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## FOREWORD

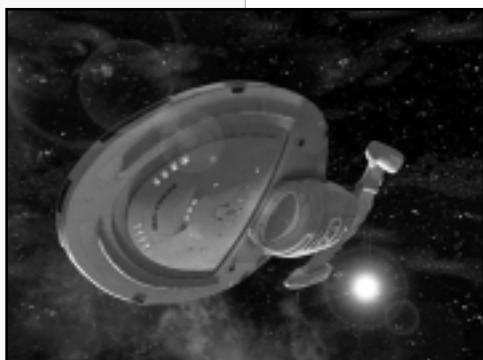
Thank you for purchasing *Star Trek: Voyager—Elite Force™* for your PC. This manual will provide you with everything you need to know to install the game and fully enjoy all of the action and adventure that *Elite Force* has to offer.

Raven Software and Activision have labored long and hard to provide you, the gamer, with the best gaming experience possible. We hope you enjoy playing *Elite Force* as much as we enjoyed making it. Visit us on the web at <http://www.ravensoft.com> and <http://www.activision.com> and let us know what you think. We look forward to hearing from you. Have fun!

Sincerely,

The *Elite Force* Development Team

Raven Software



## INTRODUCTION

Captain's Log. Stardate 53854.7

After *Voyager* responded to an urgent distress signal, we discovered what appeared to be a derelict vessel drifting in space. An intensive scan from our sensors triggered an automated defense program in the ship. The vessel proved to be a ruse, a trap laid by a malevolent intelligence that has yet to reveal itself. It attacked *Voyager* with a sphere of unknown energy that transported the ship and the crew to an uncharted region of space filled with a fleet of drifting, dead ships.

A powerful gravitational dampening field pervading the chasm has rendered *Voyager* powerless to escape. All attempts to free our ship from the grip of the field have proven unsuccessful. At the heart of the gravity field, like a spider in the center of its web, is an ominous alien mechanism. Our sensors have confirmed that this mechanism is the source of the gravitational field.

To protect the crew and free *Voyager*, I am authorizing Lt. Commander Tuvok to activate his newly formed elite Hazard Team. Their extraordinary abilities and expertise might be the only chance *Voyager* has to continue its journey home

## LAUNCH SCREEN

The following buttons are available from the Splash Screen:

*Single Player* – Launches the single player game. Unavailable until the game is installed.

*Holomatch* – Launches the multiplayer game. Unavailable until the game is installed.

*Install* – Begins the installation of the game. Changes to Reinstall if the game is already installed.

*Help/Support* – Click here for help playing or installing Elite Force as well as various support files.

*Extras* – Learn about other Star Trek games, view previews and install demos.

*Links* – Links to various Star Trek and gaming sites of interest on the Internet.

*Exit* – Closes the splash screen.

## INSTALLATION

### TO INSTALL STAR TREK: VOYAGER—ELITE FORCE

Insert the game CD into your CD-ROM drive and choose one of the following options to install the game:

1. If your CD-ROM drive has AutoPlay enabled, the launch screen will appear automatically. Click Install and follow the on-screen installation instructions.
2. If AutoPlay is not enabled, double-click on the "My Computer" icon on your desktop. Double-click on the CD-ROM drive icon. Double-click on the Elite Force setup icon. When the launch screen appears, click Install.

### COPY PROTECTION

To play Star Trek: Voyager—Elite Force single player, you must have the Elite Force CD in your CD-ROM drive.

To play Star Trek: Voyager—Elite Force multiplayer, you **must enter** the CD Key located on the back of your CD jewel case. Please make sure to keep your CD Key in a safe place.

## SYSTEM REQUIREMENTS

### MINIMUM SYSTEM REQUIREMENTS

- U.S. version Windows® 95/98/NT 4.0 SP5 with 100% compatible computer system
- 3-D Hardware Accelerator with full OpenGL® support
- Pentium® II 233 MHz Processor and 8 MB video card  
Or AMD® 350 MHz K6®-2 Processor with 8 MB video card
- 64 MB RAM
- 650 MB of uncompressed hard drive space, plus an additional 64 MB for Windows Swap file
- Quad-Speed CD-ROM drive (600 K/sec sustained transfer rate)
- DirectX® 7.0a for Windows 95/98 (included)
- 100% DirectX 7 compatible Sound Card
- 100% Microsoft-compatible mouse and driver
- Supports the following 3D accelerator cards:

3Dfx Voodoo Banshee, 2, 3,  
and 5 Series Chipsets  
S3 Savage 4  
nVIDIA Riva 128 and 128ZX

nVIDIA TNT and TNT2  
nVIDIA GeForce 256  
nVIDIA GeForce2  
Matrox G400 & G200  
Intel i810

## QUICK START GUIDE

If you are a veteran of first-person shooter games, you will no doubt wish to circumvent this manual and get right into the action. This quick start guide is for you. If you're new to the genre, please read on...

### BASIC CONTROLS

#### Mouse

Move Forward	Right Mouse Button
Attack	Left Mouse Button
Zoom View	Middle Mouse Button
Switch Weapons	Mouse Wheel Up/Down

#### Keyboard

Move Forward/Back	Up Arrow or Down Arrow
Turn Left/Right	Left Arrow or Right Arrow
Step Left	, or A Key
Step Right	. or D Key
Toggle Run/Walk	SHIFT Key (left or right; hold down)
Attack	CTRL Key (left or right)
Alternate Attack	ALT Key
Jump	/ or X Key
Crouch	C Key
Select Weapon	1 through 9 Keys (not on Number Pad)
Holster Weapon	0 Key (not on Number Pad)

### Special Commands

Use/Talk to People	Spacebar
Zoom View	Z Key
Check Objectives	TAB Key
Lean Left/Right	Use + Step Left/Step Right

### Starting Weapons

1 - <i>Phaser™</i>	
Primary Attack	Low Power Setting
Alternate Attack	High Power Setting
2 - <i>Compression Rifle</i>	
Primary Attack	Single Shot Energy Bolt
Alternate Attack	High Power Setting

## SINGLE PLAYER MAIN MENU

### LCARS MENU SYSTEM

Elite Force's LCARS Menu (Library Computer Access and Retrieval System) can be accessed at any time during a game by hitting the Escape key (ESC). Use the Escape key to also pause your game during game play. In the menu, maneuver the cursor with the mouse or use the Up Arrow and Down Arrow keys to highlight options inside the Main Menu.

Note: The Escape key is non-functional during cinematics.

At the Main Menu, you can choose from the following: New Game, Load Game, Configure, Voyager Crew, Credits, and Exit Program.

### NEW GAME

This sub-menu of the LCARS system allows you to choose your difficulty level and gender and then launch your new game. You may access the Tutorial from this menu as well.

### Game Difficulty

Easy - Recommended for players new to the first-person shooter genre.

Normal - Recommended for players with some first-person shooter experience.

Challenging - Recommended for intermediate players.

Difficult - Recommended for expert players.

### Gender

*Male* - Play the game as Ensign Alexander Munro.

*Female* - Play the game as Ensign Alexandria Munro.

### Tutorial

Lt. Commander Tuvok will lead you through the basics of the game in this holodeck simulation.

### Starting the Game

*Engage* - Once you have chosen the difficulty and your gender, select Engage to launch a new game with your current settings.



## LOAD GAME

This sub-menu of the LCARS system allows you to load a saved game to pick up where you left off on a previous adventure.

Current Saved Games – A list of the games you currently have saved. Select a game and click Load.

Load – Loads the selected saved game.

Delete – Deletes the selected saved game.

## CONFIGURATION

This sub-menu of the LCARS system allows you to adjust settings to optimize your gaming experience: Video, Controls, Sound, and Game Options.

### Controls

Within this sub-menu, you can customize your control set. To change a command key, highlight the command. Hit ENTER. The next key or mouse button you press will be assigned to the command. A command may have up to two different keys and one mouse button bound to it. You can change the following settings:

#### *Weapons*

Change the controls allowing you to select your current weapon.

#### *Attack/Look*

Change the controls for combat and looking around environments.

#### *Movement*

Modify controls for moving your character throughout the game.

#### *Quick Keys*

Modify the keys for Mission Info, Mission Analysis, Skip Cinematic, Load Menu, Save Menu and Instant Save.

### *Mouse-Joystick*

This menu controls the mouse and joystick settings.

Free Look – Allows the mouse to control the view of the player. Can be On or Off.

Mouse Speed – Slider to set mouse sensitivity. Lower settings produce slower mouse speeds.

Invert Mouse – Switch y-axis of the mouse.

Smooth Mouse – Recommended to be On for more accurate mouse tracking. Set to Off if you are experiencing difficulties in controlling the mouse.

Enable Joystick – Toggles joystick support On or Off.

Joystick Threshold – Slider to set joystick sensitivity.

Force Feedback – Enables force feedback support if your joystick supports force feedback. Only available in Single Player.

### *Other Options*

This menu allows you to toggle several different options:

Key Turn Speed – This slider affects how fast your character turns when using the keyboard.

Always Run – Allows you to always run while moving without pressing a run key. This can be On or Off. If you have it turned On, pressing the run key will slow you to walking speed.

Look Spring – This option can be set to On or Off. If you are a keyboard-only player, turn Look Spring On to center the camera each time you move the player forward.

Autoswitch – When you pick up a new weapon, this will automatically switch your current in-view weapon to the one you just picked up. Can be Off, Best (always switch to the best weapon), or Safe (switch to the best non-radius damaging weapon).

### *Video*

Within this sub-menu, you can adjust your video setting to optimize the performance of the game. Choose Video Data or Video Additional to change specific settings, or Driver Info to view your system's current video driver version.



### **Video Data**

The following settings can be changed to improve the performance of the game. In general, if you have a high-end system, you should be able to select High for several of the following options. If you notice a significant drop in frame rate, try selecting the settings for some of the following options:

**Video Options** – Click to toggle through preset video configurations.

**GL Driver** – Indicates the current open GL driver being used. If you have more than one 3D adapter, you can toggle which card Elite Force will use.

**GL Extensions** – If you are experiencing video problems, try setting this to Off. Performance will suffer, but some compatibility problems may be fixed. Normally, this should be set to On.

**Video Mode** – You can adjust the screen size and resolution of the game. Depending on your system, you may or may not have access to all of the video mode options.

**Color Depth** – Choose between Default, 16 Bit, or 32 Bit settings.

**Full Screen** – You may toggle this option On (default) or Off (to run the game in a desktop window).

**Geometric Detail** – Choose a setting from Low, Medium and High. This adjusts the amount of polygonal detail represented in the game world geometry.

**Texture Detail** – Choose between Low, Medium, High, or Very High. Higher texture detail is recommended for high-end video cards.

**Texture Quality** – Choose a setting from Default, 16 Bit, or 32 Bit. Not all video cards support 32 Bit textures. Check with your video card manufacturer if you have questions about Bit depth.

**Texture Filter** – Choose between Bilinear filtering or Trilinear Filtering. Bilinear is the default setting. Trilinear filtering is more system intensive.

**Simple Shaders** – Sets level of detail of some animating textures and blend effects. Setting to Off will lower system resources for older video cards.

**Compressed Textures** – If On, the game will use compressed textures to increase loading speed to the video card. Your card must support compressed textures to activate this option.

### **Video Additional**

This sub-menu allows you to change miscellaneous video settings.

**Brightness** – Adjusts the brightness of the game to compensate for variations in monitors and video cards. A Star Trek icon gauges the brightness of the game. The icon should be barely visible to the eye for the best playing experience. Increase or decrease the brightness by moving the slider to the right or left.

**Screensize** – Adjusts the size of the game window on your desktop used to view the game. If you want to play the game in a window, you can adjust the bar to the left.

**Cinematic Quality** – Can be set to Low or High. This selects the quality of the video playback for optimal system performance. Set to Low if you have a low-end video card to help avoid “skipping” during the playback.

**Anisotropic Filtering** – If On, elements of the scene will appear smoother when viewed at near edge angles. Your card must support this feature to be activated.

### **Driver Info**

Click on this tab to view the driver version for your video card that is currently installed on your machine. If you are having trouble with the video options, it could be the result of outdated video drivers. Check with your video card manufacturer to see what the most current driver version is. If you have older drivers, update them for optimal game performance.

**Apply Changes** – This will flash after you make setting changes. Click to apply changes to restart the video system with the new settings.

## Sound

Within this sub-menu you can customize your audio options. The volume of different types of sounds in the game can be raised or lowered, depending on your gameplay preference. You can change the following settings:

**Effects Volume** – A slider that allows you to change the sound volume of weapon, explosion, and other ambient in-game sound effects.

**Music Volume** – A slider that allows you to change the sound volume of music.

**Voice Volume** – A slider that allows you to change the sound volume of character voices.

**Sound Quality** – Choose between High or Low settings. Switching modes will cause the system to restart. This is normal.

**A3D** – Allows you to select A3D audio if your sound card supports it. If you're not sure if your sound card supports A3D, set this option to Off.

## Game Options

Within this sub-menu, you can customize various game options. You can change the following settings:

**Light Flares** – The engine's use of Light Flares or "halos" can be set to On or Off. Turning Light Flares Off will increase performance on low-end video cards.

**Sync Every Frame** – This option evens out the performance of various graphics cards at the possible expense of performance. This option can be turned On or Off.

**Identify Target** – Toggles the ability to identify a target with descriptive text phrases On or Off. The ability to identify a target can be turned On or Off.

**Dynamic Lights** – This option can be turned On or Off. Dynamic lights are system resource intensive. Turning them Off will increase game performance.

**Wall Marks** – Wall damage and decals from weapon fire can be turned On or Off. Turning wall marks Off will increase performance on low-end video cards.

**Crosshair** – You can choose the shape of your crosshair by cycling through the selections, or you can choose to have no crosshair at all.

**Language** – You may select the text and voice language of the game.

**Subtitles** – There are three settings for the subtitles. Cinematic Only will show subtitles only during a cinematic cut scene. On will show subtitles for any dialogue being spoken during game play and cut scenes. Off will not display any subtitles during the game.

## Default Settings

This menu option resets all settings to their defaults. You will be asked to confirm this decision.

## VOYAGER CREW

This sub-menu of the LCARS system gives images and biographies of the Voyager Senior Staff, Hazard Team Alpha Squad and Beta Squad.

**Senior Staff** – Portraits and biographical information for Captain Janeway, Commander Chakotay, Lt. Commander Tuvok, Lt. Torres, Ensign Paris, Ensign Kim, the Doctor, Seven of Nine, and Neelix.

**Alpha Squad** – Portraits and biographical information for Lt. Foster, Ensign Munro, Crewman Chang, Crewman Biessman, Crewman Murphy, Crewman Chell, and Crewman Jurot.

**Beta Squad** – Portraits and biographical information for Crewman Oviedo, Crewman Lathrop, Crewman Odell, Crewman Csatlos, Crewman Jaworski, Crewman Nelson, and Crewman Laird.

## CREDITS

A homage to all of the people at Raven Software, Activision and a dozen other companies who worked together to bring you Star Trek: Voyager—Elite Force.

## EXIT PROGRAM

Selecting the Exit Program icon will bring up a screen that asks if you are sure that you want to quit the game. Select No or Main Menu if you want to return to the LCARS menu system. Select Yes if you want to exit the game and return to your desktop environment.





## CONTROLLING THE ACTION

Elite Force's default configuration is set up to use the keyboard and mouse together or the keyboard only.

### CUSTOMIZING YOUR SETTINGS

You can customize your keyboard and mouse configuration through the game menu by clicking on the Configuration button.

### THE DEFAULT CONTROLS

Move Forward	Up Arrow, Right Mouse Button or W Key
Move Backward	Down Arrow or S Key
Turn Left or Right	Mouse (move the mouse left or right) Keyboard (left and right arrow keys)
Step Left (strafe)	A Key or , Key
Step Right (strafe)	D Key or . Key
Jump	/ Key or X Key
Crouch	C Key
Toggle Run/Walk	Left or Right SHIFT Key (hold down to run)
Use/Talk to People	Spacebar Key
Look Up	Mouse (move mouse forward) Keyboard (Page Down Key)
Look Down	Mouse (move mouse backward) Keyboard (Delete Key)
Center View	END Key
Attack/Primary Fire	Mouse (Left Mouse Button) Keyboard (Left CTRL Key/Right CTRL Key)
Alt Attack/ Secondary Fire	ALT Key

Select Weapon	1 - 9 Keys (Not on Numpad)
Next Weapon	Mouse (Mouse Wheel Down) Keyboard (] Key)
Previous Weapon	Mouse (Mouse Wheel Up) Keyboard ([ Key)
Holster Weapon	0 (Not on Numpad) (Single Player)
Zoom View	Middle Mouse Button or Z Key
Mission Information	TAB Key (Single Player)
Pause Game	Escape Key (ESC)
Skip Cinematics	ENTER Key (Single Player)
Lean Left or Right	Use + Step Left or Step Right
Save Menu	F3 (Single Player)
Load Menu	F4 (Single Player)

### HOLOMATCH DEFAULT CONTROLS

Show Scores	TAB Key
Chat	Y Key
Chat-Team	T Key
Team Orders	F3
SoloMatch Level Select	F4



## PLAYING THE GAME

Once you have installed the game and have set up your configuration in the game menus you're ready to join the Hazard Team and take on the role of Ensign Munro. This section will introduce you to the basics of the game and show you the interface used to control Ensign Munro during your missions.

### THE BASICS

When a marauding species tricks the U.S.S. Voyager with a false distress call, the fate of the crew and the ship is threatened. Transported into an alien graveyard of ships, Voyager is held captive by a powerful gravitational field, adrift among a sea of dead ships.

Captain Janeway realizes that the newly formed elite security force commanded by Lt. Commander Tuvok is the only chance to save the crew, the ship, and the galaxy itself. As Ensign Munro, second in command of this Hazard Team, you will need all of your special training and skills for the difficult adventures ahead.

You'll leap into action to defend Voyager from assault, battle through derelict spacecrafts, infiltrate a Borg cube and take on the ultimate colonization force—all the while facing annihilation at every turn. No one said being a hero was easy.

You will receive a briefing at the beginning of each mission in the form of an in-game cinematic. After each of these cut scenes, you will be asked to complete a series of mission objectives. Press the TAB key at any time during the game to view key points from your mission briefing and your mission objectives.

## THE MAIN CHARACTER

### ENSIGN ALEXANDER/ALEXANDRIA MUNRO

Ensign Munro entered Starfleet with hopes of becoming a SAV pilot. However, Starfleet took notice of Munro's heightened resilience and coolness under fire. After graduating from the Academy, Starfleet deemed that Munro's skills would be better suited for more physical pursuits, so Munro was assigned to Voyager as a security specialist.

Munro never seems to get rattled by things, and even in the middle of a tense crisis mission, has the ability to turn the tables and change a negative situation into a positive one. While liked by the members of the team and crew, Munro's natural brashness and candor is sometimes viewed as arrogant.

During an away mission with Lt. Commander Tuvok, Ensign Munro demonstrated extraordinary bravery to save a fellow crewmember. Several months later, when Tuvok compiled a list of names to join the elite Hazard Team, Ensign Munro was near the top of a short list of candidates.

Now, with a new threat facing Voyager, Munro has been chosen to be the second in command of Hazard Team's Alpha squad. There will be countless dangers during the Hazard Team missions. Fortunately, Ensign Munro and the Hazard Team will be well equipped with powerful weapons and a state of the art Hazard Suit.



## THE HAZARD SUIT

Designed by Lt. Commander Tuvok, the Hazard Suit is a powerful and versatile new asset for the Hazard Team. Each Hazard Suit serves as a power supply for many different weapons. An internal reservoir of energy allows weapons to draw power from the suit, significantly extending the ammunition count for most weapons. The Suit has a universal power adapter that allows it to replenish its internal energy stores from almost any uplink, even some alien consoles and terminals. The Hazard Suit also has a portable transport buffer that allows a team member to store objects in a null space and rematerialize them at anytime.



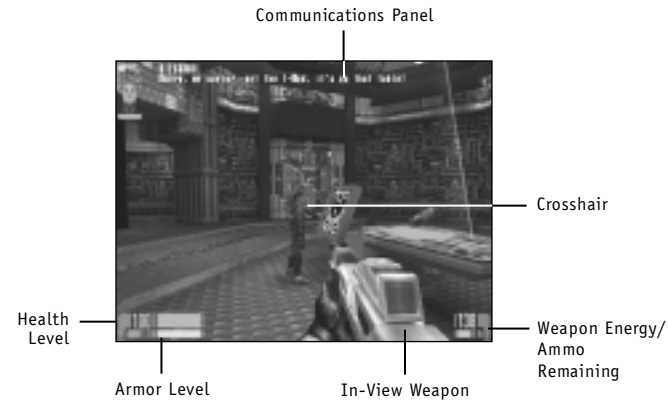
## TACTICAL EYE DISPLAY

The TED is an optical display that gives the wearer information that is displayed in their line of sight. The lower left corner of the TED displays your vital statistics: the orange bar represents your health and the blue bar represents remaining armor. The Hazard Suit is armored to protect a team member and is equipped with a medical system. Both are powered by a small belt-mounted energy pack. If you take damage, the Suit's ablative armor patches will absorb the brunt of most attacks. Dermal regenerators in the suit will also work to extend the amount of physical damage you can withstand. Be careful when your Health and Armor stats are low – the Hazard Suit goes a long way to make you very durable, but it does not make you invulnerable!

The TED's targeting computer also performs a low level scan of your surrounding area. At the center of your display, you will see a Targeting Crosshair. By looking around your area, your TED will automatically perform a scan and has been preprogrammed to highlight important objects, like an Energy Terminal capable of recharging your Suit.

## INTERFACE

This is a representation of your TED display. Important interface elements have been denoted and are described below.



1. Health Level (Orange Bar) – Displays your remaining health level.
2. Armor Level (Blue Bar) – Displays how much armor energy remains in your Hazard Suit.
3. In-View Weapon – This is your currently selected weapon.
4. Weapon Energy/Ammo Remaining – Displays the amount of energy/charges for the weapon.
5. Crosshair – A representation of your Line of Sight created by the TED.
6. Communications Panel – Displays transmissions received from Hazard Team members.

## WEAPONS

Throughout the course of playing Star Trek: Voyager—Elite Force you will encounter a wide variety of weapons and combat items ranging from the standard issue Federation Phaser™ to never before seen enemy technology and firepower. Here's a taste of what's to come:



**Phaser** – Federation issue hand phaser with two firing modes.

- Primary fire – Low power setting (uses less energy, and is somewhat weak)
- Alternate fire – High power setting (uses a lot more energy and can disintegrate some targets)
- Energy source – The Phaser is powered by it's own internal battery which recharges itself after each discharge.



**Phaser Compression Rifle** – Standard Federation issue with two firing modes.

- Primary fire – Normal rifle functionality, low power setting.
- Alternate fire – High power setting. (Uses more energy) Best used in conjunction with the zoom view feature of the TED for sniper mode.
- Energy source – Weapon energy.



**I-MOD or Infinity Modulator** – Federation prototype designed by Seven of Nine to be a counter Borg weapon. It constantly changes its energy frequency so the Borg shields cannot adapt to it.

- Primary fire – Shoots a small purple beam of energy at a fast firing rate.
- Alternate fire – Bigger blue beam of energy that shoots at a slow firing rate but does much more damage and uses more energy.
- Energy source – Weapon energy.

**Scavenger Weapon** – Mainstay weapon of the Scavenger aliens that you can pick up. It has two firing modes.

- Primary fire – Rapid automatic fire shooting small energy rounds.
- Alternate fire – Cluster round launcher. Launches a large red (projectile) round of energy. Similar to a grenade, but explodes on impact.
- Energy source – Power crystals.

## SINGLE PLAYER INGAME MENU

During play, you can reach the Ingame Menu by pressing the ESC key. This will bring up a menu of important game options as well as pause the action. (The Ingame Menu is not available during cut scenes. Wait until the cut scene has completed before pausing the game.)

The options Load Game, Configure and Exit Program are the same as in the Main Menu (page 5). The other options are described below.

### RESUME GAME

Click this to return to the action. Pressing ESC will also return you to the action.

### SAVE GAME

From this screen, you can save your current game. This allows you to resume playing at a later time or to save your progress through the game in case you meet an untimely demise as you continue.

**Current Saved Games** - A list of the games you currently have saved.

**Description** - Type a description of the game you wish to save.

**Save** - Saves the current game under the description you enter. If you wish to overwrite a previous game, click the game in the Current Saved Games list before entering the description. You will be asked to confirm overwriting.

**Delete** - Deletes the selected saved game. (Note: You can not delete automatically saved games.)

### QUIT GAME

This option allows you to end the current game and return you to the Single Player Main Menu. All progress not saved will be lost. You will be asked to confirm.

### SCREENSHOT

This button takes a picture of the current game screen and places it in the screenshots folder. The default folder location is "c:\Program Files\Raven\Star Trek Voyager Elite Force\BaseEF\screenshots".

## STORY BACKGROUND

### LT. COMMANDER TUVOK'S PERSONAL LOG, STARDATE 53843.2

Since our arrival in the Delta Quadrant, Voyager has been forced to defend itself from the aggressions of many hostile races. Although we have survived these encounters, each battle diminishes vital resources Voyager needs for its journey home. In an effort to minimize losses from future conflicts, I have proposed a plan to Captain Janeway that would establish an Elite Force of security personnel, named the Hazard Team, which could handle the most extreme situations.

The Hazard Team would be a division of Starfleet support services, related to security and damage control. Consisting of security and engineering crewmembers, the team would be specially trained to handle dangerous conditions and hostile environments. In addition to standard security and damage control training, they would receive special military training in infiltration, combat, stealth and varied weapons usage. This Hazard Team would operate under my authority. The team would be activated in the most extreme circumstances, for situations beyond the capacities of normal crewmembers.

After extensively studying performance histories, personal files, and psychological profiles of every crewmember aboard Voyager, I have compiled a list of final candidates for the Hazard Team. Although I have reservations about some of the individual members, I believe the group can function effectively as a unit. I shall endeavor to train them to overcome the perils we will encounter during our journey home.

## HAZARD TEAM ROSTER— ALPHA SQUAD

### LT. LES FOSTER

*Position:* Hazard Team Leader

*Skills:* A capable fighter and leader with extraordinary reflexes and coordination.

*Psychological Analysis:* Lt. Foster is an uncommon human male. Although emotional, he displays an uncanny, inflexible sense of duty and regulation not seen in other crewmembers. Foster's knowledge of Starfleet regulations and operations makes him a very skilled and capable leader. Foster's strict adherence to regulations is a proverbial double-edged sword. I harbor reservations about his ability to react quickly to non-standard situations. I will need to focus on adaptability training for Foster to make him a more flexible leader.



### ENSIGN ALEXANDER/ALEXANDRIA MUNRO

*Position:* Hazard Team Second in Command

*Skills:* Munro possesses sharp reflexes, excellent combat abilities, and strong leadership skills. Munro's initial assignment will be Infiltration Specialist. This position will utilize Munro's natural scouting abilities.

*Psychological Analysis:* Ensign Munro is a stable individual and is an excellent prospect for second command of the Hazard Team. In addition, Munro has demonstrated a surprising grasp of logic for a human, by devising clever improvised solutions to obstacles during several field missions.

I deliberated for some time before I chose the commander for Hazard Team. I knew that Foster and Munro would both be excellent leaders. However, I believe that Munro must mature and learn discipline before he can assume full command of the Hazard Team. During training missions, I have observed that Munro will take excessive risks to fulfill all secondary objectives, sometimes endangering the primary objective. With further training, Munro could mature into one of Voyager's finest officers.



## CREWMAN TELSIA MURPHY



*Position:* Hazard Team Scout/Sniper

*Skills:* Telsia Murphy has consistently logged the highest scores in weapon accuracy training exercises. She is proficient with many weapons and an expert with long-range projectile weapons. The team will undoubtedly encounter situations requiring the talents of a sniper, and Telsia Murphy is the most logical choice to fill this position.

*Psychological Analysis:* Telsia has demonstrated a near Vulcan mastery over fear. She is a stable crewmember who will make a valuable addition to the Hazard Team.

## CREWMAN AUSTIN CHANG



*Position:* Hazard Team Demolitions Specialist

*Skills:* Superior proficiency with explosive ordinance. Austin Chang is a logical choice for Team Demolitions Specialist.

*Psychological Analysis:* Although he is generally liked by most of the crew, I have noted that he speaks only when addressed or when absolutely necessary. Although not uncommon for a Vulcan, this behavior is considered somewhat anti-social

by most humans. I attribute this behavior to a pure dedication to his study of demolitions, which is not generally regarded by humans as a social activity.

## CREWMAN KENDRICK (RICK) BIESSMAN

*Position:* Hazard Team Assault Weapons Specialist.

*Skills:* Crewman Rick Biessman is one of Voyager's finest marksmen. His combat record is exemplary and his knowledge of weapon types is unsurpassed.

*Psychological Analysis:* I have many reservations about assigning Crewman Rick Biessman to the Hazard Team. In many ways, Biessman embodies every quality that Vulcans find distasteful about humans. Biessman suffers from extreme arrogance and has the potential to overestimate his probability of success against superior odds. I have observed that Biessman enjoys taking the opportunity to mock Crewman Chell and also appears to enjoy a small degree of satisfaction in the defeat of his victims. Perhaps what is most disturbing is his occasional tendency to become overzealous during combat. If Biessman reaches a heightened state of aggression, it is possible he could initiate an attack before being ordered to do so, and may even ignore a 'cease fire' command from a superior.

Despite these reservations, Biessman's combat skills may be vital to the success of the Hazard Team. I must trust in the leadership abilities of Foster and Munro to mold Biessman into a positive element of the Hazard Team.

## CREWMAN CHELL

*Position:* Hazard Team Technician.

*Skills:* Strong mechanical and technical expertise. Extensive knowledge of alien cultures.

*Psychological Analysis:* Crewman Chell is a Bolian pacifist who would rather pursue journals of alien culture and technology than train with weapons. I have noticed that Chell will shy away from combat situations, and may take cover and refuse to fire in some circumstances. His preoccupation with alien technology and machinery also has the potential to cause problems – I have observed Chell tinker with devices beyond his understanding, sometimes unleashing undesirable effects. Against difficult opposition, Chell's nervous nature causes him to be overly cautious and pessimistic.



However, Crewman Chell exhibits a strong character and loyalty toward the crew. In my opinion he can be trusted in dangerous situations to complete his objectives. I will discreetly instruct Foster and Munro to ensure that Chell's attention span remains focused.



### CREWMAN JULIET JUROT

*Position:* Hazard Team Medic.

*Skills:* Superior healing skills. Telepathy and empathy.

*Psychological Analysis:* While studying medicine, Crewman Jurot chose to work at the Vulcan Science Academy. While seemingly an illogical choice for an emotional Betazoid, Jurot learned to develop and control her telepathic abilities and eventually used her empathic skills to assist

her with the healing arts. The Vulcan way of life left an impression on Jurot—while she is passionate and empathic like most Betazoids, other crewmen have noticed that she is often quiet and rigidly logical. While Jurot is certainly not a Vulcan, her straightforward and dependable nature does bring much needed stability to the Elite Force. In addition, her utter devotion to the medical profession makes her an invaluable asset to the team. Jurot has demonstrated commendable reliability and bravery during dangerous situations.

## HAZARD TEAM ROSTER— BETA SQUAD

### LT. COMMANDER TUVOK'S PERSONAL LOG SUPPLEMENTAL

The Beta Squad will consist of exceptional candidates who will serve as a support team for the Alpha Squad. These crewmembers will train with the Alpha Squad and undergo the same rigors to prepare for dangerous situations. The Hazard Team Beta Squad would thus consist of the following members:

#### CREWMAN JEFFREY NELSON

*Position:* Hazard Team Scout

*Skills:* Proficient with most weapons.

*Psychological Analysis:* Nelson is a well-liked member of the Voyager crew and is a solid member of the Hazard Team. With time, he could mature into an excellent team leader.



#### CREWMAN ELIZABETH LAIRD

*Position:* Hazard Team Scout

*Skills:* Superior Weapon Skills.

*Psychological Analysis:* Crewman Laird is arguably the finest hand-to-hand combatant on Voyager. Her knowledge of weapons includes styles from many diverse cultures. She has studied on several planets, including Vulcan and the Klingon home world to train with weapon masters. While Laird has demonstrated superior fighting skills, she has yet to display the necessary skills for command. With maturity and training, Laird could become second in command of the Hazard Team.



### CREWMAN PERFECTO OVIEDO



*Position:* Hazard Team Quartermaster

*Skills:* Superior Technical Skills. Vast weapon and ordinance knowledge.

*Psychological Analysis:* Oviedo's extraordinary dedication to weapons research and repair has allowed the Hazard Team to utilize superior weaponry during training. Oviedo is a stable Hazard Team member.

### CREWMAN KENN LATHROP



*Position:* Hazard Team Intelligence and Operations

*Skills:* Good combat skills. Good problem solving abilities.

*Psychological Analysis:* Lathrop is a close companion of Biessman. Although he is not as prone to violence as Biessman, Crewman Lathrop is aggressive and emotional. Over the course of the Hazard Team training sessions, Lathrop has learned to channel his strong aggressions positively and focus on objectives. Lathrop is a stable member of the Hazard Team.

### CREWMAN THOMAS ODELL



*Position:* Hazard Team Scout

*Skills:* Good combat skills.

*Psychological Analysis:* Odell is well liked by the Hazard Team. During combat situations, Crewman Odell shows no hesitation. He is a dependable combatant and a strong member of the Hazard Team.

### CREWMAN MITCHELL CSATLOS

*Position:* Hazard Team Scout

*Skills:* Good combat abilities and in excellent physical condition.

*Psychological Analysis:* I have observed that Crewman Cstatlos has a positive effect on the morale of the Hazard Team. During some exercises, he has demonstrated a tendency to choose the least logical solutions to training missions. His unorthodox thinking could be a benefit or detriment to the Team. Csatlos needs more training and is a good candidate for the Beta squad.



### CREWMAN MICHAEL JAWORSKI

*Position:* Hazard Team Scout

*Skills:* Good combat abilities and in excellent physical condition. Photographic memory.

*Psychological Analysis:* Crewman Jaworski is a gifted individual, possessing an above average intelligence quotient and a photographic memory. Jaworski is also a talented tactician and has demonstrated several ingenious field maneuvers during training sessions. With a few more weeks of training, I suspect Crewman Jaworski will be ready to command a Hazard Team squad.





## THE FORGE

### LT. COMMANDER TUVOK'S PERSONAL LOG SUPPLEMENTAL

To assess the danger confronting Voyager, I have accumulated data from comprehensive sensor scans of the surrounding region. While most computer systems aboard the derelict ships are too damaged to retain any pertinent information, our sensors have gleaned pieces of information that may help the Hazard Teams prepare for their coming missions. After some extrapolation with the universal translator, I have discerned that the machine responsible for our capture is called The Forge. Its origin is unknown, but it is certainly hostile

The Forge has trapped vessels from numerous sentient races, all with one disturbing commonality – each possess advanced capabilities to wage a devastating war. One can only assume that whatever intelligence is behind our capture has chosen to attract different races to test and observe their combat skills, for a reason that has yet to be determined. From the available data, I have constructed a plausible model for the Forge's operation.

First, the Forge launches a Probe, like the one encountered by Voyager. If the beings that encounter the Probe survive the initial encounter and destroy it, the Probe's resulting explosion transports any vessels caught within the blast into the Forge region. Once captured by the Forge, ships are instantly affected by a dampening field to prevent escape.

Judging from the structural damage on the derelict vessels, a powerful force then attacks the helpless ships, capturing crewmembers and removing portions of the hull. I have reviewed multiple entries from the derelict ships' logs and found several references to beings called Harvesters. While nothing is known about the Harvesters, empirical evidence suggests that they are a truly formidable warrior species. I have detected the remains of a damaged Borg cube in this region. If the Harvesters were capable of defeating a Borg colony, then Voyager is in grave danger. It is imperative that we collect more detailed intelligence about these adversaries quickly.

Along with the Borg Cube, I have scanned other ships and logged reports about other possible adversaries the Hazard Team could face soon. I must ensure that each Hazard Team member becomes intimately familiar with this information.



## ENEMIES

### SUBJECT: THE BORG

Few would dispute that the Borg are the most fearsome species in the known galaxy. With brutal persistence, the Borg ravenously assimilate whole worlds and races into the star spanning consciousness of their Collective.

Unfortunately, the Borg possess many powerful abilities and few weaknesses. Utilizing highly advanced technology, Borg drones have the ability to capture and assimilate others, converting them into Borg drones to increase the Collective's efficiency. Defensively, the Borg can adapt their personal shields to the frequency of different types of energy weapons, including Federation phasers. Therefore, it is best to use weapons that automatically remodulate energy frequencies to bypass the Borg defenses. Seven of Nine has been working on such a weapon, but its effectiveness has not yet been proven in combat against the Borg.

The Borg's connected mind is both an asset and a weakness for the Collective. Because they share a single mind, an attack against a single Borg instantly alerts any nearby drones. However, the nature of the Borg's collective mind can be used against them. Specialized devices like a Borg Distribution Node are required to help coordinate the activities of localized drone groups within a Borg community. By destroying control devices like the Distribution Node, a local group of Borg drones can be temporarily disconnected from the Collective.

### SUBJECT: ETHERIANS

The Etherians are a highly developed race of beings that utilize bio-mechanical technology to power living ships.

Etherian warriors can gather bioelectric energy from their ships and focus it into destructive plasma. Etherians also utilize advanced transporter technology within their ship and are highly mobile in their own environment. Caution must be exercised while exploring an Etherian vessel because of their ability to use spawn transporters to beam into any area.

Little is known about Etherian society. First contact with the Etherians resulted in a hostile conflict. It is possible that the



Etherians in the Forge diverged from a peaceful race, becoming hostile after being imprisoned. However, all Etherians in this region should be considered dangerous and approached with caution.

### **SUBJECT: SCAVENGERS**

The Scavengers are a motley collection of races that have banded together for mutual protection within the Forge. Scavenger groups are composed of several races, including Human, Klingon, Malon, and Hirogen warriors.

Little more than space pirates, Scavengers raid ships that enter the Forge before the Harvesters attack. With swift assaults, the Scavengers steal food, supplies, and energy sources to maintain their meager existence. It is probable that the masters of the Forge tolerate the Scavengers because they serve to weaken new ships that enter the region before a Harvesters' attack.

### **SUBJECT: HARVESTERS**

The origin of the Harvesters is not yet known. When a new ship enters the Forge, Harvesters are dispatched to attack the ship and disassemble pieces from it. After contact, a Harvester raiding party takes pieces of the ship and members of the crew to bring back to the Forge.

## **GAMEPLAY TIPS**



- Play through the tutorial level (available on the New Game menu). It's a great chance to get hands-on experience and training in the safety of the holodeck before you go out into the field.
- Items that can be used or destroyed will often be highlighted with an outline and a text message. Pay attention to these visual cues and your mission objectives to avoid confusion during the mission.
- The Borg will attack if they perceive you to be a threat. If you fire at them, all Borg in the surrounding vicinity will activate to assimilate you. Also, the Borg possess a defensive capability that allows them to adapt to a weapon's energy frequency. You will only have a few shots before the Borg adapt, so use them wisely. A Borg will glow green when adapted to a certain weapon blast.
- Avoid targeting Hazard Team members and Voyager crewmen. There are consequences for attacking fellow crewmembers. Check your fire.
- Following orders is crucial to your duties as an officer. Obey orders given to you by superior officers or face disciplinary action. There is no honor in the Brig.
- During a mission, seek out energy sources to replenish your armor and weapon energies. Scan around new areas thoroughly so that your TED can detect consoles that could give you energy.
- When you return to Voyager after a mission, use the Holodeck to practice new weapons. You should become intimately familiar with any new weapons you acquire. While you're in the Holodeck there's no risk to your safety and plenty of opportunity to practice.
- You should check your mission objectives frequently to see if your goals have been changed or if you're unsure of what to do next. You can check your mission objectives at any time by pressing the "TAB" key.

## MULTIPLAYER HOLOMATCH

The multiplayer element of Elite Force is a different entity from the single player game. It has a separate game executable and a unique set of gameplay options. When you install Elite Force, the installer will place two shortcuts in your Start menu: one for single player and one for multiplayer.

**Note:** A valid CD-Key (printed on a sticker on the back of your CD jewel case) is required to play multiplayer over the Internet.

### Elite Force Holomatch Main Menu

This menu is the primary interface for all of the multiplayer options. It allows you to select Solo Match, Multi Match, Mods and Demos as well as a complete set of control configuration options.

*Solo Match* – Allows you to play Holomatch against artificially intelligent “Holographic Characters.” No connection to the Internet is required. Choose from a variety of characters to play in pre-configured scenarios or set up your own scenario to play.

*Multi Match* – Play over the Internet against other human opponents. The Multi Match menu allows you to browse for servers on the Internet, set up your own server or select a specific server to connect to. You may also play over a LAN.

*Configure* – Allows you to set up your controls and video options. For assistance, please see the descriptions of the configuration menus in the single player portion of this manual. Please note that the Holomatch and Single Player configurations are stored independently so you can adjust the settings to best suit each game mode.

*Demos* – Allows you to view demo recordings of your multiplayer battles. Viewing the demos is a good way to analyze your strengths and weaknesses as a player so you can better prepare yourself for future online or Solo Match combat.

*Mods* – Allows you to select modifications of Elite Force that you have installed on your computer that supplement the multiplayer element. Mod information can be found at [www.eliteforce.net](http://www.eliteforce.net)

*Exit Program* – Brings up the prompt to quit Elite Force multiplayer and return to your desktop environment.

## SOLO MATCH

When you choose Solo Match, you will be competing against holographic characters (HC's) controlled by your computer. The following menu options will allow you to choose what kind of Solo Match to play.

### Choose Level

After selection Solo Match, you will have the option of choosing the Holodeck scenario for your match. Select one of the scenarios in the Holodeck scenario selection area. The holographic opponents you will engage are displayed below the Holodeck scenario selection area. Click on the Left/Right Arrows to scroll through the other holo-scenarios available for selection.

### Change Player

This option allows you to change the name of your character and choose your character's model. If you want to change your character's model, you will be able to choose a character representation from the holodeck's vast library of characters and races.

### Reset Progress

When you choose this option, you will be prompted to confirm the action, because Reset will wipe your single player games settings and all medals earned. It affects all players. Only choose this option if you want to start over from the beginning.

### Engage

After selecting Engage you are given the option to choose a skill level or difficulty. From this menu you can go back to previous menus or select Engage again to start your Match.

### Difficulty

Before you begin the scenario, you will need to select the level of difficulty for the match. This setting will affect how well your opponents will fight against you.

*Cadet:* This beginner level is meant for those green recruits fresh from Starfleet Academy. At this level, holodeck safety protocols will grant you several advantages over your opponents.

*Ensign:* The Ensign level is for more advanced beginners who still need more training before promotion to the upper ranks. You will still enjoy advantages over the other holodeck characters. This is the default difficult setting.

*Lieutenant:* If you find the safety of Ensign and Cadets ranks to be too easy, you are ready for a promotion to Lieutenant. This level is designed with moderate difficulty.

*Commander:* There is a reason why there are fewer Commanders in Starfleet than Ensigns. This level is for advanced players who are looking for a strong challenge.

*Captain:* At the Captain level, all safety overrides are removed. Choose this level if you yearn to compete in your very own Kobayashi Maru experience. Be warned. Only the most experienced players should expect to survive at this level.

### **Create Match**

The Create Match menu gives you the flexibility to create your own holomatch experience. With this menu, you can choose the Holo-Arena you want to play and pick the holographic characters you want to challenge.

*Game Type:* Choose between three different game types.

- Free For All: it's every man, woman and Holo-Character for themselves to see who gets the most points (kills).
- Team Holomatch: two teams battle against each other to see which team can accumulate the most points.
- Capture the Flag: 2 Teams are pitted against each another to capture the other teams flag and bring it back to their own flag/base.

*Continue:* Takes you to another options screen, once you've chosen your game type and holo-arena.

### **Holomatch Setup Screen**

*Players:* Choose Holo-Characters to play in your match. Click on the name to change the character to another one or click in an empty slot to add a new character.

*Point Limit:* Points (or kills) are the standard measure of success in the holomatch arena. By adjusting the point limit, you can

establish the number of required kills to win the match. High values result in longer games.

*Time Limit:* You can establish a different game dynamic by imposing a time limit on the holomatch. If time runs out before someone reaches the Point limit (see above), the player with the most points wins.

*Friendly Fire:* If this option is set at Yes then teammates can injure each other with their weapon fire.

*Pure Server:* Option for Multitplayer games only

*HC Skill:* Changes the difficulty of the Holo-Characters in your.

*Advanced:* Displays a menu of advanced settings and options that you can change to affect the dynamics of your match.

*Engage:* Once you have set up the match with all of your settings then select Engage to start the match.

## **MULTIPLAYER MATCH**

One of the most exciting features of Star Trek: Voyager—Elite Force is the ability to battle other players in a multiplayer holodeck match. While the holographic characters have advanced tactical subroutines, you will face even greater challenges against live human opponents.

When you choose to play a Multiplayer Match from the Main Menu, you will be presented with several options. From the Multiplayer Menu, you will be able to start a multiplayer game by searching for a server, creating a server, or specifying a server. These options are explained in the following section.

To play games over the internet, you will need to establish a connection with your internet service provider (ISP).

### **Search for Server**

Servers are other computers hosting multiplayer games. The default setting is LOCAL. If your computer isn't part of a local network, you won't see any games displayed. At the top of this screen are five options to help you organize the servers that are displayed in the screen's center window. Click on the word to the right to toggle through the options. They will automatically sort and filter the games available to you.

The highlighted server name is your current selection. You can use the scroll bars on the right side of the server list window to see the complete list of servers. To select another server, click on the one you want to join and hit the Engage button on the bottom of the screen.

### **Servers**

*Local:* If your computer is part of a network, activating the Local toggle will detect and display all the Elite Force Holomatch games being run on it. Just click on the one you want to join and choose the Engage button on the bottom of the screen. If your computer isn't part of a local network, no games will be displayed.

*Internet:* If your computer link to the Internet is active, selecting this option will show you the servers available. If your computer is not connected to the internet, no games will be displayed. This listing also indicates the 'ping' rate for each server. Ping is the amount of time it takes your computer to send and receive data to and from the server. The lower the ping rate, the faster your connection to that server will be. While a low ping rate is desirable, Elite Force Holomatch will perform well with higher ping rates.

*Favorites:* Selecting this option will filter out any server that is not on your list of favorites. If none of your favorite servers are running, or you haven't marked any favorites, you won't see any games displayed. To mark a favorite server, you must be playing the game on the desired server. Hit ESC to open the Ingame menu, then select Server Info. At the bottom of the Server Info screen, click on Add to Favorites and the server will be added to your favorites list. You can also delete entries from this menu.

### **Game Type**

Use this option to filter only servers running the game type that you would like to play (Holomatch, Capture the Flag, Team Holomatch).

### **Sort By**

This option sorts the list by the following instructions:

Ping Time: The lower the ping rate, the faster your connection to that server will be.

Server Name: Alphabetically lists the servers.

Map Name: Groups the servers by the Holomatch filename.

Open Player Slots: Displays servers with more open player spots at the top of the list.

Game Type: Groups the servers by which game type is currently being played.

### **Show Full**

Elite Force Holomatch doesn't normally show you games that have reached their maximum number of players. Set this to On, and the Holomatch Server menu will include them.

### **Show Empty**

By default, Elite Force Holomatch will filter out the games in which no one is playing from the list of servers. Activate this to display empty games as well as those with players already in them.

### **Back**

Returns you to the previous menu.

### **Refresh**

Hitting this button instructs the program to search the network, Internet, or other favorites again and update the list of games available.

### **Specify Server**

If there is a specific server you would like to play on, you can attempt to join it by choosing this option. The program will prompt you for the exact internet address of the host server and then attempt to connect you to the server.

### **Create Server**

Choose this option to make a game that's open to network and internet players. First you will be allowed to select a holo-arena. You can view the different holo-arenas by using left/right arrows. Select an holo-arena for the match by clicking on it.

Below the list of holo-arenas, you will see an option that allows you to change the Game Type. By clicking on this option you can toggle through the game types: Holomatch, Capture the Flag, Team Holomatch.

Now click Continue to advance to the Game Server screen. The Game Server setup screen allows you to change game variables. You will be prompted to provide the basic rules of engagement for the holomatch.

*HC Skill:* This option allows you to adjust the difficulty level of any holographic computer opponents that you have added to the server.

*Player List:* The player list lets you determine how many players will be in the game. Along the left side, there are twelve numbered slots. By clicking on one of the numbered slots, you can toggle between Open, Closed, and HC. To allow other players to enter the game, change a slot to Open. If you want to limit the number of participants for a match, choose Closed for the slots that you want to keep empty. If you would like to add computer players, toggle a slot to HC and the computer will choose a holographic character. If you would like to add a specific character, click on the name of the HC and you will be able to select another character from the holodeck's library of characters and races.

*Point Limit:* Frags (or kills) are the standard measure of success in the holo-arena. By adjusting the Point Limit, you can establish the number of required kills to win the match. Higher values result in longer games.

*Capture Limit:* For Capture the Flag games, the Capture Limit indicates the number of times the opponents' flag must be captured and taken to your base.

*Time Limit:* You can establish a different game dynamic by imposing a time limit on the holomatch. If time runs out before someone reaches the Point or Capture Limit (see above), the player or team with the most points wins.

*Friendly Fire:* If this option is activated, teammates can injure each other with their weapon fire. Starfleet regulations suggest that you set Friendly Fire On for Team Death Match and Off for Capture the Flag, although you are free to change these settings.

*Pure Server:* (multiplayer-only option) This option sets a requirement that the game on the server and the games running on computers requesting to connect must match exactly. Any modifications running on the server must also be running on the connecting computers.

*Dedicated:* (multiplayer-only option) This setting establishes your computer as a dedicated server that ONLY runs the game. If you choose this option, you cannot use the dedicated server to play in the dedicated game. Choose No if you don't want your machine to be a dedicated server. Otherwise, select LAN for a network connection or Internet for a game being played on the web.

*Hostname:* This option lets you enter the name you want to give your arena. This is what other players will see when they search for available servers.

*Advanced:* Displays a menu of advanced settings and options that you can change to affect the dynamics of your match.

*Engage:* Click this to activate the Holomatch program.

### **Holomatch Ingame Menu**

At any time during play, you can reach the Holomatch Ingame Menu by hitting the ESC key. This will bring up a menu of important game options. If you are playing a Solo Match, hitting ESC will pause the action. However, in a multiplayer match, accessing this menu will NOT pause the action—leaving you vulnerable in the arena. Make sure that your settings are optimized before you enter a multiplayer match.

### **Team**

When playing in a Team Holomatch or Capture the Flag, you can use this option to select your team. You may choose from the following:

Join Red/Blue: This option will let you join the Red or Blue team.

Join Game: Choosing this option changes you from a spectator into a player, randomly assigning you to a team with an open player slot.

Spectate: This option allows you to enter the game as an invisible 'ghost.' While in this mode, you can move about freely although you cannot interact with the arena or interfere with the other players. You can also view the game through the eyes of another player by pressing attack.

### **Add HC's**

This option allows you to add holographic character controlled by the computer to any open player slot.

### **Remove HC's**

This option allows you to remove computer-controlled opponents currently in the game.

### **Team Orders**

This option allows you to give orders to other members of your team. Please refer to the online manual for team game options.

### **Setup**

Choosing this option will bring up menus described earlier in the section detailing game options.

### **Server Info**

This option displays information about the current server. There is an option that allows you to add the server to your list of favorites.

### **Restart**

Selecting this restarts the current game.

### **Resume Game**

Exits the Ingame Menu and returns you to the game.

### **Leave Arena/Holomatch**

Takes you back to the Main Menu.

### **Exit**

Exits Elite Force Holomatch and returns you to your desktop.

## **ITEMS**

The following is a list of items you can collect during a Multiplayer Match.

### **Health Pickups**

*Booster Hypospray* – Gives a small health boost, activated upon pickup.

*Emergency Hypospray* – Gives a larger health boost, activated upon pickup.

### **Holdable Pickups**

*Portable Medkit* – Usable Medkit: Restores health level to 100. Activated with the 'Use' function. No effect if your health is at 100 or above.

*Personal Transporter Device* – Transports the user to a random location on the map, activated with the 'Use' function.

*Ultritium Explosive Charge* – Detpack that you 'Use' to place and 'Use' again to detonate. Note: when placed they can be shot and deactivated.

*Portable Force Field* – Places a temporary shield that blocks enemies and weapon fire, activated with the 'Use' function.





### Armor Pickups

*Incremental Shield Boost* – Small armor boost, activated upon pickup.



*Personal Deflector Screen* – Medium armor boost, activated upon pickup (armor with faint green shell).



*Isokinetic Deflector Screen* – Large armor boost, activated upon pickup (armor with strong green shell).



### Powerup Pickups

*Nano-Regenerative Protoplasmer* – Regenerates the users health to 200, activated upon pickup, time duration (looks like Medkit but with gold shell).



*Metaphasic Shielding* – Makes the user invulnerable, activated upon pickup, time duration (looks like armor but with gold shell).



*Quantum Weapon Enhancer* – Increases users weapon damage, activated upon pickup, time duration.

*Temporal Accelerator* – Increases the users speed, activated upon pickup, time duration.

*Anti-Gravity Pack* – Allows user to fly, activated upon pickup, time duration.

*Personal Cloaking Device* – Makes the user invisible, activated upon pickup, time duration.

*Seeker Drone* – Defense drone that hovers near the user and shoots at enemies in range, activated upon pickup.

## HOLOMATCH AWARDS AND COMMENDATIONS

### During Match

Awards are presented to the player during a match. The computer will commend the player immediately, and the player will get a medallion above their head that other players may see.

*First Strike* – The first kill in a match gets this award.

*Impressive* – Two shots in a row with the Compression Rifle alt fire and/or the I-MOD alt fire. Hitting two people with a single I-MOD shot also warrants an impressive. Multiple Impressives in a match display multiple medallions.

*Excellent* – Two kills in rapid succession. Multiple Excellents in a match display multiple medallions.

*Ace* – A streak of 5 kills without dying.

*Expert* – A streak of 10 kills without dying.



*Master* – A streak of 15 kills without dying.

*Champion* – A streak of 20 kills without dying.

*Denied* – Not a reward, but a taunt for when a player has a power-up stolen by another player just before he/she reaches it.

### **After Match**

Awards are presented to every player after a standard match and are displayed with award icons:

*Efficiency* – Greater than 50% accuracy.

*Sharpshooter* – Five or more “Impressives.”

*Untouchable* – The player was never killed.

The player will get at maximum one of these awards:

*Logistics* – Used a high number of power-ups.

*Tactician* – Killed opponents with every available weapon.

*Demolitionist* – Killed a high number of opponents with explosive damage.

The player will get at maximum one of these streak awards:

*Ace* – A streak of 5 kills without dying.

*Expert* – A streak of 10 kills without dying.

*Master* – A streak of 15 kills without dying.

*Champion* – A streak of 20 kills without dying.

### **Team Game Match**

Additional awards that are presented after a match in team games only.

The player will get at maximum one of these awards:

*MVP* – The team member who netted the most points. This is the only team award in Team Holomatch.

*Defender* – The team member who most successfully guarded the flag.

*Warrior* – The team member with the most kills.

*Carrier* – The team member who most often carried/returned the enemy flag.

*Interceptor* – The team member who most often returned their team’s flag.

*Bravery* – The team member who died the most. (The red shirt award).

### **ADDITIONAL HOLOMATCH INFORMATION**

Please review the online manual for more information about configuring Holomatch options.

## **UPDATES AND FUTURE RELEASES**

Please refer to the Documentation folder on the Elite Force CD or in the Elite Force install directory on your hard disk for updates to this manual and for the latest support and compatibility information. The information presented in this manual cannot be considered 100% final at the time of printing.

Updates for Elite Force will be available for download in the near future from [www.eliteforce.net](http://www.eliteforce.net), [www.activision.com](http://www.activision.com) and [www.ravensoft.com](http://www.ravensoft.com).



## CUSTOMER SUPPORT

You should read through the manual and the readme file on the CD before contacting Activision Customer Support. Additionally, if you have internet access, check out our Top Solutions and/or search our troubleshooting database at:  
<http://www.activision.com/support>.

Please ensure that your computer system meets the minimum system requirements that are listed on the bottom of the box. Our Customer Support representatives will not be able to help customers whose computers do not meet the requirements. So that we can better help you, please have the following information ready:

- Complete product title (include version number)
- Exact error message reported (if any) and a brief description of the problem
- Your computer's processor type and speed (e.g. Pentium 200 MHz)
- Amount of RAM
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