

F.A.R.



Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Recommended System Requirement

| | |
|---------------------|--|
| OS: | Windows 7 |
| DirectX: | 11 |
| Processor: | Intel Core 2 Duo 2.93Ghz+, Intel quad core 2.66Ghz+, AMD Phenom II X2 550, 3.1Ghz+RAM: 4GB |
| Memory: | 10GB Free Hard Drive Space |
| Video Card: | NVIDIA 9800 GTX+ 512MB RAM, ATI 5750HD 512Mb RAM or better |
| Internet Connection | |

Minimum System Requirement

| | |
|---------------------|--|
| OS: | Windows XP |
| DirectX: | 9.0c |
| Processor: | Intel Core 2 Duo 2.4Ghz, AMD Athlon X2 4800+RAM: 2GB |
| Memory: | 10GB Free Hard Drive Space |
| Video Card: | NVIDIA 8800 GT 512MB RAM, ATI 3850HD 512Mb RAM or better |
| Internet Connection | |

INSTALLING THE GAME

BEFORE YOU BEGIN: *Please make sure you are installing the game from a user account that has installation privileges.*

1. Insert the DVD into your DVD drive. The language select prompt will appear. (If the prompt does not appear within a short time, double-click: first, the My Computer icon on your Windows® desktop; then, your DVD icon; and then, the Setup.exe icon.)
2. After you've selected the language, the install screen will display. Select Install. If you do not have Steam® currently installed, you will be prompted to do so at this point. During installation, you may be prompted to allow the Steam® Installer to run. Approve this process. You will also be prompted to log in to your existing Steam® account or create a new one.
3. After Steam® is installed, you will be prompted for the Product Code. You will find this on the product installation insert card.
4. When prompted, insert Disc 2.
5. Once installation is complete, F.E.A.R. 3 should appear in your Installed list in Steam®'s My Games tab. Double-click to run the game. (If you allowed the creation of Desktop and Start Menu shortcuts during installation, you can use these as well.)

LAUNCHING THE GAME

To run F.E.A.R. 3 from the Start Menu:

1. Click on the Windows® Start button.
2. Select Programs → Steam → F.E.A.R. 3
3. The game will go through an update step to install some remaining content before the game runs. If you're using Windows Vista®, you may be prompted to allow Steam Client Service to run. Approve this request.

After all necessary components have been installed, F.E.A.R. 3 will run.



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REUNION

Nine months have passed.

Nine months since Point Man killed his brother Paxton Fettel.

Nine months since a massive explosion was detonated within Fairport in an attempt to contain the violent, psychic spirit Alma Wade.

Nine months since Alma forced Sergeant Michael Becket to impregnate her.

Fettel has reappeared at Point Man's side, psychically bound to his brother by their mother Alma. Jin Sun-Kwon, one of the only surviving members of Point Man's *F.E.A.R.* squad, requires his help in Fairport. Armacham struggles to clean up the mess they have created by any means necessary. The crazed citizens of Fairport, demented survivors exposed to Alma's nightmarish influence, are preparing for Armageddon.

Alma is calling her children to her side.

Point Man and Fettel are bound by their uneasy alliance.

Alma is about to give birth.

MAIN MENU

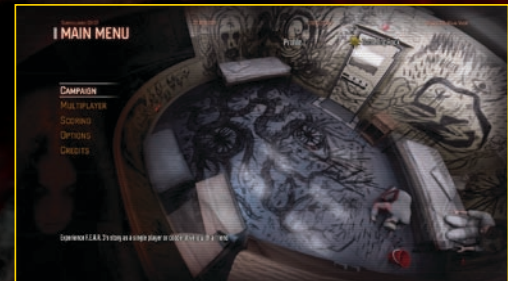
CAMPAIGN

Single Player: Begin or Resume a single player game.

Host Network Co-Op: Team up with another player to play the campaign.

Join Network Co-Op: Join a single player game as a cooperative player.

Split Screen Co-Op: Play with another player locally using the Split Screen option.



MULTIPLAYER

Solo Practice: Participate in Multiplayer Modes without other players present.

Host Network Match: Set up and launch your own match.

Join Network Match: Join a competitive match.

Quick Match: Join a match immediately.

Split Screen Match: Play a local multiplayer match with one other person using Split Screen.

SCORING

Rank / Challenge: Learn about the many different challenges available.

Performance: Check your best performances for each Mission.

Leaderboards: See how your scores compare to other players worldwide.

OPTIONS

This takes you to the Options Menu which allows you to modify game elements and settings including Control Settings (*Controller Configuration, Aim Sensitivity, Invert Controls, etc.*), Audio / Video Settings (*Audio Volume, Gamma, etc.*), Game Settings (*Difficulty, Subtitles, Blood, etc.*).

CREDITS

See the credits for the development team.

CAMPAIGN MENU



CAMPAIGN SETTINGS

Campaign: 'New Game' starts a new single player campaign. 'Resume Game' launches your last checkpoint save. 'Replay Chapter' allows you to replay any previously completed level.

PLEASE NOTE: F.E.A.R. 3 will automatically save your progress at checkpoints throughout the game. Any time your character dies, or when you quit and resume play, your game will begin at the last achieved checkpoint.

Mission: If 'Replay Chapter' is chosen, this option selects which level is played.

Difficulty: Select the game difficulty – Recruit (*Easy*), Commando (*Medium*), Fearless (*Hard*), Insane (*Hard +*) (*Must Be Unlocked*)

Join Options (Host Network Match Only): This sets your visibility to the online community.

Open – Anyone can join,

Closed – Nobody can join your game except for the friends you invite.

Character: Once unlocked, it gives you the option to play as Point Man or Fettel.

Launch: Begin game with current settings.

COOPERATIVE CAMPAIGN

F.E.A.R. 3 features a Cooperative Campaign that allows for a second player to join.

Online Co-Op – You must first sign into Steam with your SteamID. Once this is done can either select 'Host Network Co-Op' from the Campaign option to host the match or 'Join Network Co-Op' to join a hosted session. PC Users must be logged on to Steam.



DEFAULT CONTROLS

Point Man Controls

| | |
|---|---------------------------|
| Move | W, A, S, D |
| Sprint | Left Alt |
| Look | Mouse |
| Melee | F |
| Switch Weapon | Mouse Wheel |
| Grenade (<i>Hold to Cook</i>) | Right Mouse Button |
| Aim Mode | Shift |
| Fire Weapon | Left Mouse Button |
| Toggle Slow-Mo | Left Ctrl |
| Jump/Move from Cover to Cover (<i>When Prompt is Highlighted</i>) /Vault over Cover (<i>While in cover and pushing Move</i>) | Space |
| Reload/Swap Weapon/Revive Partner (<i>Notified by Screen Prompt, Co-Op Only Open Doors, Switches, and Entering/Exiting Vehicles</i>) | R |
| Crouch/Enter Cover (<i>When Prompt is Highlighted</i>) /Vault Reverse (<i>While performing Vault over Cover</i>) | C |
| Flashlight | X |
| Previous Grenade Type | V |
| Next Grenade Type | G |
| Challenge Update | Tab |
| Pause | Esc |

Fettel Controls

| | |
|---|---------------------------|
| Move | W, A, S, D |
| Sprint | Left Alt |
| Look | Mouse |
| Melee | F |
| Throw Suspended Object | G |
| Suspend Enemy or Object | Right Mouse Button |
| Stun Blast | Left Mouse Button |
| Possess Suspended Body/Release Possessed Body | Left Ctrl |
| Jump/Move from Cover to Cover (<i>When Prompt is Highlighted</i>)/Vault over Cover (<i>While in cover and pushing Move</i>) | Space |
| Revive Partner (<i>Notified by Screen Prompt, Co-Op Only Open Doors, Switches, and Entering/Exiting Vehicles</i>) | R |
| Crouch/Enter Cover (<i>When Prompt is Highlighted</i>) /Vault Reverse (<i>While performing Vault over Cover</i>) | C |
| Challenge Update | Tab |
| Pause | Esc |
| <p>* Fettel can only handle weapons while he is in a possessed body</p> <p>** While in a possessed body, Fettel's controls revert to Point Man's with the exclusion of Slow-Mo</p> <p>*** Fettel cannot pilot vehicles without being in a possessed body.</p> | |

Power Armor Controls

| | |
|-----------------------|--------------------|
| Move | W, A, S, D |
| Sprint | Left Alt |
| Look | Mouse |
| Melee | F |
| Zoom | Shift |
| Fire Explosive Rounds | Left Mouse Button |
| Fire Laser Beam | Right Mouse Button |
| Melee Pound | Space |
| Exit Power Armor | R |

Enhanced Power Armor Controls

| | |
|--|--------------------|
| Move | W, A, S, D |
| Look | Mouse |
| Melee | F |
| Zoom | Shift |
| Fire Mounted Guns | Right Mouse Button |
| Fire Missiles | Left Mouse Button |
| Ground Stomp | Space |
| Toggle Shields | Tab |
| Exit Power Armor | R |
| Note – Missiles cannot be fired while shields are activated. | |

HUD, (HEADS-UP DISPLAY)

Point Man HUD



- 1. Damage Indicator:** These red arcs indicate the direction you are taking damage.
- 2. Grenade Cook Meter:** When you press and hold the **Right Mouse Button** with a grenade equipped, you will prepare to throw and a timer begins. This meter indicates how long you have until the grenade detonates. Releasing the control throws the grenade, whether you choose to “cook” it in your hand or toss it immediately.
- 3. Ammo/Max Capacity:** The first set of numbers indicates how many rounds are loaded in the gun while the second set is the number of additional bullets remaining.
- 4. Equipped Grenade:** The image lets you know what grenade type is equipped (*Frag, Flash Bang, or Zap*). The number is how many are available.
- 5. Available Grenades:** These images let you know what other grenades you have in your inventory but are not equipped at the moment.
- 6. Reflex Meter:** This meter lets you know how long Point Man will be able to remain in Slow-Mo. It gradually refills over time.
- 7. Equipped Weapon:** This image indicates what weapon is equipped.
- 8. Second Weapon:** This image indicates the second weapon being carried. The white bar underneath shows how much ammunition is available.
- 9. Nearby Explosive:** This symbol indicates the direction of any nearby grenades or active explosive devices.
- 10. Challenge Notification:** As you complete challenges these updates will let you know your completion status.

Fettle HUD



- 1. Possession Meter:** Once full, Fettle can use his Possession ability to inhabit a soldier's body. Once in possession, if the bar completely empties Fettle will be released from the body.
- 2. Damage Indicator:** These red arcs indicate the direction you are taking damage.
- 3. Nearby Explosive:** This symbol indicates the direction of any nearby grenades or active explosive devices.
- 4. Challenge Notification:** As you complete challenges these updates will let you know your completion status.



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Enhanced Power Armor HUD



- 1. Missiles:** These are the number of missiles that are loaded and ready to fire. They cannot be launched if the shields are up. A red X through each missile will indicate they are not able to be fired.
- 2. Gun Temperature:** This is the how hot your guns are. If it reaches its maximum temperature they will become non-functional while they cool down.
- 3. Shields:** These blue bars correspond to the number to indicate how long the shields can be run. If used they will recharge over time once disabled.
- 4. Mech Integrity:** The green image indicates how functional the E.P.A. is. If this gauge reaches 0 the player will be forced out while it repairs itself internally.
- 5. Damage Indicator:** These red arcs indicate what direction you are taking damage.
- 6. Target Lock:** This marks which target the missile system has a target lock on.

Health System

As you take damage, the screen will turn red and blood will become visible on the periphery. The closer you are to death, the more intense these effects become. If you avoid taking damage, you'll gradually recover. Taking cover is one tactic to avoid enemy fire and buy yourself time to heal.



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YOUR ARSENAL

Weapons

By entering a warzone without any assistance, Point Man must battle his way through enemy forces using what weapons he can find on the battlefield. Every weapon has its strengths and tactical advantages, but only two weapons can be carried at any given time so weapon choice is critical to survival.



The Briggs SMG is a lightweight and easy to use **Submachine Gun**, making it ideal for enemy encounters.



The Strader Mk. VII **Pistol** is fast and lethal at short distances, making it a reliable staple weapon in anyone's arsenal.



The EL-10 **Combat Assault Shotgun** is powerful at close range and perfect for close-quarters combat.

Arsenal Selection

Only two weapons can be carried at any given time, which means Point Man has many difficult decisions as to what weapons to pick up and what to leave behind. Available ammunition, firepower, and tactical advantages should all be considered when choosing what to arm yourself with.

Weapons can be switched using the **Mouse Wheel**.

Holding **R** while looking at a weapon that is not in your inventory will swap the new weapon with what is currently equipped.

HAND-TO-HAND COMBAT



Integrating Hand-to-Hand Combat into battlefield performance doesn't just help conserve ammunition, the decision can be the difference between life and death. Luckily, Point Man has a varied set of skills to keep him alive.

- To strike out with your knife, press **F**.
- To perform a stealth kill, press **F** while your enemy's back is exposed.
- To execute a jumpkick, jump and press **F**.
- To perform a slide tackle, **Left Alt** towards an enemy and press **F**.

**NOTE: Not all Hand-to-Hand abilities are available at the start of the game.*

Fettel also has a set of Hand-to-Hand tactics available to him:

- To deliver a crippling blow, press **F**.
- To crush your enemy's head, press **F** while their back is exposed.
- To explode an enemy, suspend them and press **F** while in close proximity.
- To cause a devastating concussion blast, press **F** while your Co-Op partner has entered Slow-Mo.

ACTIVE COVER

F.E.A.R. 3 features a revolutionary first person active cover system that allows players the freedom to effectively use the environment to their advantage.

By pressing **C** when the command prompt is visible, you will snap to the cover. This can range from standing cover such as doorways to crouching cover like barricades. Once in cover, you can emerge by pushing **(default) W, A, S, and/or D keys** towards the direction you wish to lean out. By releasing the stick, you will drop back into cover.

Some new additions to this cover system are:

- 1) **Movement Around Cover** – While in cover, you can move around corners by looking at the direction you want to move and pushing the **Move** in that direction.
- 2) **Cover to Cover Movement** – If two pieces of cover are nearby, you can direct the **Move** towards the other piece and follow the command prompt to switch.
- 3) **Vault Reverse** – You can jump over cover and spin 180 degrees to face where you once stood by pushing **C** while vaulting over the cover.
- 4) **Firing From Cover** – You can push the **Move** forward to peek over cover. Alternatively, if you press **Shift** you will aim over the cover. Releasing this button will cause you to drop back into cover.

Be careful, however, some cover is destructible and will not last indefinitely.

RANKING UP

Playing the game rewards you for finishing levels, killing enemies, using weapons, being competitive, playing cooperatively, and completing challenges.

As you play, you will gain ranks and each rank achieved grants you added abilities. These ranks carry over from Single Player to Cooperative Play to Multiplayer.

Rewards for each rank include new abilities, additional ammo and grenade capacity, and increased power meters.

Each level has its own set of challenges that if completed will award you more points. Some are easier than others and offer a variety of points depending on difficulty.

Hidden throughout the levels are bodies that can be psychically linked, earning you additional points. When playing cooperatively, these bodies can be 'Shared' or 'Stolen' by following the on-screen prompts.

Utilize strategy in how you absorb these bodies to maximize your score.

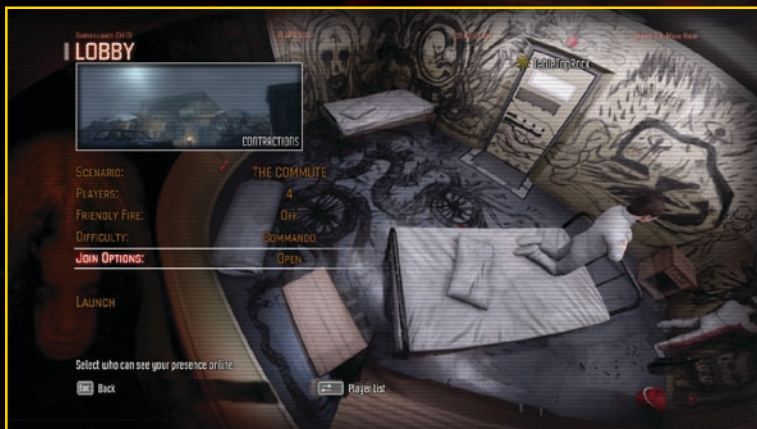
In each level there is one Alma Doll to be found. Discovering it awards you with additional points to your score. Being the one to find it in cooperative play can turn the tide of the competition.

Point Man's unique ability is his enhanced reflexes which allow him to use Slow-Mo. While in this heightened state he can aim faster and take out several enemies at amazing speed. This ability is capable of turning the battle in his favor.

Fettel is able to possess bodies and take control of the host. Not only does possessing a body allow him to take more damage, but he also can also gain an advantage by tactically inhabiting soldiers at the other end of the battlefield or in otherwise unreachable places. Once in possession of a body, Fettel can stay in control of it longer by absorbing energy dropped by defeated enemies. In order to use the Power Armor or Enhanced Power Armor Fettel must be in a possessed body.

MULTIPLAYER

Game Modes



Game Lobby

The Game Lobby menu appears when you host a Multiplayer match or join one that has not yet begun.

When in the lobby, you can view or alter (if hosting) various settings.

Scenario: This selects the map you wish to play with the associated Game Mode.

Players: Select how many players are allowed participation.

Time Limit (Soul King, Soul Survivor): Select how long each round will last.

Number of Rounds (Soul King, Soul Survivor): Choose how many rounds the game will last.

Friendly Fire (Contractions, Fking Run!):** Enables or disables Friendly Fire.

Difficulty: Select how challenging the AI will be.

Join Options: This sets your visibility to the online community.

Open – Anyone can join.

Closed – Nobody can join your game except for the friends you invite.

Launch: Begin the game.

Soul King: This competitive multiplayer combines Fettel's possession mechanic with a scoring system to create a hectic, fast-paced experience. The goal of this mode is to end the match with the most souls, which are dropped by killed AI's and must be picked up.

If you kill another player they lose a portion of their collection, which becomes available for you to steal. Be careful, this goes both ways and dying has its cost.

These matches put you in control of a **Spectre**, a ghost with the ability to possess any body. Who you possess, how you utilize their weaponry, tactical use of body to body possession, and skill all play a role in your success.

A scoreboard is always present, painting a target on the player with the highest score. Will you be able to kill the most, protect yourself, utilize the possession mechanic, and collect the most souls? Only the best on the battlefield can be the Soul King.



Contractions: This cooperative multiplayer mode pits a holed up F.E.A.R. squad against waves of enemies, each one more difficult than the last. To survive you must work as a team to eliminate threats, gather supplies, put up barricades, and revive your teammates when they fall. Compete for the best performance to earn the highest score and be the best player on the team. Each group of enemies that appears is accompanied by a thick wave of fog. Once the round is completed the fog recedes, allowing you the chance to gather what supplies you'll need to survive. All the while Alma wanders the battlefield, bringing misfortune to those unlucky enough to cross her path.

Can you survive every wave to escape Alma's deathly grasp once and for all?



Fking Run!***: Faced with the always encroaching Wall of Death, the F.E.A.R. squad must push forward through Armacham forces and reach the extraction point before they are swallowed up. If any teammate is lost to the wall, it is game over for everyone. The only way to survive is to F**king Run!



Soul Survivor*: Soul Survivor adds a twist to the cooperative gaming experience. While players are working together to survive incoming soldiers, Alma will corrupt one of them, forcing the player to join her. The Chosen player has a set amount of time to split up the F.E.A.R. squad and Corrupt them.

Each player that is picked off joins the corrupted side and must help to exterminate the remaining squad members. As time ticks down the remaining players' odds significantly decrease as more teammates are drawn to Alma's side. Only the strongest player can make it out alive as the Soul Survivor.

CREDITS

To see a list of credits of those who brought you this game, please visit www.whatisfear.com

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