TOP SECRET

Signal Operator's Manual: Orientation 1/2

Officer,

Congratulations on your transfer to Signal Operations Facility 7C! You will be joining some of the finest operatives the Church has to offer. No doubt some of the missions you will be undertaking will bring up certain "moral" questions. Of course, you have nothing to worry about! The Dark Father is the absolute standard of morality, and we are doing His good works!

The first thing you will notice is the lavish living quarters you've been provided. Keep in mind that private quarters are a privilege, and can be revoked for any number of reasons, including poor performance or unbefitting appearance. Mind those doors: they can be a bit tricky, but with a little practice you'll be wheeling them open and shut like a little mouse in no time at all.

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Signal Operator's Manual:
Orientation 2/2

Take heed that the Archives are off-limits to all personnel without specific duties in that area.
You would do well to visit Calibrations for training and refresh your skills.

Good luck, and dark blessings upon you!



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Signal Operator's Manual: Basic Protocols

Use the clipboard to view instructions and mission notes. Change pages with the scroll wheel.



C LB

Use the scroll wheel when facing doors to gradually open them.



LT+LS↕

Walk up to the monitors to lock in. Press the officer button to regain control.



X ◄(BACK)

Hold the cursor mode button and click to select agents, or drag to swap agent screens.



ALT LT+DPAD✕

You can quickly save and load your progress at any point in time.

F6 / F9 VIA►

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Signal Operator's Manual: Monitor Station Instruments



TOP SECRET

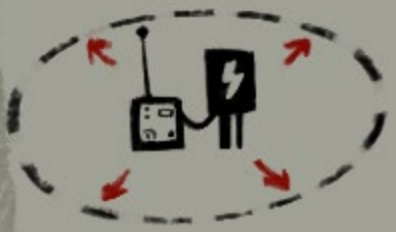
Signal Operator's Manual: Radio Protocols



Keep Agents within radio range to maintain clear signal strength

Use Bolt's finder to seek out better powersources to plug your radio into. The brighter the dot, the better the spot!





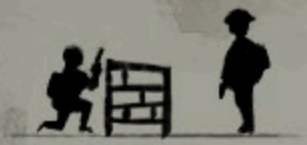
Powersources increase radio range, and juice up the radio's batteries.

In the event of battery outage during transport, press T to reteat to last powersource.



TOP SECRET

Signal Operator's Manual: Agent Protocols



CTRL L3

Crouching makes you sneaky and helps keep you out of sight.

Sneak up on enemies and interact to hold them up.



SPACE A



TAB B

The shorter a weapon's range, the less noise it will make. Each agent can carry 2 weapons.

Ironsight mode increases agent fire accuracy. inactive agents in irons will defend themselves.



R3



T Y

Retreat makes you run back to the radio. Also useful when out of range.

As an agent takes damage, his signal will distort more. Agents cannot heal on their own, but you can always order a reinforcement.

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Signal Operator's Manual:
Command Protocols 1/2

Hold down an agent's button:
(#) or DPAD
and the following:

Move Order



Clicking will make him move or use what you are looking at.

Mouse RT

Move Quick Order



With a double click he will hurry and have no regard for safety.

Mouse x2 RTx2

Look Order



Clicking will make an agent look at a spot or track someone

Mouse R3

Guard Order



With a double click an agent will cover a spot in ironsight mode.

Mouse x2 R3x2

TOP SECRET

Signal Operator's Manual: Command Protocols 2/2

Hold down an agent's button:

(#) or DPAD

and the following:

Attack Order



Single clicking on an enemy will make him attack who you are looking at.

RT

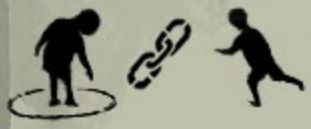
Assault Order



With a double click he will be aggressive, taking cover and advancing.

x2 RTx2

Follow Order



Clicking while looking at your feet will order an agent to follow you.

RT

Queue Order

Hold SHIFT (N/A) while giving an order to queue up additional orders.

Scope Fire Order



When the scope agent has an enemy lined up, you can order him to fire remotely.

F RB

TOP SECRET

Signal Operator's Manual: Cooperation Protocols

Here at facility 7C, we encourage all officers to cooperate with one another on assignments. To that end, we have engineered the following controlroom cooperation capabilities:

Local Co-op:

A single officer may be assisted by others during any mission via additional local controller input. Simply walk up to the monitors and select an agent with the extra controller and it will now be simultaneously controllable.

Online Co-op:

You can join another officer's facility via the NETWORK option in the menu. Simply type the other officer's IP and hit enter.

You may also open up your facility for other officers to join you. After loading a mission or starting a new game, enter the NETWORK options. Then, click on ALLOW REMOTE CONNECTIONS. Your facility is now ready to accept additional officers, play nice!

TOP SECRET

Signal Operator's Manual: Command Terminal



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Signal Operator's Manual: Command Console

LT+LS↔:Lean
LT+LS↕:Page

◄(BACK):Officer
►(START):Menu

LB:Clipboard

RT:Fire/ Order

RB:Scope Fire



LS:Move/ Sprint

L3:Crouch/ Sneak

Y:Retreat

B:Switch Weapons

A:Interact

X:Reload

DPAD:Select Agent

LT+DPAD:Swap Agent

RS: Look
R3: Ironsights/ Order

TOP SECRET

Signal Operator's Manual: Personnel Files

Field Agent: BOLT



SKILLS:

Pistol	[redacted]
SMG	[redacted]
Shotgun	[redacted]
Rifle	[redacted]
Assault	[redacted]
Health	[redacted]
Speed	[redacted]

Description:

Bolt is an electronics specialist. He operates and moves the radio to provide signal range for all of your agents. Using the Powerfinder device, Bolt seeks out power sources to power the radio, and can also use it to zap enemies at close range with minimal noise.

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Signal Operator's Manual: Personnel Files

Field Agent: WRENCH



SKILLS:

Pistol	[redacted]
SMG	[redacted]
Shotgun	[redacted]
Rifle	[redacted]
Assault	[redacted]
Health	[redacted]
Speed	[redacted]

Description:

Wrench is a mechanical specialist. Using his lock-picking equipment he unlocks doors to provide stealthy advancement, and can also lock them shut to prevent enemies from overrunning your position.

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Signal Operator's Manual: Personnel Files

Field Agent: SPY



SKILLS:

Pistol	
SMG	
Shotgun	
Rifle	
Assault	
Health	
Speed	

Description:

Spy is a master of disguise. Blending in with the locals, he is able to safely scout ahead and explore areas occupied by enemies. He is also able to distract enemies and draw them away or occupy them with conversation.

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Signal Operator's Manual: Personnel Files

Field Agent: SCOPE



SKILLS:

Pistol	[redacted]
SMG	[redacted]
Shotgun	[redacted]
Rifle	[redacted]
Assault	[redacted]
Health	[redacted]
Speed	[redacted]

Description:

Scope is a marksman and infiltrator. He is able to take out enemies at long range with his rifle or silently at close/mid range with his throwing knives. Lightly equipped, the Scope moves more quickly than the other agents.

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Signal Operator's Manual: Personnel Files

Field Agent: DEMO



SKILLS:

Pistol	[redacted]
SMG	[redacted]
Shotgun	[redacted]
Rifle	[redacted]
Assault	[redacted]
Health	[redacted]
Speed	[redacted]

Description:

Demo is an explosives specialist. He constructs upgradeable bombs that can be tossed or used to breach doors. Bombs are triggered by being shot or tampered with. Use caution though, explosions tend to make a lot of noise.

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Signal Operator's Manual:
Personnel Files

Field Agent: SHIELD



SKILLS:

Pistol	[redacted]
SMG	[redacted]
Shotgun	[redacted]
Rifle	[redacted]
Assault	[redacted]
Health	[redacted]
Speed	[redacted]

Description:

Shield is a combat specialist. Skilled with almost all weapons and able to survive more hits, he is the agent most suitable for direct confrontation. Using the blast shield he is able to withstand direct fire and can act as mobile cover.