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PC CD-ROM

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SECOND SIGHT

5024866327144

PSECCDUK05

.FREE RADICAL

Codemasters 

GENIUS AT PLAY™

precautions

- Do not touch the surface of the disc when handling – hold it by the edge. • To keep the disc clean, wipe gently with a soft cloth. Keep the disc scratch free. • Keep the disc away from extremes of temperature, direct sunlight or exposure to excessive moisture. • Never use a cracked or warped disc or one that has been repaired using adhesives. This could lead to operating problems.

health warning

WARNING: READ BEFORE USING YOUR COMPUTER GAME.

A very small percentage of individuals may experience epileptic seizures when exposed to certain patterns or flashing lights. Exposure to certain light patterns or backgrounds on a monitor while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no prior history of seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician before playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

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installation

Place Second Sight™ Disc 1 in your drive and close the disc tray. Wait a few seconds for the drive to initialise. If you have Autorun enabled on your PC, Second Sight™ will automatically begin to install. If you don't have Autorun enabled, go to the Start Menu and select RUN. Type D:\setup (replace 'D' with the letter of your drive) and hit ENTER.

The installation program will initialise; follow the on-screen instructions to progress through the Installation. Second Sight™ requires the presence of DirectX 9.0c on your system. You will be given an option to set up DirectX 9.0c during installation.

If you are using a dialup connection to access the Internet, but do not have this configured to activate automatically on request, you may need to initiate your connection prior to beginning installation if you want to register online.






It is advisable to have no other programs (other than those required to access the Internet) running on your PC during installation.

After installing your game, please take the time to register it at www.codemasters.co.uk/register










controls

Note: left-handed players may wish to reconfigure controls via the Options Menu (see Options). Throughout this manual, the default controls are used.
















menu navigation

Select menu item:	left-click menu item or highlight using   and press RETURN
Change menu option (where available):	 
Cancel/back:	



using weapons and psi powers

ACTION	CONTROL
Choose weapon in inventory	Mouse wheel  or press  
Choose psi power from those learned	Mouse wheel  or press  
Lock on to target	Right-click and aim with mouse
Fire weapon or use psi power on locked-on target	Left-click
Move object when using telekinesis	Hold left button and move mouse
Switch between weapons and psi powers	
Punch (unarmed), pistol whip/club when armed, or knock-out captive	
Reload weapon while locked onto target	

moving and views

ACTION	CONTROL
Move forward/back in 3 rd person view	 
Move left/right in 3 rd person view	 
Lean left & right in 1 st person view	 
Switch between 1 st & 3 rd person view	
Switch between 3 rd person follow-cam (locked angle) & free cam	Left 
Look around in 1 st person view, or move dynamic cam in 3 rd person view	Mouse    
Crouch / stand up	
Pause Game and open/close PDA (see Pause Menu)	
Exit game / close PDA / exit computer screens	

context-sensitive controls

ACTION	CONTROL
Interact with objects / special moves (see on-screen)	
Special moves (stealth, peek through doors, etc. - see on-screen)	



yattic wakes

Pain...unbearable pain...

...brain too big for skull...

... head about to explode

...yattic

...i'm john

yattic

...light too bright...burning...

...where am i...?

...what has happened?

what have they done to me!?

why can't i...

...remember...

....?

getting started

first play

The first time you play *Second Sight*, select "New Game" and enter your name following the directions on screen to create a profile. All game progress, control options and level unlocks are saved to this profile (graphics settings are saved outside of your profile as they affect the game universally).

On subsequent plays, select a profile to pick up the game at the beginning of the last level you unlocked using that profile.

game menu

SELECT LEVEL

Select the level to begin playing from. On the first time you play, only the first level will be available.

STATISTICS

Check out your gameplay statistics for the whole game and broken down into each completed level.

OPTIONS

Use the options below to adjust your game preferences:

- Music:** turn the music on or off.
- Music volume:** adjust the level of the music.
- Sound:** turn sound on or off.
- Sound volume:** adjust the level of the sound effects.
- Speech volume:** adjust the level of speech.
- Graphics:** configure graphics settings for the game, including screen resolution and hardware effects.
- Subtitles:** turn subtitles on or off.
- Control options:** follow the directions on screen to redefine the control settings for the game.
- Save changes:** save the changes you have made and exit to the previous menu.

VIEW CREDITS

When you have finished the game, check out the team that brought you *Second Sight*™.

VIEW CUTSCENE

View any of the cinematic cutscenes you have encountered during your adventure.

the game screen



power and health



Vattic's health and psi power are shown at the top of the screen...

health

As Vattic gets hurt in combat, his health will reduce. When it runs out Vattic dies – game over.

Restore health by using Vattic's Heal psi power, locating a first aid kit, or seeking aid from a friendly medic.

psi power

When Vattic engages his psi ability, he uses up psi power. If he runs out of psi power, he may experience a mental brown-out and if lack of psi power snaps his mind back to his body (see Projection) a moment's vulnerable disorientation may result.

When psi power is low, switch to weapons or find somewhere quiet to hide to let it recharge.

getting around

3rd person view

Move Vattic in 3rd person view using the movement controls. Press **W/S** to move forwards and backwards and **A/D** to move left and right.

WALLS AND OBSTACLES FOR STEALTH AND COVER

When Vattic is next to a wall (or other high object), face the wall then press **E** to turn his back to it. Vattic may be less visible to enemies, or even able to sneak under the view cone of security cameras when hugging the walls and melding with the shadows like this.

When backed up to a wall, press **A/D** to sidle left and right. Upon reaching a corner, stop and press **A/D** to peek round and take a glimpse of the layout ahead. While peeking, press **W** to edge around the corner without leaving its cover.

If armed with a weapon, Vattic can leap out from behind a corner, pop off a shot and return to cover before taking too much damage from enemy fire. With a weapon equipped, back up to a wall or other large object and sidle up to the end. Peek around the corner then click and hold the right mouse button to jump out and sidle up to the end. Peek around the corner then click and hold the right mouse button to jump out and sidle up to the end. Peek around the corner then click and hold the right mouse button to jump out and sidle up to the end. Peek around the corner then click and hold the right mouse button to jump out and sidle up to the end. Left-click to fire before releasing the right mouse button to dive back to safety.

CROUCHING

Press **C** and Vattic crouches down (press **C** again to return to standing). While crouching, he can move as above albeit rather more slowly. He can also make use of low level cover such as fences or packing cases to hide from enemy sight and fire.

While crouched and backed up to low cover, Vattic can sidle, peek and fire as above, and can also leap up to loose a round **over** the obstacle before dropping down again.

Crouch and back up to an object with a weapon equipped. Next hold **W**, then hold the right mouse button to stand up and lock on to a target. Adjust Vattic's aim with the mouse and left-click to fire before releasing the right mouse button to drop back into cover.

AERIAL MANOEUVRES


While on walkways or balconies, Vattic can flip over the edge to hang by his hands. Move Vattic to the edge and press **Space Bar** to drop and hang. Use the movement controls to swing hand-over-hand; press **W** to climb back up to the platform, or **Space Bar** to drop down to the ground below.

1st person view

Press **F5** to switch between 3rd and 1st person views.


In 1st person view, use the mouse to look around. When Vattic needs to peek around a corner or an obstacle, press **A/D** to lean in that direction.

information is the key

Keep an eye out for accessible computer systems; they may hold key information or security codes necessary for Vattic's mission. To use a computer, approach it and press .

If the machine can be accessed, the computer's VDU will appear on-screen.

Use the mouse cursor as normal and left-click an icon to access a desktop application.

When Vattic has finished, be sure to close applications and log off by pressing .

stealth and secrecy




Do not underestimate the value of stealth. Avoid getting spotted by enemies or security systems, or raising the alarm with too overt an attack, or Vattic may find that his mission is brought to an abrupt end. Remember to tidy up after Vattic; a corpse in a corridor can often cause concern for the deceased's comrades. TK it out of sight before it gets noticed.

If the alarm is raised, find somewhere to hide until the alert is cancelled. Look for likely places of seclusion as Vattic explores. Solid objects, closed doors or even the odd locker can all conceal him for a time.




attacking and firepower

As Vattic progresses through his mission he will acquire various weapons with many different capabilities.

To choose a weapon, scroll  on the mouse wheel or press   to select one directly.

HAND-TO-HAND ATTACK

When Vattic is unarmed or out of ammo, you may need to make things up close and personal.

Get an enemy within arm's reach and press  to attack. If Vattic has no weapon equipped, his enemy will fall victim to his pummelling fists, but if Vattic does have a gun in hand – well, a sharp crack at the base of the skull with a rifle stock or pistol grip often does the trick...

THE STEALTHY ATTACK

If Vattic can creep up behind an enemy without alerting them to his presence (Charm), he may be able to immobilise them and put them out in utter silence.

When an oblivious foe is within reach, press  to slide a stranglehold around their neck, then use  to render them unconscious or  again to hurl them away.

TRANQUILLISE 'EM


Equipped with the short-range tranquilliser gun, Vattic can remove enemies from the action for an extended period of time, without actually divorcing them from their heartbeat.

Lock on to an adversary using the right mouse button as normal, but be sure to take careful aim. The drugs take effect faster or more slowly depending on where the tranquiliser strikes. A headshot or neckshot is likely to drop them in their tracks, but a legshot could take some while to work – unless a larger dose is administered. Left-click to fire a dart.

TAKE AIM - LET RIP

With a weapon in hand, lock on to a target and left-click to fire.



Move the mouse to change the specific target that Vattic locks on to, however if a machine gun is equipped, it may be simpler to just fill the room with hot lead (left-click and move mouse without locking on).

When it's time to reload, it may be wise to take cover. It could be fatal to get caught without bullets in the middle of a firefight. Manually reload the equipped weapon while locked on by pressing .

SNIPING

When a sniper rifle is equipped, the sniper scope comes into play.

In 3rd person view, to lock on to a target. As Vattic maintains the lock the scope will zoom in for a tighter shot. Move the mouse to refine the shot further before left-clicking to squeeze off a round.

In 1st person view, lock on and use the mouse to aim while pressing   to zoom in and out. Left-click to place the shot.

the power of psi

Waking disoriented in a hospital bed, Vattic discovers that his mind is not all it used to be. Memories are missing, fundamental information is just ... gone. But in their place, a power is growing, evolving; a power that may push Vattic to the edge of sanity and beyond, unless he can gain control and reclaim his past...



healing

Vattic channels the power of his mind to accelerate his own healing and restore his damaged body. While concentrating on his restoration, Vattic is vulnerable to attack.



Select Healing then hold the left mouse button until Vattic is healthy again. It may be possible to focus Vattic's healing power to the benefit of others. Lock onto another person, then hold the left mouse button.

telekinesis

By focusing his thoughts on a single object, Vattic can move it without touching it. As Vattic becomes more experienced with telekinesis, he'll be able to move heavier objects.

Select Telekinesis then press the right mouse button to lock on to an object (move the mouse to shift the lock if necessary). Hold the left mouse button to bring the chosen object under Vattic's control and move the mouse to shift it.



psi blast

The psi blast is a highly-destructive concentration of psychic energy that Vattic can hurl at his adversaries. As Vattic becomes more experienced in its use, the psi blast may become an even more intimidating force.

Select Psi Blast then press the right mouse button to lock on to a target. Hold the left mouse button to form the psi blast and release to throw it.

Each blast uses an amount of psychic energy.



charm

When Vattic wraps his psychic energy about himself, he can obliterate his presence from the mind of any nearby human. Physical contact with another person though, is a different matter...

Select Charm then hold the left mouse button to go invisible. The effect will last until the mouse button is released or Vattic's psychic energy drains completely.



Occasionally, Vattic's charm power can alter or calm the attitude of comrades. With Charm selected, lock on to a target mind, then left-click to coerce that person. Do not attempt to charm enemies – contact with a mind so full of aggression can temporarily wipe out Vattic's psychic energy.

projection

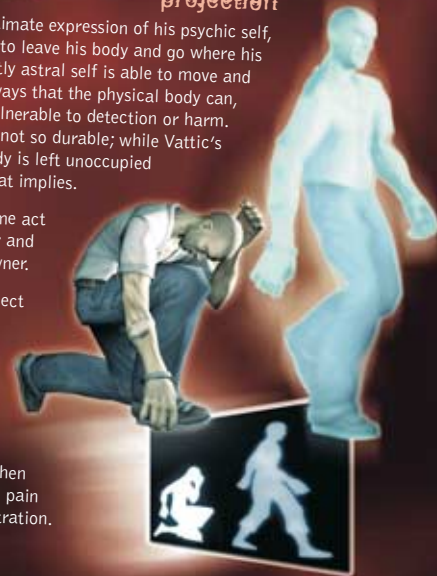
When Vattic invokes this ultimate expression of his psychic self, he is able to force his mind to leave his body and go where his physical form cannot. The ghostly astral self is able to move and interact in all the ways that the physical body can, and is invulnerable to detection or harm.

However, the flesh is not so durable; while Vattic's consciousness is travelling, his body is left unoccupied with all of the defencelessness that that implies.

It may even be possible, through an extreme act of will, to violate the mind of another and wrest control from its owner.

Select Projection and left-click to eject Vattic's mind from his body. All of the normal movement controls apply. Approach an unsuspecting human and press to suspend their consciousness and take possession of their motor functions for a short time.

Vattic's mind will whiplash back to his body when his psychic energy is exhausted or corporeal pain distracts his concentration.



WinterICE



Name:
col. joshua starke

Role:
Winterice Commanding Officer

Profile:
Following several accomplished tours of duty, Starke elected to leave mainstream service in order to head up small teams of specialists such as WinterICE. He has pioneered the use of parapsychology in counter terrorist operations.



Name:
william robert jackson 'tex'

Role:
Explosives

Profile:
Tex's wise-cracking attitude can often rub others up the wrong way, though the members of WinterICE have discovered that this exterior covers the excellence and expertise of a true brother in arms.

00401.0.wi



Name: jayne wilde

Role: Civilian Advisor

Profile: Claiming to possess precognitive abilities, Wilde's psychic advice is taken very seriously by Command, having guided the team away from potential disaster with her predictions on many previous occasions.



Name:
juan carlos verdes 'jc'

Role:
Weapons

Profile:
A man who plays his cards close to his chest, JC is a thorough expert in his field and can turn his hand to almost any weapon, new or old.

00799.4.wi



Name: anthony cortelli

Role: Comms

Profile: Cortelli's ability to wring a signal out of even the most outdated comms lash-up has gained the team vital intelligence on many earlier missions. It's reputed that he can take the boot camp assault course faster than anyone on his squad (Tex would, of course, argue with that).



Name:
martha franklin

Role:
Recon / Sniper

Profile:
This veteran's ice-cold demeanour may fail to stir the hearts of her team-mates, but it does mean that very little is capable of spoiling her aim as she focuses in for a surgically precise shot.

00812.0.wi





Name:
patrick ballard MD

Role:
Field Medic

Profile:
His dedication to his work doesn't leave much room for conversation. However Ballard's quietness and calm inspires much confidence in his patients as he patches them up efficiently, even under heavy fire.

00274.3.wi

pause menu

At any time during gameplay, press  to pause the game and access Vattic's PDA, a vital source of information. Use the mouse to move the cursor around the PDA screen and left-click to access an icon. Press  to close the Pause Menu and return to the game. The following options are available:

Options: access game options (note: some options are only available from the main front-end options screen).

Applications: select this to access any of the computer applications that Vattic gathers as you play the game. The most significant of these is the 3D Map Viewer, which allows you to recall any of the level maps that Vattic discovers on computer terminals throughout the game.

Mission: take a look at detailed information about current and previous missions.

Objectives: select this to view your objectives for the current mission.

Document Folders: explore the Document Folders to access a host of game information including weapon specs and WinterICE profiles.

Retry: access options to restart the level or retry from the last checkpoint.

Quit: exit the game and return to the Main Menu.



credits – free radical

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Lead Artist – Richard Lord

Music & Sound – Graeme Norgate

Lead Character Artist – Ben Newman

Lead Animator – James Cunliffe

Programmers

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Design/Programming

Derek Littlewood – Tim Furnish – James Bamford – Thomas Houghton

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Additional Art

Gary Cox

Character Artists

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Animators

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Chad Ellis – Javier Moratinos – Damon Tasker – Salvador Young

Project Management

Martin Wakeley

QA Management

Kevin Ellis – Paul Ellis

Tester

Michael Adamson

Additional Music

Christian Marcussen

Principal Voice Talent

Andrew Lawson – John Vattic / Tom Clarke Hill – Colonel Starke / Doug Cockle – Director Hanson
Lynsey Beauchamp – Jayne Wilde / Andrew Wincott – Professor Grienko

Additional Voice Talent

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Melanie Bond – Mac Macdonald – Peter Banks

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John Veasey

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Michella Angeloni

Office Assistance

Kathryn Woods

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Gillian Cordall – Larry Goldberg – Rob Letts – Ed Turkington – Mario Club – Outsource Media

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Karl Hilton

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Steve Ellis

Based on an original concept by

David Doak

The Codemasters External Design & Development Team

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technical support

codemasters website

www.codemasters.com

Codemasters' website contains game patches, FAQs and an online version of our technical support knowledgebase. It also has a technical support request form that you can use to request assistance with this or any other Codemasters game.

email

custservice@codemasters.com

Please include your Dxdiag.txt file with a description of your problem. To do this, click on START on your Windows Taskbar, then click RUN. Type 'Dxdiag' in the dialog box that opens and click OK. This will display the DirectX Diagnostics screen. To send the results, simply click the "SAVE ALL INFORMATION" button and save this as a text (.txt) file. Now attach this file to your email.

telephone / fax

Before calling, ensure that you have checked our website for a possible solution and have read the Second Sight™ help file which can be found on the Second Sight™ CD/DVD-ROM.

To access the help file:

1. Double-click on "MY COMPUTER" on your Windows Desktop.
2. Right-click on your CD/DVD-ROM drive.
3. Left-click on "EXPLORE".
4. Double-click on "README".

Tel: (from within UK) 0870 7577881
(from outside UK) 0044 1926 487444

Lines are open:
0900-2000 GMT Monday–Thursday, 0900-1730 GMT Friday, 1000-1600 GMT Saturday

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