



Games
for Windows™

F.E.A.R. 2

PROJECT ORIGIN



MATURE 17+



 Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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GETTING STARTED

SYSTEM REQUIREMENTS

CPU:	Minimum: P4 2.8GHz (3.2GHz Vista®)/ Athlon 64 3000+ (3200+ Vista®) Recommended: Core 2 Duo 2.2GHz processor family/Athlon 64 X2 4400+ (required for MP Host)
GPU:	Minimum: Fully DX9-compliant graphics card with 256MB (SM 2.0b); NVIDIA® GeForce® 6800 or ATI X700 Recommended: Fully DX9-compliant graphics card with 512MB (SM 3.0); NVIDIA® 8600 GTS or ATI HD 2900 XT
MEMORY:	Minimum: 1GB (1.5GB Vista®) Recommended: 1.5GB
HDD:	12GB
OS:	Minimum: Windows® XP SP2/Vista® SP1 Recommended: Windows® XP SP3/Vista® SP1
DirectX®:	9.0c 2008 November
SOUND:	DX9.0c compliant
OPTICAL DRIVE:	DVD (boxed only)
INTERNET:	Minimum: Broadband Recommended: Broadband (768kbit/sec upstream required to host 16 players)

FAMILY SETTINGS

Family Settings in Games for Windows – LIVE complement Windows Vista® parental controls. Manage your child's access and experience with easy and flexible tools. For more information, go to www.gamesforwindows.com/live/familysettings.

INSTALLING THE GAME

BEFORE YOU BEGIN: *Please make sure you are installing the game from a user account that has installation privileges.*

1. Insert the DVD into your DVD drive. The language select prompt will appear. (If the prompt does not appear within a short time, double-click: first, the **My Computer** icon on your Windows® desktop; then, your **DVD** icon; and then, the **Setup.exe** icon.)
2. After you've selected the language, the install screen will display. Select **Install**. If you do not have Steam® currently installed, you will be prompted to do so at this point. During installation, you may be prompted to allow the Steam® Installer to run. Approve this process. You will also be prompted to log in to your existing Steam® account or create a new one.
3. After Steam® is installed, you will be prompted for the Product Code. You will find this on the product installation insert card.
4. When prompted, insert Disc 2.
5. Once installation is complete, **F.E.A.R. 2: Project Origin** should appear in your Installed list in Steam®'s My Games tab. Double-click to run the game. (If you allowed the creation of Desktop and Start Menu shortcuts during installation, you can use these as well.)

LAUNCHING THE GAME

To run **F.E.A.R. 2: Project Origin** from the Start Menu:

1. Click on the Windows® Start button.
2. Select Programs ⇨ Steam ⇨ **F.E.A.R. 2: Project Origin**.
3. The game will go through an update step to install some remaining content before the game runs. If you're using Windows Vista®, you may be prompted to allow Steam Client Service to run. Approve this request.

After all necessary components have been installed, **F.E.A.R. 2: Project Origin** will run.

SITUATION REPORT

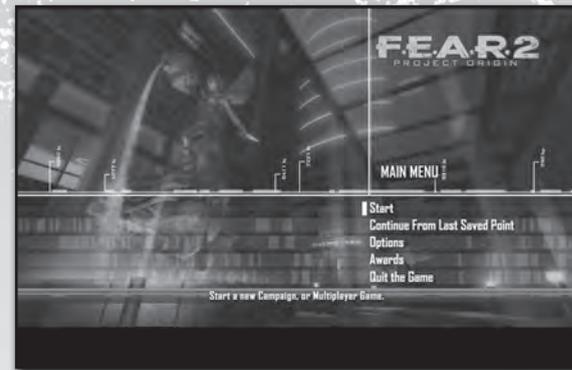
Armacham Technology Corporation, a private aerospace company, has been linked to suspicious events in Fairport's industrial district, Auburn. Genevieve Aristide, the current president of Armacham, may have vital information related to these events and to Armacham's "Origin" research facility.

You are Sgt. Michael Becket, recently assigned to a hand-picked elite military squad that was originally destined to assist with a SFOD-D mission in Auburn.

Your team was redirected at the last moment and given a new mission by CentCom: collect Aristide from her private residence and take her into protective custody.

You will also be gathering as much additional intelligence on the situation as possible, because it's becoming clear that things at Armacham aren't all they seem...

MAIN MENU



START

SINGLE PLAYER: Start a new single player game.

MISSION SELECT: Replay any previously completed levels.

ONLINE PLAY: Host or join a Multiplayer game on the Internet and view leaderboards.

LOCAL NETWORK: Host or join a local network Multiplayer game. More than one computer must be connected to use this feature.

CONTINUE FROM LAST SAVE POINT

This launches your last checkpoint save. This allows you to continue progress in a previous game. **F.E.A.R. 2: Project Origin** will automatically save your progress at checkpoints throughout the game. Any time your character dies, or when you quit and resume play, your game will begin at the last achieved checkpoint.



OPTIONS

This takes you to a robust Options Menu, which allows you to modify a variety of game elements to customize your experience and improve performance. You can also access many of the options from the in-game Pause Menu.

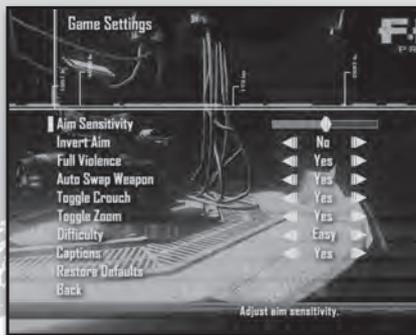
SOUND SETTINGS:

Adjust music, sound FX, and in-game voice volumes.



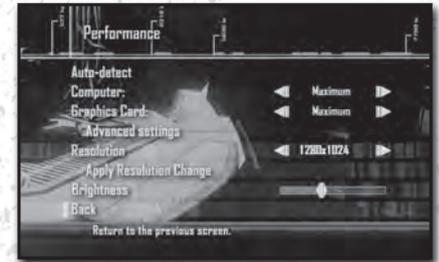
GAME SETTINGS:

Adjust settings that affect gameplay, such as difficulty, aim sensitivity, automatic swapping of weapons, captions, and violence visuals.



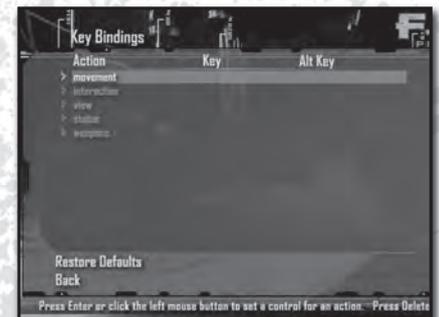
PERFORMANCE:

Includes an option for the game to auto-detect appropriate settings based on your computer's hardware; also provides access to an Advanced Options menu that allows you to adjust specific settings to improve game and graphics performance.



KEY BINDINGS:

Remap the controls for game actions, or restore the defaults.

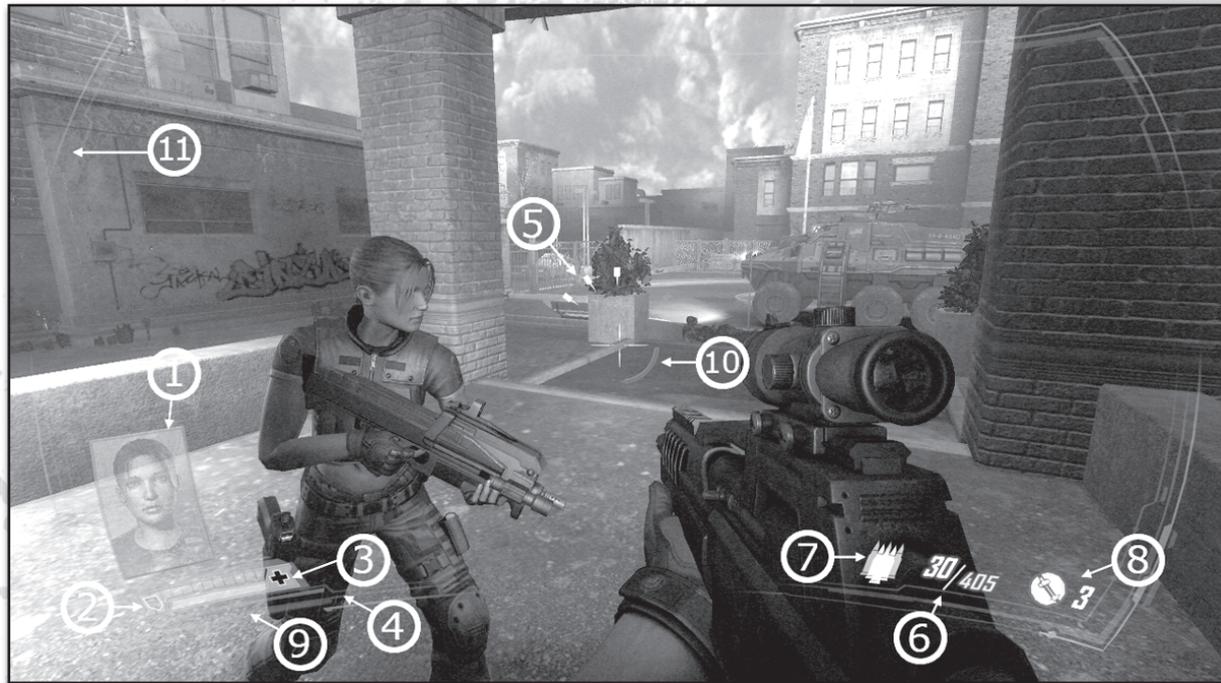


AWARDS

Displays the Awards you've unlocked for this game.

YOUR HUD (HEADS-UP DISPLAY)

Your team is equipped with state-of-the-art Armacham prototype visor displays that allow hands-free communication and status monitoring, in addition to affording protection for the eyes.



- ① INCOMING TRANSMISSION INDICATOR
- ② ARMOR MONITOR
- ③ HEALTH MONITOR
- ④ MEDKIT
- ⑤ GRENADE COOK METER
- ⑥ AMMO/MAX CAPACITY METER

- ⑦ FIRE RATE INDICATOR
- ⑧ GRENADES
- ⑨ SPRINT BAR
- ⑩ REFLEX METER
- ⑪ DAMAGE INDICATOR

- ① **INCOMING TRANSMISSION INDICATOR:** Your teammates' radios broadcast an identification code at the start of each message. This indicator allows you to quickly identify who is speaking.
- ② **ARMOR MONITOR:** Displays how much body armor is currently protecting you.
- ③ **HEALTH MONITOR:** Shows how severely you are injured based on readings of your vital signs. When this monitor begins to turn red, you are close to death. You can treat your own injuries using medical injectors and medkits.
- ④ **MEDKIT:** Notes how many medkits you are currently carrying.
- ⑤ **GRENADE COOK METER:** When you press and hold the G key with a grenade equipped, you will prepare to throw, and a timer begins. This meter indicates how long you have until the grenade detonates. You can release the control to throw the grenade immediately, or choose to "cook" it in your hand, timing your actual throw to gain maximum effect from the explosion.
- ⑥ **AMMO/MAX CAPACITY METER:** This set of numbers indicates your current weapon's number of loaded rounds vs. the number of rounds in your inventory. This allows you to keep track of how much ammunition you have available for your weapons of choice.
- ⑦ **FIRE RATE INDICATOR:** Shows the currently selected fire rate. Some weapons can be modified from automatic to single-shot or three-round bursts.
- ⑧ **GRENADES:** This number indicates how many grenades you have available of your currently equipped type. You can only equip one type of grenade at a time.

- ⑨ **SPRINT BAR:** Measures your stamina. When the bar runs out, you can no longer sprint and must move normally for a time to catch your breath.
- ⑩ **REFLEX METER:** Your visor will monitor the status of your heightened reflexes, telling you how long you can sustain the Slow-Mo ability before needing to rest. You can increase the amount of time you can stay in this mode by collecting Reflex Injectors.
- ⑪ **DAMAGE INDICATOR:** These red arcs indicate from what direction you are taking damage.

YOUR ARSENAL

WEAPONS

Your team is on a relatively straightforward interception and detainment mission, so you'll start your mission with a standard-issue pistol and sub-machinegun. Per military protocol, as events require, you can procure additional weapons and/or ammo from fallen enemies and their abandoned caches.



ANDRA FD-99

The Andra FD-99 is a lightweight, selective fire submachine gun (SMG) that is ideal for close-quarters combat.



SEEGERT ACM46

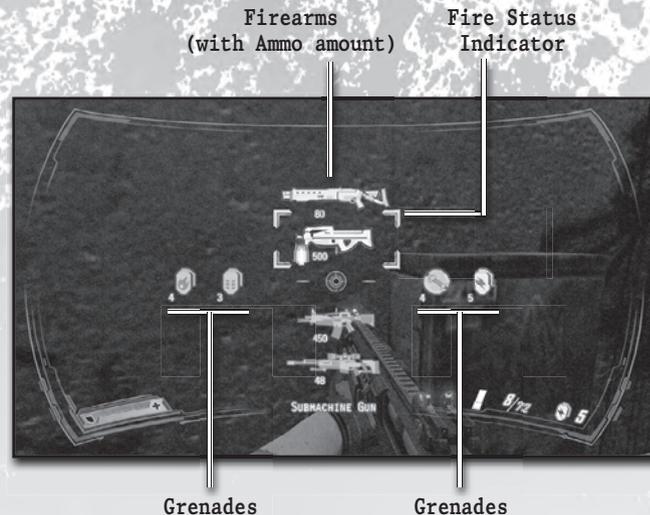
The Seegert ACM46 9mm is a recoil-operated, locked breech semi-automatic pistol. It is reasonably accurate and has commendable stopping power but limited effective range.

ARSENAL SELECTION

To choose a weapon from your inventory, hold down **mouse button 3**. This will bring up a menu that shows what firearms you currently possess (top and bottom), the amount of ammunition they have, and what grenades you are carrying (left and right).

TO HIGHLIGHT DIFFERENT WEAPONS: Use your **mouse**.

TO EQUIP A WEAPON: Highlight the weapon and release **mouse button 3**.



NOTE: You can carry up to four weapons, five of each regular grenade type, and four proximity mines, at one time in Single Player mode.

WEAPON STATISTICS

Since you can only carry four weapons at a time (and only two in Multiplayer), you'll want to manage your arsenal carefully.

When you have a full arsenal and encounter a new firearm, you'll be asked if you would like to **SWAP WEAPONS**. If you would like to pick up the new weapon, first use **mouse button 3** to equip the weapon that you'd like to discard from your inventory, and then make the swap.

You can find more details on the weapons you encounter and their relative strengths and weaknesses in your PDA's DataNet, so you can make an informed choice. For example, the Assault Rifle and the Combat Shotgun are both powerful weapons, but one may be more useful than the other in certain circumstances.

HAND-TO-HAND COMBAT



In some situations firepower won't help you, and you'll have to rely on your close-combat skills instead. Luckily your training has prepared you for these eventualities.

TO DELIVER A POWERFUL PUNCH, OR STRIKE WITH THE BUTT OF YOUR GUN, press mouse button 2.

TO EXECUTE A ROUNDHOUSE KICK, jump (spacebar) in place and press mouse button 2.

TO EXECUTE A JUMPING KICK, jump while running toward your enemy and press mouse button 2.

TO PERFORM A MOMENTUM-CHARGED SLIDE KICK, sprint (Alt key) toward an enemy and press mouse button 2.

REFLEXES

You will acquire finely attuned reflexes that allow you to enter a kind of "slow motion" state, giving you an extreme tactical advantage when facing multiple foes.

While using these reflexes, you can see the path that bullets travel, you can aim and fire far more quickly than your enemies, and you have the capacity to take out several adversaries before they are aware of your movements.

It is draining to keep this going for extended periods, but as long as you have the energy remaining, you can enter and exit your Slow-Mo state at will by using the Ctrl key.

You can also extend your energy reserves by collecting Reflex Injectors.

ENVIRONMENT INTERACTION

As any good soldier knows, half the battle is won if the terrain is with you. When good cover is scarce, look around for the USE indicator (E key) to see what nearby items can be moved to help create a more favorable position. Movable objects can include shelves, furniture and car doors, among other things.

Also, look for places where you might be able to shift items out of doorways to gain passage, and search out computers left in a hurry that can help you unlock doors.

Keep in mind that enemies will sometimes use the environment against you as well. Take special note of volatile objects such as fire extinguishers, yellow electrical boxes, and gas cans. Shooting these when enemies are near them can catch the enemies in a powerful blast, but be wary of standing near volatile objects yourself!

GEAR

Beyond weapons and ammunition, you can obtain a variety of other useful items from enemies and the world around you. These items will help keep you functioning in top condition.



ARMOR VEST

Pick up armor vests to repair your own when it gets damaged. Armor protects you from damage by small arms fire, but armor-penetrating weapons and explosions will burn through it quickly.



MEDICAL INJECTOR

Red medical injectors are used immediately when collected (if you are at full health, they will not be picked up). They restore a small amount of your health.



MEDKIT

You can collect and store up to three medkits for later use. To use a carried medkit, press the Z key. Medkits restore your health fully, but aren't easy to find, so save them for serious emergencies.



REFLEX INJECTOR

Green reflex injectors permanently increase the amount of time you can use your Slow-Mo ability. These items are rare and usually found in out-of-the-way places.



AMMO CACHE (MULTIPLAYER ONLY)

Ammo caches are generally located near team bases. These objects refill your ammo and armor when you stand near them.

NOTE: On encountering an item, you will normally be able to pick it up by pressing the E key or moving over it. However, if you are already carrying the maximum amount of that item (medkits, armor, ammunition, or grenades) you will receive the message **FULL**, and you will not be able to pick up the item.

If you encounter a weapon you are not already carrying, and you are already carrying the maximum number of weapons allowed, you will be asked if you want to swap weapons.

YOUR PDA

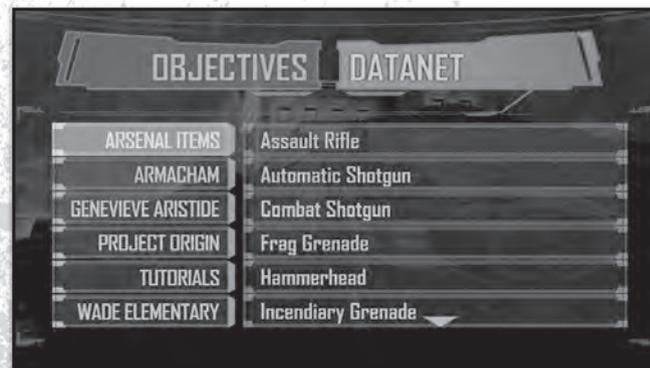
(PERSONAL DATA ASSISTANT)



Your PDA is an automatic system hooked into your visor that helps you collect information and transmit it back to your team. All relevant mission information is maintained here, as well as logs of any intelligence you may obtain while in the field. You can review this information at any time by pressing the Tab key.

OBJECTIVES

This tab contains a listing of all current mission objectives and their status. Pending objectives will have a hollow bullet point. Completed objectives will be filled in.



DATANET

Your DataNet is an archive of all the intelligence you have gathered in the field.

ARSENAL ITEMS: Contain detailed information and statistics on all weapons you encounter.

TUTORIALS: Your HUD logs special actions and how you accomplished them in the Tutorial section. If you need a reminder on how to do something, this is the first place you should look.

INTEL: Tracks all correspondence and potentially relevant information you collect from locations you explore. Intel items are found in the world by interacting with blue computers discs, folders, and books.

MULTIPLAYER

SESSION TYPES

ONLINE PLAY

UNRANKED PLAY: A Multiplayer game where you do not accumulate experience and are not ranked. You can jump into a quick match, search for specific game types using custom parameters, or host your own game. Scores achieved in Unranked Play will not affect the leaderboards.

RANKED PLAY: Ranked Play games are Multiplayer games where experience and rank are tracked. Unlike in Unranked Play, you cannot customize the default game options.

LEADERBOARDS: Compare and view your ranked Multiplayer stats with other **F.E.A.R. 2: Project Origin** players.

NETWORK PLAY

Play a Multiplayer game with friends via your local network. Local network play allows you to host or join a game. Local games are not ranked, so scores accumulated during local play do not affect your standings on the leaderboards.

HOSTING A GAME: When you choose to host a game, you will be given a short list of options prior to launching the server. These options include: Game Type (see page 22), Game Map, and number of players. You cannot change these options once the game has been created, so make sure everything is correct before you select **LAUNCH**.

GAME LOBBY

The Game Lobby menu appears when you join or host a Multiplayer game that has not yet begun.

When in the lobby, you can view and alter various settings (listed below). You can also hide the lobby options and view details about players in the room by pressing the 1 key.

To indicate your ready status (or to launch the game if hosting), select **READY** or **LAUNCH**. You can modify menu options up to the time you indicate you're ready to begin the game:

LAUNCH/READY: Select **LAUNCH** if you are hosting, or **READY** if you are ready to enter the game.

CHOOSE LOADOUT: Customize the weapons and gear you enter the match with.

SWAP TEAMS: Select to play on either the ATC or Replica teams (if space is available).

HOST OPTIONS: All players can view the settings, but only the Host can change them. Options that the Host can change include changing time limits, number of rounds, amount of time it takes to respawn after death, and enabling/disabling friendly fire. **NOTE:** In a Ranked Play match, the default settings are automatically locked.

MAPS: Choose from the available maps for this game mode. The layout of mission-specific features changes between maps and modes. All players can view the selected map, but only the Host can change it.

OPTIONS: Modify the standard local game settings here. This will affect your game only.

LEAVE GAME: Abandon your current game and return to the Main Menu.

GAME TYPES

DEATHMATCH: The most basic Multiplayer mode. Kill everyone who crosses your path. Scores and rankings are determined by kills minus suicides.

TEAM DEATHMATCH: A variation of Deathmatch where players are divided into two teams. Friendly fire is optional.

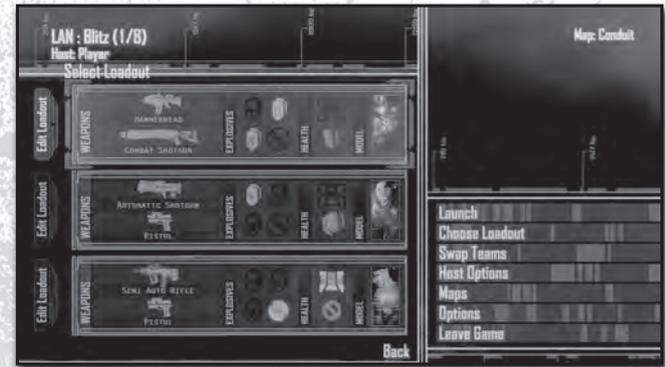
CONTROL: A team-based “capture and defend” mode with three control points. Capturing and holding control points accumulates points toward the team score.

ARMORED FRONT: A different take on Control mode. Players must capture control points in sequence to conquer and win the game. If neither side manages to capture all points before the round is over, then the team with the most control points owned at the end wins. To add to the mayhem, each team controls one EPA (Elite Powered Armor).

FAILSAFE: A team-based mode where one team attempts to plant and detonate a bomb, while the other team tries to defuse or otherwise keep the bomb from being detonated. Scores and rankings are determined by success or failure of team goals.

BLITZ: Another team-based mode, Blitz tasks one team with stealing PHLAGs (PHosphoLuminescent AGent) from the opposing team’s base and returning them to their own. Scores and rankings are determined by which team has the most points at the end of a game. A game consists of two rounds; each team spends one round attacking, and one round defending.

LOADOUTS



Loadouts are preset configurations of weapons and gear that you will have equipped in Multiplayer games. To select one, do so by selecting **CHOOSE LOADOUT** from the game lobby either before or during the game.

There are three basic character model templates designed to appeal to different play styles. You can customize any of these to your own preferences through a point-allocation system. You will be able to trade for different items based on their point-worth by “purchasing” additional weapons and armor while “trading” others in.

MAPS

During Multiplayer games, you can bring up a visualization of the current map you're playing. A variety of icons will appear in your map to show you where targets are located, where your teammates are, where your team can pick up ammunition refills, and so on.

Brief descriptions of the map icons are listed below:



Your POSITION on the map.



One of your TEAMMATES.



Your teammate when carrying a PHLAG
(Blitz games only.)



ENEMY player.



AMMO REFILL station.



CONTROL POINT icon (blue = neutral;
green=friendly; red=enemy). (Control
and Armored Front games only.)



PHLAG CAPTURE POINT (green = ally;
red = enemy). (Blitz games only.)



EPA icon (blue-gray = empty; green = ally
occupied; red = enemy occupied). (Armored
Front games only.)



TURRET icon (blue-gray = empty; green = ally
occupied; red = enemy occupied). (Armored
Front games only.)



BOMB location (green = ally; red = enemy).
(Failsafe games only.)

RANK AND XP

As you play Ranked Matches in **F.E.A.R. 2: Project Origin**, you earn experience points. As you gain experience, your rank increases, unlocking Awards. You also earn insignias to represent your impressive **F.E.A.R. 2: Project Origin** fighting skills to other players while online.

CREDITS

To see a list of credits of those who brought you this game, please go to www.whatisfear.com

DEFAULT CONTROL CONFIGURATION

MOVEMENT

Forward/back W / S
Step left/right A / D
Jump Spacebar
Sprint Alt
Crouch C
Turn Left left cursor key
Turn Right right cursor key

INTERACTION

Fire mouse button 1
Melee mouse button 2
Cycle Fire Mode B
Use E
Flashlight F
Reload R
Grenade/Fire Rockets G
Drop Flag/Bomb (MP) H
Next Weapon mouse wheel up
Previous Weapon mouse wheel down
Next Grenade X
Medkit Z
Reflex/Slow-Mo Ctrl
Arsenal Select Menu mouse button 3
Thermal Vision V

VIEW

Zoom Shift
Center view End
Look Up up cursor key
Look Down down cursor key

MISC. ACTIONS

Pause/Lobby Menu Esc
Skip Story Mode Spacebar

STATUS (MP)

Player Status Tab
Talk T
Team Say Y
Map Mode Q

WEAPON HOT KEYS

Weapon 1 1
Weapon 2 2
Weapon 3 3
Weapon 4 4
Grenade 1 5
Grenade 2 6
Grenade 3 7
Grenade 4 8

TROUBLESHOOTING

The following tips have been included to help assist you with any technical challenges.

If you experience difficulties installing F.E.A.R. 2: Project Origin:

- Verify that your computer meets or exceeds the minimum system requirements for the game.
- If you're experiencing a DVD install difficulty, confirm that the drive where you have inserted the disc is a DVD-compatible drive on your computer. A standard CD-ROM drive cannot read DVD discs.
- Make sure you have enough free hard drive space to install the game.
- Disable antivirus software and close any other open programs before launching the F.E.A.R. 2: Project Origin installation program.
- Log in with a user account that can install programs. Administrator accounts can install programs; guest accounts and restricted users cannot.

If you experience graphical issues or performance problems:

- Verify that your computer meets or exceeds the minimum system requirements for the game.
- Make sure that you have the latest drivers installed from your graphic card manufacturer's web site.
- Confirm that you have DirectX® version 9.0c (August 2008) or later installed on your computer. DirectX® 9.0c (August 2008) is included with the F.E.A.R. 2: Project Origin installation, or you can download the latest version of DirectX® from Microsoft's web site at: <http://www.microsoft.com/directx>
- Adjust the game options to improve performance.
- Close or disable any unnecessary programs before running F.E.A.R. 2: Project Origin.

If you experience sound issues:

- Adjust the Windows sound volume and ensure that the sound card has not been set to MUTE.
- Make sure you have the latest drivers installed from your sound card manufacturer's web site.
- Make sure that Hardware Acceleration in the Advanced Audio Properties for your audio device is set to something above NO ACCELERATION.
- Confirm that you have DirectX® version 9.0c (August 2008) or later installed on your computer.
- Adjust the game options to improve performance.
- Close or disable any unnecessary programs before running F.E.A.R. 2: Project Origin.

Please check the readme.txt file in the F.E.A.R. 2: Project Origin installation folder on your computer for further advice and game notes.

- If you installed the game to its default location, this file will be located here: **C:\Program Files\Steam\steamapps\common\fear2**.
- The file can also be found on the F.E.A.R. 2: Project Origin DVD under \resources\en



A Special Note About Graphics



M17 Notebook

Area-51® X58

Unmatched Speed And Performance

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