Vigilance Demo r1.3 - Readme

http://www.vigilance.com
http://www.heat.net
http://www.segasoft.com

WHAT NEW:

- *Vigilance*® is now Fully HEAT enabled!
- You can now pick up keys or CDs that you accidentally drop.
- Target cursor no longer drops to a pointer in High resolutions.
- It is no longer required that your Windows desktop needs to be in 16bit High Color.
- New Sniper Mode zooms to your cursor and fades your character. You got to see it!
- Edge Scroll camera control option.
- New 3Dfx Gamma correction option.
- LOTS of new Charactrer Controls, Tweaks and Options.

INTRO:

Acts of terrorism are plaguing the world more and more frequently. Only one strike force can defend humanity from this rising tide of violence: the Special Intelligence Operations Network (SION).

SION recruits the best operatives from the world's most elite intelligence agencies. SION's operatives have been selected to complement each other's strengths rather than duplicate them. Where one is a computer genius, another is an expert in bio-mechanical engineering. Where one is a demolition specialist, others are masters of reconnaissance. SION is simply second to none in the anti-terrorist vanguard.

Despite this tremendous team, terrorism continues to mushroom. Some are beginning to suspect that these seemingly random acts of violence might be part of a larger conspiracy. Are these incidents simply isolated acts, or is there some connection?

SYSTEM REQUIREMENTS FOR SINGLE PLAYER GAMES

The following are minimum system requirements needed to play *Vigilance*®. Increased system capabilities will improve game performance.

•Microsoft Windows® 95 or better
•166 MHz Pentium Processor with 32 MB of RAM with a 4X CD-ROM. (64 MB highly recommended)
•DirectX 5.0 (or greater)

Additional System Requirements For Multiplayer LAN Games
The following are minimum system requirements needed to play multiplayer Vigilance® on a LAN with up to 16 players simultaneously. Increased system capabilities will improve game performance.

•4 X CD-ROM drive
•IPX Based LAN

Additional System Requirements For Multiplayer HEAT Games
The following are minimum system requirements needed to play multiplayer Vigilance™ on a HEAT with up to 8 players simultaneously. Increased system capabilities will improve game performance.

•4 X CD-ROM drive
•28.8+ modem (recommended for HEAT.NET)
•(64 MB highly recommended)

•Internet Browser: Java Enabled. (Netscape Navigator 3.04+ or Internet Explorer 3.02A+)
•Internet Connection: Internet Service Provider (ISP)

Installing the Software
1. Double-click on install.exe.

2. Choose the components you want to install on your computer by checking the appropriate option boxes. Whatever component you do not load can be loaded at a later date by following these same instructions. We recommend loading all the available components if hard disk space allows.

3. Follow the prompts on the screen to complete the installation.

MAIN GAME MENU

The following options appear on the SION Main Game Menu:
(See below for full details on each option.)

Begin Demo
Select this to begin the Demo.

Multi-Player Game
Select this to join a Heat.Net or LAN game.

Training Center
Available only in the Retail version.

Load Saved Game
Available only in the Retail version.

Options
Select Options to set the various game configurations. (See below for full details on each option.)

OPTIONS

The following is an outline of the various options listed in this menu.

Keyboard
Here you can configure the keyboard controls to your specifications.

Video
Here you can make the following graphics adjustments:

1) Graphics Quality: Select between high and low quality (the lower the quality, the higher the game performance).

2) Acceleration: Choose between Software mode (default setting) or 3DFX mode, (must have 3D hardware accelerator to operate).

3) Resolution: Configure the screen resolution (from 320x200 down to 1024x768). Reducing the resolution enables for better graphic performance on most computer systems.

4) Screen Size: Select between Normal and Widescreen (letterbox).

5) 3Dfx Brightness: Use this slide bar to adjust the gamma correction of 3Dfx acceleration.

Audio
Here you can adjust the music, sound effects, and voice over volume to your specifications.

Game
Here you can make the following game adjustments:

Crosshair
1) Crosshair Size: Choose between a large or small crosshair.
2) Crosshair Lock: Fixes the crosshair in the center of the screen.
3) Auto Center: Select this option if you want your view to always move to front and center while moving.
4) Edge Scroll: Turn on this option to have your view scroll as you move you cursor to the edge of you view. (Edge Scroll will temporarily disable when your Inventory Bar is up, so you can access your equipment. It will re-enable when the Bar is closed.)

Mouse
1) Auto Mouselook: Enable this option to have mouselook always on.

2) Mouse Style: Select from allowing mouselook to turn you body (allows mouse steering), or just your head (to look in a different direction then you are walking).
3) Invert Mouse: Adjusts your mouse controls to an inverted (flight control) setting.
4) Mouse Speed: Allows you to adjust the speed of your mouse.

Character
1) Always Run: Adjusts your character movement from a walk to a run.
2) Crouch Toggle: Adjust the Crouch key (defaulted as 'C') to either toggle between crouching and standing or allow the character to stand when you let go of the key.

SINGLE PLAYER MODE – BEGIN DEMO

In Single Player mode you can unleash your SION team against the world's most corrosive terrorist forces. To start play in Single Player mode, you must first click Begin Demo, then choose your skill level, and then your character. Next you will be briefed on your first mission and set free to tackle the terrorist threat.

Choosing A Skill Level
What will it be: Rookie, Veteran or Elite?

Character Profile Menu
Begin by selecting from a character from any of the 3 operatives on the SION team available in this demo. Remember that you can select a new character only upon beginning the mission.

NOTE: When a character dies during an assignment, that character cannot return for the duration of the game. If an agent dies, press Spacebar to select a new operative to complete the mission.

Detail Profile
Press this button to access a detailed text and audio biography of any character on the SION team.

Main Menu
Returns you to the Main Game Menu

Character Select Button
Press either the Left or Right arrow icon to cycle through the various SION operatives.

Select Agent
Click here to choose the agent you wish to take into your next mission.

Launching Your First Mission
Here you will be given a full briefing on your current mission. Once you have been properly briefed, press the Launch key to begin your first assignment.

MAIN GAME SCREEN

The following options appear on the Main Game Screen.

Ammo Inventory
This shows the total ammo you have available to you. The ammo types are Small Rounds for Pistols, Large rounds for Rifles, Explosive Rounds for Rockets, and Grenades. When you draw a weapon, the display for the appropriate ammo used will change from a single digit, to 2 digits. The First number is the number of rounds you have in that clip. The second number is your total Ammo Inventory for that type. You can press the "R" key to Reload your clip to full.

Inventory Bar
Press "F5" to bring this Bar up. It shows all the weapons or items you are carrying. At any time you can press 1-10 on your keyboard to draw the appropriate weapon. Or you can click on the item of your choice when this bar is up. You can also re-arrange the sequence of the weapons in your inventory at any time during a mission. Simply drag and drop to place each weapon into any of the 10 slots in your inventory. When you have finished ordering your arsenal, press the F5 Key again continue the mission.

NOTE: The more weapons you carry, the slower your character navigates throughout each mission. If your inventory becomes too cumbersome, call-up the Weapons Bar and unload your weapons one at a time. Unloaded weapons will fall to the floor where you can pick them up again at any time during the mission. Hitting 'backspace' will drop whatever item you are carrying, or you can drag and drop an item out of your Inventory Bar to the floor.

Recon
In the top left you will see the recon icon. This will show the distance to the nearest enemy in range. This only works for those characters with this skill.

Health
Chronicles your health level with green being the highest and red the lowest.

Armor
Chronicles your armor level with green being the highest and red the lowest. This icon appears only when you have armor in your possession.

ESCAPE MENU

You can press the ESC Key at any time during a mission to access the Escape Menu. Here you will find the following game options and related information.

Load
Available only in the Retail version.

Save

Available only in the Retail version.

Game Options
Available only in the Retail version.

Mission Status
Displays what objectives you have completed, or not completed, on the current mission. Press 'Z' to bring this menu up at any time in the game.

Resume
Click here to resume play.

Relaunch
Click here to restart the mission.

Abort Mission
Click here to end the mission.

GAME CONTROLS - Default Settings

The following is a list of the default controls in Vigilance:

Mouse	Aim Weapon
Mouse Left Click	Fire Weapon
Mouse Right Click	Hold the Right Mouse Button to engage in Mouse Look mode
A	Rotate Left
D	Rotate Right
W	Walk Forward
E	Strafe Right
Q	Strafe Left
S	Walk Backwards
V	Enter Sniper mode (works only with Sniper rifle on those characters who do not have special sniper skill; works on all weapons with characters who have the special sniper skill)
R	Reloads a weapon
Z	Gives mission status
C	Toggles Crouch and Stand
F	Activate Flashlight
X	Auto Centers Body
Z	Review current status of mission objectives
Shift	Run (hold while pressing direction keys)
Caps Lock	Toggle Run/Walk mode on or off
Space Bar	Jump
F5	Displays Weapons Inventory

| F12 | Change character perspective from 3rd Person Removed back to Full View |
| Control | Activate items (keys, levers, virus CD, etc.) |

SION MEMBERS

Alexander Bishop
Codename: Checkmate
Background:
Alexander Bishop was a former agent in the NSA whose prowess lies in stealth and assassination.

Nikki Davis
Codename: Duchess
Background:
Nikki Davis, a.k.a Dr. Nicole Davinova, is a Russian-born researcher and doctor of biomechanics with incredible stealth and recon capabilities

Amy Leong
Codename: Kestrel
Background:
A former sniper for the Hong Kong Police Anti-Terrorist Group, Amy Leong is SION's most formidable sniper.

WEAPONS

AMR50 Sniper Rifle
Created for SION's elite snipers, this weapon is capable of shooting a 4-inch group at 1100 meters. Hit the 'V' key to activate the scope.

CAWS Auto Shotgun
This drum-fed automatic shotgun is positively lethal in close quarters.

G12 Caseless Assault Rifle
One of the most accurate and reliable assault rifles made, the G-12 is constructed of tough, lightweight plastics and uses caseless ammo.

G20 Silenced Assassin's Pistol
This 9mm pistol has a built-in silencer. The loudest sound you hear is the bullet hitting the target.

Helios Chemical Cartridge Laser Rifle
Unique among weapons, the Helios uses a chemical filled cartridge capable of projecting a laser through the weapon's focusing lens.

RPG-9 Rocket Launcher

Very much a "blunt instrument", the RPG-9 fires a large unguided rocket with a highly explosive warhead. Use with caution!

Viper Submachine Gun
Modeled after the successful MP5SD Special Forces system, this small but lethal submachine gun is a favorite of both Special Forces teams and terrorists around the globe.

ITEMS

Small Medical Kit
Description: Your basic medical kit, this one-use item will restore a moderate amount of hit points.

Large Medical Kit
Description: The most advanced medical kit, it will restore almost all a character's hit points.

Light Combat Armor
Description: Your basic kevlar vest, it will stop most pistol rounds but little else.

Heavy Combat Armor
Description: This advanced body armor uses space-age polymer fibers and tough ballistic plates to stop all pistol and most rifle ammunition.

Key Cards - Blue, Yellow and Red
Description: These card keys are color coded to various electronic locks throughout the mission. The enemy does not usually leave these laying around, so a card must be recovered from an unwilling enemy.

Data CDs
CDs usually carry vital intelligence information.

MISSION PROFILE AND MISSION OBJECTIVES:

Demo Mission : Monastery
Mission Profile:
Sion has managed to acquire some good local intel about your next mission objective. It would appear that a monastery is being used as a training ground for some unknown terrorist organization. According to the locals, they not only took over the monastery, but an ancient cathedral as well. This is no doubt their headquarters. We know you're outnumbered. Nonetheless, find a way into that Cathedral.

Mission Objectives:
Assassinate the battalion chief
Recover encrypted data CD

If you lose an operative, you have 2 more to try to complete your mission.

MULTIPLAYER SCREEN

Here you can play with up to 8 different players over LAN in this demo. The following is a brief description of the various options you will find on the Multiplayer Screen.

Note: You have 3 characters to choose from. Some characters are only available in the retail version.

Join LAN Server
You can join a game in a local area network game.

Join Remote Server
Available only in the Retail version.

Create Server
Here you can create a game of your own for others to join. Here you can set the session options where you can pre-set the kill limit, player lives and time limit. There are 2 levels to choose from in this Demo.

Play On Heat
Click here to go to the specific Heat page. You will exit Vigilance and go immediately to the Vigilance login page. (See below for more details)

Name
Enter your name here.

Select Characters
Choose your character here. You can choose from any of the 3 available in this demo. Remember, only 3 of the 27 characters can be chosen in this Demo.

IP
Available only in the Retail version.

PLAYING ON HEAT

To play Vigilance on Heat, follow the instructions below.

If you are not already registered on Heat, you must do so before playing. There are three ways to access Heat: Either from the Vigilance multiplayer screen; on the Vigilance start-up screen following installation; or on the Heat Start Menu. From there you can register for HEAT and play Vigilance.

To play on heat, enter your password or user name and you will Launch into the Game Lobby where you will find a list of active games you can join, or you can create your own game.

IMPORTANT:
The first time you play Vigilance on HEAT, you must launch from within the Vigilance game at the Multiplayer screen in order to choose a character (Nikki, Bishop or Amy), and set your game options. This will set your default settings. Any time you wish to play with a different character or change your game settings, you must launch from here and not from the start menu or the Vigilance start-up screen. Until you do not do this, you will always play as Nikki.

KNOWN ISSUES:

- When a end a game on HEAT, Vigilance will shut down and return you to HEAT instead of starting a new game/level.
- When someone wins any network game, all clients receive the message that "Connection to server was lost". Client interprets the end of a game as a server disconnect.
- 'Edge Scroll' feature will sometimes spin your character around.
- 3Dfx load times are long. 2nd time you load 3Dfx is even longer.
- Occasionally, in 3Dfx, the level will not end.

Please check http://www.vigilance.com, or log onto HEAT at http://www.heat.net for the latest updates and patches for this demo.

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