ATTACK MOUNTAIN presents

SOS
SPECIAL OPERATIVE STORIES

USER OPERATION MANUAL



BUCKLE UP FOR STORYTIME

You're **The Agent**, action man of the Order of the Green's secret **S.O. Division**.

Well, actually, you're his grandson, visiting him in his twilight years. Explore his study and discover different stories from his past.

After arriving in the study, move around with WASD and search for objects that highlight when you touch them. Press E and get ready for your grandpa to tell you stories you're probably not old enough to hear quite yet.

THE S.O. DIVISION



From left to right

The Agent: An ex-soldier turned special operative discovered by Baldwin. Originally turned down the offer to join the S.O. Division, only to rethink his decision after leaving the armed forces. Stubborn, level-headed and resourceful, his skills in the field are unparalleled. He retired in 2006 after decades of loyal service , and to this day remains the S.O. Division's most decorated Agent.

Dr. Amelia Brooke: Surly and sardonic in the way only someone with an IQ of 192 can be, Dr. Brooke is the Agency's ace in the hole. She tirelessly parses incoming reports in order to mitigate risk and is constantly poking holes in people's grammar. She likes things a very particular way and can get nasty if that particular way is challenged.

Baldwin (seated): Head of the S.O. Division, Baldwin is the man that discovered The Agent during routine field training. While The Agent wanted nothing to do with the division at first, Baldwin's tenacity and his way with words eventually won him over. He and The Agent have worked most of their career together, and though they have butted heads throughout

Dana Milburn: Indifferent and terse, Dana is the Agency's all-purpose assistant. She can most often be found at the reception desk filling out crossword puzzles and trying to do the least amount of work possible to get through the day. Despite this, she is well liked and for some reason has never had a bad performance review.

"Tangiers" (Unpictured) – While his grasp of English is not...the greatest, Tangiers makes up for it by being a one man wrecking machine in charge of the S.O. Division's Strike Team. Often donning heavy armor and weaponry, Tangiers is often called in to poke a hole in enemy defenses so that the Agent can slip behind enemy lines. He has no bedside manner: he shot it full of holes.

HOW TO PLAY

ON FOOT

MOVE: WASD

Move your character. If you're spotted, you'll move slightly faster, so capitalize on that adrenaline baybee!

ROLL: SPACE BAR

Rolling is a critical element when it comes to gunfights. You are immune to gunfire while rolling. It is important that you know this. You will never ever beat this game without rolling and if you do you're a frigging champion.

Shooting while rolling cancels out of the roll and puts you back on your feet.

INTERACT: E

E is a versatile button. When in doubt, try pressing it! Interact with consoles that open doors or hack turrets by standing over the console and pressing E repeatedly. Enter unlocked doors by pressing E while standing in the doorway! Most dialogue can be skipped through with E as well, though we don't recommend it.



Certain computers (left) are hackable. Green dual-kiosks (middle) are always hackable, and control nearby turrets. Green single kiosks (right) usually unlock nearby doors.

FIRE: LEFT MOUSE

Fire your gun. Keep in mind that this generates noise. Many guards will call for help as soon as they hear gunfire, even if it isn't yours.

GRENADE: RIGHT MOUSE

Toss as many grenades as you want, just keep in mind explosions can get out of hand pretty quickly. You can definitely also kill yourself really easily by throwing these in closed quarters. Just be careful, all right?

KARATE CHOP: SHIFT

When occupying the same space as a soldier, press Shift to knock them out. If you are overlapping multiple soldiers at once, you'll take them all down! Just be fast

about it, because they will shoot the heck out of you.

PUSH OIL BARREL: SHIFT

While overlapping any red oil barrel, press shift to push it in the direction you're currently facing. Barrels in motion will knock over guards, and you can also shoot them to cause an explosion. Set up a sweet action hero move with these bad boys.

DRIVING SEQUENCES

MOVE: WASD

Accelerate with A, and slow down with D.

HANDBRAKE: SPACE BAR

Useful for hard stops if you're being chased by enemy vehicles and want to get behind them, or you're coming up on an obstacle and need more time to avoid it.

FIRE: LEFT MOUSE

Agent can drive and fire at the same time! *He's a maniac!*

SHADOWS

The Agent can hide in most shadows. He'll do so automatically so long as any part of him is touching the shadow **and** he's not moving at all. While shadowed, Agent will crouch down and turn grey. This means nobody can see him, like, at all! Use shadows to get the jump on enemies, avoid patrolling soldiers, and hide out when you set off the alarm.

TIP: Please note that the soldiers aren't stupid. If they see you hide, they'll know you're there.

COVER

There's no specific cover system in SOS – simply put the environment between you and the bullets if it comes down to a gunfight. Crates make for particularly great cover, and Agent will automatically crouch down near them.

IT'S ALL A WEAPON

The entire environment can become an unwilling weapon. Be careful when standing near electronic equipment or anything that's flammable, because one stray bullet can set off a chain reaction that blows up half of the room.

“REMEMBER: EXPLOSIONS DON'T DISCRIMINATE™”

LIFE AND DEATH

The Agent isn't a superhero. One bad move and his life can end gruesomely. The amount of enemies you can take on at once will depend entirely on your skill.

If you die, you can have Agent retell his story the way it was supposed to go down by pressing the tilde key (~). This starts you off on the screen you died on.

When Agent's on the brink of death, the screen will become a hazy red and Agent's heartbeat will become audible. Be careful when this happens, as it means any further damage will kill you.

Every once in a while, you might encounter this bad boy. That's a **bulletproof vest,** and collecting one will dramatically increase your health. They are few and far between, so if you get the chance to grab one, do it.

BALDWIN POINTS



Sometimes, you might want to check in with Baldwin to see if he has any valuable advice for you. You can talk to Baldwin by accessing Baldwin Points scattered throughout most episodes. Look out for red phones; stand in front of them and press E to call Baldwin.

ATTACK MOUNTAIN PRESENTS
"SOS: SPECIAL OPERATIVE STORIES"

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SPECIAL THANKS
Our family & friends
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MAY YOU FOREVER REST IN PEACE!