COLD FEAR

PC
DVD-ROM
SOFTWARE

UBISOFT

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GETTING STARTED

SYSTEM REQUIREMENTS

Supported OS: Windows® 2000/XP (only)

Processor: 1 GHz processor (2 GHz recommended)

RAM: 256 MB (512 MB recommended)

Video Card: DirectX® 9 compliant 64 MB (128 MB recommended) (see supported list*)

Sound Card: DirectX 9 compliant

DirectX Version: DirectX 9 (included on disc)

DVD-ROM: 8x DVD-ROM or better

Hard Drive Space: 2.2 GB

Peripherals Supported: Mouse, keyboard, Windows-compliant gaming pad.

*Supported Video Cards at Time of Release

NVIDIA® GeForce™ 3/4/FX/6 series (GeForce 4MX not supported) ATI® RADEON® 8500/9000/X series

Laptop versions of these chips may work but are not supported.

These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, please visit the FAQ for this game on our support website at: http://support.ubi.com.

NOTICE: This game contains technology intended to prevent copying that may conflict with some DVD-RW and virtual drives.

INSTALLATION

Installing Cold Fear™

Insert the game disc into your DVD drive. If you have enabled the autorun option, the game installation will start automatically. Otherwise, double-click on the DVD-ROM icon in the My Computer menu. Find setup.exe in the list of files and folders and double-click on it to start the installation process. Follow the installation wizard guide to successfully install the game on your computer.

Uninstalling Cold Fear

To uninstall the game, click on the Game Uninstall icon in the Start menu. Follow the uninstallation wizard guide to successfully uninstall the game from your computer.

GAME SETUP

Double-click on the desktop icon or click once on the icon in the Start menu to launch the game. Left-click from the title screen. You will then access the Main Menu.

MAIN MENU
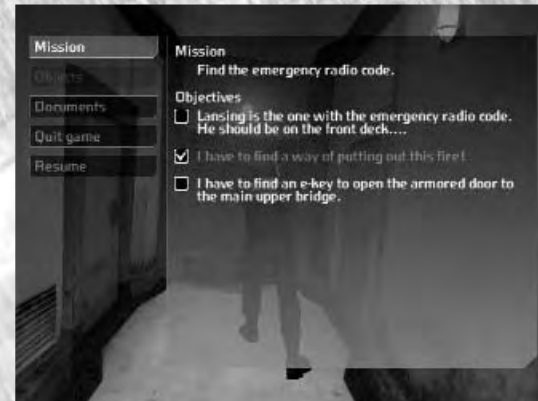
Use the mouse or the directional arrows to navigate through the following options, then left-click or press Enter to select. Press the Esc key to cancel and go back to the previous screen.

- **New game:** Start a new game.
- **Load game:** Resume a formerly saved game.
- **Settings:** Access the Options menu to customize certain aspects of the game.
- **Bonus:** Access unlocked bonuses. You can unlock bonuses by completing missions and objectives throughout the game.
- **Credits:** Access game credits.

OPTIONS MENU

COLD FEAR

SETTINGS

Controls - options
Sound configuration
Screen configuration
Subtitles   Yes

ACCEPT   BACK

From this screen you'll be able to customize the main settings of the game.

- **Controller options:** Set up key assignments.
- **Sound configuration:** Set the music, sound effects, and voice effects levels.
- **Screen configuration:** Set screen display options.
- **Subtitles:** Toggle in-game subtitles on and off.

STORY

OVERVIEW

Tom Hansen is just another guy in the U.S. Coast Guard when his crew receives a mysterious order to undertake a hazardous rescue mission in the teeth of a winter storm. As the waves surge higher, Tom and his crewmates find the vessel, an abandoned Russian whaling ship. They board it, but discover that the ship has only been abandoned by human life. Something else is on board, something deadly, and soon Hansen is the only one left who can stop it. Joining forces with the only other survivor, Hansen must battle the inhuman menace and seek out its very heart for a confrontation that could have consequences for all of humanity.

CHARACTERS

Tom Hansen

Once a hero, now disgraced, Hansen is happy to fade into the woodwork as just one more guy out there saving lives with the Coast Guard. All that changes when his vessel receives an order to rescue a whaling ship during a raging storm. What he finds there will reawaken the dying embers of his spirit, if it doesn't kill him first.

Dr. Viktor Kamsky

Brilliant scientist and devoted father, Kamsky leads the research effort on the isolated drilling platform. His discoveries could threaten all humanity – and cost him his own in the bargain.

Anna Kamsky

The daughter of scientist Viktor Kamsky, she has been kept as a hostage to ensure his cooperation. Rebellious and strong-willed, she finds herself forced to make an impossible decision if she wants to survive.

CIA Agent Jason Bennett

Agent Bennett has been watching the situation for a long time. Patiently, like a spider in the center of its web, he's been waiting for his chance to unravel the mystery – no matter how many lives it takes to do so.

ENEMIES

Mercenaries (Uninfected)

Hired to protect the mysterious oil rig, these former soldiers shoot on sight and shoot to kill. But nothing they've seen or done has prepared them for what they're about to face.

The Exos

The results of Dr. Kamsky's experiments. All of his specimens mysteriously broke loose and started infecting and hunting anyone they could find on the oil rig and the whaler. The Exos vary a lot in shape and behavior, but all are aggressive and deadly.

Exo-M 1.1/ExoMutant

No longer human, these creatures are savage, mindless, and hungry. Blessed with inhuman strength and cursed with a hunger for flesh, they attack relentlessly.

Exo-ME 2.0/ExoMutant

Not all mutants are created equal. These are smarter, stronger, and faster than their counterparts – making them that much more dangerous. The only way to permanently get rid of them is to kill the parasite that resides in their craniums.

Exo-S 5.2/ExoShade

There are plenty of reasons to be afraid of the dark, and this creature is the biggest one. Able to see perfectly in darkness, it hunts from the shadows and attacks without mercy.

Exo-G 4.3/ExoSpectre

What you can't see *can* hurt you. Able to blend in perfectly with its surroundings, this escaped experiment has a killer's instincts.

Exo-B 7.0/ExoMass

Not all experiments go as planned. Deformed and mutated, this creature has uncanny strength and an undying rage. Willing and able to punch through steel doors to seek its prey, this creature will never abandon the hunt.

Exo-N 3.5/ExoNest

These shapeless monstrosities exist only to breed. Mothers to the contaminators, they send their children out into the world to seek new victims.

Exo-CL 3.0/ExoCel

Contaminator ExoCels live to spread their infection. Fast and agile, they seek weak or dying prey to serve as hosts for their parasitic needs. If they can't find a suitable victim, they'll be happy to make one.

PLAYING THE GAME

COMMAND REFERENCE

Default key commands:

| Function	Keyboard	Alternate Keyboard
Move forward	W	Up arrow
Move backward	S	Down arrow
Turn left	A	Left arrow
Turn right	D	Right arrow
Run (keep pressed down)	Space bar	
Grab ledge	Left Ctrl	
Crouch	C	
Reload the active weapon	F	R
Toggle third-person view (Aiming mode)	Left Shift	
Shoot	Left mouse button	
Toggle over-the-shoulder view (Aiming mode)	Right mouse button	
Next/previous weapon	Mouse wheel up/down	
Action/use	E	Enter
Menu info	Tab	Tab
Quit	Esc	
Pause	P	
Weapons Shortcuts		
Handgun	1	
AK47 assault rifle	2	
Shotgun	3	
Speargun	4	
Flamethrower	5	
Grenade launcher	6	
MP5 submachine gun	7	

GAME INTERFACE

HUD

- **Health gauge:** Displays Tom's health state. Falls, traps, and enemy attacks will reduce the health gauge. If your health gauge is completely empty, Tom dies and the game ends. You can replenish your health by using the med kits found in the game.
- **Resistance gauge:** Running will reduce the resistance gauge. When the gauge is empty, Tom is out of breath and cannot run anymore. Moreover, he will be more vulnerable to his enemies' attacks and will not be able to grab ledges anymore. The resistance gauge will replenish itself automatically over time if you avoid running.
- **Interaction indicator:** The caption will be highlighted whenever a special interaction is possible. Press E to perform the interaction.
- **Info bar:** This bar will appear to give you useful information about your environment: possible interactions, info on the objects you just picked up, objectives updates, etc.
- **Subtitles display:** When they are turned on, the game subtitles will appear in this bar.
- **Current weapon:** Displays the weapon that is currently selected. Scroll the mouse wheel up or down, or use the shortcut keys to switch to another weapon.

- **Ammunition:** Shows how much ammunition you have left for the currently selected weapon. The first figure shows the ammunition left in the current clip; the second indicates the total amount of ammunition left for this weapon. Press F to reload your weapon.

INVENTORY
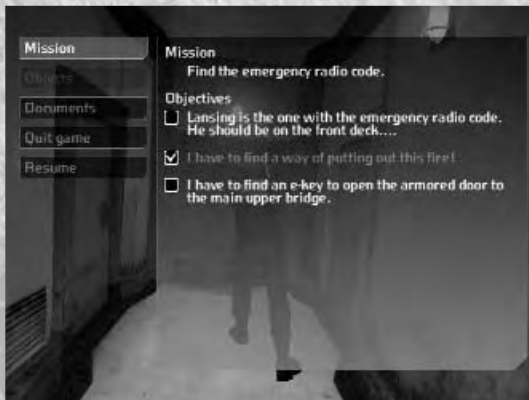
During the game, you can access the inventory at any time by pressing I. You will then see the following screen:

- **Mission:** Display current objectives and their completion status.
- **Objects:** Display a detailed view of the objects you possess.
- **Documents:** List and read the documents you collected.
- **Quit Game:** End current game and return to the Main Menu.

SAVING A GAME

While playing, you will be advised to save your game at specific points.

END GAME

If Tom Hansen dies in the course of a game, the following message will appear:

- **Do you want to load the last save game? Yes/No:** If you select No, you will return to the Main Menu. If you select Yes, the game will load the last saved game.

ADVANCED MOVES

CRITICAL HIT

During combat, some enemies may try to grab you in an attempt to strangle or bite you. When a critical hit is possible, a status bar will appear on the screen. Press E repeatedly to fill up the status bar, then when it's full, left-click to perform a special critical hit that will deal lots of damage to your opponent.

The critical hit is impossible if you do not have ammunition for the weapon used to perform it. However, you'll still be able to shove an enemy that grabs you.

SHOVE MOVE

When your weapons are drawn and ready, you can use a shove move (press F) to repel an enemy that is closing in on you. This is especially useful when you are low on ammunition or when the enemy is too close and threatens to grab you.

Note that the shove move can also be employed to use or break many interactive objects in the game (crates, electric transformers, etc.).

AVOIDING A FALL

At some points in the game you will be confronted with narrow catwalks and unsecured decks. If Tom loses his balance and begins to fall, just move in the opposite direction of the fall. Tom will avoid the fall by grabbing on to a ledge or handrail. You can then climb back up by moving in the direction you want to go.

GRAB LEDGE

When you shoot at long range in an unsteady environment, you can use the left Ctrl key to grab on to nearby handrails to steady your aim. Grabbing will also prevent you from losing your balance on decks when the angle is too steep.

SEARCHING DEAD BODIES FOR ITEMS

Ammunition is scarce in Cold Fear, so you will often have to look around for additional ammo clips. You can also search dead bodies and pick up their loads. To do this, approach a dead body (the Action caption will appear), and then press the E key to search the corpse.

HEAD CRUSH

The ExoMutants in Cold Fear can only be killed by eliminating the ExoCel that infests their brain. To do this, you can either shoot an ExoMutant in the head or crush its head while it lies stunned on the floor.

To perform a head crush, approach a stunned mutant (the Action caption will appear), and then press E to crush the head.

MAIN OBJECTS AND ACCESSORIES

WEAPONS

.45 Handgun

5.45 semi-automatic handgun
- **Magazine capacity:** 7
- **Rate of fire:** 3 rounds/sec
- **Special:** Built-in laser targeting, torchlight

XM1014 Tactical Shotgun

12mm semi-automatic shotgun
- **Magazine capacity:** 7
- **Rate of fire:** 0.8 rounds/sec

MP5-A3 Submachine Gun

9mm auto submachine gun
- **Magazine capacity:** 25
- **Rate of fire:** 14 rounds/sec
- **Special:** Navy-improved variation of the MP5 submachine gun

Automat Kalashnikova, Model 1947

7.62 assault rifle
- **Magazine capacity:** 30
- **Rate of fire:** 10 rounds/sec
- **Special:** Laser targeting

M79 "Sawed-off" Grenade Launcher

40mm grenade launcher
- **Magazine capacity:** 5
- **Rate of fire:** 0.8 rounds/sec

Assault Flamethrower

Gasoline propelled by compressed gas
- **Firing range**: 6 meters
- **Tank capacity:** 120 centiliters
- **Rate of fire:** 2 centiliters/sec

Speargun

- **Weapon range:** 100 meters
- **Capacity:** 3 chemical stingers
- **Rate of fire:** 1 stinger/sec
- **Special:**
  - Chemical gas: Exo-Benzilate (XZ)
  - Durability of gas effect: 10 sec
  - Range of gas effect: 25 meters

OBJECTS

In Cold Fear, many objects in your environment can be used against your enemies – and also be a threat to you! Constantly survey your surroundings to get the best use of objects.

Valves

These valves are used to open or close oil pipes. Firing on them will instantly create a leak that will release a pressurized stream of fire. They are a good alternative when you do not have the flamethrower.

There are other types of valves in Cold Fear. The yellow ones carry pressurized steam, and the blue ones control fire-extinguishing systems. You can use them by pressing E.

Extinguishers

Extinguishers are filled with pressurized carbonic snow. Firing on them will make them explode, with lethal results for anyone or anything standing too close to the blast radius.

Electric Transformers

These are electrical maintenance devices. Firing on them will create a short circuit and release denuded cables that can eventually become lethal if you get too close and touch them.

Barrels

Last reminders of the oil rig's former activities, these are filled with unstable carbohydrate substances. They will explode if exposed to an intense heat source or a bullet impact.

Laser Mines

Made of powerful and compact explosives, these directional mines will explode if something cuts their laser beams. They cannot be disarmed, so you have to dodge the beams or even try to get your enemies to clear the path for you.

Though protected against bullets, the mines are very vulnerable to explosions and fire. Therefore, you can neutralize them with grenades, for instance.

Hook, Crates, and Cables

On a ship caught in a storm like the one in Cold Fear, all objects that are not secured and safely fixed can become deadly threats. Always pay attention to swaying elements and do not get in their path. Still, you can try to get your enemies to do so.

Switches

Some elements in Cold Fear can be activated with switches. These will allow you to access new areas. Some can even trigger events or sequences that you will be able to use in combat.
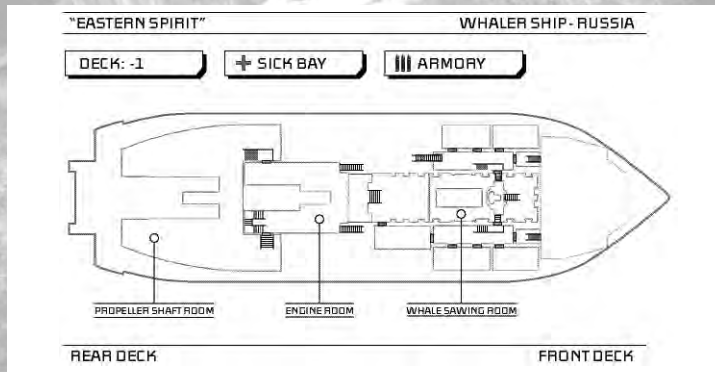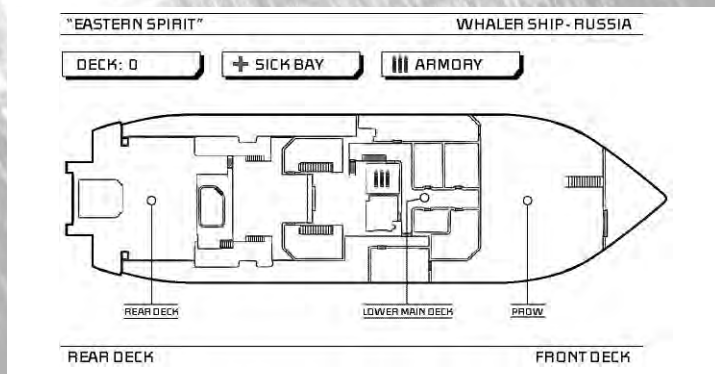
Documents

You will find many documents scattered around that will help you uncover the mysteries behind the Cold Fear story. Some will give you useful information about surviving in your environment.

MAPS

Finding your way on board a ship is a hard task. Fortunately, Tom is fluent in Russian. During the game, just aim at the signs painted on the walls to get a translation and locate your position.

Each time you enter an important area, its name will be displayed in the top right corner of the screen, allowing you to know where you are.

Below you will find maps of the whaler that you can use to find your next objective.
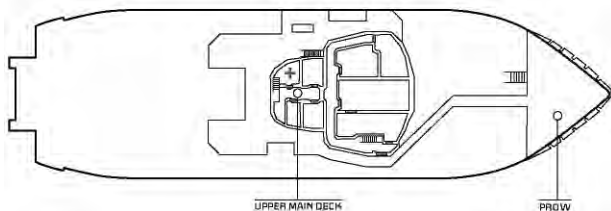
"EASTERN SPIRIT"   WHALER SHIP - RUSSIA

DECK: 0   + SICK BAY ||| ARMORY

REAR DECK   LOWER MAIN DECK   PROW

REAR DECK   FRONT DECK

"EASTERN SPIRIT"   WHALER SHIP - RUSSIA

DECK: -1   + SICK BAY ||| ARMORY

PROPELLER SHAFT ROOM   ENGINE ROOM   WHALE SAWING ROOM

REAR DECK   FRONT DECK

"EASTERN SPIRIT"　　　　　　　　WHALER SHIP - RUSSIA

| DECK: -1 | + SICK BAY | III ARMORY |

UPPER MAIN DECK　　　　　　　　PROW

REAR DECK　　　　　　　　FRONT DECK

Cold Fear ™

PROOF OF PURCHASE

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This game and its contents are entirely fictitious. The characters, scenario, and action portrayed are purely imaginary and should be taken neither at face value nor as ideas to emulate. The rating of this title indicates that players must be adults. Everything has been created entirely and solely for entertainment purposes, and the ability of an adult to differentiate between entertainment content and what may be done in real life is assumed: Ubisoft cannot be held responsible for the actions of those who disregard this warning. Do not attempt to recreate the scenes conveyed in this game under any circumstances.