

COLD FEAR™



MATURE 17+
M
CONTENT RATED BY
ESRB

DARKWORKS



UBISOFT™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

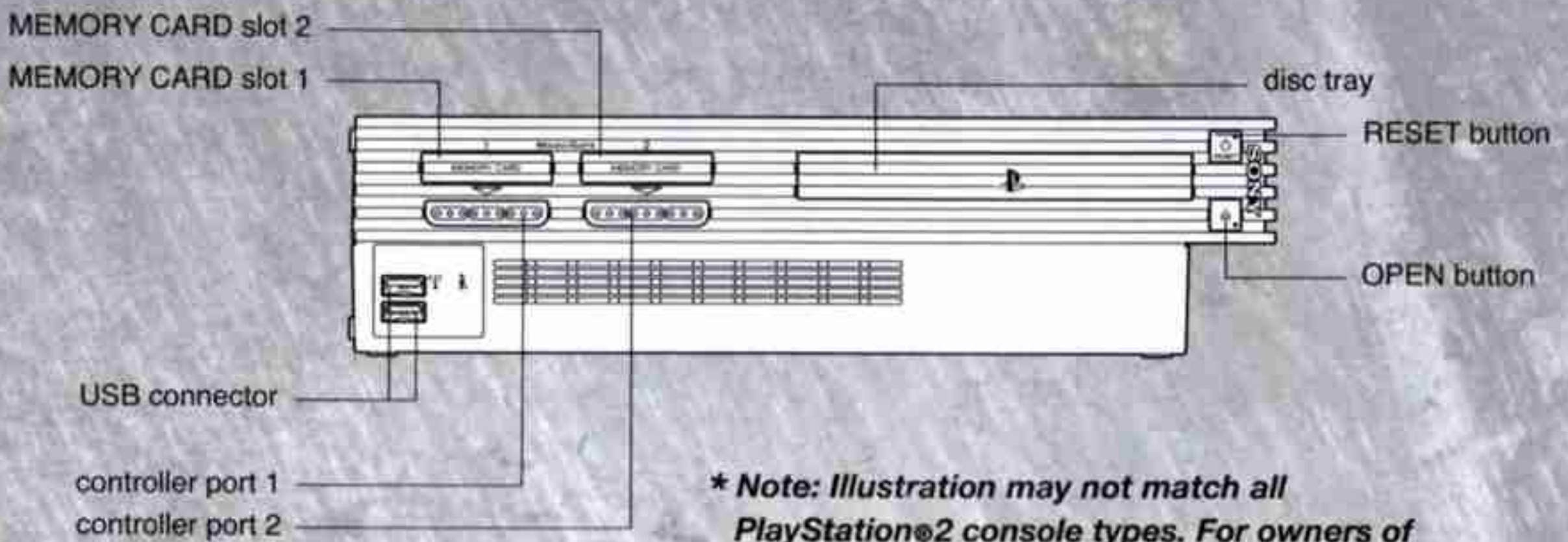
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



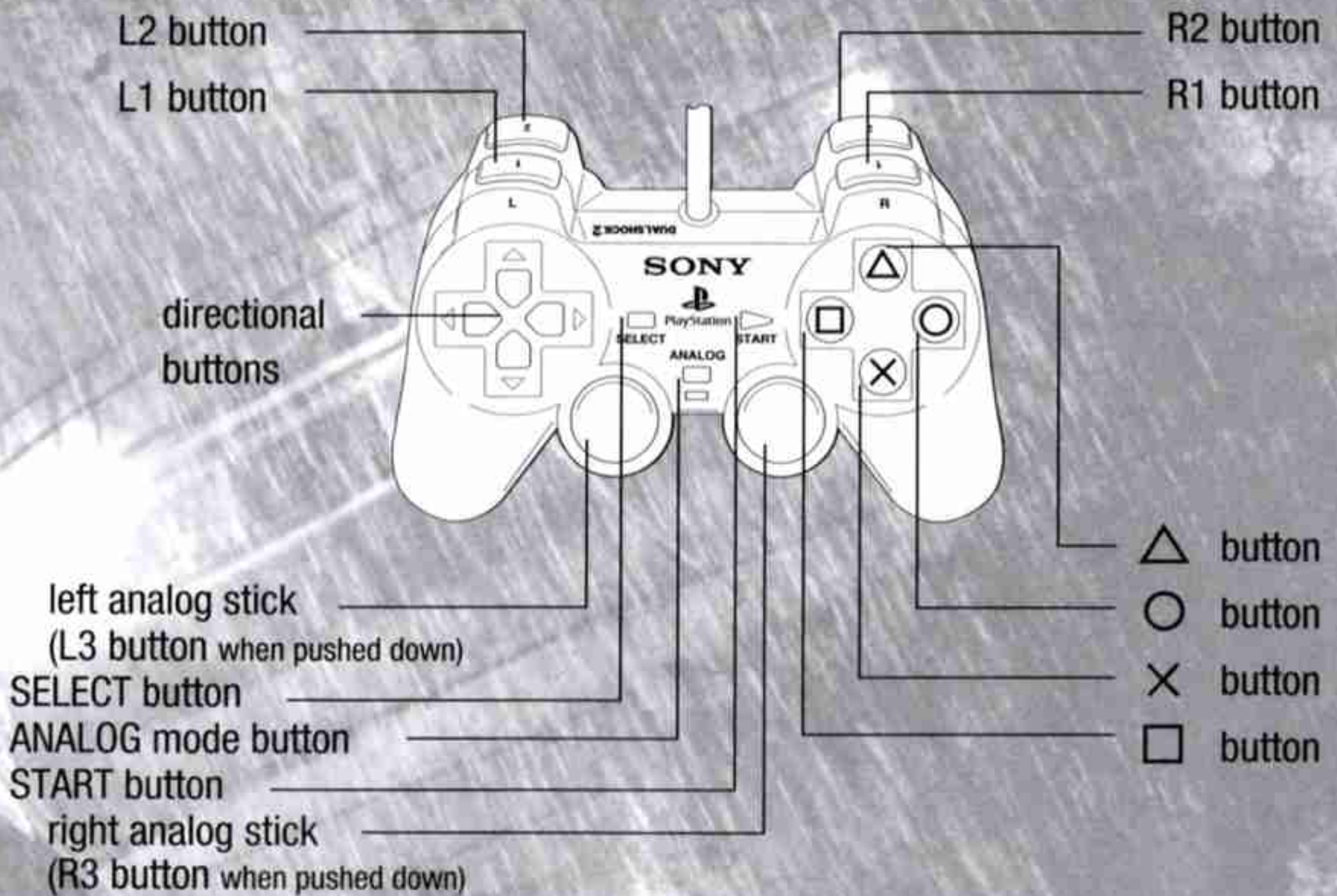
*** Note:** Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Cold Fear™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Basic Menu Controls

- Press the directional buttons to browse or cycle through the different options.
- Press the **×** button to select a button, go to the next screen, or change the current option.
- Within any submenu, press the **△** button to return to the previous screen.

Gameplay Controls

These are the basic commands for the default controller configuration (controller setting 1).

- | | |
|-------------------|---|
| × button: | Run (keep pressed down) |
| ○ button: | Action (taking an object, searching a body, etc.) |
| △ button: | Grab ledge |
| □ button: | Reload the active weapon |
| R1 button: | Shoot |
| L1 button: | Over-the-shoulder view (Aiming mode) |
| R2 button: | Change weapon |

L2 button:

R3 button:

L3 button:

left analog stick:

right analog stick:

directional buttons:

START button:

SELECT button:

Change weapon

Third-person view (Aiming mode)

Crouch

Move Tom Hansen

Aim weapon

Quick access to a specific weapon

Pause

Inventory

STORY

Overview

Tom Hansen is just another guy in the U.S. Coast Guard when his crew receives a mysterious order to undertake a hazardous rescue mission in the teeth of a winter storm. As the waves surge higher, Tom and his crewmates find the vessel, an abandoned Russian whaling ship. They board it, but discover that the ship has only been abandoned by human life. Something else is on board, something deadly, and soon Hansen is the only one left who can stop it. Joining forces with the only other survivor, Hansen must battle the inhuman menace and seek out its very heart for a confrontation that could have consequences for all of humanity.

CHARACTERS

Tom Hansen



Once a hero, now disgraced, Hansen is happy to fade into the woodwork as just one more guy out there saving lives with the Coast Guard. All that changes when his vessel receives an order to rescue an

abandoned whaling ship during a raging storm. What he finds there will reawaken the dying embers of his spirit, if it doesn't kill him first.

Dr. Viktor Kamsky



Brilliant scientist and devoted father, Kamsky leads the research effort on the isolated drilling platform. His discoveries could threaten all humanity – and cost him his own in the bargain.

Anna Kamsky



The daughter of scientist Viktor Kamsky, she has been kept as a hostage to ensure his cooperation. Rebellious and strong-willed, she finds herself forced to make an impossible decision if she wants to survive

CIA Agent Jason Bennett



Agent Bennett has been watching the situation for a long time. Patiently, like a spider in the center of its web, he's been waiting for his chance to unravel the mystery – no matter how many lives it takes to do so.

ENEMIES

Mercenaries (Uninfected)



Hired to protect the mysterious oil rig, these former soldiers shoot on sight and shoot to kill. But nothing they've seen or done has prepared them for what they're about to face.

Exo-M1.1/ExoMutant



No longer human, these creatures are savage, mindless, and hungry. Blessed with inhuman strength and cursed with a hunger for flesh, they attack relentlessly.

The Exos

The result of Dr. Kamsky's experiments. All of his specimens mysteriously broke loose and started infecting and hunting anyone they could find on the oil rig and the whaler. The Exos vary a lot in shape and behavior, but all are aggressive and deadly.

Exo-ME 2.0/ExoMutant



Not all mutants are created equal. These are smarter, stronger, and faster than their counterparts – making them that much more dangerous. The only way to permanently get rid of them is to kill the parasite that resides in their craniums.

Exo-S 5.2/ExoShade



There are plenty of reasons to be afraid of the dark, and this creature is the biggest one.

Able to see perfectly in darkness, it hunts from the shadows and attacks without mercy.

Exo-N 3.5/ExoNest



These shapeless monstrosities exist only to breed. Mothers to the contaminators they send their

children out into the world to seek new victims.

Exo-G 4.3/ExoSpectre



What you can't see can hurt you. Able to blend in perfectly with its surroundings, this escaped experiment has a killer's instincts.

Exo-CL 3.0/ExoCel



Contaminator ExoCels live to spread their infection. Fast and agile, they seek weak or dying prey to serve as hosts for their parasitic needs. If they can't find a suitable victim, they'll be happy to make one

Exo-B 7.0/ExoMass



Not all experiments go as planned. Deformed and mutated, this creature has uncanny strength and an undying rage. Willing

and able to punch through steel doors to seek its prey, this creature will never abandon the hunt.

PLAYING THE GAME

Press the START button from the title screen. You will then access the Main Menu.

Main Menu

Use the left analog stick or the directional buttons to navigate through the following options, then press the $\times$ button to select. Press the $\triangle$ button to cancel and go back to the previous screen.



- **New game:** Start a new game.
- **Load game:** Resume a formerly saved game.
- **Settings:** Access the Options menu to customize certain aspects of the game.
- **Bonus:** Access unlocked bonuses. You can unlock bonuses by completing missions and objectives throughout the game.
- **Credits:** Access game credits.

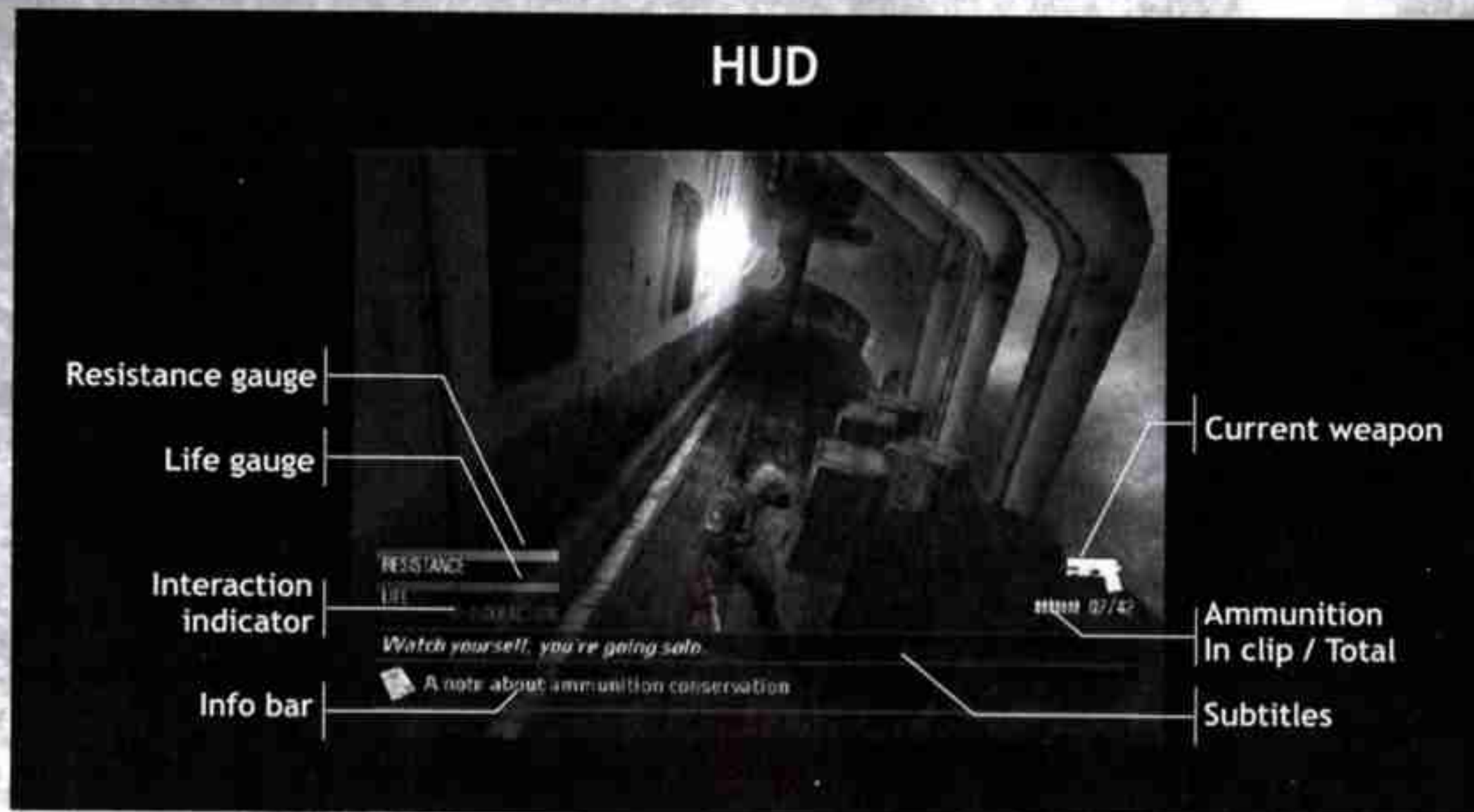
Options Menu

From this screen you'll be able to customize the main settings of the game.



- **Controller options:** Set up key assignments and vibration on/off for the controller.
- **Sound configuration:** Set the music, sound effects, and voice effects levels.
- **Screen configuration:** Set screen display options.
- **Subtitles:** Toggle in-game subtitles on and off.

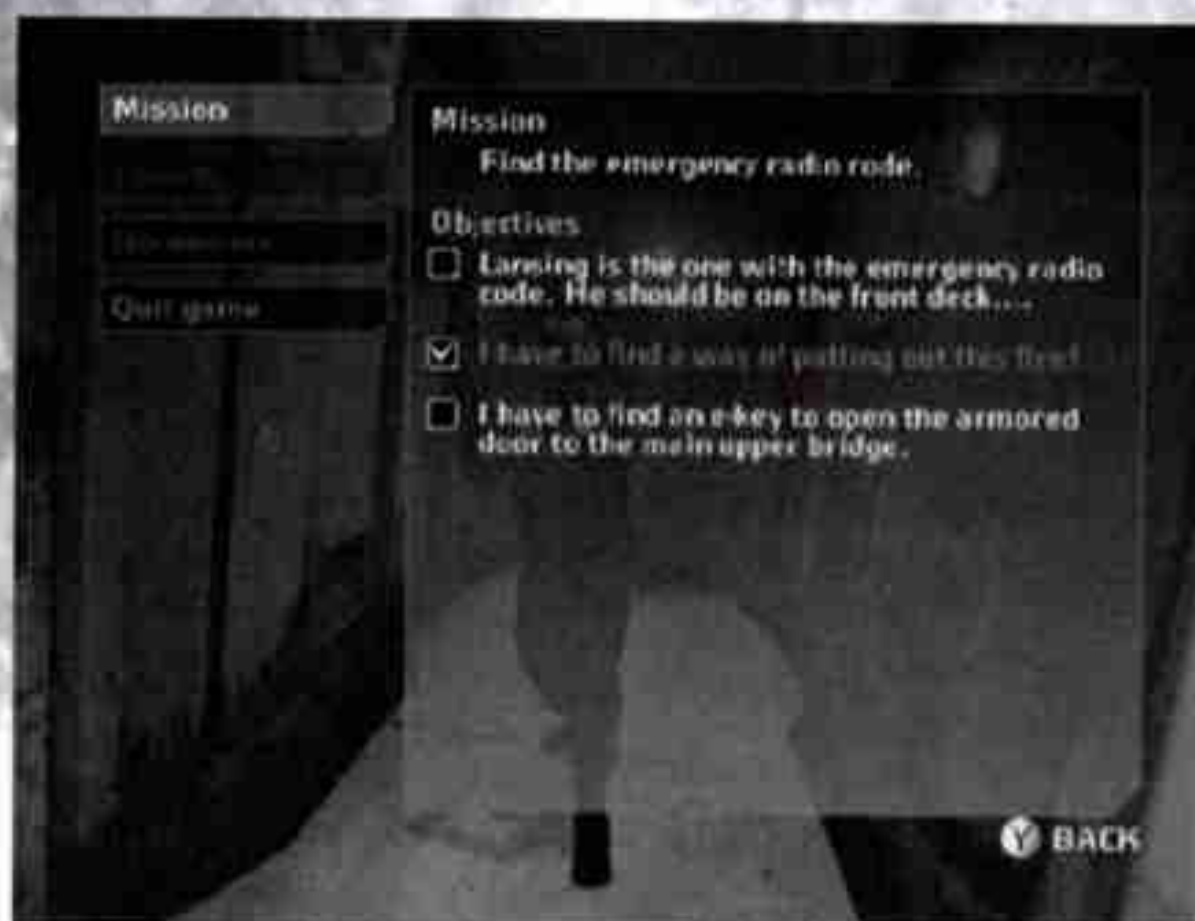
Game Interface



- **Life gauge:** Displays Tom's health state. Falls, traps, and enemy attacks will reduce the life gauge. If your life gauge is empty, Tom dies and the game ends. You can replenish your life by using the med kits found in the game.
- **Resistance gauge:** Running will reduce the resistance gauge. When the gauge is empty, Tom is out of breath and cannot run anymore. Moreover, he will be more vulnerable to his enemies' attacks and will not be able to grab ledges anymore. The resistance gauge will replenish itself automatically over time if you avoid running.
- **Interaction indicator:** The caption will be highlighted whenever a special interaction is possible. Press the  button to perform the interaction.
- **Info bar:** This bar will appear to give you useful information about your environment: possible interactions, info on the objects you just picked up, objectives updates, etc.
- **Subtitles display:** When they are turned on, the game subtitles will appear in this bar
- **Current weapon:** Displays the weapon that is currently selected. Press the R2 or L2 button, or use the directional buttons to switch to another weapon.
- **Ammunition:** Shows how much ammunition you have left for the currently selected weapon. The first figure shows the ammunition left in the current clip, the second indicates the total amount of ammunition left for this weapon. Press the  button to reload your weapon.

Inventory

During the game, you can access the inventory at anytime by pressing the SELECT button. You will then see the following screen:



- **Mission:** Display current objectives and their completion status.
- **Objects:** Display a detailed view of the objects you possess.
- **Documents:** List and read the documents you have collected.
- **Quit Game:** End current game and return to the Main Menu.

Saving a Game

While playing, you will be advised to save your game at specific points. Make sure that you have correctly inserted a memory card (8MB)(for PlayStation®2) with enough free space.

CAUTION: To save the settings and the bonuses that have been unblocked during the game, you must start up the game with the memory card (8MB)(for PlayStation®2) containing the last saved game. If another memory card (8MB)(for PlayStation®2) is inserted, any saved settings and unlocked bonuses will be lost.

End Game

If Tom Hansen dies in the course of a game, the following screen will appear:

- **Try again:** Start the game again from the last point at which it was saved.
- **Quit:** Quit the current game and return to the Main Menu.

ADVANCED MOVES

Critical Hit

During combat, some enemies may try to grab you in an attempt to strangle or bite you. When a critical hit is possible, a status bar will appear on the screen. Press the  button repeatedly to fill up the status bar. Then, when it's full, press the R1 button to perform a special critical hit that will deal lots of damage to your opponent.

The critical hit is impossible if you do not have ammunition for the weapon used to perform it. However, you'll still be able to shove an enemy that grabs you.

Shove Move

When your weapons are drawn and ready, you can use a shove move (the  button) to repel an enemy that is closing in on you. This is especially useful when you are low on ammunition or when the enemy is too close and threatens to grab you.

Note that the shove move can also be employed to use or break many interactive objects in the game (crates, electric transformers, etc.).

Avoiding a Fall

At some points in the game you will be confronted with narrow catwalks and unsecured decks. If Tom loses his balance and begins to fall, just move the left analog stick in the opposite direction of the fall. Tom will avoid the fall by grabbing on to a ledge or handrail. You can then climb back up by pushing the left analog stick in the direction you want to go.

Grab Ledge

When you shoot at long range in an unsteady environment, you can use the  button to grab onto nearby handrails to steady your aim. Grabbing will also prevent you from losing your balance on decks when the angle is too steep.

Searching Dead Bodies for Items

Ammunition is scarce in Cold Fear, so you will often have to look around for additional ammo clips. You can also search dead bodies and pick up their loads. To do this, approach a dead body (the Action caption will appear), and then press the  button to search the corpse.

Head Crush

The ExoMutants in Cold Fear can only be killed by eliminating the Exocel that infests their brain. To do this, you can either shoot an ExoMutant in the head or crush its head while it lies stunned on the floor.

To perform a head crush, approach a stunned mutant (the Action caption will appear), and then press the  button to crush the head.

MAIN OBJECTS AND ACCESSORIES

Weapons

.45 Handgun



5.45 semi-automatic handgun

- **Magazine capacity:** 7
- **Rate of fire:** 3 rounds/sec
- **Special:** Built-in laser targeting, torchlight

XM1014 Tactical Shotgun



12mm semi-automatic shotgun

- **Magazine capacity:** 7
- **Rate of fire:** 0.8 rounds/sec

MP5-A3 Submachine Gun



9mm auto submachine gun

- **Magazine capacity:** 25
- **Rate of fire:** 14 rounds/sec
- **Special:** Navy-improved variation of the MP5 submachine gun

Automat Kalashnikova, Model 1947



7.62 assault rifle

- **Magazine capacity:** 30
- **Rate of fire:** 10 rounds/sec
- **Special:** Laser targeting

M79 "Sawed-off" Grenade Launcher



40mm grenade launcher

- **Magazine capacity:** 5
- **Rate of fire:** 0.8 rounds/sec

Assault Flamethrower



Gasoline propelled by compressed gas

- **Firing range:** 6 meters
- **Tank capacity:** 120 centiliters
- **Rate of fire:** 2 centiliters/sec

Speargun



- **Weapon range:** 100 meters
- **Capacity:** 3 chemical stingers
- **Rate of fire:** 1 stinger/sec
- **Special:**
 - Chemical gas: Exo-Benzilate (XZ)
 - Durability of gas effect: 10 sec
 - Range of gas effect: 25 meters

Weapons Shortcuts

Some weapons have shortcuts available on the directional buttons. To assign these shortcuts, equip the weapon you want to assign, then press and hold the directional button you wish to use as a shortcut for this weapon. These shortcuts allow you to switch weapons more quickly during fights, according to your strategy and ammunition level.

Objects

In Cold Fear, many objects in your environment can be used against your enemies – and also be a threat to you! Constantly survey your surroundings to get the best use of objects.



Valves

These valves are used to open or close oil pipes. Firing on them will instantly cre-

ate a leak that will release a pressurized stream of fire. They are a good alternative when you do not have the flamethrower.

There are other types of valves in Cold Fear. The yellow ones carry pressurized steam, and the blue ones control fire-extinguishing systems. You can use them by pressing the  button.



Extinguishers

Extinguishers are filled with pressurized carbonic snow. Firing on them will make them explode, with lethal results for anyone or anything standing too close to the blast radius.



Electric Transformers

These are electrical maintenance devices. Firing on them will create a short circuit and release denuded cables that can eventually become lethal if you get too close and touch them.



Barrels

Last reminders of the oil rig's former activities, they are filled with unstable carbohydrate substances. They will explode if exposed to an intense heat source or a bullet impact.



Laser Mines

Made of powerful and compact explosives, these directional mines will explode if something cuts their laser beams. They cannot be disarmed, so you have to dodge the beams or even try to get your enemies to clear the path for you.

Though protected against bullets, the mines are very vulnerable to explosions and fire. Therefore you can neutralize them with grenades, for instance.

Hook, Crates, and Cables

On a ship caught in a storm like the one in Cold Fear, all objects that are not secured and safely fixed can become deadly threats. Always pay attention to swaying elements and do not get in their path. Still, you can try to get your enemies to do so.

Switches

Some elements in Cold Fear can be activated through switches. These will allow you to access new areas. Some can even trigger events or sequences that you will be able to use in combat.

Documents

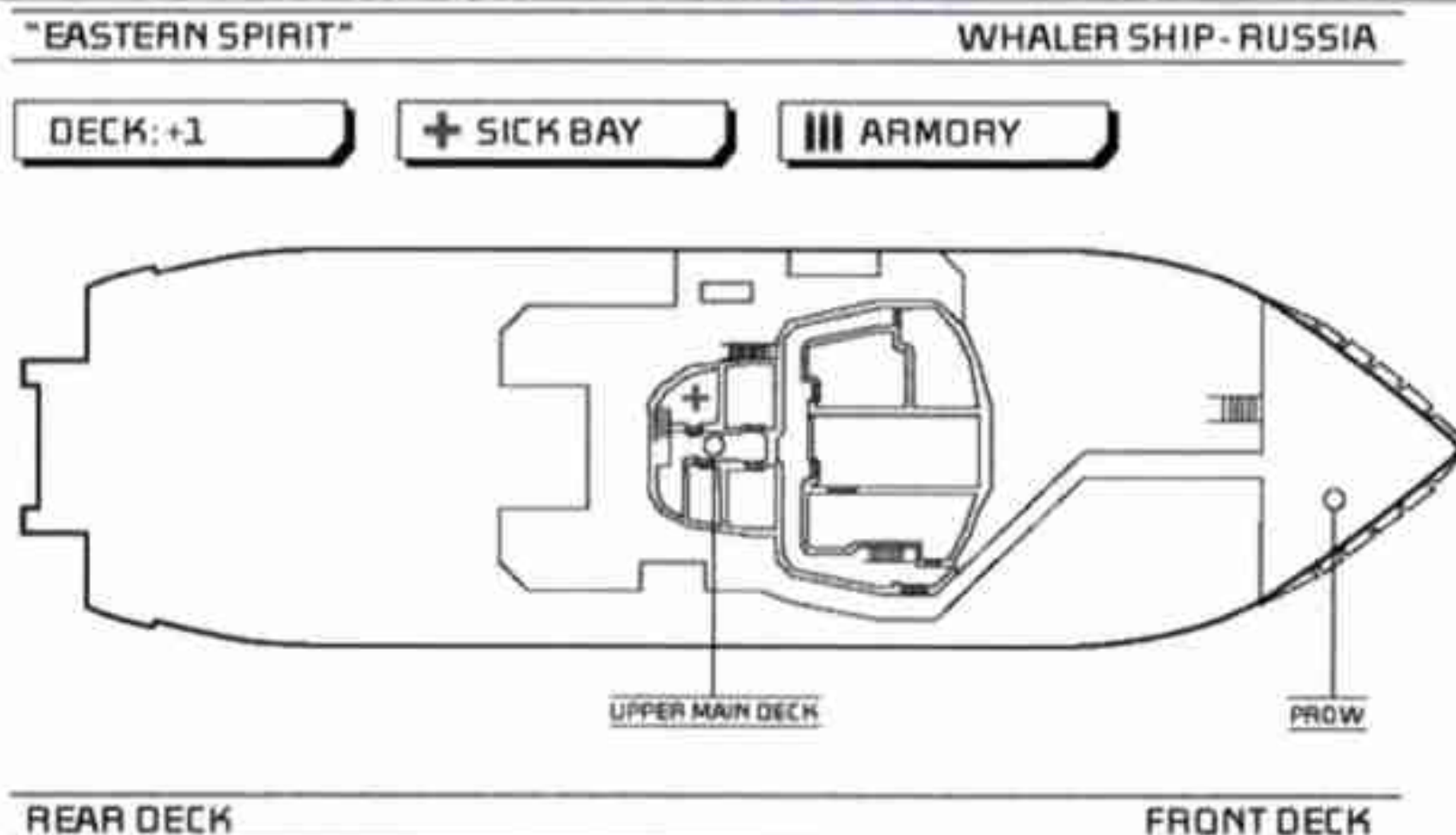
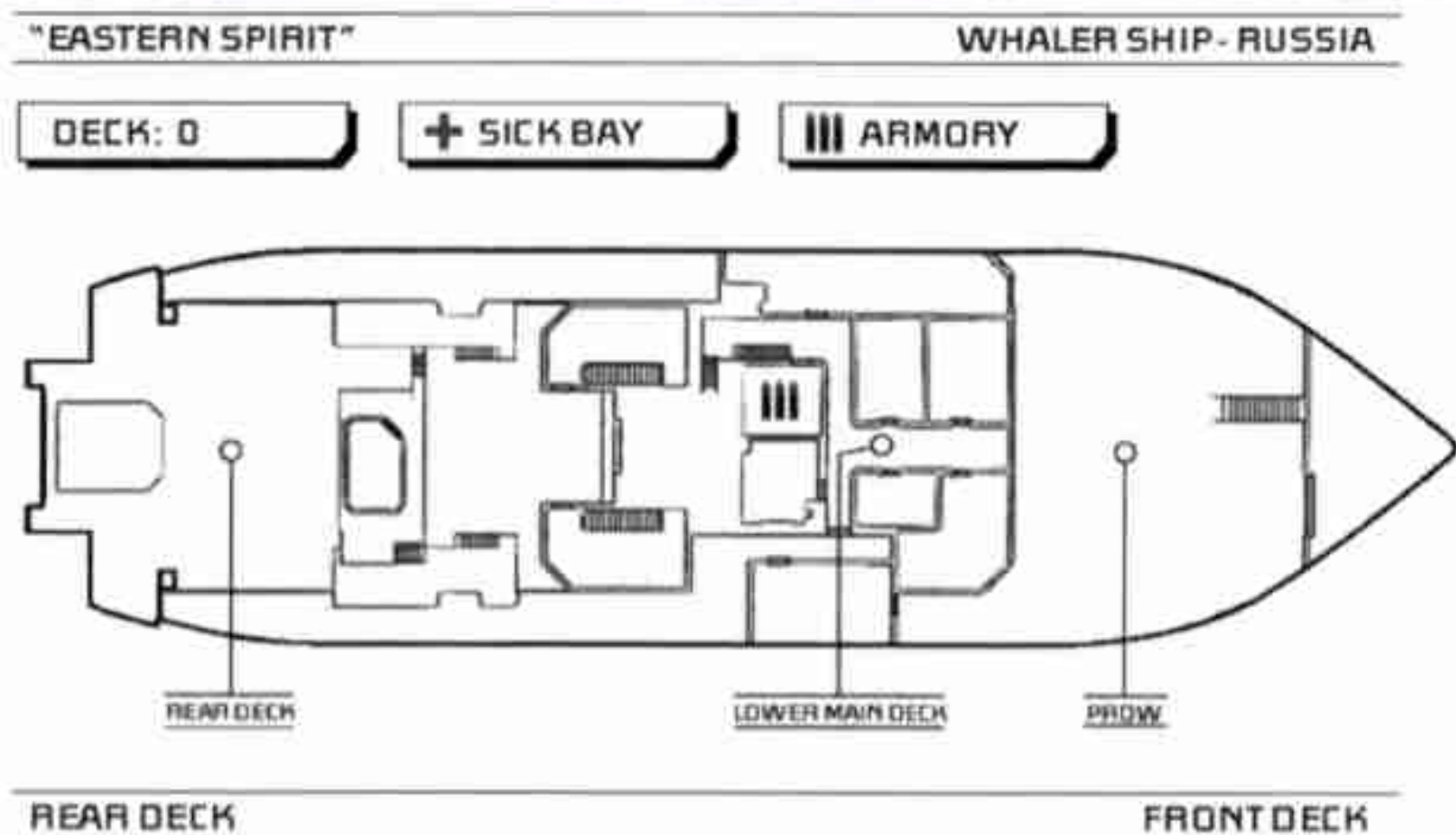
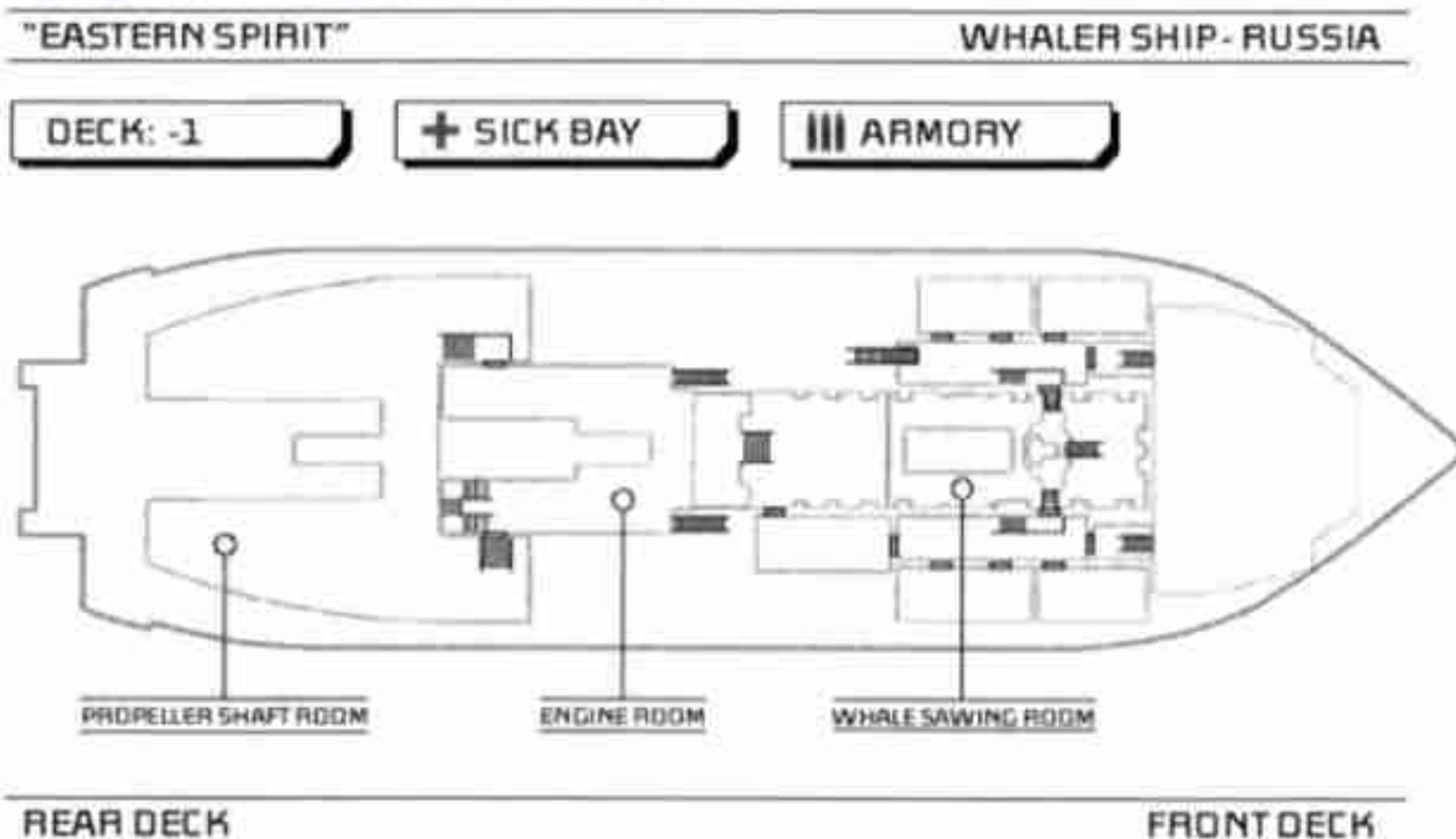
You will find many documents scattered around that will help you uncover the mysteries behind the Cold Fear story. Some will give you useful information about surviving in your environment.

MAPS

Finding your way on board a ship is a hard task. Fortunately, Tom is fluent in Russian. During the game, just aim at the signs painted on the walls to get a translation and locate your position.

Each time you enter a new area, its name will be displayed in the top right corner of the screen, allowing you to know where you are.

Below you will find a map of the whaler that you can use to find your next objective.



Notes

Cold Fear™



This game and its contents are entirely fictitious. The characters, scenario, and action portrayed are purely imaginary and should be taken neither at face value nor as ideas to emulate. The rating of this title indicates that players must be adults. Everything has been created entirely and solely for entertainment purposes, and the ability of an adult to differentiate between entertainment content and what may be done in real life is assumed. Ubisoft cannot be held responsible for the actions of those who disregard this warning. Do not attempt to recreate the scenes conveyed in this game under any circumstances.

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

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and 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 Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay 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 gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

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 browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

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If all else fails you can write to us at:

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Please do not send any game returns directly to Ubisoft before contacting Technical Support. 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 the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

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After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

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Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

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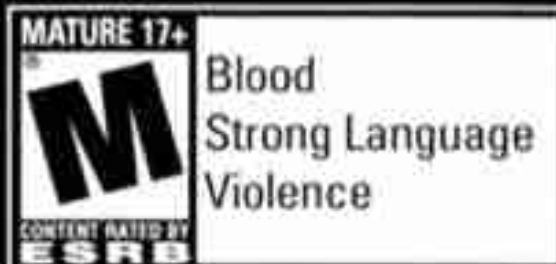


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