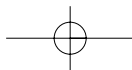
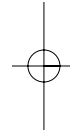
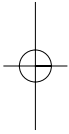


# FRONT COVER





# No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY

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## INTRODUCTION

The villains of H.A.R.M. are back with only one obstacle to thwart their quest for global domination: Cate Archer, the daring super spy who foiled their last nefarious plot. They've summoned the world's deadliest assassins to take her out of the spy trade once and for all. Meanwhile, the United States has uncovered a top secret Soviet project that could bring about World War III. Can Cate avert a nuclear holocaust and simultaneously keep herself out of H.A.R.M.'s Way?

## SYSTEM REQUIREMENTS

Before installing or playing No One Lives Forever™ 2: A Spy in H.A.R.M.'s Way™, please be sure that your computer meets or exceeds the following system requirements.

### MINIMUM SYSTEM REQUIRED

- Windows® 98/ME/2000 with latest service pack/XP
- DirectX™ 8.1 or higher
- Pentium® III 500Mhz or equivalent
- 128 MB RAM (256MB for Windows XP)
- 32MB Direct3D compatible video card with Hardware T&L, 32-bit color support, and DirectX 8.1 compatible driver
- 1.4 GB free Hard Drive Space for installation
- Additional hard drive space for a Windows swap file and saved game files.
- 4x CD ROM
- 16 bit DirectX 8.1 compatible sound card
- 56k modem or LAN for multiplay
- Mouse
- Keyboard

### RECOMMENDED SYSTEM

- Windows® 98/ME/2000 with latest service pack/XP
- DirectX™ 8.1 or higher
- Pentium® III 1Ghz or equivalent
- 256 MB RAM
- 64 MB Direct3D compatible video card with Hardware T&L, 32-bit color support, and DirectX 8.1 compatible driver
- 1.7 GB free Hard Drive Space for installation
- Additional hard drive space for a Windows swap file and saved game files.
- 4x CD ROM
- A 16-bit DirectX 8.1 compatible sound card with support for EAX 2.0.
- Cable modem or LAN for multiplay
- Mouse
- Keyboard

### SUPPORTED CHIPSETS\*

NVIDIA GeForce4; NVIDIA GeForce3; NVIDIA GeForce2; NVIDIA GeForce 256; ATI Radeon 9700; ATI Radeon 9000; ATI Radeon 8500; ATI Radeon 7500; ATI Radeon 7200; ATI Radeon; Matrox Parhelia 512

*\*Please check the readme.txt file on Disc 1 or in the main No One Lives Forever installation folder for last minute information regarding chipset compatibility.*

## INSTALLING AND LAUNCHING THE GAME

To begin, insert Disc 1 into your CD-ROM drive. Within a few seconds, the launch window should appear. If the launch window does not appear automatically within a reasonable amount of time, then double click the My Computer icon on your Windows desktop, then on your CD-ROM drive icon, and then on the **Setup.exe** icon.

Once the launcher appears on the screen, you'll be presented with the following options:

**Install:** This option will launch the InstallShield setup utility. Setup consists of a series of screens, each containing choices that you must make regarding your installation preferences. Descriptions of each screen and the choices you'll encounter are as follows:

**Welcome to NOLF2 Setup:** This screen confirms that you wish to install No One Lives Forever 2. Choose **Next** to continue, or **Cancel** to exit the installer.

**License Agreement:** Please read the End User License Agreement (EULA) before installation begins. If you agree with the terms, select **Yes** to continue. If you do not agree, click **No**.

**Choose Destination Location:** At this point, you'll need to decide where setup will install the game files. For your convenience, **C:\Program Files\Fox\No One Lives Forever 2** is selected by default. To install to a different folder, click browse and select the directory you want, and then click **OK**. When ready to continue, click **Next**.

**Select Program Folder:** This screen determines which start menu folder will contain shortcuts to the game and other useful items. This defaults to **Fox Interactive\No One Lives Forever 2**. 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**.

**Setup Type:** This screen allows you to choose the installation type. Click on **Typical** or **Minimum** in the list to see a description of each type. A Typical install will copy all game files (approximately 1.6GB) to your hard drive. A Minimum install will require only 1.2GB and leave the remaining files on the CD to save on hard disk space however it will have longer load times than the Typical install.

You will now be prompted to install DirectX™ 8.1 to your system. If you are not 100% sure that this is already installed on your system, please select Yes to this dialogue. The game cannot run without these files.

If you select Yes, then the DirectX installer will appear after the game installer finishes copying files. Once you have made your selection, the installer will begin copying files. Simply follow the on-screen prompts to complete the installation.

**Display:** This option only becomes available once installation is complete and will allow you to choose from a list of available display resolutions prior to running the game.

**Options:** This section contains options that can be used to turn various game features on and off and is only made available after installation is completed. These options should only be used if you encounter problems when running the game and should not be changed if everything is functioning normally. For more information, please refer to the readme.txt file located in your main installation folder.

**Uninstall:** This option becomes available only after the game has been installed. It allows you to easily remove the game files from your hard drive. Please note that certain installation files may become shared by other programs, so you may be prompted for confirmation before some of these files are removed. Also, your saved game folders will remain in case you want to reinstall at a later date.

**Quit:** Closes the Launcher application.

**Play:** Once installation is complete, the Install option will no longer appear, and the Play option will appear instead. Click on this to launch No One Lives Forever 2. The first time you launch, you will be prompted to choose a performance setting that fits your particular system configuration. Read the descriptions of each setting and choose the one that is the closest match for your hardware. Please note that choosing a setting higher than your system can support will likely result in unsatisfactory performance.

## MENU AND INTERFACE SYSTEM

The No One Lives Forever 2 Menu and Interface system is designed to be fast and simple to use. Please see the following sections for descriptions of each portion of the menu and interface system and how to navigate through them.

### MAIN MENU SYSTEM

The Main Menu is where you start each time the game is launched, and contains the following options.



**Single Player:** Use this option to start a new single player game or load a previous single player saved game. For more information, please see the Single Player menus description below.

**Continue Game:** This loads the most recent saved or autosaved Single Player game. If there aren't any Single Player saved game files associated with the current profile, then this item will be unavailable.

**Multiplayer:** Use this to host or join a multiplayer game on the Internet or your LAN. For more information, please see the Multiplayer Menus description below.

**Options:** This will open the game's control panel and allow you to modify many aspects of the game such as key mappings, display settings, and game options. For more information, please see the Options Settings section below.

**Profile:** No One Lives Forever 2 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. For details, see the section below regarding the Profile Menus.

**Quit:** Closes No One Lives Forever 2.

## SINGLE PLAYER

**New Game:** This starts a new game for the current player profile. Before the game begins, you'll be prompted to choose a difficulty level. The Normal difficulty setting is recommended for first time players. If you find that the game feels too hard or too easy to play, you can change the difficulty level at any time using the Game Options menu.



**Load Game:** Here you can load a previously saved game. This option will be unavailable if there aren't any save game files for the current profile. Here's an overview of the features in this menu:

**Quick load [F9]:** Loads the current quick saved game. Pressing the <F9> key will have the same effect.

**Auto-save:** While playing through the game, an automatic save file will be created at the beginning of each scene. This option will load the last autosaved game.

**Saved games:** Lists all of the other saved games for the current profile in chronological order from oldest down to newest unless the save file is overwritten.

**Save Game:** Opens the Save Game screen. This is unavailable until a game is in progress.

**Quick save [F6]:** Saves the current game to the quick save file. Pressing the <F6> key while playing has the same effect.

**Saved games:** Allows you to save the current game under any name you choose. As each game is saved, it should appear in the list. The newest game will appear at the bottom of the list. When all available save slots are full, you can overwrite older games with new ones.



## MULTIPLAYER

**Player Setup:** Here's where you can customize certain aspects of your character and connection for multiplayer games, including:

**Player Name:** The name entered here will appear in all in-game text that applies to this player, including chat, transmissions, score tables, and enter/exit messages. This defaults to the current profile name.

**Player Model:** Allows you to choose the appearance of your character.

**Player Cooperative:** No One Lives Forever 2 features cooperative multiplayer missions that allow up to 4 players to become UNITY agents working together against AI opponents in specially designed adventures that take place behind the scenes of the singleplayer game.

**Skills:** Allows you to modify your characters skills. Adjust the meters next to each skill to determine how proficient your character will be in each.

**Bandwidth:** Provides an assortment of preset bandwidth options. The actual bandwidth for each option will appear in the Bandwidth (custom) setting below. Choose the option that is the closest match to your Internet connection type or speed. Available options are 56k, Cable, DSL, T1, and T3.

**Bandwidth (custom):** Enter a custom bandwidth value here if none of the available options matches closely enough to your connection speed.

**Join Internet Game:** Use this to join Multiplayer sessions of No One Lives Forever 2 on the Internet. Once selected, you'll be presented with these options:



**Find Servers:** Searches for active No One Lives Forever 2 servers on the Internet. When this process is completed, the list of found servers will appear in the window below. Click on a server in the list to join that game. Note that any servers that are locked will require a password to join.

**Server Name, Ping, Players, Mission:** Clicking on any of these will sort the current server list accordingly.

**Filters:** Use these options to limit the servers displayed based on the game version, number of players, and ping.

**Join LAN Game:** Use this to find and connect to multiplayer games on your local area network. When selected, the following options will become available:

**Find Servers:** Searches the LAN for active servers. When this process is completed, the list of servers on the selected Network port will appear in the window below. Click on a server in the list to join that game. Note that any servers that are locked will require a password to join.

**Network port:** Allows you to change the network port to search for games on. This is set to "27888" by default.

**Host:** Click this to configure and launch your own server for other players to join. The controls available in this section are:

**LAN Only:** When On, your server will only be available on your LAN and not the Internet.

**Session name:** Changes the name of your server. This is the name that will appear when other players search for games on your LAN or the Internet.

**Load Game:** Brings up the load game screen.

**Campaign:** Lets you modify the missions that your game will include and the order in which they are played. The default campaign which includes all missions is selected by default.

**Create:** Creates a new campaign under a name of your choice. This defaults to the current profile name.

**Load:** Displays a list of existing campaigns. Click on any name in the list to load that particular campaign.

**Rename:** Allows you to choose a new name for any existing campaign.

**Delete:** Deletes the currently selected campaign.

**Missions:** This is available in all campaigns except for the default campaign and opens the missions screen.

**Add:** Click this to access the available list of missions. Once the list is highlighted, you can click on a mission name to add it to the list of missions that will be played in your campaign. Up to 50 missions can be added to a single campaign.

**Add All:** Automatically adds all of the available missions to the campaign.

**Remove All:** Removes all missions from the campaign.

**Remove:** Click this to access the current list of missions in this campaign. Once the list is highlighted, you can click on a mission name to remove it.

**Loop:** When set to Yes, The first mission will start again after the last mission has been completed. When No, the game will end and all clients will be disconnected when the last mission is completed.

**Lock Server:** Determines if your game will require a password or not.

**Password:** This item is only available when Lock Server is set to On and contains the current password that all players will be required to enter before they are permitted to join your game. The password can be any sequence of letters, numbers, and other characters, but can be no longer than 15 characters total.

**Network port:** Allows you to change the network port to use for your game. This is set to "27888" by default.

**Bandwidth:** Provides an assortment of preset bandwidth options. The actual bandwidth for each option will appear in the Bandwidth (custom) setting below. Choose the option that is the closest match to your Internet connection type or speed. Available options are 56k, Cable, DSL, T1, and T3. Note that setting this option to incorrect values can have a serious impact on your server's performance.

**Bandwidth (custom):** Enter a custom bandwidth value here if none of the available options matches closely enough to your connection speed.

**Game Options:** These are settings that will affect gameplay on your server. The available options are:

**Max Players:** Maximum number of players allowed in the game at one time.

**Friendly Fire:** When set to On, players can kill each other.

**Difficulty:** Determines the difficulty factor. The available difficulty settings are the same as those for single player games.

**Player Difficulty Factor:** Determines how much the game's difficulty will increase as additional players join the game.

**Launch:** Starts a new hosted game using the options specified.

**CD-Key:** Click on this to enter a CD key. You cannot play on the Internet without first entering a valid CD-Key.

## OPTIONS

**Display:** Here's where you can modify your display resolution and other related settings, including:

**Resolution:** Toggles through the available game resolutions. This list should include all the 32-bit D3D resolutions supported by your video card and monitor that are supported by the game. The default is 800x600x32.

**Hardware Cursor:** Toggles the use of the hardware cursor. When enabled, the cursor will be controlled in hardware and the cursor control should feel smoother. Some older video cards do not support this feature.

**Gamma:** Adjusts the gamma level to brighten the game if it's too dark. Please note that some areas of the game are dark on purpose, and turning this option up too high may result in a washed out appearance.



**Sound:** All of your sound adjustments can be made in this section, which includes:

**Sound effects volume:** Use this to adjust the sound volume.

**Speech volume:** Use this to adjust the volume on dialog heard within the game.

**Sound effects quality:** Setting this option to high will result in better quality sound, but performance may be affected on slower machines, especially during speech playback.

**Music volume:** Use this to adjust the music volume.

**Controls:** This is where you can customize your key mappings as well as adjust your settings for the keyboard, joystick, and mouse.

**Configure Controls:** Key configurations are broken down into four sections. Click on Movement, Interaction, View, or Status to view the current key mappings. If you wish to change the key that a particular function is mapped to, just click on the function you want to change and then press the key or button that you wish to use instead. If the key or button you choose is already in use by another function, then that function will become unassigned.

**Mouse:** To adjust how your mouse interacts with the game, use these controls:

**Always mouse look:** When set to Yes, moving the mouse will move the view. When set to No the view is controlled with the Keyboard.

**Mouse sensitivity:** Determines how quickly the mouse cursor will react when the mouse is moved.

**Mouse smoothing:** Adds a very slight delay to the mouse movement to smooth out sudden movements and maintain a steady view.

**Invert y axis:** When set to No, moving the mouse up pitches the first-person view up and moving the mouse down pitches the view down.

**Snowmobile Turn Speed:** Determines how fast the snowmobile will respond when you're steering it with the mouse.

**Keyboard:** Use these settings to adjust how your keyboard will interact with the game.

**Normal turn speed:** Sets the speed at which the player rotates when turning with the left/right keys while standing still or sneaking.

**Fast turn speed:** Sets the speed at which the view rotates when turning with the left/right keys while walking at normal speed.

**Up/down look speed:** Sets the speed at which the view pitches when the look up/down keys are used.

**Auto-center:** This option is only available when Always mouse look in the Mouse options screen is set to No. When Auto-center is set to Yes, the view will return to horizontal when the user releases the Look Up or Look Down action.

**Snowmobile Turn Speed:** Determines how fast the snowmobile will respond when you're steering it with the keyboard.

**Use Joystick/Gamepad:** This option is only available if a joystick or other controller is detected. When set to Yes, the Configure Joystick/Gamepad option will become available as well.

**Configure Joystick/Gamepad:** If a joystick is installed and the Use Joystick/Gamepad option is set to Yes, then you can use these settings to modify how your joystick's features will be used.

**Restore defaults:** Restores all control options to their default values.

**Game:** Here you'll find a variety of settings that will affect how the game is played.

**Crosshair:** Displays options for modifying the appearance of the crosshair, including:

**Red/Green/Blue:** Use these options together to customize the color of the crosshair.

**Dynamic Scaling:** When turned on, the crosshair will automatically increase and decrease as you move to indicate how much your movements will affect your aim.

**Style:** Toggles between several different crosshair styles.

**Subtitles:** When turned On, all in-game dialogue will be displayed as subtitles at the bottom of the screen.

**Blood:** When set to Off, blood will not be displayed when human characters are damaged. This is On by default.

**Always Run:** When set to No, the player's movement will default to Sneak. This is set to Yes by default.

**Difficulty:** Allows you to change the difficulty setting of the single player game in progress.

**Head bob:** Adjusts the simulated head movement when running, sneaking, or crouching.

**Weapon sway:** Adjusts the amount of simulated hand movement when running, sneaking or crawling.

**Message duration:** Sets the amount of time that messages related to picking up items will remain on the screen.

**Performance:** This menu will help you to optimize performance on your particular computer configuration as follows:

**Performance:** Toggles between various preset and user-created performance configuration settings as follows. Once you change a setting manually, this option will change to indicate a custom configuration.

**Low Detail:** Optimal performance, but with minimal display options turned on.

**Medium Detail:** A good compromise between performance and visual quality, but may cause slowdowns on low-end machines.

**High Detail:** All display options turned on or at high levels, only recommended for systems that exceed the recommended requirements.

**Display:** Allows you to turn certain display options on or off to tweak performance as follows:

**Shadows:** Sets the detail level on model shadows. Note that setting shadow detail to high is only recommended for high performance machines.

**Polygrid Bump mapping:** Enables or disables environment bump mapping on water. When turned on, water surfaces will look much more realistic.

**Polygrid Fresnel:** Enables or disables use of fresnel on water. When turned on, water reflectivity will be more accurate and look more realistic.

**Environment Bump Mapping:** When enabled, many surfaces and reflections will look more detailed.

**Anistropic Filtering:** This mode will handle the filtering of polygons tilted away from the player more accurately when it's turned on.

**Trilinear Filtering:** Improves texture quality at distances but costs a slight performance penalty.

**Environment Map:** When on, a shiny, semi-reflective layer will appear on certain surfaces that shifts with your viewing angle.

**Detail Textures:** When on, minute grayscale patterns are added to some textures.

**Triple buffering:** When on, this stores an extra rendered frame in the frame buffer for smoother playback. If this is not available on your video card, it will be unavailable.

**Special Effects:** Controls the amount of detail in effects such as explosions, debris, and weapon impacts.

**Texture Resolution:** Adjusts the resolution of game textures. Low resolution provides better performance. High resolution provides better quality graphics..



## PROFILE

**Current profile:** This displays the name of the player profile in use.

**Create:** If you wish to create a new profile, click on this and enter a new profile name.

**Load:** Displays a list of existing players. Click on a name to load his or her profile and all of the settings and saved games associated with it.

**Rename:** Allows users to change the name of their profiles.

**Delete:** Displays a list of existing players. Click on a name and then select Yes to delete that profile and the settings and saved games associated with it.



## IN-GAME MENU SYSTEMS

To access the in-game menu system, press the **<ESC>** key at any time during gameplay. You can cycle through the menus by pressing the left and right arrow keys. To scroll through the options within each screen, use the up/down arrows or simply move the mouse cursor over the option text. To select a menu item, press **<Enter>** or click the left mouse button while the option is highlighted. When done, press **<ESC>** again to resume gameplay.



## SYSTEM

This is the screen that is selected by default and can be used to temporarily exit from the game environment to access system menus as follows:

**Resume game:** Closes the in-game menu system and resumes gameplay.

**Save game:** Opens the Save Game screen. In multiplayer, this is only available to the host.

**Load game:** Opens the Load Game screen. In multiplayer, this is only available to the host.

**Options:** Opens the Options screen.

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

**Quit:** Clicking on this option will quit the game.

## MISSION BRIEFING

This displays information about the current mission.

**Name:** The name of the mission.

**Objectives:** Describes tasks that Cate needs to accomplish before the mission can be completed.

**Optional Objectives:** Describes optional tasks that the player can do to gain extra skill points, but are not essential for completing the mission.

**Parameters:** Rules the player should live by while playing this mission. Failure to abide by these may result in mission failure or other penalties.

## EQUIPMENT

This shows the player's current inventory of weapons, gadgets, and other items. Click on any item in the list to see more information about that item. To select the item, press **<Enter>** or click on **Select**. If the item is a weapon that has more than one available ammo type, click on the type of ammo you wish to use and the weapon will automatically reload that ammo type before it is wielded. You can use the **up** and **down** arrow keys to cycle through available ammo types.

## INVENTORY

This menu displays any key items gathered throughout the game. Selecting an item on this list brings up a new screen with further information about the key item and how it can be used.

## INTELLIGENCE

This menu displays a list of all of the intelligence items that Cate has found in the current mission. Selecting an item on this list brings up the actual intelligence item as it appeared when it was originally found or deciphered.

## PLAYER

This screen shows Cate's current Rank, Score, Skill Points, and Skills. Click on a skill for a description of how it works and an option to raise the skill to the next level. You may only raise a skill to the next level if you have the required amount of skill points. Each skill level requires more skill points than the previous level.

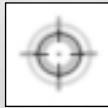
**Rank:** Cate's current Rank based on the number of skill points she has earned. Available ranks include Novice, Trainee, Agent, Spy, Operative, Master Spy, and Super Spy.

**Score:** The total amount of experience points gathered in the game so far.

**Skill Points:** The total experience gained minus points already spent on skills.

## HEADS-UP DISPLAY (HUD)

The heads up display refers to the icons and text you'll see on the screen while playing. The HUD consists of these components:



**Crosshair:** (Center) At the center of your screen is the crosshair. Use this to aim your weapons and gadgets. You can change the color and style of the crosshair in the game options menu.

**Activate Messages (Center):** Whenever the crosshairs are placed over an object or character that can be activated, text will appear below the crosshairs to help you determine what to do with the object. For more information on activating objects, please see the section on Single Player Agent Training.



**Progress Bar:** (Center) When searching bodies or files, or using a gadget on an object, this icon will indicate how much time it will take to complete the search or defeat the mechanism.

**Transmissions:** (Center) From time to time, Cate will think out loud in the form of Transmission messages. These will appear in yellow text above the crosshairs, and usually contain vital information about a particular obstacle that you must overcome. For more information regarding Transmissions, please see the Single Player Agent Training section.



**Chat:** (Upper Left) In multiplayer games, player chat will appear here.



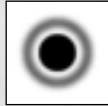
**Objective Update Notification:** (Lower Right) Whenever a new objective is added or an existing objective is completed, this icon will appear.



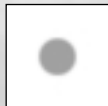
**Compass:** (Upper Right) This helps Cate to keep track of which way she is headed and is particularly useful in large outdoor areas. It also doubles as a radar screen.



This indicates the location of certain objectives, such as UNITY safehouses or dead drops.



In multiplayer games, this indicates a fellow UNITY agent.



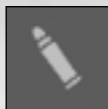
In multiplayer games, this marks the location of a fellow agent who is near death and in need of revival.



This indicates an exit in the single player game, or a rally point in multiplayer games.



**Health/Armor Meter:** (Bottom Left) The red meter determines how much health you have and the blue meter determines how much armor you have. When you get hurt in the game your meters will lower. When you run out of armor, shots will hurt you more and you will momentarily lose your balance when hit. Once you run out of health, you will die.



**Ammo:** (Bottom Right) This display shows the amount of ammo left in the weapon you're holding, as well as the total amount of this ammo type that you have remaining. When your gun runs out of ammo, you will automatically reload more of the same ammo type. If there isn't any more ammunition of the same type available, the next available ammo type will be loaded instead. If you are completely out of ammo, the next available weapon will be selected.

**Damage icons:** (Left Center) When you are affected by progressive damage types such as fire, electricity, or drowning, an appropriate icon will appear to indicate what's wrong. This may also be accompanied by other disturbances such as hallucinations, sounds, and changes in screen color. The icon pictured here signifies Burn Damage.

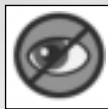
**Oxygen Meter:** (Bottom Left) When Cate is under water, a light blue Oxygen meter will appear above the health and armor meters. When her Oxygen is depleted, she will begin to lose health. This meter will rapidly replenish itself when Cate surfaces.



**Hiding Place Found Notification:** (Bottom Center) When this is displayed, Cate has found a hiding place. If she stands still, the icon will become progressively darker until she is completely hidden.



**Hiding Progress Bar:** (Lower Center) Once Cate begins hiding, this bar will indicate how much longer it will take to become fully hidden.



**Cannot Hide Now Notification:** (Bottom Center) Cate can only hide when enemies can't see her. If she enters a good hiding spot while still in view, this icon will appear to indicate that she can't hide here right now. When this happens, she needs to ditch her pursuer(s) and find another hiding place.



**Pick up Body Notification:** (Bottom Left) This appears when Cate is aiming at a dead or sleeping AI to indicate that the body can be picked up.



**Moving Body Notification:** (Bottom left) This replaces the pick-up body notification once Cate picks up the body.



**Cannot Drop Body Notification:** (Bottom Left) If Cate moves into an area where she cannot drop the body she is carrying, the moving body notification will change to this.



**Exit Notification:** (Bottom Center) This will be displayed when Cate is near a one-way level exit. It will only appear when she's aiming at the exit unless she is very close to it.



**Transitional Area Notification:** (Bottom Center) When Cate finds an exit that can also be used to return to the current level, this icon will appear. This will only appear when facing the exit unless she is very close to it.

**Weapon Selection Display:** (Top Center) This allows you to quickly choose a weapon or gadget from your available equipment. This appears anytime you use the previous weapon key or the next weapon key. Equipment is broken down into 6 categories for easy reference and selection. You can choose a category by number with the keyboard, or 20 scroll up and down through all of it with the previous/next weapon keys.

The categories are listed below. For more information about the weapons and gadgets in Cate's arsenal, please see the section titled "Santa's Workshop".

**Melee Weapons:** (Taser, Katana)

**Stealth Weapons:** (Shuriken, Crossbow, Bear Trap)

**Pistols:** (McAllister Pistol, Utility Launcher)

**Heavy Weapons:** (Gordon 9mm machine gun, AK-47 Assault Rifle, RFA Series 4 Bolt-Action Rifle)

**Explosives:** (All Grenades, Timebombs)

**Gadgets:** (Camera, Compact, Hairspray, Fingernail Clipper, Coin, Keychain)

## DEFAULT KEY CONFIGURATION CHART

### Unmappable Controls

Menu	<b>&lt;Esc&gt;</b>
Quicksave	<b>&lt;F6&gt;</b>
Screenshot	<b>&lt;F8&gt;</b>
Quickload	<b>&lt;F9&gt;</b>
Pause Game	<b>&lt;Pause&gt;</b>

### Movement Controls

Forward	<b>W</b>
Backward	<b>A</b>
Step Left	<b>S</b>
Step Right	<b>D</b>
Turn Left	<b>Left Arrow</b>
Turn Right	<b>Right Arrow</b>
Sidestep (strafe)	<b>Left Alt</b>
Sneak	<b>Left Shift</b>
Jump	<b>Spacebar</b>
Crouch	<b>C</b>
Turn Around	<b>Backspace</b>
Lean Left	<b>Q</b>
Lean Right	<b>E</b>
Toggle Sneak	<b>Caps Lock</b>
Toggle Crouch	<b>Left Ctrl</b>

**Interaction**

Fire	<b>Left Mouse Button</b>
Action	<b>Enter, Right Mouse Button</b>
Reload	<b>R</b>
Change Function	<b>F</b>
Next Weapon	<b>[, Mouse Wheel Up</b>
Previous Weapon	<b>], Mouse Wheel Down</b>
Holster Weapon	<b>H</b>
Last Weapon	<b>X</b>
Move Body	<b>G</b>
Keychain Light	<b>L</b>

**View**

Look Up	<b>Up Arrow</b>
Look Down	<b>Down Arrow</b>
Center View	<b>End</b>
Zoom	<b>Z</b>

**Status**

Equipment	<b>M</b>
Inventory	<b>N</b>
Intelligence	<b>I</b>
Player Status	<b>P</b>
Mission Status	<b>Tab</b>
Compass	<b>'</b>
Radio	<b>V</b>
Talk	<b>T</b>



## SANTA'S WORKSHOP

Cate's arsenal includes weapons that are standard UNITY issue, as well as those found during her missions and acquired from dead or sleeping enemies.

### MELEE WEAPONS



The **Katana** is a Japanese sword that can be liberated from Ninjas. Fast, deadly, and quiet.



Cate's eye shadow doubles as a non-lethal **Taser**, useful for temporarily rendering bad guys unconscious at close range. Its non-threatening appearance allows her to wield it in public places without arousing suspicion. However, the Taser must recharge between uses.

### STEALTH WEAPONS



**Bear traps** can be found in Siberia and are a painful way to hold an enemy in place for a short time. Tread lightly after setting a trap, though, as Cate can get caught too!



**Shuriken** are Japanese throwing stars that are quiet and very effective when used correctly. These are also good for creating distractions.



For situations that necessitate subtlety over raw power, the **Vindicator Sportsman's Crossbow** is the ideal choice. Four different bolt types are available, including Normal, Fire, Poison, and Explosive. A scope is also available for long range shots.

## PISTOLS



The **McAllister .32 Automatic Handgun** is a highly versatile .32 caliber pistol that can be fitted with a silencer. It accommodates FMJ and cyanide rounds.



The **CT-180 Utility Launcher** is the most versatile tool in the UNITY arsenal. It accommodates several different ammunition types, each perfectly suited to a particular task, such as Tranquilizer darts and Camera disablers.

## HEAVY WEAPONS



The **AK-47 Assault Rifle** is a standard issue Soviet bloc assault rifle known for its ruggedness and reliability. It is also the only weapon that can handle phosphorous rounds. Only 7.62x39 caliber ammo can be used with this weapon.



**Gordon 9mm Submachineguns** are popular among villains due to their rugged dependency and stylish design. Standard 9mm FMJ rounds are the only ammo type that can be used with this weapon.



A high-powered, bolt action rifle, the **RFA Series-4 Bolt-action Rifle** is an effective sniper's weapon. It uses .308 caliber FMJ rounds, features an integrated scope and can be fitted with a silencer.

## EXPLOSIVES



Toss a **Sleeping Gas Grenade** into a crowd and it's lights out for the bad guys. Try not to be around when they wake up.



**Stun Grenades:** Blind and deafen anyone unfortunate enough to be around when they go off. The effect is temporary, however.



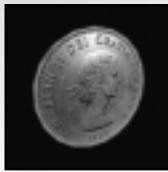
**Explosives** can be placed on specific targets. Cate will automatically set the timers on these so that they don't go off before they need to. While these are primarily used for sabotage or to create diversions, they can also be quite deadly for anyone caught nearby.



**Hand Grenades** will explode after a specific amount of time, killing or severely injuring anyone within range.

## GADGETS

Santa has improved upon old designs and created several entirely new gadgets to help Cate succeed in tricky situations.



The **Coin** may not be Cate's most sophisticated device, but it certainly comes in handy when a quick distraction is needed.



The **Compact** is a cleverly disguised code breaker that can be used to decipher messages and bypass security devices. To use, hold down the Fire key until the code is broken.



Locked doors and padlocks are no match for the lockpick, which was designed to resemble a common **Fingernail Clipper**. To use, hold down the Fire key until the lock is picked.



The **Hairspray** can be converted into a miniature welder, capable of cutting through combination locks and door hinges. To use, hold down the Fire key until the lock has been welded open.



Cate's **Lipstick** is actually a carefully concealed spy camera.

## GEAR



**Ammunition boxes** can hold any type of ammo for all weapons and gadgets. When you activate an ammunition box, its contents are added to your inventory. If you are already at full capacity for one or more of the ammo types contained in the box, then the extra ammo will remain in the box. Once the box is completely empty, it will disappear.



**Bandages** restore 10 health when activated. Once the player's health is at its maximum, these will no longer have any effect.



The **First Aid Kit** works exactly like Bandages, except that they restore 25 health when activated.

An **Armor Pad** increases your armor rating by 10 points. In combat, your health does not begin to degrade until your armor is completely gone, except in the case of certain types of damage, such as falling, freezing, poison, etc.



**Body Armor** is similar to an Armor Pad except it adds 25 points to your armor rating.

## ENEMIES AND OBSTACLES

The following are just a few of the enemies and obstacles that Cate will need to defeat or avoid.

### ENEMIES:



**Ninjas:** An elite squad of Japanese assassins whose only goal is to eliminate Cate. They fight with katanas and shuriken, leap onto rooftops, and can disappear in puffs of smoke.

**H.A.R.M. guards:** The evil organization's cannon fodder. While generally more interested in their own petty affairs than anything else, they will gladly show Cate to her grave if they catch her.



**H.A.R.M. guards (India):** Much like their western counterparts, except many of them choose to fight with Tulwars instead of machine guns.



**Mimes:** Pasty-faced assassins toting 1920s era machine guns. They are also strangely resistant to weapon fire. Worst of all, they like to incorporate their mime moves into everything they do, even when fighting with Cate. Sacre bleu!

**Soviet soldiers:** Underutilized and bored, Soviet Soldiers go about their dreary business in Siberia, completely unaware of the mischief Cate is committing right under their noses. If they detect Cate, they are sure to call in reinforcements.



## OBSTACLES:

**Alarm buttons:** When an enemy sees the player, he may run for an alarm. Alarms will bring all nearby enemies to the area, and some additional reinforcements as well. Enemies heading for alarms should be taken out at all costs. Each region will have its own unique alarm types. For example, Ninjas will bang hanging blocks of wood while Soviet alarms are usually placed in small metal boxes. Be careful that you do not activate an alarm unless you want enemies in the area to come running!

**Environmental Hazards:** There are a wide variety of environmental hazards for Cate to avoid. Fires, downed power lines, and deep water are just a few examples of these. Cate has no protection against these hazards and must avoid them when possible, or clear them when necessary.

**Searchlights:** When Cate is caught in a searchlight beam, the guard in control of the searchlight will open fire, drawing the attention of other guards in the area. The beam will also follow Cate until she is out of range.

**Security Cameras:** If Cate is seen by a security camera, she will only have a few seconds to get out of sight before an alarm goes off. Guards will arrive to search the area. If they find nothing, the alarm will stop and the guards will return to their normal routines. Keep in mind the alarm will go off instantly if the camera is destroyed. Fortunately, the CT-180 Utility launcher is available with camera disabler ammunition that can render cameras useless without creating a commotion.

## AGENT TRAINING

### SINGLE PLAYER TRAINING

In the single player campaign, you will assume the role of Cate Archer, British Superspy. Before you guide Cate through her latest adventure, you may want to read through the following sections to gain a basic understanding of what to expect.

**Objectives:** Each mission has specific objectives that must be met before the mission can be completed. While all missions begin with at least one main objective, others may be added along the way. You will also receive optional objectives from time to time. Completing optional objectives is not required, but the rewards are well worth the effort.

**Transmissions:** From time to time, Cate will think out loud in the form of Transmission messages. These usually contain vital information about a particular obstacle that you must overcome. If you miss a transmission message, press T to enter talk mode. This will display the last few transmissions you received. When done, press <Esc> to continue playing.

**Object Interaction:** Cate can interact with a wide variety of objects. When the crosshairs are placed over an object that can be activated, text will appear under the crosshair to help you understand what Cate can do with it. Orange text indicates that the item can be activated in its current state, while grey text means that Cate must do something else first. For instance, a locked door will produce a grey "Open Door" message until it's unlocked, at which point the text will turn orange.

Some objects can only be activated through the use of a gadget, or after the player finds a key or other object that works with it. When the correct gadget is aimed at these objects, the text will turn orange and Cate can proceed to use the gadget on the object. Objects that may require a gadget include Keypads, Card readers, Coded text, Security cameras, Messages written in Invisible ink, Padlocks, Combination locks, Hinges, Telephones, Bomb Targets and various Photographable items or Characters.

**Doors:** If a door displays the Open Door text, but it appears grayed out, this means the door must first be unlocked. Point at the doorknob with the appropriate unlocking gadget to accomplish this. Doors that do not display any text cannot be opened.

**Key items:** Some of the objects that Cate can pick up are essential for progressing to the end of the level or mission. When Cate finds a Key Item, a message will appear on screen to indicate what was found. If she encounters an obstacle that requires a key item to defeat, a transmission message will appear letting her know what she needs to find. To review the Key Items in Cate's possession, check the Inventory screen on the In-game menu system.

**Obtaining weapons and other objects:** When Cate activates any pickup item such as a weapon, body armor, or intelligence item, the object will automatically be added to the equipment, inventory, or intelligence menus. If Cate picks up a weapon that she already has, it's ammo will automatically be added to her reserves. If she attempts to pick up ammo or gear when already at maximum, then a message will appear to indicate this.

**Light Switches and Light bulbs:** Some areas contain light switches and/or bare light bulbs. These can be activated to turn the lights in the immediate area off and on. If a light bulb is destroyed, the lights will remain off permanently. Keep in mind that many enemies can recognize when lights have been turned off and may turn them back on.

**Hiding:** The player can hide in certain pre-designated areas. Common hiding places include closets, dark doorways and alleyways, etc. Hiding areas can also be created by turning off lights in the area. When the player enters a valid hiding area and stops moving a Hiding Place Found icon with notification bar will appear to indicate that the hiding process has begun.



**Other Characters:** Cate will encounter many other characters in the game. These other characters can be of good, neutral, or bad alignment. Good characters are Cate's allies and may fight alongside her when they sense danger. Neutral characters are typically innocent bystanders who will panic when gunfights erupt. Bad characters will attack Cate and her allies if they are detected.

It's not always easy for Cate to determine who the enemy is, so be careful. Killing an innocent civilian or an ally will result in mission failure! Also, allowing any ally or more than a few civilians to die by enemy fire will also result in failure.

Some characters will talk to Cate when activated. When they do, they usually have something important to say, so be sure to listen carefully. As long as the character still has something to say, TALK will appear. When they have nothing else to say, this text icon will disappear.

**Disturbances:** Enemies can hear and see quite well and will react to a wide variety of disturbances. Some stimuli such as hearing gunshots or seeing a dead ally will result in the enemy becoming alarmed and responding accordingly, but there are other, more subtle ways to get attention as well. If you knock over a bottle, flush a toilet, or leave a file cabinet drawer open, passing enemies may notice and come over to investigate. If they do not detect you, they will return to what they were doing after a few seconds. Be warned that continuous disturbances will eventually cause enemies to become alarmed and begin actively searching for you. They will also inform their comrades of the problem who will then search for you as well.

**Searching:** Cate can rummage through file cabinets and the pockets of dead or sleeping enemies to find items. Some of the items she will find are useless, but she'll also find weapons, intelligence items such as game hints, and ammunition. If the enemy was holding a weapon in his hand or had it holstered on his back, the item will be found as soon as Cate begins searching. Other items may take longer to find. Throughout this process, "Searching" text will appear near the crosshairs and a rummaging sound will play. When the item has been searched completely, a small sound will play.

**Moving Bodies:** To reduce the risk of detection, Cate can move dead and sleeping bodies to a less noticeable location by aiming directly at the body and pressing the Move Body key (G by default). An indicator will appear when a body can be picked up. She may need to crouch to get close enough for this action. Once she has picked up the body, the indicator will change to reflect this. While carrying a body, Cate can no longer run, jump, or fire a weapon without dropping it first. Note that Cate can only drop bodies in suitable locations. If she moves to a non-suitable location, the moving body indicator will change once again.

**Taking Damage and Dying:** There are numerous types of damage in the game, ranging from mildly annoying to deadly. Some damage isn't really damage at all, as no health will be lost while under its influence. Laughing Gas, Sleeping Gas, and slipping on Bananas are good examples of these. Most other forms of damage will reduce the player's health instantly, over a period of time, or both. When Cate runs out of health, she will die and the mission will end in failure.

**Skills and Experience Points:** Certain achievements will reward Cate with experience points, which can then be spent on various skills. Each skill has five levels of expertise (novice, amateur, skilled, expert, and master), each with a higher cost than its predecessor. Here's a list of Cate's skills and how raising them will help her.

**Armor:** When this skill is raised, the size of the player's armor meter will increase and Cate will get more armor points from Armor pickups.

**Carrying capacity:** This skill allows the player to carry more ammunition and be less hindered by the weight of heavy weapons with each increase.

**Gadgets:** This skill works just like the weapons skill, only with gadgets. Improving this skill makes it faster to bypass obstacles, thus Cate is less likely to be seen by passing enemies.

**Marksmanship:** The higher this skill gets, the lower weapon perturb will be. This means that shots will hit the center of the crosshairs more often than before. Also, the crosshair "swimming" that occurs when zoomed in with a scoped weapon will decrease.

**Searching:** This skill determines how quickly Cate can search through files or the pockets of a departed enemy.

**Stamina:** When increased, Cate's maximum health will increase and she will gain more health from first-aid kits. Also, her movements will be less hindered by certain types of damage, and some damage will have less of an effect.

**Stealth:** Each time this skill is raised, the sound radii for Cate's footsteps, weapon reloads, and other sounds will be reduced. She will also hide more quickly and will be more likely to lose any pursuers when ducking around corners.

**Weapons:** As Cate gets more proficient in Weapons, she'll deal out more damage per hit and her weapons will select and reload faster than they did before.

**Transitional Areas:** On certain missions, Cate will be allowed to travel back and forth between scenes. In some cases, this will be necessary to achieve an objective or escape once the objective or mission is completed. The observant operative will note signs and other important clues as they play through each scene so that they will know when heading back to a previous scene is necessary.

## MULTIPLAYER TRAINING

In the multiplayer campaign, you will be playing as a member of UNITY's crack intercept team. These highly specialized agents are essential for behind the scenes support of operatives in the field, and today they've been assigned to Cate Archer. Up to four players can work together to complete the multiplayer campaign. The cooperative game is played much like the single player game with several important differences:

**Transmissions:** Whenever any agent achieves an objective or finds an important item, a transmission will be sent to the other agents to let them know that this has occurred. In most cases, only one player needs to achieve an objective in order for everyone else to continue.

**Dying & Reviving:** When an agent runs out of health, he will not die immediately. Instead, he will fall to the ground and will be unable to shoot or move. Luckily, he can be revived when activated by another player. When revived, the fallen agent can once again shoot and move, but his health will remain at minimal levels. If not revived after 30 seconds, the agent can choose to die by pressing the fire key. When this happens, all of his acquired weapons, ammo, skill points, and other items will be lost, and he will respawn at a start point with default equipment.

**Rally Points:** It is not possible for agents playing the same game to be in two or more separate scenes or missions at once. Therefore, transitions between scenes can only take place when all players have congregated within a rally point. If all prerequisites for leaving a level have been met, players entering the rally point will send a message to all of the other players indicating that they are waiting at the exit. Once all players are within the rally point boundaries, the level will end.

**Respawn Points:** The locations of player respawn points may change after certain objectives are completed. This is to ensure that an agent who just joined the game does not appear near the exit.

**Player Chat:** The player can send messages to other players by pressing the chat key. Other players will see the message preceded by the name of the agent who is speaking. Any transmissions sent will also appear here when the chat key is activated. This helps players remember key game requirements.

**Difficulty:** As a game gains more agents, it becomes more difficult. This is partially controlled by the host's game preferences. This is to ensure that the campaign remains challenging for all players, and promotes teamwork.

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- send a dated proof of purchase of the defective product (e.g. purchase ticket)

*Please, do not forget to join in your letter, your name, address and a phone number where it is possible to reach you during the day.*

After this warranty period, if you want to exchange the CD-Rom or DVD-Rom (from a defective or scratched material only), thank you for sending back to the address indicated in the manual, the said CD-Rom or DVD-Rom and to join to your letter a £6-00 cheque for each defective material established to **VIVENDI UNIVERSAL INTERACTIVE PUBLISHING UK Ltd.**

*Please address your letters to the Technical Support \**

### **Exchange Procedure for the manuals**

If you have lost or torn your manual or documentation associated to the product, the technical support will be able to send you new ones, under the following conditions:

Thank you for sending to the technical support a copy of the floppy disk #1, the CD-Rom or DVD-Rom and to join a £6-00 cheque established to Vivendi Universal Interactive Publishing UK Ltd. with your letter.

*Please, do not forget to join in your letter, your name, address and a phone number where it is possible to reach you during the day.*

The technical support's address and phone number are indicated in the manual or on the Product packaging.

*\* We recommend that you send a letter by registered mail.*

*The Technical Support won't be responsible for any loss or damage caused by the mail delivery services. Any shipping charge will be at your own expense*



## CUSTOMER SERVICES

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**Technical Support Tel: (0118) 920 9111**

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**Fax: (0118) 987 5603**

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Lines open 24 hrs, 365 days a year, using our automated technical support attendant. This system includes answers to all commonly posed questions and problems with our new and major titles. It is set up in a friendly and easy to use menu system that you navigate through using a touch tone telephone. If the answer to your question is not in our automated system, then you will be transferred to a technician between the hours of 9am and 5pm Monday to Friday.

<b>2:</b>	<b>3:</b>	<b>4:</b>	<b>5:</b>	<b>6:</b>	<b>7:</b>	<b>8:</b>	<b>9:</b>	<b>0:</b>
<b>A, B, C</b>	<b>D, E, F</b>	<b>G, H, I</b>	<b>J, K, L</b>	<b>M, N, O</b>	<b>P, R, S</b>	<b>T, U, V</b>	<b>W, X, Y</b>	<b>Q, Z</b>

Here are some key-presses that will allow you to navigate through our automated attendant. Note that these are the standard letter assignments that are given to UK telephones so if your phone has letters on the keypad, please use them instead: Before you call our technical support lines, please check that you have read the Readme file included on the game disk #1. You may well find a very quick answer to the problem that you are facing as these files contain answers to most common problems. If the answer is not here, make sure you have precise details of any error message that you receive, and details regarding the specifications of your computer before you call us, as this will help us in giving you a faster and more efficient service. If you would prefer to write to us, please send your mail to the following address:

**Vivendi Universal Games UK Ltd.  
Customer Services / Mail Order / Tech Support Department  
2 Beacontree Plaza • Gillette Way  
Reading • Berkshire • RG2 0BS  
United Kingdom**

For all the latest on products from Vivendi Universal Games visit  
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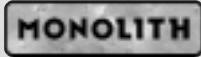
UK Website includes on-line shopping, special offers, technical support, product information, game demos, patches and much, much more.

**Telesales Order Line 01268 531245**

**Software First  
Unit 4 Sovereign Way, Cranes Farm Rd,  
Basildon, Essex, SS14 3JF  
Tel: (01268) 531 245  
Fax: (01268) 288 049**

## CREDITS

Fox Interactive Presents:  
*No One Lives Forever™2: A Spy in H.A.R.M.'s Way™*  
Developed by Monolith Productions Inc.



*No One Lives Forever 2 is powered by the LithTech Jupiter System*



### Fox Interactive:

Producer: .....Chris Miller

Associate Producer: .....Aaron Blean

Assistant Quality Assurance Manager:.....Igor Krinitskiy

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Test Team:.....Terrance Brant  
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Eric Asevo, Steve Bersch, Pete Cesario, Lindsey Fischer, Ivo Gerscovich, Greg Goodrich, Tim Hall, Tim Harrison, Michael Heilemann, Becky Kneubuhl, Luke Letizia, Dan Mackechnie, Gabriel Mann, John Melchior, Megan O'Brien, Paul Pawlicki, Michael Pole, Rich Ragsdale, Tim Ramage, Jamie Samson, Kirk Scott, Dave Shaw, David Stalker, Kristin Sutter ([www.nolfgirl.com](http://www.nolfgirl.com)), Tim Tran, Jack Van Leer, Ellen Williams, Chris Wilson, Asylum Studio ([www.asylumstudio.com](http://www.asylumstudio.com)), Lisa Fredsti (Fox Library), Brian Thomas (Fox Library), Brian Harvey (Nvidia), Jessie Lawrence (Creative Labs), Mike Drummelsmith (Matrox), Marisa Porter, MCA, Van Riker, 1600 Records, John Dongelmans (Microsoft), Tim Godwin, Line 6

*Working with the NOLF team continues to be a great experience. Thank you for all the late nights, the lost weekends and most of all, for your incredible commitment to the quality of this game, you're awesome! -CM*

**Monolith Productions:**

***The No One Lives Forever 2 Team:***

***(In Alphabetical Order)***

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Scott Albaugh, *Senior 2D/3D Artist/Animator*  
Nathan Cheever, *Level Designer*  
Curt Collins, *2D/3D Artist*  
Brian Davis, *2D/3D Artist*  
Michael Drummond, *Level Designer*  
Kevin Francis, *Senior Engineer*  
Terry Franguiadakis, *Engineer*  
Jim Geldmacher, *Engineer*  
Jon Gramlich, *QA Lead*  
Nathan Grigg, *Composer*  
Chris Hewett, *Director of Development*  
J.J. Hoesing, *Engineer*  
Rodney Houle, *Level Designer*  
Craig Hubbard, *Creative Director/Lead Game Designer*  
Steve Lee, *Senior 2D/3D Artist*  
David Longo, *Art Director/Lead 3D Artist*  
Dan Miller, *Level Designer*  
John Mulkey, *Lead Level Designer*  
Jeff Orkin, *Senior Engineer*  
John O'Rorke, *Engineer*  
Brian Pamintuan, *Sound Designer*  
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Kevin Stephens, *Director of Engineering*  
Akika Tanaka, *2D/3D Artist*  
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**Music**

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*Cut Scene Scores:* .....Nathan Grigg  
.....Guy Whitmore

**Musicians:**

Andrea Wittgens: *vocals (NOLF2 Theme)*  
Nathan Grigg: *vocals (NOLF2 Theme, India, Island)*  
Jack Klitzman: *saxophone (NOLF2 Theme, India)*  
Vincent Gates: *guitar (NOLF2 Theme)*  
Lori Goldston: *cello (H.A.R.M. Motif—arranged by Guy Whitmore)*

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**Special Thanks:**

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Jock Blaney .....(Dmitrij Volkov)  
Ken Boynton .....(Santa, General Morgan Hawkins, Soviets,  
India H.A.R.M. guards, H.A.R.M. guards, Mimes)  
David Scully .....(Isaac Barnes)  
Deena Burke .....(Mother, Ninja Girls)  
John Armstrong .....(The Director, Pierre, Soviets, H.A.R.M. guards, man-crates)  
Gary Schwartz .....(Mimes)  
John Patrick Lowrie .....(Bruno Lawrie)  
Todd Licea .....(India H.A.R.M. guards, Soviets)  
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## NOTES



## NOTES

