



Release date: 10/21/03  
Genre: Squad-Based FPS  
Format: Xbox, PS2

## PRODUCT DESCRIPTION

The SWAT: Global Strike Team was founded in 2018 as an international offshoot of the U.S. SWAT organization. The GST is made up of specially selected SWAT officers and ex-military personnel who have shown the ability to adapt to and overcome any situation they encounter. Like the U.S. SWAT organization, SWAT: GST is a life-saving institution whose mission is to uphold the laws of its operating country, so all efforts must be made to use only necessary force.

You are Mathias Kincaid, a former member of the U.S. Army's elite Delta Force turned SWAT: GST element leader. The elaborate storyline focuses on you and your two teammates: Tran, a veteran sniper, and Jackson, expert technical specialist. After assuming control of Kincaid, your objective is to command Ono and Garrett through several diverse missions while maintaining the tactical upper hand over your opponent. This means using the environment, the latest gear, the most advanced weaponry, the element of surprise, and anything else you can get your hands on to succeed. Using the full capabilities of your other two teammates is essential to mission success. In one mission, for example, you are given the task of eliminating a number of suicide bombers, which requires the use of the sniper to immobilize the suspects and the tech expert to diffuse the bomb.

Command Tran and Jackson by issuing orders using either the intuitive controller interface or the optional voice recognition system. This allows your team to move quickly and effectively, making even complex maneuvers easy to perform. The optional microphone will take advantage of the expansion slot on the Xbox controller or the USB port on the PS2.

Follow Kincaid and his team from basic training through five chapters (21 missions) linked by a powerful storyline. Gamers can also team-up with a friend and battle through 10 multiplayer only co-op missions. If working together isn't their specialty, they can choose the Deathmatch option and fight head-to-head.

## PRODUCT FEATURES

### Graphics and Sound

- **New Engine:** A proprietary, cutting-edge gaming engine supports multiple features that make SWAT: GST one of the most visually impressive games ever.
  - **Photo-Realistic Film Filter (PFF):** The SWAT: GST engine uses a specially developed technique called PFF to mimic the effect of light hitting

photographic film, dramatically increasing the dynamic range of colors on screen. This gives SWAT: GST its distinctive true-to-life look.

- **Iris Effect:** The engine constantly samples the screen and, using the PFF system, adjusts the rendering exposure according to how intense the light is in the current environment. This mimics the way the human eye works as the player moves between light and dark areas
- which. As well as making the game look more realistic, it also plays an important strategic role as the team moves between light and dark areas.
- Immersive, stunning real-time soundtrack and sound effects supporting both Dolby Digital and Dolby Surround Sound (Xbox only).

### **Missions and Gameplay**

- Assess and respond to threats on a global scale while you build your career throughout 21 single player missions. The missions take place all over the world and include hostage rescues, VIP protection, recovery of sensitive items, raids, explosives diffusion, and search-and-destroy assignments.
- Team-up with a friend and battle through 10 linked co-op only multiplayer missions.
- Pick locks, hack into computer systems and CCTV networks, and disable alarm systems. You can even drill holes through walls and plant fiber-optic cameras to assess risk of entering surrounding areas.
- View the action from the viewpoint of any of your team members using the “Live Feed” option.
- The console-designed player interface allows for environment sensitive control, which means that the player chooses from a maximum of four orders for your teammates at any one time dependent on where that player is looking. This allows for an endless wealth of tactical strategies while keeping the controls easy and intuitive as demanded for a console game.

### **Weapons and Devices**

Outfit your team with a wide range of specialized weapons, next generation intelligence technology, and deployables:

- Weapons include submachine guns, shotguns, silenced pistols, .50 caliber sniper rifles, blowguns, throwing stars, and more.
- Intelligence technology includes night vision imaging systems, fiber optic cameras, satellite reconnaissance, and more.
- Handheld deployables include gas canisters, concussion grenades, flash bangs, and proximity mines.

### **Voice Recognition Technology**

Using the voice recognition control system to command a squad immerses the player in the game environment as the team listens, responds, and replies to the player’s orders as if the player was actually there.

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