CHASER

If You Can Hold A Gun You're Not Dead

MANUAL

Epilepsy warning

Some people may experience epileptic seizures or loss of consciousness when exposed to certain light patterns or flashing lights. Some types of graphics and computer game effects may induce an epileptic seizure or loss of consciousness 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 doctor before playing this game.

If you experience any of the following symptoms while playing the game – dizziness, loss of awareness, eye or muscle twitching, fainting, disorientation, any involuntary movement or convulsions – turn off your equipment IMMEDIATELY and consult your doctor before resuming play.

Table of Content

Installation

Place the Chaser CD into the CD-ROM drive and close the drive.
If autorun is enabled then the installer will start automatically. Simply follow the instructions on screen in order to install Chaser.

If autorun is not enabled, double click on the My Computer icon on your desktop. Double click on the CD-ROM drive icon. The Chaser installation program should start. If it doesn't then double click on setup.exe. Chaser should now install.

After installing the game, you can uninstall it by using the uninstall program found in the Start Menu, under Jowood\Chaser.

When you run the game for the first time you need to specify a CD key which you can find on the CD cover.

The Chaser CD is copy protected. To play the game you must have the Chaser CD in your drive.

System Requirements

Minimum System Requirements
Microsoft Windows® 98SE/ME/2000/XP
Pentium ® III, 650 MHz or comparable
1,35 GB hard-disk space
128 MB RAM
DirectX® 8.1 compatible sound- and 3D graphics-card (32 MB)

Recommended System Requirements
Microsoft Windows® 98SE/ME/2000/XP
Pentium ® III, 1000 MHz or comparable
1,35 GB hard-disk space
256 MB RAM
DirectX® 8.1 compatible sound- and 3D graphics-card (64 MB)

## The main menu
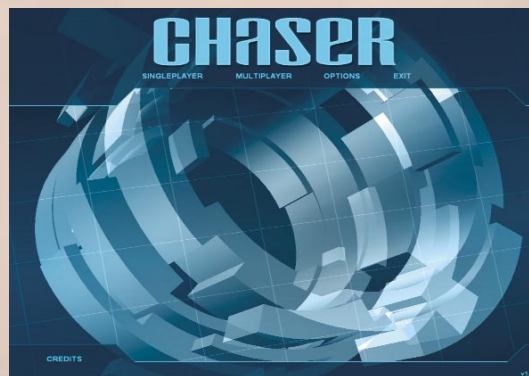
Singleplayer

- **New**
  Start a new single player game. After new game is selected a difficulty selection menu is displayed. You can select a difficulty level (easy, normal, hard) which is best for you. The difficulty levelcan be changed at anytime in Options – Player setup menu.

- **Load**
  Select a previously saved game to load.

- **Save**
  Save the current game (this menu item is valid only when you are playing in single player mode).

Options
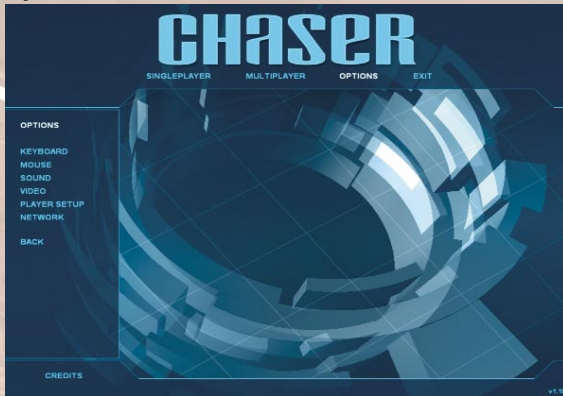
Keyboard
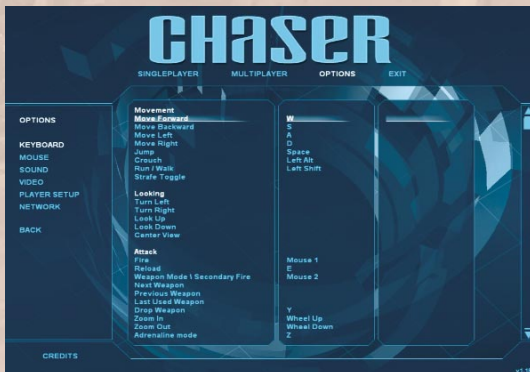
Move forward/Move backward/Move left/Move right - movement keys

Jump - jump

Crouch - crouch

Run/walk toggle - movement speed modification

Turn left/Turn right/Look up/Look down - rotation keys

Center view – center your view

Strafe toggle – toggle strafing/turning

Fire - attack with primary mode

Reload - reload weapon clip

Switch weapon mode - switch weapon mode or use secondary fire (depending on the weapon)

Zoom in/Zoom out - zoom modification for weapons in zoom mode

Next weapon/Previous weapon - select previous/next weapon in your inventory

Drop weapon - throw weapon away

Activate - open doors, take items, toggle switch etc.

Use inventory - use selected inventory item

Inventory left/Inventory right - select inventory item

Night vision - toggle player's night vision mode

Slot1,Slot2….Slot0 - selects a weapon from a weapon slot. There can be more than one weapon in each slot so you should press repeatedly to select the weapon you want

Show score - show score in multiplayer game and goals in single player

Quickload/Quicksave - restore/save the game (available only in single player)

Adrenaline mode – toggle Chaser's special ability (available only in single player)

Buy screen - toggle buy screen (available only in Shocktroops multiplayer mode)

Team change - toggle team change screen (available only in Shocktroops multiplayer mode)

Mouse

Mouse sensitivity - the higher number the faster the mouse reacts to movement
Invert mouse - invert mouse movement in y-axis
Smooth mouse - make mouse movement smoother

Sound

Effect volume - volume of sound effects in the game
Music volume - volume of a music in the game
Speech volume - volume of speech in in-game cut-scenes

Enable EAX – this item is available only for users which have EAX capable sound card. When it is turned on than higher quality sound effects will be available during the gameplay.

Video

Video mode - screen resolution
Color depth - color depth (recommended 32)
Refresh rate - refresh rate of the screen (recommended to select as high as possible to avoid screen flicker). Note: check out refresh rates supported by your monitor otherwise selection of an unsupported refresh rate can cause an "out of range signal" error on your monitor and you will have to restart your computer and then run "Chaser Safe Mode" to reset graphics settings.
Texture filter - set quality of texture filtering, the better the filtering, the smoother the look of textures in the distance, but the game runs more slowly. If you own a GeForce2 range card or lower we recommend that you set this option to Bilinear or at most Trilinear filtering. We recommend that you set Anisotropic filtering only on GeForce3 and higher cards.
Gamma: Allows you to change screen brightness
Fullscreen - select window or fullscreen mode
Texture detail, model detail, curve detail - select detail of textures, models and curved surfaces. The higher the detail the faster computer and graphics card you need.
Reflections - toggle reflections, you should disable reflections if you have a slow graphics card
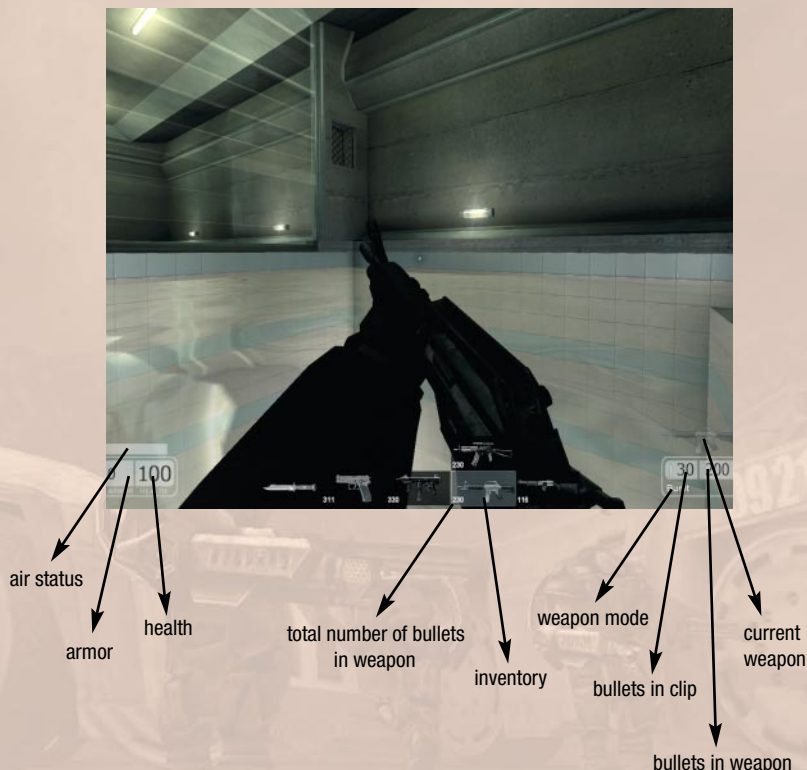Detail textures - toggle detail texture, you should disable detail textures if you have a slow graphics card

CHASER

Show blood - show blood when players are hit
Show wallmarks - show hits of the bullets on walls, disabling will make the game slightly faster
Ejecting brass- show ejecting bullet shells
Dynamic lights - toggle dynamic lights on/off
Occlude coronas - disabling occluding of coronas will make the game sllightly faster
Character shadows - select quality of dynamic character shadows

Player setup

Always run - when selected the player does not have to keep run pressed to move fast
Autoswitch weapon - when selected the player will automatically select a new weapon when taken.
Weapon cycle for zoom - when selected the Previous/Next weapon keys can be used to Zoom in/out
HUD transparency - transparency of status icons on the screen
Crosshair - selects crosshair sights
Head bob - toggles head bob, which simulates moving of head during movement of character. This feature can be turned off if it distracts you.
Weapon sway - toggles weapon sway, which simulates moving of weapon during movement of character. This feature can be turned off if it distracts you.

Game screen

air status

armor

health

total number of bullets in weapon

inventory

weapon mode

bullets in clip

current weapon

bullets in weapon

During a multiplayer game you can communicate with other players either with text messages or sending predefined voice command. For this purpose inmultiplayer games there are reserved keys F1, F2, F3 and F4. With these keys you can select a target group (F1 = all, F2 = your team, F3 = player you are pointing to with crosshair, F4 = one player). After specifying a target group you should then select a command to send. When you hold Ctrl key and press F1,…,F4 then you can send a text message to a specified group. Ctrl+F3 displays a text box in which you can type a message and the message will be sent to a player you were pointing to with your

If You Can Hold A Gun You're Not Dead

crosshair at the time you pressed Ctrl+F3. If you are not in team multiplayer mode (e.g. deathmatch) it is not possible to send a message or voice command to a team as there are no teams specified.

Adrenaline mode

In this mode Chaser can use his fast reflexes to aim faster than his opponents. No one can compete with his reactions in this mode. As adrenaline mode is time limited use it wisely. You can see remaining time which you can spend in adrenaline mode right above air status bar. If there is no visible adrenaline mode bar then you have the full adrenaline mode time limit (approximately 30 seconds).

The world

When, in 2036, representatives of the 34 largest companies from various industries established the Martian Consortium - Marscorp, nobody could have imagined what a monster they would create. The Consortium was originally established with the objective of converting the Red Planet into a blue one. However, following the appointment of the ambitious industrial tycoon, Samuel Longwood, as its head in 2042, it changed into a shadowy and secretive cartel. With the quiet support of the all-powerful UN, it essentially became a tool to control Mars and its inhabitants. The inhabitants were never happy having their destiny decided in New Yorkton (the slang name of the urban conglomerate of New York – Trenton), so at first they appreciated the Consortium's rule over Mars and many actually thought that Longwood would lead the movement demanding sovereignty for the Red Planet. Many paid with their lives for this naive idea. The Martian police and Longwood's secret agents ruthlessly pursued anybody who publicly supported Martian independence. The original broad movement was thus narrowed down to a small group of resolute separatists under the leadership of former university professor Graham Castor. This man, nowadays referred to as Commander Castor by his comrades, is for some a freedom fighter, for others a thorn in the side who must be rooted out. Castor created a convoluted network of freedom fighters, based on a complicated system of separate cells, so that the whole network was practically discovery proof. By returning to the ancient system of dead boxes and couriers, the separatists kept their communications secret. Longwood, after seeing how his people were endlessly chasing shadows, ordered cruel reprisals against anyone suspected of co-operating with Castor. Hundreds of people disappeared without trace; many others were delivered to the UN anti-terrorist tribunals and sentenced to years in prison. This wave of oppression caused a no less resolute reaction among the separatists. Until then, the moderate Castor had not agreed to mass attacks against the interests of the Consortium. In this desperate situation of bloody actions and no less bloody reactions, the UN General Secretary Webster Jones delegated a UNIA (United Nations Intelligence Agency) elite officer, Scott Stone, to help the Consortium remove, once and for all, the menace of the separatists. Fighting against Stone and his thugs were Castor's well organised network, the quiet but unbreakable resistance of an oppressed population, and a certain John Chaser...

The diary

13 May 2044

Dear Diary,

Tomorrow is my Dad's birthday. I'll draw a picture of his planet for him. I'm sure he'll like that. I hope the terrible things that happened last year won't happen again. On TV, I saw these ugly, shabby, dirty people being rude about Father. They screamed that they want to kill him. Then these nice people from security came, the ones who take me to school, and they sent the TV crews away. Then the biggest fireworks I ever saw started. The most beautiful ones were these green-blue rockets which sparked and whistled. My sister liked the orange ones, but she is small and doesn't know what's pretty. I didn't understand why the fireworks started an hour earlier than they should have. My governess, Sara, said it was to mask the firing in the streets.

14 May 2044

I have a new governess! Her name is Theresa and she is very kind to me. We played all day in this big park with a lake on the 45th floor of our mansion. In the evening, we're going to go to Father's celebration. Uncle Scott will be there too. He's a friend of our father. Daddy likes him because he says without him he would have to dirty his hands. And Daddy hates dirty things. I like Uncle Scott too because he brings me presents from his business trips.

Dear Diary, I have to boast about my new dress for Father's party. It's beautiful. I look like a princess in it! The funny man from Paris made dresses for Mother and little Claire, but mine is still the most beautiful.

CHASER

15 May 2044

The celebration was wonderful! Daddy liked my picture very much. On TV, I saw a lot of neat people standing in the square, all shouting "Hail Mr. Longwood"! But I don't know why they didn't smile if they were so happy. They all love my father! I'm sorry that Uncle Scott didn't come, but Daddy told me he was on a business trip. When he gets back, he'll bring me a nice gift for sure. Everybody admired me in my new dress except fat Dorothy Fowler, who I don't play with. She was jealous and told me I looked like a tramp in it. I don't know what that meant, so I told it my mother and she said that she'd take care of it.

16 May 2044

The holiday for Daddy's Birthday is over and I have to go to school. Daddy built the school for Claire and me in the west wing of our house. All our friends go there too. Only ugly Dorothy Fowler didn't come today. Cindy told me that her dad got a promotion and he is now the police chief on Phobos and she goes to school with fifteen other children in the class at the same time. Yuck!

17 May 2044

Daddy is angry. Uncle Scott returned from his business trip but he didn't bring me anything. I don't like him anymore. Daddy told him that he finally has to take care of Chaser. Daddy is so good, to take care of strangers. But I don't know why there are so many people hiding who don't want him to take care of them. He takes good care of us. He can take care of Uncle Chaser and this Castor too. Daddy says that Uncle Castor is evil and does evil things. Probably nobody likes him. If Daddy takes care of him, he won't do evil things anymore. We don't do them, because Daddy likes us.

18 May 2044

Dear Diary, don't tell this to anybody but I couldn't sleep last night so I got up and went out of my rooms into the hallway and I saw Uncle Scott and a lot of other uncles who I didn't recognise. They were dressed in black costumes and wore facemasks. They were probably going somewhere to a carnival. Daddy was there too, but he didn't go with them. They got into a big car and flew away. I never saw a car like it before. It was not as nice and shiny as ours. It was ugly and dirty and had pipes sticking out of it on all its sides. And it didn't have its headlights on.

19 May 2044

Early in the morning, Uncle Scott came back in his car. He was completely dirty from the red dust outside the city. On the way to the carnival, they must have had a crash and had to get out and fix the car. I bet this happened because they didn't have the headlights on! Daddy was very happy at breakfast and told Mother that Uncle Scott had taken care of Chaser. I like him again. Although he didn't take me to the carnival, he took care of Uncle Chaser and Daddy is happy!

Victoria Longwood

Weapons

SIG SAUER P226 – a self-loading 9mm semi automatic pistol. A highly reliable and precise weapon, Swiss produced, used mainly by police units in the USA and Europe. Though robust, the gun is relatively light weight due to its alloy frame. The high quality workmanship contributes to the good reliability of this gun in action. The gun has a classic design and high durability. Despite the fact that the weapon was developed at the end of 20th century, it is still in use within the special police and army units and is also favoured in the civil sector.

caliber:	- 9x19 (9mm Luger/Para)
firing modes:	- semiautomatic
scatter:	- 4cm/25m
number of rounds in magazine:	15
weight of empty weapon:	0.8kg

INGRAM M 10 – a fully automatic 9mm weapon with very compact dimensions, favoured because of its very high rate of fire. The only drawback to this weapon is that the high rate of fire and heavy recoil makes the gun difficult to use with any accuracy. The magazine, with 30 rounds, empties in less than 3 seconds.

caliber:	- 9x19 (9mm Luger/Para)
firing modes:	- semiautomatic
	- automatic
scatter:	- 15cm/25m semiautomatic mode
rate of fire:	- 15/sec
number of rounds in magazine:	30
weight of empty weapon:	2.84kg

Calico MX 950 – 9mm submachine gun with a high capacity magazine of 50 rounds. This weapon was popular in the United States; however, following the adoption of new laws on the prohibition of automatic weapon sales, it's no longer on sale there.

caliber:	- 9x19 (9mm Luger/Para)
firing modes:	- semiautomatic
	- burst of 3 rounds)
scatter:	- 10cm/25m semiautomatic mode
rate of fire:	- 15/sec
number of rounds in magazine:	50
weight of empty weapon:	1.7kg

Beretta M 12 – a notorious Italian submachine gun from the famous Beretta factory. Used by police units in many countries, although its quality also makes it a favourite among various mafia organisations worldwide. It has a 9mm caliber and the magazine takes 30 rounds. Its weight and lack of recoil makes this quite an accurate weapon.

caliber:	- 9x19 (9mm Luger/Para)
firing modes:	- semiautomatic
	- automatic
scatter:	- 10cm/25m semiautomatic mode
rate of fire:	- 10/sec
number of rounds in magazine:	30
weight of empty weapon:	3 kg

Heckler&Koch G 11 – a new automatic weapon for the 21st century developed mainly for police squads and special forces units of NATO countries. Its specification includes a high-capacity 50-round magazine for caseless, high penetration micro-caliber ammunition. This weapon is special due to the fact that its rotating ammunition chamber design allows for a higher rate of fire. The advantage of this weapon lies in its compactness and low weight. This submachine gun has quality optics for improved accuracy.

caliber:	- 4.7x28mm
firing modes:	- semiautomatic
	- burst of 4 rounds
	- automatic
scatter:	- 10cm/100m semiautomatic mode
rate of fire:	- 10/sec fully automatic mode
	- 32/sec by burst of 4 rounds
number of rounds in magazine:	50
weight of empty weapon:	3.5kg

FA-MAS – a notoriously effective assault rifle with a short, easy to handle "bull-pup" design, in this case modified to fire caseless ammunition. The fire power of this revolutionary weapon is increased due to an integrated 40mm mortar. This weapon is used mainly by the French army and navy. The magazine can take 30 rounds.

caliber:	- 4.7x28
firing modes:	- semiautomatic
	- burst of 3 rounds
	- automatic
scatter:	- 10cm/100m semiautomatic mode
rate of fire:	- 10/sec fully automatic mode
	- 20/sec by burst of 3 rounds
number of rounds in magazine:	30
weight of empty weapon:	5.5kg

AKS 74UN – This classic weapon needs no introduction. From the Kalashnikov family of assault rifles, it is characterised by its tremendous reliability and its devastating effect on the target. This model, with a shortened barrel, is used mainly by the crews of armoured vehicles or by special units of the Russian Federation. It is produced in Russia with calibers of 5.45x39 or 5.56x45 NATO. The magazine can take 30 rounds. Various modifications of this weapon have appeared; this example is a multipurpose weapon with optical sighting gear, increasing its value in combat.

caliber:	- .223 Remington (5.56x45 NATO)
firing modes:	- semiautomatic
	- burst of 3 rounds
	- automatic
scatter:	- 10cm/100m semiautomatic mode
rate of fire:	- 10/sec fully automatic mode
	- 25/sec burst of 3 rounds
number of rounds in magazine:	30
weight of empty weapon:	3.3kg

COLT M 4 (commando) - a modification of the famous M 16A2 assault rifle, used mainly by special forces. It is highly accurate and efficient, although vulnerable to particularly dusty environments. To reduce ammunition wastage in fully automated mode, the length of the bursts was adjusted to fire only three rounds; however, many units have rejected this adjustment and have modified weapons with unlimited length of burst. The Colt M 4 differs from the classic M 16 in its shortened barrel and telescopic sliding butt-stock. The magazine can take 30 rounds of 5.56x45 NATO caliber ammunition.

caliber:	- .223 Remington (5.56x45 NATO)
firing modes:	- semiautomatic
	- burst of 3 rounds
	- automatic
scatter:	- 10cm/100m semiautomatic mode
rate of fire:	- 15/sec fully automatic mode
	- 25/sec burst of 3 rounds

CHASER

If You Can Hold A Gun You're Not Dead

number of rounds in magazine: 30
weight of empty weapon: 3.3kg

WINCHESTER DB automatic – a newly developed semi automatic attack shotgun with dual barrels, this gun was created at the request of special rapid deployment police units that required a heavy duty weapon with a powerful immobilising effect for dealing with organised crime. It takes up to 16 rounds of 12x76 shells. It also has a special firing mode, allowing it to fire from both barrels simultaneously, thus doubling its already high take-down capability.

caliber:	- 12x76
firing modes:	- semiautomatic
	- burst - both barrels will fire simultaneously
scatter:	- 150cm/15m
number of rounds in magazine:	16
weight of empty weapon:	5.5kg

GDL2B – this 60mm caliber mortar, was created for the airborne units of the US army, who use it to give artillery support to the infantry, devastating machine-gun nests, bunkers, or annihilating light-armoured vehicles. This weapon has two firing modes: detonating on impact, or the so-called sleeping mode; the mortar round does not detonate on impact, but when an enemy comes to within 2m of the mortar, the device is activated by means of a small powder charge, upon which it flies 3m into the air and detonates, deploying its explosive charge. The disadvantage of this mortar is its high weight and relatively large dimensions.

caliber:	- 60mm Frag/HE mine
firing modes:	- semiautomatic
weight of empty weapon:	12kg

OICW – an assault rifle of the future using a completely new technology for firing bullets, by means of electromagnetic energy. The special .223 (5.56mm) calibre bullet is accelerated from a barrel fitted with super-conducting coils, providing the round with an impressive speed of up to 1700 m/s. Penetration is tremendous at a short distance, even going through the armour of light-armoured vehicles. The magazine, with an integrated battery, contains 50 rounds. Another advantage of this weapon is the integrated semiautomatic 20mm cannon with shrapnel rounds, designated primarily for combat with light-armoured targets. There are 5 shrapnel rounds per magazine.

caliber:	- .223 EMP (5.56mm EMP)
firing modes:	- semiautomatic
	- burst of 5 rounds
	- automatic
scatter:	- 5cm/100m semiautomatic
rate of fire:	- 15/sec fully automatic mode
	- 40/sec burst of 3 rounds
number of rounds in magazine:	50
weight of empty weapon:	6kg

integrated 20mm cannon:

caliber:	- 20mm
firing modes:	- semiautomatic
scatter:	- 20cm/100m semiautomatic mode
number of rounds in magazine:	5

CHASER

M87R – this heavy sniper rifle, designed for elite snipers, excels in its tremendous accuracy: at 1000m it can hit an object the size of a human head. The 12.7mm caliber, high performance bullets can kill a man hiding behind a 20cm concrete wall at a distance of 600m. These outstanding results are assisted by its high quality optics. A powerful nozzle brake limits the recoil. The rifle can be used to destroy light-armoured equipment.

caliber:	- .50 BMG (12.7x98mm)	
firing modes:	- single shot	
scatter:	- 1 cm/100m	
number of rounds in magazine:	5	
weight of empty weapon:	12kg	

VAL – This self-loading sniper rifle is used by Spetsnaz assault units who not only value its accuracy and reliability, but also its absolute silence, which is achieved through the integration of a powerful silencer and the use of special subsonic 9x39 ammunition. The rifle is ideal for covert missions, and although it is not as powerful as a heavier rifle like the M87R, it is nonetheless one of the favourite weapons of Russian Federation units. The magazine can take 20 rounds of 9x39 subsonic ammunition.

caliber:	- 9x39 subsonic
firing modes:	- semiautomatic
scatter:	- 3 cm/100m
number of rounds in magazine:	20
weight of empty weapon:	3.5 kg

TAFF 20 - a special 20mm caliber, four-barrel cannon, designed to destroy light-armoured targets, used by special forces commandos operating on Mars. Its effects are impressive due to a new type of 20mm round with a special penetrating core, which has an effect similar to a standard 37mm round. Despite a relatively low rate of fire, the barrels can become overheated, which is why there are 4 barrels (the prototype had 2). The circular magazine can take 20 rounds.

caliber:	- 20mm TAFF
firing modes:	- semiautomatic
	- burst of 4 rounds)
scatter:	- 10 cm/100m
rate of fire:	- 4/sec fully automatic mode
number of rounds in magazine:	20
weight of empty weapon:	12 kg

FRAG-HE hand grenade – a classic hand grenade, distinguished by its lethally effective blast radius, spreading shrapnel over an area of 20m and creating a pressure wave over an area of 5m. It has both a timed and an impact detonator. The total weight of this model is 440g. The charge consists of 150g of the highly effective military explosive HEXOGEN.

CHASER

If You Can Hold A Gun You're Not Dead

Credits

CAULDRON - DEVELOPMENT TEAM

Managing Director
Peter Rjapos

Development Director
David Durcak

Lead Programmer
Marian Suran

Lead Graphics Artist
Marian Ferko

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Peter Puobis

Lead Level Design
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Marian Ferko
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Lubomir Ruttkay

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Ivan Chytil

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Dusan Pupala
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Marian Ferko

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PR Manager
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Stefan Spill

Lead Tester
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Stefan Spill

Testers
Nabil Ahmed
Steffen Berger
Thomas Bernard
André Bernhardt
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Guru Geertz
Gerrit Hansen
Max Jahn
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Daniel Kociok

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Dirk Meinecke
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JOWOOD TEAM - AUSTRIA

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