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I. Getting Started

System Requirements

Before installing or playing F.E.A.R.™ Perseus Mandate, please be sure that your computer meets or exceeds the following system requirements.

Minimum System Requirements

- Windows® XP, x64 or 2000 with latest service pack installed or Windows Vista™
- DirectX® 9.0c (December 2006 Edition – included) or higher
- Pentium® 4, 1.7 GHz or equivalent processor (2.2 GHz for Windows Vista™)
- 512 MB of RAM or more (1 GB for Windows Vista™)
- 64 MB GeForce® 4 Ti or Radeon® 9000 video card (GeForce® 6600 or Radeon® 9800 video card or equivalent for Windows Vista™)
- 8 GB free Hard Drive Space for installation
- Additional hard drive space needed for a swap file and saved game files
- DVD-ROM drive
- 16-bit DirectX® 9.0-compliant sound card with support for EAX™ 2.0
- Broadband or LAN Connection for Multiplayer games
- Mouse
- Keyboard

Recommended Hardware

- Pentium® 4, 3.0 GHz or equivalent processor (3.2 GHz for Windows Vista™)
- 1 GB RAM (2 GB for Windows Vista™)

- GeForce® 6600 or equivalent supported DirectX® 9.0-compliant videocard with Hardware T&L and Pixel Shader 2.0 support (GeForce® 6800 or equivalent for Windows Vista™)
- Sound Blaster® X-Fi™ series sound card™

Supported Video Cards

Please note that attempting to play the game using video hardware not listed here may result in reduced performance, graphical anomalies or both.

SUPPORTED CHIPSETS:

- ATI® Radeon® 9000*, 9500*, 9600*, 9700*, 9800, X600, X700, X800, X850, X1300, X1600, X1800, X1900, X1950, 2600, 2900** Series. NVIDIA® GeForce® 4 Ti, FX 5900*, 6600, 6800, 7800, 7900, 8400, 8500, 8600, and 8800 Series

**Not supported while using Windows Vista™*

***Not supported while using Windows® 2000*

Drivers:

ATI

- Catalyst™ Drivers 6.2 (Windows® 2000)
- Catalyst™ Drivers 6.11 (Windows® XP) or 6.2 (Windows® 2000) –ATI Radeon 9250 Series and below
- Catalyst™ Drivers 7.8 (Windows® XP and Windows Vista™) – ATI Radeon 9500 Series and above
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NVIDIA

- ForceWare™ Drivers 93.71 (Windows® 2000/XP) – NVIDIA GeForce 4 Ti Series (not supported on Windows Vista™)
- ForceWare™ Drivers 96.85 (Windows Vista™) or 162.18 (Windows® 2000/XP) NVIDIA FX Series
- ForceWare™ Drivers 162.18 (Windows® 2000/XP) or 162.22 (Windows Vista™) NVIDIA GeForce 6600 Series and above
-

An important note Regarding Graphics and Having the Best Possible experience. F.E.A.R Perseus Mandate uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience. The game was largely developed and tested on NVIDIA® GeForce® FX and 6 Series graphics cards, and the intended experience can be more fully realized on NVIDIA GeForce 6 Series graphics hardware. On a GeForce 6600 or better, you will be able to turn on all of the NVIDIA special effect features at higher resolutions in the game. EAX® ADVANCED HD™ is used to model reverberation effects on the 3D sounds. This allows the game to accurately model different acoustic environments and take advantage of the hardware DSP on the Sound Blaster® Audigy® and Sound Blaster® X-Fi™ series of sound cards.

Installing and Launching the Game

See ReadMe.

License Agreement

Please read the End User License Agreement (EULA) before installation begins.

CHOOSE DESTINATION LOCATION

Select the location on your hard drive where you wish to install the game.

Select Program Folder

This screen determines which Start menu folder will contain shortcuts to the game and other useful items. If desired, you can specify another directory by clicking on the program folder field and typing in a new name of your choice, or you can choose one of the existing folders from the list. When ready to continue, click Next.

Direct X®

You will now be prompted to install DirectX® 9.0c, or DirectX® 10 if using Windows Vista™, to your system. If you are not 100% sure that this is already installed on your system, please select Yes. The game cannot run without these files. If you select yes, the DirectX® installer will appear after the game installer finishes.

Ready to Install the Program

If you are ready for the installer to begin copying files, click Install. You may also choose to go Back to review your previous installation choices or Cancel the installation of the game.

Game Spy COMRADE

If you wish to install GameSpy Comrade, select Yes on this screen. When ready to proceed, click Next and follow the on-screen instructions. If you change your mind at any time and wish to abort installation of GameSpy Comrade, click Cancel.

Completing Installation

After installation, a confirmation screen will appear. Click Finish to exit the installer. Once installation is complete, you can launch the game at any time through the Windows® Start menu. If you encounter any problems while installing, launching or playing the game, please refer to the readme.txt file.

II. The Menu System

Each time the application launches, some splash screens and movie files will be shown. You can bypass these and proceed to the main menu by pressing the spacebar. For additional information about any menu item, just place your mouse cursor over the item and read the help text at the bottom of your screen.

Front-End Menus

Single player

Begin a new single-player game or load a previously saved game.

Multiplayer

Please visit www.joinfear.com

Options

Open the Options Menu to modify many aspects of the game, such as key mappings, display settings and game options.

Profile

F.E.A.R. Perseus Mandate allows multiple players to maintain their own unique settings and saved games. Use these options to create, load or edit your own personal player profile.

Quit

Quit the game and return to Windows®.

In-Game Menus

While playing a game, you can bring up the system menu at any time by pressing <Esc>. This will pause the game and provide the following options:

Load game - Open the Load Game screen.

Save game - Open the Save Game screen.

Options - Open the Options screen.

Leave game - Access the System screen from within a level to abort the current game.

Resume game - Close the menu window and return to the game.

Quit - Quit out to Windows®.

III. Welcome to F.E.A.R.™ Perseus Mandate

In 2002, the US army formed a secret unit dedicated to combating paranormal threats to national security. The unit was named First Encounter Assault Recon. Paxton Fettel, the psychic commander of the replica troop battalion run by the Armacham Technology Corporation, has gone rogue and taken the battalion of Replicas with him. F.E.A.R. and Delta Force have been called in to deal with the threat.

The resulting chaos unearths evidence hinting at disturbing crimes committed by ATC. Willing to go to any lengths to protect their secrets, ATC has turned against the very forces sent in to eliminate Paxton Fettel. As the first F.E.A.R. team and Delta Force fight for control of the situation, a second F.E.A.R. team is sent in to shed some light on ATC's dark past...

IV. Your Arsenal

Weapons

Several new tools are available to help contain the threat. These weapons, under development by Armacham and other major weapons manufacturers, represent the cutting edge of military hardware.

VES (Vect or Engineering Systems) V7 Advanced Rifle

Produced by ATC arch-rival Vector Engineering Systems, the VES V7 Advanced Rifle is a state-of-the-art assault rifle with a unique recoil suppression system that improves accuracy . Equipped with a light amplification scope, VES's V7 Advanced Rifle has proven extremely precise in trials but has not yet seen widespread military use.

K3-BT Grenade Launcher

Designed for use in dense urban warfare situations, the K3-BT Grenade Launcher specializes in clearing out interior spaces with its deadly, shrapnel intensive explosions. With a longer effective range than standard hand-thrown grenades, the K3-BT provides today's infantry with much needed indirect-fire.

Lightning Arc Weapon

Recent developments in the manufacturing process of super-conducting alloys have allowed ATC engineers to make the 'lightning gun' a reality. The weapon discharges a precision beam of electricity at a target. Use caution when firing as electricity will arc to other targets within a close proximity.

Supplies

Replica forces have begun moving large quantities of stolen ATC supplies through the city. F.E.A.R. HQ has authorized the confiscation and usage of any such supplies encountered during normal operations. Useful ATC supplies are transported in specially marked containers that will require some physical aggression (or bullets) to open.

Forced Entry

Desperate situations call for desperate measures. F.E.A.R. HQ has authorized the use of physical aggression against public and private property where the field agent deems it appropriate. Press Melee when near a door to quickly knock the door open. Doors may also be opened from a distance with explosives (grenades, rockets, etc.).

V. Multiplayer

Please visit www.joinfear.com to play Multiplayer.

User Voting

User voting is now enabled. You can vote to kick a player in the game or a player on your team, or to ban a player for however long the server-op has pre-set. The vote menu is accessible by hitting the [ESC] key. Once a vote is called, vote "Yes" by pressing the F1 key or "No" by pressing the F2 key.

VI. Credits

To see a list of credits of those who brought you this game, please go to www.whatisfear.com

VII. END USER LICENSE AGREEMENT

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WB Games Customer Support
e4e Technical Support
10720 Gilroy Road
Hunt Valley, MD. 21031

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