

# KILL SWITCH



**namco**

**PC**  
CD-ROM  
SOFTWARE

**TEEN**  
**T**  
CONTENT RATED BY  
ESRB



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# **MISSION CONTROLLER OPERATIONS MANUAL ENGINE VERSION 1.081**

## **Epilepsy Warning**

### **Read this notice before you or your child play video games**

A small portion of the population have a condition which may cause them to experience epileptic fits, in some cases accompanied by loss of consciousness, due mainly to certain strong light stimuli such as a rapid succession of images, repetition of simple geometrical shapes, flashes or explosions, etc. These

individuals may experience a fit while playing video games containing such visual stimuli, though they may have no previous medical history of such a condition or may never have suffered an epileptic fit. If you or a member of your family have ever experienced symptoms linked to epilepsy (fits or loss of consciousness) in situations of strong light stimuli, it is important that you consult your doctor before playing any video games. Parents should also monitor children closely when they are playing video games. If you or your child show any signs of the following: dizziness, disturbed vision, eye or muscle twitching, disorientation, involuntary movement, convulsions or blackouts, stop playing immediately and seek medical advice.

### **Follow these guidelines at all times when playing video games**

Do not play if you are tired or lacking sleep. Always play in a well-lit room, taking care that the screen is not too bright. If you are playing a game on a screen, play as far back from the television screen as possible, ideally as far away as the connector cable will reach. While playing, ensure that you have a 15-minute break every hour.

# Installation

The install program will automatically run when you insert the CD ROM of kill.switch™ into the drive, but only if no previously installed game version is detected. If the AutoRun option is not active on your CD ROM drive, you can run the installation program by double-clicking on the Setup program in the CD ROM root directory.

Follow the instructions on the installation program screen.

Once the game is installed, run the game by clicking on the appropriate icon in the Program menu in the Startup menu.

You can uninstall kill.switch™ at any time by selecting the relevant icon in the Program menu or by using the Add/Delete option in the Configuration Panel.

When loading the game for the first time, you open the setup program. There, you can configurate Graphic, Audio, Control and Language settings. You can also use directly the following file called "kswsetup.exe", placed in the kill.switch installation repertory.

# Default Keyboard

## IN MENU

CURSOR KEYS : Menu navigation

ENTER : Select

A : Move Left

D : Move Right

W : Move Forwards

S : Move Backwards

LEFT ARROW : Aim Left

RIGHT ARROW : Aim Right

UP ARROW : Aim Up

DOWN ARROW : Aim Down

[ : Next Weapon

] : Previous Weapon

- : Next Grenade

= : Previous Grenade

Space : Dive

Q : Bash

E : Action

TAB : Grenade

C : Crouch

RIGHT CTRL : Fire

X : Sniper Mode

R : Reload

ESC : Pause

RETURN : Accept

Please note : To change the control assigned to an action, click on the corresponding key button. You can also restore Default Settings.

## MOUSE CONTROL

MOUSE X AXIS : Aim Horizontal

MOUSE Y AXIS : Aim Vertical

BUTTON 1: Fire

BUTTON 2 : Crouch

BUTTON 3 : Sniper Mode

Please note : You can easily configure joysticks manually in the setup program to play with a pad.

# Basic Training

## MOVEMENT:

Move the operative by moving the Move Keys (A, D, W, S) in the desired direction.

## CROUCHING:

Crouch by pressing and holding the C Key or the Left Mouse Button. Make sure that the operative is not near or facing a cover surface. The operative moves at a reduced speed while crouching, but can still perform an Evasive Dive.

## EVASIVE DIVING:

Perform an Evasive Dive by pressing the Space Key. The operative will dive in the direction that he is moving.

## AIMING AND LOOKING:

Aim and look around by moving the Arrow Keys or the Mouse Axis in the desired direction.

## WEAPON SCOPE/SNIPER RIFLE ZOOM:

Most weapons have a scope or zoom function. Push the X Key down to activate it. For the MCRT 300 sniper rifle, push the X Key down again to zoom in further.

## **FIRING:**

Fire the operative's weapon by pressing the Right Ctrl Key. Press once for a single shot. If the weapon supports it, press and hold for a continuous burst.

## **RELOADING:**

Press the R Key to reload the operative's currently equipped weapon.

## **WEAPON CYCLING:**

Press the [ and ] Key or use the Mouse Wheel to cycle through and change the operative's weapon.

## **GRENADE THROWING:**

Throw a grenade by pressing the TAB Key. Press lightly for a shorter throw. Press hard for a longer throw.

## **GRENADE TYPE SELECTION:**

Press the - or = Key to select and change the operative's grenade type.

## **OFFENSIVE COVER SYSTEM:**

To take cover, move and face the operative near a cover surface such as a wall. Press and hold the C Key or Right Mouse Button to make the operative use it for cover. To stop taking cover, release the C Key or Right Mouse Button. The operative can also perform an Evasive Dive away from cover.

## **OFFENSIVE COVER SYSTEM MOVEMENT:**

While taking cover, press the Move Keys to move Left or Right. Press the S Key to crouch. You can continue to move while crouching, but at a reduced speed. Press the W Key up to stand if crouched. To move around the outer edge of cover, press the Move Keys to move Left or Right until you reach the edge of cover. Continue holding the Move Keys in one chosen direction, and press the Action Key.

## **OFFENSIVE COVER SYSTEM FIRING:**

While taking cover, press the Move Keys to move Left or Right until you reach the edge of cover. Continue holding the Move Keys until the operative leans over. Press the Right Ctrl Key or the Left Mouse Button to fire. Move the Arrows Keys or the Mouse Axis to aim and look. If using crouch height cover, you can also move and press the Move Keys to make the operative rise from the crouch position and take aim. Press the Right Ctrl Key or the Left Mouse Button to fire. Move the Arrows Keys or the Mouse Axis to aim and look. You can use a weapon's scope or zoom feature while aiming from cover.

## **OFFENSIVE COVER SYSTEM BLINDFIRE:**

While taking cover, press the Move Keys to move Left or Right until you reach the edge of cover. Do not make the operative lean over. Press the Right Ctrl Key or the Left Mouse Button to fire. Move the Arrows Keys or the Mouse Axis to direct Blindfire in that general direction. If using crouch height cover, press the Right Ctrl Key or the Left Mouse Button and the operative will remain crouched and fire his weapon above him. Move the Arrows Keys or the Mouse Axis to direct Blindfire in that general direction.

## **WEAPON BASHING:**

To perform a weapon bash on an enemy, press the Q button. The operative must be standing close to an enemy for the hit to connect.

## **ACTION/INTERACT:**

The E Key makes the operative interact with certain objects in the environment. For example: a door or a gun emplacement. Some actions require the E Key to be held for a certain amount of time before the action can be completed. Press and hold the E Key until the action is completed.

## Gameplay Tips

Practice moving and looking around until you get the hang of it and can perform both simultaneously. It might seem hard at first, but will soon become second nature after practice.

Almost anything in the environment can be used as cover! Experiment to see what works best in the given situation. All cover surfaces are either standing or crouch height.

Each weapon recoils upward when fired. Instead of pressing and holding down the Right Ctrl Key or the Left Mouse Button, try using short bursts to control the recoil. Releasing the Right Ctrl Key or the Left Mouse Button will "re-center" the weapon.

Remember to reload between firefights and not during one.

Diving away from grenades is preferable to running away from them. You'll distance yourself away from the blast radius further with a dive. Most enemies will go down after being hit by a weapon bash. However, getting close to the enemy is another matter entirely!

# **Main Menu Interface**

## **MAIN MENU**

In the Main Menu, use the Move Keys to highlight an item. Press the Enter Key to select it.

## **NEW GAME**

Begin a brand new game. Before starting, you will be asked to select between the Normal or Hard difficulty levels. The Hard difficulty setting is recommended for players seeking a greater challenge. Note: The Reticle Highlight feature is disabled when playing on the Hard difficulty setting.

## **LOAD GAME**

Load a previously saved game, if available.

## **OPTIONS MENU**

Set and adjust a variety of game settings, all of which are listed below. Note: Default game settings are noted in parentheses.

## **Options Menu**

### **CONTROLLER SETTINGS**

#### **VIBRATION**

Set the controller's vibration feature. (ON)

#### **INVERT VERTICAL AXIS**

Invert vertical axis of the Aim/Look controls. (OFF)

#### **INVERT HORIZONTAL AXIS**

Invert horizontal axis of the Aim/Look controls. (OFF)

#### **AIM/LOOK SENSITIVITY**

Adjust the speed of the Aim/Look controls.

#### **RETICLE HIGHLIGHT**

If enabled, the Targeting Reticle will turn red when it is aimed directly at an enemy. Note: The Reticle Highlight feature is disabled when playing on the Hard difficulty setting. (ON)

#### **OPTIONS MENU**

Return to the Options Menu.

## **VIDEO OPTIONS**

### **BRIGHTNESS**

Adjust the image brightness.

### **OPTIONS MENU**

Return to the Options Menu.

---

## **AUDIO OPTIONS**

### **SOUND EFFECTS VOLUME**

Adjust the volume of sound effects and movies.

### **MUSIC VOLUME**

Adjust the volume of the in-game music soundtrack.

### **OPTIONS MENU**

Return to the Options Menu.

---

### **CREDITS**

Find out who the people behind the game are.

### **MAIN MENU**

Return to the Main Menu.

# **Ingame Menu Interface**

## **PAUSE MENU**

Press the ESC Key to suspend the game and display the Pause Menu. Highlight and select Resume to return to the game. In the Pause Menu, you can set and adjust a variety of game settings as you would from the Options Menu. Use the Move Keys or Up and Down Arrow keys to highlight an item. Press the Enter key to select it.

## **RESUME**

Return to the game.

## **CONTROLLER SETTINGS**

Set and adjust a variety of game settings as you would from the Options Menu.

## **VIDEO OPTIONS**

Set and adjust a variety of game settings as you would from the Options Menu.

## **AUDIO OPTIONS**

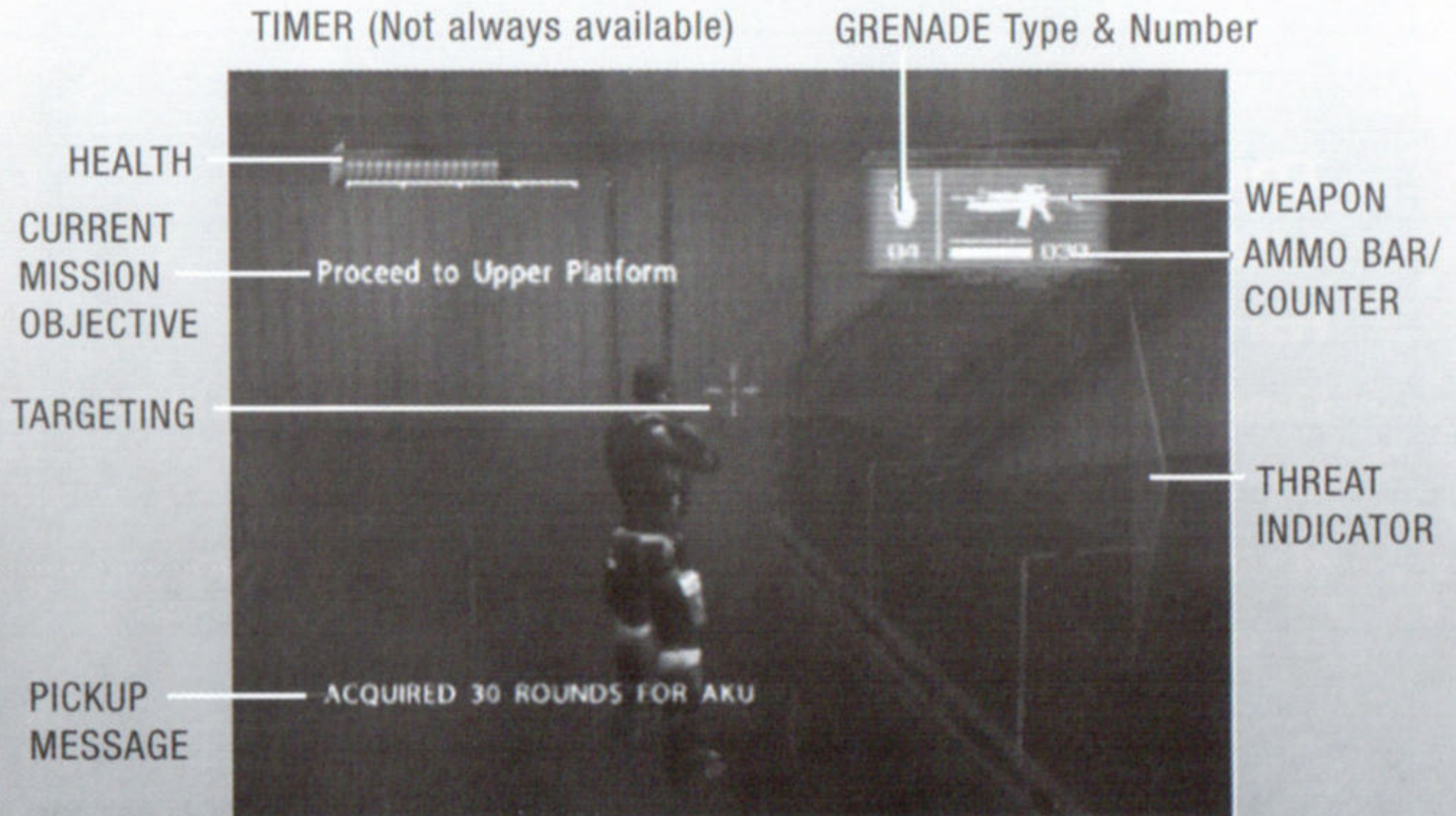
Set and adjust a variety of game settings as you would from the Options Menu.

## **ABORT MISSION**

Confirm this option again to quit the mission.

**The following material is an abbreviated content supplement for the Training Simulator Datastream, specifically, the Manual Operations course. Please go over the material before going through the course for the first time.**

# Mission Controller HUD (Heads Up Display)



# HUD Elements

The HUD is your window into an operative's world. The HUD is essential in monitoring the status of an operative and his or her mission. You should take the time to familiarize yourself with the basic function of each HUD Element.

## Health Indicator

The blue Health Indicator displays the operative's current health. An operative's health status is at 100% when the blue bar is full. If an operative takes damage in the field, the blue bar depletes and the Health Indicator becomes smaller. As you know, each operative has been the recipient of the latest advances in medical nanotechnology. Wounds and damage taken in the field will heal to a certain degree thanks to the nanotech in the operative's system. The black portion underneath the blue bar shows the amount of health that can be recovered through nanotech. To restore or recover additional health in the field, the operative should seek out aid until proper treatment can be obtained. Despite their accelerated healing abilities, you should remember that operatives are not superhuman. Successive trauma to an operative's system will negate or overload the nanotech, causing the body to go into shock and shut down.

## Current Mission Objective

Mission Objectives are displayed underneath the Health Indicator. Your Commanding Officer (CO) or Base will relay Mission Objectives to the operative through the Neural Interface/Link via a secure and encrypted Datastream transmission. Only the CO, yourself, and the operative will know the contents of the transmission.

## **Weapon Indicator and Ammo Bar/ Counter Grenade Type and Number**

You can review an operative's weapon loadout with these indicators. The operative's currently equipped weapon, its remaining ammunition, the current type of grenade being used, along with their remaining number, are all displayed simultaneously here. The weapon's ammo bar depletes as rounds are spent. The counter next to it indicates the total number of rounds left. The number of grenades will decrease for that particular type as they are used. Of course, if the operative obtains additional weapons, ammunition, or grenades, the indicators will reflect those changes instantaneously. As a safeguard, the Weapon Indicator will begin to blink as a reminder for the operative to reload a weapon. The blinking will become more frequent and flash red as a weapon's clip comes closer to being emptied. To conserve HUD space, the indicators will "close up" after a few moments. The indicators will "open up" again if a different weapon or grenade type is selected.

## **Targeting Reticle**

The targeting reticle is used for aiming an operative's weapon. The shape of the targeting reticle will change depending on the weapon currently being used. The targeting reticle can also change in size. The larger the reticle, the more inaccurate the shot an operative will take if he fires his weapon at that time. By default, the targeting reticle will turn red to indicate that it is being aimed directly at a hostile threat. If you disable the highlight function of the targeting reticle, it will not turn red.

## **Threat Indicator**

Indicators may pop up if a threat to the operative happens “off-screen” in relation to the HUD viewing area. Threat Indicators are mostly for your reference, to aid the operative in assessing and determining the location of threats such as hostile fire.

## **Pickup Message**

Non-mission objective or miscellaneous types of messages may show here from time to time. (e.g., items an operative acquires during a mission will be displayed here as they are taken into his inventory).

## **Timer (not always available)**

Certain missions may have a time-related element to them. The timer will display the amount of time remaining to complete a certain objective or mission.

## **Scope/Sniper Rifle Zoom View**

The operative has access to weapons that may utilize a scope or zoom view, such as a sniper rifle. This type of close-up view is useful when attempting to make more precise and accurate shots in the field.

# Weapons

The following weapons may be made available as part of the operative's starting loadout depending on the mission's given parameters. See your CO for details. Weapons may also be obtained in the field.



## **M4 5.56mm**

**5 clips/30 rounds per clip**

A compact assault rifle derived from the M16. It has a shorter barrel, a telescoping buttstock, and a higher rate of fire than the M16 but with lower bullet velocity. The 5.56mm M4 is handy and flexible and provides good firepower.



## **M203 40mm HE grenade**

**8 loads/1 round**

The M203 Grenade Launcher is a lightweight single shot attachment for the M4 that sits underneath the barrel. It fires a spherical 40mm diameter grenade with an effective kill radius of up to 5 meters.

## **AK47 7.62mm**

### **5 clips/30 rounds per clip**

The AK47 is one of the most prolific small arms weapons in the world. It has been (and still is) manufactured in dozens of countries, and has been used in hundreds of conflicts since its introduction. The AK47 is most well-known for its ruggedness, simplicity of maintenance and operation, and for its reliability even in the worst of conditions.



## **AKU 5.45mm**

### **5 clips/30 rounds per clip**

The AKU was developed as a personal defense weapon for vehicle crews and for special operations forces that required a compact but powerful automatic weapon. Derived from the AKS assault rifle, it has a much shorter barrel and cannot mount a bayonet, but is similar in all other aspects.



## **AKUG 5.45mm**

### **5 clips/30 rounds per clip**

The AKUG is a variant of the AKU assault rifle.





### **HK5A3 9mm**

#### **5 clips/30 rounds per clip**

The HK5 submachine gun is one of the most famous and widespread firearms of its class. The success of the HK5 is outstanding due to the high quality and reliability of the weapon, great flexibility and its great accuracy.



### **HK5SD5 9mm**

#### **5 clips/30 rounds per clip**

The HK5SD5 is a dedicated silenced version of the HK5. It is equipped with a non detachable integral silencer and a vented barrel to reduce the muzzle velocity below the speed of sound.



### **M1 12 gauge**

#### **8 shells/32 shells max**

The M1 is a high quality tactical shotgun that uses 12 gauge shells. While the firing rate is rather low and its accuracy at longer range questionable, its effectiveness at close range is absolute.

**MCRT 300 .300 magnum**  
**5 clips/5 rounds per clip**

The MCRT 300 is a bolt-action sniper rifle. It is an excellent long-range weapon, used for sniping enemies in a covert fashion. Ideally, you want to target the head or central mass. One well-placed shot will take out a threat quickly and silently.



**M249 5.56mm**  
**2 box clips/200 rounds per box**

The M249 SAW or Squad Automatic Weapon is an air cooled, gas operated light machine gun. It fires the 5.56mm NATO round from 200 round belts fed from special plastic boxes clipped beneath the receiver. With its high rate of fire and large amount of ammunition, the M249 is an extremely effective covering weapon.



# Grenades



## Grenade

Highly explosive fragmentation device that is useful in taking out a large number of enemies.



## Mini Grenade

Smaller and less powerful version of the regular Grenade. Due to its size, operatives are able to carry more in their inventory.



## Sticky Grenade

Similar to the Frag Grenade, but sticks to surfaces before it explodes



## Flash Grenade

Non-lethal grenade that temporarily stuns and blinds enemies within its explosive radius.

## TRAINING SIMULATOR DATASTREAM ADDENDUM

Before going out into the field, remember to update BABEL translation software to the latest version.

As of this writing, Version 1.21 of BABEL now recognizes close to 6,500 known languages, allowing you to comprehend each of them in your native tongue. In most of your cases, you will hear English. Per her request, here are some closing words from the Engine Project lead, Lynn Takamura. You'll recognize her as the voice behind NADA, the Neural Interface/Link Avatar/Datastream Agent Construct.

---

Boys and girls...

This is not a game.

Operatives are still human.

They might be equipped with the latest in 'top-secret' military gear.

They might have abilities you and I don't possess. They might just be considered 'special'. But they are not superhuman.

The 'tech', as it's been called, should be handled with care. Should a situation arise in which manual operations are necessary, it is highly recommended that the operatives not be used to "run and gun" out there in the field.

Use your head.

Your primary responsibility is support.

Make sure that the mission gets done, and the operative comes home.

Do your job, and do it well. That's what you're here for.

One more thing, something any op will tell you:

If the situation hits the fan, and you find yourself out there on your own, alone and outnumbered with no support... Remember this:

Cover is your only ally.

The environment can be used to your advantage.

Utilize the terrain.

**Take cover.**

**Take aim.**

**Take over.**

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**KILL SWITCH**

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