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1 GETTING STARTED

1.1 System Requirements

To play the game, your computer should meet the following criteria:

Supported OS: Windows® XP/Vista (only)

Processor: 2 GHz Pentium® 4, or AMD Athlon™ (2.8 GHz Pentium 4 or AMD Athlon recommended)

RAM: 1 GB

Video Card: 128 MB DirectX® 9.0c-compliant Shader 2.0 card (256 MB recommended) (see supported list*)

Sound Card: DirectX 9.0c-compliant sound card (PC audio solution containing Dolby® Digital Live required for Dolby Digital audio.)

DirectX Version: DirectX 9.0c (included on disc)

DVD-ROM: 4x DVD-ROM

Hard Drive Space: 5 GB

Peripherals Supported: Windows-compatible mouse, keyboard, headset

Multiplayer: 128 Kbps upstream or faster broadband connection

*Supported Video Cards at Time of Release:

ATI® RADEON® 9700-9800/x700-1950

NVIDIA® GeForce® 6/7/8 series

Laptop versions of these cards may work but are NOT supported. These chipsets are the only ones that will run this game. For the most up-to-date minimum requirement listings, please visit the FAQ for this game on our support website at: http://support.ubi.com.

NVIDIA® nForce™ or other motherboards/soundcards containing the Dolby® Digital Interactive Content Encoder required for Dolby Digital audio.

NOTICE: This game contains technology intended to prevent copying that may conflict with some disc and virtual drives.

1.2 Installation

Installing Tom Clancy's Ghost Recon Advanced Warfighter®2

Insert the game disc into your drive. The Autorun menu should appear. Click the Install button in the Autorun menu and follow the instructions to install the game.

Once the installation is complete, click the Play button in the Autorun menu to launch the game, or double-click the game shortcut on your desktop.

Uninstalling Tom Clancy's Ghost Recon Advanced Warfighter 2

To uninstall Ghost Recon Advanced Warfighter 2, follow these simple steps:

• Select Ghost Recon Advanced Warfighter 2 from the Start menu.

• Click the uninstall option and follow the on-screen directions.

2 MAIN MENU

Once the game has finished loading, the game menu appears, giving you the following options:

Screenshots have been taken during development and might not reflect final content.

- **Campaign:** Access the campaign page to create a new single-player campaign or continue a previous campaign.
- **Multiplayer:** Access the multiplayer features of the game.
- **Options:** Configure game, video, audio, and control settings.
- **Credits:** Play the game credits.
- **Profile:** You will find this button on all menu pages. It allows you to change your current profile. Click on Default to change the current default profile.
- **Quit:** Leave the game and return to the Windows desktop.

2.1 Profile

A profile is like a folder that stores your achievements and preferences for the game. You can have several profiles in order to play in different ways. For instance, you can have one profile with control settings adapted to multiplayer games, and another profile more adapted to the single-player campaign.

Screenshots have been taken during development and might not reflect final content.

Click the Profile button on any menu page to access the Profile screen and change the current profile or create a new one.

2.2 Campaign

The single-player campaign enables the player to experience the missions of the Ghosts on the U.S./Mexican border, and their fight to prevent an attack on U.S. soil. It is played as a series of missions linked by the storyline. You need to successfully complete a mission in order to play the next one. The Campaign screen gives you the following options:

Screenshots have been taken during development and might not reflect final content.

- **New Campaign:** Start a new campaign from the beginning.
- **Play mission:** Replay one of the missions you have already won from the beginning.
- **Continue:** Quickly re-launch the campaign at your latest achievement.
- **Load Game:** Load a saved game (save with the Quick Save function or by reaching an auto save point).

2.3 Options

The Options screen is split into four categories, which you can access by clicking the tabs at the top of the screen.

Screenshots have been taken during development and might not reflect final content.

2.3.1 Game

This sub-panel changes the gameplay experience and offers preferences for interfaces and controls. You can change the game's difficulty level from here. The Normal difficulty is most suitable for the average player.

2.3.2 Controls

This sub-panel is used to reassign some controls in the game. You can choose from five new sub-options:

- **Movement:** Reconfigure the controls you are using to move your character.
- **Combat:** Controls for changing and using weapons.
- **Tactics:** Team and support controls are changed here.
- **Multi:** These controls are specific to multiplayer games.
- **Misc:** Other settings.

2.3.3 Video

The first time the game is launched, the program will determine which configuration is best adapted to your system. You can, however, change this by selecting a general graphic quality (make sure your computer is able to support high-quality settings).

Advanced users can click the Advanced button and customize video settings in more detail.

2.3.4 Audio

The audio sub-panel lets you select the global volume for the game, as well as selecting hardware/software acceleration, depending on the type of hardware installed.

Advanced users can click Advanced Settings to make more in-depth changes to the game's volume.

3 PLAYING THE GAME

This section describes the general controls and features you will use to play the single- and multiplayer games.

3.1 Character Control

3.1.1 Movement

Move your character forward and backward with the Move Forward *(default: **W**)* and Move Backward *(default: **S**)* keys. Sidestep using the Strafe Left *(default: **A**)* and Strafe Right *(default: **D**)* keys.

Your basic motion is cautious, silent, and adapted to paying attention to threats, but you can also dash by holding the Run key *(default: **Left Shift**)*.

3.1.2 Stance

The game often involves taking cover behind various elements in your surroundings. Use Stance Down *(default: C)* and Stance Up *(default: V)* to switch from a standing position to a crouching or prone position. You can also use the Go to Prone action *(default: Left Ctrl)* if you want to go down immediately.

3.1.3 Peeking

When hidden behind a building corner, you can peek left and right and shoot from that position *(default: Q/E).* Your teammates and enemies will also use this kind of maneuver.

3.1.4 Tactical Moves

These moves allow you to move to a protective position more quickly when running. Press the Stance Down *(default: C)* key while running to perform a slide to crouch. Press the Go to Prone key *(default: Left Ctrl)* while running to perform a dive.

TACTICAL INSIGHT

3.1.5 Recon: Being Stealthy

The Recon approach gives you the best chances to survive. Stay low or walk slowly to stay stealthy. Of course, always move behind the enemy to avoid being seen. See how to set your entire team to Recon mode in the following sections of this guide.

3.1.6 Insertion in the Battle Zone

Each mission starts with an insertion phase from an APC (light armor vehicle) or helicopter (Black Hawk or Little Bird). Just wait until you are at the insertion zone and then press the required key to begin the mission.

3.2 Combat

3.2.1 Aiming and Shooting

Your best friend in the game is your weapon. Move the mouse around to aim at targets, and use the Fire control *(default: **mouse left-click**)* to fire your weapon.

Most weapons allow you a zoom or scope view, which you activate/ deactivate with the Zoom key *(default: **mouse right-click**).*

3.2.2 Weapon Selection

Your outfit can contain up to four weapons. Use the Weapon List key *(default: **F**)* to open the Weapon Selection menu, and select another weapon by rotating the mouse wheel.

Rifle-attached grenade launchers will appear as specific slots in the list and are considered a separate weapon.

3.2.3 Dispersion

Dispersion determines the precision of your shots. The circle around your crosshair shows your accuracy level. Running or moving your mouse will abruptly increase the dispersion, while standing still or moving slowly will reduce it. Automatic fire rate also increases dispersion (see next paragraph).

3.2.4 Ammunition Control: Fire Mode and Reloading

Your arsenal is not unlimited and you will have to ration your ammunition. You can use the Switch Fire Mode key *(default: **Z**)* to change your rate of fire and have better control of your weapon. (Single-shot is the more precise fire mode, at the cost of firepower.)

Use the Reload action *(default: **R**)* to drop the current magazine and load a new one.

3.3 HUD

The HUD, or heads-up display, is your next-gen visual interface. It is very helpful throughout the game and enhances the realism of the combat field.
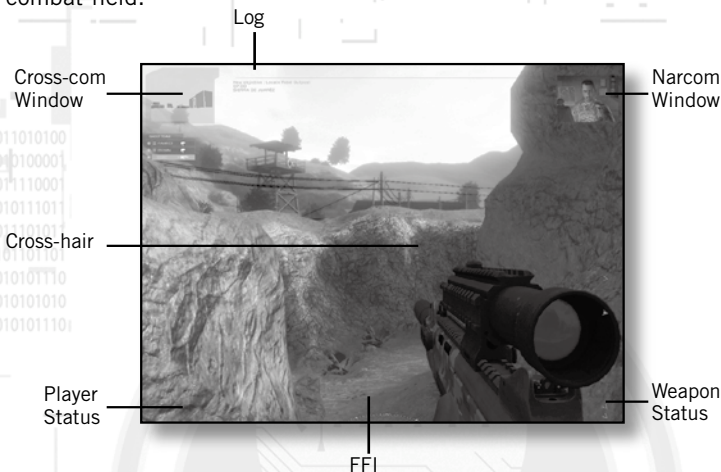
Screenshots have been taken during development and might not reflect final content.

3.3.1 Narcom

This window displays video feed from your chain of command, and presents events happening throughout the entire battle zone. It is through this interface that your objectives are explained.

3.3.2 Log

This panel is used in conjunction with the Narcom to pinpoint contextual information and recap your objectives.

3.3.3 Player Status

This panel shows your current status: possible injuries and current stance.

3.3.4 Field of Fire Indicator (FFI)

This interface works both as a compass and as a threat indicator. The orange sectors displayed on the disk display the general direction of enemy gunfire.

3.3.5 Weapon Status

This window shows the weapon you are currently equipped with and its current rate of fire, as well as the number of bullets remaining in the magazine and the number of magazines left.

3.3.6 Crosshair

This small interface helps you aim at enemies and determine the current dispersion level of your weapon (scattering of bullets around the expected aiming point).

3.3.7 Popup Windows

In the course of the game, and especially in the tutorial, you'll see information texts appearing on-screen. Some of these are contextual and will appear when you enter a specific zone.

- **Explosive planting zone:** During the game, you may have to plant C4 or EMP bombs. Identify the planting location (a placeholder symbol will show it) and get close until a popup window tells you to press the Action key *(default: X)* to plant the bomb.

- **Fixed weapon zone:** Pops up when you get close to a fixed weapon. Press the Action key to use it. Press the Action key again to stop using it.

- **Resupplying:** Pops up when you're close to the M.U.L.E. (or ammo truck in Recon versus Assault multiplayer mode). Press the Action key to open the equipment page and refill your gear.

- **Explosives trigger:** In some missions, and in the Recon versus Assault multiplayer mode, you may see a pop-up that tells you to press a key to blow up explosives that you have previously planted.

- **Insertion/Extraction zone:** Pops up when you're inside a vehicle, or near one. Press the Action key to get in or out of the vehicle.

3.4 Cross-Com

This last interface of your HUD is probably the most important, since it gives you control and feedback over your team. Intels, also called Tags, are diamond-shaped indicators that appear on your Cross-Com when a unit is identified. Allies are automatically tagged and appear as blue intels. Enemies (red intels) are tagged when they are roughly within aim or when an ally spots them. This ensures maximum communication in the team and provides a great tactical advantage to the Ghost Team.

3.4.1 Support List

The support list shows your current team and status, as well as any additional support, both near and far, that you meet in the game: drones, tanks, air strikes, etc.

Simply roll the mouse wheel to scroll up and down the list, select a support, and give it orders (see below).

3.4.2 Video Feedback

When your Ghosts and your drone are selected, a video feed window appears and allows you to see from their perspectives. The video feed is VR-rendered and will tell you if your teammate or drone is moving or if he has encountered enemies.

You can maximize the Cross-Com feedback by pressing the Full-Screen Cross-Com key *(default: G)* and then Back to return to your own view. You can still use the order system while in Full Command view (see below).

3.4.3 Order System: Cross-Com Menu

Once you have selected a unit and are ready to assign orders to it, use the Cross-Com Menu action *(default: **Middle mouse button**)*. A menu appears with the following actions. Click the middle mouse button to confirm the order you have selected.

- You can use shortcuts to select units.

- When you select a unit, the Move order is selected by default, so just press again to designate a location to move the units (default: **1**= entire team; **2**= Ghost n°2; **3**= Ghost n°3; etc.)

- When in Full Command View, the order is automatically assigned to the unit you are connected to.

- **Move**: Confirm the order to move the unit to the location you are pointing to.

- **Attack**: Roughly aim toward a selected target and ask the unit to take out the target. The unit continues to attack until the target is destroyed or another order is given.

- **Cover That**: Ask a unit to cover a designated zone. In Assault mode, the ghosts will spray suppressive fire on the target area, up to one magazine. This will keep enemies pinned down, at least. In Recon mode, they will watch the target area and shoot at any target present or entering their line of sight. Remember to equip them with silencers if you want to set up stealth ambushes with this order.

- **Stop**: Stop the current order and return to default mode.

- **Cancel**: Close the menu without assigning an order.

- **Use:** Use a fixed heavy weapon.

- **Go Recon:** Order the selected unit(s) to change the Rules of Engagement to Recon.

- **Go Assault:** Order the selected unit(s) to change the Rules of Engagement to Assault. (See the Rules of Engagement section.)

Various units have different capabilities, so some of the actions above may not appear. For instance, a drone won't have the Attack option, and heavy units like tanks may only move on a designated path.

3.4.4 Group/Individual Teammate Order

Your Ghost team is your closest support in the game. Therefore you have more control over it. By selecting the team in the unit list, you can issue an order to the team as a whole, allowing rapid actions *(default: 1).*

If you select the teammates individually, you will be able to give more detailed orders, place them on the battlefield, and devise cunning tactics to counter your enemy.


TACTICAL INSIGHT

3.4.5 Rules of Engagement: Recon/Assault

- **Recon:** By setting a teammate (or all of them) in Recon mode, you make them change the rules of engagement. First they will move stealthily, always looking for covers and not engaging the enemy unless fired upon. If they have to, they will retaliate using a silenced weapon, if available (always think to equip your team with silencers if you want to play this way). This allows you to sneak and position your team for a devastating attack.

- **Assault:** This makes your Ghosts engage all opposition in range and move as fast as possible. Beware, you faithful teammates will run out from cover if your order them to do so. This is a good option for an all-out attack. Equip your team with great firepower if you want to play this way.

TACTICAL INSIGHT
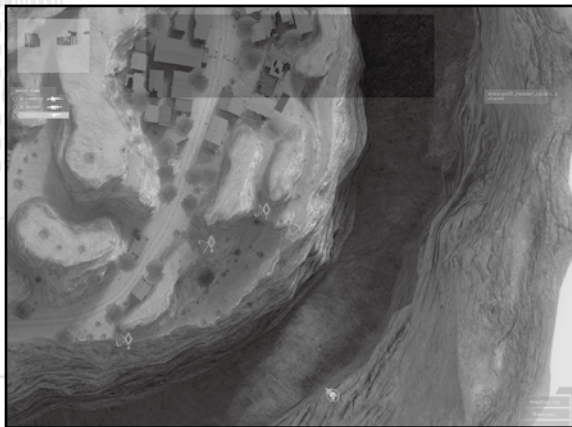
3.5 Tactical Map

Screenshots have been taken during development and might not reflect final content.

Use the Tactical Map action *(default: **Tab**)* to open this interface. The tactical map shows the battle area from above and can be used in conjunction with your Cross-Com. While the Cross-Com is designed to issue quick orders within your visual range, the tactical map is more useful because it enables you to plan moves beyond your line of vision and ahead of time.

The tactical map may also help in detecting enemies in the combat area.

The tactical map also displays your current objectives in the upper left-hand corner of the screen.

TACTICAL INSIGHT

3.5.1 Orders

Left-click on the list to select a unit, then left-click one of the commands at the bottom of the screen (remember that Move is selected by default) and left-click again on the map. The order appears as an icon and is planned but not actually executed by the unit. When you are ready, execute an order by clicking the Execute button. Clicking Stop will abort the current order.

3.5.2 Advanced Controls

Another distinct advantage of the tactical map is that it allows you to chain together several orders by left-clicking several times. You can cancel the last chain ordered by right-clicking or by clicking the Remove button. Once you press Execute, the unit carries out the chain of orders.

It is possible to have several moves scheduled at the same time. For instance, you may give individual orders to several members of your Ghost team and then launch them all simultaneously, using the Execute All button.

The Cover order works slightly differently in the tactical map: if you press and hold the left mouse button while issuing the order within the tactical map, you can move the mouse to specify the exact direction for the cover.

3.5.3 Waypoint

If you have difficulties finding your bearings in the 3D world, click the Waypoint button, then click the spot on the 3D map where you wish to place the waypoint. It will then appear in your HUD, indicating the direction in which you should move.

4 PROGRESS IN THE CAMPAIGN

4.1 Prepping Your Squad

From the start of the first mission, you can select equipment for your teammates and yourself.

Screenshots have been taken during development and might not reflect final content.

4.1.1 Default Gear

Default gear will be proposed to you for each mission, and is always relevant to the situation. Change it if you want, and press Default to reassign the recommended gear.

You can select gear from four categories: a primary weapon (which will be your main tool), a secondary weapon that may allow you to play in a different way, a sidearm for emergencies, and an additional element such as a pack of grenades.

If the recommended gear includes a Zeus RPG, it might be an important asset for the upcoming mission; you may not want to discard it.

4.1.2 Manage Bulk

If you change the settings, notice that each piece of equipment requires space. You may have to make choices.

The dots below the weapons window show you how much space you have left. Filling all the available space does not penalize you in any way, and leaving some space available won't give you any advantage.

4.1.3 Mods

When a weapon is selected, a list of possible modifications will be displayed below it; select or unselect these by simply clicking them. Note that modifications often make the weapon more bulky.

4.1.4 Insertions

In some missions, different insertion points will be available. Make your choice during briefing.

4.2 Objectives

You mission objectives are displayed in the tactical map, showing achieved and in-progress tasks.

4.3 Finishing the Mission

4.3.1 Victory or Defeat

Victory is achieved by successfully completing the objectives assigned to you. You face defeat if you die or if one of your objectives is not reached (failing to protect a critical VIP, for instance).

Your Ghosts will never die during a mission, but they can be shot down and incapacitated. You will then have to go on without them. Medivac teams will rescue them later and they will be available to you after they're healed and rested, so you won't be able to enlist them for the next mission.

4.3.2 Debrief and Next Mission

Once your mission is completed, a screen appears showing your achievements and stats. Click to continue on to the next mission.

4.4 Saving and Loading Games

Use the Save key *(default: K)* to save when not engaged in combat. If you're under fire, H.Q. won't be able to record your position. Press the Load key *(default: L)* to quickly reload the last saved position. If you get killed, you can also reload this saved position from the load menu.

You can have three quicksave files at the same time. If you have more than three, the oldest one will be deleted each time you quicksave again. Your progress in a mission will be "autosaved" when you reach key objectives or locations.
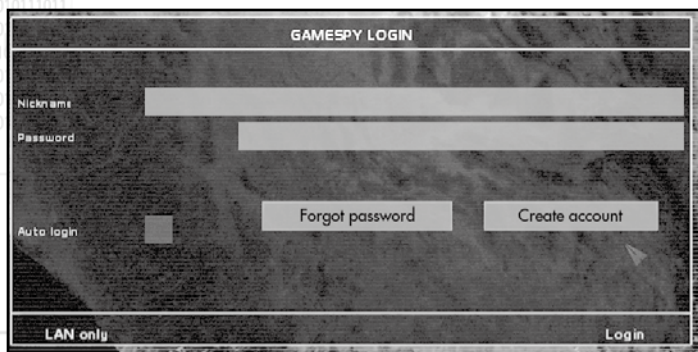
5 MULTIPLAYER

The multiplayer menu features either LAN or online gaming through GameSpy®. Click the Multiplayer button in the Main Menu to access multiplayer features.

5.1 Log in to GameSpy or LAN

You will first be asked either to log in to GameSpy (to play online) or to choose to play locally (LAN).

5.1.1 GameSpy

Screenshots have been taken during development and might not reflect final content.

If this is your first time creating a GameSpy account for this game, click the Create Account button in the login panel, and fill in the necessary information to create the account. Then click again on Create Account.

5.2 Joining a Game

Screenshots have been taken during development and might not reflect final content.

Once you're in the MP lobby, a list of available servers is displayed, either local or online, according to your previous choice. Pick a server and click the Join button to enter it.

You can also use the new buddy list features to find your online friends faster. Just add friends to your list to be able to track them in future gaming sessions.

5.3 Creating a Game

You may want to create a server and a game, by clicking the Create Server button. In the server configuration screen, select the game mode and define the settings you want to use.

Screenshots have been taken during development and might not reflect final content.

You may want to save your favorite settings for later use using the interface on the top right-hand corner.

Once all your favorite settings are determined, click the Create button.

5.4 Recon Versus Assault Mode
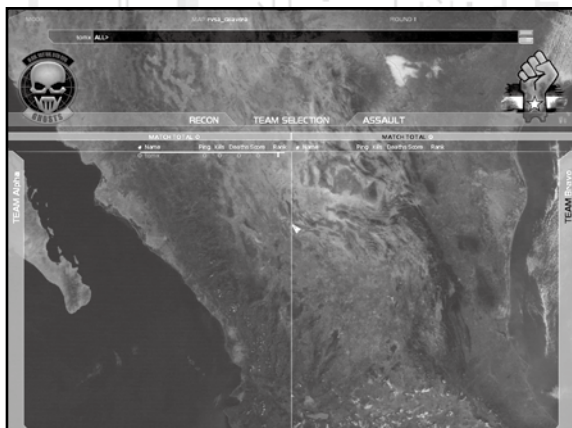
Screenshots have been taken during development and might not reflect final content.

RvsA is a new mode that allows players to enjoy the essence of Ghost Recon in multiplayer. Games featuring a team of Ghosts (Recon) and a team of rebels (Assault).

The Ghost team must bomb three Anti-air vehicles (A.D.A.T) defended by the rebel team in order to win the game. Rebels win if they succeed in killing all the Ghosts.

5.4.1 Ghost Team

They can only Respawn when an anti-air vehicle is destroyed.

Once dead, you can only assist your team by tagging rebels through their helmet cameras.

Tagging allows Ghost players to display for their allies the position of enemies they spot (aim at the target to tag). The Ghosts are all using silencers and must be stealthy to reach their goal without dying. They have a specific class, the Scout, that is specialized in tagging using a heartbeat detector that can tag through walls.

5.4.2 Rebel Team

Has greater firepower and can respawn. Rebels must search and destroy the Ghosts while protecting the anti-air vehicles. They have a special class, the Scrambler, which is able to detect and clean the tags.

5.4.3 Veterancy

All players gain veterancy points to unlock more powerful gear. Weapons can be changed, upgraded, or refilled using M.U.L.E. drones (for the Ghost team) and ammo trucks (for the Rebel team).

Assisting your teammates is rewarded by additional veterancy points: play as a team to ensure victory!

5.4.4 Mission Time

Ghosts have a limited time to destroy each A.D.A.T. Every destroyed A.D.A.T. extends the mission time Players will switch sides after every mission. Don't disconnect yourself or you'll lose your veterancy.

5.5 Campaign Cooperative Mode
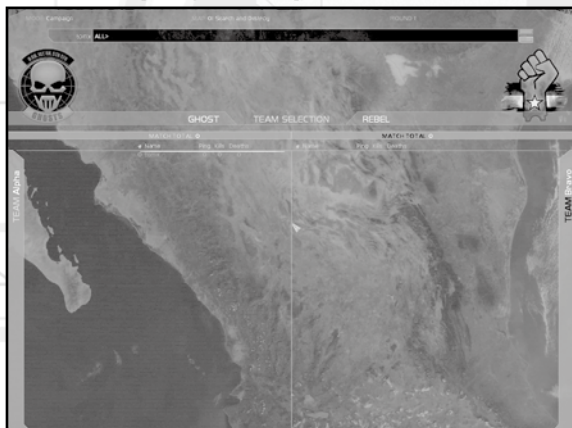
Screenshots have been taken during development and might not reflect final content.

When a cooperative mode game is created, the server player will embody Mitchell and be team leader. Players can join during the briefing phase of the mission, or be replaced by A.I. Ghosts that will follow the server player.

Beware: If the server player dies, the game can go on only if he does not disconnect. You can set up your server to allow respawn so that the server player may come back to play if he gets killed.

Cooperative mode is played on single-player campaign mission maps and allows you to relive the single-player experience along with your friends.

5.6 OGR Cooperative Mode

This cooperative mode allows you to replay each mission of the game with up to three friends. Each player has to choose a specialty (sniper, support, assault, etc.) and each time a player dies, he will respawn in the insertion zone.

The server player has to set the victory conditions to Recon or Firefight. Recon requires you to reach the extraction point, while Firefight requires you to eliminate all hostiles in the map.

5.7 Classic Modes

- **Deathmatch:** Classic every-man-for-himself battle.
- **Team Deathmatch:** Classic battle of two opposing teams.
- **Hamburger Hill:** Each team must try to hold a central zone of the map. Holding the hill grants your team points when no enemy is inside. Four victory conditions are possible:

    - **Hamburger Hill:** Victory is granted to the team that has the highest score at the time limit.

    - **King of the Hill:** Victory is granted to the team that holds the zone at the time limit. There are no points counted.

    - **Complete Objective:** There is a score to reach. The first team to reach the score wins.

    - **Tug of War:** Each team starts with 200 points. By holding the hill, you steal points from the opponents. You win by stealing all points from the opposing team, or if you have the highest score at time limit.

- **Siege:** The Ghost team must defend a zone from Mexican assaulters.

  - Assaulters win if they can take the zone and hold it for more than five seconds.
  - Defenders win if they can hold the zone until time limit.

5.8 Ladders

You can join GRAW2 online competitions (ladders) on www.gamespy.com thanks to Arena.

Official ladders support Recon versus Assault and Team Death match games for individual players and one clan-based RvsA ladder lets you play with your team against others.

Arena also allows you to create your own ladder and join other players' ladders.

GameSpy registration can be done quickly directly from the MP lobby of your game.

Get connected and play!

5.9 Setting up a Dedicated Server

A dedicated server runs on a computer that is independent from the players; this provides more stability and allows for 24/7 activity. You can set up a dedicated server on a computer (even one that doesn't meet minimum specs) and host clan games for you and your friends! First, set up your server configuration, maps, as if you were creating a LAN server, then use the Save Server Settings button. Now exit the game and launch the dedicated server executable: your server is up!

Register this game now and stay in the know!

It's simple: Go to www.ubireg.com and register your product, and you will receive a coupon code good for 10% off your next purchase at the Ubisoft online store. You can also get exclusive game updates, participate in surveys, and win cool prizes! Look for the details on www.ubi.com!

Thanks,
The Ubisoft Team

Tom Clancy's Ghost Recon Advanced Warfighter® 2

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Tom Clancy's Ghost Recon Advanced Warfighter® 2 includes a TeamSpeak two weeks trial offer with Speakeasy. TeamSpeak software enables gamers to Voice-Chat (up to 5 gamers per round included in the free offer). TeamSpeak software is not required to run Tom Clancy's Ghost Recon Advanced Warfighter® 2. Teamspeak's speakeasy service trial offer only lasts for 14 days from installation. After this limit, please contact Gamesdaemons directly for further information on their product:

GameDaemons
877.323.6667 (US)
1.214.981.1943 (International)
billing@gamedaemons.net

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ADVANCED WARFARE.
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NOW IN THE PALM OF YOUR HAND

Tom Clancy's
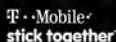# GHOST RECON
ADVANCED WARFIGHTER 2

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