

# EPILEPSY WARNING

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

## PRECAUTIONS TO TAKE DURING USE

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- Do not stand too close to the screen. Sit a good distance away from the monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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# INSTALLATION

Place the Project IGI CD into the CD-Rom drive and then close the drive.

If autorun is enabled then the installer will start automatically. Simply follow the instructions on screen in order to install Project IGI.

If autoplay is not enabled, double click on the My Computer icon on your desktop. Double click on the CD-ROM drive icon and then start to follow the installation instructions.

If Project IGI does not start to install, double click on setup.exe. Project IGI will now begin to install.

After installing the game, you can uninstall it by using the uninstall program found in the Start Menu, under Project IGI.

# COPY PROTECTION

To play Project IGI you must have the Project IGI CD in your CD ROM drive.

# THE MAIN MENU

The main menu allows you to start new games of IGI, to replay already completed missions and to configure the settings for Project IGI.

THE FOLLOWING OPTIONS ARE AVAILABLE:

- Select Player
- Play Project IGI
- Configuration
- View the Readme file
- Credits
- Quit

## SELECT PLAYER

This option gives you the ability to select which player configuration you wish to use.

## CONFIGURATION

The following options are available within the configuration screen:

- Graphics
- Sound
- Controls
- Content Control

### Graphics

In the graphics options, you can configure the render device, set the game resolution and adjust the detail setting for the game. The primary render device is chosen as standard.

### Sound

You can adjust the volume levels for the in-game sound effects and the game music.

### Controls

You can configure the controls for Project IGI to match your personal preference. This menu can be also accessed through the in-game menu.

### Content Control

Blood effects are enabled / disabled here. Password protection is included.

## IN-GAME MENU

The in game menu is available at any point within the game by pressing the ESC key.

The following options are available within the in-game menu:

- Resume Game
- Restart level
- Sound
- Controls
- Quit to main menu

### Sound

You can adjust the volume levels for both the sound effects and the game music.

### Controls

You can configure the controls for Project IGI, in-game, to match your personal preference. Think your way in, shoot your way out.

# STORY & CHARACTERS

Josef woke. The dark cell walls were still there, so was the chair where in which he had been beaten. His bed was as uncomfortable as it looked. He thought it may have had lice but that was the last thing on his mind.

The cuts on Josef's face had stopped bleeding but the bruises on his chest were larger and darker than before. Then he heard the sound again.

Footsteps. The sound of footsteps was moving towards his cell. Josef's pulse quickened, two men were coming down the hallway that lead to his cell.

The metal cell door swung open with a clang and white light flooded the small room. Flinching from the light, he tried desperately to look at the man in the doorway, silhouetted in the doorframe.

Slowly the large figure spoke, "Josef, it is I, your uncle". Josef's heart froze. Uncle Jach! Jach Priboi was here; the head of the family was here. Jach Priboi stepped forward, his hands clasped behind his back. Closing his eyes, Jach lowered his head.

*"Who did you call, Josef? Who? What did you tell them?" Jach asked gently.*

*"Uncle" Josef stammered. "I called no one, I mean, it could have been anyone" Josef was panicking. "It must have been that Government agent, you know how hard-up Moscow is, they pay them nothing, they'll sell anything, to anyone!"*

*"Wrong answer, Josef" Jach whispered. His right hand moved into view, it held a claw hammer.*

*Turning the hammer in his hand, Jach looked up. He smiled and a gold tooth gleamed. "My trademark, the hammer." Jach added.*

Josef began to scream.

Located just outside Washington, the Pentagon's elite counter nuclear terrorist unit had traced the call back to a cell phone. The report placed the call in downtown Tallinn, capital of Estonia. Part of the former Soviet Union, Estonia lies next to the Baltic Sea, with Russia to the east. The cell phone was still on and its location was being tracked by satellite.

Major Anya looked up briefly from the report. She paused. The caller knew about the deaths of 6 marines and the battlefield nuke they had been guarding. He knew about the storage depot in Germany and he knew how the security systems were brought down. Nobody outside of the President and the top echelon of military intelligence knew this data. Not the Press, not on the Internet, no one, she thought.

The caller said he knew who had taken it and why. He was due to call yesterday to discuss payment terms, or "proceed with our relationship" as he put it. But today had passed and still no contact. It was obvious that something had happened.

We can wait no longer, Anya thought. Her monitor held the deployment of personnel list. As usual, nobody local had the skill set required for this operation.

*She reached over to the phone, "Give me the London office", she ordered.*

*"I need a field op, he has to know Estonia, former Warsaw pact weaponry, local language skills for starters. Mission class is extraction, one target, male. Set it up, the usual channels".*

This man better be good, she hoped, I haven't much time; we haven't much time.

Project IGI – the missions throw you into the deep end as Jones, former SAS soldier, now field operative for the West's intelligence agencies.

Your mission is to track down Josef Priboi, Estonian Mafiosi arms dealer, and bring him back for interrogation. He is being held at a military airfield. Satellites have pin-pointed the location, close to the coast, but in rough hilly terrain. Plenty of cover exists, enough to fly a rescued man out to the coast in a stolen helicopter if the local air defenses can be neutralized.

The base is guarded and surrounded with electric fences and minefields. It houses elements of an armored airborne division of the Estonian army, so expect helicopter gunships with rockets, APCs armed with cannon and heavy machine guns.

The only questions Jones has, for now, are how to get in, how to get out and just who the hell is Josef Priboi?

## JONES

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Name: David Llewelyn Jones

Nationality: British

Age: 35

Height: 180cm

Weight: 85kg (180lbs)



Jones' start to life was not the best. Expelled from school at the age of 15, he quickly fell into a short career of stealing and racing cars. This ended abruptly after a high speed chase turned into a high speed crash, killing his best friend and badly injuring Jones. Juvenile detention followed a lengthy stay in the hospital. Jones had a lot of time to reconsider his approach both lying in hospital and in his cell.

When he was released from detention, he took the advice of a family friend and joined the army. This proved to be the turning point in his life as he learned discipline, focus and respect for both himself and his comrades.

Jones served in the Parachute Regiment for several years before he successfully applied to join the Special Air Service (SAS). Jones specialized in Russian and European tactic and languages, showing a flair for language he never knew he had. Jones is also exceptionally knowledgeable on former Soviet small arms, vehicles and aircraft.

These skills naturally led to covert surveillance missions in Eastern Bloc countries, measuring military strength and capabilities. His natural ability for languages led him to the streets of Northern Ireland, combating terrorist organizations. Other tours of duty led Jones to the jungles of south east Asia. The high point of his career was fighting in the Gulf War – serving with small teams deep in Iraqi territory. The details of these missions are still classified.

Jones stayed with the regiment for ten years until he was injured in a training HAHO (high altitude, high opening) parachute jump. Having been declared 'unfit for service', Jones was invalidated out of the service but recovered. His field skills were duly noted by the intelligence communities in both Europe and the US and Jones was approached and recruited to serve as a field operative.

Jones works freelance, choosing only the lucrative tasks, he specializes in solo roles, operating deep in potentially hostile territories. His extensive knowledge of former Soviet forces, tactics and territories means Russia, Eastern Europe and the Baltic states are regular destinations for David Llewelyn Jones.

## GAME SCREEN

Message bar – any messages or objects received are displayed here



Health bar – remaining health. If the health bar reaches zero, Jones is dead

Weapon – your current weapon is shown here along with remaining ammo in your clip and in your backpack

Action Icon – If an icon is shown here, Jones can perform an action

# GAME CONTROLS

## DEFAULT CONTROLS

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Here are the default controls in Project IGI:

Move Forward	Up arrow
Move Backwards	Down arrow
Move Left (strafe)	Left arrow
Move Right	Right arrow
Jump	O/Ins (Keypad)
Crouch	Right CTRL
Toggle Walk/run	W
Use	Right Shift
Look up	Mouse
Look down	Mouse
Peek	1 / End (numpad)
Attack	Left Mouse Button
Secondary attack or activate zoom	Backspace
Reload	ENTER
Map Computer	C
Binocular	SPACE
Zoom in	Page Up
Zoom out	Page Down
Next Weapon	Right Mouse Button
Previous Weapon	0
Select Knife	1
Cycle Pistols	2
Cycle Submachine Guns	3
Cycle Assault Rifles	4
Cycle Shotguns	5
Select Sniper Rifle	6
Cycle Grenades	7
Select LAW	8
Select Medipack	9
In game menu	ESC key



## ZOOMING

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### BINOCULARS

The binocular zoom is controlled by using either the Zoom In and Zoom Out keys or using the Attack and Secondary Attack keys.

### SNIPER RIFLE

The Sniper rifle zoom is activated by pressing the Secondary Fire key. It is adjusted by using the Zoom In and Zoom Out keys .

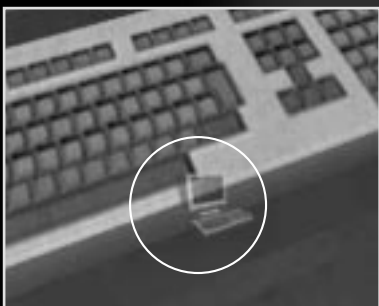
### ANY OTHER WEAPON

Any other zoom modes are single use only. The Secondary Fire key will toggle the zoom function on and off; a good example is the MP5.

## ACTIONS

In Project IGI, you can perform a large number of actions and tasks. You can set explosives, climb ladders, monkey climb along ropes and cables, climb fences and hack computers to name just a few.

An icon is displayed on screen when you can perform an action or task.



In Project IGI, tasks take time to complete. Hacking a computer, for example, takes time to complete, just like the real world. All tasks require the player to disengage from combat and focus on the task at hand. Each one takes valuable seconds to complete. If disturbed while working on the task, the player must restart the task from the beginning.

## HOW TO TRIGGER A TASK

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To initiate any action or task press and hold down the use key. The view will change to a third person view.

## ONCE IN THE TASK...

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You can control the position of the camera with the mouse.

Watch out! If you are monkey climbing along a cable or sliding down a rope and you cancel the action by pressing the use button, you will drop to the ground. You may take damage....

While you are performing the action, a bar appears, showing your progress and how far you have to go before the task is completed.

Releasing the use key again will terminate the progress of the task.

### Example

While pickling a lock, a guard comes around the corner and opens fire. The player can either take damage and continue to try to pick the lock, or can terminate the task and return fire. Once combat is completed, the player must start picking the lock from the beginning.



## GAINING ENTRY

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Climbing ladders – once you have control of the camera, you can control your progress using the Move Forward and Move Backwards Keys. Pressing the action key again will cause you to slide to the ground.



Picking Locks



Scaling Fences



Sliding down Cable



Monkey climbing (movement on horizontal cables) – once you have control of the camera, you can control your progress using the Move Forward and Move Backwards Keys. Pressing the action key again will cause you to drop to the ground.

## SABOTAGE OF SURVEILLANCE SYSTEMS

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Hacking computer systems



## INFORMATION RETRIEVAL

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Searching for paper records

Accessing computer data



## TOOLS

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Explosive placement

Homing beacon placement

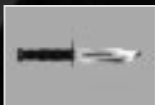
## WEAPONS

Combat takes place at three ranges: Close, Medium and Long.

## CLOSE COMBAT

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There is one dedicated close combat weapon: the combat knife.



Given the effectiveness of modern weaponry, close combat is rare, but in the hands of a skilled covert operative, it can be used to quickly and quietly neutralize the enemy.

## MEDIUM RANGE

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From close to medium range, the operative's choice of weapons is greatly increased.

### PISTOLS AND REVOLVERS

Accurate, lightweight and easy to use, pistols are used by soldiers the world over as an ideal side arm for close quarters combat. A well trained and stealthy operative is able to cause considerable damage with just a pistol.



### MACHINE PISTOLS

Machine pistols offer the ease of use of a standard pistol but they have a much increased rate of fire. While this affects the accuracy of this type of weapon, it enables soldiers to hit many more targets, especially in confined spaces, such as in the interiors of buildings.



### SHOTGUNS

Shotguns offer a similar ability to lay down heavy, damaging fire at close to medium range. Their principle drawback is two fold. Firstly, their reload times tend to be longer and secondly, their firepower is relatively ineffectual at extended range. However, if the covert operative can move in close without being detected, the shotgun will prove to be a one hit/one kill weapon.



## MEDIUM TO LONG RANGE

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This class of weapon generally has automatic fire, enabling the soldier to lay down sustained fire at ranges not offered by the previous classes of weapons.

### ASSAULT RIFLES AND MACHINE GUNS

Assault rifles and machine guns such as the infamous SAW give the soldier the ability to engage targets at almost any combat range. Their principle drawback is rate of fire; an inexperienced soldier can quickly find himself needing to reload.



### SNIPER RIFLES

Sniper rifles are the ideal choice for long range combat, preferably against an unsuspecting target.

While having an extended reload time and small magazine, these drawbacks are countered by the phenomenal accuracy and penetrative power.



### GRENADE LAUNCHERS AND ANTI TANK WEAPONS

By their very nature, these weapons are medium to long range weapons, if anything due to their explosive warhead. Grenades and proximity mines also abide by the same rules of engagement.



Caution: When shooting around walls, be sure that you've cleared it before firing... you might blow yourself up otherwise.

# NON LETHAL TOOLS

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As useful as a weapon and used just as often, non lethal tools in the field play a principle role in successfully carrying out your mission. You have two main tools: the map computer and the digital binoculars.



## THE MAP COMPUTER

Possibly the most useful piece of equipment that Jones has is the map computer. The map computer is comprised of a real-time encrypted satellite link and high resolution screen with information storage facilities. It is the ultimate battlefield personal digital assistant (PDA).

The map computer has three functions:

1. Surveillance by spy satellite
2. Mission Objectives
3. Communications log

## SURVEILLANCE

Your surveillance action takes place in real time. If you see soldiers running towards you, then they are actually running towards you. Remember this or you may watch yourself being shot, all the way from space!!



You can reposition the satellite view either by clicking on the screen or using the controls on screen.

The satellite can be ordered to zoom in on any object through 4 degrees of magnification.

The spy satellite can identify key objects and personnel within the world view.

Most important are guards and security cameras. Clicking on cameras within the map computer will bring up a projected image of the camera view cone. You can use this to find safe areas to either avoid the camera or to destroy them. The destruction of some cameras can trigger the alarm system. A camera's destruction will trigger an alarm if spotted by another camera.

## MISSION OBJECTIVE

The Mission Objective screen tracks the current status of your objectives.

## COMMUNICATIONS LOG

A log of all communications received throughout the mission is held here.



# TACTICS EMPLOYED BY COVERT OPERATIVES

Even the most critical skill or tool is useless unless deployed properly. Surprise is the most effective tactic ever used on the battlefield, and covert operations are no exception. To combat this, there is the age old solution of 'keeping an eye open', or rather the use of sentries and guards.



Sentries and guards will raise the alarm if danger is spotted. Technology has superseded the deployment of guards to keep an eye open – many installations are protected by security cameras, allowing one person to have many eyes. Therefore a critical ingredient of surprise is stealth.

You cannot afford the alarm to be raised when you are on your own. The simple factors of attrition will ensure a covert operative's demise if caught with 'his pants down'.

There are two ways in which a covert operative gives away his position in the field:

1. by being spotted visually,
2. by being heard.

Move slowly and carefully when in close proximity of a hostile area and move fast, covering short distances, darting from cover to cover at all other times.

When using cover, check your fields of fire. Always assume that you're about to be ambushed so make sure that you are able to fire back.

Cover varies in quality - a concrete wall is preferable to a cardboard box when hiding from incoming fire.

Some weapons are very loud – they are intended for mass deployment and so no consideration is given to the amount of noise generated. When used in a covert role, they can draw much unwanted attention. Choose the weapon carefully after weighing up the target and the situation.

## ENGAGING VEHICLES



Like the knights of old, the armored fighting vehicles are impressive and highly effective killing machines. However in the same way knights could be eliminated with a well-aimed crossbow bolt, armored fighting vehicles are also at risk from the right weapon, used in the right manner.

All armored vehicles have a weak point. This is usually to the rear or the side of the vehicle. The engine is the best area to aim at on any vehicle, be it a jeep, truck or tank.

Given the one shot nature of most portable anti-tank weapons, you are advised to ensure that you have a definite kill shot before opening fire. It would be folly to engage a main battle tank head on with only foliage as cover. The most likely probability is that you would hit the armour where it is the thickest and simply draw the tank crew's attention to your position. Suicide...





# BASIC FIELD TRAINING

Before being contracted into the service as a covert operative, your field skills will be assessed. So it's time to revise on areas and keep your mind fresh.

## CHOOSE YOUR WEAPON CAREFULLY

*"I was arming a C4 charge on a power transformer 15km east of <censored by commanding officer> when the patrol spotted me. There were four guys about 20 meters away pointing an array of automatic weapons at me and shouting nervously. Overhead the fly boys were closing in for another pinpoint bombing raid and a AAA battery opened up in response, lighting up the sky. My suppressed MP5 sub-machine gun was out of reach – all I had was my knife and my Glock pistol. This was the do or die moment. Too many targets and too far away for my knife to be of any use, my choice was clearly the Glock – but still I was outnumbered and outgunned.*

*While the triple A opened up, I made my move. The soldiers were jumpy and the explosions overhead had distracted them. I brought my Glock to bear, damn! Only half a clip of ammo! A reload mid- fight could cost me my life. I ducked and rolled towards the nearest soldier, placing two rounds in his upper chest. His AK47 would make an excellent substitute. I rolled to the right and picked up the AK. The other three paused for a moment to watch their comrade hit the floor like a rag doll. Without a moment's hesitation, I emptied the clip of the AK in a sweeping motion in the general direction of the three soldiers. The first soldier crumpled to the ground lifeless, the second caught a ricochet in the chest and fell backwards, clutching his wound. The remaining soldier had thrown himself to the ground and was crawling to the nearest cover, trees, as fast as his elbows and knees could carry him. Dropping the AK, I ran to my MP5, cocked it and sprinted towards the tree line. Once there, I lowered my night vision goggles and terminated the remaining soldier."*

Here we have a fine example of the importance of the right weapon at the right time and the invaluable knowledge of how full your magazine clip is. In this instance, the best and most available weapon was in the hands of the enemy. Needless to say, the operative's quick assessment of the situation and ability to use his brain before his weapon saved his life and ensured the success of his mission.

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# TECHNICAL SUPPORT

Please read the following section before calling technical support:

Because of the millions of different hardware and software combinations possible with today's Personal Computers, you may still have to refer to your computer manufacturer or operating system publisher to properly configure their product to run with this game

## CONTACTING TECH SUPPORT

If you have questions about the game, our Technical Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on the web site, please feel free to contact us via e-mail, fax, telephone or letter.

If you need to talk to someone immediately, call us at (415) 547-1244. We are available to take your calls Monday through Friday between 9:00 a.m. to 5:00 p.m., Pacific Standard Time. If possible, be at your computer when you call. The support representative will need specific information about your computer and may need you to access or change some of the files while you are on the telephone. If it is impossible for you to be at your computer, be sure to have the following information:

- A listing of your computers hardware and the settings from Devic Manager, Including what sound and video card your system has. (contact your computer manufacturer if you aren't sure.)
- What version of Windows™ you are using.
- What version of DirectX™ is currently loaded on your computer.
- How the game is currently configured.

**Note:** Our Technical support agents do not have access to game hints, tips, strategies or codes. Please direct all game play questions to the 900-hint line listed below.

## HOW TO REACH US:

World Wide Web: <http://www.eidosinteractive.com/support/index.html>

Product Warranty Inquires: [cs@eidos.com](mailto:cs@eidos.com)

Internet e-mail: [techsupp@eidos.com](mailto:techsupp@eidos.com)

Fax: (415) 547-1201 or (415) 537-0095

Mail: Eidos Interactive customer Support

651 Brannan Street, 4th floor

San Francisco, CA 94107

Hint Line: Eidos Interactive's 24 hour automated hint line number is (900) 773-4367. the charge is \$.95 per minute. You must be 18 years or older, or have your parent's permission to call.

# NOTES



# NOTES

