



ENGLISH (EN)

# ELITE VS. FREEDOM

## User Guide

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# 1. System requirements

## 1.1. Minimum system requirements

- Operating System: Windows XP SP3 (32-bit only) with DirectX 9.0c, Windows Vista, Windows 7, Windows 8, Windows 8.1, Windows 10.
- CPU: 2 GHz or better - Single Core Processor.
- Memory: 2 GB RAM.
- Video Card: A graphics card with Shader Model 3.0 support, such as nVidia GeForce 7800 or ATI x1300+.
- Hard Drive: 8 GB free hard drive space.
- If you launch Elite vs. Freedom for the first time, UnSetup.exe needs to be run with administrator privileges.
- It's recommended that you install the latest official drivers and software updates.
- The game is optimized for a screen resolution of 1280 x 720 (HD Ready) or 1920 x 1080 (Full HD) – we recommend using one of the two. Other screen resolutions should work as well, but will not give you the best results.

## 1.2. Recommended system requirements

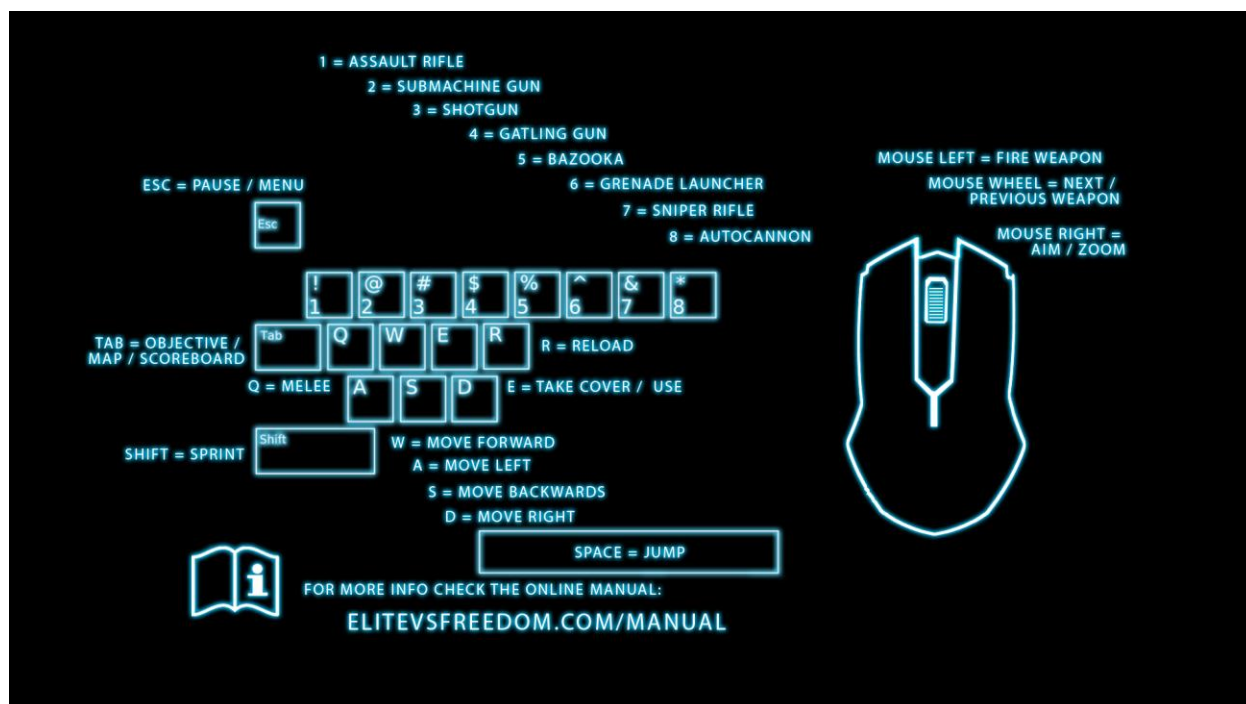
- Operating System: Windows Vista, Windows 7, Windows 8, Windows 8.1, Windows 10.
- CPU: 2.4 GHz Dual Core Processor or better.
- Memory: 4 GB RAM.
- Video Card: NVIDIA 8000 series or higher, ATI Radeon HD 2400 Pro 256 MB, or greater.
- Network: Broadband internet connection.
- Hard Drive: 8 GB free hard drive space.
- If you launch Elite vs. Freedom for the first time, UnSetup.exe needs to be run with administrator privileges.
- It's recommended that you install the latest official drivers and software updates.
- The game is optimized for a screen resolution of 1280 x 720 (HD Ready) or 1920 x 1080 (Full HD) – we recommend using one of the two. Other screen resolutions should work as well, but will not give you the best results.

## 2. Game controls

### 2.1. Mouse and Keyboard

The default controls are optimized for the "QWERTY" and "QWERTZ" PC keyboard layouts – and a **3-button mouse with scroll wheel**.

*Important note: If you are using other keyboard layouts such as "AZERTY", or if you want to customize the controls, you can modify the default controls in the pre-game menu (check "3.1. Pre-Game menus / Settings / Controls" for details).*



If you want to enlarge / save the tutorial screen (1920x1080 JPEG) or if you want to read it in another language, click on the links below:

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**Default Control Settings (Mouse + Keyboard):**

| <b>Mouse</b>  |                        |
|---------------|------------------------|
| • Mouse left  | Fire Weapon            |
| • Mouse right | Aim / Zoom             |
| • Mouse wheel | Next / Previous Weapon |

| <b>Keyboard</b>         |   |
|-------------------------|---|
| • W                     | Move Forward  |
| • A                     | Move Left   |
| • S                     | Move Backwards  |
| • D                     | Move Right  |
| • Q                     | Melee   |
| • E                     | Take Cover / Use ( <i>If cover can be used/is visible</i> ) |
| • R                     | Reload  |
| • Shift                 | Sprint  |
| • Space                 | Jump  |
| • Tab                   | Objective / Map / Scoreboard                                |
| • 1                     | Assault Rifle   |
| • 2                     | Submachine Gun  |
| • 3                     | Shotgun   |
| • 4                     | Gatling Gun   |
| • 5                     | Bazooka   |
| • 6                     | Grenade Launcher  |
| • 7                     | Sniper Rifle  |
| • 8                     | Autocannon  |
| • Esc                   | Pause / Menu  |
| • Press: Ctrl + Alt + R | Suicide and Force Respawn of Player                         |
| • Press: Ctrl + Alt + Z | Toggle/show waypoints (off on default)                      |

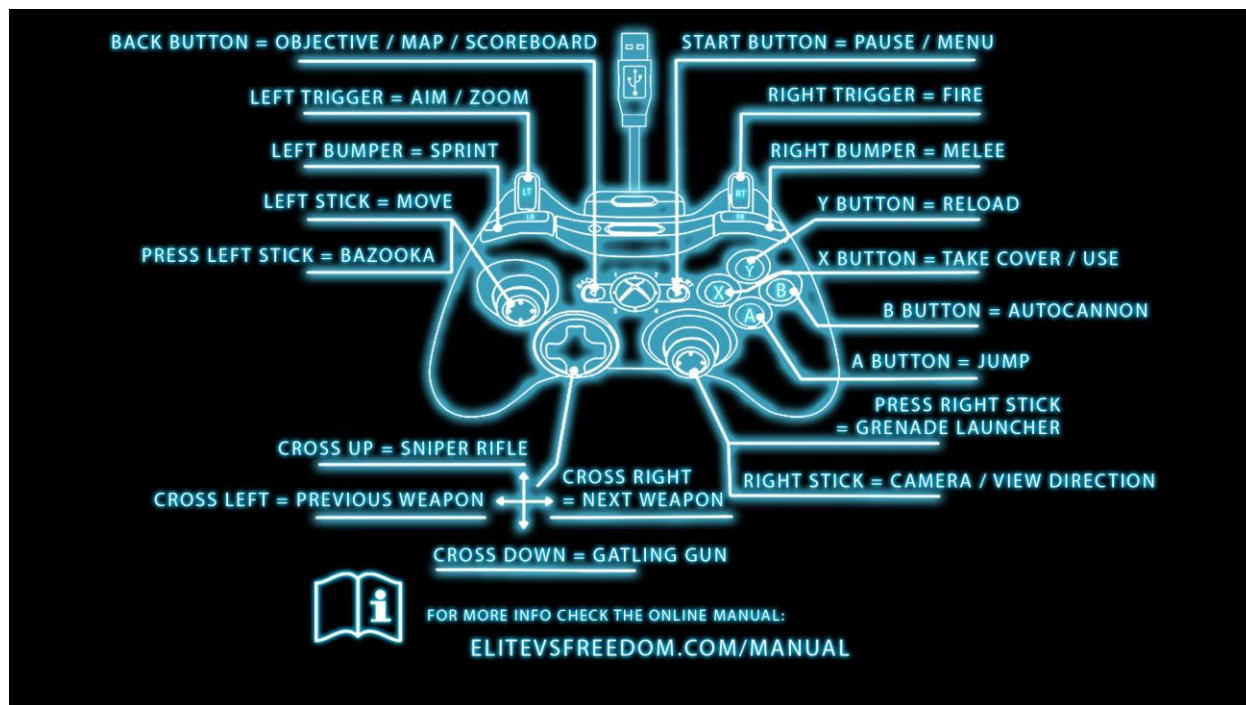
## 2.2. Game controller / Gamepad

The default controls are optimized for the use of an official "Xbox 360 Controller". You can find information about how to set up an Xbox 360 controller on a Windows PC, on the official Microsoft Xbox support website: <https://support.xbox.com/en-US/xbox-on-windows/accessories/xbox-controller-for-windows-setup>

*Important note: Other controllers might not be automatically supported but can be configured manually by using third-party software like:*

- Xpadder: <http://xpadder.com>
- Antimicro: <https://github.com/Ryochan7/antimicro>
- Pinnacle: <http://pinnaclegameprofiler.com>

The default control settings for the Xbox 360 controller are shown in the image below:



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**Default Control Settings (Xbox 360 controller):**

| <b>Xbox 360 Controller</b>      |   |
|---------------------------------|---|
| • Left Trigger                  | Aim / Zoom  |
| • Left Bumper                   | Sprint  |
| • Right Trigger                 | Fire  |
| • Right Bumper                  | Melee   |
| • Back Button                   | Objective / Map / Scoreboard                                |
| • Start Button                  | Pause / Menu  |
| • Left Stick                    | Move  |
| • Press Left Stick              | Bazooka   |
| • Directional Pad – Cross Up    | Sniper Rifle  |
| • Directional Pad – Cross Down  | Gatling Gun   |
| • Directional Pad – Cross Left  | Previous Weapon   |
| • Directional Pad – Cross Right | Next Weapon   |
| • Right Stick                   | Camera / View Direction                                     |
| • Press Right Stick             | Grenade Launcher  |
| • X Button                      | Take Cover / Use ( <i>If cover can be used/is visible</i> ) |
| • Y Button                      | Reload  |
| • B Button                      | Autocannon  |
| • A Button                      | Jump  |



## 3. User Interface

### 3.1. Pre-Game menus

#### Main Menu:

The main menu will show as soon as the game starts, it has the following five options:

- [Single Player](#)
- [Multiplayer](#)
- [Settings](#)
- [Credits](#)
- [Quit Game](#)

#### 3.1.1. Single Player

Play against AI (Artificial Intelligence) controlled soldiers and drones.

#### *How to play the Single Player campaigns (new game):*

- Click on "Single Player"
- Click on "Campaign"
- Select your team ("Freedom" or "Elite")
- "New Game" => "Yes"
- (Previous auto savegame will be lost)
- Select difficulty:

| Difficulty  |   |
|-------------|---|
| Casual      | For people new to shooter games, or aren't looking for a serious challenge. |
| Challenging | For experienced gamers who are not afraid of a challenge.                   |
| Hardcore    | For expert gamers who are not afraid of getting killed by the AI.           |

- Game starts with the Hollywood mission

*Important note: the gameplay and levels will be different, depending on which side you have joined (Elite or Freedom).*

### **How to play the Single Player campaigns (Continue Campaign / Load Saved Game):**

- Click on "Single Player"
- Click on "Campaign"
- Select your team ("Freedom" or "Elite")
- Click on "Continue"
- The game continues with the next mission in the campaign.

*Important note: You can leave and continue a game only after a mission is accomplished, therefore you will always start at the beginning of the next mission. For example: if you completed the Hollywood mission, you will start on the Rio level - but if you have not completed it, you will have to start on the Hollywood level again.*

### **How to play a Single Player mission (Skirmish / Instant Action Mode):**

- Click on "Single Player"
- Click on "Single Mission"
- Select your team ("Freedom" or "Elite")
- Select level ("Hollywood" , "Rio" , "Tokyo" , "Aspen" , "Vegas" , "Monaco" or "Dubai")
- Select difficulty:

| <b>Difficulty</b> |   |
|-------------------|---|
| Casual            | For people new to shooter games, or aren't looking for a serious challenge. |
| Challenging       | For experienced gamers who are not afraid of a challenge.                   |
| Hardcore          | For expert gamers who are not afraid of getting killed by the AI.           |

*Important note: A mission must be completed in campaign mode before it is unlocked. All other levels are locked (gray highlighted). Unlike in campaign mode, the single missions contain no story videos – just gameplay.*

### 3.1.2. Multiplayer

Click on this button to begin playing the game online with friends. Both co-op/cooperative (player vs. environment) and classic/competitive (player vs. player) game types are supported.

#### How to host a multiplayer co-op game (via Internet or LAN):

##### Hosting a server via Internet requires the following steps:

1. If you want to host a server, you have to **turn off your firewall** program for as long as you run the game server.

How to turn off Windows Firewall:

- Open Windows Firewall by clicking the Start button, clicking Control Panel, clicking Security, and then clicking Windows Firewall.
- Click Turn Windows Firewall on or off.
- Click Off, and then click OK.
- You might be asked for an admin password or to confirm your choice.

Alternatively you can type in Search: "firewall", and then select Windows Firewall.

2. You have to **open ports / perform port forwarding for 7777 to 7778, and port 27015**, in order to host a multiplayer game. Make sure that you have an Internet connection/router that allows port forwarding. The vast majority of routers/internet providers support port forwarding, however in some cases additional fees might apply. Contact your internet service provider for more information. Playing via a local-network (LAN) does not require port forwarding.

How to setup Port Forwarding on a router:

##### **- Assign Your Device a Static IP Address.**

- First, you need to gather some information about your network and assign a static IP address to the device you're using. A static IP address is an unchanging number identifying a device on your network. To forward a port you first need to give your router the static IP address of the device for which you are opening the port.
- From a computer connected to your network, click Start, and then type "cmd" into the search field. Press Enter. Alternatively you can type cmd in the Run dialog.
- Type ipconfig /all in the window that pops up. Press Enter.
- Record the following numbers listed under your network connection (labeled "Local Area Connection" or "Wireless Network Connection"):
- IPv4 Address (or IP Address)
- Subnet Mask
- Default Gateway
- DNS Servers
- To set a static IP address type "network and sharing" into the Search box and select "Network and Sharing Center" when it comes up. If you are using Windows 8.x it will be on the Start Screen itself. If you're on Windows 7 or 10 it'll be in the start menu. Then when the Network and Sharing Center opens, click on "Change adapter settings". This will be the same on Windows 7 or 8.x or 10.

- Right-click Local Area Connection or Wireless Connection (depending on what you use), then click Properties.
- In the list, select Internet Protocol Version 4 (TCP/IPv4), and click Properties.
- Select: Use the following IP address and Use the following DNS server addresses.
- Enter the numbers of the Subnet Mask, Default Gateway, and DNS Servers that you recorded earlier into their respective fields. Click OK.

**- Open your router's configuration page.**

- Open a Web browser, type your Default Gateway number into the address bar, and press Enter.
- For most routers, this will be 192.168.0.1, 192.168.1.1, or 192.168.2.1. The router's IP address is usually the same as the Default Gateway.

**- Enter your username and password.** If you've already configured the security settings for your router, enter the username and password you chose previously. If not, here are some of the most common default logins:

- On Linksys routers, type "admin" for both the username and the password.
- On Netgear routers, type "admin" for the username and "password" for the password.
- On other routers, try leaving the username empty and entering "admin" for the password.
- You can visit sites such as RouterPasswords.com and enter your router's model to find the default password.
- If you've forgotten your login information, you can press the reset button on your router to restore it to factory settings. You can then look up the default user settings online.

**- Find the Port Forwarding section.** Each router will be slightly different. Common labels are Port Forwarding, Port Triggering, Applications, Gaming, Virtual Servers or NAT/QoS. If you don't see one of these or something similar, try Advanced Settings and look for a Port Forwarding subsection.

**- Create a custom entry.** Each router will have a slightly different way of doing this, although the required information is the same for any router:

- If required, click on create a custom service and enter a service name (like "EvF" so you know for what application these ports are for)
- Choose the service type/protocol. For Elite vs. Freedom select both (TCP/UDP).
- Select the ports you wish to use. For Elite vs. Freedom open ports 7777 to 7778, and port 27015. If you only want one port open, enter the same number in Start and End, like 27015. If you wish to open a range of ports, you might type 7777 in Start and 7778 in End.
- Select the internal IP (IPv4) address to assign the port forwarding to. This is the IP address of the computer running the application that you are unblocking. To figure out the IP (also called IPv4), open the command prompt (click on the Start button and search for: "cmd" - alternatively you can type: cmd - in the Run dialogue) and enter: ipconfig /all and hit the Enter key - your IPv4 address will be displayed there.

**- Save your settings.** You may have an Apply button instead of Save. You might need to restart your router for the changes to take effect.

**Hosting a server via LAN (Local Area Network) requires the following steps:**

1. If you want to host a server, you have **to turn off your firewall** program for as long as you run the game server.

How to turn off Windows Firewall:

- Open Windows Firewall by clicking the Start button, clicking Control Panel, clicking Security, and then clicking Windows Firewall.
- Click Turn Windows Firewall on or off.
- Click Off, and then click OK.
- You might be asked for an admin password or to confirm your choice.

Alternatively you can type in Search: "firewall", and then select Windows Firewall.

2. **Figure out what your IP address is and share it** with the people that wish to join the server.

- From a computer connected to your local area network (LAN), click Start, and then type "cmd" into the search field. Press Enter. Alternatively you can type: cmd - in the Run dialog.
- Type ipconfig /all in the window that pops up. Press Enter.
- Record the IPv4 Address (or IP Address) listed under your network connection (labeled "Local Area Connection")
- Tell the people that wish to join the server what IPv4 Address (or IP Address) you have, so they can enter this number in the text field of the Join Game screens.

**After you have completed the steps above for Internet or LAN, you can start hosting a game via the user interface:**

- Click on "Multiplayer"
- Click on "Co-op"
- Click on "Host Game"
- Select your team ("Freedom" or "Elite")
- Select level ("Hollywood" , "Rio" , "Tokyo" , "Aspen" , "Vegas" , "Monaco" or "Dubai")
  
- Select difficulty:

| Difficulty  |   |
|-------------|---|
| Casual      | For people new to shooter games, or aren't looking for a serious challenge. |
| Challenging | For experienced gamers who are not afraid of a challenge.                   |
| Hardcore    | For expert gamers who are not afraid of getting killed by the AI.           |

- Enter a "Server Name" (enter between 1 and 18 standard QWERTY keyboard characters / English alphabet – case sensitive) – it's also recommended that you set a "Server Password" with the same character restrictions (without password protection your game will be a public server which anyone can join).
- Click "Play"
- The game will start and you will automatically join - *four players are the maximum number for co-op games.*

Now you can contact your friends (via Steam Chat or any other chat/messaging program) and tell them the server info (name/password, and for games via LAN the IPv4: Address or IP Address).

### How to join a multiplayer co-op game (via Internet or LAN):

- Click on "Multiplayer"
- Click on "Co-op"
- Click on "Join Game"
- Search the server list for the co-op server name you are looking for.
- When you have found the server name on the list, double click on it. A window will pop up where you can confirm whether you want to play on this server. If the server is protected with a password (non public server) a text field will show up, where you can enter the password. Then click on "Play", or click X to cancel.
- For games via LAN, simply enter the IPv4 Address (or IP Address) of the hosting server in the respective text field (Server IP address) and click on the "Join LAN game" button.
- After you have double clicked on the server name and entered a correct password, you will join the server as the second, third or fourth player, depending on how many players have already joined (the host is always the first player).

| Server List Legend |  |
|--------------------|--|
| Refresh            | Click this button to update the list.  |
| Padlock Symbol     | Shows if the server is password protected.   |
| Server Name        | Shows the name of the server.  |
| Players            | Shows – First, how many human players (not bots) are playing on the server.<br>Second, how many players can join the server. For co-op, it's only 1-4 players (4 players maximum).<br>– E.g. 4/4 means the server is full. |
| Level              | Shows which level is currently being played on the server – for example: SPE Hollywood.<br>SPE=Single Player Elite<br>SPF=Single Player Freedom  |

|      |   |
|------|---|
| Ping | Shows the quality of the connection from your PC to the server. It usually depends on your internet connection and the location of the host server. |
|------|---|

## How to host a classic (player vs. player) multiplayer game (via Internet or LAN):

### Hosting a server via Internet requires the following steps:

1. If you want to host a server, you have to **turn off your firewall** program for as long as you run the game server.

How to turn off Windows Firewall:

- Open Windows Firewall by clicking the Start button, clicking Control Panel, clicking Security, and then clicking Windows Firewall.
- Click Turn Windows Firewall on or off.
- Click Off, and then click OK.
- You might be asked for an admin password or to confirm your choice.

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- Type ipconfig /all in the window that pops up. Press Enter.
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- To set a static IP address type "network and sharing" into the Search box and select "Network and Sharing Center" when it comes up. If you are using Windows 8.x it will be on the Start Screen itself. If you're on

Windows 7 or 10 it'll be in the start menu. Then when the Network and Sharing Center opens, click on "Change adapter settings". This will be the same on Windows 7 or 8.x or 10.

- Right-click Local Area Connection or Wireless Connection (depending on what you use), then click Properties.
- In the list, select Internet Protocol Version 4 (TCP/IPv4), and click Properties.
- Select: Use the following IP address and Use the following DNS server addresses.

Enter the numbers of the Subnet Mask, Default Gateway, and DNS Servers that you recorded earlier into their respective fields. Click OK.

**- Open your router's configuration page.**

- Open a Web browser, type your Default Gateway number into the address bar, and press Enter.
- For most routers, this will be 192.168.0.1, 192.168.1.1, or 192.168.2.1. The router's IP address is usually the same as the Default Gateway.

**- Enter your username and password.** If you've already configured the security settings for your router, enter the username and password you chose previously. If not, here are some of the most common default logins:

- On Linksys routers, type "admin" for both the username and the password.
- On Netgear routers, type "admin" for the username and "password" for the password.
- On other routers, try leaving the username empty and entering "admin" for the password.
- You can visit sites such as RouterPasswords.com and enter your router's model to find the default password.
- If you've forgotten your login information, you can press the reset button on your router to restore it to factory settings. You can then look up the default user settings online.

**- Find the Port Forwarding section.** Each router will be slightly different. Common labels are Port Forwarding, Port Triggering, Applications, Gaming, Virtual Servers or NAT/QoS. If you don't see one of these or something similar, try Advanced Settings and look for a Port Forwarding subsection.

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- Choose the service type/protocol. For Elite vs. Freedom select both (TCP/UDP).
- Select the ports you wish to use. For Elite vs. Freedom open ports 7777 to 7778, and port 27015. If you only want one port open, enter the same number in Start and End, like 27015. If you wish to open a range of ports, you might type 7777 in Start and 7778 in End.
- Select the internal IP (IPv4) address to assign the port forwarding to. This is the IP address of the computer running the application that you are unblocking. To figure out the IP (also called IPv4), open the command prompt (click on the Start button and search for: "cmd" - alternatively you can type: cmd - in the Run dialogue) and enter: ipconfig /all and hit the Enter key - your IPv4 address will be displayed there.

**- Save your settings.** You may have an Apply button instead of Save. You might need to restart your router for the changes to take effect.



## Hosting a server via LAN (local area network) requires the following steps:

1. If you want to host a server, you have **to turn off your firewall** program for as long as you run the game server.

How to turn off Windows Firewall:

- Open Windows Firewall by clicking the Start button, clicking Control Panel, clicking Security, and then clicking Windows Firewall.
- Click Turn Windows Firewall on or off.
- Click Off, and then click OK.
- You might be asked for an admin password or to confirm your choice.

Alternatively you can type in Search: "firewall", and then select Windows Firewall.

2. **Figure out what your IP address is and share it** with the people that wish to join the server.

- From a computer connected to your local area network (LAN), click Start, and then type "cmd" into the search field. Press Enter. Alternatively you can type: cmd - in the Run dialog.
- Type ipconfig /all in the window that pops up. Press Enter.
- Record the IPv4 Address (or IP Address) listed under your network connection (labeled "Local Area Connection")

Tell the people that wish to join the server what IPv4 Address (or IP Address) you have, so they can enter this number in the text field of the Join Game screens.

## After you have completed the steps above for Internet or LAN, you can start hosting a game via the user interface:

- Click on "Multiplayer"
- Click on "Competitive"
- Click on "Host Game"
- Select which game mode you wish to play. You can select "Assassination", "Sabotage", "Espionage", "Kidnapping" or "Random" (selects one of the four game modes randomly)
- Select on which arena-like levels you want to play: "Hollywood", "Rio", "Tokyo", "Aspen", "Vegas", "Monaco" and "Dubai" - select a minimum of one level – and a maximum of seven – if you select more than one, the levels will be loaded randomly.
- Set the maximum number of players per team: 1 - 10 (if you set the maximum number to 10 per team, it will result in 20 players total – the number of players on each team is always equal)
- *It's recommended that you set the maximum number of players per team to 4 - 7 (results in 8 - 14 players total). More players might cause bugs or unbalanced gameplay.*
- Set the time limit per round (in minutes): you can set any number between 1 and 20 (if you set 20 minutes per round, it will result in a total game time of 40 minutes – the time is always equal for both rounds)
- Do you want to play with AI controlled soldiers (bots) on the map? When there are not enough human controlled players on the server, a bot will play in the player slot. If a human player joins, they will replace the AI controlled bot.

- *For the best multiplayer gameplay experience, it's recommended that you click on the "Yes" checkbox for casual games – but for tournaments or clan games you should click "No".*
- Enter a "Server Name" (enter between 1 and 18 standard QWERTY keyboard characters / English alphabet – case sensitive). While it's not recommended for the classical multiplayer, you can also set a "Server Password" with the same character restrictions (it's optional, without password protection it will be a public server where everyone can join).
- *We recommend hosting a public server, since this is usually more fun. However, you should set a password if you want to host a private server, where you can play in privacy with your friends or clan. The server name and password should be unique.*
- Click "Play"
- Select your team ("Freedom" or "Elite")
- The game starts, you (the host) are the first player.

Then contact your friends or clan members (on Steam Chat or any other chat/messaging program) and tell them the server info (name, if set - the password, and for games via LAN the IPv4 Address or IP Address).

### **How to join a classic (player vs. player) multiplayer game (via Internet or LAN):**

- Click on "Multiplayer"
- Click "Competitive"
- Click "Join Game"
- Search the server list for the classic/PvP server name you are looking for.
- - or just look for a random public server (without the padlock symbol).
- When you have found the server name on the list, double click on it. A window will pop up, where you can confirm if you want to play on this server. If the server is protected with a password (non public server) a text field will show up, where you can enter the password. Then click on "Play" – if you don't know the password or if you don't want to join the server click "X".
- For games via LAN, simply enter the IPv4 Address (or IP Address) of the hosting server in the respective text field (Server IP address) and click on the "Join LAN game" button.
- After you have double clicked on the server name, and entered the right password (if there is one) you can now select your team (Freedom or Elite).

*Please note: if the preferred team is full with other human players (AI/bots are considered as an empty player slot) you will join the opposite team. If the server is completely full you will be kicked from the server and redirected back to the server list.*

| <b>Server List Legend</b>      |   |
|--------------------------------|---|
| Refresh                        | Click this button to update the list.   |
| Padlock Symbol                 | Shows if the server is password protected.  |
| A.I. (Artificial Intelligence) | Shows if the server has Bots (AI controlled player) enabled.  |
| Server Name                    | Shows the name of the server.   |
| Players                        | Shows – First, how many human players (not bots) are playing on the server.<br>Second, how many players can join the server. For example: 8/10 means 8 players online / 10 players are the maximum amount.<br>10/10 means the server is full. |
| Level                          | Shows which level is currently being played on the server – for example: MP_Hollywood or MP_Rio.<br>MP=Multiplayer.   |
| Game Mode                      | Shows which game mode is currently being played on the server<br>– for example: Assassination, Sabotage, Espionage, Kidnapping.   |
| Ping                           | Shows the quality of the connection from your PC to the server. It usually depends on your internet connection and the location of the host server.   |

### 3.1.3. Settings

Click on this button if you want to change the audio, video or control settings.

The default settings should be suitable for most players – change them only if you have problems regarding performance, experience sound issues, or if you don't like the default controls.

#### Video Settings

Click on "Video" if you want to change settings that alter the quality of the graphics and effect hardware usage (CPU, RAM memory, video card).

| Video Settings           |  |
|--------------------------|--|
| <b>Screen Resolution</b> | The game is optimized for a screen resolution of 1280 x 720 (HD Ready) or 1920 x 1080 (Full HD) – we recommend using one of the two. Other screen resolutions should work too, but will not give you the best results. We've included all common screen resolutions as selectable options. |
| <b>3D Models Quality</b> | Reduce to increase performance (recommended if your FPS is below 30). You can select between High, Medium, and Low quality.  |
| <b>Texture Quality</b>   | Reduce to increase performance (recommended if your FPS is below 30). You can select between High, Medium, and Low quality.  |
| <b>Brightness</b>        | If the graphics are too dark or too bright for your monitor you can change it here. Use the slider to adjust the value.  |
| <b>Fullscreen</b>        | Enables and disables full screen mode. We recommend playing in fullscreen mode. Select "ON" to activate this feature or "OFF" to deactivate it.  |
| <b>Vertical Sync</b>     | Vertical synchronization is an option on most systems, where the video card is prevented from doing anything visible to the display memory, until after the monitor finishes its current refresh cycle. Select "ON" to activate this feature or "OFF" to deactivate it.                    |
| <b>Anti-Aliasing</b>     | Reduce to increase performance (recommended if your FPS is below 30). Select "ON" to activate this feature or "OFF" to deactivate it.  |
| <b>Ambient Occlusion</b> | Reduce to increase performance (recommended if your FPS is below 30). Select "ON" to activate this feature or "OFF" to deactivate it.  |

|   |   |
|---|---|
| <p style="text-align: center;"><b>Dynamic Shadows</b></p> | <p>Reduce to increase performance (recommended if your FPS is below 30). Select "ON" to activate this feature or "OFF" to deactivate it.</p>  |
| <p style="text-align: center;"><b>Depth of Field</b></p>  | <p>We recommend keeping this setting "ON" in order to achieve the best gameplay experience, but it's a matter of personal preference. Select "ON" to activate this feature or "OFF" to deactivate it.</p>   |
| <p style="text-align: center;"><b>Motion Blur</b></p>     | <p>We recommend keeping this setting "ON" in order to achieve the best gameplay experience, but it's a matter of personal preference. Select "ON" to activate this feature or "OFF" to deactivate it.</p>   |
| <p style="text-align: center;"><b>Bloom</b></p>           | <p>We recommend keeping this setting "ON" in order to achieve the best gameplay experience, but it's a matter of personal preference. Select "ON" to activate this feature or "OFF" to deactivate it.</p> <ul style="list-style-type: none"> <li>○ <b>"Apply"</b> saves all your recent changes and brings you back to the previous screen.</li> <li>○ <b>"Restore Default"</b> returns all settings back to the original (default) settings. In most cases the default settings will give you the best results, so we recommend changing them only if necessary.</li> </ul> <p><b>"Back"</b> cancels your recent changes and brings you back to the previous screen.</p> |

## Audio Settings

Click on "Audio" if you want to change the volumes of:

- **"Master"** (general sound volume of the game)
- **"Music"** (in-game background music)
- **"Voice Overs"** (in-game voice overs – like radio communications, and the general sound levels of the motion comics)
  - "Back" saves and applies the changes.
  - "Restore Default" returns all changes back to the original (default) settings. In most cases the default settings will give you the best results, so we recommend to changing them only if necessary.

## Control Settings

Click on "Controls" if you want to change the default control settings.

| Control Settings                    |   |
|-------------------------------------|---|
| <b>Move Forward</b>                 | W   |
| <b>Move Left</b>                    | A   |
| <b>Move Backwards</b>               | S   |
| <b>Move Right</b>                   | D   |
| <b>Melee</b>                        | Q   |
| <b>Take Cover / Use</b>             | E   |
| <b>Reload</b>                       | R   |
| <b>Jump</b>                         | Space   |
| <b>Sprint</b>                       | Shift   |
| <b>Objective / Map / Scoreboard</b> | Tab   |
| <b>Mouse Sensitivity</b>            | affects the accuracy/input movements of a mouse and controller/gamepad  |
| <b>Invert Y Axis</b>                | inverts the control input - useful when playing with a controller/gamepad   |
| <b>Use Aim Assist</b>               | makes aiming with the crosshair a lot easier<br>- it's recommended that you turn this ON when playing with a controller/gamepad |
| <b>Pause / Menu</b>                 | Esc   |
| <b>Fire Weapon</b>                  | Mouse Left  |
| <b>Aim</b>                          | Mouse Right   |
| <b>Next Weapon</b>                  | Scroll down Mouse wheel   |
| <b>Prev Weapon</b>                  | Scroll up Mouse wheel   |
| <b>Assault Rifle</b>                | 1   |

|  |  |
|--|--|
| <b>Submachine Gun</b>                      | 2  |
| <b>Shotgun</b>                             | 3  |
| <b>Gatling Gun</b>                         | 4  |
| <b>Bazooka</b>                             | 5  |
| <b>Grenade Launcher</b>                    | 6  |
| <b>Sniper Rifle</b>                        | 7  |
| <b>Autocannon</b>                          | 8  |
| <b>Suicide and Force Respawn of Player</b> | <p>Press Ctrl + Alt + R</p> <ul style="list-style-type: none"> <li>• <b>"Back"</b> saves and applies the changes.</li> <li>• <b>"Restore Default"</b> returns all changes back to the original (default) settings. In most cases the default settings will give you the most convenient results, so we recommend changing them only if necessary.</li> </ul> |

### 3.1.4. Credits

View a list of the contributors and supporters who participated in the design and development of the game.

Players will be returned to the main menu after the credits have played, however you can go back to the main menu sooner by pressing "Esc" or clicking with the Mouse.

### 3.1.5. Quit Game

- **"Yes"** if you want to end the game for now and go back to the Windows desktop screen.
- **"No"** brings you back to the main menu.

## 3.2. In-Game menus

When you are in the game, press the Esc key to open up the pause menu. You will see the following buttons:

- **"Resume"** => go back to the game and continue with the mission / game objective.
- **"Settings"** => as described in ["3.1.3. Settings"](#).

*Click on this button if you want to change the audio, video or control settings. The default settings should be suitable for most players – change them only if you have problems regarding performance, experience sound issues, or if you don't like the default controls.*

- **"Quit Game"**
- **"Yes"** if you want to leave the current game and go back to the main menu.





*Important note: only completed Single Player missions count towards the campaign progress – all savegames created by autosave checkpoints during the missions will be lost.*

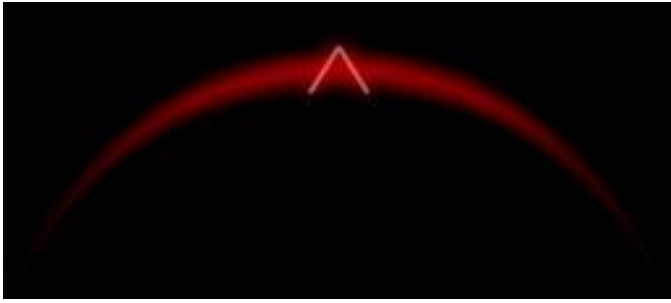
- **"No"** brings you back to the pause menu.



### 3.3. HUD (Heads-up Display) and Scoreboard

#### 3.3.1. HUD

| HUD   |   |
|---|---|
|    | <p><b>Crosshair / Reticle</b> = a virtual iron sight that shows where your weapon is aiming.</p>  |
|   | <p><b>Name of the player</b>, taken from your Steam name (we recommend to use characters from the English alphabet).</p> <p><b>Weapon type</b> and gray-scale image of the weapons.</p> <p><b>Rounds of ammunition</b> for the selected weapon type: (total / in current magazine)</p>  |
|  | <p><b>Cover indicator</b> = displays when the player can go into cover (behind sandbags, concrete barriers, roadblocks, suitcases, crates and boxes). There are two versions of cover positions:</p> <ul style="list-style-type: none"> <li>• behind small objects the player can crouch/sit</li> <li>• behind larger objects the player can lean/stand</li> </ul>  |
|  | <p><b>Health indicator</b> = shows if the player is hurt.</p> <p>The game has a <b>regenerative health system</b>, this means the player's health will heal after being not attacked for a short period of time.</p> <p><i>If the player is hit / shot at by an enemy the screen will be more and more covered with blood (turn more and more red). If the skull is clearly visible the player is dead and will re-spawn, or has to play from the last autosave checkpoint.</i></p> |



**Hit direction indicator** = shows from which direction(s) the player is taking damage (is getting shot at, or hit by a melee attack).



**Timer and player statistics** = gives the player real-time statistics and shows how much time remains in multiplayer game modes, or for specific mission objectives in single player and co-op. Meaning of the symbols:

- **Skull** = total kills (only enemies - friendly fire is not counted).
- **Sword/Dagger** = kills with melee weapon combos.
- **Crosshair/Reticle** = kills with ranged weapons.
- **Timer** = how much time is left to achieve the mission objective in minutes / seconds.
- **Tomb with Celtic cross** = Number of deaths.
- **Star** = points received for helping the team with the mission objective.
- **Trophy** = shows the rank/order from the scoreboard – the number of kills/points in comparison to other players.

You will find the same statistics/symbols on top of the scoreboard table:



A **stamina indicator** for the sprint function in form of a UI bar is placed under the timer and score stats. The stamina indicator is using a blurring effect and changes its color from green to blue to red, depending on the different stamina levels.

### 3.3.2. Player reward and score system (Stars & Rank) for the scoreboard:

All points, including negative points are added to the scoreboard – a high rank/order indicates that the player is playing the game in an effective way.

- If the player kills an enemy - he will receive one point.
- If he is killed - he will lose one point.
- If he kills a friendly unit - ten points will be subtracted.
- Having a negative score is possible.
- A star is equal to a point.

*Melee or ranged kills don't make a difference regarding the points, one kill is always one point (if it's a hostile unit of course – otherwise ten points will be subtracted).*

The player will receive points, called "Stars" for helping the team with the game's objective.

The following list shows how this works in detail:

- **Assassination (when playing for the Freedom team)**
  - 1 star = every time the player hurts/hits the Elite VIP (sits in a wheelchair tank) with a melee or ranged weapon.
  - 10 stars = player kills the Elite VIP.
- **Assassination (when playing for the Elite team)**
  - 1 star = if the player stands in a 20 m / 65 ft. radius from the Elite VIP. He gets one more star every 30 seconds.
- **Sabotage (when playing for the Freedom team)**
  - 10 stars = if the player is placing the bomb in the target area.
  - 1 star = if the player stands in a 20 m / 65 ft radius from the activated bomb. He gets one more star every 30 seconds.
- **Sabotage (when playing for the Elite team)**
  - 10 stars = if the player defused the bomb or eliminated the bomb carrier.
- **Espionage (when playing for the Freedom team)**
  - 10 stars = if the player picks up the intel object (laptop).
- **Espionage (when playing for the Elite team)**
  - 10 stars = if the player eliminated and intercepted the thief/spy.
  - 1 star = if the player stands in a 20 m / 65 ft radius away from the intel object. He gets one more star - every 30 seconds.

- **Kidnapping (when playing for the Freedom team)**
  - 10 stars = if the player is arresting and kidnapping the Elite VIP (guy with sunglasses and wearing a business suit)
  - 1 star = if the player stands in a 10 m / 33 ft radius away from the handcuffed VIP. He gets one more star - every 30 seconds.
  
- **Kidnapping (when playing for the Elite team)**
  - 10 stars = if the player is rescuing the Elite VIP by removing the handcuffs.
  - 1 star = if the player stands in a 20 m / 65 ft. radius away from the Elite VIP. He gets one more star - every 30 seconds.




### 3.3.3. Legend for the mini-map

When playing in the classic multiplayer mode (player vs. player) press "Tab" (default control settings) to show the mini-map. You will see several symbols on the map:

- green triangle = position of the player
- red dots = position of Freedom team members
- blue squares = position of Elite team members
- orange crosshair = target area
- yellow cross = target object (VIP, wheelchair tank, laptop, bomb)

## 4. Weapons, Ammunition and Cover-System

### 4.1. Weapons

| Weapons  |  |
|--|--|
|  <p>Assault Rifle / Chainsaw</p>          | <p><b>Assault Rifle / Chainsaw</b></p> <ul style="list-style-type: none"> <li>• Accurate, deadly and reliable. A clear choice for any trained fighter. Usage: a mid range weapon with a basically unlimited amount of ammo.</li> <li>• Power: three stars</li> <li>• Range: five stars</li> <li>• Speed: four stars</li> <li>• Alternate: Rip your enemies apart. The last thing they will hear is the terrifying sound of this powerful chainsaw.</li> </ul>  |
|  <p>Automatic Bazooka / Toxin Spray</p> | <p><b>Automatic Bazooka / Toxin Spray</b></p> <ul style="list-style-type: none"> <li>• Here comes the BOOM! It never hurts to have a heavy hitter in the group... "Watch where you're aiming that thing!" Usage: against large groups of enemies – especially armored units (heavy drones and soldiers behind shields) – reloading takes some time.</li> <li>• Power: five stars</li> <li>• Range: five stars</li> <li>• Speed: one star</li> <li>• Alternate: Cripple your opponents with this deadly toxin spray. They will be like sitting ducks during hunting season. Bazooka style!</li> </ul> |
|  <p>Gatling Gun / Acid Spray</p>        | <p><b>Gatling Gun / Acid Spray</b></p> <ul style="list-style-type: none"> <li>• Just call me the governor. Your enemies' best choice: run. Usage: great against large amounts of enemies (quite effective against armored units like drones) – needs a lot of ammo.</li> <li>• Power: four stars</li> <li>• Range: four stars</li> <li>• Speed: five stars</li> <li>• Alternate: Slowly melt your rivals with this acid spray. Those who run will suffer a slow death</li> </ul>   |



### Grenade Launcher / Flamethrower

- These earth-shattering grenade rounds are unmatched when it comes to close range devastation.
- Power: five stars
- Range: two stars
- Speed: two stars
- Alternate: There is nowhere to run from this flamethrower. Torch your enemies then break out the marshmallows!



### Automatic Shotgun / Bayonet

- Someone came prepared for the apocalypse! Great for days when you just need to "make a hole". Usage: good for close range combat, if you don't want to aim.
- Power: four stars
- Range: two stars
- Speed: three stars
- Alternate: Plunge strait into your foe with this deadly bayonet. No one wants to be speared to the end of a 12 gauge.



### Submachine Gun / Electric Shocker

- Light and agile with a rapid rate of fire, this is an excellent choice for players who love to make it rain while on the run. Usage: good weapon for close range combat and urban warfare.
- Power: two stars
- Range: four stars
- Speed: five stars
- Alternate: Shock other players with this electric stun gun. Left helpless and confused, they won't know what hit them.



### Sniper Rifle / Mace Club

- The impact of a single sniper rifle bullet will literally blow your targets away. Usage: very powerful and precise rifle - especially over long distances – but reloading will take time and ammo is limited.
- Power: five stars
- Range: five stars

- Speed: two stars
- Alternate: The ultra sharp metal spikes of this mace club will mold a nice pattern into your enemies' faces! Welcome to the warfare of the Dark Age!



### **Autocannon / Plasma Shock / Ballistic Shield**

- The Autocannon fires grenade-like bullets, but unlike the Grenade Launcher - it can be used with deadly precision over long distances. Usage: always a powerful option, but ammo is restricted and the player moves very slow when he is using this weapon.
  - Power: five stars
  - Range: five stars
  - Speed: two stars
  - Alternate: If your enemies don't respect your privacy and come too close, just give them an overdose of purple colored high voltage Plasma. It's Sci-Fi time!
- **The Ballistic Shield provides some frontal armor for the player, but watch the sides!**
  - **3 different ammo types available! Press the "COVER/USE" key to switch through them:**
    - "E" Shaped Charge (high-explosive / HEAT): Use this ammo type against hard surface targets, like armored vehicles and drones.
    - "F" Shrapnel Grenade (frag): Use this ammo type against human enemies, like a SWAT team or terrorist squad.
    - "I" Incendiary Ammo (like a Molotov-Cocktail): Use this ammo type against groups of enemies and to create a fire barrier against hostiles.



## 4.2. Ammunition



### Ammo Depot

Ammunition is limited for all weapons, however ammo depots are placed throughout the levels. Touch the ammo depot to get resupplied with ammunition for all weapons.

## 4.3. Cover-System

A cover system is a gameplay mechanic that allows the player to avoid taking damage. This method is a digital adaptation of the real-life military tactic of taking cover behind obstacles, for the purpose of seeking protection from enemy ranged attacks, such as gunfire or explosives.

The cover system in Elite vs. Freedom allows the player to lean out from behind objects to survey the environment, or open fire on the enemy without fully moving into the open.

In addition, the player has the ability to move in and out of the covering object's proximity, leaving points of vulnerability if the need arises.



**Cover indicator** = a graphical element in the HUD (Heads-up Display) which shows the player when he is close to a cover object. By pressing the "Take Cover" key, he will go behind this cover object.

There are two different versions of cover:

1. **Behind small objects, the player can crouch/sit and lean out**, by pressing the "Aim" key (more common than the "lean/stand" cover). This cover version is usually available behind following objects:
  - Concrete blocks and barriers.
  - Sandbags.
  - Roadblocks.
  - Suitcases and small luggage piles.
  - Small wooden crates.
  - Small storage pallets
2. **Behind larger objects, the player can lean/stand and lean out**, by pressing the "Aim" key (less common than the "crouch/sit" cover). This cover version is usually available behind following objects:
  - Large wooden crates.

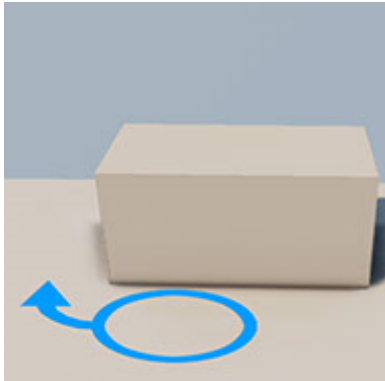


- Large storage pallets.
- Baggage and luggage carts and large luggage piles.

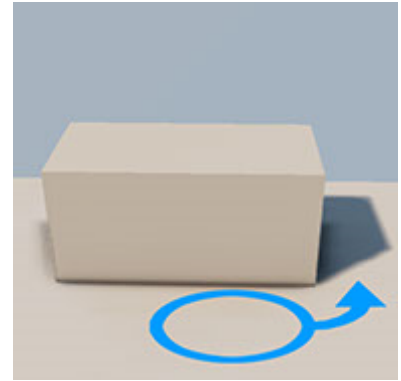
The following images illustrate how the cover system works:

– the blue circle shows where the player is located, if he does not look out from the cover (not pressing the “Aim” key). The curved blue arrow shows which direction the player is leaning out of the cover by pressing the “Aim” key.

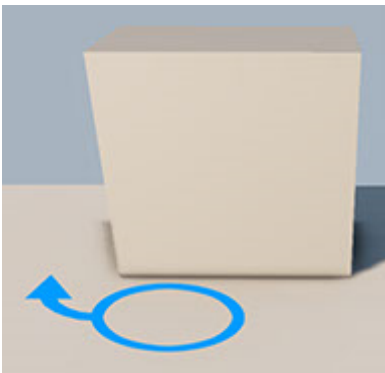
- Cover behind **small objects**, the player can **crouch/sit** and lean out by pressing the “Aim” key:



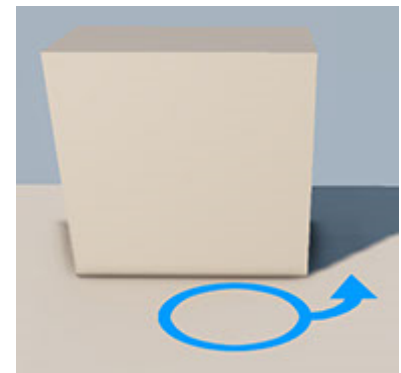
OR



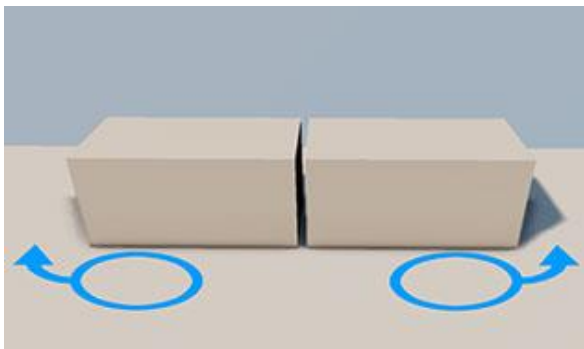
- Cover behind **larger objects**, the player can **lean/stand** and lean out by pressing the “Aim” key:



OR



- The player can crouch/sit and lean out from two separate locations (and in opposite directions), if two small cover objects are close together.



- The player can lean/stand and lean out from two separate locations (and in opposite directions), if two large cover objects are close together.

## 5. Game objectives

### 5.1. Single Player missions

"Move" waypoints are off on default, press **Ctrl + Alt + Z** to toggle/show waypoints.

#### 5.1.1. Elite




##### 1. Level name: SPE\_Hollywood

**Location:** Los Angeles, California, North American Union

**Time:** Late evening

Mission Objective:

*"Enter the hotel and provide backup for the VIP, who is sitting in a heavily armed wheelchair tank. Defend the high profile target against hostile intruders, who will try to eliminate him. We will send you a transport helicopter so you can leave the combat zone after your job is done."*

| Mission Objective  |  |
|--|--|
| <p><b>MOVE</b></p>        | <p><b>"Move"</b> = shows all waypoints and helps the player to navigate through the levels.</p>  |
| <p><b>DEFEND</b></p>      | <p><b>"Defend"</b> = the player has to defend and protect the Elite VIP (sits in a heavily armed wheelchair tank), until the timer reaches zero.</p> |
| <p><b>EVACUATION</b></p>  | <p><b>"Evacuation"</b> = indicates where the pick-up point is, where the player gets evacuated from the combat zone.</p>                             |




## 2. Level name: SPE\_Rio

**Location:** Rio de Janeiro, South American Union

**Time:** Midnight

Mission Objective:

*"Find and defuse the bomb – stop them from blowing up the whole area."*

| Mission Objective  |  |
|--|--|
| <p><b>MOVE</b></p>          | <p><b>"Move"</b> = shows all waypoints and helps the player to navigate through the levels.</p>                          |
| <p><b>DEFUSE</b></p>       | <p><b>"Defuse"</b> = points at the location of the bomb. To defuse the item the player has to touch the bomb.</p>        |
| <p><b>EVACUATION</b></p>  | <p><b>"Evacuation"</b> = indicates where the pick-up point is, where the player gets evacuated from the combat zone.</p> |



### 3. Level name: SPE\_Monaco

**Location:** Monaco, European Union

**Time:** Dawn

**Mission Objective:**

*"There are four laptops (intel objects) located in this area. In the convention center, the nightclub, the presidential suite, and the hotel lobby. You have to defend each of the laptops until the timer reaches zero – then you will be relocated to the next combat area. You may intercept the hostile carrier of the notebook to stop them escaping with the data, but beware - enemy snipers were spotted in all open areas."*

| Mission Objective  |   |
|--|---|
| <p><b>PROTECT</b></p>     | <p><b>"Protect"</b> = shows where the intel object (laptop) is, that must be defended until the timer reaches zero.</p>   |
| <p><b>INTERCEPT</b></p>  | <p><b>"Intercept"</b> = if the intel object is picked up by the enemy – this symbol is shown above the character who has stolen it. Eliminate the thief to get it back.</p> |





#### 4. Level name: SPE\_Vegas

**Location:** Las Vegas, Nevada, North American Union

**Time:** Midnight

Mission Objective:

*"Secure the area and neutralize all enemy targets! Protect the VIP from the Freedom forces until the timer reaches zero and the hostile attack waves have stopped. Then escort the VIP out of the building!"*

| Mission Objective  |   |
|--|---|
| <p><b>MOVE</b></p>          | <p><b>"Move"</b> = shows all waypoints and helps the player to navigate through the levels.</p>   |
| <p><b>PROTECT</b></p>      | <p><b>"Protect"</b> = indicates the location of the VIP (guy wearing sunglasses and a business suit), that needs to be defended and protected until the timer reaches zero.</p> |
| <p><b>ESCAPE</b></p>      | <p><b>"Escape"</b> = shows the location of the VIP who needs help escaping from the combat zone.</p>  |
| <p><b>EVACUATION</b></p>  | <p><b>"Evacuation"</b> = indicates where the pick-up point is, where the player gets evacuated from the combat zone.</p>  |





## 5. Level name: SPE\_Tokyo

**Location:** Tokyo, Asian Union

**Time:** Noon

**Mission Objective:**

*"Secure the area and neutralize all enemy targets! Rescue the VIP from the kidnapers and escort him to the evacuation zone."*

| Mission Objective  |   |
|--|---|
| <p><b>MOVE</b></p>          | <p><b>"Move"</b> = shows all waypoints and helps the player to navigate through the levels.</p>   |
| <p><b>RESCUE</b></p>       | <p><b>"Rescue"</b> = indicates the location of the VIP (guy wearing sunglasses and a business suit). He is handcuffed and taken as a hostage, rescue him.</p> |
| <p><b>PROTECT</b></p>     | <p><b>"Protect"</b> = shows the location of the VIP, that needs to be protected and escorted to the evacuation area.</p>                                      |
| <p><b>EVACUATION</b></p>  | <p><b>"Evacuation"</b> = indicates where the pick-up point is, where the player gets evacuated from the combat zone.</p>                                      |




## 6. Level name: SPE\_Aspen

**Location:** Aspen, Colorado, North American Union

**Time:** Late afternoon

Mission Objective:

*"Search and defuse the bomb – stop them from blowing up the whole area."*

| Mission Objective  |  |
|--|--|
| <p><b>MOVE</b></p>          | <p><b>"Move"</b> = shows all waypoints and helps the player to navigate through the levels.</p>                          |
| <p><b>DEFUSE</b></p>       | <p><b>"Defuse"</b> = points at the location of the bomb. To defuse the item the player has to touch the bomb.</p>        |
| <p><b>EVACUATION</b></p>  | <p><b>"Evacuation"</b> = indicates where the pick-up point is, where the player gets evacuated from the combat zone.</p> |







## 7. Level name: SPE\_Dubai

**Location:** Dubai, Arab Union

**Time:** Noon

**Mission Objective:**

*"Clear the area and neutralize all enemy targets! Search the convention center for any hostile activity and try to reach the auditorium as quickly as you can. The Elite VIP is on the stage, sitting in a heavily armed wheelchair tank. Support the VIP until the timer reaches zero and the hostile attack waves have stopped. Then you can move towards the evacuation zone and exit the combat area."*

| Mission Objective  |  |
|--|--|
| <p><b>MOVE</b></p>          | <p><b>"Move"</b> = shows all waypoints and helps the player to navigate through the levels.</p>  |
| <p><b>DEFEND</b></p>       | <p><b>"Defend"</b> = the player has to defend and protect the Elite VIP (sits in a heavily armed wheelchair tank), until the timer reaches zero.</p> |
| <p><b>ESCAPE</b></p>      | <p><b>"Escape"</b> = points in the direction of the escape route - to reach the evacuation area.</p>   |
| <p><b>EVACUATION</b></p>  | <p><b>"Evacuation"</b> = indicates where the pick-up point is, where the player gets evacuated from the combat zone</p>                              |

## 5.1.2. Freedom




### 1. Level name: SPF\_Hollywood

**Location:** Los Angeles, California, North American Union

**Time:** Late evening

Mission Objective:

*"Fight your way through the streets of Hollywood. Go inside the hotel building and kill the VIP, who sits in a heavily armed wheelchair tank. Then escape from the area as fast as you can."*

| Mission Objective  |  |
|--|--|
| <p><b>MOVE</b></p>          | <p><b>"Move"</b> = shows all waypoints and helps the player to navigate through the levels.</p>                          |
| <p><b>KILL</b></p>         | <p><b>"Kill"</b> = the player has to assassinate the Elite VIP, who sits in a heavily armed wheelchair tank.</p>         |
| <p><b>EVACUATION</b></p>  | <p><b>"Evacuation"</b> = indicates where the pick-up point is, where the player gets evacuated from the combat zone.</p> |





## 2. Level name: SPF\_Rio

**Location:** Rio de Janeiro, South American Union

**Time:** Midnight

Mission Objective:

*"Go into the nightclub, go up the stairs to the VIP area and activate the bomb. Defend and protect the suitcase nuke from the Elite police officers. They will try to defuse it. If the timer has reached zero, the bomb is fully charged. Escape the nightclub by going down to the beach – your evacuation boat will be waiting there."*

| Mission Objective  |   |
|--|---|
| <p><b>MOVE</b></p>          | <p><b>"Move"</b> = shows all waypoints and helps the player to navigate through the levels.</p>   |
| <p><b>PLANT BOMB</b></p>   | <p><b>"Plant Bomb"</b> = points at the place where the bomb needs to be planted – activate the explosive device by walking close to it.</p> |
| <p><b>DEFEND</b></p>      | <p><b>"Defend"</b> = the player has to defend and protect the bomb until the timer reaches zero.</p>  |
| <p><b>EVACUATION</b></p>  | <p><b>"Evacuation"</b> = indicates where the pick-up point is, where the player gets evacuated from the combat zone.</p>                    |




### 3. Level name: SPF\_Monaco

**Location:** Monaco, European Union

**Time:** Dawn

**Mission Objective:**

*"Fight your way through the hotel resort and convention center and collect all intel objects (laptops). We will pick you up from the evacuation zone, near the main entrance of the hotel."*

| Mission Objective  |  |
|--|--|
| <p><b>MOVE</b></p>          | <p><b>"Move"</b> = shows all waypoints and helps the player to navigate through the levels.</p>                                |
| <p><b>COLLECT</b></p>      | <p><b>"Collect"</b> = points at the location of the intel object (laptop). To collect the item the player has to touch it.</p> |
| <p><b>EVACUATION</b></p>  | <p><b>"Evacuation"</b> = indicates where the pick-up point is, where the player gets evacuated from the combat zone.</p>       |





#### 4. Level name: SPF\_Vegas

**Location:** Las Vegas, Nevada, North American Union

**Time:** Midnight

Mission Objective:

*"Fight the Elites, and look out for the Elite VIP who you must arrest. To complete the kidnapping, you have to defend and escort him to the evacuation area, located in the storage and delivery area of the hotel complex."*

| Mission Objective   |   |
|---|---|
|    | <p><b>"Move"</b> = shows all waypoints and helps the player to navigate through the levels.</p>   |
|   | <p><b>"Kidnap"</b> = indicates the location of the VIP (guy wearing sunglasses and a business suit). Handcuff and kidnap the VIP by touching him.</p> |
|  | <p><b>"Escape"</b> = shows the location of the kidnapped VIP, he needs to be escorted to the evacuation area.</p>                                     |
|  | <p><b>"Evacuation"</b> = indicates where the pick-up point is, where the player gets evacuated from the combat zone.</p>                              |





## 5. Level name: SPF\_Tokyo

**Location:** Tokyo, Asian Union

**Time:** Noon

Mission Objective:

*"Fight your way through the hotel complex, kidnap the VIP and bring him to the evacuation area."*

| Mission Objective  |   |
|--|---|
| <p><b>MOVE</b></p>          | <p><b>"Move"</b> = shows all waypoints and helps the player to navigate through the levels.</p>   |
| <p><b>KIDNAP</b></p>       | <p><b>"Kidnap"</b> = indicates the location of the VIP (guy wearing sunglasses and a business suit). Handcuff and kidnap the VIP by touching him.</p> |
| <p><b>ESCAPE</b></p>      | <p><b>"Escape"</b> = shows the location of the kidnapped VIP, he needs to be escorted to the evacuation area.</p>                                     |
| <p><b>EVACUATION</b></p>  | <p><b>"Evacuation"</b> = indicates where the pick-up point is, where the player gets evacuated from the combat zone.</p>                              |




## 6. Level name: SPF\_Aspen

**Location:** Aspen, Colorado, North American Union

**Time:** Late afternoon

Mission Objective:

*"Fight your way through the hotel, reach the large raised patio in the center of the courtyard and activate the bomb. Defend the bomb from Elite police officers as they will try to defuse it. If the timer reaches zero, the bomb will explode and the mission is accomplished."*

| Mission Objective   |  |
|---|--|
| <p><b>MOVE</b></p>         | <p><b>"Move"</b> = shows all waypoints and helps the player to navigate through the levels.</p>  |
| <p><b>PLANT BOMB</b></p>  | <p><b>"Plant Bomb"</b> = points at the place where the bomb needs to be placed – activate the explosive device by walking close to it.</p> |
| <p><b>DEFEND</b></p>     | <p><b>"Defend"</b> = the player has to protect the bomb until the timer reaches zero.</p>  |




## 7. Level name: SPF\_Dubai

**Location:** Dubai, Arab Union

**Time:** Noon

**Mission Objective:**

*"Fight your way through the Dubai convention center. Go inside the theater/auditorium and kill the VIP, who sits in a heavily armed wheelchair tank. Then escape from the area as fast as you can."*

| Mission Objective  |  |
|--|--|
| <p><b>MOVE</b></p>          | <p><b>"Move"</b> = shows all waypoints and helps the player to navigate through the levels.</p>                          |
| <p><b>KILL</b></p>         | <p><b>"Kill"</b> = the player has to assassinate the Elite VIP, who sits in a heavily armed wheelchair tank.</p>         |
| <p><b>EVACUATION</b></p>  | <p><b>"Evacuation"</b> = indicates where the pick-up point is, where the player gets evacuated from the combat zone.</p> |




## 5.2. Multiplayer game modes

### 5.2.1. Assassination


- If you play on the Elite team:

*"Defend and protect the VIP in the wheelchair tank from the attacking Freedom forces."*

|   |  |
|---|--|
|  | <p><b>"Protect"</b> = the player has to defend and protect the Elite VIP (sits in a heavily armed wheelchair tank) until the timer reaches zero.</p> |
|---|--|

- If you play on the Freedom team:


*"Kill the Elite VIP in the wheelchair tank. Be careful, he is heavily armed and dangerous. Time is limited for this mission"*

|  |  |
|--|--|
|  | <p><b>"Kill"</b> = the player has to assassinate the Elite VIP, who sits in a heavily armed wheelchair tank – time is limited.</p> |
|--|--|

## 5.2.2. Sabotage



- If you play on the Elite team:

*"Stop the Freedom forces from blowing up the area – find and defuse the bomb!"*

|  |   |
|--|---|
| <p><b>DEFUSE</b></p>  | <p><b>"Defuse"</b> = points to the location of the bomb (no matter if the device is already activated or still being transported). To defuse the bomb the player has to touch it (if placed and activated) – or they can simply kill the bomb carrier</p> |
|--|---|

- If you play on the Freedom team:



*"Pick up the bomb and activate it in the target area – defend it until the timer has reached zero"*

|   |   |
|---|---|
| <p><b>PLANT BOMB</b></p>  | <p><b>"Plant Bomb"</b> = points at the place where the bomb is located and needs to be placed – pick-up and activate the explosive device by walking close to it.</p> |
| <p><b>PROTECT</b></p>    | <p><b>"Protect"</b> = the player has to defend and protect the bomb until the timer reaches zero.</p>   |

### 5.2.3. Espionage



- If you play on the Elite team:

*"Stop the Freedom forces from getting the laptop – defend the intel object and intercept the enemy laptop carriers before they can escape to their evacuation zone (Freedom spawn area)."*

|   |  |
|---|--|
| <p><b>PROTECT</b></p>    | <p><b>"Protect"</b> = shows where the intel object (laptop) is, that needs to be protected until the timer reaches zero.</p>   |
| <p><b>INTERCEPT</b></p>  | <p><b>"Intercept"</b> = if the intel object is picked up by the enemy – this symbol will be shown above the character who has stolen it. Eliminate the thief to get the intel object back.</p> |

- If you play on the Freedom team:

*"Collect the intel object (laptop) and bring the item to the evacuation zone (Freedom spawn area). Time is limited for this mission."*

|   |   |
|---|---|
| <p><b>COLLECT</b></p>  | <p><b>"Collect"</b> = points at the location of the intel object (laptop). To collect the item the player has to touch it, time is limited.</p> |
| <p><b>ESCAPE</b></p>   | <p><b>"Escape"</b> = after the intel object got picked-up, the player needs to escape and bring it to the evacuation area.</p>                  |



**EVACUATION**

**"Evacuation"** = indicates where the evacuation area is (the player has to carry the laptop to this point).

### 5.2.4. Kidnapping



- If you play on the Elite team:

*"Save the hostage – protect the VIP from the kidnappers. If he is kidnapped, stop the Freedom forces from escorting him to the evacuation zone (Freedom spawn area)."*

|   |   |
|---|---|
| <p><b>PROTECT</b></p>  | <p><b>"Protect"</b> = indicates the location of the VIP (guy wearing sunglasses and a business suit) that needs to be protected until the timer reaches zero.</p> |
| <p><b>RESCUE</b></p>   | <p><b>"Rescue"</b> = indicates the location of the VIP, when he is handcuffed and taken as a hostage by the Freedom team. Touch the VIP to rescue him.</p>        |

- If you play on the Freedom team:

*"Handcuff and kidnap the Elite VIP. Stay close and escort him to the evacuation zone (Freedom spawn area). Time is limited for this mission"*

|  |  |
|--|--|
| <p><b>KIDNAP</b></p>  | <p><b>"Kidnap"</b> = indicates the location of the VIP (guy wearing sunglasses and a business suit). Handcuff and kidnap the VIP by touching him.</p>                                      |
| <p><b>ESCAPE</b></p>  | <p><b>"Escape"</b> = shows the location of the kidnapped VIP, he needs to be escorted to the evacuation area. Make sure, that you stay close to him (within a radius of 10 m / 33 ft.)</p> |

**EVACUATION**

**"Evacuation"** = indicates where the pick-up point is - where the player gets evacuated from the combat zone (the player has to bring the handcuffed VIP to this area).

## 6. Steam achievements and other Steam related features

### 6.1. Achievements

A Steam achievement can be described as a trophy, badge, award, stamp, medal or challenge; a meta-goal defined outside of the game's parameters. Unlike the systems of quests or levels that usually define the goals of a computer game and have a direct effect on gameplay, the management of achievements takes place outside of the game environment. Meeting the fulfillment conditions of these awards is referred to as unlocking the achievement.

Keep in mind that your friends on Steam can see when you unlock achievements from Elite vs. Freedom. They will see that you're playing and mastering the game; and they act as kind of an advertisement for Elite vs. Freedom. Which is why we made the design of the icons appealing to other Steam users - and we picked interesting (and controversial) names for them.








All achievements are unlockable the whole time Elite vs. Freedom is being played (no matter what the game mode is: Singleplayer, Multiplayer or Co-Op) – unless otherwise stated.

|   |  |
|---|--|
|   | <p><b>Biological Warfare</b><br/>Kill 20 enemies with the Acid Spray (attached to the Bazooka).</p>                    |
|  | <p><b>Chainsaw Massacre</b><br/>Kill 20 enemies with the Chainsaw Bayonet (attached to the Assault Rifle).</p>         |
|  | <p><b>Electric Chair Executioner</b><br/>Kill 20 enemies with the Electric Shock (attached to the Submachine Gun).</p> |
|  | <p><b>Firestarter</b><br/>Kill 20 enemies with the Flame Thrower (attached to the Grenade Launcher).</p>               |
|  | <p><b>Stabber</b><br/>Kill 20 enemies with the Knife Bayonet (attached to the Shotgun).</p>                            |
|  | <p><b>Black Knight</b><br/>Kill 20 enemies with the Mace Club (attached to the Sniper Rifle).</p>                      |

|   |  |
|---|--|
|    | <p><b>Anthrax Killer</b><br/>Kill 20 enemies with the Toxin Spray (attached to the Gatling Gun).</p> |
|    | <p><b>Sci-Fi Killer</b><br/>Kill 20 enemies with the Plasma Shock (attached to the Autocannon).</p>  |
|    | <p><b>Rifleman</b><br/>Kill 50 enemies with the Assault Rifle.</p>                                   |
|    | <p><b>Cannoneer</b><br/>Kill 50 enemies with the Bazooka.</p>  |
|   | <p><b>Heavy Machine Gunner</b><br/>Kill 50 enemies with the Gatling Gun.</p>                         |
|  | <p><b>Grenadier</b><br/>Kill 50 enemies with the Grenade Launcher.</p>                               |
|  | <p><b>Pump Gun Killer</b><br/>Kill 50 enemies with the Shotgun.</p>                                  |
|  | <p><b>Drive-by Killer</b><br/>Kill 50 enemies with the Submachine Gun.</p>                           |
|  | <p><b>Artilleryman</b><br/>Kill 50 enemies with the Autocannon.</p>                                  |
|  | <p><b>Marksman</b><br/>Kill 50 enemies with the Sniper Rifle.</p>                                    |



|   |   |
|---|---|
|    | <p><b>Mass Shooter</b><br/>Kill 1000 enemies.</p>   |
|    | <p><b>Medieval Warfare</b><br/>Kill 250 enemies with Melee weapons.</p>   |
|    | <p><b>Modern Warfare</b><br/>Kill 750 enemies with Range Attack weapons.</p>  |
|    | <p><b>Five-Star General</b><br/>Receive 200 Stars while playing in the competitive Multiplayer mode (Player vs. Player).</p>  |
|    | <p><b>Trophy Hunter</b><br/>Finish 50 rounds (not whole matches) on the pole position (1st rank in the scoreboard) while playing in the competitive Multiplayer mode (Player vs. Player).</p> |
|  | <p><b>Co-Op Gold Medal</b><br/>Join or Host 50 Co-Op missions and complete them.</p>  |
|  | <p><b>Co-Op Silver Medal</b><br/>Join or Host 25 Co-Op missions and complete them.</p>  |
|  | <p><b>Co-Op Bronze Medal</b><br/>Join or Host 10 Co-Op missions and complete them.</p>  |
|  | <p><b>Multiplayer Gold Medal</b><br/>Join or Host 50 Multiplayer matches and complete all rounds until the next match starts.</p>   |
|  | <p><b>Multiplayer Silver Medal</b><br/>Join or Host 25 Multiplayer matches and complete all rounds until the next match starts.</p>   |

|   |   |
|---|---|
|    | <p><b>Multiplayer Bronze Medal</b><br/>Join or Host 10 Multiplayer matches and complete all rounds until the next match starts.</p> |
|    | <p><b>Elite Singleplayer Gold Medal</b><br/>Complete the Elite campaign on difficulty level "Hardcore".</p>                         |
|    | <p><b>Elite Singleplayer Silver Medal</b><br/>Complete the Elite campaign on difficulty level "Challenging".</p>                    |
|    | <p><b>Elite Singleplayer Bronze Medal</b><br/>Complete the Elite campaign on difficulty level "Casual".</p>                         |
|    | <p><b>Freedom Singleplayer Gold Medal</b><br/>Complete the Freedom campaign on difficulty level "Hardcore".</p>                     |
|  | <p><b>Freedom Singleplayer Silver Medal</b><br/>Complete the Freedom campaign on difficulty level "Challenging".</p>                |
|  | <p><b>Freedom Singleplayer Bronze Medal</b><br/>Complete the Freedom campaign on difficulty level "Casual".</p>                     |

## 6.2. Leaderboards

A leaderboard saves player high scores online (on Steam) and allows them to be compared to those of other players. Elite vs. Freedom comes with three leaderboards:

- Cooperative Leaderboard
- Multiplayer Leaderboard
- Singleplayer Leaderboard

Each Leaderboard shows the total score that was earned while playing in the Co-op, Multiplayer or Singleplayer game, calculated from the scoreboard – for scoring details please see chapter: [3.3. HUD \(Heads-up Display\) and Scoreboard](#).

## 6.3. Chat and Invites

Chat over the internet via Steam. Text and voice chat are supported. While playing the game, simply **press Ctrl + Shift to open the Steam Menu**, which includes the friend list and chat options. You can change the key mappings in the Steam settings.

The User Interface of Steam chat is straightforward. There are tabs so multiple chats can be open at once. It shows the user's avatar, name, and status and the chat message window, and the send button is used to send messages (alternatively you can press Enter).

### 6.3.1. Starting a Text Chat

- Go to your friends list.
- Double click on the name of person you want to talk to.
- In the top right menu - choose "Invite to chat" and pick the person you want to join you in your chat.
- Starting a Group Text Chat.
- In the top right corner of the chat window with a friend; pull down the drop menu and select group chat.

### Steam Text Chat "Commands"

- write `"/me [enter message here]"` to talk in third person.
- use `Ctrl+Enter` for a line break.

### Important note:

You can only send messages to a person on your friend list, someone you have added who has not yet accepted your friend request. A reliable way to contact another user who is not a friend is to get into a steam group with them. If he's not part of any groups that you can join, you can create a group and invite them to it. Then you can navigate to the groups under your friends list and start a chat, just like you would with a friend. Alternatively you can leave a comment on their profile if it is not set to private.

### 6.3.2. Starting a Voice Chat

- To begin a voice chat with somebody, open a regular chat with them on Steam and click on the arrow button located at the top right of the window. From the drop down menu select "Start voice chat".
- The person on the other end will be alerted by a ringing sound and a Steam notification. They will be able to choose to answer the call or to ignore it by clicking the corresponding button at the top of the chat window. If the voice chat request receives no response it will automatically be ignored after 20 seconds. Once the voice chat session has started you can begin talking.
- During the voice chat session, you can see your incoming and outgoing volume levels by looking at the indicators at the top of the chat window. Clicking on the volume indicators will also take you directly to your voice settings. In the same area you can choose to end the call or you can place it on a temporary hold by clicking the Hold button.
- Closing the chat window during an active call will also terminate the voice chat session.

### Starting a Group Voice Chat

- To begin a group voice chat, open a chat window with one of the people you want to include in the chat and select the arrow button at the top right. From the drop down menu click on the Invite to Chat button and select the person you want to add.
- The person you invited to the chat will receive a notification asking them if they would like to join the private group chat. Once the group chat has been formed each member will then need to enter the voice chat individually. This can be done at any time by selecting the arrow button at the top right of the chat window.
- From the drop down menu select Start voice chat. From this menu you can also choose to add more members to the group chat by using the Invite to Chat menu. Members who are currently using the voice chat feature

within the group will have a speaker icon next to their name on the right side of the chat. Keep in mind that people who haven't started the voice chat will not be able to hear people who have.

- People can leave the voice chat at any time by clicking the End Voice Chat button.
- If a user closes the chat window they will leave the group chat. This means they will need to be re-invited to the group before they can join the groups voice chat again.

### 6.3.3. How to invite friends to play!

- All friends must have a Steam community profile and the game installed on their PCs.
- Add friends on Steam.
- When you play, it'll say "[Your Steam profile name] is now playing Elite vs. Freedom".
- If you hop on a server, it'll say "Click here to join" while you're using the in-game chat. If not, click on the drop down arrow next to their name and it'll say "Invite to game" and "Join game". Either works, depending on who is hosting the server.

## 7. Support, Feedback and Questions

Please visit the [Elite vs. Freedom forum](#) if you have any questions, want to give feedback or if you want to submit bug reports. The forum administrators will do their best to reply to your post within 72 hours.

*Important note: the forum is hosted, maintained and managed by a third-party provider. Replies or posts of the third-party provider in a forum section not directly related to Elite vs. Freedom, do not necessarily reflect our views. Forum posts and recommendations made by individuals (forum users or guests) express the views of its author, and not necessarily the views of the forum administrators or any entity associated with Ave Media LLC or Elite vs. Freedom.*