Tom Clancy's

GHOST RECON™

DESERT SIEGE™

SPECIAL OPERATIONS MANUAL

Red Storm
ENTERTAINMENT

CONTENTS

THE STORY...

In the wake of the upheaval in Russia, a series of small brushfire wars erupt around the world. One of the deadliest is a resumption of hostilities between Ethiopia and Eritrea, which is spurred by a coup in Addis Ababa. Armed with Russian weaponry, the Ethiopian military, led by a man named Colonel Tesfaye Wolde, makes a successful grab for the Eritrean coastline. The Ethiopian offensive sends the Eritrean forces into hurried retreat. Shipping on the Red Sea is disrupted, and relief efforts in the interior come crashing to a halt. At the request of the Eritrean government, and in order to avert a humanitarian crisis, an international coalition is built in response. The Ghosts are the spearhead of this force. Their job is to lead the way for the multinational force and to help push the invading troops back to their own border.

OVERVIEW

Ghost Recon™: Desert Siege is a mission pack for Ghost Recon. It consists of eight new missions along a single campaign, as well as five new multiplayer maps. It is not a standalone game. Rather, it is designed as an addition and enhancement to Ghost Recon.

Desert Siege offers all of the gameplay of Ghost Recon, plus some new additions. These include (but are not limited to - we have to keep a few surprises):

- A leaderboard for multiplayer
- Two new multiplayer game types
- New weapons for use in multiplayer
- Five additional multiplayer maps
- A new eight-mission campaign set in the Horn of Africa
- New enemies with vehicles
- Improved and new Specialist characters

As in Ghost Recon, completing special objectives will unlock Specialist characters. Some of your objectives will be time-based; others will involve escorting vehicles safely across a map filled with hostiles.

Then again, some of them will be about good old-fashioned kicking butt. Get to work, soldier. Your campaign is waiting.

In Case You've Forgotten...
In Ghost Recon, you lead the Ghosts, an elite American infantry unit using the most advanced technology the United States has to offer, onto the front lines and into battle. The Ghosts are the spearhead of the United States Army's quick response. They are the first unit deployed into dangerous situations and the last ones to leave when things get rough. As the leader of a platoon of Ghosts in the field, it is your responsibility to select your fireteam members, train them, kit them out, and command them once the shooting starts. You control them as they seek to execute your orders, which you give during the heat of battle, and complete their missions. Particularly spectacular performance and the completion of special objectives will unlock Specialist characters, who bring new weapons and new levels of expertise to your platoon.

MINIMUM SPECIFICATIONS

In order to play Ghost Recon on your computer, your system must meet the following criteria:

- **Computer:** Pentium® 2 with 450 MHz processor or the equivalent

- **Memory:** 128 MB of RAM

- **Operating System:** Windows® 9X/ME/2000/XP

- **DirectX:** DirectX 8.0 or higher (included on CD)

- **Video Card:** 16MB DirectX 8 compatible 3D card

- **Drive Space:** 500 MB minimum hard drive space

- **CD-ROM:** 4X or better

- **Audio:** DirectX 8.0 compatible

- **Sound Card:** DirectX 8.0 compatible sound card

- **Internet/Network Play:** TCP/IP Internet or LAN connection

- **Ghost Recon:** Already installed

To Install Ghost Recon: Desert Siege, follow these simple steps:

1. Start your computer's operating system.

2. Make sure Ghost Recon is installed on your system. Ghost Recon: Desert Siege is not a standalone game. You must have Ghost Recon installed in order to play it.

3. Insert the Desert Siege CD into your CD-ROM drive. The Autoinstaller should appear.

Note: If the Autoinstaller does not automatically appear, double click on the My Computer Icon, then double-click the icon that corresponds to your computer's CD-ROM drive. The Autoinstaller should now appear. If the file directory of the CD-ROM comes up instead, find the Setup.exe icon and double-click on that.

4. The installation routine will now walk you through each step of the setup and installation process for the game.

5. After you have finished installing the mission pack, you can select Ghost Recon from your computer's Start menu or double-click on the Ghost Recon.EXE file in the installed directory. Doing either will start the game, and the Desert Siege Mod will automatically be active.

Turning Off Desert Siege
If you have Desert Siege and you're playing multiplayer on a server that's just using the original Ghost Recon, Desert Siege will automatically deactivate itself while you are playing. It will then reactivate itself once you leave that server.

However, if you have Desert Siege and want to run a server without using it (or you just don't want to use Desert Siege at the moment), you can deactivate it by following these steps:

1. Go to the Options Menu.

2. Click on the Mods tab.

3. Desert Siege should appear in the right-hand column. Click on it, then click on "Deactivate." This will send Desert Siege to the left-hand column and deactivate it.

Turning On Desert Siege
If you've turned Desert Siege off and want to reactivate it, follow these steps:

1. Go to the Options Menu.

2. Click on the Mods tab.

3. Desert Siege should appear in the left-hand column. Click on it, then click on "Activate." This will send Desert Siege to the right-hand column and make it current.

All of the basic features of Recon are present in Desert Siege. The controls are the same, the gameplay's the same, and the game flow is the same. Everything from shooting to doling out advancement points works in precisely the same way. So, if you have any questions about the way the basic game works, the answers are in the regular Ghost Recon manual.

That being said, there are some differences. Since Desert Siege takes place six months after Ghost Recon, your soldiers can start a little tougher, a little smarter and a little better. Specialist characters you unlock will be tougher as well, in some cases markedly so. There are new sounds and new styles of objectives. Plus, there are some additions to gameplay, including things like new game types. The details on how to use them properly are listed below.

Options
If you select the Gameplay tab on the Options Screen, you'll find two new features. The first is an expanded IFF (Identify Friend or Foe), which lets you know if the target in your sights is part of your team or not. You can now select how you want your IFF to appear in the game by clicking on the arrows. There are three options: *Reticule, Names, and Off. Reticule* brings up the name of a friendly soldier when the reticule passes over him. *Names* displays the names of all friendly soldiers over their heads at all times. *Off* turns off your IFF.

Always Run, if selected, sets your default motion speed to running. When Always Run is active, holding down the right mouse button while moving returns you to walking speed. Bear in mind that while you are running, your firing is much less accurate than if you are walking or standing still.

Multiplayer
Ghost Recon: Desert Siege includes two new multiplayer game types: Domination and Siege. Both are team games.

All team multiplayer games in Desert Siege utilize the Team Respawn feature if Respawn is enabled. With Team Respawn, players no longer randomly respawn across the map during team-based multiplayer games. Rather, they randomly respawn at one of a series of three zones around their home base.

Domination
Domination works for 2-4 teams, and is recommended for play with a time limit. Each team starts the game with a base, and each map also features a neutral base in the center. Points are scored for possession of the base, and the longer a team owns the base, the more points they get. The more bases a team owns, the more points it racks up. Bases are marked by columns of colored smoke. To seize a base, you simply have to walk through the base. At that point, the ownership of the base switches, and the new owner begins to rack up points for owning it. You don't have to stay in a base to keep it; ownership remains the same until someone else actively takes the base. Current ownership of a base is designated by color-coding on the Command Map.

Siege

Siege works for 2-4 teams, and a time limit on gameplay is recommended. Each team starts the game with a base, and the smallest team is designated the defender. Their base then becomes the focal point of the game. The other teams try to seize it while the defenders attempt to hold them off. The location of the base is displayed on the Command Map, so it's always easy to find, and colored smoke marks it in play. Getting there, however, is a whole different story.

The defender's base is considered to be seized if an enemy survives in it for five seconds. Hold it for less than five seconds, and you don't get the base.

Only one team can win a Siege game, even if there's more than one group of attackers. This means that even if the defenders are wiped out, the attacking teams still have to fight it out to see who gets to take the base. If none of the attackers manage to take the base, the defenders win.

Platoons

The four companies available for use in multiplayer are the Ghosts, Ethiopian regulars in camo, Ethiopian regulars in fatigues, and Eritrean regulars. Each of the four platoons is easily distinguishable. However, if multiple platoons are on the same team, they'll use the same set of soldiers, making it easier to identify friendly troops in the heat of battle.

It's a Good Look
Desert Siege uses four Specialists from Ghost Recon and one new character, Jodit Haile, an Eritrean soldier. All five specialists appear in desert camo in desert missions.

Leader Board

To bring up a leader board during multiplayer games, press the Leader Board key (defaults to B) during play. This will bring up the current leaderboard, which updates continuously. Entries on the leaderboard are ranked by individual score (in Solo games) or team score (in Team games). The leaderboard also shows the following bits of information:

- Respawns remaining
- Health state
- Time remaining in game

Eyes on the Prize
Be aware that the game continues while you have the leaderboard up. In other words, it's entirely possible for you to be shot while scanning the leaderboard to see how well you're doing.

Kit Restrictions

Kit restrictions allow the host to impose limitations on the number and type of weapons kits available in multiplayer. In addition to having all of the kit restrictions from the original Ghost Recon, Desert Siege also has the following:

- Originals Only - Only multiplayer kits from the original Ghost Recon are available

The following kits have been updated for Desert Siege:

- No Explosives - All kits are available, except for those containing grenades, grenade launchers (either the M203 or the GP25), claymores, and M136's. Kit selection is identical for all 4 platoons.

- Pistols Only - All classes and all platoons only have three kits available: M9 with extra ammo, M9 SD with extra ammo, and M9 & M9 SD.

- Primaries Only - Only those kits listed that have extra ammunition as a secondary item are available for their respective classes. In addition, a new kit was created for the Bizon 9mm that has extra ammunition as a secondary item.

Vehicles

Several of the missions feature enemy vehicles with gunners in the back. It is possible to stop the vehicle by doing sufficient damage to it (or shooting out its front tires), and the driver may get out of a stopped truck or jeep and start shooting.

Whiplash!
Trucks and jeeps with gunners will not stop for pedestrians, and that includes members of your platoon. Getting hit by a vehicle under full steam can be fatal.

One mission also features vehicles that you have to protect. These can absorb a certain amount of damage, but a hit from an RPG or enough other damage will knock them out and cause you to fail the mission.

Weapons

There are nine new weapons available for use in Desert Siege. Some appear in the hands of Specialist characters. Others are available for play on the multiplayer maps. The new weapons are:

Rifleman
AN 94
7.62mm carbine
Groza/GP 25

Support
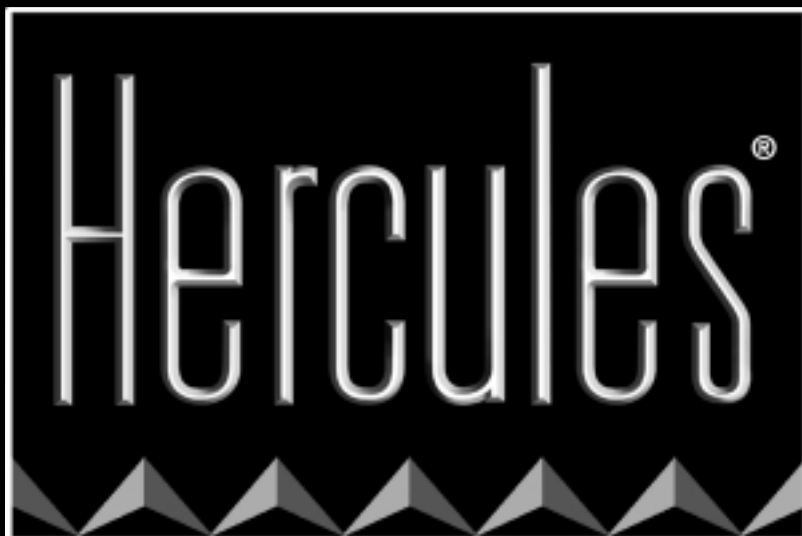M-60
PKM

Demolitions
A-91
Bizon 9mm

Sniper
M98
7.62mm sniper rifle

In addition, the number of kits available to choose from in multiplayer has increased.

Enemy Weapons
Enemy soldiers in Desert Siege have their own array of weapons, including some that may not be available to the player at that time. The Ethiopian army is experienced, professional and well equipped, and the performance of the hostiles in Desert Siege reflects that.

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual and the readme file. Also browse through our FAQ listings or search our support database at our website, http://support.ubi.com. Here you will find the most recently updated information since the game's release.

Also please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title (including version number)

- Exact error message reported (if applicable) and a brief description of the problem you're encountering

- Processor speed and manufacturer

- Amount of RAM

- Operating system

- Video card that you are using and amount of RAM it uses

- Maker and speed of your CD-ROM or DVD-ROM drive

- Type of Sound Card you are using

Contact Us Over the Internet
This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis so please check here first for solutions to your problems: **http://support.ubi.com.**

Contact Us by E-mail
For fastest response via e-mail, please visit our website at:

http://support.ubi.com

From this site, you will be able to enter the Ubi Soft Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest e-mail response, you can send in a request for Personal Assistance from a Technical Support Representative.

Contact Us by Phone
You can also contact us by phone by calling **(919) 460-9778**. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all of the necessary information listed above at hand.

Be advised that our Technical Support Representatives are available to help you Monday-Friday from 9 am- 9 pm (Eastern Standard Time).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. E-mail issues usually receive a response within 2 business days.

Contact Us by Standard Mail
If all else fails you can write to us at:

Ubi Soft Technical Support
2000 Aerial Center Pkwy.
Suite 110
Morrisville, NC 27560

Return Policy
Please do not send any game returns directly to Ubi Soft Entertainment. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit our FAQ listing for your game and get the latest replacement policy and pricing.

Ghost Recon Team

Producer
Darren Chukitus

Lead Designer
Richard Dansky

Lead Engineer
David Hamm

Lead Artists
Mike Haynes
John Michel
Steve Wasaff

Engineers
Joe Sauder
Jeff Wesevich

Artists
Brian Reynolds
Chris Wells
Demond Rogers
Jeff McFadyen
Jeremy Brown
Joseph Drust
Kim Kirchstein
Ray Tylak
Sloan Anderson
Steve Wasaff
homas DeVries
Yongha Hwang
Dion Rogers
Eric Armstrong

Additional Art
John Sonedecker

Assistant Designers
Matthias Dohmen
Gary Stelmack

Development Support
Heather Maxwell, Associate Producer

Additional Design
Michael Fitch

Cinematics
Thomas DeVries

Quality Assurance
Paula Giordana

Lead Tester
Chris Curry

Assistant Lead Tester
Beau Norris

Testers
Prince Arrington, IV
Jason Anderson
Lance E. Brown
Jamie Cardwell
James E. Perkinson III
Jen Jahnke
John Schuster
Ted V. Sewell

Red Storm Corporate

CEO
Yves Guillemot

President
Laurent Detoc

Vice President of Product Development
Steve Reid

Vice President of Operations
Chris Olson

Director of Product Development
Elizabeth Loverso

Director of Engineering
Todd Lewis

Director of Art
Jonathan Peedin

Director of Design
Kevin Perry

Quality Assurance Manager
Paula Giordana

Quality Control Manager
Jon Schweitzer

Red Storm Support Staff
Systems Administrator
Paul D'Agostino

Associate Systems Administrator
Scott Reid

Accountant
Johnathon Corum

Human Resources Generalist
Michelle Benson

Receptionist/HR Assistant
Kristi DeCourcy

Manual Writer
Richard Dansky

Ubisoft Europe

International Content Management
Editor in Chief
Serge Hascoet

Director of Production
Christine Burgess-Quemard

International Content Manager
Travis Getz

Marketing
EMEA Marketing Director
Laurence Buisson-Nollent

EMEA Marketing Group Manager
Axelle Verny

EMEA Brand Manager
Cedrick Delmas

Local Brand Manager
Soren Lass
Marcel Keij
Stephane Catherine
Michael Thielmann
Antonio Rabanera
Vera Shah
Valeria Iodeserto
Christian Born
Vanessa Leclercq
Evelyn de Vooght

Localization Project Manager
Anne Perreau

Special Thanks to:
Ronan Després

Ubisoft U.S.

U.S. Marketing
Helene Juguet
Sean McCann
Sarah Ohring

Public Relations
Marcus Beer

Creative Services
Melissa Wilks
David Herman
David Gene Oh
Mari Sakai
Marc Fortier
Kevin Lalli

Ubisoft.com

Jason Rubinstein
Joe Toledo
Andy McCurdy
Kurtis Buckmaster
Sam Copur

Special Thanks to:
Jenna Dawson
Jen Groeling
Katrina Medema

Manual Design
Beeline Group

North American Technical Support Manager
Brent Wilkinson

Lead Technical Support Representative
Trent Giardino

Technical Support Representative
Moye Daniel
Kirk Sanford
Jason Jennings

Soundelux

Supervising Sound Designer
R. Dutch Hill

Composer
Bill Brown

Casting Director
Carole Ruggier

Sound Designer
Peter Zinda

Sound Designer/Asset Manager
Glynna Grimala

Dialogue Editor
Jed Dodge

Production Manager
Amanda Wyatt

Producer
Becky Allen

Voice Talent
Carol Ruggier
Dublin James
Dato Bhaktadze
Wayne Duval
Michael Philip

Motion Capture Provided By

Thanks to:
Joe Nolan
Keith Robinson
Bryon Wanderer
Chuck Mongelli

Motion Talent
Jim Illingworth
Chuck Artazone
John Flynne