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SNIPER ELITE 4

ITALIA

INSTRUCTION MANUAL

VOLUME IV

Rebellion Stationery Office

By Command of the Army Council

Rebellion Headquarters,
25th January, 1943.

⚠ 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 light-headedness, 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 further from the screen; use a smaller screen; play in a well-lit room; and 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.

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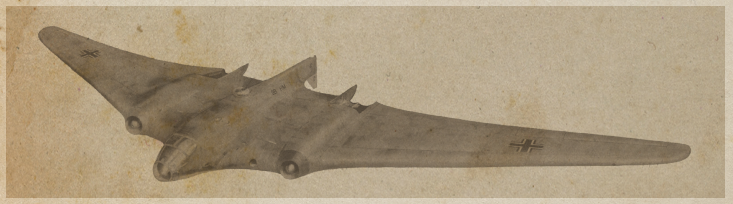


INTRODUCTION

1943. The Allies kicked the Germans out of North Africa but much of Europe remains under Nazi tyranny. Churchill has convinced the Americans that Italy offers the best means of attacking 'the soft underbelly of the crocodile'. But Italy is the testing ground for Hitler's latest 'wonder weapon', one that could ultimately make the Nazis unstoppable. The Allies need you, Karl Fairburne, to clear the way for the forthcoming Allied invasion and ignite the flames of the Italian resistance.

CONTROLS

Shoot / Tag (Binos)	MOUSE 1
Scope (Rifle) / ADS (non-Rifle)	MOUSE 2
ADS	LEFT CTRL
Camera Swap	MOUSE 3
Radial Wheel	Q
Use Item	F
Swap Item Function	X
Binos	B
Zoom In / Zoom Out	SCROLL WHEEL
Adjust Scope Down / Adjust Scope Up	Q / E
Move	W / A / S / D
Sprint	LEFT SHIFT
Walk	LEFT ALT
Traversal / Empty Lung	SPACE
Crouch (Toggle) / Prone (Hold)	C
Reload	R
Melee Takedown	E
Map	M
Chat / Team Chat	Y / U
Quick Save / Quick Load	F5 / F9
Rifle	1
Secondary Weapon	2
Pistol	3
Stick Grenade	4
Bandage	5
Medikit	6
Rock / Whistle	7
S-Mine	8
Teller Mine	9
Land Mine	0
TNT	-
Flare Gun	=

MAIN MENU

SINGLE PLAYER

The home of the story campaign. When playing on your own, select New Campaign to start from the beginning or Continue Campaign to carry on from your last checkpoint. Alternatively, choose Load game to resume a saved game or Select Mission to return to a previously completed mission. Any additional campaign levels you purchase from the Steam Store can be found in the Select Mission screen. Choose Solo Survival to square off against increasingly tough waves of Axis Soldiers.

MULTIPLAYER

For some real competition, take on the world alone or as part of a team. Choose Find Match or Search Game to select a mode of your choice or host a game to set-up fights just the way you like it.

COOPERATIVE

Play through the story with a friend online or select a specific mission. Use the complementary skills of a Sniper and an Operative in Overwatch or team up online with up to three other Snipers in Survival to face the wrath of the Axis troops.

PLAYER LOADOUT

Customize and save up to 4 loadout presets with different weapons, items and character skills. As you play and earn XP, you'll also gain Sharpshooter Tokens that can be used to unlock new items and weapons. Every weapon has different strengths and weaknesses:

Damage - *Damage done by each non-critical shot.*
Muzzle Velocity - *The velocity of bullets fired. Higher velocities will be less affected by gravity and wind.*
Recoil Dampening - *The recoil following each shot.*
Stability - *The amount of sway while looking through the scope.*
Max Zoom - *The maximum zoom level of the attached scope.*
Rate of Fire - *Higher rate of fire means more rounds fired over the same time period.*

SKILL TREE

Every fifth rank (up to Rank 30) you gain will allow you to choose a skill to upgrade. You can reconfigure your skills between missions in the Skill Tree page.

SHOOTING RANGE

Head here to hone your shooting skills or try out all the DLC weapons free of charge.

LEADERBOARDS

Compare your performance in the game with friends and players around the world.

SERVICE RECORD

Review your progression in the game; check statistics, view collected items and read any documents found, and inspect ribbons and medals earned.

OPTIONS

Game - *Toggle display of subtitles & tutorials and modify the frequency of bulletcams.*

Display - *Change the graphics options, brightness and adjust the horizontal and vertical margins to suit your display.*

Audio - *Adjust the balance for Music, Speech and SFX volumes.*

Controls - *Set the control bindings, set controller sensitivity and review the controller layout.*

TUTORIAL

Hints and tips on controls, items and everything about Sniper Elite 4 can be found here.

DLC

Visit the Steam Store to purchase new levels and content packs for Sniper Elite 4.

DIFFICULTY

CADET

This is a good starting point for players unfamiliar with stealth and sniping. Enjoy the game with the lightest possible challenge. Enemies will pose the least threat and no bullet ballistics will be applied to your sniper shots. All tactical assistance features (Tagging, Awareness indicators, Triangulation feedback, etc.) are active.

MARKSMAN

You'll have to contend with a formidable enemy force and gravity will affect your bullets. All tactical assistance features are active.

SNIPER ELITE

This is what you've been working towards. Test your skills against enemies with greater accuracy than before. Rifle bullet trajectory will be affected by wind for distant targets. Fewer tactical assistance features will be available.

AUTHENTIC

Only sniping purists and masochists need apply. This is the ultimate Sniper Elite 4 challenge. No tactical assistance features will be available. Keep your wits about you - only the best will survive.

CUSTOM

Set up the game to be as challenging as you want (some achievements will not be accessible with certain set ups).

INTERFACE

HUD

1. Weapon: *The currently equipped gun.*

2. Ammunition Type: *Indicates whether your weapon currently has standard or suppressed bullets loaded.*

3. Ammunition: *The amount of ammo in the clip and total bullets remaining for the equipped weapon.*

4. Inventory Item: *The current inventory item and amount available. Hold* Q *to select from available items in the Radial Menu and use an equipped item with* F.

5. Health Bar: *Your current health.*

6. Mini-Map: *A short-range indicator of nearby enemies and points of interest. The central circle expands and contracts to indicate the range at which enemies can see you. The colour of the map edge and the enemy icons represent the alerts status of the enemy. Red means they're in combat, yellow that they are cautious (searching or hiding from you) and white is passive.*

7. Heart Rate: *Your heart rate.*

8. Objective Text: *Your current objective.*

9. Objective Marker: *Tap* M *to view the map where you can mark an objective for tracking.*

SCOPE HUD

1. Heart Rate: *Your heart rate. At higher heart rates, your scope will be less steady. The lower your heart rate, the more you'll be able to steady your scope and use Empty Lung.*

2. Stance: *Indicates whether you are standing, crouched or prone while in scope view.*

3. Wind: *This indicates the direction and strength of the wind. Only shown on Sniper Elite & Authentic difficulties.*

4. Aim Assistance Reticle: *If you empty your lungs when your heart rate is low enough, this will appear to show where the bullet will land after taking gravity and/or wind into account.*

5. Bullets: *The number of bullets in your current clip.*

6. Range Adjustment: *Increase to compensate for bullet drop at longer ranges. Not used on Cadet difficulty*

7. Zoom Level: *Indicates the current level of scope zoom*

GAMEPLAY

Sniper Elite 4 takes place in a variety of fictional locations in Italy. It features realistic bullet ballistics, sniper tactics and intelligent enemy forces. Use this information to help you achieve success:

TRIANGULATION

If they can't see you, your enemies will determine your position based on hearing your gunfire. On first hearing your shots, enemies will take cover. On hearing subsequent shots, they will investigate a presumed location (shown by a small triangle on the mini-map, and a ghosted version of Karl) and eventually attack when they feel confident about your location. We call this Triangulation. If you relocate before they launch an attack, and move far enough away from where they think you are, this will reduce the chances of being detected. Shooting at this time will confuse them and force them to re-evaluate your possible location. Keep doing this to take down entire squads without them ever finding you. Remember: The further away you are from an enemy when firing your weapon, the less chance they have of pinpointing your location.

SOUND-MASKING

Look out for noises in the world that are loud enough to hide your shots. Any shots fired while in close proximity to the sources of these sounds will go unnoticed by the enemy and allow you to kill undetected without relocating.

EMPTY LUNG

When your heart rate is low (check the on-screen gauge), pressing SPACE while looking through the scope will temporarily empty your lungs and steady your aim. During this time, an aim assistance reticle will be visible to indicate where the bullet will hit after taking gravity and wind into account.

Note: The aim assistance reticle will not appear on Authentic difficulty.

BULLET DROP AND RANGE ADJUSTMENT

Cadet = ✗, Marksman = ✓, Sniper Elite = ✓, Authentic = ✓

Shots fired at targets over greater distances will be affected by gravity. Compensate for this by aiming the centre of your scope above the target. You'll need to aim higher above them the further away they are. When in scope view you can also adjust the range to which the scope is 'zeroed'. To do this, locate and tag the enemy with you binoculars to reveal how far away they are. In scope view, adjust the scope range using Q and E to be as close as possible to the target distance. You can only adjust range in this way to the nearest 100m, so compensate for the remaining distance by aiming higher (if they are further away) or lower (if they are closer).

BOOBY TRAPS

You can booby trap an enemy's dead body, which will kill any other enemy who inspects his fallen comrade. To booby trap a body, equip an explosive trap via the Radial Menu and interact with a body using F.

DEFUSING TRAPS

To defuse a trap, carefully approach it and press R.

HEART RATE

As a sniper, you are skilled in applying techniques to make difficult shots a little easier. A low heart rate is key to these techniques and to ensure that your rifle is as steady as possible before firing. It will rise with rapid activity, such as running or climbing or if you're hit by enemy gunfire. Conversely, it will drop if you lower your stance and fall quicker if you are stationary.

TAGGING AND TARGET FOCUS

While looking through your binoculars, you can tag enemy soldiers and vehicles to track their movement even when they are hidden by the environment. Tag an enemy by moving the centre of the binoculars over them and pressing MOUSE 1. To remove a tag from an enemy, press MOUSE 1 again while looking at them through the binoculars. Looking at tagged enemies with your binoculars will reveal information about their equipped weapon, items carried, alert state and distance. This is called Target Focus, and allows you to know more information about the target.

VEHICULAR DESTRUCTION

Use traps and your sniper rifle to destroy enemy vehicles. Land mines are perfect for immobilizing fast-moving threats as is TNT. Look out for key targets such as fuel tanks, engines and crew. Weak spots will be highlighted on tagged vehicles when using Binoculars.

SUPPRESSED AMMUNITION

You may find suppressed ammo in places around the world. If your weapon can use this type of ammo, load it up via the Radial Menu Q, select the weapon, and then use MOUSE 1 to toggle between ammo types. When equipping suppressed ammo, Karl will automatically fit a suppressor to the barrel of the gun, making the shot sound much quieter. Enemies will take much longer to locate you when using suppressed ammo, but it's in short supply, so use it carefully.

Note: some weapons, such as the Welrod are permanently suppressed and consume only regular ammunition.

FOCUS TIME

If your heart rate is low enough when you enter Empty Lung, time will appear to slow down. Use this edge to wreak havoc on your enemies.

REMOTE DESTRUCTION

Shoot explosive objects in the environment to trigger explosions from a distance. You can also place and shoot dynamite and mines or look for grenades on enemy belts. Use your binoculars to identify parts of the environment that will collapse onto your enemies when shot.

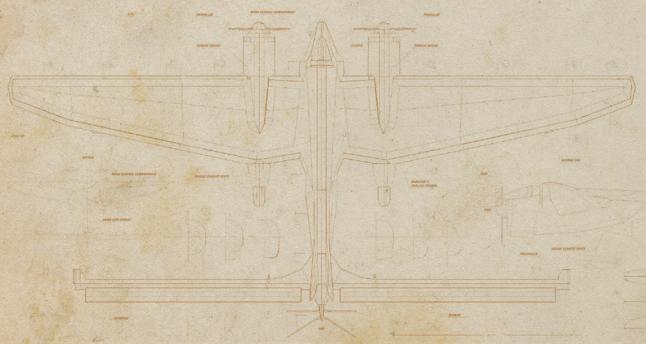
DISTRACTION

Whistle or throw rocks to distract nearby enemy patrols and pull them out of sight of their comrades.

WIND

Cadet = ✗, Marksman = ✗, Sniper Elite = ✓, Authentic = ✓

Sniper bullets are also affected by wind. Pay attention to its direction and strength through cues in the environment or by watching the indicator at the top of the scope. Take this into account before firing.



CO-OP

CAMPAIGN (2-PLAYERS)

Play through the story campaign with a friend or players online.

OVERWATCH (2-PLAYERS)

Combine separate sets of skills in these co-op missions. One of you will play as a Sniper and the other as an Operative. The former only has a Sniper Rifle and has to cover the Operative from a distance. The Operative has an SMG and binoculars, with which he can tag enemies for the Sniper to kill.

SURVIVAL (2-4 PLAYERS)

Waves of enemies are storming your position. Defend command posts for extra score bonuses and supply rewards. Eliminate all the waves and stay alive to get the highest possible score.

COMPETITIVE MULTIPLAYER

DEATHMATCH

A free-for-all competition - it's you against everyone else. Kill anything that breathes. The player with the most kills wins.

TEAM DEATHMATCH

Work as part of a team to annihilate the enemy. Kill as many as you can. Team with the most kills wins.

DISTANCE KING

A free-for-all mode where the only thing that counts is the distance of your kills. The player with the highest total kill distance wins.

TEAM DISTANCE KING

Team up and kill your enemies from as far away as possible. The team with the highest total kill distance wins.

NO CROSS

Team Deathmatch with a twist - both teams are separated with no risk of a close-quarter surprise. Team with the most kills wins.

CONTROL

Two teams race to take control of the radio. Hold it until the signal is sent to capture and earn a point. Beware enemy players moving in to steal control. The team with the most captures wins.

HELP

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Email: se4.support@rebellion.co.uk

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