PC CD-ROM

EXPANSION PACK

SWAT 4
THE STETCHKOV SYNDICATE

POLICE

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Requires Full version of SWAT 4 to Play

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SWAT 4

THE STETCHKOV SYNDICATE

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SYSTEM REQUIREMENTS

Minimum Specification
- Windows® 98 SE – Windows® 2000 (w/ SP 3) – Windows® XP (w/ SP 1)
- Intel® Pentium® III 1.0 GHz – Intel® Celeron® 1.2 GHz – AMD® Athlon™ 1.2 GHz or Equivalent Processor
- 256 MB RAM
- 1 GB free Hard Disk space
- DirectX® 8.1 – compatible sound card
- NVIDIA® GeForce® 2 w/ 32 MB (MX 200/400 Not Supported), ATI® Radeon® 8500 w/64 MB or Equivalent Graphics Card
- DirectX® 9.0c
- Windows® Compatible Mouse & Keyboard
- CD-ROM / DVD-ROM (required for installation)
- 56k Modem for online play

Recommended Specification
The recommended specification is exactly the same as the minimum specification with the following changes:

- Windows® 2000 (w/ SP 3) – Windows® XP (w/ SP 1)
- Intel® Pentium® 4 2.4 GHz – AMD® Athlon™ XP 2500+ or Equivalent Processor
- 512 MB RAM
- 1 GB free Hard Disk space
- DirectX® 9.0 – compatible sound card
- NVIDIA® GeForce® 4 Ti, ATI® Radeon® 9500 or Equivalent Graphics Card
- DirectX® 9.0c
- Windows® Compatible 3-button Mouse
- Windows® Compatible Keyboard
- CD-ROM / DVD-ROM (required for installation)
- Cable or DSL Modem for online play

An Important Note Regarding Graphics and Having the Best Possible Experience
SWAT®4: The Stetchkov Syndicate uses some of the more graphic-intensive rendering techniques available today for special effects and to achieve real-time performance for a great game-playing experience. It is highly recommended that the game be played on NVIDIA® GeForce® FX or 6 Series graphics cards for optimal gameplay and the intended experience can be more fully realized on NVIDIA GeForce 7 Series graphics hardware. On a GeForce 6800 or better you will be able to turn on all of the NVIDIA special effect features at higher resolutions in the game

INSTALLATION & UNINSTALLATION

Installation
Insert the game CD into your CD-ROM / DVD-ROM drive. If your CD-ROM / DVD-ROM drive has AutoPlay enabled, click the "Install" button via the launcher and follow the on-screen instructions. If AutoPlay is disabled, double-click the "My Computer" icon (generally located on your desktop). Double-click on the CD-ROM / DVD-ROM drive containing game CD and follow the on-screen instructions

PLEASE NOTE

SWAT® 4 (along w/ the SWAT 4 1.1 patch or later) will have to be present before you will be able to install and enjoy *SWAT 4: The Stetchkov Syndicate.*

You will be asked to install DirectX 9.0c during your installation if you have not already done so. This software is required to run *SWAT 4: The Stetchkov Syndicate*. Carefully read and follow the on-screen instructions during the installation process. When the installation is complete, you will be asked to register your product with Sierra Entertainment. Registration is strongly advised, as it will allow you to receive important product update information.

Upon installation, several icons will be placed on your Start Menu or Desktop (whichever you indicated during the installation process). At this point, you can double-click on the *SWAT 4: The Stetchkov Syndicate* icon to play. After several introduction movies, you will be taken to the Main Menu of the game. You are now ready to play.

Uninstallation

The uninstallation of *SWAT 4: The Stetchkov Syndicate* is handled similar to any other product installed onto the Windows® Operating System. Uninstallation of *SWAT 4: The Stetchkov Syndicate* can be done one of two ways:

One way is to simply go to the Start Menu Program group for *SWAT 4: The Stetchkov Syndicate* and locate the shortcut named "Uninstall *SWAT 4: The Stetchkov Syndicate,"* then proceed to follow the on-screen instructions.

The second way is to go to "Add/Remove Programs" (found within "Control Panel") and find the *SWAT 4: The Stetchkov Syndicate* entry within this program list. Select the "Change/Remove" button and proceed to follow the on-screen instructions.

MENUS & OPTIONS

All of the Menus and Menu Options of *SWAT 4: The Stetchkov Syndicate* function very much like the Menus and Options found in the original *SWAT 4*. All additions and changes that have been made are provided in the following text, accompanied by some reiterations of functionality from the original game.

Please note while viewing this manual that if you happen to have a question about a feature that is not answered within this manual, chances are that the information you are looking for can be found in the manual for the original *SWAT 4*. Please keep in mind that the majority of the information mentioned here pertains specifically to features that have been added with *SWAT 4: The Stetchkov Syndicate.*

SINGLE-PLAYER

The Single-Player Gameplay found in *SWAT 4: The Stetchkov Syndicate* will generally mirror what can be found in the original *SWAT 4*. So if you have played through the original, you will feel right at home with the expansion. If not, below is a quick recap of what you need to know to get started (with some new information pertaining only to *SWAT 4: The Stetchkov Syndicate*). Please keep in mind that this is just a brief recap. If you have forgotten your single-player skills and strategies, please refer to the *SWAT 4* manual or the training level within the original *SWAT 4* for more detailed information.

Career

To begin playing *SWAT 4: The Stetchkov Syndicate*, click on "Career." You will be taken to the Career Menu where you will be asked to name your new SWAT officer.

After entering your name, click on "Create Career" to start your career in law enforcement. If you have already created a career, you can continue by selecting your officer's name in the dropdown box and clicking on "Play Career." Whether you are starting a new career or resuming a previously saved one, you will be taken to the Mission screen.

Selecting a Mission

From the Mission screen, you can select the mission you would like to play. A list of all available missions is displayed in the column on the left. The newest mission is always displayed at the bottom of the list. Highlight the mission you would like to play.

Difficulty: You can select the difficulty for the mission on the Difficulty screen. Be careful with this one. Raising the difficulty will make suspects harder to apprehend, and you will need a higher score to complete missions.

Easy	You may move on to the next level regardless of score.
Normal	You must achieve a score of 50 to advance.
Hard	You must achieve a score of 75 to advance.
Elite	You must achieve a score of 95 to advance.

Mission: The best score achieved for each difficulty is displayed under Mission Results.

You can choose to start the mission immediately by selecting the "Start" option to the far right. However, it is recommended that you listen to your Commander's briefing first, as there may be mission-critical information that could affect your squad's objective, deployment and equipment.

Briefing

In the briefing, you'll receive the latest updates on the crisis at hand. You'll use this intel to determine the best point of entry and what equipment you need to bring.

Objectives:	View the mission's briefing and objectives here. You can listen to the mission briefing and any related 911 calls. As a SWAT officer, your primary goal is always to bring order to chaos. Fail any of the mission objectives, and you will fail your mission.
Entry:	Displays a map of the location if available. You can also choose an entry point if there is more than one.
Suspects:	Any known information on the suspects is displayed here.
Civilians:	Known civilians that could be in danger are shown here.

Timeline: The chronological order of events leading up to the mission is plotted out on this screen.

New Equipment: Displays information pertaining to a new equipment item or weapon made available by completing the previous mission.

Equipment & Weapons

In S*WAT 4: The Stetchkov Syndicate,* you can outfit your entire squad to suit the situation you will be facing. Consider the situation you'll be entering when you choose your weapons.

Each squad member can be configured to have an entirely different weapon setup. To do this, click on the squad member's portrait. After you select the squad member, the screen will update with what he is currently carrying. If you do not change what the officers are carrying, your squad will use pre-set weapon defaults. These defaults are good for most situations but may not always be the best decision.

You can change the primary and secondary weapons as well as the tactical and breaching equipment each officer is carrying. To do this, click the arrows underneath each item. This will allow you to scroll through the list of available items.

Choosing the Right Equipment for the Job

It's your duty to give your squad the tactical advantage through the proper selection of equipment. Consider the environment you'll be entering in the mission, the number of hostages and whether or not the suspects may be wearing body armor.

If you're going to be in close-quarters combat with a lot of hostages, you may want to consider taking some less-lethal weapons with you. You'll be able to take the suspects down, but you won't be much danger to the hostages in a furious fight.

Consider also which type of ammunition you should take along with you. Jacketed hollow-point rounds are effective against unarmored opponents behind little cover. If you're up against barricaded suspects wearing body armor, you're going to need the full-metal-jacket rounds. They can punch through body armor and even through doors.

Quite a few new weapons and equipment items have been introduced with *SWAT 4: The Stetchkov Syndicate*. Listed below are all of these new items along with their descriptions. Please keep in mind that, in addition to its new weapons and equipment, *SWAT 4: The Stetchkov Syndicate* also uses all of the weapons and equipment found in the original *SWAT 4*. So, if you are looking for information pertaining to a weapon seen within the game that is not listed below, chances are that the weapon you are looking for originated with *SWAT 4*. If this is the case, you should reference the *SWAT 4* manual.

5.7x28mm Submachine Gun

Designed by a leading European arms manufacturer, this "personal defense weapon" was originally intended for use by troops who did not use full-sized rifles and for whom pistols were ineffective against targets with modern body armor. Since its introduction, law enforcement and military personnel throughout Europe and the Middle East have adopted it. Its high reliability, large ammunition capacity and balance make it a desirable weapon.

Colt Accurized Rifle

The Colt Accurized Rifle occupies the mid ground between an assault rifle and a dedicated sniper rifle. The CAR combines accurate range firing with the large ammo capacity required for urban field use and includes mounting points for a variety of scopes. Firing a 5.56mm round from a 20 round magazine, the CAR is only capable of firing in semiautomatic mode. Its length can make it a difficult weapon to wield in close quarters.

5.56mm Light Machine Gun

This light support weapon is intended only for military operations; however, as with most weapons, some are available on the black market. The weapon is designed to be fired accurately from the hip or shoulder, though it is more commonly fired from a deployed bipod. It uses a box magazine holding 200 rounds of disintegrating-link ammunition.

40x46mm Grenade Launcher

The grenade launcher has become a standard piece of police equipment for use in unusual situations such as hostage rescue or riot control. Its ability to fire a wide range of direct and indirect less-lethal ammunitions has proved it to be extremely versatile.

Triple Baton Round

A new grenade round introduced via *SWAT 4: The Stetchkov Syndicate*, this is a 40mm grenade launcher round that ejects three interlocking batons constructed of polymerized rubber. Each baton weighs 20 grams and is capable of delivering a severe blunt-force trauma to its target.

CS Gas Grenade Round

Similar to the corresponding grenade type found in *SWAT 4*, this grenade launcher round emits Chlorobenzylidene malonitrile, or CS. CS is a chemical agent that causes tearing in the eyes and irritation of the mucus membranes. Commonly known as tear gas, this agent causes people to lose visual acuity and have difficulty breathing. While under the influence of tear gas, suspects are at a significant disadvantage when encountering officers.

Flashbang Round

The flashbang is another grenade type found in the original *SWAT 4*. This grenade round is a diversionary device that stuns and disorients people with an explosive report and a brilliant flash. People who are anywhere in the general vicinity are deafened by the blast, including your own squad-mates. However, targets wearing flash suppression goggles won't be affected.

Stinger Grenade Round

Also a grenade variant familiar to *SWAT 4*, the sting grenade round, or Stinger round, is filled with many small rubber balls. Upon detonation, these balls are ejected from the grenade, bombarding targets with blunt-force projectiles. The rubber balls will not penetrate the skin but can cause dizziness, disorientation and severe pain from the impact. While considered less-lethal, the sting grenade can cause severe injury if it detonates in very close proximity to someone.

Cobra Stun Gun

The Cobra Stun Gun is a dual-purpose less-lethal weapon. It fires small electrodes into the target and then sends a powerful electric charge down thin wires still connected to the hand unit. The electrical discharge causes involuntary contraction of the target's muscle tissue regardless of an individual's pain tolerance or mental focus. The effect is painful and demoralizing to even the most aggressive suspects. It has a longer range than its Taser forbearer and can fire darts in groups of four or two separate groups of two. It can also be used in "touch-stun" mode as a melee weapon. An onboard computer records information on shock intensity and duration, among other factors.

9mm Machine Pistol

This 9mm machine pistol is the scourge of law enforcement, considered useful only for drive-by shootings and armed hold-ups. Its high rate of fire and large ammunition capacity make it a favorite among criminals. Using anything other than full-metal-jacket rounds in this firearm greatly reduces its reliability.

Mark 19 .50 Semiautomatic Pistol

This semiautomatic pistol holds eight .50 Action Express rounds, providing the greatest stopping power of any handgun outside of a revolver. Favored by criminals for its considerable intimidation potential, it is often eschewed as a practical combat weapon due to its low ammunition capacity and excessive weight.

TACTICAL EQUIPMENT

Ammo Pouch

The Ammo Pouch (or Ammo Bandolier) is a pocketed belt utilized for holding additional ammunition for equipped primary weapons (excluding the pepper-ball gun). When using this item during a mission, it will be considered to be one of the five tactical items allowed when beginning the mission. *(Please note, this item will not provide the pepper-ball gun with extra ammunition.)*

Lightstick

A lightstick is a transparent plastic tube containing two partitioned chemical mixtures that will emit a glow when the partitions are broken and the two chemical mixtures combine. This item is generally used to mark areas that have already been cleared but can also be used as a means of marking interesting locations or simply as a navigation aid.

PLEASE NOTE
Even though the lightstick is listed under Tactical Equipment, you and your squad-mates will always have this item equipped at the beginning of each level, and it will not take up one of the tactical item slots.

PROTECTION EQUIPMENT
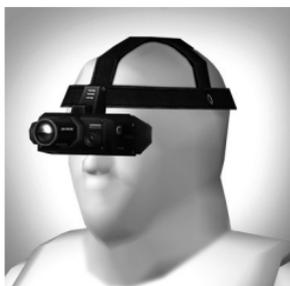
Night Vision Goggles

The Night Vision Goggles generally pick up any light in a given area and amplify that light several thousand times. The color green is chosen because the human eye is most sensitive to and able to discern the most shades in that color. In areas where a flashlight does not emit enough light or you do not want to be easily seen by the target, use the Night Vision Goggles to increase your advantage over your opponent.

No Armor (Option)

Select the No Armor option to go without armor, which allows for faster character movement and the ability to perform certain actions faster than usual (i.e. restraining, lock-picking, door wedging, etc.). However, this option includes the risk of becoming more vulnerable and less resilient to any damage received. This option is only available via competitive multiplayer modes.

NEW FEATURES

This new menu option is in place of the Training option in the original *SWAT 4* main menu. This option gives a run-down of some of the new features that you should know about before starting the new missions, and it is highly recommended that you take some time to visit this section of the main menu before proceeding to the game.

Please note that this new option does not stand as a substitute for the actual Training option found in *SWAT 4*. If you have never played *SWAT 4*, it is highly recommended that you load *SWAT 4* and take part in the training mission before attempting to play the full version of the game.

MULTIPLAYER

The multiplayer portion of *SWAT 4: The Stetchkov Syndicate* functions very much like the original *SWAT 4* multiplayer and contains all of the same game modes and features, plus several extras included with *SWAT 4: The Stetchkov Syndicate.*

Please keep in mind that all of the information within this section only pertains to *SWAT 4: The Stetchkov Syndicate*. If you have any questions pertaining to multiplayer and cannot find the answer to your question below, chances are that the information you're looking for is in the original *SWAT 4* manual.

New Multiplayer Mode

Smash & Grab
This is a team-based multiplayer game mode that divides the teams into the Suspects and the SWAT Officers (as in many other SWAT 4 gameplay modes).

The primary objective of the Suspects is to grab a suitcase that will spawn in a set location within the level and carry it to an exit point found at another location in the level within an allotted amount of time (specified before the match begins). While carrying the briefcase, the player will not be allowed to utilize primary weapons and will be forced to move no faster than the walk-speed.

The primary objective of the SWAT Officers is to prevent the Suspects from getting the suitcase to the exit point by either eliminating or arresting the Suspect carrying the briefcase. While it is possible to stop the Suspect with the briefcase by eliminating him or her, a bonus of having 30 seconds taken off the remaining time is awarded for each arrest that is made on the Suspect carrying the briefcase.

CO-OP Quick Mission Maker Lobby
This option is a multiplayer variant of the Quick Mission Maker found in *SWAT 4* and is accessed via the main menu of *SWAT 4: The Stetchkov Syndicate* (please see SWAT 4 manual if you are not familiar with Quick Mission Maker). This mode shares the same general functionality of the Quick Mission Maker with the added ability for all players joining the game to assist in setting up the level by making suggestions to the game host through chatting in the lobby.

New Multiplayer Features

SWAT 4: The Stetchkov Syndicate introduces quite a few new multiplayer features, which are described below. As mentioned at multiple points earlier, only features that have been added with *SWAT 4: The Stetchkov Syndicate* are detailed below, so if there are any questions pertaining to multiplayer features not listed here, please refer to the original *SWAT 4* manual.

New Server Options

With *SWAT 4: The Stetchkov Syndicate*, one of the more noticeable new items within the server options is the implementation of the Quick Start and Advanced tabs that have been introduced to the Host Game portion of the menu interface.

In the original *SWAT 4*, all of the server information was contained on a single screen under Host Game. Now, due to the numerous server options that have been added, some of the more intricate options have been shifted over to the Advanced tab, leaving the more basic options on the Quick Start tab.

In addition to all of the previous server options available with *SWAT 4, SWAT 4: The Stetchkov Syndicate* also includes the following server options:

Arrest Time Deduction

With this option selected, the server operator or host will have the ability to penalize players for getting arrested by forcing that unfortunate player to have to wait a specified amount of time before re-spawning into the game. The default amount of the time the player will have to wait is 5 extra seconds, but this value can be modified by the server operator or host.

Additional Respawn Time

This option allows the server operator to increase the amount of time it takes for the pending wave of players to respawn into the game.

CO-OP Leader

When selected, this server option will allow for only one Element Leader within a game at a time. The major distinction is that only one player will have access to the command menu at any given time, while the other players will only have the ability to chat or use the context menu chat messages.

Once the level begins, a player will be chosen at random to be the Leader, and an icon will appear next to his or her name on the score screen to indicate his or her position. This process occurs again after all of the objectives are completed and a new game is begun.

There are two ways Leadership can change during a game. If the Leader happens to die during gameplay, another Leader will be chosen at random to take the place of the fallen Leader and will gain the ability to issue commands. Or if the other squad members collectively do not like the Leader, they can vote to have the Leadership migrated to another player.

Allow Voting
This option will determine whether or not the newly implemented voting feature will be allowed in the game. (See below for more information on the Vote Menu.)

Enable Stat Tracking
This option will determine whether or not the host (or whoever is running the server) will force the clients joining the game to log into GameSpy before actually getting into the game.

Team-Specific Weapons
In the original *SWAT 4*, the multiplayer gameplay modes allowed the player to utilize any of the weapons regardless of whether he or she was playing as a Suspect or as a SWAT Officer. Considering that it would be odd to have a SWAT officer carrying an AK-47 in the "real world", this option has been introduced so that the weapons are properly associated with the side you choose.

10-Player Co-op
The *SWAT 4* Cooperative Play mode allowed for up to 5 players to participate within a single game. Now with *SWAT 4: The Stetchkov Syndicate*, the max number of players that can participate within a single co-op game has increased to 10 players, allowing two separate teams of 5 or a full team of 10 to take on a mission beginning from two separate entry points.

The Vote Menu
During multiplayer gameplay, any of the players will be able to initiate a vote for any of the following multiplayer-related items:

- Select a Leader
- Change Map
- Change Mode
- Kick & Ban Players

Any player can begin a referendum on any of the above items at any given time to begin the voting process. After having begun a referendum, the user will not have the ability to begin another referendum until a full 60 seconds have passed.

Voice Over IP
This new feature will allow all players with headsets to vocally communicate with the other players in the game. This feature can be activated at any time via the VOIP hotkey or disabled via the Audio Settings of the game.

Skin Chooser
This new feature will allow players to select customized (downloaded) skin sets for the character models as they appear in multiplayer gameplay. *SWAT 4: The Stetchkov Syndicate* will come pre-loaded with a few skins, but additional community-generated skins can be added by placing the skin files (file name extension *.skn) into the following directory:

    \SWAT 4\ContentExpansion\CustomSkins

Additionally, this feature can be disabled at any time (if you chose to only see the default skins) via a setting found within the Game Controls portion of the Settings options.

New Browser Filters

In addition to the server filters offered in *SWAT 4,* which allow the player to control how the active multiplayer games are displayed on-screen, *SWAT 4: The Stetchkov Syndicate* will introduce two more options for filtering multiplayer servers.

Map Name
This filter gives the user the ability/option to filter for specified levels, in the event that the player may be looking to play a particular level.

Hide Empty Servers
This filter gives the user the ability to filter out all of the servers that have no players.

GameSpy Login

SWAT 4: The Stetchkov Syndicate allows the player to set up a GameSpy account and keep that account information stored on his or her PC so that he or she will not have to reenter information each time a GameSpy server is joined.

This option can be found in the "Join Game" portion of the menu interface. Please keep in mind that the option will only be available when viewing "Internet" servers and that when viewing (or pinging) LAN servers, this option will become unavailable.

SETTINGS

The majority of the modifiable settings found in *SWAT 4: The Stetchkov Syndicate* are the same as the settings found in *SWAT 4.* The new settings that can only be found with the expansion are described below. If you have questions pertaining to any of the other features, please reference the manual that came with the original *SWAT 4.*

Audio Settings
One new feature has been added to the Audio Settings portion of *SWAT 4* settings.

Use VoIP Chat
This is a checkbox option that either enables or disables the ability to communicate with headsets during multiplayer games. (See above for description of the new Voice Over IP feature.)

Game Controls

One new feature has been added to the Game Controls portion of *SWAT 4* settings.

Show Custom Skins
This is a checkbox option present under the Game Controls tab that allows or prevents you from seeing custom skins that are used by other players within any multiplayer game. (See above for description of Custom Skins and the new Skin Chooser feature.

Video Settings

One new feature has been added to the Video Settings portion of *SWAT 4* settings.

VSync
This is a new option found in the Video Settings tab that was implemented with *SWAT 4: The Stetchkov Syndicate.* When active, this feature enables VSync wait in graphics drivers and prevents VSync tearing at the expense of potential performance loss.

GAME CONTROLS

The controls for *SWAT 4: The Stetchkov Syndicate* are typically the same as the controls for *SWAT 4*, so if you have played the original *SWAT 4* you should be all set. If you haven't, please refer to the original *SWAT 4* manual to view all of the default control configurations.

PLAYING THE GAME *(ADDITIONAL FUNCTIONALITY)*

Hold/Initiate Commands
The Hold/Initiate Commands are single-player commands that will give the player the ability to stack and simultaneously execute orders with both the Red and Blue teams of the SWAT element.
(Please note the "New Features" option via the Main Menu of the game for a more descriptive look at how this feature functions.)

The Quick Melee Attack
The Quick Melee Attack is an attack that allows the player to strike an enemy from a short range with whatever weapon is currently equipped. This attack functions as a "less-lethal" attack that does not need to be equipped and is available for use in both Single-Player and Multiplayer game modes.

New Objective Types
In addition to the mission objective types that appear in *SWAT 4,* the following two mission objectives will be introduced with *SWAT 4: The Stetchkov Syndicate*:

Prevent Suspects from Escaping
There is one mission within the expansion in which suspects will try to escape via exit points located within the level. If the player does not keep the suspects from escaping, he or she will suffer a score penalty once the mission is completed.

Prevent Destruction of Evidence
There will also be a mission where narcotics are involved, and the suspects of the mission will attempt to "destroy the evidence" before you are able to confiscate it from them. Be sure to get to them before they are able to dispose of it, because otherwise you will suffer a score penalty upon the completion of the level.

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***SWAT Officer Steve
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Scott Bullock

***SWAT Officer Tony
"Subway" Girard***
Nolan North

***SWAT Commander
Sonny Bonds***
David Pizzuto

***Dispatch, 911 Operater,
Female Hostage 2***
Kari Walgren

Kiril Stetchkov
George Tasudis

***TOC, Oscar Bogard,
Band Member***
Sean Donnellan

Todor Stetchkov
Adam Gregor

Male Bulgarian 1
Marco Kahn

***Male Bulgarian 2, Sierra
High-Ground***
Nick Guest

Male Hostage 1
Michael Mac Millon
***Female Hostage 1, Rita
Winston, Female 911 Caller***
Jenna Lamia

***Male Suspect 1,
Andrew Norman***
Ron Yuan

Male Suspect 2
Adam Arian

Hispanic Drug Dealer
Cisco Reyes

***Old Man Hostage,
Lionel MacArthur***
Victor Rader-Wexler

***Male Hostage 2, Drug
Worker, Post-Office Guard***
Nick Jameson

Javier Arias
Cheming Martinez-Carroll

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Ken Thatcher

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