TABLE OF CONTENTS

The Beginnings of the SAS (Special Air Services) ................................................................. 2
Getting Started ......................................................................................................................... 3
WMU Functions ....................................................................................................................... 4
Items & Hack Functions ......................................................................................................... 4
Default Controls .................................................................................................................... 4
Menu Screens .......................................................................................................................... 6
Campaign Selection ............................................................................................................... 6
Mission Selection .................................................................................................................... 6
Selecting Your Team ............................................................................................................... 8
Soldier Skills ........................................................................................................................... 8
Equipment Selection ............................................................................................................. 8
Team Setup ................................................................................................................................ 9
Briefings ................................................................................................................................. 9
Setting Up Your Team ............................................................................................................ 9
Debriefing ............................................................................................................................... 10
In Game Action ....................................................................................................................... 10
On Screen Information .......................................................................................................... 10
Camera Options ...................................................................................................................... 10
Using Your Soldier in the Field .............................................................................................. 11
Controlling your soldier ......................................................................................................... 11
Real time commands ............................................................................................................. 11
Fixed Weapons ...................................................................................................................... 11
Vehicles .................................................................................................................................. 11
Reclaiming weapons from fallen soldiers .............................................................................. 11
In Game Map .......................................................................................................................... 12
Viewing the Map ..................................................................................................................... 12
Map Information ..................................................................................................................... 13
Projecting your Soldier on the Map ....................................................................................... 13
The Map Commands .............................................................................................................. 13
Concluding a Mission ............................................................................................................. 14
Appendix .................................................................................................................................. 14
Equipment ............................................................................................................................... 14
Uniforms ................................................................................................................................... 15
Weapons ................................................................................................................................... 15
Explosives ............................................................................................................................... 18
Vehicles .................................................................................................................................... 18
Hints & Tips ............................................................................................................................. 19
Credits ...................................................................................................................................... 20
Technical Support ................................................................................................................... 21
The Beginnings of the SAS (Special Air Service)

David Stirling, a 24-year-old Scots Guards subaltern, arrived in North Africa in late 1940 as a member of Layforce (6 Commando). At this time Special Forces were viewed as a waste of manpower and material and so upon arrival Layforce was quickly dismantled in all but name only. While practicing parachute jumping, Stirling was injured and spent two months in a hospital. During his stay Stirling devoted his time planning how small raiding forces could be used to attack airfields and logistics bases behind enemy lines.

Upon his release from hospital, Stirling headed for the High Command Headquarters in order to present his idea for raiding forces. Stirling felt that the battalion-sized formations that were being deployed for amphibious raids were too small and that small units would be able to penetrate, by stealth, enemy bases and attack using delayed action explosive charges. Three days later Stirling was back at GHQ, given permission to recruit six officers and 60 men from Layforce and to set up a training camp in the Suez Canal Zone. This independent command was to be called L Detachment Special Air Service Brigade. The title SAS Brigade was chosen in order to convince German intelligence that the 8th Army had an airborne brigade in theater.

The first mission for L Detachment was to gather intelligence and destroy any German aircraft they came across. Taking place on the nights of November-16/17, 1941, sixty-six men were parachuted in very bad weather into the North African desert. Unable to blow up any planes due to the loss of supply containers containing the explosive fuses during the jump, Stirling decided to split up into five groups and at least carry out some kind of reconnaissance. Of the sixty-six men who had started on the operation only 22 men returned.

Next, Stirling and his group teamed up with W Squadron of the Long Range Desert Group. Stirling would lead ten men in an attack on the airfield at Sirt, while a second force would go for El Agheila on December 14, 1941 and a third unit would attack Agagia a week later. Nearing their target Stirling divided his group, sending his second-in-command Paddy Mayne along with ten men on to attack the airfield at Tamet, while he headed for Sirt with the remaining troops. That night Stirling's reconnaissance of Sirt disturbed the Italian occupants of the airfield and soon the Italians were firing in all directions. All Stirling could do was to hide and watch the entertainment. The following day Stirling cursed as he watched the Italians evacuate the airfield. Hoping the others had better luck, Stirling's group headed for the rendezvous point. At Tamet, Mayne and five men proceeded to place heavy machine guns on hill tops. In Mayne went inside the 24th aircraft cockpit and ripped out a section of the instruments with his bare hands. It was an episode that would become part of SAS folklore. The attack on El Agheila resulted in the destruction of 30 trucks, with the raid at Agagia culminating in the destruction of 37 Italian CR42 fighter-bombers.

And thus the SAS were born. By the end of 1941 they had destroyed more than 100 enemy aircraft. By the close of 1942, L Detachment was given full regimental status as 1 SAS Regiment. Volunteers came from 6 Commando, Free French, Poles and Greeks. During operations in North Africa the SAS had destroyed over 400 enemy aircraft and tied up large numbers of troops protecting air bases and lines of communication. The SAS would continue to carry out important covert missions throughout the war wrecking havoc and destruction behind enemy lines.

And now it is your opportunity to enter the world of the SAS: Hidden & Dangerous!
HIDDEN & DANGEROUS

GAME OPTIONS
These can also be accessed from the in-game Pause menu.
- **Draw Aim Line**: Used to turn the aiming line from the soldier's weapons ON or OFF.
- **Invert Y Axis**: Used to invert the Y Axis on the Analog Direction Key.
- **Jump Pack**: Used to turn the Jump Pack on or off if connected.

**Sound**
- **Sound Mode**: Used to select either Stereo or Mono.
- **Music Volume**: Used to adjust the volume of the music in game.
- **Sound Volume**: Used to adjust the sound volume in game.

VMU Functions
Do not turn off the power to the Sega Dreamcast or disconnect the controller or other peripherals when loading or saving a VMU file to the Memory Card. At game start, the Sega Dreamcast controller w/VMU must also be inserted in order for the game's save operation to work.

A Hidden & Dangerous file requires 11 free blocks. Your player profile will be saved to the Memory Card after each mission has been completed. You will be given a warning if the Memory Card does not contain enough free blocks. If you do not have a Memory Card connected and complete a mission, you will be given an access code that you should write down. When you next play Hidden & Dangerous you should enter this code as a new player's name and press the START button, this will return you to your previous position.

Jump Pack Functions
Do not turn off the power to the Sega Dreamcast or disconnect the controller or other peripherals when inserting the Jump Pack. To return to the title screen at any point during gameplay, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen. You can then turn the Jump Pack on or off from within the game options menu.

Default Controls Using a Controller

**Picture Menu Navigation Controls**
- **D Button UP / DOWN LEFT / RIGHT**: Menu Navigation to Highlight Options and Icons
- **A Button (sliding option switches)**: Accept Highlighted Option
- **B Button**: Returns to the previous menu
- **X Button (with weapons highlighted)**: Adds or removes ammo from a weapon when the weapon is highlighted, depending on whether at least one weapon of that type has already been selected
- **X Button (with soldier icons highlighted during team setup)**: Displays soldier information
- **START Button**: This proceeds to the next menu or Accepts Auto Select if OK is not an option

**In Game Controls**
The L Trigger is used as toggle switch in combination with other Buttons.

<table>
<thead>
<tr>
<th>Button</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Y Button</td>
<td>Walk Forwards</td>
</tr>
<tr>
<td>A Button</td>
<td>Walk Backwards</td>
</tr>
<tr>
<td>B Button</td>
<td>Strafe Right</td>
</tr>
<tr>
<td>X Button</td>
<td>Strafe Left</td>
</tr>
<tr>
<td>L Trigger + Y Button</td>
<td>Jump</td>
</tr>
<tr>
<td>L Trigger + START Button</td>
<td>Toggle Run Mode</td>
</tr>
<tr>
<td>D Button UP / DOWN</td>
<td>Charge Soldiers Stance</td>
</tr>
<tr>
<td>Analog Thumb Pad</td>
<td>Quick Save</td>
</tr>
<tr>
<td>L Trigger + Analog Thumb Pad</td>
<td>Fast Read</td>
</tr>
<tr>
<td>D Trigger LEFT / RIGHT</td>
<td>Charge Camera</td>
</tr>
<tr>
<td>L Trigger + D Button LEFT / RIGHT</td>
<td>Toggle Between Soldiers</td>
</tr>
<tr>
<td>R Trigger</td>
<td>Fire</td>
</tr>
<tr>
<td>L Trigger + R Trigger</td>
<td>Reload</td>
</tr>
<tr>
<td>L Trigger + D Button UP</td>
<td>In Game Real Time Commands</td>
</tr>
<tr>
<td>L Trigger + X Button</td>
<td>Clear command</td>
</tr>
<tr>
<td>L Trigger + B Button</td>
<td>Inventory (A Button to accept selected item)</td>
</tr>
<tr>
<td>L Trigger + A Button</td>
<td>Use (interact with the environment)</td>
</tr>
<tr>
<td>L Trigger + D Button DOWN</td>
<td>Mini Briefing</td>
</tr>
<tr>
<td>START Button</td>
<td>Pause menu</td>
</tr>
</tbody>
</table>

**Specific Item and Object Controls**
- **L Trigger + Analog Thumb Pad UP**: Sniper Rifle / Binoculars Zoom In
- **L Trigger + Analog Thumb Pad DOWN**: Sniper Rifle / Binoculars Zoom Out
- **D Button UP / DOWN (After pressing Fire)**: Set Explosive's Timer
- **A Button - Hold 3 seconds**: Drop Item

**Vehicles**
- **X Button**: Turn left (Driver / Gunner)
- **B Button**: Turn Right (Driver / Gunner)
- **Y Button**: Forward (Driver / Gunner)
- **A Button**: Backwards (Driver / Gunner)
- **Analog Thumb Pad**: Aiming the vehicle's main gun
- **R Trigger**: Fire Main Weapon
HIDDEN & DANGEROUS

CONROLS USING A SEGA DREAMCAST KEYBOARD

Navigating the menus

<table>
<thead>
<tr>
<th>Key</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enter</td>
<td>Accept highlighted Option</td>
</tr>
<tr>
<td>Escape</td>
<td>Returns to the previous menu</td>
</tr>
<tr>
<td>Cursor Keys</td>
<td>To navigate and scroll menu options up, down, left or right</td>
</tr>
</tbody>
</table>

In Game Controls

<table>
<thead>
<tr>
<th>Key</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>TAB, Shift + TAB</td>
<td>Select soldier</td>
</tr>
<tr>
<td>1, 2, 3, 4</td>
<td>Direct soldier selection</td>
</tr>
<tr>
<td>Cursor LEFT</td>
<td>Strafe left</td>
</tr>
<tr>
<td>Cursor RIGHT</td>
<td>Strafe right</td>
</tr>
<tr>
<td>Cursor UP</td>
<td>Move</td>
</tr>
<tr>
<td>Cursor DOWN</td>
<td>Move back</td>
</tr>
<tr>
<td>Alt + cursor UP</td>
<td>Silent move</td>
</tr>
<tr>
<td>Ctrl</td>
<td>Fire / prepare weapon / throw grenade</td>
</tr>
<tr>
<td>Shift + Ctrl</td>
<td>Low grenade throw</td>
</tr>
<tr>
<td>R</td>
<td>Reload magazine</td>
</tr>
<tr>
<td>X</td>
<td>Jump</td>
</tr>
<tr>
<td>A</td>
<td>Turn left</td>
</tr>
<tr>
<td>D</td>
<td>Turn right</td>
</tr>
<tr>
<td>W, S</td>
<td>Change standing pose</td>
</tr>
<tr>
<td>U</td>
<td>Use gun, vehicle, light, climb ladder, Get item, Get inventory from dead soldiers</td>
</tr>
<tr>
<td>SPACE</td>
<td>Map mode</td>
</tr>
<tr>
<td>Shift</td>
<td>Initiate Run Mode</td>
</tr>
</tbody>
</table>

Real Time Commands:

<table>
<thead>
<tr>
<th>Command</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Home</td>
<td>Follow me!</td>
</tr>
<tr>
<td>End</td>
<td>Stop!</td>
</tr>
<tr>
<td>Page Up</td>
<td>Move out!</td>
</tr>
<tr>
<td>Page Down</td>
<td>Hold fire!</td>
</tr>
<tr>
<td>Delete</td>
<td>Delete one command on active soldier</td>
</tr>
</tbody>
</table>

Inventory:

<table>
<thead>
<tr>
<th>Key</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENTER</td>
<td>Select inventory item</td>
</tr>
<tr>
<td>ENTER hold 3 sec</td>
<td>Use item / free hands,</td>
</tr>
<tr>
<td>F5</td>
<td>Drop Item</td>
</tr>
<tr>
<td>F6</td>
<td>Select Firearm</td>
</tr>
<tr>
<td>F7</td>
<td>Select Grenade</td>
</tr>
<tr>
<td>F8</td>
<td>Select Anti Tank Weapon</td>
</tr>
<tr>
<td>F9</td>
<td>Select Binoculars</td>
</tr>
</tbody>
</table>

Specific Item and Object Controls:

<table>
<thead>
<tr>
<th>Key</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cursor UP / DOWN</td>
<td>Set Explosives Timer</td>
</tr>
<tr>
<td>ENTER</td>
<td>Accept Time</td>
</tr>
<tr>
<td>ESC</td>
<td>Cancel time setting</td>
</tr>
</tbody>
</table>

Vehicles:

<table>
<thead>
<tr>
<th>Key</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cursor Up</td>
<td>Accelerate</td>
</tr>
<tr>
<td>Cursor Down</td>
<td>Decelerate</td>
</tr>
<tr>
<td>Cursor Left</td>
<td>Turn Left</td>
</tr>
<tr>
<td>Cursor Right</td>
<td>Turn Right</td>
</tr>
</tbody>
</table>

NOTE: If utilizing a controller and keyboard the controller must be inserted into Port A, and the keyboard must be inserted into Port B.
**Hidden & Dangerous**

**MENU SCREENS**

**Campaign Selection**

When starting a new game, only the first Campaign can be selected. Press the A Button to select the Campaign. As each Campaign becomes accessible an Intro movie to the Campaign can be viewed by selecting Play Intro after selecting a Campaign.

**Mission Selection**

This menu functions in a similar way to the Campaign Selection menu. If you want to check the statistics and equipment you have remaining after completing a mission, select the appropriate mission and select the Mission Status option.

**Selecting Your Team**

When playing the first mission of a Campaign, you will have to choose the soldiers that will make up your team. You can select up to eight. There are 40 to choose from in total, although you may choose less if you wish. The highlighted soldier's statistics will be displayed to allow you to compare different soldiers' abilities. Press the A Button to select the soldier. To delete a selected soldier, highlight his image at the top of the screen and press the A Button. If you do not wish to select the soldiers yourself, select the auto setup option and eight randomly chosen soldiers will be selected for you.

**Soldier Skills**

It is vital to try to balance the skills of the soldiers in your eight man team, but it is also important to bear in mind that the missions get harder later on in the game so try to save the best soldiers for later Campaigns. If a soldier is killed in action he is lost forever.

**SHOOTING**
Provides information about the soldier's accuracy when shooting. A 100% value means the soldier always hits his target.

**REACTION**
Provides information about the speed of the soldier's reactions to enemies and enemy fire.

**STEALTH**
Provides information about the soldier's stealth, the higher the stealth value, the better the soldier is at moving undetected.

**STRENGTH**
Provides information about the soldier's strength, the higher the value, the more he can carry.

**ENDURANCE**
Provides information on the soldier's ability to withstand damage from enemy fire.

**Equipment Selection**

When playing the first mission of a Campaign, you will have to choose the weapons and equipment that the soldiers will have available to them to use for ALL of the missions in the selected Campaign. As you progress through the game, you will be able to capture weapons from the enemy. When an item or weapon is added, the number of items or weapons and amount of ammo where applicable will be displayed underneath the corresponding picture.

**NOTE:** Refer to the appendix for information on weapons and equipment.

To select an item, highlight it in the left-hand window and press the A Button. If it has a weapon that uses ammo, press the X Button to add more ammunition. To remove items, highlight it in the main right-hand window and press the A Button, to remove ammo, press the X Button.

The percentage bar shows the total load the soldiers are carrying. If you do not wish to select the weapons and equipment yourself, select the auto setup option and these will be selected for you.

**NOTE:** It is necessary to have some specific equipment to complete some of the campaigns. It is always wise to use the auto setup option and then modify the equipment as you wish.

**TEAM SETUP**

**Briefings**

When you choose the soldiers who will take part in the mission, you have the option to view a briefing which presents information and the objectives for the mission while flying over a 3D map of the mission area. The important points are marked in red.

Select the BRIEFING option at the bottom of the screen to view the briefing.

The briefings should be followed closely, as the instructions given for the mission will indicate the strategies that could be used and also what weapons are required. If tanks are indicated then ensure you equip weapons that can be used against them.

**Setting Up Your Team**

For each mission you will have to choose four soldiers and their equipment. If you lose any soldier during the course of a mission you cannot reinforce your team with another until you have completed the campaign. Any weapons or equipment left on the battlefield are also lost, but if you capture any enemy weapons they can be used in later missions.

To equip your soldiers, select a soldier and any equipment that is currently being carried will be displayed on the right-hand side of the screen. As in the Equipment Selection menu (see above) you can add and remove the equipment that the soldier is carrying.
The percentage bar shows the amount of health the individual soldier is carrying. If you do not wish to select the weapons and equipment yourself, select auto set-up and these will be selected for you.

**Debriefing**

After completing or failing the objectives of a mission, the result will be displayed along with the amount of ammo used and your losses. If the mission was a success you will be able to choose the next mission. If the mission was lost in the last campaign you will be able to progress to the next campaign.

**NOTE:** If you have completed a mission with only one surviving soldier, it may well be worth replaying the mission.

**IN GAME ACTION**

- **On Screen Information:** The icons on screen display your soldier’s current orientation via a compass in the top left corner. The icons at the bottom of the screen show your soldier’s face, his health, represented by the colored bar to the right of his face, and his current status to the right of his face. When selected, the inventory is displayed to the left of the compass and the current amount of ammo or number of items you have is displayed under the compass.

- **Camera Options:**
  - There are two views to choose from when playing the game: 1st Person and 3rd Person. The first person view allows accurate aiming and shooting as you are viewing the action through the sight of the weapon the soldier is carrying.
  - The third person view is better for following the selected soldier while you are navigating obstacles and terrain, this can be viewed from either near or far.

**USING YOUR SOLDIERS IN THE FIELD**

**Controlling Your Soldiers:**
You can take up to four soldiers into each mission but you can only directly control one at a time. You can switch between soldiers by holding down the L Trigger and pressing left or right on the D Button. Soldiers not being controlled will carry out orders that were issued on the map (see below), or in real time. Soldiers that have not been given orders will automatically defend themselves if attacked.

**Real Time Commands:**
You can use your currently selected soldier to issue commands to the other soldiers in your team without going to the Main Menu. Press the L Trigger and UP on the D Pad to display the command menu and select the command you wish to give to the soldiers. The active soldier will call out the command in a forward direction and all soldiers within 15 meters will hear him.

The commands are:

- **"Follow Me!"** The soldier will run in the same direction as you while covering each other.
- **"Stop!"** The soldier will stop moving and survey the surrounding area.
- **"Move Out!"** The soldier will advance ahead of you.
- **"Hey!"** Alerts a soldier to move out of the way if he is in your line of fire.
- **"Hold Fire!"** The soldier will hold their fire until you open fire.

The "Follow Me!" command has a number of other uses. When getting into a vehicle, use the command and the other soldiers will get into the vehicle taking up all of the vacant places. In some missions you will have to feed and escort different characters, as you can not control these characters using the "Follow Me!" command.

**NOTE:** In all of the missions you may encounter objects that can be used to your teams advantage.

**Fixed Weapons**
These are usually found installed in guard towers and on vehicles. If they are loaded with ammunition you will be able to use them. To use these weapons, move your soldier behind them and press the L Trigger and the A Button you will then be able to direct and fire the weapon.

**Vehicles**
To use a vehicle, move a soldier next to the driver’s seat and press the L Trigger and the A Button (to drive a vehicle you will first have to put a weapon away if you are carrying one). If there is room, you can also move the rest of your team into the vehicle. Be aware that vehicles will take damage from enemy weapons and collisions and they consume different amounts of fuel. You will still be able to switch between soldiers in a vehicle to shoot at enemies. Even though you are not switched to the driver you will still be able to control the vehicle.

**Reclaiming Weapons From Fallen Soldiers**
You can capture weapons and equipment from dead enemy soldiers and salvage weapons from your own soldiers if they have been killed. Stand over the dead soldier’s backpack and press the L Trigger and the A Button to display his inventory, select an object and press the A Button to take the object. If your soldier is already carrying too much he will be unable to pick up the object.
IN GAME MAP

If you want to have more control over the actions of your soldiers it is possible to program complex commands on the map. Press Pause and then select the map option to access the map screen. The game is paused when you access the map.

Viewing the Map
Use the commands below to manipulate the view of the map.

Using A Controller
- Analog Thumb Pad: Move Pointer
- A Button: Select
- B Button: Cancel
- X Button: Delete Order
- L Trigger + Analog Thumb Pad: More map
- L Trigger + A Button + Analog Thumb Pad Left / Right: Rotate map
- L Trigger + A Button + Analog Thumb Pad Up / Down: Zoom map
- START Button: Exit Map

Using A Keyboard
- Space: Open / Close Map
- Esc: Cancel
- Delete Order: Del

1. Quit the map mode and returns you to the game.
2. Rotates the map.
3. Zooms in and out of the map.
4. Allows you to scroll around the map.
5. When there are multi-story buildings in the environment, this switches between the floors.

Map Information
Civilians, allied soldiers and enemy soldiers are represented by symbols on the in-game map. Enemy soldiers are only represented if they are visible in game.

You can switch to any of your soldiers by clicking on the image representing the soldier. When you do, the map will rotate to face the same way the soldier is facing.

Use the compass in conjunction with the map for accurate orientation before returning to the game.

The map also indicates the position of all hardware and stationary weapons in the environment.

Programming Your Soldiers on the Map
The main function of the map is to enable you to issue time delayed orders to your soldiers. Using the icons and the time bar on screen does this. After you have issued an order to a soldier, an assessment of the time required is made and the icon is placed on the time bar. Orders can be removed after they have been issued. When you have issued all your orders, leave the map mode and the soldiers will immediately start to carry out the orders.

If you take control of a soldier while he is carrying out your orders, the orders are suspended until you stop controlling him and switch to another soldier.

The Map Commands
Move:
- After selecting this icon you must select a position for the soldier to move to. A line will be drawn to indicate the route he will take. You can issue several Move commands to direct the soldier to a desired location. When moving a soldier will always be aware of his surroundings. If he is ambushed, or spots the enemy he will take the necessary action.

Follow:
- After selecting this icon, you will need to assign the soldier to follow another soldier in your team. You can click on the soldier that is to be followed or on the soldier's icon at the bottom of the map. This should be used when you want a soldier to follow the route taken by another soldier.

Use:
- After selecting this icon you must indicate which object you want him to use. If you select a fixed machine gun and then click GUARD, he will use this to fire at any enemy that comes within range.
Hidden & Dangerous

Use Inventory: Instructs the soldier to use an object from his inventory. He can exchange weapons, lay mines or set explosives.

Attack: If enemies are visible on the map, you can order your soldiers to attack them.

Guard: The soldier will hold his position, keeping watch in the direction indicated. As soon as an enemy comes within range he will attack them.

Wait Signal: If you want to co-ordinate an attack by your soldiers, use the WAIT SIGNAL. As soon as a soldier hears this command while carrying out an order, he halts and waits. The soldiers signal to continue can be a real-time command such as “key” or a shot from another soldier’s gun. If a soldier is attacked while waiting for a signal he will defend himself.

Stand: The soldier will stand up.

Kneel: The soldier will kneel down.

Lay: The soldier will lie down.

CONCLUDING A MISSION

A mission ends when you have completed all of the mission goals or if all your men are killed.

You will then have to replay the mission with your remaining soldiers.

APPENDIX

EQUIPMENT:

Key: In several missions you will come across locked doors. Find the key to unlock them.

Flare Gun (Mass 1 kg): Used primarily for lighting terrain at night. Can also be used for signalling. This will illuminate the surrounding area to make spotting the enemy easier; however, it will also illuminate your position.

Military Binoculars (Magnifying power: 4x / Mass: 0.25 kg): Suitable for medium distance surveillance of the enemy. If the visibility is good, the enemy can be spotted from a distance of 300m. Use the binoculars to survey the terrain ahead.

Camera (Mass: 0.6 kg): A special medium-sized camera for use in espionage. SOE (Special Operations Executive) soldiers standard issue camera.

Radio Transmitter (Mass: 2 kg): System for radio hoisting. After activating the transmitter, it starts transmitting a signal that is used as a target for artillery. They can be placed near coastal targets for the Navy to use for artillery attacks. Alternatively, they can be used as beacons for the Air Force to locate enemy installations. Given that a target will be completely destroyed, the soldier must make use of the timing mechanism in order to escape to a safe distance.

Coding and Decoding Equipment: Without the key to the code the equipment is quite useless.

Uniforms

These can be used to disguise your soldiers as civilians or enemy soldiers to move behind enemy lines. Remember that the weapons used (or not used) by your soldiers are part of a disguise as well.

Camouflage Uniform (Mass: 2 kg): Used for combat operations in the Arctic or extreme winter conditions.

Standard British SAS uniform (Mass: 2 kg)

Civilian clothes (Mass: 2 kg): It is possible to use civilian disguises to move unnoticed through enemy territory.

Standard German Uniform (Mass: 2 kg)

WEAPONS:

Combat Knife (Mass: 0.3 kg): Combat knife used by Commando units and SAS.

Colt 4511 (Calibre: .45 / Effective Range: 40m / Magazine: 8 cartridges / Mass: 1.2 kg): Pistols are best kept as reserve weapons. They cannot be used if the soldier is running. The soldier must stand still and press fire to draw the weapon before it can be used. To guarantee a kill, aim for the enemy’s head.
**MACHINE GUNS:**
This is the most effective weapon to use when outnumbered and under heavy fire as it can take down enemy troops hundreds of meters away. The biggest disadvantage is that they can only be used when lying down and they consume a lot of ammunition. As the soldier using the machine gun is vulnerable due to not being able to react quickly, a second soldier should be assigned to cover him.

- **Bren Gun** (Calibre: 7.62 / Effective range: 600m / Magazine: 30 cartridges / Mass: 8 kg):
- **Browning** (Calibre: 0.30 / Effective range: 1500m / Magazine: ammunition belt / Mass: 14 kg):
  Light machine gun used by the British Army.
- **MG 54** (Calibre: 7.92 / Effective range: 600m / Magazine: 30 cartridges / Mass: 8.5 kg):
  Standard German light machine gun.
- **ZB 26** (Calibre: 7.62 / Effective range: 600m / Magazine: 30 cartridges / Mass: 9 kg):
  Czechoslovakian light machine gun.

**SUB-MACHINE GUNS:**
These are good all round basic weapons for use in the field and interiors. They cannot shoot just one round, therefore they are best fired at a group of enemies. As they fire a burst of shots, make sure the magazine is full before engaging the enemy.

- **Sten Gun** (Calibre: 9mm / Effective range: 160m / Magazine: 32 cartridges / Mass: 3.7 kg):
  Sub-machine gun used by the British Army.
- **MP 40** (Calibre: 9mm / Effective range: 150m / Magazine: 32 cartridges / Mass: 4.70 kg):
  Submachine gun used by enemy paratroopers.
- **MP 44** (Calibre: 7.92 / Effective range: 700m / Magazine: 35 cartridges / Mass: 4.3 kg):
  German Assault Rifle designed to be used by paratroopers.

**RIFLES:**
As it fires single rounds accuracy is extremely important.

- **Johnson M1A1** (Calibre: 0.30 / Effective range: 400m / Magazine: 5 cartridges / Mass: 4.75 kg):
  Standard American Army rifle.

**SNIPER RIFLES:**
The Sniper rifle is perhaps the most important weapon available to your team of soldiers, especially if a soldier who has a high shooting ability uses one. When the soldier is not moving, a telescopic sight is displayed in the first person mode that can be zoomed in to target an enemy hundreds of meters away.

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**BAZOOKAS:**
These extremely powerful area effect weapons are the only hand held weapon that can destroy enemy hardware such as tanks. The disadvantages are that they are extremely heavy and must be aimed accurately. To use the weapon, press fire to bring up the sight, aim and press fire to launch the rocket. If the soldier moves before firing, you will need to reload the weapon again. When shooting at moving targets, estimate the speed and angle of the target and aim slightly ahead of it.

- **Panzerfaust** (Mass: 8 kg):
  Enemy anti tank rocket launcher, based on a rocket with a chemical warhead.
- **M1A1** (Mass: 13 kg):
  An American reusable anti tank weapon.

**HAND GRENADES:**
There are two types of Hand Grenade; the timed grenade and those that explode on contact. The timed grenade is useful for interior combat as it can be rebounted off walls to clear rooms, although be aware as enemy soldiers may survive by seeking cover. The contact grenade is best used in the field where you know the location of the enemy. Hold down the fire button to determine the strength at which a grenade is thrown.

- **Enemy Hand Grenade** (Mass: 1 kg):
  Also known by soldiers as a 'poto masher'.
- **British Hand Grenade** (Mass: 0.7 kg):
  Mills' grenade dating back to the Twenties.

**MINES:**
Mines are extremely effective when used in large numbers, but the strategic placement of mines on routes used by troop movements is far more effective. Be aware that once a mine is laid and the safety catch has been released, it poses an equal danger to you as it does the enemy.

- **Anti-Tank Mine** (Mass: 11 kg):
  Used mainly against armored vehicles. The explosion is concentrated to penetrate armor.
- **Anti-Infantry Mine** (Mass: 6 kg):
  Used for the elimination of infantry. A powerful dispersed explosion.
EXPLOSIVES: The use of these is essential for the completion of a number of missions. They are extremely powerful when used, but be aware that they may set off other explosions in the surrounding area. Once an explosive charge has been laid, use the A Button to set the timer and move to a safe distance.

**TNT Based Explosive or Plastic Based Explosive (Mass 1.5 kg):**
Explosive charges that are equipped with timed detonator.

**VEHICLES:**

- **WV 82 Kubelwagen** (Engine: 24hp/3,000rpm, 4-cyl, 985cc / Weight: 725 kg / Maximum speed: 80 km/h / 4 seats, 3 areas to fire from): 4x4 jeep.
- **SDKFZ 281** (Engine: 120hp/2,000rpm, 8-cyl, 11,752cc / Weight: 9,000 kg / Maximum speed: 60 km/h / 2 seats, 1 area to fire from, 1 standing area - fixed machine gun): Semi-caterpillar, armored transport.
- **Opel Admiral** (Engine: 75hp/3,200rpm, 6-cyl 4-stroke OHV, 3,636cc / Weight: 1,540 kg / Maximum speed: 132 km/h / 4 seats): 4x2, 4-door limousine. Cannot fire from this car.
- **Opel Blitz 3,6-365** (Engine: 68hp/2,800rpm, 6-cyl, 3,610cc / Weight: 2,500 kg / Maximum speed: 85 km/h / 2 seats in the cabin): 4x2 3,500 kg truck. Cannot fire from inside the cabin. Two standing areas in the back to fire from.
- **Mercedes** (Engine: 60hp/2,800rpm, 6-cyl, 3,600cc / Weight: 2,700kg / Maximum speed: 75 km/h / 2 seats inside the cabin): 4x2 3,500 kg truck. Cannot fire from inside the cabin. Two seats in the back to fire from.
- **BMW-R75** (Engine: side-valve 26hp/4,400rpm, 2-cyl OHV, 745cc, 4-stroke / Weight: 410 kg (with sidecar) / Maximum speed: 92 km/h / 11 drivers seat): Sidecar motorcycle. Cannot fire while driving. One seat to fire from. One seat - fixed machine gun.
- **Panzerkampfwagen IV** (Engine: 300hp, Maybach HL 120 PRM / Weight: 20,000 kg / Maximum speed: 42 Km/h): Supporting infantry tank. One drivers seat. One seat - gunner.
- **Panzerkampfwagen VI Tiger - SDKFZ 181** (Engine: 649hp, Maybach HL 230 P45 / Weight: 56,500 kg / Maximum speed: 37 Km/h): Heavy war tank. One drivers seat. One seat - gunner.
- **Gunboat** (Weight: 3,500 kg / Maximum speed: 15 km / 1 pilots seat): A modified river boat. Two standing areas to fire from. One standing area - fixed machine gun.

**HINTS & TIPS:**

- Remember that your team for each Campaign consists of only eight soldiers.
- Give a sub-machine gun to each member of the team, as it is the most useful all round weapon.
- Be prepared to lose a number of weapons and equipment on the battlefield when preparing for a Campaign.
- Make sure you always have sufficient amounts of ammunition.
- If a member of your team is killed, reclaim his weapons and equipment.
- Always salvage any enemy weapons and equipment when possible.
- Look out for boxes and crates that may contain grenades, equipment or weapons to collect.
- If you are unable to pick up an object, it means that your soldier is carrying too much and will have to discard something in order to pick up the object.
- Remember that you are controlling a team and that an individual may need support from another team member.
- When engaging enemies in locations with fixed weapons, make use of them to save ammunition.
- You can capture vehicles if you eliminate the crew without damaging the vehicle.
- Vehicles can also be used as barricades as well as a means of transport.
- Avoid shooting recklessly as you may hit a civilian whom has important information to pass on to you.
- Use the map to locate enemy soldiers if you are under fire.
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