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## I. GETTING STARTED

### SYSTEM REQUIREMENTS

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

#### MINIMUM SYSTEM REQUIRED

- Windows® XP, x64 or 2000 with latest service pack installed
- DirectX® 9.0c August Edition (Included) or higher
- Pentium® 4 1.7 GHz or equivalent processor
- 512 MB of RAM

- 64 MB GeForce® 4 Ti or Radeon® 9000 video card
- Monitor that can display in 4:3 aspect ratio
- 3.5 GB free hard drive space for installation (in addition to F.E.A.R.)
- Additional hard drive space 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
- 1 GB RAM
- 256 MB Radeon® 9800 Pro, GeForce® 6600 or equivalent DirectX® 9.0-compliant video card with hardware T&L and Pixel Shader 2.0 support
- Sound Blaster® X-Fi™ series sound card

#### **SUPPORTED VIDEO CARDS**

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

#### **ATI® - Catalyst™ Drivers (Windows® 2000/XP): v6.1**

Radeon® 9000 Series, Radeon® 9500 Series, Radeon® 9600 Series, Radeon® 9700 Series, Radeon® 9800 Series, Radeon® X600 Series, Radeon® X700 Series, Radeon® X800 Series, Radeon® X850 Series, Radeon® X1300 Series, Radeon® X1600 Series, Radeon® X1800 Series, Radeon® X1900 Series

#### **NVIDIA® - ForceWare™ Drivers (Windows® 2000/XP): v81.98**

GeForce® 4 Ti Series, GeForce® FX 5900 Series, GeForce® 6600 Series, GeForce® 6800 Series, GeForce® 7800 Series, GeForce® 7900 Series

#### **AN IMPORTANT NOTE REGARDING GRAPHICS AND HAVING THE BEST POSSIBLE EXPERIENCE**

F.E.A.R. Extraction Point 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 6 Series and 7 Series graphics cards, and the intended experience can be more fully realized on NVIDIA GeForce 7 Series graphics hardware. On a GeForce 6800 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.

#### **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.

#### **DIRECTX®**

You will now be prompted to install DirectX® 9.0c 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, then the DirectX® installer will appear after the game installer finishes copying files.

#### **GAMESPY ARCADE**

If you wish to install GameSpy Arcade, select Yes on this screen, or select No if you do not want to install it at this time. When ready to proceed, click Next. If you select yes, just follow the on-screen instructions to complete the GameSpy Arcade installation. If you change your mind at any time and wish to abort installation of GameSpy Arcade, click Cancel.

#### **COMPLETING INSTALLATION**

After installation, a confirmation screen will appear. Click Finish to exit the installer. Once installation has completed, 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, a few splash screens and movie files will be shown. You can abort these by pressing the spacebar. At this point, you will be taken to the main menu. To see additional information for any item in the menu system, just place your mouse cursor over the item and read the help text at the bottom of your screen.

### **FRONT-END MENUS**

#### **Single player**

Select this to start a new single-player game or load a previously saved game.

#### **Multiplayer**

Please visit [www.joinfear.com](http://www.joinfear.com)

#### **Options**

This will open the F.E.A.R. control panel and allow you to modify many aspects of the game such as key mappings, display settings and game options.

#### **Profile**

F.E.A.R. was designed so that multiple players can maintain their own unique settings and saved games. Use these options to create, load or edit your own personal player profile.

#### **Quit**

When you are done playing, use this to quit the game and return to Windows®.

### **IN-GAME MENUS**

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

**Load game**

Opens the Load Game screen.

**Save game**

Opens the Save Game screen.

**Options**

Opens the Options screen.

**Leave game**

If the System screen is accessed from within a level, the player will be given the option to abort the current game.

**Resume game**

Closes the menu window and returns to the game.

**Quit**

Quits out to Windows®.

### **III. WELCOME TO F.E.A.R. EXTRACTION POINT**

Paxton Fettel's uprising led the F.E.A.R. team to uncover the secret of Armacham's Origin Facility. In the darkness of that forgotten laboratory lay Alma, waiting, watching.

Harlan Wade was responsible for opening Armacham's vault. His intentions were unclear, and the consequences disastrous. In an attempt to contain the unleashed terror, the Origin Facility's reactors were overloaded and detonated.

You escaped the Origin Facility's explosion and were rescued by your teammates. The nightmare that began with Paxton Fettel's insurrection has ended.

But a new nightmare is about to begin.

### **IV. YOUR ARSENAL**

**WEAPONS**

Several new tools are available to help contain the threat. These weapons, under development by Armacham for use with its cloned soldiers, represent the cutting edge of military hardware.

**TG-2A Minigun**

Advances in plastics and lightweight polymers have paved the way for this highly portable weapons system. Weighing only 50% as much as classic minigun designs, the TG-2A Minigun provides unmatched firepower against human and lightly armored targets over close and medium ranges.

**Type-12 Laser Carbine**

Unbeknownst to the general public, Armacham's scientists have advanced the production of

optical equipment and battery supplies into the next generation. The Type-12 Laser Carbine capitalizes on this technology, capable of sustaining a coherent beam of cutting light for several seconds.

#### **AP-5 Deployable Turret**

For use in defensive battles, the AP-5 Deployable Turret provides support by automatically acquiring and engaging enemy targets. Simply throw the AP-5 Deployable Turret at a wall (or ceiling), and it will lock into place and deploy.

#### **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](http://www.joinfear.com) to play Multiplayer.

To play F.E.A.R. Combat with your friends, have them download F.E.A.R. Combat from the internet. F.E.A.R. Combat is entirely free, and download links are available at <http://www.joinfear.com>

#### **Capture All**

In Capture All mode, two teams compete for five Control Points. Team points are earned for neutralizing or capturing a Control Point as well as killing enemy players. To win, your team must capture all five Control Points, reach the score limit before the enemy team does or have the highest score when the time limit expires. This game mode uses CTF maps.

#### **Control**

In Control mode, two teams compete for three Control Points. Teams earn points for each Control Point they hold. To Win, your team must reach the score limit before the enemy team or have the highest score when the time limit expires. This game mode uses Deathmatch maps.

#### **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 set for bans. 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. CONTROLS

### Movement

Forward	W
Backward	S
Step left	A
Step right	D
Turn left	Left Arrow
Turn right	Right Arrow
Sidestep	Right Ctrl
Walk	Unassigned
Jump	Space Bar
Crouch	C
Lean left	Q
Lean right	E
Toggle walk	Unassigned

### Interaction

Fire	Mouse Button 0 (Left mouse click)
Melee	Mouse Button 1 (Right mouse click)
Throw grenade	G
Use	F
Reload	R
Aim/Zoom	Shift
SlowMo	Left Ctrl
Flashlight	X

### Inventory

Weapon slot 1	1
Weapon slot 2	2
Weapon slot 3	3
Next weapon	Mouse Wheel Down
Previous weapon	Mouse Wheel Up
Last weapon	Unassigned
Drop weapon	Unassigned
Select frag grenade	4
Select proximity grenade	5
Select remote bomb	6
Select deployable turret	7
Next grenade	Unassigned
Use medkit	Z
Holster weapon	H

### Status

Scores/Refresh HUD	Tab
Mission status	M
Talk	T
Team say	Y
Team radio	V
Look up	Up Arrow
Look down	Down Arrow
Center view	End
Quick save	F5 (unmappable)
Quick load	F9 (unmappable)

## VII. CREDITS

To see a list of credits of those who brought you this games, please go to [www.whatisfear.com](http://www.whatisfear.com)

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