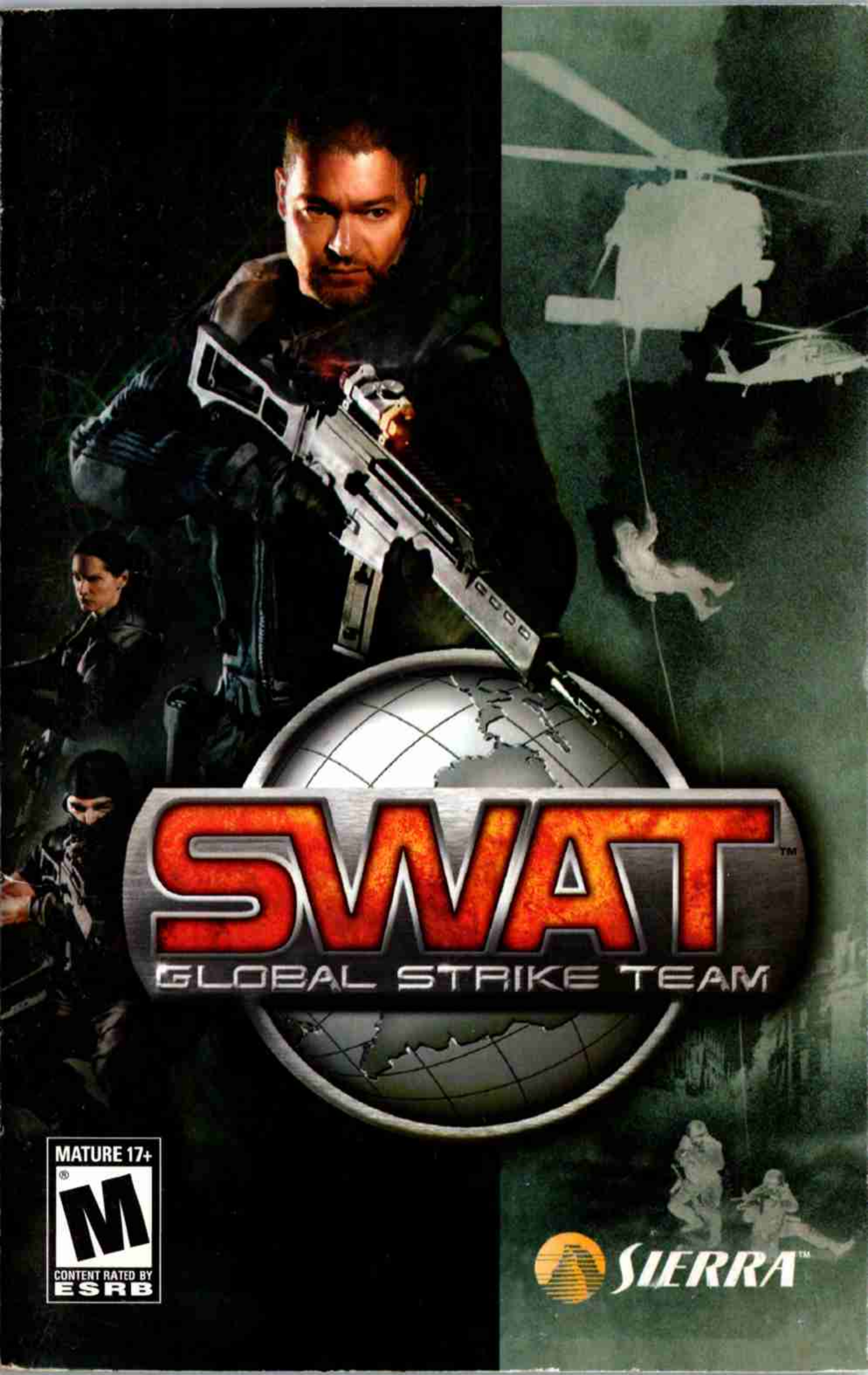




# SWAT™

GLOBAL STRIKE TEAM



## **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.



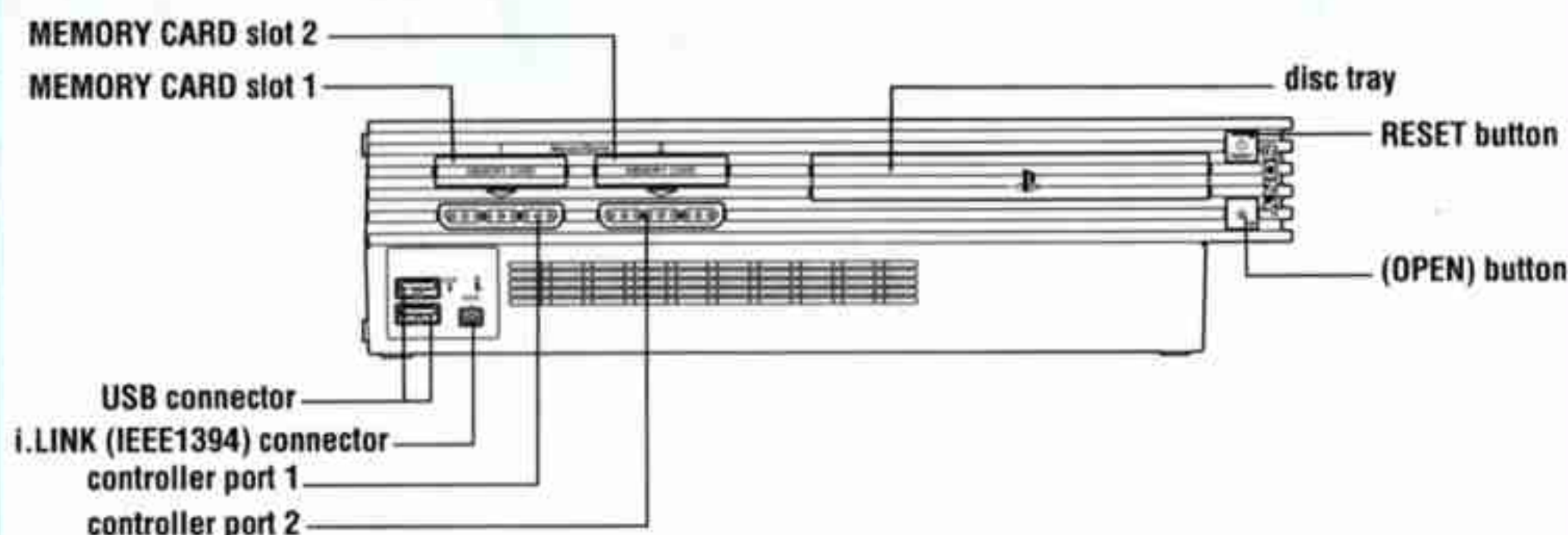
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# GETTING STARTED



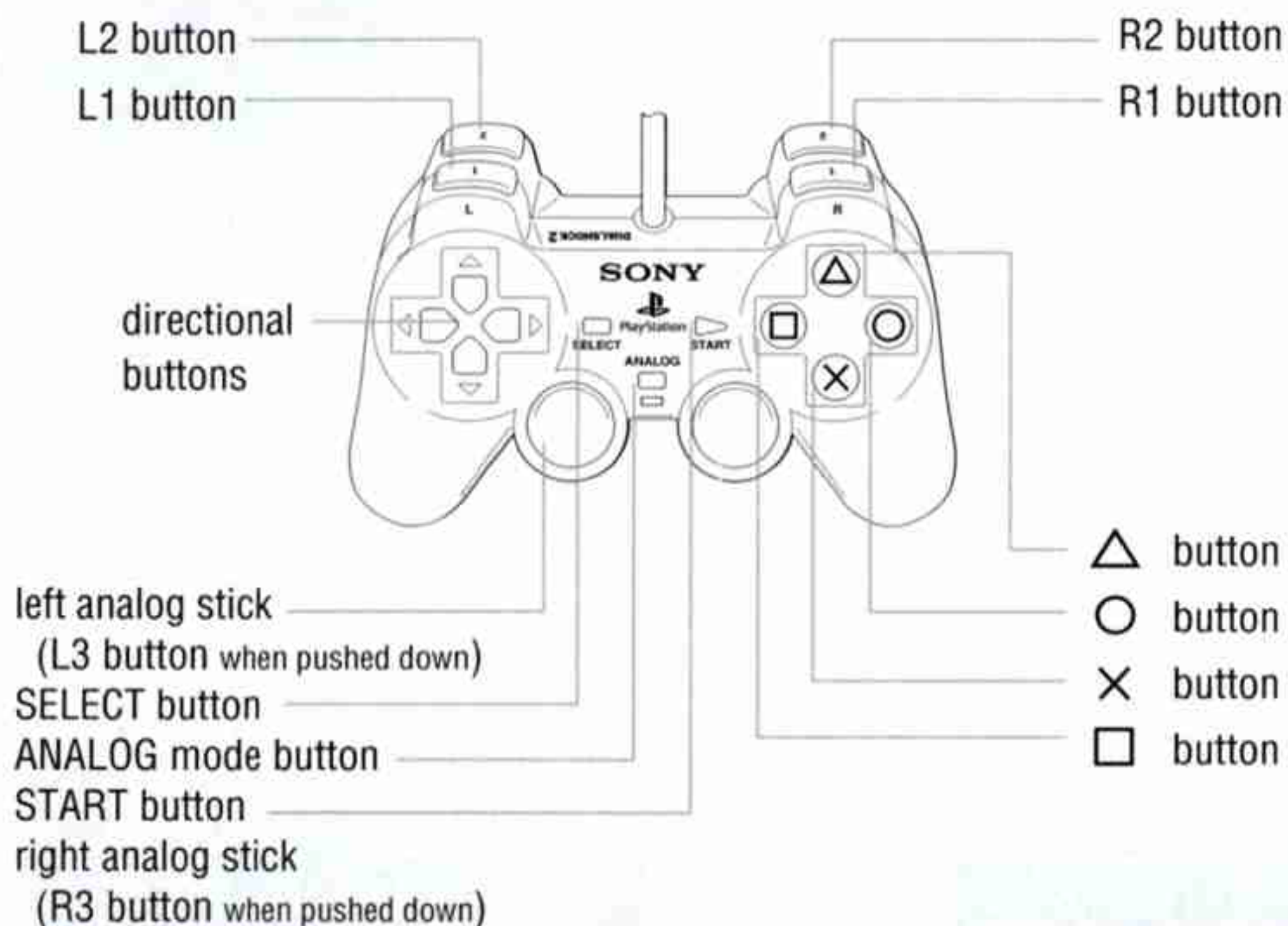
- Set up your PlayStation®2 Computer Entertainment System according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button.
- When the power indicator lights up, press the  button and the disc tray will open. Place the *SWAT: GLOBAL STRIKE TEAM™* disc on the disc tray with the label side facing up. Press the  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 *SWAT: GLOBAL STRIKE TEAM™*.

## MEMORY CARDS (8MB) (for PlayStation®2)

You may save your progress while playing *SWAT: GLOBAL STRIKE TEAM™*. In order to do so, you must have a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1 of your PlayStation®2. Game data can only be loaded and saved to a memory card (8MB) (for PlayStation®2) in MEMORY CARD slots 1 or 2. Do not insert or remove a memory card (8MB) (for PlayStation®2) while the game is attempting to load or save game data.

# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Press the directional buttons to cycle through or highlight the various menu selections.

Press the **×** button to make a selection, go to the next screen, or change the currently selected option.

Press the **△** button to return to the previous screen from a submenu.



## SWAT: GLOBAL STRIKE TEAM™ BACKGROUND

*SWAT: GLOBAL STRIKE TEAM™* was formed in 2008 in response to an unprecedented escalation of threats of violence against civilians around the world by a well-organized and highly ruthless transnational criminal network bent on destabilizing democracy for its own benefit.

In a secret crisis summit of the UN Security Council in Moscow, the leaders of the free world unanimously agreed that the best way to engage this common foe was to form a global police force whose structure could parallel or mirror that of the criminal network itself.

*SWAT: GLOBAL STRIKE TEAM™* is composed of the cream of police officers from the best tactical units in the world, including some who served in OPERATION URBAN JUSTICE in previous years, as well as ex-special forces personnel from various militaries. It is based on the concept that different nationalities with knowledge of local criminal environments can readily pool their intelligence and expertise to anticipate and prevent the enemy from achieving their goals. Those selected for *SWAT: GLOBAL STRIKE TEAM™* do tours of duty around the world before returning to their previous vocations. Most choose to stay...

*SWAT: GLOBAL STRIKE TEAM™* is the muscle, the business end of a worldwide policy to streamline the law enforcement agencies of civilized nations in a sustained effort to coordinate a response to the real threat posed by the criminal network. *SWAT: GLOBAL STRIKE TEAM™* was therefore designed to work alongside more traditional law enforcement agencies and military/defense organizations throughout the world.

You are Mathias Kincaid, a former member of the US Army's elite Delta Force and now a commander within *SWAT: GLOBAL STRIKE TEAM™*. Having volunteered for GST duty, your wish has finally been granted. As element leader, you will be teamed up with two first lieutenants, a sharpshooting sniper named Kana Lee, and Anthony "TJ" Jackson, an excellent field technician.

A major threat to world security has arisen: two rival gangs, the "Omega Cartel" (Executive High Rollers) and the "Whispering Dragon Clan" (Urban Street Warriors)—in reality global organizations—are fighting a bitter turf war over the production and distribution of a deadly new designer drug, LD-50—nicknamed SPIKE. The Omega Cartel owns the production and distribution arm, but the new boys on the

street, the Dragons, want to tax the Omega Cartel or gain access to their territory. This war has spilled out onto the streets of the world's major cities, terrorizing ordinary decent citizens. Airports have been closed down due to bomb threats, waves of car bomb attacks have swept the US, Europe, and the former Soviet Union, and street gunfights have spread beyond LA into the heartland of the US. In several major European cities, huge areas are considered virtual war zones and have effectively been abandoned by conventional police forces.

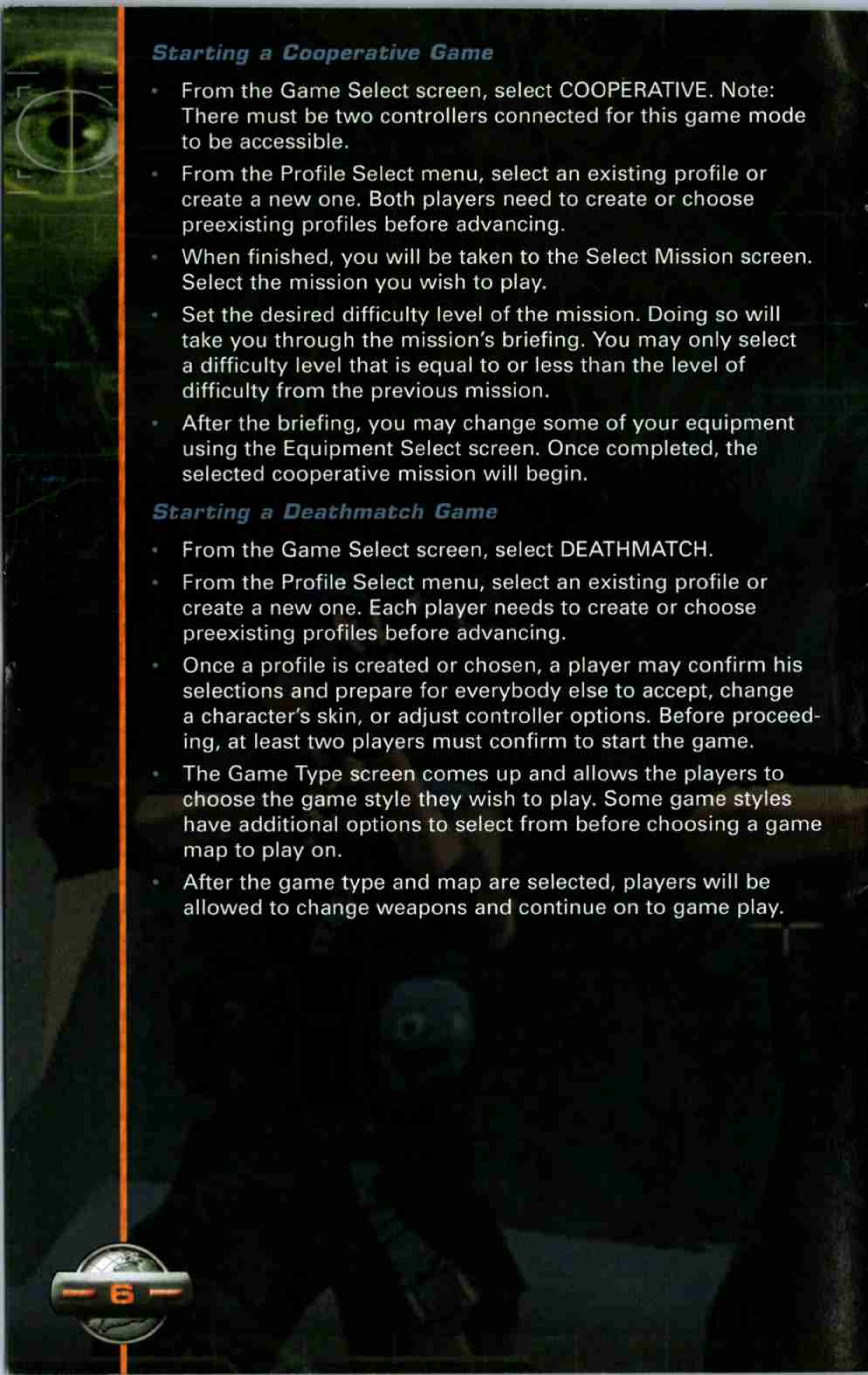
To meet this threat, a global police response is needed. And so *SWAT: GLOBAL STRIKE TEAM™* is called in with orders to destroy both narco-terrorist organizations.

## QUICK START

|                    |                                                        |
|--------------------|--------------------------------------------------------|
| L1 button          | Throw Grenade                                          |
| L2 button          | Activate Voice Recognition (if available)              |
| R1 button          | Fire Weapon                                            |
| R2 button          | Access Equipment Menu                                  |
| △ button           | Switch Weapon                                          |
| ○ button           | Melee Attack                                           |
| × button           | Operate - Reload                                       |
| □ button           | Issue Compliance                                       |
| right analog stick | Look                                                   |
| R3 button          | Lean, Zoom                                             |
| left analog stick  | Move / (When in zoom mode, allows for zoom adjustment) |
| L3 button          | Crouch - Stand                                         |
| directional button | Issue Squad Commands                                   |
| START button       | Pause Game                                             |
| SELECT button      | Show Objectives                                        |

## Starting a CAMPAIGN

- From the Game Select screen, select CAMPAIGN.
- From the Profile Select menu, select an existing profile or create a new one.
- When finished, you will be taken to the Select Mission menu. Select the mission you wish to play, in this case, the first mission.
- Set the desired difficulty level of the mission. Doing so will take you through the mission's briefing. You may only select a difficulty level that is equal to or less than the level of difficulty from the previous mission.
- After the briefing, you may change some of your equipment using the Equipment Select screen. Once completed, you will move on to your first mission.



### *Starting a Cooperative Game*

- From the Game Select screen, select COOPERATIVE. Note: There must be two controllers connected for this game mode to be accessible.
- From the Profile Select menu, select an existing profile or create a new one. Both players need to create or choose preexisting profiles before advancing.
- When finished, you will be taken to the Select Mission screen. Select the mission you wish to play.
- Set the desired difficulty level of the mission. Doing so will take you through the mission's briefing. You may only select a difficulty level that is equal to or less than the level of difficulty from the previous mission.
- After the briefing, you may change some of your equipment using the Equipment Select screen. Once completed, the selected cooperative mission will begin.

### *Starting a Deathmatch Game*

- From the Game Select screen, select DEATHMATCH.
- From the Profile Select menu, select an existing profile or create a new one. Each player needs to create or choose preexisting profiles before advancing.
- Once a profile is created or chosen, a player may confirm his selections and prepare for everybody else to accept, change a character's skin, or adjust controller options. Before proceeding, at least two players must confirm to start the game.
- The Game Type screen comes up and allows the players to choose the game style they wish to play. Some game styles have additional options to select from before choosing a game map to play on.
- After the game type and map are selected, players will be allowed to change weapons and continue on to game play.

## GAME SELECT SCREEN

From the Game Select screen, the player has the following selections to choose from:

### *Campaign*

The Campaign mode in *SWAT: GLOBAL STRIKE TEAM™* allows the player to play the missions in order from start to finish through an unfolding storyline. Completing a mission in Campaign mode will unlock the next mission in Campaign mode.

For more details, see page 10.

### *Time ATTACK*

Selecting Time Attack begins a new Time Attack game or resumes one already in progress. A Time Attack game differs from a Campaign game in that the player has a limited amount of time to complete the mission. The exact amount of time is extended or shortened based on how well the player performs his objectives, arrests criminals, frees hostages, and so on. Should the mission clock reach 0:00:00 before the mission is complete, the game is over. In Time Attack mode, the game difficulty is automatically set to "Veteran."

### *Cooperative*

This mode allows two players to play cooperatively in order to successfully complete the missions. The game uses a split screen, so players have their own point of view during game play.

For more details, see page 10.

### *Cooperative Time Attack*

This mode combines the features of Cooperative and Time Attack modes. Two players play against the mission clock, with the success of the mission dependent upon both players' game play. Should the mission clock reach 0:00:00 before the mission is complete, the game is over.

### *Deathmatch*

Pitting players against one another or team against team, this mode allows you to play against up to three other players over six different play modes.

For more details, see page 11.





### Options

*SWAT: GLOBAL STRIKE TEAM™* has options to enhance the game experience and configure it to your liking, allowing you to adjust audio, video, voice-recognition features, and controller configurations.

For more details, see page 12.

### Extras

The Extras section offers bonus material and game credits.

For more details, see page 13.

## PROFILE SELECT SCREEN

The Profile Select screen allows a player to choose an existing profile or create a new profile.

To select an existing profile, scroll to the one desired and press the  button to confirm and select it.

To create a new profile, select an empty slot marked CREATE A NEW PROFILE and press the  button to confirm and select it. Enter a name using the character entry method provided. When completed, you will be asked where to save the profile. Follow the on-screen instructions.

## SELECT MISSION SCREEN

The Select Mission screen allows you to choose a mission to play. Only unlocked missions will be playable. To select a mission to play, scroll to the desired one. If it is locked, it will tell you. If it is not, press the  button to choose it. Once a mission is chosen, you will need to select the difficulty level of game play (Rookie, Veteran, or Elite) prior to viewing the Mission Briefing screen. You may only select a difficulty level that is equal to or less than the level of difficulty from the previous mission.

You may also view the details of your current profile by pressing the  button.

## MISSION BRIEFING SCREEN

After selecting the mission and difficulty level, the mission briefing is delivered. This will provide you with your upcoming assignment, showing what intelligence has been gathered and what your team's objectives are. You may use the left analog stick or directional button to scroll through the text.

## EQUIPMENT SELECT SCREEN

After the mission briefing, you will be able to equip your character based on the threat assessment. Your character will carry standard-issue equipment and the less-than-lethal tranquilizer handgun. You will be able to change out the lethal weapon and the type of grenade your character carries. Note, the number of grenades carried into a mission is based upon the level of difficulty selected for the mission.

This section will also allow you to spend any Weapons Upgrade Points earned, by pressing the  button on this screen to move to the Customize screen. Weapons Upgrade Points are awarded after every completed mission based upon how well you managed to secure the prime suspects. Weapons Upgrade Points can be spent to modify aspects of a lethal weapon, with the exception of the sniper rifle.

After making your selections, you may proceed to the mission.

## MISSION COMPLETE SCREEN

After a completed mission, a recap is displayed. This recap includes such information as the time it took to complete the mission, your shooting accuracy, the number of civilians rescued, the number of civilians killed, the number of enemies restrained, the number of enemies escaped, the number of enemies killed, and the number of times unauthorized force was used. Included with this recap is a grade rating based on adhering to "Rules of Engagement", with a grade of "A" being the best.

## **CAMPAIGN**

### *Starting a New Campaign*

To start a new campaign, select CAMPAIGN from the Game Select screen. The next screen will be the Profile Select screen. Follow the on-screen instructions or review the PROFILE SELECT SCREEN section in this manual. You will then be taken to the Select Mission screen, Mission Briefing screen, Equipment Select screen, and into the game.

Any earned weapons upgrades and unlocked missions from other profiles are not unlocked with newly created profiles.

### *Loading an Existing Campaign*

To load a previously saved campaign, select CAMPAIGN from the Game Select screen. On the Profile Select screen, select from the list of saved profiles.

### *Saving a Campaign*

Campaigns are automatically saved at the end of each successful mission. The campaign profile is updated on completion of a mission.

## **COOPERATIVE**

Choosing this allows for two-player cooperative game playing campaign-style through the missions. With this game mode, you and a friend work together to complete up to ten missions.

### *Starting a New Cooperative Game*

To start a new cooperative game, select COOPERATIVE from the Game Select screen. The next screen will be the Profile Select screen. It will be split into two sections to allow you and your friend to select an existing profile or create a new one. Follow the on-screen instructions or review the PROFILE SELECT SCREEN section in this manual. Both you and your friend will need to select a profile or create a new one prior to moving on.

You will then be taken to the Mission Briefing screen. Select a mission along with the difficulty level. Only unlocked missions are playable and only difficulty levels that are equal to or less than the level of difficulty chosen from the previous mission are available. Once selections have been made, you and your friend can choose what weapons to use in the mission, change your characters' skins, or adjust your controller options.

# DEATHMATCH

This game mode allows head-to-head or team-based game play supporting up to four players. There are six game types to choose from; each type allows further customizations, such as free-for-all or team play and the choice of a map to play on.

## *Starting a New Deathmatch Game*

To start a new Deathmatch game, select DEATHMATCH from the Game Select screen. The next screen will be the Profile Select screen. It will be split into four sections to allow you and your friends to select an existing profile or create a new one. Follow the on-screen instructions or review the PROFILE SELECT SCREEN section in this manual.

You will then be taken to the Game Type screen. Select the type of game play desired (see the Game Types section below for further descriptions). By pressing the  button on this screen, players can also customize the rules for the game to their own preferences. Once selected, the Select Map screen comes up. Choose the desired map to play on.

## *Game Types*

### **HOMICIDE (Free-for-All or Team Play)**

The first player to reach the set kill limit wins the game.

### **COUNTDOWN (Free-for-All or Team Play)**

The player with the highest number of kills within the time limit wins the game.

### **SURVIVOR (Free-for-All Only)**

The last player standing wins the game.

### **BAG MAN (Free-for-All Only)**

The player to pick up and hold the bag for a set time limit wins the game. If the player dies while holding the bag, it is dropped and can be picked up again by any player.

### **CONTAINMENT (Free-for-All or Team Play)**

Stand within the highlighted areas of the map for the duration of the time limit to win the game.

### **SECURE AND HOLD (Team Play Only)**

Secure all beacons on the map by activating them and turning them to your team color to win the game.



## OPTIONS

*SWAT: GLOBAL STRIKE TEAM™* options change various aspects of the look and feel of the game. The options are broken down into the following categories that can be accessed via the Options screen.

### AUDIO/VIDEO

This screen allows you to change both audio and video configurations.

### BLOOD

Turns the Blood mode on or off.

### SWAT TARGET INDICATOR

Switch target indicator on or off.

### MUSIC VOLUME

Adjusts the audio level of the music.

### SPEECH VOLUME

Adjusts the audio level of speech.

### SOUND VOLUME

Adjusts the audio level of sound effects.

### AUDIO

Adjusts the audio output between MONO, STEREO, and DOLBY PRO LOGIC II.

### CENTER SCREEN

Adjusts the screen's horizontal and vertical position.

## PLAYER OPTIONS

The screen allows you to select different controller configurations and adjust certain properties of the controller.

### FRIENDLY FIRE

Turns friendly fire on or off.

### INVERT PITCH

Inverts the actions associated with the Look / Zoom thumbstick.

### SENSITIVITY V

Configures the input sensitivity of the Look action vertically.

## **SENSITIVITY H**

Configures the input sensitivity of the Look action horizontally.

## **CONTROLLER VIBRATION**

Turns controller vibration on or off.

## **AUTO LEVELING**

Helps keep the view level while moving around the environment.

## **CONTROLLER MODE**

Choose between Advanced controller configurations and Beginner controller configurations.

## **AUTO AIM**

Helps you to shoot suspects near your targeting reticule. The aiming reticule will go red when you are locked on to a suspect.

## **TARGETING AID**

Helps to keep suspects in your sights.

## *Button LAYOUT*

This displays the current button configuration for the controller.

## *Voice Recognition*

*SWAT Global Strike Team™* supports Voice Recognition Technology so you can issue squad commands to your teammates and shout compliance orders to both hostages and suspects. This screen allows you to adjust and test various aspects of Voice Recognition Technology.

Please note that Voice Recognition Technology is supported through an approved PlayStation®2 USB headset.

## **VOICE MODE**

Changes the voice recognition feature to ALWAYS ON or PUSH TO TALK.

## **EXTRAS**

Selecting EXTRAS from the Game Select screen provides access to additional elements of the game such as bonus materials and game credits.

## *Credits*

Choose this to view the list of people who developed and published *SWAT: GLOBAL STRIKE TEAM™*.

## Character Profiles

Select this to take a look at team member profiles for the Global Strike Team.

## Action Movies

Each GST team member has their own action movie that you can watch after advancing far enough in your campaign missions. You can watch the action movie for each team member after completing the seventh, fourteenth, and twenty-first missions with an "A" grade.

## IN-GAME SCREEN



## HUD

The Heads-Up Display provides important in-game information to you, the player.

### A – Player's Health

This indicator tells you your character's state of health. When the indicator is full, your character is healthy and uninjured. When the indicator is empty, your character is dead, the mission is unsuccessful, and the game is over.

### B – Team Member's Indicator

The Team Member's Indicator serves three functions: it lets you know who is on the mission, the health of the team members, and who is speaking. The team members' health functions exactly like the player character's health. Should a team member's indicator become empty, the mission is unsuccessful and the game is over.

Should a team member activate his communication link and speak, his indicator will expand to show his entire face.

Depending on the mission, you may see both, just one, or neither of a team member's indicators.

### **C – Weapons Inventory**

The weapons inventory keeps track of how many grenades you have and how much ammo remains in your clip.

You start off a mission with a set number of grenades based on the level of difficulty of the mission. Use them wisely as they are all you have to use during a mission. To throw a grenade, press the L1 button.

For all missions, you carry an unlimited supply of clips for your weapons. Each weapon has its own size clip with a certain number of rounds. Should your weapon clip reach 0, your character will reload the weapon automatically. Be careful not to engage enemies with a low clip. Doing so may cost you dearly if you have to pause to reload.

### **D – Reticule**

The reticule will differ according to the weapon you currently have selected. When targeting a hostile, it will change to indicate a lock-on. If a non-hostile is targeted, it will alert you not to shoot.

### **E – Compliance Meter**

As you shout for compliance, enemies become intimidated. This is indicated by the compliance meter. When the meter reaches maximum, pressing compliance causes the enemy to give up. Some compliance tactics include the following:

- Repeatedly shout for compliance to wear enemies down and make them give up.
- Fire warning shots to scare enemies and make them more likely to comply.
- Sneak up behind enemies for immediate compliance.
- Shout at stunned enemies for immediate compliance (flash-bang / gas).
- Shoot enemies to wear them down and make them more likely to comply.
- Shout at enemies while complied to make sure they do not come back and attack before they are handcuffed.

## ***Movement and Look***

To move around, use the left analog stick. This allows you to move forward, backward, and side-to-side. Pressing the L3 button will make your character crouch or stand up.

To look around and aim, use the right analog stick. Pressing the R3 button will allow you to enter "Zoom Mode." This mode lets you to lean around corners by moving the movement control analog left or right. Press the R3 button again or push forward or back on the left analog stick to exit Zoom Mode.

## ***Action Interfaces***

### **F – Squad Command Interface**



The squad command interface allows you to issue orders to your team members during a mission. To access the squad command interface, press the directional button. This will display a list of choices you can then select by using the directional button.

If you have two team members with you on the mission, pressing the directional button brings up the squad command interface, which allows you to choose either team member or both. After making a selection, the list of commands comes up and you can then issue the command via the directional button.

- directional button to issue squad commands to team members

## G – Action Icon



Your character can interact with the environment in various ways. When there is an action that your character can take, an icon will appear in the lower center part of the game screen. Pressing the  button will make your character perform the action associated with the icon. Some examples include cuffing a hostile or non-hostile and opening doors.

In the case of unlocked doors, tapping the  button will cause your character to open the door slightly and peek into the room or toss in a grenade. Holding the  button longer will cause your character to open the door in normal fashion.

## H – Action Timer



The action timer is a graphical representation of the length of time it takes for your team member or your character to perform an action such as disarming explosives.

## I – Equipment Interface



The equipment interface allows you to equip your character with a piece of gear. Gear at your disposal includes the following:

- Gas Mask – For use if you encounter CS grenades, gas leaks, etc.
- Night Vision – Allows better vision in low-light conditions.
- Binoculars – Allow you to zoom in for a better look.
- Light Sticks – Used to mark areas that have been cleared.

To activate the equipment interface, press and hold the R2 button. Use the directional button to make your selection. To unequip an item, simply tap the R2 button. Tapping the R2 button with nothing equipped will equip your character with the last item equipped.

## MEDALS AND AWARDS

Medals and awards are given for various acts performed during a mission. Criteria for the presentation of a medal or award are as follows:

### MEDALS

#### Platinum Strike



This medal is presented for completing a mission without using a Continue.

#### Medal of Valor

This medal is awarded for completing a mission without being hit.



### AWARDS

#### Humane Combat Award



This award is given for completing a mission with no fatalities.

#### Vanguard Award

This award is presented if your teammates take down ten enemies during a mission.



#### Close Combat Award



This award is presented if you take down ten enemies during a mission using the melee attack.

# THE TEAM: PROFILES

## MATHIAS KINCAID



**RANK:** Commander

**CALL SIGN:** "Kincaid"

**HISTORY:** 28 engagements

**TRAINING:** Element Leader

### PROFILE:

Kincaid, the team leader, has commanded this particular squad through six successful engagements. His technical and strategic know-how, which allows him to gain the upper hand in any situation, earns him the complete confidence of his team. His main role is to command the other

specialized members of his squad and make sure they achieve their mission goals with the least possible interference.

### SPECIALTIES:

- **Comms Device:** Kincaid can communicate with his team via a throat "bone" microphone on a completely secure radio line.
- **Intelligence Technology:** He has access to all equipment, including Zoom Scope and Night Vision technology.
- **Projectile Weapons:** Kincaid carries all the grenades for the team. These include, but are not limited to, CS gas canisters, concussion grenades, and flash-bangs.

## ANTHONY JACKSON



**RANK:** First Lieutenant

**CALL SIGN:** "TJ"

**HISTORY:** 14 engagements

**TRAINING:** Technical

### PROFILE:

Throughout his career Jackson has gained an extensive knowledge of most technical devices. He has been trained to break into almost any computer system, crack into any electronic security device, and get through almost any locked door. His ability to gain silent entry cannot be overestimated. Jackson is also highly skilled in the use of explosives.

## SPECIALTIES:

- **Patching into CCTV cameras:** If the team finds a CCTV console, Jackson can patch into this and Kincaid can then look through the camera and see what is coming up ahead.
- **Breaching Charges:** Jackson carries breaching charges to blow open heavily secured doors that cannot be opened any other way.
- **Explosives:** Jackson is an explosives expert who can prime and diffuse any powerful explosives the team finds.

## KANA LEE



**RANK:** First Lieutenant

**CALL SIGN:** "Eagle One"

**HISTORY:** 18 engagements

**TRAINING:** Sniper

### PROFILE:

Lee is a master of silent movement. Rumors abound about her martial arts and acrobatic past—some say she was a defector to the West, a former covert agent for a fragile foreign power, others believe that she was a mercenary in the "Dirty Wars" who turned good. She has often helped

the team gain access to new areas by using her agility to get into buildings through unconventional avenues and by opening doors from the inside.

## SPECIALTIES:

- **Agile:** Kana is extremely nimble. She can get into areas that other squad members cannot, for example, ventilation shafts.
- **Lock Picking:** The ULP (Universal Lock Pick) gives Kana access to any door that is mechanically sealed.
- **Sniper:** Kana is the only agent trained to use sniper weaponry, drastically increasing the range at which she can take out enemy units.

# TACTICAL AIDS AND WEAPONS

## *Tactical Aids*

As a member of the *SWAT: GLOBAL STRIKE TEAM™*, you have access to an array of advanced equipment and sophisticated weaponry. The following is a list of the equipment and weapons (including their upgrades) at your disposal:

### NIGHT-VISION GOGGLES



These goggles allow you and your teammates to see in low-light conditions.

### GAS MASK

The gas mask gives the user protection from harmful airborne agents such as those from gas grenades.



### LIGHT STICKS



Light sticks are used by the *SWAT: GLOBAL STRIKE TEAM* to mark areas that have been searched and secured.

### BINOCULARS

Binoculars allow you to zoom in and check out the lay of the land.



### CS GAS GRENADE



CS grenades emit a gaseous cloud that causes severe watering of the eyes, respiratory distress, and extreme burning of the nose and throat.

## EMP GRENADE



EMP grenades (electromagnetic pulse grenades) emit shockwaves that shut down or otherwise destroy unshielded electronic components, circuitry, and lighting within a small radius.

## CONCUSSION GRENADE

An offensive hand grenade, the concussion grenade is designed to produce casualties during close combat circumstances.



## FLASH-BANG GRENADE



Flash-bangs are used to temporarily distract or disorient a suspect, hostage, or civilian by throwing off a blinding light and making a deafening noise.

## BREACHING CHARGE

Breaching charges are used to blow open closed or locked doors. They will also stun or possibly kill anyone on the other side of the door.



## Weapons

### ARGO 56 ASSAULT RIFLE



The assault rifle is a modern German military-style weapon that fires up to fully automatic at 750 rounds per minute.

### PDSMG 70 MACHINE GUN

A modern machine gun with an extendable skeleton stock and force grip, this automatic weapon has an incredible 900 rpm rate of fire.



### AFP12 SHOTGUN



A reliable and simple-to-use weapon featuring sheer strength and stopping power combined with auto-loading action.

## SR 2015 SNIPER RIFLE



Used by the sniper specialist, Kana Lee, the sniper rifle is a single-shot, semi-automatic weapon that fires a round each time the trigger is squeezed.

## SMC 1230 TRANQUILIZER GUN

This is a standard-issue, less-than-lethal gun with silencer used by the *SWAT: GLOBAL STRIKE TEAM™*. It is a single-shot, semi-automatic weapon, that when used properly, is non-lethal, but will make targets think twice before pressing for a firefight.



### *Weapons Upgrades*

From the Equipment Select screen, you may enter the Customize screen. You will receive points for missions based on how well you performed in arresting prime suspects. These points may be used to upgrade your weapons. Each weapon may be upgraded in different areas of performance.

### **MAGAZINE CAPACITY**

As magazine capacity is upgraded, the weapon can fire more ammo before having to be reloaded. Magazine capacity differs for each weapon.

### **AMMUNITION TYPE**

This is the type of ammunition your gun magazines will carry. It will vary from weapon to weapon.

### **RECOIL DAMPENERS**

These help to lessen the effect of a weapon's recoil, making it more accurate when fired.

### **AIMING DEVICES**

This allows for the addition or improvement of gun scopes.

## VOICE COMMANDS

*SWAT: GLOBAL STRIKE TEAM™* supports Voice Recognition Technology. Voice Recognition Technology can be used to issue team member orders and compliance commands instead of using the game pad.

Please note that Voice Recognition Technology is supported through an approved PlayStation®2 USB headset. Most commands are context sensitive based upon what you are looking at and where your target reticule is. Those situations within the world that are interactive will either highlight so that the player can aim their reticule over it to issue a command, or a squad command interface will come up.

Each action has multiple verbal commands that can trigger it. Experiment to see which ones work best for you.

There are three types of voice commands.

### *Team Commands*

Team Commands are used to initiate an order and to designate the teammate to perform the order. They are used in conjunction with Order Commands.

| VERBAL COMMAND | ACTION                                                                  |
|----------------|-------------------------------------------------------------------------|
| Team           | Used to select both teammates and follow it with an additional command. |
| Jackson        | Used to select only Jackson and follow it with an additional command.   |
| Lee            | Used to select only Lee and follow it with an additional command.       |

## Order Commands

Order Commands tell a teammate or team what action to perform.

| VERBAL COMMAND | ACTION                                                                                                         |
|----------------|----------------------------------------------------------------------------------------------------------------|
| Enter          | Directs a teammate to enter and clear a room.                                                                  |
| Secure         | Instructs a teammate to cover you facing in the direction you are facing when issued.                          |
| Lock On        | Orders a teammate to target a suspect that you have targeted.                                                  |
| Fall In        | Tells a teammate to regroup with you.                                                                          |
| Proceed        | Directs a teammate to move to the location your gun reticule is pointed at (or the closest possible location). |
| Cancel         | Exits the Squad Command Interface.                                                                             |
| Push           | Orders a teammate to open a door.                                                                              |
| Pick Lock      | Directs Lee to unlock doors.                                                                                   |
| Breach         | Instructs Jackson to use a breaching charge on a closed door.                                                  |
| Use            | Directs Jackson to interface with door scanners, defuse bombs, etc.                                            |
| Restrain       | Orders a teammate to cuff a suspect that you have targeted.                                                    |
| Take Down      | Tells a teammate to fire at a suspect with whatever their currently selected weapon is.                        |



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