



PAL

10 HIDDEN & DANGEROUS



PlayStation®

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INTRODUCTION

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 (8 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 practising 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 cumbersome for covert operations 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 theatre.

The first mission for L Detachment was to gather intelligence and destroy any German aircraft they came across. Taking place on the night 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 canisters 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 'A' Squadron of the Long Range Desert Group. Stirling would lead ten men in an attack on the airfield at Sirte, while a second force would go for El Agheila on December 14, 1941 and a third unit would attack Agedabia 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 Sirte with the remaining troops. That night Stirling's reconnaissance of Sirte 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 bombs in 23 aircraft in 15 minutes. Having no more bombs, Mayne climbed into 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 at El Agheila resulted in the destruction of 30 trucks, with the raid at Agedabia 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 8 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

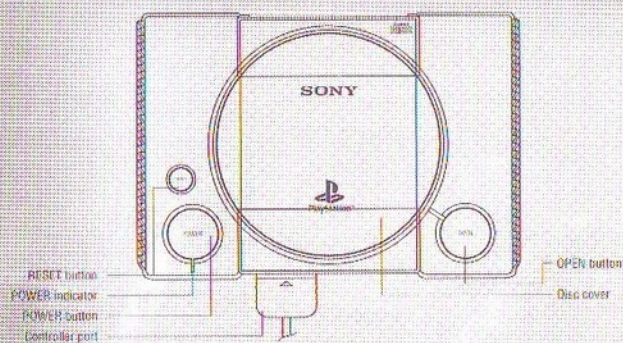
to carry out important covert missions throughout the war wreaking havoc and destruction behind enemy lines.

And now it is your opportunity to enter the world of the SAS: Hidden and very Dangerous...

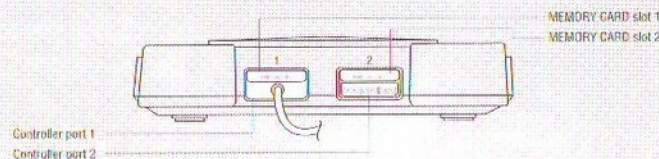
GETTING STARTED

Set your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is off before inserting or removing a disc. Insert *Hidden and Dangerous*™ and close the disc cover. Insert game controllers and turn on the game console. Follow the on-screen instructions to start a game. Do not insert or remove peripherals or MEMORY CARDS once the power is on.

Top view



Front view



SAVE/LOAD

Hidden and Dangerous requires 1 BLOCK and only supports MEMORY CARDS inserted in MEMORY CARD slot 1.

To save a game please use the icon that can be found on the Team Set Up Menu. The load game function can be found in the main menu. When you enter a Campaign it will save the start of that campaign. From then on the game will save after every mission, regardless of whether it was a success or failure.

What this effectively means is this: you take 8 men into a campaign with, for example 4 missions. You may fail the first mission twice, and then succeed. So when you enter the second mission you only choose from your remaining 6 men for the next mission.

If you reload the "save" you were just playing you will restart at the beginning of the level you had failed, with the statistics and men being those saved from the last successful level.


OPTIONS

These let you configure the audio and screen settings.

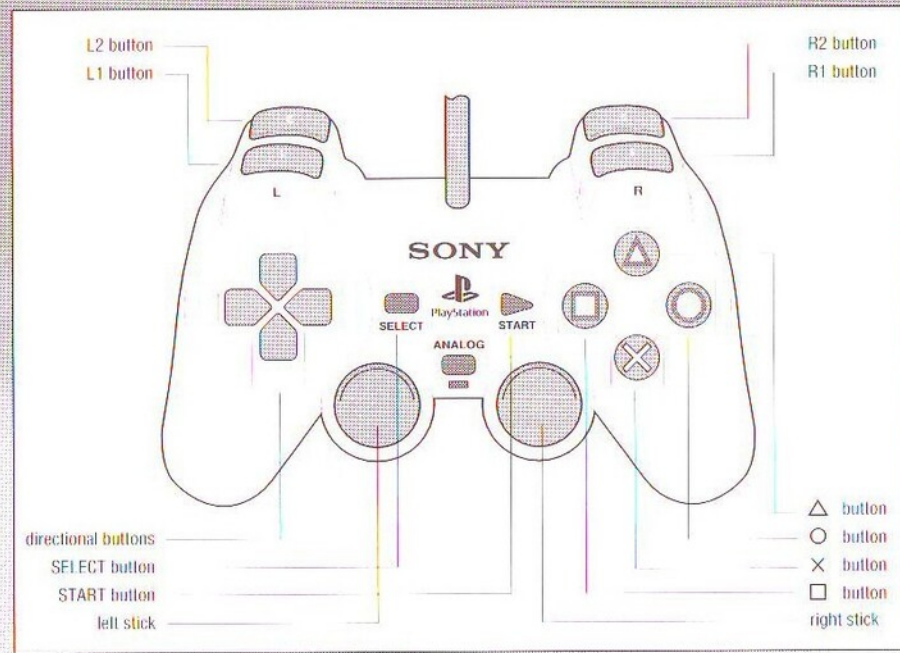
GAME OPTIONS

SOUND








- Music Volume: Used to adjust the volume of the music in game
- Sound Volume: Used to adjust the sound volume in game
- Screen position: Adjusts the visible area on the TV/monitor screen

Note: When you first start Hidden and Dangerous you will be presented with language select screen with five flags on it. Use the directional buttons to highlight the language of choice and press the  button to continue.

DEFAULT CONTROLS USING A CONTROLLER



PICTURE MENU NAVIGATION CONTROLS

Menu Navigation to Highlight Options and Icons	Directional buttons    
Accept Highlighted Option	 Button (sliding option switches)
Return to the previous menu	 Button
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	 Button (with weapons highlighted)

IN GAME CONTROLS

The L1 button is used as toggle switch in combination with other buttons.

Walk Forwards

 Button

Walk Backwards

 Button

Strafe Right

 Button




Strafe Left

 Button

Jump

 button +  button


Change Soldiers Stance

 button and Directional buttons  or 


Free look

Directional buttons or left stick if applicable


Fast Free look

Directional buttons or left stick if applicable +  button

Fire / prepare weapon / throw grenade

 button



Drop transmitters and explosives

 button

Player Inventory

Press the  button



Select inventory from dead soldiers' backpack

 button, select using directional buttons and  button

Next Inventory item

Use the up and down directional buttons to cycle through the weapons and items.

Choose weapon

 button, use the directional buttons to choose, and the  Button to select.

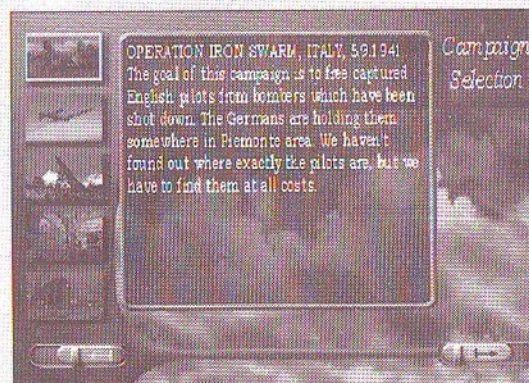
Pause Menu

 Button

SPECIFIC ITEM AND OBJECT CONTROLS:

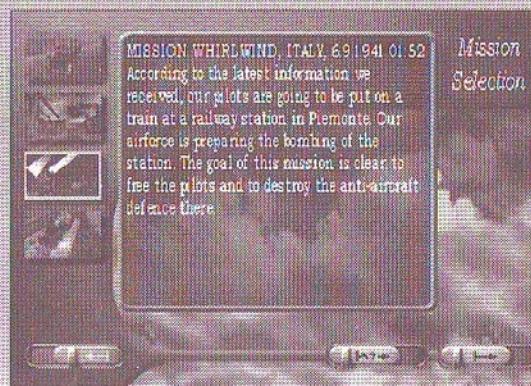
Sniper Rifle - Zoom In and out	L1 button + ↑ ↓ directional buttons, or L1 button and left stick ↑ ↓.
Set Explosive's Timer	Highlight the item whilst selected in the inventory and use directional buttons ← → and ↵ to set the explosives
Fire Main Weapon	R1 button
Drop land mine	R1 button

MENU SCREENS CAMPAIGN SELECTION



When starting a new game, only the first Campaign can be selected. Press the **X** button to select the Campaign



MISSION SELECTION



This has much the same layout as the Campaign Select screen with small pictures representing each mission down the left side of the screen and a brief description of each mission on the right. The number of missions depends on the campaign selected.

SELECTING YOUR TEAM



When playing the first mission of a Campaign, you will have to choose the soldiers that will make up your team from the Men into Campaign Screen. 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  button to select the soldier. To delete a selected soldier, highlight his image at the top of the screen and press the  button. If you do not wish to select the soldiers yourself, select the auto set-up option and eight randomly chosen soldiers will be selected for you.

SOLDIER SKILLS

It is wise 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 soldiers' accuracy when shooting. A 100% value means the soldier always hits his target.

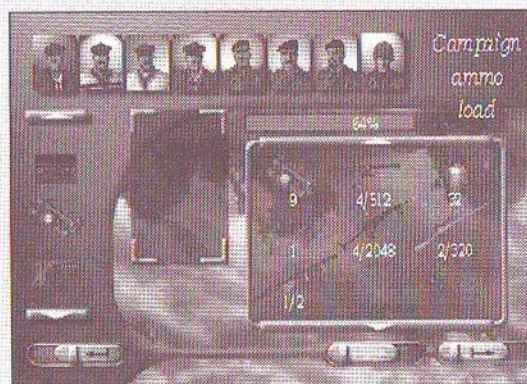
REACTION Provides information about the speed of the soldier's reactions to enemies and enemy fire.

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 then press the button to make your choice. To add more ammunition to a weapon press the Button. To remove an item, highlight it in the main right hand window

and press the  button. To remove ammo, press the  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 set-up 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 set-up option and then modify the equipment as you wish.

TEAM SETUP

BRIEFINGS

Before you choose the soldiers who will take part in the mission, you will be shown a briefing, which presents information and the objectives for the mission.

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.

SETTING UP



For each mission you will have to choose a soldier and his 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 soldier, select a soldier and any equipment that is currently being carried will be displayed on 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 load 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.

IN GAME ACTION ON SCREEN INFORMATION



The icon at the bottom left of the screen shows your soldier's face and his health - represented by the coloured bar to the right of his face. Above that is the German soldier count for that mission. It is important to keep an eye on this counter as some missions require you to eliminate all hostile forces in the area. When selected, the inventory is displayed to the right hand side of the screen listing all the equipment you have taken into the mission, and any items you may have found. Some soldiers carry important items that are required to progress in the mission, these will be displayed in the inventory when you have picked them up. From the inventory screen you can choose which weapon to arm your soldier with, the current amount of ammo for each weapon is displayed under the appropriate icon. Once selected the details for the chosen weapon will be then shown above the German soldier count.

USING YOUR SOLDIERS IN THE FIELD

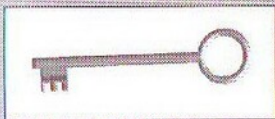
NOTE: In all of the missions you may encounter objects that can be used to your advantage.

RECLAIMING WEAPONS FROM FALLEN SOLDIERS:

You can capture weapons and equipment from dead enemy soldiers. Stand over the dead soldier's backpack and press the **R2** button to display his inventory. Select an object using the directional buttons, and press the **X** button to take the object. If your soldier is already carrying too much he will be unable to pick up the object.

APPENDIX

EQUIPMENT



KEY:

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

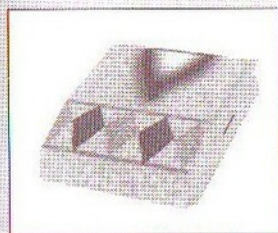


RADIO TRANSMITTER (MASS: 2 KG):

System for radio homing. 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 bombing 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.

UNIFORMS

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



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 AND EXPLOSIVES



COLT 1911 (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 metres away. Their biggest disadvantage is that they consume a lot of ammunition.

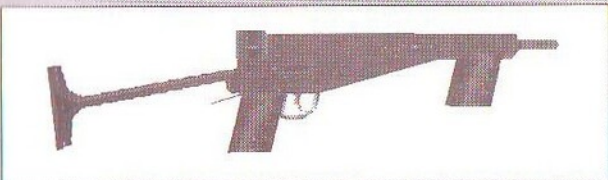


BROWNING (CALIBRE: 0.30 / EFFECTIVE RANGE: 1500M / MAGAZINE: AMMUNITION BELT / MASS: 14 KG):

Light machine gun used by the British Army.

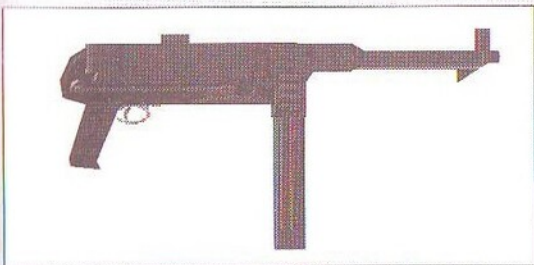
SUB-MACHINE GUNS:

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.



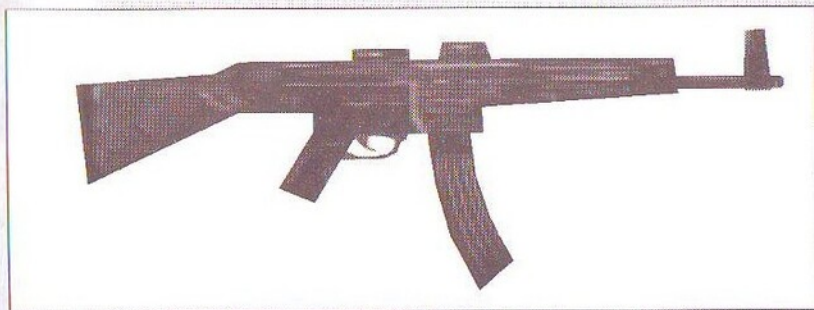
STEN GUN (CALIBRE: 9MM / EFFECTIVE RANGE: 160M / MAGAZINE: 32 CARTRIDGES / MASS: 3.7 KG):

Submachine 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.

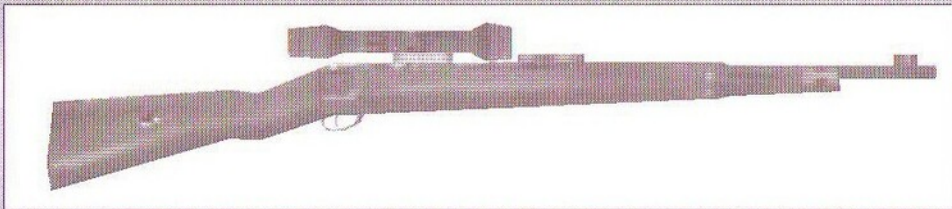


MP 44 (CALIBRE: 7.92 / EFFECTIVE RANGE: 700M / MAGAZINE: 35 CARTRIDGES / MASS: 4.3 KG):

German Assault Rifle designed to be used by paratroopers.

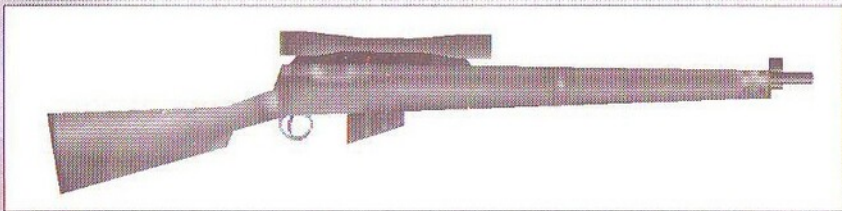
SNIPER RIFLES:

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 metres away.



LEE ENFIELD MK. 4 (CALIBRE: 0.303 / EFFECTIVE RANGE: 800M / MAGAZINE: 5 CARTRIDGES / MASS: 4.2 KG):

One of the best sniper rifle ever.

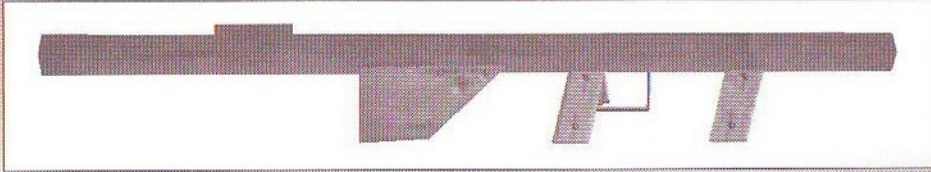


K 98 (CALIBRE: 7.92MM / EFFECTIVE RANGE: 1500M/ MAGAZINE: 5 CARTRIDGES/ MASS: 5 KG):

Rifle used by enemy snipers.

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. When shooting at moving targets estimate the speed and angle of the target, and aim slightly ahead of it.



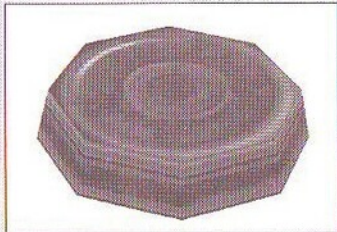
M1A1 (MASS: 13 KG):

An American reusable anti tank weapon.



BRITISH HAND GRENADE (MASS: 0.7 KG):

Mills' grenade dating back to the Twenties.

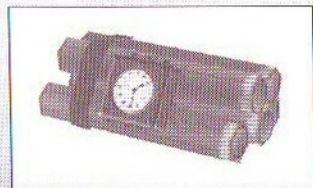


ANTI-PERSONNEL MINE (MASS: 6 KG):

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 << CONTROLS >> to adjust the timer and move to a safe distance.



TNT BASED EXPLOSIVE (MASS 1.5 KG):

Explosive charges that are equipped with timed detonator.

HINTS & TIPS

- Remember that your team for each Campaign consists of only eight soldiers
- 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
- Always salvage any enemy weapons and equipment when possible
- 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
- Equip your team with the specific equipment that is required for their role
- Avoid shooting recklessly as you may hit a civilian whom has important information to pass on to you

CREDITS

ILLUSION SOFTWARES

Lead Programming	Michal Bačík
3D modelling	Peter Kubek Radek Bouzek
2D graphics	Martin Beneš
3D animations	Jan Žatecký
Sound effects	Michal Chovanec Petr Němec
Design	Radek Bouzek Michal Bačík
Sound design	Martin Beneš Michal Chovanec
Level design	Radek Bouzek Peter Kubek Tomáš Pluhařík Martin Tůma
Production	Petr Vochozka
Additional work	Pavel Širuček Tomas Hřebíček Pavel Procházka Daniel Vávra Roman Hladík Petr Olsanšský Václav Král
Lead tester	Tomáš Pluhařík

Testing

Michal Axmann
Martin Bartko
Aleš Filka
Ondřej Nýdrle
Jiří Junek
Petr Bohumel
David Dresler
Viktor Procházka

TAKE 2 INTERACTIVE

Development Manager	Luke Vernon
Producer	Andrew Morley
Group Production Co-ordinator	Chris Madgwick
Group Production Manager	Jon Broadbridge

TARANTULA STUDIOS

The software engine was designed and developed by Asylum Entertainment and is the property of Asylum Entertainment Ltd

Studio Director	Steve Marsden
Project Manager	Simon Crisp
Lead Programmer	Martin Mckenzie
Programmers	Phil Miller Dave Cooke Chris Jones
Head Graphic Artist	Russell East

Artists
Corrado Trani
Ian Watson
Robin Taylor
Lewis Mann
Rudi Will
Dominic Morris
Steven Bell (Graduate
Placement)

Design Consultants
Mark Lloyd
Tim Bates

QA Manager
Mark Lloyd

Lead Tester
Lee Johnson

Testers
Michael Emeny
James Cree
Matt Hewitt
Paul Byers

TAKE2 INTERACTIVE STUDIOS, BALTIMORE

Producer
Matthew Kreager

VP of Business Development
Jamie Leece

VP of Publishing
Chris Mate

Executive Producer
Robb Alvey

Marketing Director
Greg Bauman

Marketing Manager
Mark Moon

Marketing Communications Coordinator
Chris Larkin

Corporate Communications Manager
Anne-Marie Sims

Art Director
Mike Snyder

Graphic Artist

Webmaster

QA Manager

Computer Specialists

Technical Support

QA Supervisor

Quality Assurance

Special thanks to:

Chrissy Lagna

Robert Fletcher

Phil Santiago

Kathy Richardson,
Anne Takeuchi

Pete Stewart
Patty Saneman

Kathy Young
Andre Liggins

Daniel Karp
Jeff Zoller

Alex Bradley

Frank Kirchner

Lisa Nawrot

Kai Ma

Josh Rose

Joe Covello

Stacey Sharpe

Joshua Noll

Stephen Thomas

Scott Vail

Linda Wratchford

Peg Zoltan

Patty Santiago

Melissa Voggenauer

NOTES

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