DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button

R2 button
R1 button

directional buttons

△ button
○ button
✕ button
□ button

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

L1 button	Toggle the Command Interface ON/OFF
R1 button	Switch Command Map and Soldiers' Cards
L2 button	Select Alpha team in Command Map
R2 button	Select Bravo team in Command Map
Left analog stick, directional buttons	Move map cursor/Move firing arc
Right analog stick	Move the map when it is zoomed in
✕ button	Decide waypoint.
Holding ✕ button	Change firing arc
△ button	Cancel the last entered waypoint
○ button	Command map ZOOM IN/OUT
□ button	Change Level (upstairs, downstairs)

SONY

320357-MNL

Tom Clancy's

GHOST RECON

SQUAD-BASED BATTLEFIELD COMBAT

MATURE
M
CONTENT RATED BY
ESRB

Ubi Soft

www.ubi.com

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.
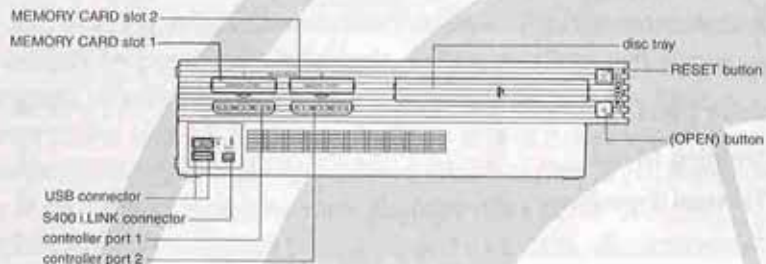
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

PlayStation®2 Computer Entertainment System

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
(OPEN) button

USB connector
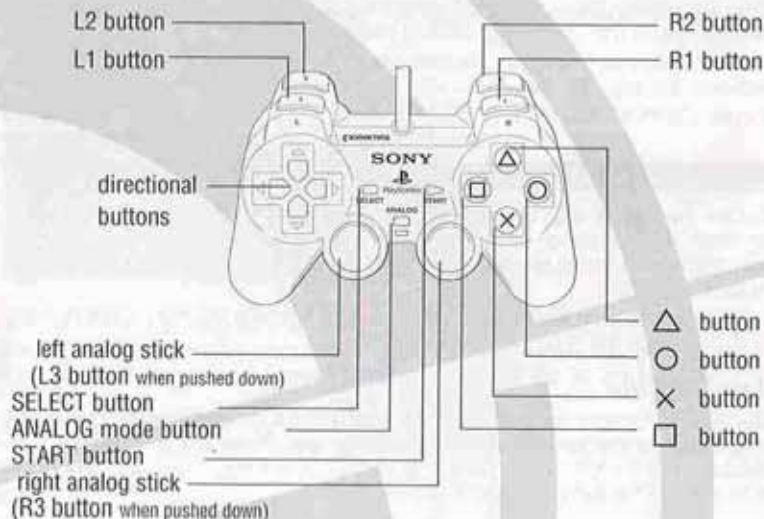S400 i.LINK connector
controller port 1
controller port 2

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the Tom Clancy's Ghost Recon™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Cards

While playing Tom Clancy's Ghost Recon, you will be asked to save game setting and progress. You need to have a Memory Card (8MB) (for PlayStation 2) inserted into MEMORY CARD slot 1 of your PlayStation 2. Game data can only be loaded from or saved to a memory card in MEMORY CARD slot 1. Never insert or remove a memory card when loading and saving game data.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
R2 button
R1 button

directional buttons

SONY

△ button
○ button
× button
□ button

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

Basic Menu Controls

- Press the directional button to browse or cycle through the different options.
- Press the ⊗ button to select a button, go to the next screen, or change the current option.
- Within any submenu, press the △ button to return to the previous screen.

Gameplay Controls
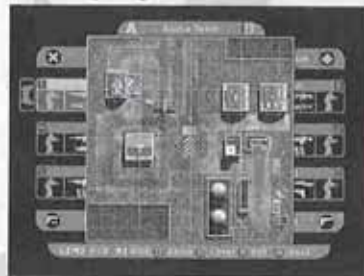
These are the basic commands for the default controller configuration (controller setting 1).

INTRODUCTION

The Ghosts are an elite American Special Forces unit using the most advanced technology the United States has to offer. They are the first unit deployed into dangerous situations and the last ones to leave when things get rough.

While some of the gameplay elements of Ghost Recon may seem unfamiliar, everything in the game is designed to be easy to learn. Get ready for edge-of-your-seat action and challenging tactical gameplay.

Prepare to put your senses to the test against terrifying new threats to world peace and security. The fate of the world just might depend on you.

No pressure.

PROFILES

The first thing to do is to update the game's database so it can store information about your progress. This is done with a Profile, saved on a memory card. Each profile can contain two saved campaigns. Select the New File option to create a new Profile.

If existing Profiles are found, a list and details concerning the highlighted Profile are displayed on the right part of the screen.

New Profile

Enter a name for your new Profile. Move the highlight on the virtual keyboard using the directional buttons or the left analog stick. Press the ⊗ button to validate a letter. Press the ⊡ button to delete the last entered letter. Select OK to validate the name and go to the Main Menu.

Change Profile

If you want to change profile or create another new profile, press the △ button from the Main Menu to go back to the Profiles' selection.

MAIN MENU

Select one of the following options:

- **Training**: Learn the skills you'll need to play Ghost Recon.
- **Tactical Exercises**: Practice new techniques before experiencing combat in the field.
- **Campaign**: Start a new single-player campaign or load a saved game.
- **Quick Mission**: Play a single mission on any difficulty level or game type. You must unlock the missions in a campaign first.
- **Multiplayer**: Play a split-screen multiplayer game.
- **Statistics**: Check your game progress and ranking information.

- **Special Features**: Access all the features you've unlocked.
- **Options**: Set gameplay, controller, screen, and sound options.
- **Credits**: Take a look at all the people involved in the production of this game.

TRAINING MENU

Choose a training mission where you can hone your skills before starting a campaign.

Playing the Training Missions

You can follow the red lines on the ground between the training stations. Voice cues and text pop-ups will explain how to perform important tasks in the game.

The entire set of training courses takes place in a single mission space. When you finish one training mission, you can go forward to the next. You can also go back to a previous training station and repeat that one as many times as you'd like.

Ending Training

To exit Training, press the START button and select Quit. This will take you back to the Main Menu.

TACTICAL EXERCISES

The Tactical Exercises are short missions designed to teach you some basic combat skills. The better you get at these, the better you'll be at playing the actual game and the more fun you'll have.

Skills

Each exercise will introduce one specific skill:

- **Shooting**: Learn to eliminate an opposing force. Use different classes of weapons and get a feel for how each one operates.
- **Rescue**: Find and rescue a downed pilot and escort him to safety.
- **Demolition**: Learn how to really do some damage. Infiltrate an enemy facility and plant demo charges to destroy part of it.
- **Anti-Vehicle**: Learn to destroy vehicles such as tanks and armored personnel carriers with heavy weapons. Ambush the vehicles column and protect your demolition soldier.

- **Defend**: Direct your teams to good firing positions in order to protect a radio station from incoming waves of enemies.

This section is also the best place to perfect your skills or experiment with new strategies! Do not hesitate to try the exercises again from time to time, just to brush up.

CAMPAIGN

In a Campaign game, you play the missions one after another following the storyline. Once you complete a mission successfully, it will be available to be played in Quick Mission mode.

New Campaign

You have to decide the difficulty level of your Campaign game:

- **Recruit** (Easy): Designed for new recruits. You will have gameplay assistance such as auto-targeting, direction indication, radar, and threat sensor. Enemies are less skilled.
- **Veteran** (Normal): This level offers more challenge for experienced soldiers. Assistance is reduced, and enemies will offer a stronger resistance.
- **Elite** (Hard): This is the most difficult level, and is not for those who have any doubt about their skills. The game provides no assistance at all: You and your fireteams are all alone against skilled and numerous opposition.

Continue Campaign

If your Profile contains saved games, you can resume a campaign. You will enter the Briefing screen of the mission following the last successful one in the saved campaign. The file information tells you if it was saved after a mission or during action. If it was saved after a mission, you will enter the Briefing screen of the following mission. Otherwise, you will directly resume the action where it was last saved.

QUICK MISSION

The Quick Mission screen lets you pick an unlocked mission without starting a campaign and experience different game types and difficulties. Use the left/right directional buttons to cycle through the Mission, Game Type, and Difficulty selections.

Press the ⊗ button anytime to proceed to the briefing screen with the displayed choices.

Mission Selection/Load Quick Mission

The first part of the list is composed of available saved Quick Missions. The second part is a list of the unlocked missions. Use the up/down directional button to browse the saved files or missions. Only the missions you unlocked appear in the list. Use the up/down directional buttons to browse the list.

If you choose a mission, you will go to the corresponding Briefing screen. If you choose a saved file, you will resume the mission where you saved it in the action phase.

Game Type

In Quick Mission mode, you can customize the game type and difficulty. Use the up/down directional buttons to choose one of the three game types:

- **Mission**: The objectives are the same as in the Campaign game. You can practice particular missions and/or experiment with difficulty levels without running an entire campaign.
- **Firefight**: You have a single mission objective: Eliminate all opposition. The enemies are randomly distributed throughout the levels.
- **Recon**: Your objective is to make it from an insertion zone to an extraction zone on the other side of the map. No team member casualties are allowed.

Difficulty

The difficulty levels have the same definition as in the Campaign mode: Recruit, Veteran, Elite. Use the up/down directional buttons to change the difficulty level.

MULTIPLAYER

Choose Multiplayer to play a two-player split-screen game.

GAME INFORMATION

You can check your game progress and time ranking. Each box represents a combination of game mode and difficulty. Select one and press the ⊗ button to review information.

SPECIAL FEATURES

Check this part as you progress in the game to see the surprises you have unlocked.

OPTIONS

Use the ◯ button in the options sub-menus to reset to default settings.

Gameplay

- **Blood**: Choose whether or not you want to see blood.
- **Dead Bodies**: Choose whether or not you want to see corpses.

Controller

- **Controller Settings**: Choose your controller configuration here.

- **Sensitivity**: This value influences the maximum speed of Look up/down and Turn left/right. The higher the Sensitivity value is, the faster you are going to turn and look.
- **Reverse**: This reverses the orientation of your Look up/down.
- **Vibration**: You can turn your controller vibration on or off.

Sound

Sound levels range from 0 to 10, 0 corresponding to a mute sound.
- **Master**: Controls the general sound volume level.
- **Effects**: Controls the volume level of sound effects like gunfire.
- **Music**: Controls the volume level of the game music.
- **Voice**: Controls the volume level of in-game voice.
- **Surround**: Switch the Dolby® Surround Pro Logic II on or off. When this is set to off, the sound is stereo.

Screen

Use the directional buttons to set the center position of the game screen. Press the ⊗ button to confirm your change, or the △ button to cancel.

BRIEFING

You can highlight the selections on the left part of the screen using the up/down directional buttons. The default selection is Proceed.

Mission Information

When you enter the screen, a regional map indicates the location of the mission. You can also check the time of the day and the weather.

Briefing Text

The Briefing text gives you the current context of the mission. Press the ⊗ button when the up or down arrows are selected to scroll the text up or down. Use the ○ button to listen to the briefing voice or stop it.

Objective List

This screen also includes the list of your objectives. Some objectives are numbered, while others are marked with an X. The objectives marked with a number are the core objectives of the mission. These are the tasks your platoon needs to complete in order to finish the mission successfully. Those marked with an X are special objectives: completing these will unlock a Specialist.

When one of the objectives is selected, press the ⊗ button to check its position in the mission map and view the corresponding intelligence photos.

Proceed

Press the ⊗ button when Proceed is selected to go to the Platoon Setup screen.

PLATOON SETUP

When you enter the Platoon Setup Screen, the **GO!** button is selected by default. A default team setup and weapon configuration has been made to fit your mission. The screen is divided into two parts. One displays the fireteams' formation, while the other part displays a single soldier's information.

Fireteams Formation

Your platoon is divided into two fireteams: Alpha and Bravo. For each fireteam, you can select up to three soldiers, and prepare them for combat.

Unassign All/Auto Assign: When you highlight Unassign All and press the ⊗ button, all the soldiers' names are emptied and the button name is changed into Auto Assign. Press the ⊗ button again to select the default team and equipment.

Order: When the Order option is highlighted, you can cycle the soldier's order in the fireteam by pressing the left and right directional buttons. The first soldier listed in the fireteam is its leader.

Soldier Names: When you select one of the soldier's names, the corresponding soldier's information will be displayed. You can use the left and right key to browse all available soldiers. Press the ⊗ button to change the soldier's equipment and statistics.

If you press the △ button while modifying the soldier, all changes will be canceled and the soldier slot will be selected again.

Go: When you think your fireteams are ready, press the ⊗ button while Go is selected. You and your platoon's members will be transported to the mission.

Operatives and Replacements

In Quick Mission mode, all basic operatives as well as unlocked specialists will be available.

During a Campaign, it is the nature of the dangerous situations that there will be casualties. Between missions, any incapacitated characters are removed from the player's fireteam and replaced from a pool of available soldiers.

Soldier Information

In the soldier's information area, there is a list of icons that indicates the available soldiers and specialists, and which are selected in your fireteams. The icons also indicate the class of the soldier. There are four different classes: rifleman, support, demo, and sniper. The available equipment depends on the soldier's class.

Kits

You can cycle through the available field kits corresponding to the soldier's class by pressing the left and right directional buttons. More kits will be avail-

able as you progress in the game.

Each kit is composed of two items. The kit descriptions include the item's name, picture, and ammunition capacity (when appropriate). The first number displayed is the total number of bullets included in the kit, while the second number is the number of clips in which those bullets are carried. For special items, such as grenades, the number of available items of that type is displayed.

When you are satisfied with the equipment, press the ⊗ button to validate it and move to the Statistics modification of the soldier.

The Right Tools for the Job

Certain missions require specific kit items to complete. You won't be able to advance into a mission (GO!) without the required kit for the base mission objectives.

Statistics and Combat Points

Each soldier has a set of statistics that includes his ratings for the following skills:
- **Weapon** (W): His accuracy with his weapons; reflected in how quickly the targeting reticle pips converge when he is the active character.
- **Stealth** (S): His skill at moving quietly; reflected in how close he can get to an enemy before being detected.
- **Endurance** (E): His ability to take physical damage, reflected in the number of wounds he can take.
- **Leadership** (L): His ability to make all of the soldiers around him better; reflected by a one-dot increase in all skills for all soldiers in his platoon for every three dots he has of Leadership.

In Campaign mode, each soldier who successfully completes a mission will be awarded a combat point that you can use to increase his statistics.

In Quick Mission mode, you are given a fixed number of combat points depending on the mission you have chosen. Dispatch them wisely between your fireteam members.

Select the skill you want to modify, and press the left/right directional buttons to decrease/increase the value. Note that you won't be able to decrease the value less than it was when you entered the Platoon Setup screen. When you are satisfied with the distribution of the combat points, validate it by pressing the ⊗ button.

INTO THE ACTION

Now that your platoon is ready to follow you, let's move out and enter the action.

Important Concepts

Going into the battlefield requires some basic knowledge. The two concepts described here are really important in the game.

Reticle ▦

At the center of the screen is your targeting reticle. The reticle is your means of aiming your weapon where you are shooting. There are different reticles for each class of weapon or item.

The reticle consists of two parts: the center component and the pips. The center component represents the center of your current aim. The pips are small lines that represent the range of accuracy you have at any given moment. The longer you focus on a particular target, the closer to the center of the reticle the pips move and the more accurate your fire is. Any firing you do will hit somewhere within the area delimited by the pips.

Depending on the difficulty mode you are playing, the reticle is equipped with two assistance features:
- **Auto-Targeting**: When there is an enemy near your reticle, it will automatically move to target him. This is available only in Recruit (Easy) level.
- **Recognition**: The reticle will change color when moving over a character. It will turn blue over friendly troops and red over enemies. This is available in both Recruit (Easy) and Veteran (Normal) levels.

ROE (Rules of Engagement)

The ROE will define the behavior of the soldiers you do not directly control. You can distinguish two types of ROE (Movement and Combat); each having three settings. The ROEs are set for one fireteam.

For Movement, possible settings are: ▣ ➡ ✦
- **Hold**: The fireteam halts in position.
- **Advance**: The fireteam moves to their next waypoint if there is one. If a fireteam set to Advance is fired upon, they will drop down to Hold.
- **Advance at All Costs**: The fireteam moves forward regardless of opposition.

For Combat, they are: ▨ ➤ ▨
- **Assault**: The fireteam shoots on sight. This is the default setting.
- **Suppress**: The fireteam shoots on suspicion that hostiles are nearby.
- **Recon**: The fireteam takes pains to avoid shooting, but they will fire back if fired upon.

Movement

At any given time in the action phase, you are in direct control of a single soldier. The soldier you control automatically becomes the leader of his fireteam. Other fireteam members will therefore behave according to your actions.

Looking

Use the right analog stick to move the soldier's facing direction. Up and down can be inverted in the options menu.

Walking/Running/Shuffling

Press the left analog stick up and down to walk forward and backward. Press the left analog stick left and right to sidestep left and sidestep right. Those movements do not change the direction the operative is facing.

To run, press the left analog stick to the maximum angle while moving forward. Running increases your rate of movement, but also increases the noise you make. You can only run while moving forward.

Shuffle is a slower and quieter form of movement than walking. You can shuffle in any direction by moving the left analog stick slightly in the direction you want to move.

Stance

There are three stances in Ghost Recon: upright, crouched, and prone. The higher the stance is, the faster you can move, but the more likely it is that the enemies will find you.

To move to a lower stance, press the Drop Stance button. To move to a higher stance, press the Raise Stance button.

Peeking

Peeking lets you look around a corner without exposing your soldier to undue attention and fire. You can peek either to the left or to the right by pressing the Peek left and right buttons.

Weapons and Items

Your soldiers can be equipped with a variety of weapons and items. Each character goes into combat with a kit containing two items.

Using Items

Use the Fire Weapon button to use the currently selected item:

- **Weapons**: Fire the selected weapon at the selected fire rate.
- **Grenades**: Tap the Fire Weapon button to toss a grenade. Hold the Fire Weapon button longer to throw it further.
- **Binoculars**: They provide a much better long-distance view than most weapons, but also carry an embedded satellite interface technology to help you detect enemies. Hold the Fire Weapon button to use this technology.
- **Demolition Charges**: Certain missions require that you plant demolition charges to complete objectives. Press the Fire Weapon button to place the charge. Placing a charge requires some time during which you cannot move or fire.
- **Claymores**: Press the Fire Weapon button to drop a claymore on the field. The reticle is changed to a detonator. Pressing the Fire Weapon button again sets the claymore off.
- **Sensor**: Press the Fire Weapon button to place a sensor on the field. When a hostile or a vehicle passes within the detection range of a sensor, they appear on the Command Map.

Rate of Fire

The Rate of Fire is how many rounds your weapon shoots each time you press the Fire Weapon button. Weapons can have one or more of the following rates of fire:

- **Single Shot**
- **Three-Round Burst**
- **Fully Automatic**

You can cycle between the available rates of fire for a weapon by pressing the Change Fire Rate button.

Switching Items

You can switch between your primary and secondary items by pressing the Change Equipment button.

Changing Magazines

Press the Reload Weapon button to change the magazine or reload a weapon. Your reticle will change to show the progress of your reloading procedure. You cannot fire while reloading.

In Recruit (Easy) difficulty level, the reloading occurs automatically when the number of bullets in the current magazine reaches 0.

Zoom In and Zoom Out

Some of your weapons allow you to zoom in for a better look. Use the Zoom in and Zoom out button to change the zoom level.

Night Vision

All soldiers are equipped with a Night Vision device to detect enemies in dark environments. Night Vision can be toggled on and off by pressing the Night Vision button.

Other Actions

Direct Order

While you directly control one fireteam as its leader, you can also give a simple move order to the other fireteam. Press the Direct Order button when the reticle is over the point you want the second fireteam to move to.

Note that this Direct Order will overrule all other waypoints, and the fireteam's ROE will be automatically set to Advance and Assault.

Switch Soldier

Press the Switch Soldier button to change the soldier you directly control. You can cycle through all of your platoon's soldiers by using this button.

.50 Caliber Machine Guns

In some missions you may find fixed .50 caliber machine guns. If you walk up to one and press the Action button, you will be able to use it as a normal weapon. If you fire the machine gun for too long, it will overheat and will not be operable until it has cooled down again.

Doors

You will encounter three types of doors in Ghost Recon:

- **Opened**: Just press the Action button and the door will open.
- **Locked**: To pick a lock, press and hold the Action button in front of the door. It will require some time during which you cannot move or fire. A faster way to open a door is to use some powerful weapon like a shotgun, but this makes more noise.
- **Unopenable**: These cannot be opened.

Rescuing Hostages

Certain missions require you to rescue hostages or to take enemies prisoner in order to complete objectives. When you see the enemy to capture or the hostage to rescue, just bump into them with your soldier. The character will then follow you.

Objectives

Certain missions require specific objectives such as gathering intelligence information. Just get close to the elements you have to retrieve or manipulate and the task will be performed for you automatically.

There are several elements in the on-screen interface that give you information crucial to playing Ghost Recon.

Soldier Panel

At the lower right corner of the screen, it gives you details about the soldier you control. You can see his fireteam icon. The color of the silhouette reflects the soldier's health status. It will turn yellow when the soldier is wounded and red when he is dead.

The two items of the soldier's kit are displayed next to the silhouette, including the ammunition information. Instead of the total number of rounds, the first number here is the remaining number of bullets of the inserted clip. The color changes to warn you when the number is low.

Radar and Threat Indicator

The Radar and Threat Indicator appear at the center of the bottom of the screen. The central part is the Radar. Enemies that are within the range of the Radar will appear as red dots, friendly troops as green dots.

The Threat Indicator is composed of four zones that can flash yellow or red around the Radar. A yellow color indicates that a possible threat has been detected in that direction. A red color indicates that enemies' fire is coming from that direction.

A line indicates the direction of the next location to reach. It can either be the next uncompleted objective, or the next waypoint you have set for the fireteam.

Zoom Indicator

The bar moving up and down over the gauge displayed in the right part of the screen indicates your zoom level.

Second Team Panel

On the right side of the screen, a panel indicates the status of the second fireteam. The silhouette reflects the status of their leader, while the two icons represent their Movement and Combat ROE.

Messages

You will occasionally receive messages from the game, which pass along important information. These messages will appear in the upper left of your screen.

The Command Interface is a more strategic way to control and select your soldiers during the action phase. Press the L1 button to toggle the Command Interface display on and off.

The Command Map

Description

On the map you'll see the following indicators:

- **Objectives**: A specific icon marks your objectives. Note that some objectives, like vehicles to destroy, are moving: only their original position will be marked.
- **Your Troops**: Both fireteam positions are marked with their icons.
- **Other Troops**: These appear as small diamonds. Friendly soldiers appear green, while unfriendly ones appear red.
- **Vehicles**: Moving vehicles appear with their specific icons.
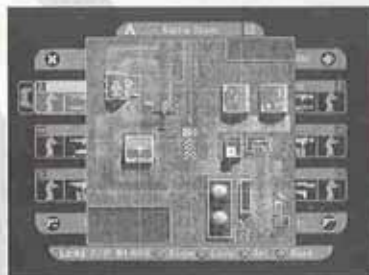
Except for friendly troops, indicators appear on the Command Map if one of your soldiers has a line of sight on them, or if they are in range of a sensor.

Controls

The Controls used in the command map are the following:

L1 button	Toggle the Command Interface ON/OFF
R1 button	Switch Command Map and Soldiers' Cards
L2 button	Select Alpha team in Command Map
R2 button	Select Bravo team in Command Map
Left analog stick, directional buttons	Move map cursor/Move firing arc
Right analog stick	Move the map when it is zoomed in
✕ button	Decide waypoint
Holding ✕ button	Change firing arc
△ button	Cancel the last entered waypoint
○ button	Command map ZOOM IN/OUT
□ button	Change Level (upstairs, downstairs)

Waypoints

A sequence of Waypoints draws a path on the map. To set a waypoint for the currently selected fireteam, move the map cursor with the left analog stick or use the directional buttons for more detailed movement. Press the ✕ button to confirm its position.

A fireteam will select the best path to follow between waypoints. The fireteam's path will appear as a flashing line until the final path is found.

Firing Arcs

Firing arcs direct a team to scan an area when they reach a waypoint. To set a

firing arc, hold down the ⊗ button when you set a waypoint. A yellow arc appears on the Command Map. Use the left analog stick or directional buttons to change the arc direction.

Soldier Cards

The Soldier Cards allow you to switch between soldiers and set the fireteam ROEs. It also shows your entire platoon's current status.

Soldiers' Information

Each soldier has a card displaying information: his name, his health status (the silhouette color), and the ammunition status.

The soldier you are in direct control of has a controller displayed next to his card. To change the soldier you control, move the selection using the left analog stick or directional buttons, and press the ⊗ button to confirm.

Set ROE (Rules of Engagement)

Use the left analog stick to select the Command or Movement ROE card of one team, and press the ⊗ button to cycle through the different settings.
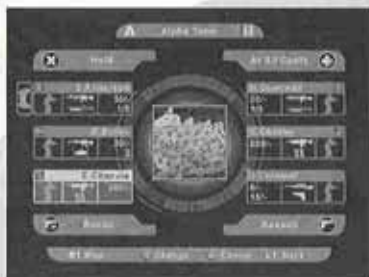
PAUSE MENU

Pressing the START button brings up the Pause Menu. This is a fast way for you to check your objectives during a mission as they are displayed here.

Quick Save and Load

Quick Save is made in memory, not on a memory card. Any new Save will overwrite the last one and Quick Load will load the last Quick Save. Quick Save will be lost as soon as you leave the mission.

Pause Options

- **Continue**: Return to the game exactly where you left off.
- **Quick Save**: Save a game during mission.
- **Quick Load**: Load a quick saved game.
- **Restart**: Restart the mission.
- **Options**: Change some of the game options.
- **Quit**: Leave the mission and go back to the Briefing Screen.

FINISHING A MISSION

The mission is completed successfully when all mission objectives have been completed. If all enemies in one map are eliminated, then the mission is automatically successful.

If all of your team members are dead or one of the objectives is failed, the mission has failed.

Mission Accomplished Options

- In Campaign mode, after you have finished a mission, you can choose Proceed, Quick Load, Load Game, Restart, and Quit. When you choose Proceed, you will be asked if you want to save before you go to the next Campaign mission.
- In Quick Mission mode, after you have finished a mission, you can choose Restart, Quick Load, Load Game, and Quit.

Mission Failed Options

- In Campaign mode, after you have failed a mission, you can choose Quick Load, Load Game, Restart, and Quit.
- In Quick Mission mode, after you have failed a mission, you can choose Restart, Quick Load, Load Game, and Quit.

Mission Info

This shows you the basic details of the mission. It includes mission type, difficulty, elapsed time, best time, and fastest player.

Objective Status

Each mission objective is listed here, along with an indication of whether you succeeded or failed its conditions. Note that it is possible to succeed at some missions without meeting all mission objectives, if the default objectives have been met instead.

Platoon Status

This displays a list of all of the soldiers in your platoon for the previous mission. Each is listed with a rundown of their performance.

MULTIPLAYER

Multiplayer gaming allows you to play with another player in split screen. All equipment sets are available in all Multiplayer modes. Save, Load, Quick Save and Quick Load are not available in Multiplayer.

Multiplayer Game Settings

The game settings available for Multiplayer are:

Game Type

- **Survival** (Death Match): The two players play against each other. Each kill scores one point. Whoever has the most points at the end of the game wins. There are no other soldiers in the map.
- **Mission Cooperation**: The two players have the same objectives as in single-player mode. However, there are no other fireteam members to help you.
- **Firefight Cooperation**: This is similar as mission cooperation, with one single objective: eliminate all opposing forces.

Game Options

- **Map**: Choose the map you want to play in. Special Multiplayer maps are available for the Survival game type.

- **Difficulty**: This is for cooperation mode only. The difficulty levels are the same as in single-player mode.
- **Time Limit**: This is for Survival game type only. It limits the length of your game to 3, 5, or 10 minutes.
- **Respawn**: This is for cooperation mode only. When Respawn is on, players who have been killed will reappear in the map with the normal starting settings.

Player Setup Screen

In this screen, you can change the following settings:

- **Soldier Type**: Select Rifleman, Support, Demo, or Sniper.
- **Kit**: You can choose one of the available kits for the selected soldier type.
- **Controller**: You can select your preferred controller settings.

When a player is ready, he can select Go and press the ⊗ button. "Waiting for the other player" appears on the screen. When both players are ready, the game starts.

Multiplayer Pause Menu

When one player presses the START button, the game pauses and a menu appears:

- **Continue**: Return to the game exactly where you left off.
- **Restart**: Restart the mission.
- **Game Settings**: Go back to the Game Settings page.
- **Quit**: Go back to the Main Menu page.

Multiplayer AAR Screen

At the end of the game, the After Action screen will display the following information:

- **Survival**: Both players' kill statistics.
- **Mission Cooperation**: Mission objectives and player status.
- **Firefight Cooperation**: Both players' kill statistics.

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Ghost Recon Associate Producer
Robbie Edwards

Special thanks to:
Ghost Recon and Ghost Recon Desert Siege original teams.

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TECHNICAL SUPPORT

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search our support database at our website, http://support.ubi.com. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

•Complete product title

Contact Us Over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information. We update the Support pages on a daily basis, so please check here first for solutions to your problems: http://support.ubi.com/.

Contact Us by Email

For fastest response via email, please visit our website at:

http://support.ubi.com/

From this site, you will be able to enter the Ubi Soft Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you have all of the necessary information listed above on hand. Be advised that our Technical Support Representatives are available to help you Monday–Friday from 9 am–9 pm (Eastern Standard Time).

While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubi Soft Technical Support
3200 Gateway Centre Blvd
Suite 100
Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubi Soft Entertainment before contacting technical support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or faulty game, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

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Notice:

Ubi Soft reserves the right to make improvements in its products at any time and without notice.

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Ubi Soft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

Product/Documentation Replacements:

Please contact a Ubi Soft Technical Support representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

If we determine a return or replacement is necessary:

Within the 90-Day Warranty Period:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

Replacement Fees:

Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

Warranty Address and Contact Information

Phone: 919-460-9778
Hours: 9am–9pm (EST), M–F

Address:

Ubi Soft Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

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