

GAME MANUAL

A detailed illustration of a sniper in a jungle environment. The sniper is wearing a ghillie suit and a mask, holding a sniper rifle. The background features a sunset over a jungle with a small structure on a cliff in the distance.

SNIPER

GHOST WARRIOR

GI
GAMES

SYSTEM REQUIREMENTS

- Windows XP/VISTA/7
- Intel Pentium 4 3.2 GHz, Intel Pentium D 2.66 GHz, AMD Athlon 64 3500+
- 1 GB RAM (XP), 2 GB RAM (VISTA/7)
- 256 MB graphics card, DirectX 10.0 or 9.0c compatible, Shader Model 3.0
- GeForce (6800/7600-7950/8600-8800/9600-9800/GTX 260-280) or Radeon (X1650-1950/HD 2400-2900/3650-3870/4650-4870)
- 6.5 GB of free hard drive space
- Sound card compatible with DirectX 9.0c
- DVD-ROM, mouse, keyboard

MAIN MENU

From the Main Menu you can start a new game, continue from a save, start a multiplayer game or configure the game settings.

Single Player – this option allows you to play a single player game.

Multiplayer – this option allows you to play a multiplayer game.

Options – allows you to go to the game settings.

Credits – choosing this option will display the game developers.

Player Profile – this option allows you to manage players' profiles.

Exit – choosing this option will close the game.

INTERFACE



1. **Visibility Indicator** – shows if the player has been spotted by an enemy and how much time is left for a player to be spotted.
2. **Position Icon (stance)** – shows the player's position. A player can stand, crouch or lie.
3. **Energy** – shows how much energy the player has left.
4. **Syringe** – shows how many healing syringes the player has left.
5. **Ammunition Counter** – shows how much ammunition is left for a currently used weapon and the number of grenades.
6. **Grenade Indicator** – shows the direction of a grenade thrown at a player.
7. **Gunfire Indicator** – shows from which direction a player has been shot.
8. **Crosshair** – shows where a player shoots. If it is red, it means that the player is aiming at enemy. When you move, your accuracy drops down. You can improve accuracy by crouching or lying.

- 9. Mini Map** – shows your position, as well as the position of your allies and enemies.
- 10. Interaction Icon** – is displayed when a player can interact with an object on the screen; for example picking up a weapon or planting an explosive.
- 11. Pulse Sensor** – indicates a player's pulse. The higher it is, the more difficult it is to shoot the target. If the pulse is too high, the player will not be able to use the Focus mode.
- 12. Wind Sensor** – shows the strength and direction of the wind.
- 13. Hit Indicator** – the red dot visible when looking through a scope of a sniper rifle shows the hit spot of a bullet. Its position is based on the strength of the wind and the distance. On the highest difficulty level this element is not available.

GAMEPLAY

Moving – Use the W, S, A and D keys for movement. You can rotate the character and aim using the mouse.

Changing Weapon – You can change a main weapon by pressing 1 or 2. To choose a different piece of equipment use the keys from 3 to 6.

Using Line – To use the line you need to find a spot which allows to hook it up. Then press the button used for firing a weapon and your character will automatically swing the line and hook it in the right spot.

Focus Mode – Focus Mode is only available when looking through a scope. When doing so, press the Right Stick (Right Stick symbol) to slow down the time. This ability makes a sniper more precise and lethal. It allows for eliminating moving or hidden enemies with ease.

MULTIPLAYER

A multiplayer game provides an opportunity for challenging other players as a sniper. Precision and a good hideout are the key to winning.



- 1. Mini Map** – shows your position, as well as the position of your allies and enemies.
- 2. Points Counter** – shows the actual score.
- 3. Ammunition Counter** – shows how much ammunition is left for a currently used weapon and the number of grenades.
- 4. Timer** – shows the time to the end of a round.

Medkits are unavailable during a multiplayer game. The auto regeneration system is active. Just avoid taking damage for some time and your energy will regenerate. The energy will regenerate only up to 30 health points.

CHARACTER BIOS



GUNNERY SERGEANT TYLER WELLS

The Sniper (Player Character)

Service Branch: United States Marine Corps

Rank: Gunnery Sergeant

Military Speciality: MOS 0317 (Scout Sniper)

Deployments: Afghanistan (Operation Enduring Freedom); Mexico

Date of Birth: 01/06/83

Age: 27

Nationality: USA

Birthplace: Gulfport, Mississippi, USA

Gender: Male

Height: 6' 1"

Weight: 185 lbs

Hair: Brown

Eyes: Grey

Career History: Gunnery Sergeant Tyler Wells was born in Gulfport, Mississippi, where his father was stationed as a "Sea Bee" (Naval Construction Battalion). Tyler was just beginning his first semester at UC Los Angeles when the September 11th terrorist attacks rocked the world. Wishing to fulfill a duty to his country, he met with several military recruiters on his campus, eventually choosing the U.S. Marine Corps. Although his parents were strongly against the idea of his joining the Marines, Tyler felt the military was his true calling. He enlisted in 2002 and was sent to Camp Pendelton in San Diego for Infantry Training before shipping out to Afghanistan to participate in Operation Enduring Freedom.

Tyler immediately impressed his superiors, displaying not only physical aptitude but mental discipline and a maturity level beyond his years. However, his interest in becoming a sniper didn't exist until he had the opportunity to witness a Marine Scout Sniper team in action. While serving with a Reconnaissance Battalion stationed near Kandahar, his unit became pinned down by Taliban forces. During the entire twelve hour engagement, the encroaching Taliban forces found themselves under constant sniper assault from multiple locations, slowly thinning their numbers until the remaining fighters retreated.

Although Tyler had the will and enthusiasm to become a scout sniper, it would take him a couple years to win one of the coveted spots within the Scout Sniper training regiment at Camp Pendelton. In 2005 he graduated as a Scout Sniper and returned to Afghanistan.

Tyler's record as a scout sniper was exemplary, with 127 confirmed kills and nearly 100 unconfirmed. Along with his observer/spotter, Captain Mike Rodriguez, he was amongst one of the most successful scout sniper teams operating in Afghanistan, which soon attracted the attention of MARSOC (Marine Corps Forces Special Operations Command) and Force Reconnaissance, the USMC's special forces unit.

In 2009, while performing clandestine operations for the CIA in Central America, he was contacted by his handler in Langley for a highly sensitive operation in the tiny island nation of Isla Trueno. Tyler was recruited into a small unit of hand-selected operatives to infiltrate the country. Tyler's highest priority target is none other than General Vasquez himself.



GENERAL MANUEL VASQUEZ

The Ruthless Dictator of Isla Trueno

Service Branch: Army (Isla Trueno)

Rank: Commander in Chief

Military Speciality: Officer

Deployments: Colombia, Isla Trueno

Date of Birth: 07/21/47

Age: 63

Nationality: Isla Trueno

Birthplace: Cartagena, Colombia

Gender: Male

Height: 6' 0"

Weight: 220 lbs

Hair: Black/Grey

Eyes: Brown

Very little is known about General Vasquez's early life. According to the CIA, he was born in Cartagena to Colombian Communist Party radicals. He has a younger brother, Ramon, who today serves as the Defense Minister of Isla Trueno.

Vasquez developed a keen mind for business and economics, as well as a strong entrepreneurial streak. He helped FARC (Fuerzas Armadas Revolucionarias de Colombia) make early connections with the burgeoning drug trade in Colombia and was instrumental in establishing the close ties between FARC and the Medellin Drug Cartel. Vasquez was cunning, using both his charisma and treachery to talk and murder his way up the chain of command until the cartel sent him to Isla Trueno to run their drug operations on the island.

The period immediately after Vasquez took power became known as "El Reinado de la Sangre" — The Reign of Blood — as Vasquez's forces cleansed the island of his opposition, dispatching death squads to clean out entire neighborhoods suspected of supporting Vasquez's rivals. Meanwhile, Western corporations moved swiftly to establish trade relationships with Isla Trueno, which was known to have significant deposits of oil, platinum, uranium, as well as fertile land for the growing of tropical produce.

Vasquez is an intelligent, if ruthless, dictator. He perfectly understands that the U.S. is stretched to its military limits due to the wars in Iraq and Afghanistan. By forming an alliance with Venezuela — in fact, allowing his country to become a pawn in a chess game between the U.S., Colombia, and Venezuela — he believes he has protected himself from direct U.S. military intervention. He has formed strategic alliances with North Korea, trading oil and an ultra-rare form of uranium ("Black 235") in exchange for military hardware and infrastructure. In 2007, Isla Trueno broke ground on their first civilian nuclear power station, funded and supervised by technicians and engineers from Pyongyang.

Unbeknownst to Vasquez, his seemingly impregnable "inner circle" of advisors and confidants has been infiltrated by men that would use the dictator's rocky relationship with the U.S. to stage a coup of their own...

WEAPON



AS 50 – The AS50 is a .50 BMG sniper/anti-materiel rifle manufactured by British fire-arms producer Accuracy International. The AS50 enables operators to engage targets at very long range with high accuracy. The

AS50 employs a gas operated semi-automatic action and muzzle break, allowing for lower recoil than the AW50 bolt action rifle and faster target acquisition. The rifle is highly transportable, ergonomic and lightweight. It can be disassembled in less than three minutes and serviced without tools. The AS50 weighs 14.1 kg empty and holds 5 rounds of .50 BMG in a single stack removable box magazine.



MSG90 – The MSG90 is a militarized variant of the PSG1, that is both strengthened and lightened. The PSG1 and MSG90 share the same trigger group and adjustable trigger

pull. The composite shoulder stock of the MSG90 is adjustable for height (cheek), length of pull (shoulder), and is smaller and lighter than that of the PSG1. Some MSG90s have a basic G3 barrel instead of the PSG1's heavy barrel, but remain free-floating. As a result, these particular MSG90s are capable of attaching a suppressor, which is an advantage over the PSG1. The barrel is weighted at the muzzle to aid harmonic stabilization of barrel whip to enhance accuracy.



SR 25 – The SR-25 (Stoner Rifle-25) is a semi-automatic sniper rifle designed by Eugene Stoner and manufactured by Knight's Armament Company. The SR-25 uses a rotating bolt and a direct impingement gas

system. It is loosely based on Stoner's AR-10, rebuilt in its original 7.62x51mm NATO caliber. Up to 60% of parts of the SR-25 are interchangeable with the AR-15 and M16—everything but the receiver, the hammer, the barrel assembly and the carrier/bolt. SR-25 barrels were originally manufactured by Remington Arms.



DRAGUNOV – The Dragunov sniper rifle (SVD), is a semi-automatic sniper rifle chambered in 7.62x54mmR and developed in the Soviet Union.

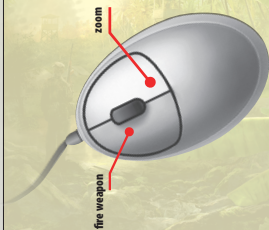
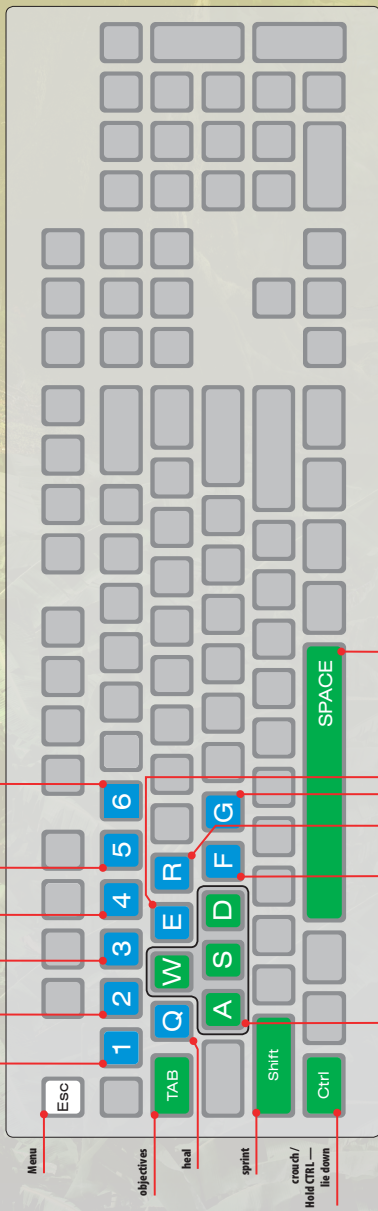
It was selected as the winner of a contest that included three competing designs. Extensive field testing of the rifles conducted in a wide range of environmental conditions resulted in Dragunov's proposal being accepted into service in 1963. An initial pre-production batch consisting of 200 rifles was assembled for evaluation purposes, and from 1964 serial production was carried out by Izhevsk Mechanical Works. Since then, the Dragunov has become the standard squad support weapon of several countries, including those of the former Warsaw Pact. Licensed production of the rifle was established in China (Type 79 and Type 85) and Iran (as a direct copy of the Chinese Type 79).

SUPPORT

Support can be found online by visiting our web site at: <http://www.cigames.com/>

You can also e-mail us at: support@cigames.com

CONTROLS



W — move forward
 S — move backward
 A — move left
 D — move right



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