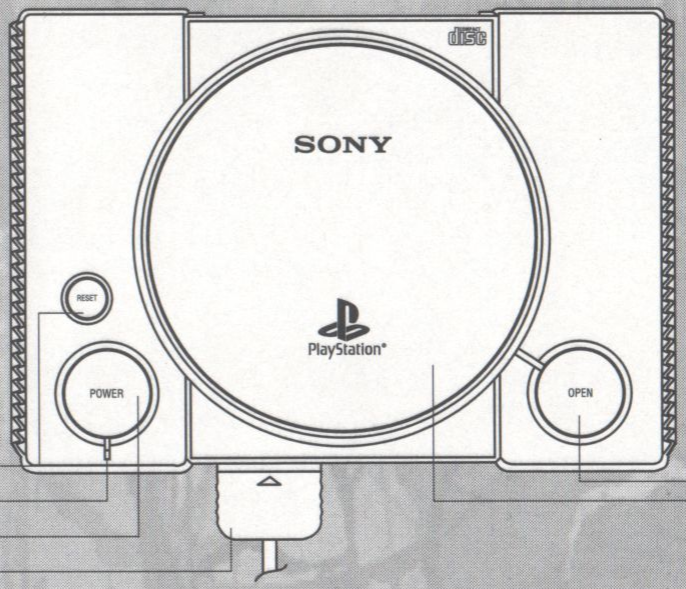
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YOUR PLAYSTATION®

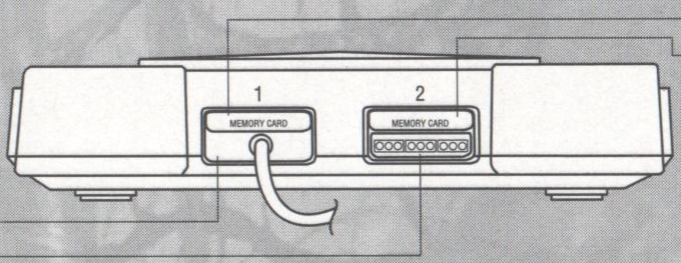
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the FEAR EFFECT® disc. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Console

Top View

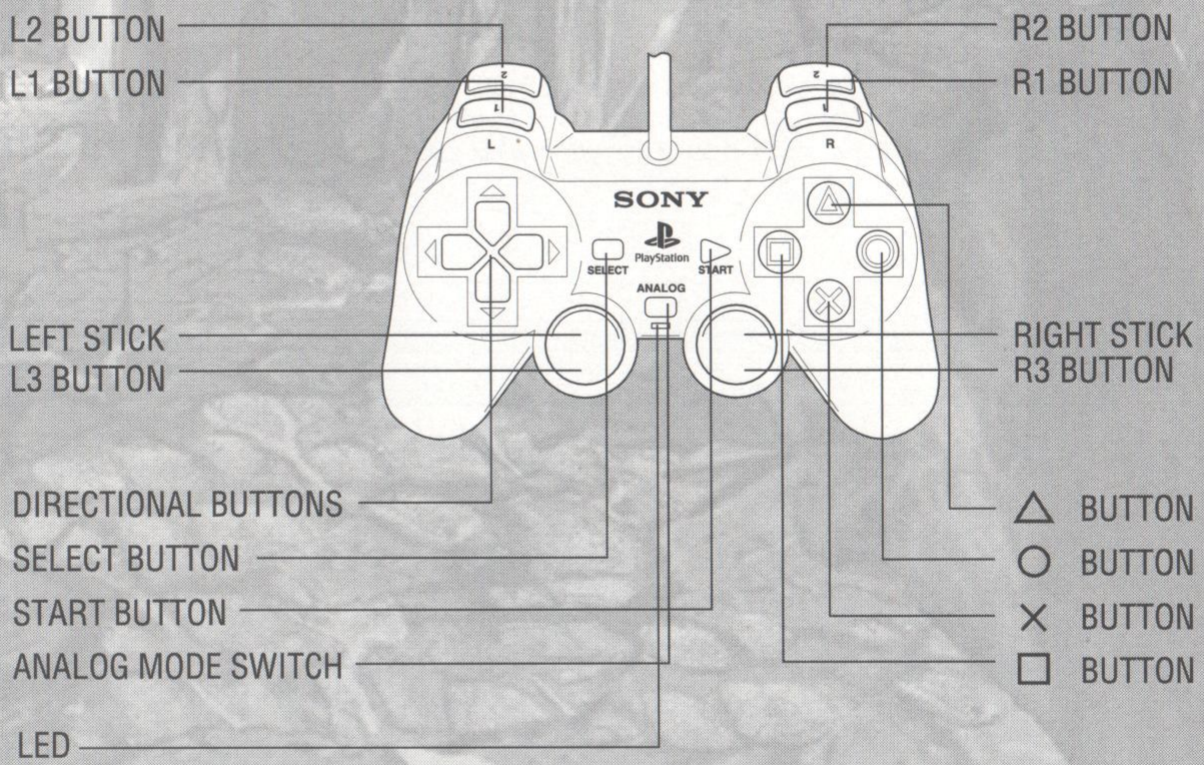


Front View



PLAYSTATION CONTROLS

DUALSHOCK™ analog controller



A voice from your past, Hana. It's Jin. I have important information... valuable information about the daughter of my employer. Your talents would be richly rewarded, and I am only interested in a small, but fair percentage of that reward.

Meet me at the top of the Lam Building in Hong Kong three nights from now. 23:00 hours. Come by air. I will wait at the Rotoship Pad. I know you will bring lots of guns, and probably your associates, but Hana be discreet.

Ncrypt / Dcrypt - Using Spike Protocol - Random Packets

to: hvachel
from: rglas

Message follows:

Hana,
Interested in your opportunity in HK. You mentioned a large upside and the need to move quickly. Deke is available. I've explained to him the basics. Per your instructions, expecting a track and hold of target. Understand that dangerous parties involved. Will pack for the worst. Reach me on my secure line and give me the details. You have the number.

Glas

Dear Madam Chen

I do not know you, but I am sure you know me. I have learned much in the past few weeks, and yet everything I discover brings more confusion.

My father has kept a horrible secret from me. Of this I am certain.

I have seen his books, and he has paid you handsomely every month for quite a while. In fact, since the month I was born. I have never met my mother. My father says that she is dead. I am no longer sure I believe him. Father has isolated me from everything my entire life. But I will not be separated from the truth. The questions I must ask cannot be answered by correspondence. I must look into your eyes.

Wee Ming Lam

When the daughter of a powerful Chinese businessman disappears into the hedonistic and dangerous Shan Xi Protectorate under mysterious circumstances, your team of mercenaries, Hana, Glas and Deke, infiltrate the city and attempt to reach her first, hoping to leverage her safety for a sizable pile of cash.

You will have to search, destroy and fire-fight your way through the chaos of an alternate reality China and its inhabitants. Along the way, you will be constantly challenged by the henchmen of the girl's father who have no intention of letting you get to her first.

Unfortunately, what begins as a mercenary snatch and grab to retrieve a young runaway instead becomes a mission more perilous and important than any you could have imagined.

Taking control of your mercenaries, you must discover the truth behind the seemingly innocent girl, Wee Ming, who is hiding a secret so terrible that many will die before it is revealed.

If you are to succeed you'll need to find Wee Ming and stay alive long enough to collect your reward. That's the plan. Whether things work out that way is another matter entirely.

One thing is certain: You're gonna need plenty of skill, plenty of luck and plenty of ammunition.

CONTROLS

The Default Controller Configuration for FEAR EFFECT is designed to be intuitive to use, while still providing you maximum control flexibility for all of the available actions that Hana can perform. (Note: Glas and Deke use the same control structure as Hana. We will use Hana for our examples. However, this information is valid for your other characters.)

In addition to the Default Control, there are three other controller configurations available in the Options Screen.

ACTION	DEFAULT CONTROL
Walk	Directional Button or Left Analog
Run	R1 + Directional Button or Left Analog
Crouch	R2
Crouch Walk	R2 + Directional Button or Left Analog
Action (Use/Look/Equip/Climb/Take)	△
Fire / Attack / Fast Draw	⊗
Cycle Inventory Forward	□
Cycle Inventory Backwards	○
180-Degree Quick Turn	L1
Evade	L2 + ↑↓←→
Climb Up (when in Climb Mode)	↑
Climb Down (when in Climb Mode)	↓
Puzzle Manipulation	Directional Button, ⊗, □ and △
Skip Narrative - Pause / Resume Game	Start

WALK .....Directional Button or Left Analog
When the Directional Button is pressed ↑, it will cause Hana to move forward in the current direction. ← and → will rotate Hana in that direction as you move. ↓ will cause Hana to step Backwards. All movement in FEAR EFFECT is based on the direction that the Character is facing and remains consistent, regardless of Camera Angles and/or Camera Moves. This means that ↑ on the Directional Button will always move the Character forward relative to the Character's position.

CROUCH /CROUCH WALK .....R2 / R2 + Directional Button
When you press and hold down R2, Hana will Crouch. This can be very useful during combat. Hold down R2 in combination with the Directional Button to make Hana Crouch Walk. When you are Crouch Walking, it is harder for enemies to Detect you. If you need to sneak up on an enemy, or avoid detection, it is best to Crouch Walk.

RUN .....R1 + Directional Button
Hold down R1 while using the Directional Button to make Hana run.

ACTION .....△
When △ is pressed, Hana will perform a variety of Actions. Pick up Inventory Items, Weapons and Ammunition by moving over the Items and pressing △ when you see them appear in on Action Indicator. You will also press the Action Button to have Hana open doors, look at objects, equip weapons, climb ladders and use Inventory Items. If you press the Action Button, but Hana rejects your choice with a Negative Audio Cue, then you will need to complete more objectives, or perhaps use an Inventory Item.

For instance, to open a Door with a Key from your Inventory, move near the Door until the Action Indicator appears on-screen. Select the Key from your Inventory by pressing circle until the Door Key is in the Inventory Display. When the Key is active, press the Action Button, △, and Hana will use the Key on the Door.

FIRE / ATTACK / FAST DRAW .....⊗

In FEAR EFFECT, pressing ⊗ will Fire the Active Weapon(s). Depending on the Weapon, pushing ⊗ key may cause Hana to Fire a Single Shot from a Pistol, a Burst from a Machine Gun, or slash with her Knife (Glas has a Smak Jack, Deke has the raw power of his Hands and Brass Knuckles). The Fire button may be used in combination with any other move function, meaning that Hana can fire her weapons while Standing, Walking, Running, Crouching and Crouch Walking. If Hana has two Weapons drawn, then she will fire both when ⊗ is pressed. Hana cannot fire weapons while Climbing. If a weapon has been holstered, Hana can quickly draw her weapon(s) by pressing ⊗.

CYCLE INVENTORY FORWARD .....□

Pressing □ will Activate the Inventory, which will appear at the Bottom of the Gameplay Screen. Your currently active Weapon(s) will appear first. This allows you to fast reload your current Weapons by accessing the Inventory with □, then hitting △ to equip. If Hana doesn't have an active weapon, then you will first see her Hand Weapon.

To make Hana change Weapons, toggle the Inventory by pressing □. Then cycle through the Available weapons by pressing □ repeatedly. Should you go past the Weapon(s) you want, you can move Backwards through your Inventory by pressing ○. When you find the weapon(s) you want to use, press the Action Button △ to equip. You can also cause Hana to Holster her weapons by choosing the Holster Icon and then using the Action Button △. You will find that it is sometimes in Hana's best interest not to walk around with her guns drawn.

All of the Weapons in your Inventory are listed first, so Cycling Forward through your inventory gets you right to your Weapons when you need them, such as in the middle of a gunfight. Your Holster is the last Weapon related item listed in your inventory, so if you are Cycling Forward and see your holster, press ○ to stay in the Weapons section of the Inventory.

IMPORTANT: WEAPONS in your inventory that are out of ammunition will NOT APPEAR. However, once you've found more ammunition for that weapon, it will once again appear in your inventory. This means Hana will not cycle through "dead" weapons. Remember, accessing the inventory doesn't stop the game. Since only active weapons appear in your inventory, you'll have less cycling to do in the heat of combat if you need to change Weapons. Weapons equipped from your Inventory automatically reload as they are drawn as long as ammunition is available.

The Inventory will turn off automatically when you equip a weapon or use an Object. It will also turn off after a moment should you choose not to take any action.

CYCLE INVENTORY BACKWARDS .....◎

You can also activate the Inventory by pressing ◎. This will start the Inventory at the Objects end of the Inventory List. Pressing ◎ repeatedly will move backwards through the Inventory. When you find the Object in your Inventory you want, press the Action Button △ to use the Item. If you miss the item, press □ to cycle forward through your Inventory.

Remember, Weapons are at the front of Inventory, Objects are at the back. If you accidentally cycle the wrong way when you first access your Inventory, (starting at the Objects end of the Inventory while trying to get your guns, for instance) simply cycle forward through the Inventory List by pressing □. Your weapons will appear after one or two items.

180 DEGREE QUICK TURN L1

In certain situations, you may find it necessary to quickly change Hana's direction. Use L1 to make Hana turn 180 degrees from her current direction.

This move is especially useful in combat.

EVADE .....L2 + ↑↓←→

Press L2 in combination with the Directional Button or Left Analog to have Hana perform an Evade Maneuver. Hana will move without changing the direction she is currently facing. Hana may lose her Weapon Tracking during this maneuver, but will usually reacquire her target when the move is completed.

Evading during combat greatly reduces the accuracy of your enemies' attacks.

CLIMB .....↑↓

When Hana is near a ladder or other climbable object, press the Action Button △ and Hana will use it. You can then move her up and down the Ladder with the ↑ and ↓ buttons on the Directional Button.

Remember: Hana cannot fire her weapons when she is on Ladders. However, if Hana had an Active Weapon, then when she exits off the Ladder, she will draw that Weapon automatically.

PUZZLE MANIPULATION .....Directional Button, ⊗, □ and △

When Hana uses a Puzzle, the screen will ZOOM IN to a CLOSE UP of the Puzzle. You can move Puzzle Objects around with the Directional Button. Some puzzles may require you to scroll through multiple choices using ⊗ and □. Press ⊗ and/or □ to choose the Item(s) you have manipulated. Press the Action Button △ to exit the Puzzle.

SKIP NARRATIVE - PAUSE / RESUME ..START

Pressing the START button, while the game is playing a Narrative, will cause the game to skip the Narrative and move to the next Gameplay Screen. It is advisable to do this only after you have seen the Narrative at least once, because valuable hints and clues on how to proceed are revealed through FEAR EFFECT'S unfolding story.

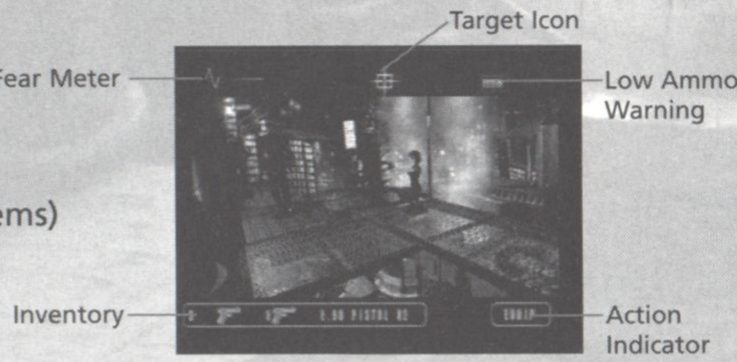
While in Gameplay, pressing START will cause the game to Pause. You can resume by Pressing START again, or choose to Quit the Current Game and return to the Main Screen.

DISPLAYS

As you move through the worlds of FEAR EFFECT, you will notice that the game is highly cinematic, utilizing seamless transitions between story and gameplay. Because of this cinematic quality, FEAR EFFECT is Letterboxed throughout the game. This means that the game screen will always have a black bar at the top and bottom of the screen. However, these areas of the screen are also where you will find the various interactive displays that will help you during gameplay.

The Displays are:

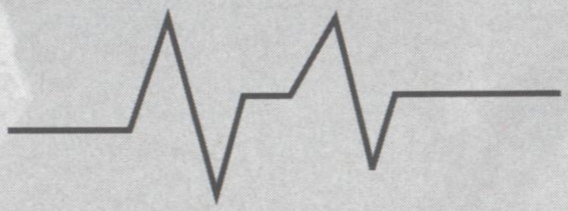
- The Fear Meter
- Target Icon
- Inventory (Weapons and Items)
- Action Indicator
- Low Ammo Warning



FEAR METER

The Fear Meter keeps track of the overall Fear of Hana. It appears anytime there is a change in Hana's level of Fear. You will see and hear Hana's heart-beat increase and hear Hana's breathing as she becomes more fearful. When Hana is next to an Enemy, or finds herself in a highly stressful situation, the Fear Meter will activate.

The Fear Meter moves from Calm Green at no Fear Effect to Intense Red at Maximum Fear. When Hana is at Maximum Fear, she can be killed with a single gunshot.



There are no health power-ups available in FEAR EFFECT. To increase Hana's chance of success, you will have to perform well in stressful situations. Sneak killing enemies, doing well in gunfights, solving puzzles and discovering needed items will keep Hana's confidence high, which means that her Fear Meter will remain relatively stable.

Conversely, taking damage, running out of ammunition and being detected by enemies will add to Hana's Fear.

When you reach certain gameplay milestones, you will notice that Hana will have a Rush Moment. This is when Hana's confidence returns and her Fear Meter will reset to Calm.

If you are to succeed in FEAR EFFECT, you must Control Hana's Fear. Every action you choose will have some effect on Hana's Fear, so plan your strategy with this in mind.

TARGETING ICON

Whenever an enemy enters Hana's Cone of Fire, Hana will begin tracking that enemy with her currently active weapon(s) and your Targeting Icon will become active. When the Targeting Icon illuminates, you can hit the target.

If you move to within a certain distance of the enemy you are tracking, you will see the Targeting Icon turn Solid Red. When this happens, you can execute a One-Shot-Kill with your chosen weapon. To be able to perform a One-Shot-Kill, you will have to get fairly close to the enemy without being detected.

INVENTORY

FEAR EFFECT utilizes an innovative inventory system that allows you to access your weapons and items without leaving the action of the game. You can access all the functionality of Hana's Inventory at anytime, during any actions that she can perform other than climbing. This means that you can swap out weapons on the run, without having to stop the game. Remember that only Weapons with available ammunition will be listed in the Inventory. Inventory appears at the lower left corner of the screen.

ACTION INDICATOR

As you explore the worlds of FEAR EFFECT, you will come in contact with many usable items. Whenever you are near an object that you can interact with, or have chosen one from your Inventory, the Action Indicator will become active. The Action Indicator will display one of five possible prompts:

USE 

LOOK 

TAKE 

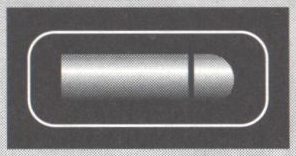
EQUIP 

CLIMB 

SAVE 

Press the Action Button △ while the Action Indicator is one screen to perform the displayed action with the active item. Action Indicator appears at the lower right corner of the screen.

LOW AMMO WARNING



Hana will continue to reload her Weapons as long as ammunition is available. Whenever Hana has only One Clip of Ammo left for the current Weapon, the Low Ammo Warning Display will activate. The Warning Display is an Ammo Cartridge surrounded by a Red Bracket that will appear in the upper right of the Gameplay Screen.

You will need to gather Ammo or switch to another Weapon with available Ammo should you see this display. If you are completely out of Ammo, use Hana's Hand Weapon.

Remember if you fire a weapon dry, it is removed from your inventory display until more ammunition for it is found. If you want to see all of your weapons, be sure and leave at least one round of ammo left in the weapon.

Running out of Ammunition will increase Hana's level of Fear.

EXPLORATION

Be aware of your surroundings as you explore. There are important gameplay clues and items that must be collected. And enemies can be lurking around any corner.

Pay special attention when entering certain scenes, as they may require split second timing to successfully navigate.

COMBAT

In addition to exploration, you must fight your way through the worlds of FEAR EFFECT. Whenever you have a weapon active and are within range of an enemy, Hana will begin tracking the target. If your hand weapon is equipped and you reach the enemy before he is aware of your presence, watch for the **Targeting Icon** to turn **Red**, then attack. You will achieve a Silent Kill. This keeps other enemies within earshot from becoming aware that you've attacked. You can also perform a **One-Shot-Kill** when the Targeting Icon is Red with any other Weapon, but additional Enemies in the area will be alerted to your presence.

If you chose to go guns blazing, it is advisable to keep moving. Your weapons will automatically track as long as you're facing relatively towards your enemy. Practice and experience will show you how far each weapon will track.

In FEAR EFFECT, Hana will have the opportunity to use more than one gun at the same time. If you have two guns drawn, it is also possible to track multiple enemies, with each weapon tracking a different target. Face toward the mid-point between two enemy targets to track each enemy. If you chose to concentrate all of your fire on one enemy, simply turn Hana to face that enemy and the Tracking will reacquire the single enemy. Hana will now train both weapons on the single target.

Your weapons will automatically reload as long as you have ammunition available. If you run out of ammunition for your active weapon, you will need to access your Weapons Inventory and change to another. You may find it useful to Force Reload your weapons, especially when entering areas where you suspect a large enemy presence. You can **Force Reload** your Active Weapon(s) by pressing □, then △.

When enemies die, they spawn usable items, such as ammunition, Weapons and Inventory Items. To collect these, move over them and then press the Action Button △. You will also receive more Ammunition from Enemies that have been the victim of a Silent Kill.

THE GAME MENUS

The menu system of FEAR EFFECT is designed to move you quickly and simply to the available functions of the game. From the Menus, you can start a New Game, Load previously Saved Games and Configure the various Game Options.

MAIN SCREEN

From the Main Screen, you can Start a New Game, Load a previously Saved Game of FEAR EFFECT from a Memory Card, or go to the Options Screen. Use the Directional Button to highlight the selection you want, then Press ⊗.



LOAD GAME SCREEN

At the Load Game Screen, you will see Thumbnail Images of your Saved Games and the time it took you to reach that point in Gameplay. Choose the game you wish to Load with the Directional Button, then Press ⊗ to Confirm your choice. You can return to the Main Screen by pressing △.



Note: You may be prompted to Insert the Correct Disc to continue your game after you have chosen to Load a Saved Game.

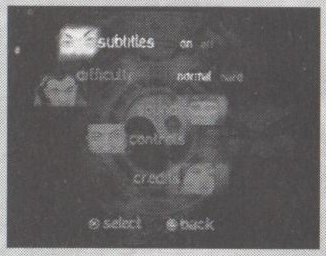
OPTIONS SCREEN

The Options Screen allows you to set the Difficulty Level for FEAR EFFECT. There are two choices: Normal and Hard.

NORMAL – This is the Default Setting for the game.
HARD – More difficult, but ultimately more rewarding.

Use the Directional Button to choose your Difficulty Level. Confirm your choice with ⊗.

The Subtitles Option allows you to see text of the Dialogue at the bottom of the Screen during Narratives. The Default Option is OFF.

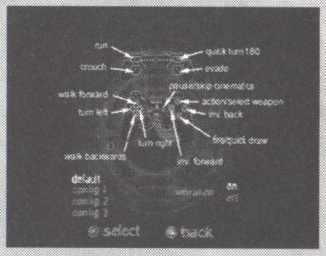


You can also choose an alternate Controller Configuration, as well as Sound Options from this Screen. If you select either of these Options, you will go to their corresponding sub-menus.

Finally, you can choose to view the Credits of the Game from the Options Screen. To return to the Main Screen, press △.

CONTROLLER SCREEN

From the Controller Screen, you can choose from one of the three optional control configurations, in addition to the default Controller Settings. Use the Directional Controls to Highlight the choice you want, then confirm your selection with ✕.



You can also choose the Vibration Option for your DUALSHOCK™ Controller from this Screen. The Default is ON.

You can return to the Options Screen by pressing △.

SOUND SCREEN

You can choose to have FEAR EFFECT play in Mono or Stereo Sound from the Sound Screen. The Default Setting is Stereo. You can also adjust the Master Volume for the Game from this Screen.

SAVING GAMES

While you are playing FEAR EFFECT, there will be moments when your CELL PHONE will become active and begin to ring. When this happens, you have an opportunity to save your game.

To Save your Game, select the Cell Phone from your Inventory, then Press the Action Button △ while it is ringing. You will be prompted to save your game. Press ⊗ to Confirm, or △ to cancel. In the Inventory Window you will be able to scroll through four available slots on your memory card with D-Button ↑ and ↓. Choose a slot and Press ⊗ to Confirm. The Game will be saved to that slot of the memory card.

If you choose a slot that already has data, you will be prompted to overwrite that slot. Once again, Press ⊗ to Confirm or △ to cancel. It is advisable to use these save opportunities when they are presented to you throughout the game.

THE CHARACTERS

In FEAR EFFECT, you will play all three distinct main characters that make up the mercenary team: Hana, Glas and Deke. All Character Switching in the game is automatic, and happens at key moments in the story. When you switch Characters, your Inventories will update to reflect the current character being controlled. However, the Fear Meter is shared by all three characters and will remain constant.

Each of your heroes will discover unique situations and be presented with unique challenges. Be sure to remember what each of your characters is doing, because what is happening with Hana may affect how you'll make decisions for Glas.

The following are brief descriptions of the Characters:

Hana Tsu-Vachel



Age: 24
Born: Hong Kong Province, ROC
Profile: Raised and trained in the Province Military Theater, Hana is an expert Covert Operative who specializes in infiltration.

A world-class marksman and driver, Hana is part French and part Chinese. Her orphan upbringing conditioned Hana to be distant to those that she does not know and to be careful of whom she will trust. She is a woman with many secrets, some of which she will kill to protect.

Hana, Glas and Deke have worked together before, when Hana was doing freelance work for the French Government. Beautiful and deadly, Hana lives life with passion and takes life without reservation.

Royce Glas

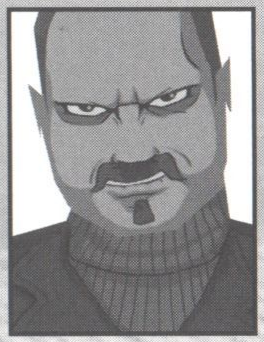


Age: 34
Born: Pacifica, California, USA
Profile: Glas is ex-military. He is a highly decorated vet of a number of conflicts that are officially denied by the US government.

Currently a gun for hire, Glas operates on the edge of the law and will kill in defense of himself or of his mission. Although he is driven by his own sense of honor, he also takes on dangerous assignments because he needs the money.

Respected by his peers, Glas is fearless, stoic and cunning. He is not your classic burnout, but he's close. He can easily adapt to situational changes. Those who have underestimated him usually find themselves resting peacefully under the topsoil.

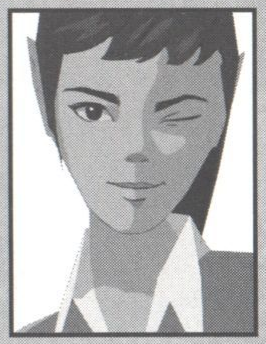
Jakob "Deke" Decourt



Age: 37
Born: Christchurch, New Australia
Profile: Deke walks the fine line between aggressive and psychotic. A large, brooding man, Deke shoots off his mouth as quickly as he shoots his pistols. Deke enjoys his work immensely, through he remains haunted by the demons of the numerous men he has killed.

A long-time friend of Glas, Deke is a weapons expert. Working with Deke is like making a deal with the devil: he's extremely effective, but he leaves a wide wake of carnage and bloodshed. Unlike Glas, Deke is not professionally trained. Instead, he honed his talents during the many range wars that until recently plagued New Australia.

Wee Ming Lam



Age: Unknown (17 Estimated)
Born: Unknown
Profile: Wee Ming is the enigmatic daughter of Mr. Lam.

Having led a sheltered, privileged existence, little is known of Wee Ming. She is rumored to be beautiful, and to possess an inner strength that belies her youth.

Wee Ming's incursion into the Shan Xi Protectorate is the catalyst for our team's adventure. She holds the key to the excitement, mystery and terror that follow.

WEAPONS

Each of your Hero Characters in FEAR EFFECT will have access to a variety of weaponry. Weapons are divided into Four Main Groups. Each weapon has its own strength, such as rate of fire on Machine Guns, or Scatter Effect on Shotguns. Some weapons will work better than others in certain situations.

Ammunition that you find in the world will only work for weapons within a group, so if possible, try to keep at least some ammunition available for each of your weapons.

HAND WEAPONS

Hana will always have a KNIFE available to her. Glas has a SMAK-JACK, and Deke has BRASS KNUCKLES which he can use to execute a devastating punch on any enemy. If you are to successfully Sneak Kill an Enemy, you will need to use your Hand Weapon.

PISTOLS

Hana can use a variety of Pistols during the course of FEAR EFFECT. She can also go double guns with any pistol type. Deke carries custom-made 50 caliber hand cannons that do massive amounts of damage to anything they hit.

MEDIUM WEAPONS

Medium Weapons include Sub-Machine Pistols and compact Machine Guns.

HEAVY WEAPONS

Shotguns, Heavy Machine Guns and Assault Rifles are all Heavy Weapons. Unlike Pistols and Medium Weapons, only one Heavy Weapon may be fired at a time.

SOLVING PROBLEMS

As you play FEAR EFFECT, you will be presented with a myriad of challenges. Some may require that you be fast on the trigger, others may test how closely you've paid attention to the world around you for hints and clues.

Remember that the narratives will provide you with clues as well, so follow along with the story as it progresses.

All of the puzzles and challenges in FEAR EFFECT are logical, so if you are having trouble, stop and think through the problem you are facing. If Hana moves next to an Object, and the Action Indicator activates, yet Hana refuses to use the item, then perhaps you must find something in the world to use on it. And remember that what Hana does may effect what happens to Deke and Glas and vice-versa, so think back to problems that you've already solved with another character. It is possible that the answer may be found in how the characters interactions relate to one another.

Every clue and object you need to solve all of the Puzzles in FEAR EFFECT can be found within the game.

Finally, your guns are extremely useful tools that you will utilize frequently throughout FEAR EFFECT. However, there are times when even your guns will not solve a problem. Sometimes, sneaking through an area by Crouch Walking or Holstering your weapons to not draw the attention of your enemies can be a wise choice.

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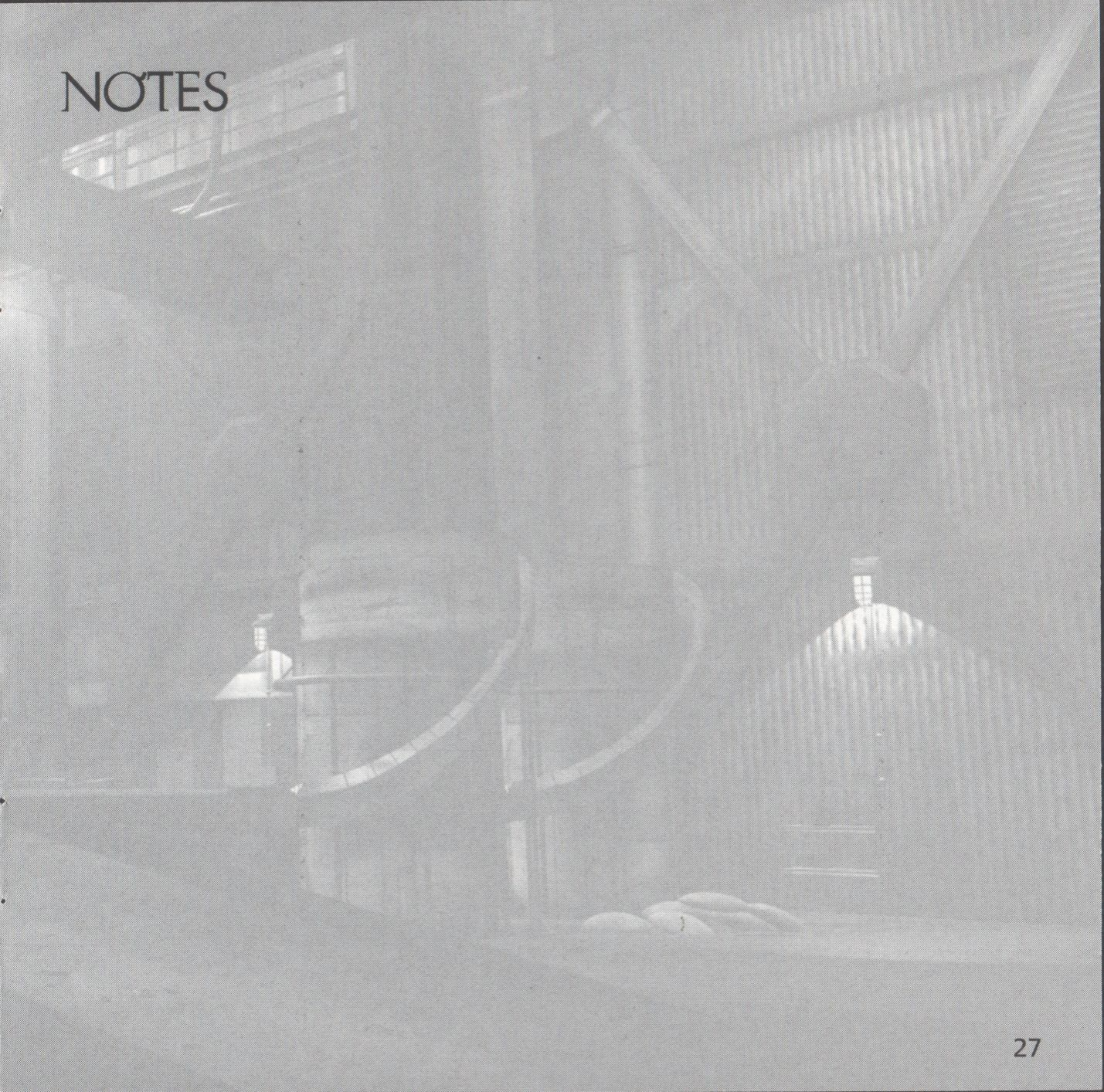
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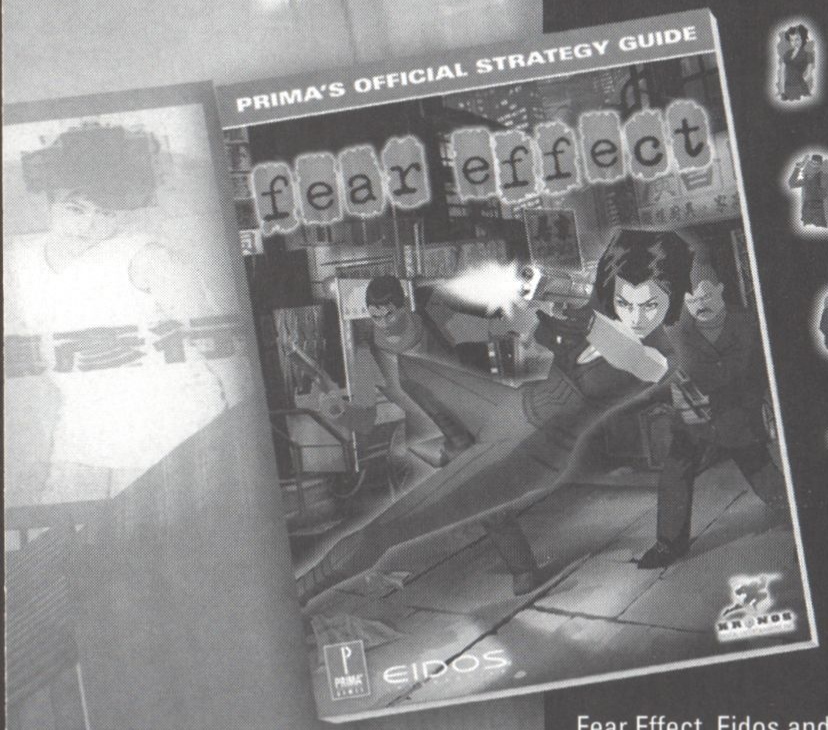
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