
THE SABOTEUR
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PANDEMIC
EA

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Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game

INSTALLING THE GAME

NOTE: For system requirements, see the readme file.

TO INSTALL (DISC USERS):

Insert the disc into your disc drive and follow the on-screen instructions.

If the Autorun menu does not automatically appear, launch the installer manually in Windows XP, Windows Vista™, or Windows® 7 by opening **Start > Run**, typing **D:\AutoRun.exe** in the text box, then clicking OK (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').

Once the game has installed you can launch it from the game's AutoRun menu or by locating the game through the **START** menu.

TO INSTALL (EA STORE USERS):

NOTE: If you'd like more information about purchasing direct downloads from EA, visit www.eastore.ea.com and click MORE ABOUT DIRECT DOWNLOADS.

Once the game has been downloaded by EA Download Manager, click the install icon that appears and follow the on-screen instructions.

NOTE: If you've already purchased a title and would like to install it on another PC, first download and install the EA Download Manager on the other PC, then launch the application and log in with your EA account. Select the appropriate title from the list that appears and click the start button to download the game.

TO INSTALL (THIRD PARTY ONLINE USERS):

Please contact the digital retailer through whom you purchased this game for instructions on how to install the game or how to download and reinstall another copy

STARTING THE GAME

TO START THE GAME:

Games on Windows Vista or Windows 7 are located in the **Start > Games** menu and on earlier versions of Windows in the **Start > Programs** (or **All Programs**) menu. (EA Store users must have the EA Download Manager running.)

NOTE: In Windows Vista Classic Start menu style, games are located in the **Start > Programs > Games > Games Explorer** menu.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

COMPLETE CONTROLS

GENERAL GAMEPLAY	
Move	**W**, **A**, **S**, **D**
Sprint	Left **SHIFT** (hold)
Camera control	Mouse
Show objective	**~**
Draw weapon/Shoot	Left-click
Aim weapon	Right-click (hold)
Inventory	**1**, **2**, **3**, **4**
Toggle zoom on rifle	Left **SHIFT**
Throw grenade	**Q**
Enter Sneak mode	Left **CONTROL** (hold)
Jump	**SPACEBAR**
Drop	**C**
Action	**E**
Weapon bash	**F**
Stow weapon	**C** or scroll mouse wheel down
Wear disguise	**F1**
Remove disguise	**F2**
Resistance Strike	**F3**
Gateway Strike	**F4**
Reload	**R**
Walk	Left **ALT** (hold)
Pause	**ESC**
Quick save	**F5**
Quick load	**F6**
Stealth kill	**Z**
Grab cover	Left **CONTROL**
Cancel sabotage	**X**

NOTE: When standing still, press and hold left **SHIFT** to light a cigarette and have a quick break.

BRAWLING	
Quick punch	Left-click
Strong punch	F
Kick	V
Grab	Right-click

IN VEHICLES	
Turn	A, D
Camera control	Mouse
Accelerate	W
Brake/Reverse	S
Enter/Exit vehicle	E
Hand brake	SPACEBAR
Nitrous	Left SHIFT
Plant bomb	Q (hold)
Horn	Left CONTROL
Vehicle weapon 1	Left-click
Vehicle weapon 2	Right-click
Rearview mirror	Left ALT
Toggle camera distance	X

MAIN MENU

CONTINUE GAME Jump back into the quest for vengeance here. This option only appears after your first saved game.

NEW GAME The journey of *The Saboteur* begins here.

LOAD GAME Back for more, eh? If you'd rather start at a different point than your most recent save, you can find them all under this option.

OPTIONS If you'd prefer to change the way the game plays, looks, sounds, or controls before jumping in, you can do it here.

PLAYING THE GAME

GAME SCREEN



1. Tips/Tutorials
2. Current objective
3. Current weapon
4. Mini-map
5. Suspicion meter
6. Visibility indicator
7. Suspicion indicator
8. Inventory

NOTE: Sean's health is displayed as a blood effect that fills the entire screen. To heal, Sean must simply take cover and wait a few moments for the screen to clear.

NOTE: Directional pad icon displayed only when using Xbox360 Controller™ for Windows®.

SAVING AND LOADING

The Saboteur automatically saves your progress when you complete a mission. Though you're free to save and load files at any time from the Pause menu, you always start at the beginning of your last completed mission. Keep this in mind when saving and loading games.



WELCOME TO THE RESISTANCE

1940s Paris—a hotbed of looming militaristic force from the growing numbers of German soldiers pouring into France. In the midst of an occupational force that brazenly—and publically—executes those who would defy them, an Irish expatriate named Sean Devlin plots the downfall, not of a country or an army, but of one man.

A life of daredevil racing, gorgeous women, and a good, stiff drink seems tantalizingly close until Devlin watches his entire world disappear with a single murderous act. Driven by a solitary mission for vengeance, Sean is quickly pulled into a far greater struggle that sees his goals and those of Paris become one and the same. Reluctantly convinced to apply deadly force alongside the French Resistance and British SOE, Sean finally has a way to send his nemesis to the unholy afterlife… and if a few hundred goose steppers are killed along the way, Sean can live with that.

MISSIONS

A Saboteur's work is never done. In order to seek revenge and ultimately inspire the people of France to fight back against the occupation, Sean must take on some dirty jobs. These range from guns-blazing infiltration of German strongholds to highly explosive acts of sabotage. Every mission aids in slowly restoring life to a world driven to dark extremes. Missions appear as objective markers—yellow pins on your mini-map. Simply approach and speak to the mission contact by pressing **E** to begin your latest task.

THE WILL TO FIGHT

When first starting *The Saboteur*, you'll notice a striking byproduct of the fascist presence: the German-army occupation has stripped the world of its life and color. As Sean seeks his revenge and ultimately undermines the occupation, the good people of France become stronger, and color gradually returns to the world. Better still, the French Resistance begins to fight back with Sean and provides some much-needed support in the streets.

FIGHTING

MELEE

Occupied France in the 1940s is a dangerous place, and should he need to, Sean Devlin is well-prepared to dole out a beating of his own. Enemies can be grabbed by right-clicking, and then pummeled with standard melee controls. Enemies can also be punched with either quick or strong punches given or a hearty kick.

GRAPPLING

Sure, punching and kicking a fella can feel mighty satisfying, but if you grab 'em by the collar, a whole new world of opportunities opens up. Just grab 'em and press **W**, **S**, **A**, **D** for a nice, friendly toss or soften them up first with a few quick slugs to the kisser. Not all enemies can be grappled, though; heavily armored soldiers shrug off attempts to grab them, leaving you open to retaliation.

WEAPONS

Fists are always a good way to help a German meet his maker, but bullets get the job done that much faster. Just remember, gunplay comes at the cost of unwanted attention—so only open fire on troops in the middle of a busy intersection once you're prepared for a good fight. Everything from pistols to rocket launchers is at your disposal, but you must either relieve enemies of them by force or pick them up on the black market. Don't forget that pulling up iron sights improves aim, but it also slows movement. Move near low objects or walls to take cover behind them. When near a wall, press left **CONTROL** to snap into cover. While using a scoped weapon with multiple magnification settings, pressing left **SHIFT** toggles between zoom levels.

RESISTANCE STRIKES

Fighting alone takes a mighty set of bollocks, but sometimes it makes more sense to bring along a few friends. Once you've opened up the option to call in resistance strikes, you'll be able to summon some French Resistance fighters by pressing **F3**, or a getaway car by pressing **F4**. The targeting reticle turns from red to green when you're in the clear. Wait a few seconds and you'll have a handful of eager Resistance fighters or a high-powered hot rod ready to go.

DISGUISES

When looking for the quiet way into a fortified German base, knocking out an enemy soldier and stealing his uniform gets the job done. Wearing a disguise isn't for the sloppy, though; bullet holes on your new formal wear make it quite obvious you took it off some poor fella by way of a few chunks of lead, so dispose of someone cleanly—either with a stealth kill or hand-to-hand combat—before you start making off with their uniform.

SUSPICION

Disguises aren't perfect, and Sean's whiskey aftershave doesn't help either. Make sure you don't get too close to enemies or they'll see through your disguise. Likewise, sprinting around like a tourist is going to draw plenty of attention. While in disguise, it's best to act as inconspicuous as possible, which means walking slowly and avoiding close contact with enemies (press and hold left **ALT** to force Sean to walk). You'll be able to see the radius of your activities on the mini-map; running, attacking, and even climbing are all something a good soldier wouldn't do, so don't. Not unless you want half the German army on your arse.

RACING

Years of experience working with race cars has left Sean with not only a knack for the ins and outs of nearly any vehicle, but also the skills to go against the most seasoned of racing vets when needed. Use standard driving controls to accelerate, brake, and turn left or right, keeping your finger poised over **SPACEBAR** for a quick handbrake slide.

CLIMBING

Enemy-occupied France is more than an open world with vehicles, it's about verticality too. Every building with a nearby handhold can be scaled by pressing toward it and tapping **SPACEBAR**. Sean automatically grabs the object in reach above him and leaps left and right as needed to reach closer footholds. If you'd like to move left and right to another handhold, simply hold that direction and press **SPACEBAR**. A glowing line indicates the ledge you're about to jump to next.

EXPLORATION

There's a whole lot of hell to raise in *The Saboteur*, and not all of it involves blowing stuff up. Learning the layout of each Parisian neighborhood or the outlying towns can help finish Sean's missions. There are also more than a few hidden extra objectives that can earn you bonus funds tucked into the various alleyways, rooftops, and buildings in France:

Sweet Jumps What's the point in making a car wail like a banshee when tearing around a corner if you can't also give it some wings? Sweet Jumps are met with a nice, satisfying cut to a cinematic camera angle—not to mention some more long-lasting rewards.

Vantage Points Getting the lay o' the land isn't just a great way to see Paris in all her glory, it's a strategic way to assess upcoming targets. Climbing to the top of important landmarks nets you some extra goods.

Hiding Spots Taking time to seek out backdoor shacks, hatches, or other clever diversions makes for an easier time when evading soldiers. Keep an eye out for green dots on the mini-map—these Hiding Spots drop Alarm Levels instantly, making for quicker escapes.

ALERTS

Drawing attention to yourself is a bad thing in German-occupied France, so avoid acts that would cause suspicion. Attacking a German soldier out in the open? Yep, bad idea. Moving into restricted areas walled off by barbed wire on your mini-map? Even worse.

Once an alarm goes off, the more attention you draw, the higher the alert. Lowering the Alarm Level is as basic as getting outside the red circle on your mini-map without being seen or finding a pre-existing Hiding Spot. But be careful; a higher Alarm Level means more squads of dirty jackboots hunting you down, and shaking them only gets tougher.

When returning to the original location where you raised a ruckus (anything from gunfire to explosions creates a yellow circle called a Suspicion Zone), be forewarned that tensions are high and suspicious eyes are everywhere. Being seen in these Suspicion Zones raises an alarm all over again—and this time much more quickly.

THE BLACK MARKET

With a bunch of jackboots sticking their rifle butts and shotgun barrels in the faces of nearly every man, woman, and child in France, getting one's hands on everything from common medicines to less-than-legal items has fallen to a rag tag network of black market contacts. They'll sell you nearly everything a hell-bent Irishman could need to kick a little arse, but they won't take an IOU.

Contraband is the new currency of the French Resistance, and the only way to get it in large amounts outside of missions is to bring down enemy emplacements like sniper towers, searchlights, and radar stations with some high explosives. Finding and smashing open contraband crates bearing the blue-tinged mark of the Resistance works too.

WEAPONS DEALERS

A man is only as effective as his armory, and if you want the big guns, rockets, grenades, and other things that go boom in the night, then you have to pay. Fortunately, it's not just shiny new French and German guns; even ones from abroad can be had for a price. You can pick up ammo for your existing weapons, upgrade the clip capacity and even empower the rest of the Resistance by giving them better guns. The black markets even stock maps of the area that can make finding previously hidden extras like Hiding Spots and Sweet Jumps much easier.

GARAGES

Like weapons shops, garages allow you to purchase new cars and upgrade existing ones, but they have the added benefit of allowing you to stash your favorite rides for use later. Simply drive any vehicle back to your garage to stow it for retrieval or upgrades later—there's even a little extra scratch in it for you if you can round up all the different cars in the area.

THE PAUSE MENU

Pressing **ESC** while out and about in the world halts the action and brings up the in-game menu, allowing you to delve deeper into conversations, locations, and information offered during the normal game. You can also save and load games and change options as you see fit.

MAP

Your default map view shows points of interest, including your current location, any outstanding objectives, hostile targets, Hiding Spots, and any headquarters, shops, garages, and fightback zones. Press **ENTER** to bring up the Full Map, which gives you a full-screen view. To scroll around outside your current surroundings, just click and drag the mouse or use the arrow keys. Zoom in or out by pressing **+/-**.

Toggle Legend The Legend at the top of the screen can be turned on and off by pressing **ENTER**, giving you a clearer view of the whole city.

Back Return to the Pause menu by pressing **BACKSPACE** or clicking BACK.

Toggle Marker Markers allow you to place a dot on your mini-map for reference later. Center the view on a point of interest and press **M**. Once you're in a vehicle, a route is drawn from your current location to the marker.

Toggle Freeplay Interested in some extra missions? Click to turn markers for bonus objectives on or off, allowing you to either dig deeper or get on with the arse kickin'.

PERKS

Perks give you specific advantages and boost to your base statistics by performing a specific action a set number of times (for instance, something as simple as knocking out a couple of over-zealous enemy soldiers or as complex as collecting every vehicle in the game). Individual Perks and their advantage are listed below the requirements for earning that Perk, and they unlock in order; no getting a Level III Perk before tackling the requirements for I and II first—not unless you've got a whole lot of contraband burning a hole in your pocket (a one-time offer, so better spend that contraband wisely).

Brawling Your ability to dish out punishment in hand-to-hand combat.

Hardware The tools of the trade. Everything from what weapons are found in shops to how well you can use them.

Sniping Effective use of a long-range weapon depends on this Perk, which increases steadiness and accuracy.

Explosives Explosives Perks add to your ability to lob more, buy more and survive more.

Demolitions Demolition skills equal more oomph with planted charges.

Sabotage The best enemy emplacement is a busted one. Your ability to blow things up stems from this Perk.

Mayhem Violence! Sweet violence! Stirring up trouble only works if you can deal with crowds, and Mayhem is the Perk to do it.

Racing The more wins you can notch on the track, the better the ride waiting for you in your garage.

Mechanics Knowledge is power, and you'll learn plenty about vehicles by "borrowing" them from their former owner and taking 'em back to base.

Evasion Slipping into the night undetected is paramount when fighting the enemy from the eaves. Your Evasion Perks make this easier.

STATS

Head here to view a detailed, constantly tracked list of your various accomplishments. Want to know how many AA guns you've destroyed in Paris? What about fuel stations? How many Sweet Jumps you've performed? All are ticked off right here as you do them. The Stats screen is also a valuable source of information on items you've collected and less mission-critical details like how far you've swam or run on foot.

Progress The quest for revenge won't be a swift one. Check here to see how much of the story you've completed and what targets have been liberated.

Stats Sometimes you just need to know how far you've run or how good your accuracy is. All that and much more is stored here.

Collection Seeking out hidden gems in *The Saboteur* might take a while, but you can always check on your progress here.

JOURNAL

Even the most diligent and eagle-eyed players get distracted from time to time and need a bit of a refresher. If you've missed any part of a conversation, flipped past a tutorial prompt too quickly or just want to catch up on what you were last doing after a break, you can visit the Journal to re-read messages, view tutorials, re-read conversations, and brush up on terminology in the glossary.

Glossary Keeping all the terminology and major points of interest straight can be tough, but your friendly glossary organizes all of it for future reference.

Tutorials Missed a helpful message on how to do something? Don't worry, it's been tucked away right here.

Messages Communiqués are vital to the resistance, and incoming messages are stocked under this menu.

Dialog Important conversations often hold key bits of info pertaining to missions and the overall story. If you happened to miss anything, you can review past dialog here.

EXTRAS

The Extras menu is the fastest way to take a look at any downloadable content found in the game or to view the credits sequence and meet the folks who worked tirelessly to bring you *The Saboteur*.

SETTINGS

GAMEPLAY

Difficulty Choose between CASUAL, NORMAL, HARD, and FECKIN' HARD.

Subtitles On-screen subtitles can be toggled between On, Off, Game Only, and Cinematics Only.

Tutorials If you've already played through the game or would rather learn yourself, you can turn tutorial messages on or off.

Vibration Rumble can be turned on or off here.

Nudity Nudity can be turned on or off here.

AUDIO

Music Click to the left or right of the meter to increase or decrease volume levels one step at a time.

Effects Click to the left or right of the meter to increase or decrease volume levels one step at a time.

Voice Click to the left or right of the meter to increase or decrease volume levels one step at a time.

VIDEO

Change Gamma Drag the slider left or right until the symbol is barely visible.

CONTROLS

X Sensitivity Click to the left or right of the meter to increase or decrease horizontal sensitivity one step at a time.

Y Sensitivity Click to the left or right of the meter to increase or decrease vertical sensitivity one step at a time.

Sniper Scope Sensitivity Click to the left or right of the meter to increase or decrease sensitivity while zoomed in with a scope one step at a time.

Camera Up and down movement can be set to NORMAL or INVERTED.

Controls All controls can be remapped here.

LOAD GAME

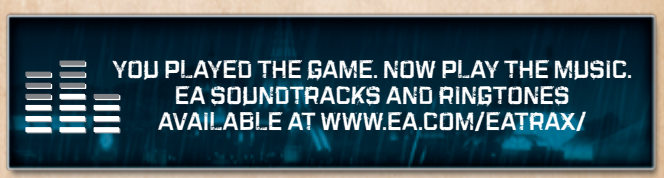
Choose from a selection of saved and auto-saved games. Select the appropriate saved game then choose ACCEPT.

SAVE GAME

Choose the appropriate saved game slot or select NEW SAVE at the top of the list, then select ACCEPT.

HINTS AND TIPS

- If you're not on a mission, do try to keep yourself from taking a dirt nap. Deaths while in free play are met with a heavy price: you can spawn at the nearest HQ, but you do so with the loss of all your weapons and grenades.
- When the alarm sounds, nearby discovered Hiding Spots always show up on your map as a green dot, but if you're spotted trying to head into one, your hidey hole disappears faster than a shot of single malt. Make sure you've eliminated any guards in towers first. If they see you, they'll identify your means of laying low.
- Remember your e-brake. Even the most sluggish vehicle can take sharp corners with ease given proper use to kick out the back end. Practice makes perfect, though; tapping versus holding yields different results between vehicles and, most importantly, depending on what speed you're traveling when giving the handle a yank.
- Verticality is one of Sean's most critical abilities. Use his ability to scale buildings before a fight and you'll have a height advantage and a quick means of escape that wouldn't normally be afforded while on ground level.
- The world of *The Saboteur* is persistent; when you take out enemy emplacements like anti-air artillery or sniper towers, they stay that way. If you're having trouble with a mission, why not do some pre-op reconnaissance to take out targets that might cause a threat when you're in the thick of it. A once-lethal sniper tower still becomes a pile of rubble if you do away with it before taking on a mission.



PERFORMANCE TIPS

PROBLEMS RUNNING THE GAME

- Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:
  For NVIDIA video cards, visit www.nvidia.com to locate and download them.
  For ATI video cards, visit www.ati.amd.com to locate and download them.
- If you are running the disc version of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit www.microsoft.com to download the latest version of DirectX.

GENERAL TROUBLESHOOTING TIPS

- If you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.
- For optimum performance when playing, you may like to disable other background tasks (except the EADM application, if applicable) running in Windows.

TECHNICAL SUPPORT

If you have trouble with this game, EA Technical Support can help.

The *EA Help* file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

TO ACCESS THE EA HELP FILE (WITH THE GAME ALREADY INSTALLED):

Windows Vista and Windows 7 users, go to **Start > Games**, right-click the game icon, and select the appropriate support link from the drop-down menu.

For users on earlier versions of Windows, click the **Technical Support** link in the game's directory located in the **Start > Programs** (or **All Programs**) menu.

TO ACCESS THE EA HELP FILE (WITHOUT THE GAME ALREADY INSTALLED):

1. Insert the game disc into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (If the My Computer icon is not visible on your desktop, you may need to click the **Start** button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the game disc and then select OPEN.
4. Open the **Support > EA Help > Electronic_Arts_Technical_Support.htm** file.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support.

EA TECHNICAL SUPPORT ON THE INTERNET

If you have Internet access, be sure to check our EA Technical Support website at:

http://support.ea.com

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

TECHNICAL SUPPORT CONTACT INFO

If you need to talk to someone immediately, call our Technical Support team (Monday through Friday 8 AM – 5 PM PST):

Telephone: US 1 (650) 628-1001.

NOTE: No hints or codes are available from Technical Support.

Website: http://support.ea.com

Mailing Address: EA Technical Support
9001 N I-35 Suite 110
Austin, TX 78753

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Online: http://warrantyinfo.ea.com

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:
US 1 (650) 628-1001

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty
9001 N I-35 Suite 110
Austin, TX 78753

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TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: For instant access to all of our technical support knowledge, please visit http://techsupport.ea.com.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

Mailing Address: Electronic Arts Technical Support, 9001 N I-35 Suite 110, Austin, TX 78753

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