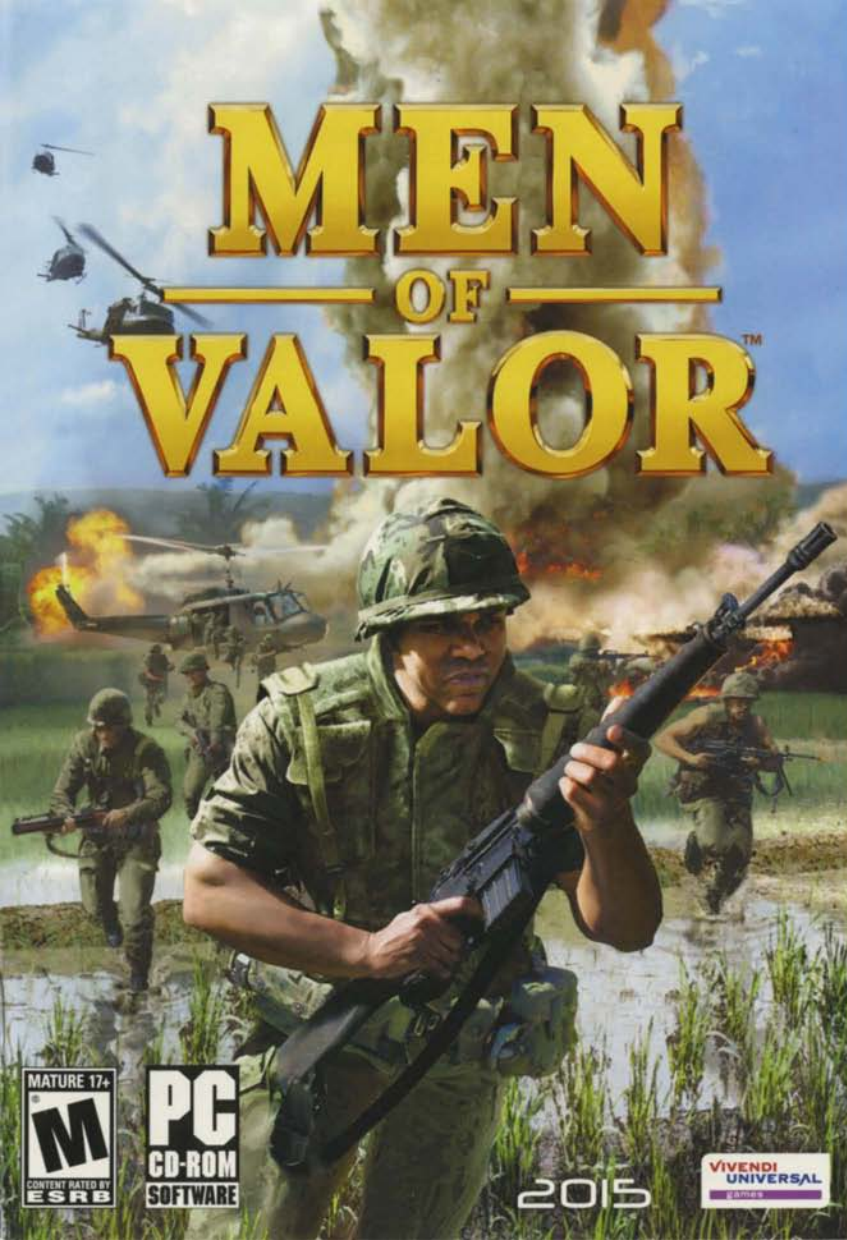


# MEN OF VALOR™



MATURE 17+  
**M**  
CONTENT RATED BY  
ESRB

**PC**  
CD-ROM  
SOFTWARE

2015

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GAMES

# MEN OF VALOR

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# SYSTEM REQUIREMENTS

## MINIMUM SPECIFICATION

- DirectX® 9.0c-compliant 64 MB 3D video card with hardware T&L and pixel shader support
- Microsoft® Windows® 98/Me/2000/XP operating system
- 1.3 GHz Intel® Pentium® 4 or AMD® Athlon™ processor or equivalent
- 256 MB RAM
- 3 GB of uncompressed hard disk space for game files
- DirectX® 9.0c (included)
- DirectX®-compatible sound card and speakers or headphones
- 4X CD-ROM drive
- Microsoft®-compatible mouse, keyboard
- Broadband/LAN, DSL or faster Internet connection for online play

## RECOMMENDED SPECIFICATION

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

- Microsoft® Windows® XP
- ATI® Radeon™ 9600 or NVIDIA® GeForce 5700 DirectX® 9.0c compliant 128 MB 3D video card with hardware T&L and pixel shader support or equivalent
- 512 MB RAM or more
- 24X or faster CD-ROM drive
- For Dedicated Multiplayer Server: Broadband connection for 12 player maximum, T1 connection for 24 player maximum.

## INSTALLATION

Insert the *Men of Valor™* CD labeled Disc 1 into your CD-ROM drive. If you do not already have DirectX 9 or higher on your machine, follow the on-screen prompts to install or update your DirectX. You will need to reboot your computer for DirectX to finish installing.

Follow the on-screen prompts to perform a Complete Installation. If the Install Program does not start automatically, double-click the My Computer (or whatever you have named your computer) icon on your Windows desktop. Once you have opened My Computer, double-click on the icon for your CD-ROM drive, and then double-click on the file labeled "setup.exe." This will start the installation process manually.

Disc 1 is then used any time *Men of Valor™* is played.

# TROUBLESHOOTING

Please view the Help documentation on the CD-ROM for troubleshooting information.

## INTRODUCTION

The Vietnam War was the most controversial and divisive conflict in modern American history. When President John F. Kennedy sent US advisors to South Vietnam in November of 1961, he could not have imagined that his actions would lead to a ten year war, destroy a presidency, and fuel a counterculture that continues to influence art, politics, and popular sentiments down to the present day.

Vietnam suffered through a history of conflict long before America became involved. Years of struggle against the imperial ambitions of China, France, and Japan had forged a movement for national independence that ended French military involvement in the region and led to the partition of the country, with North Vietnam under the control of Ho Chi Minh and his victorious army. North Vietnam became a Communist country, strongly tied to China and later strongly tied to the Soviet Union. South Vietnam's choice of leaders by referendum was supported by the United States.

American involvement was predicated on the fear of monolithic international Communism. As the North began to agitate for a Vietnam united under Communism, the US worried that a Communist revolution would eventually spread to other parts of Southeast Asia and cut that region off from the West. The United States pledged to defend the Republic of Vietnam against aggression from the North, and by 1965 large American military units were engaged in battle against communist guerrillas organized and supplied by North Vietnam.

You, the player, are a Marine stationed in Vietnam in 1965. You are about to be thrown into the line of fire in the fields, rice paddies, and jungles of Southeast Asia. You are not alone—your fellow Marines will watch your back, and you will watch theirs. You won't have time to think about politics, protests, or the threat of world Communism—you'll need to focus all your attention on making sure you and your buddies get back in one piece.

As you play, try to remember the *Men of Valor™* who fought and sacrificed to do their duty and save each other's lives—to them Vietnam was no game.

## MAIN MENU

If you have installed the program successfully, you will be presented with the following options in the Main Menu:

### Single Player

Selecting this option allows you to begin a new Campaign Game or load a Campaign Game already in progress.

### Multiplayer

Selecting this option allows you to create or join a multiplayer game.

### Options

This takes you to the Options screen where you can change the video, audio, and Gameplay settings to suit your preferences.

### Credits

This takes you to the credits screen where you can view the credits for Men of Valor.

### Quit

This exits the game and returns you to the operating system.



When you have selected the Operation and Mission you want to play, click on Start to begin that mission.

### Loading a Saved Game

*Men of Valor*™ will automatically save your progress and create a saved game file when you complete a mission. You can access these saved games by clicking the Load Game tab on the Single Player screen, or from the Pause Menu during a mission. Saved Games will be listed by mission and by date/time.

To load a game, select the desired Saved Game and click on Load to begin playing.

### Mission Briefings

When you begin a mission, you will be taken to a Mission Briefing Screen where you can read and hear a bit about the upcoming mission. Press the Fire Mode [default key: Alt] when you are ready to begin the mission.

### Playing a Mission

As you play a mission, you will receive Mission Objectives that will tell you what you should be trying to accomplish. These are displayed near the top, center of the screen for a short time after they are issued, and can be displayed at any time by pressing the Objectives key [default: F2]. Press and hold the Objectives key [default key: F2] to display the Mission Objectives.

You must complete each objective to complete the mission. This will allow you to move on to the next mission. If any of you fail any of your objectives, the mission is failed and you must restart the mission. You will be able to restart the mission from the last point at which the game was saved.

### Mission Debriefing

When a mission is completed successfully, you will be taken to the Mission Debriefing Screen. This functions identically to the Briefing Screen. When you are finished with the Debriefing, press Fire Mode [default key: Alt] to continue.

You will then be taken to the Score Screen. This screen will give you a summary of your performance in the mission. When you are finished viewing your score for the mission, press Fire Mode [default key: Alt] and you will be taken to the Briefing Screen for the next mission.

## PROFILES

At the top of the Single Player, Multiplayer and Options screens, you will find a pull-down menu allowing you to select a profile. Your options settings, multiplayer preferences, Campaign Game progress, and other information are stored in your profile, so be sure to select the correct one. Next to the pull-down menu are buttons allowing you to create a new profile, to delete an existing profile, or rename an existing profile.



### Single Player

The Campaign Game for *Men of Valor*™ follows Dean Shepard through some of the key events of the Vietnam War.

### Mission Selection

Clicking the New Game tab will bring up the Mission Selection Screen where you can choose a mission to begin playing. You will only be able to pick a mission if you have completed the previous mission, so when you start a game for the first time your only options will be Training and Operation 1 – Mission 1.

## IN-GAME DISPLAY

While you are playing, the screen will display several gauges that give you information about your character and the game world.

### Reticule

Your Aiming Reticule is the crosshair located in the center of the screen. This icon will tell you where the shots from your currently equipped weapon will land—the rounds you fire will impact somewhere within the circle defined by the reticule. As you move around, the reticule will expand in size, indicating that your shots are less accurate when moving. If you crouch your reticule will shrink, indicating that you are more accurate. In Precise Aim mode, the reticule will become very tiny, indicating that you are very accurate. Some weapons are inherently more accurate than others, and different weapons will have different reticule sizes.

When you are shot at by an enemy, a section of the reticule will flash yellow to indicate the direction from which the shot came. The reticule flashes red to indicate the direction from which you were hit.

### Health Gauge

The Health Gauge is located in the lower left corner of the screen. The gauge is gold when full, and will become dark red as you take damage. When there is no gold left in the gauge, you will die and fail the mission.

Often when you are hit by enemy fire you will begin to bleed. The damage you will take from bleeding is displayed in flashing red on your Health Gauge. This flashing red will slowly drain over time, representing the damage due to loss of blood. You can prevent this from happening by pressing and holding Bandage [default key: F] to apply first aid to yourself. This will stop the bleeding and the flashing red portion of your Health Gauge will slowly be replaced with gold.

### Weapon Display

This display is located in the lower right hand corner of the screen. The name of your currently equipped weapon is displayed, along with the currently selected fire mode. Below that you will see two numbers. The number to the left indicates the amount of ammunition currently loaded into your weapon, the number to the right indicates the total number of rounds you are carrying that can be used in the currently selected weapon.

### Compass

The compass is displayed in the upper left hand corner of the screen. The compass arrow points in the direction you are facing - the compass face will turn as you turn to indicate the location of compass directions (North, South, East, and West). The yellow line on the



rim of the compass is your Objective Indicator; it shows you the direction you need to go to accomplish your current objective. The compass arrow will fill with yellow the closer you get to your objective.

### Objectives

Objectives and other messages will appear next to the Compass when they are received. Playing *Men of Valor*™ in high resolution will show these objectives at the top center portion of the screen. They will disappear after a few seconds, but can be reviewed by holding down the Objectives key [default: F2].

### Pause Menu

Pressing the [Esc] key during Gameplay will pause the game and bring up the Pause Menu, where you have the following options:

- **Return to Game.** This selection returns you to Gameplay.
- **Restart Map.** This selection restarts the current map from the beginning.
- **Options.** This selection takes you to the Options screen.
- **Load Game.** This selection takes you to the Load Game screen where you can load a previous Saved Game.
- **Return to Main Menu.** This selection quits your current game and returns you to the Main Menu screen.



Pressing the [Esc] key again will un-pause the game and return you to Gameplay.

## MOVEMENT

Movement in *Men of Valor*™ is straightforward. If you have played other first person games on the PC, you are probably familiar with most of the controls.

### Moving

You move around the world by pressing the Movement keys: Forward [default: W], Backward [default: S], Left [default: A] and Right [default: D]. The Left and Right keys causes the player to strafe left and right, respectively. Strafing is the process of moving horizontally in the direction the player is facing.

### Turning/Aiming

The mouse controls the user's view. Moving the mouse up, down, left, or right will respectively turn the player's view up, down, left, or right. Enabling the "Inverted Mouse" checkbox located in the Options Menu will invert up and down movements of the mouse.

### **Crouching**

Pressing Crouch [default key: C] once will cause you to crouch down. This allows you to hide behind low cover or duck through tunnels and hanging obstacles. However, you will move more slowly and quietly while crouched, allowing you to sneak up on enemies undetected. Crouching also steadies your aim somewhat, making you more accurate. Pressing Crouch again will cause you to stand.

### **Going Prone**

By pressing Prone [default key: V] you can go prone. This will cause you to lie down and is very good for hiding or avoiding enemy fire. Going prone also makes you much more accurate when firing. You will be able to move, but you will move very slowly. From the prone position, pressing Prone again will put you in a standing position, while pressing Crouch will cause you to crouch.

## **WORLD INTERACTIONS**

There will be occasions where the player will be required to interact with objects in the game. In general, you will be prompted when you are in position to use a world object, and can activate it by pressing Use [default key: Space].

### **Using Objects**

Some objects in the world, like mounted weapons and trap doors, can be used by pressing Use. When you are in the correct position to use the object, you will be notified by an on-screen prompt.

### **Booby Traps**

The Viet Cong were particularly skilled at improvising booby traps to protect their bases and making jungle travel hazardous. Some booby traps, such as the pungee stake traps (spike filled pits), must simply be avoided. Others, like the Malay Whip or improvised Grenade Traps can be disarmed. If you are in an area where booby traps are likely, let your squad mates lead - they can usually disarm traps they run into. If you must travel to a dangerous area, keep a close eye out for trip wires. If you are close enough to them and you are looking at them, you will be prompted to disarm them. Press Use [default key: Enter] to cut the wire and to disable the trap.

### **Placing Objects**

In some missions you may need to place claymore mines, satchel charges, or other objects at specific places in the game world. When this is required, you will see an icon or outline of the object in the world at the position at which the object should be placed. Move to the icon and you will be prompted to place the object. Press and hold Use [default key: Enter] and the object will be placed at the appropriate position.

## **COMBAT**

Combat is the core of the player experience in *Men of Valor*<sup>™</sup>. The combat system is designed to represent the kinds of challenges faced by troops during the Vietnam War. Firefights are very intense, and very dangerous—be sure to take cover when shot at, try to size up the situation quickly, and keep a close eye on your Health!

### **Aiming**

Your weapon can be aimed using the mouse. Use the mouse to center the reticule over the target. Remember that the size of the reticule represents your accuracy—if the reticule is larger than what you are aiming at, your shots won't necessarily hit your intended target.

If the reticule is aimed at a friendly character or squadmate, you will see a red X icon indicating that the target should not be shot. This is useful for identifying friendly troops when they are hidden in foliage or are far away.

### **Precise Aim Mode**

To be able to hit your enemy reliably, you will need to stop moving and aim precisely. Press and hold Precise Aim [default: Right Mouse Button], and you will raise your weapon to your shoulder. Your view will zoom in a bit (more for longer range weapons like rifles, less for short range weapons like pistols) and your accuracy will increase dramatically. The reticule will "float" a bit on screen when you use the mouse to allow you to adjust your aim with precision, but if you want to turn or look up and down, just keep moving the mouse in the desired direction and you will turn as usual.

You will not be able to move while in Precise Aim mode, but you will be able to lean out around obstacles such as trees or walls that you are using for cover. Press Left [default key: A] or Right [default key: D] in the direction you want to lean. This is very useful for peeking around cover to get off a quick burst in a firefight. The player's reticule will pulse red when an enemy is sighted in precise aim mode.

If your weapon is equipped with a scope you will use the scope when in Precise Aim Mode. This is the most accurate shooting you can do, and makes a hidden sniper a very dangerous foe.

To exit Precise Aim Mode, release Precise Aim. You will then be able to move normally.

Take note: while Bandaging [default key: F], you will be unable to enter Precise Aim Mode. Pressing Bandage will also immediately take you out of Precise Aim Mode. Precise Aim Mode can be toggled by selecting a checkbox located in the Options menu.

### **Firing**

To fire your weapon, press Fire [default: Left Mouse Button]. If your weapon is semi-automatic, you will fire one round each time you pull the trigger. If it is fully automatic, you will fire as long as the trigger is held, until you run out of ammunition.

### Reloading

If your weapon's magazine is empty, but you are carrying ammunition, the weapon will automatically be reloaded the next time you press Fire. If your magazine is running low and you want to reload the weapon before it runs out, press Reload [default key: R].

Keep a close eye on your magazine. If you run out in the middle of a firefight, the consequences can be deadly.

### Fire Modes

Most weapons have multiple fire modes. You can toggle through these modes by pressing Fire Mode [default key: Alt]. There are two main fire modes:

- **Semi automatic.** In this mode the weapon fires one round for each pull of the trigger. It is useful when you want to be especially accurate or you need to conserve your ammunition.
- **Automatic.** In this mode the weapon will keep firing as long as you hold down the trigger. It is useful when you want to put a high volume of rounds on the target to force an enemy to keep his head down as you or your buddies move to a new position.

Some weapons, like the M79 grenade launcher, change their ammunition types when fire modes are cycled. Others, like the M7 Bayonet, change their mode of use. Cycle through modes when you pickup a new weapon to see everything it can do.

### Melee Attack

In addition to their normal firing modes, each weapon can perform a melee attack to strike out at short range enemies. To perform a melee attack, press Melee Attack [default: Middle Mouse Button]. Melee attacks can often be used to silently dispatch unaware enemies in a single blow!

### Selecting Weapons

You are capable of carrying up to 4 weapons at a time, each one in its own weapon slot. To quickly switch between weapons, press the key for the specific weapon slot containing your weapon of choice [default keys: 1-4].

### Grenades

Grenades can be very useful for cleaning bunkers or flushing enemies out of cover. They can be equipped like any other weapon, and are thrown by pressing Fire [default key: Left Mouse Button]. Pressing Fire and holding it pulls the pin on the grenade and readies it for throwing. Releasing Fire throws the grenade. If you decide you don't want to throw the grenade after pulling the pin, press Fire Mode [default key: Alt] to put the pin back in the grenade so that it can be used later. For a faster grenade toss, player can press the Quick Grenade Throw key [default key: Z].

Grenades travel in an arc when thrown, so you will want to aim your reticule a bit high to accurately hit targets at longer ranges. Precise grenade throwing takes some practice, but can be very valuable.

## WEAPONS

You will have the opportunity to use a lot of weapons in *Men of Valor™*, from both sides of the conflict. Below are a few of the more common ones.



#### M14

The M14 is a solid battle rifle with excellent long range accuracy and a good punch. It is your best long range weapon outside of a sniper rifle.



#### M16

The M16 inflicts excellent damage at shorter ranges and is very accurate in automatic fire mode. This was the standard weapon for the ARVN throughout the war.



#### CAR15

Similar to the M16, the CAR15 was widely employed by U.S. Special Forces during the Vietnam War. The CAR15 has a 30-round magazine.



#### M21

Adding a scope and a flash suppressor to the M14 produced the M21, a highly reliable and accurate sniper rifle.



#### M1911

The M1911 was the standard issue American sidearm during the war. It has very good stopping power at short ranges and is essential in tunnels and trenches.



#### M79

The grenade launcher or "bloop gun" is useful for clearing bunkers or hooches. It fires grenades with an arc, so you will need to practice a bit to aim it well at long ranges. Switching fire modes will load a couple of different grenade types.

- **Fragmentation rounds.** These will explode upon impact with a hard surface, damaging everyone in a radius like a hand grenade. The rounds are equipped with an arming mechanism to prevent them from being detonated too close to the firer—if the M79 is aimed at something too close for the grenade to arm, the reticule will display a red circle with a line through it.
- **Buckshot.** These rounds are loaded with steel balls and generate a huge and deadly shotgun blast.

### **M60**

The M60 is a solid and reliable general purpose machinegun. It is very useful for laying down suppressive fire.

### **Bayonet**

The bayonet is a useful hand to hand weapon. In Slash mode, it can quickly damage enemies. In Stab mode, it is excellent for silently eliminating unaware enemies.

### **SKS**

The SKS is a highly reliable semi automatic rifle, capable of high accuracy in trained hands. Cycling fire modes will fold out the integral bayonet. With the bayonet deployed, performing a Melee Attack will thrust at an enemy in range. Because the magazine is loaded with a clip it cannot be reloaded until all rounds have been fired.

### **AK47**

The AK47 is superior at longer ranges to the M16 and has a larger magazine capacity, but is less accurate when fired in automatic mode.

### **Type 56**

A fully automatic assault rifle similar to the AK-47, the Type 56 features a folding stock and a deployable bayonet. Press Fire Mode [default key: Alt] to deploy the bayonet.

### **PU**

The addition of a scope to the Soviet-manufactured Mosin-Nagant rifle resulted in the PU—a very reliable bolt-action sniper rifle.

### **RPD**

The RPD light machinegun can dominate the tactical situation with its automatic firepower—because its non-disintegrating cloth belt is looped into the drum magazine, the RPD cannot be reloaded until all rounds have been fired.

### **PPSH41**

The PPSH41 is not terribly accurate or effective at longer ranges; however its ammo capacity makes it very dangerous up close.

### **RPG7**

This Soviet-manufactured light anti-tank weapon fires a 40mm rocket-propelled explosive charge to a maximum distance of 930m. Like the M79, rounds fired from the RPG7 require at least 30m to arm. If the RPG7 is aimed at something too close for the rocket to arm, the reticule will display a red circle with a line through it. Note: unarmed rockets can still damage enemies!



## **SPECIAL ITEMS**



### **Smoke Grenades**

Smoke grenades can be equipped and thrown like regular fragmentation hand grenades. However, instead of exploding and spreading fragments, they release a cloud of smoke. This smoke can be used to mark locations for airstrikes, signal a helicopter for evacuation, or block the line of sight of enemies so you can move about more safely. Try throwing them in front of bunkers or other positions that are well defended before moving up to flank them.



### **M18 Claymore Mines**

These antipersonnel mines are especially useful for ambushes. In single player, you will place them at designated positions during the mission by pressing Use [default key: Enter]. Once placed, the mines can be detonated with your Clacker. Just equip this device as you would a weapon, and press Fire [default key: Left Mouse Button] to activate.

## **THE ENEMY**

You will encounter a wide variety of enemy types in the game, who will employ different equipment and tactics against you. These enemies can be divided into two main types:

### **Viet Cong**

The guerrilla armies that fought in South Vietnam for the cause of Communism were known as the Viet Cong. Main Force Viet Cong tended to be well organized and properly equipped, but many VC were reluctantly recruited or pressed into service from countryside villages and fought without much discipline. The VC were equipped by the North, but often used captured or stolen weapons as well. They will often retreat once a firefight is going bad, only to regroup and return when you think you are safe. If dug in, however, they can be tenacious fighters and will hold on to the last man if the situation calls for it.

### **North Vietnamese Army**

The North Vietnamese Army was the regular armed forces of North Vietnam. NVA units included a mix of new recruits and veteran fighters and benefited from solid training in conventional warfare as well as a home-grown knowledge of insurgency techniques. NVA units had access to Soviet and Chinese made weapons and vehicles, and employed air defenses that were state of the art for the time. You will encounter NVA soldiers in several operations. They tend to coordinate maneuvers better than the Viet Cong and fight with discipline rather than withdrawing after a few casualties. Elite NVA Sappers are particularly dangerous, and skilled in infiltration and demolition.

## MULTIPLAYER

There are six multiplayer game types available for up to 24 players to mix it up—*Men of Valor* style—over a LAN or Internet connection.

### Find Game

Clicking on the Find Game tab brings up a list of available servers to join. *Men of Valor* gives you access to GameSpy's matchmaking service. Players from all over the world can meet up and play any of the multiplayer game types *Men of Valor* provides.

**Note:** *Gameplay experience may be affected by Internet Conditions.*

On the Find Game screen, the following options are available:

- **Internet** – List Internet servers.
- **LAN** – List only servers available over your local network.
- **Update** – Updates the server list.
- **Filters** – Allows you to filter the list of servers so that it only includes those matching specific criteria.
- **Join** – Joins the selected server.

### Create Game

The Multiplayer Match settings are accessed by clicking on the Create Game tab in the multiplayer menu. Using the following settings, you can set up a multiplayer game exactly the way you want.

- **Server Name** – This allows you to input a fifteen character name for your session that will be displayed to connected players.
- **Password** – This allows you to require players joining the server to provide a password before being allowed to play on the server.
- **Max. Players** – Sets the max number of players.
  - **Game Type** – This allows you to select which multiplayer game type will be active on the server.
  - **Time Limit** – Sets the time limit for the game session.
  - **Score Limit** – This sets the kill limit for Deathmatch games.
  - **Rounds per Map** – This option allows you to set the number of rounds each map plays before changing to the next map.
  - **LAN Server / Internet Server** – These options

control whether the server is a LAN or Internet server.

- **Limit Respawns / Number of Respawns** – Toggling the Limit Respawns option will limit the number of times players can respawn during a match. The number of available respawns is controlled by the Number of Respawns option.

- **Class Restriction** – Toggling the Class Restriction option prevents players from picking up and using weapons found while playing that are not part of the default loadout for their current class selection.
- **Even Teams** – This option will automatically even out the teams during a match.

## MULTIPLAYER CLASSES

In multiplayer, you can pick from a number of different class types, each with its own abilities and characteristics. Knowing how to coordinate the advantages of each class into an effective team can be the key to prevailing in multiplayer contests.

### Allies

- **Marine Rifleman.** The Rifleman is a solid all around class. He has no special abilities, but he can pick up and use a wider range of weapons than other classes.
- **Marine Machine Gunner.** The Machine gunner is a heavy weapons expert. He is adept at controlling the recoil of automatic weapons.
- **Tunnel Rat.** This class is specialized for infiltrating Communist bunkers and fortifications. They can use all weapons and can disarm booby traps. To disarm a trap, crouch beside it and press Use [default key: space bar] when prompted. Tunnel Rats are also expert scouts and have the ability to sense nearby enemies.
- **Marine Sniper.** This class is highly accurate with scope-equipped rifles. Snipers can use semi-automatic rifles and side arms.
- **Green Beret.** This class is specialized for ambushes and raids. Green Berets can use carbines, SMGs, and can place Claymore mines. A Green Beret begins with four Claymores. He can place them by equipping them as a weapon, then looking at the ground and pressing Fire [default key: Left Mouse Button]. This will place the mine on the ground beneath his reticule, facing the direction you are facing. Equipping the Clacker and pressing Fire will detonate placed mines.
- **ARVN Ranger.** The Rangers were the elite troops of the Republic of Vietnam. ARVN Rangers can use the same weapons as a Marine Rifleman, and can disarm booby traps like a Tunnel Rat. They can also call in mortar strikes by marking an area with smoke grenades—throw a smoke grenade where you want the strike to occur and several mortar shells will fall within a short time.
- **Marine Corpman.** This class is the medic of the team. Corpsmen can heal wounded players by moving close to a player and pressing Use [default key: space bar]. The Corpman can pick up extra Medic Kits on the battlefield - for each Health Power-up picked up, the Corpman gets three Medic Kits.





## Communists

The Communist classes parallel their Allied counterparts in functionality and abilities.

- **NVA Rifleman.** Like his Marine counterpart, the NVA Rifleman is versatile but unexceptional.
- **Viet Cong Sniper.** This class is elusive with its camouflage and highly accurate with sniper rifles.
- **NVA Sapper.** Sappers are infiltration and demolition experts. They can use the same set of weapons as the Green Beret and can place demolition charges. Sappers can also disarm Claymore mines by crouching near them and pressing Use [default key: spacebar] when prompted.
- **Viet Cong Guerrillas.** These jungle warfare experts can use most kinds of weapons and can place booby traps on the battlefield. Booby traps must be equipped as a weapon and are placed by pointing the reticule at the ground and pressing Fire [default: Left Mouse Button]. You can then move and press Fire again to place the trip wire for the trap anywhere within ten meters of the trap itself.
  - **NVA Machine Gunner.** This is the Communist heavy weapons class, and functions the same as the Marine Machine gunner.
  - **Viet Cong Forward Observers.** The VC were renowned for their expertise with mortars, and the Forward Observer was vital to identifying targets and ensuring accuracy. They can call in mortar strikes with smoke grenades in the same manner as ARVN Rangers.
- **NVA Medic.** The Medic functions the same way as the Marine Corpsman, except that he only receives two Medic kits per health power-up.



## MULTIPLAYER GAME TYPES

There are six different game types that you can play. A brief description of the rules and scoring system are noted below.

### Multiplayer Mission

Multiplayer missions are specific to each map and are like the single player missions, based on historical wartime events.

**Objectives** – The objective of each multiplayer mission is different. Generally, only the final objective is used to determine victory. Intermediate objectives serve as a means to measure a team's progress and provide common reference points.

**Scoring** – Victory is determined in the following ways:

- If the attacking force accomplishes its objectives, the attacking force is victorious.

- If the defending force successfully defends their objectives, the defending force is victorious.
- If all players on one side are killed and have run out of respawns, the other side is victorious.
- If the time limit expires and the attacking force has not accomplished its objectives, the defending force is victorious.

### Team Deathmatch

Team deathmatch is a free for all in which each team attempts to rack up the most kills in the specified time limit.

**Objectives** – The objective of team deathmatch is to kill as many members of the opposite team as possible.

**Scoring** – Victory goes to the team with the highest score when the gaming session concludes.

- The session concludes when the time limit set for the session has expired, when one team meets the kill limit set for the game, or when all members of one team have run out of respawns.

### Deathmatch

Deathmatch is an all against all battle to kill the most players before the session ends.

**Objectives** – The objective of deathmatch is to obtain the highest individual score.

**Scoring** – Victory goes to the individual player with the highest number of points when the session ends. Game conclusion and score are assessed in the same manner as team deathmatch.

### Recover the Documents

This game type forces teams to maintain control of intelligence documents long enough to remove them from the battlefield.

**Objectives** – The objective in this game is to capture an item, a bundle of intelligence documents, and bring that item back to the team's base. The defending team tries to prevent this for as long as possible.

#### Rules:

- Both teams have bases on the map, and each team starts at their base.
- One side is the attacker, charged with locating the documents and bringing them back to their team's base. The other side is the defender, who attempts to stop the attacker from bringing the documents to the file cabinet located in his base. Each gaming session consists of a best of 1, 3, 5 or 7 rounds in which the attacking and defending teams alternate roles.
- The documents randomly spawn near the defending team's base at the start of the gaming session.

- Only the attacking team may pick up the documents. If a player is killed while carrying the documents, the documents are dropped at the location of the kill and can be picked up by another attacking character. If the defending team touches the documents once they are dropped, the documents spawn back in the defenders base.

**Scoring** – If the attacking team places the documents in the file cabinet within their spawn area before the match is over, they win. Otherwise, the defenders win.

The match concludes if the set time limit expires, all members of the attacking force are out of respawns, or the attacking force returns the documents to their spawn area. Sessions are played to the better of 1, 3, 5 or 7.

### **Search and Destroy**

This game type requires both teams to both attack and defend simultaneously while searching for items on the map.

**Objective** – In Search and Destroy, the objective is to locate the three pieces of your team's mortar and bring them back to your base while preventing the opposing team from retrieving the three pieces of their mortar.

#### **Rules:**

- Each team has a base where they will start at the beginning of the session. Within each base area is a setup point where the mortar pieces can be brought and assembled.
- Three mortar pieces for each team are randomly distributed on each map. A player can only pick up a mortar piece that belongs to his team. Blue mortar pieces belong to the US and red mortar pieces belong to the NVA.
- If a player is killed while carrying a mortar piece, the piece is dropped at the location of the kill.
- If a player brings a piece back to his team's assembly area and presses Use [default key: Spacebar], the piece is taken from his inventory and assembled on the site.

**Scoring** – The team that assembles their mortar first is victorious.

Once all three pieces of the mortar have been brought to the assembly area, the mortar is completed and will begin firing on the opposing base. If the set time limit expires, the team with the most mortar pieces assembled is the victor. If both teams have the same number of pieces, the team that assembled their last piece first is the winner.



### **Frontline**

This game type requires both teams to both attack and defend simultaneously while attempting to capture and hold multiple strategic points on the map.

**Objective** – In Frontline, the objective is to capture and hold all of the strategic points on the map while preventing the opposing team from capturing and holding the same points.

#### **Rules:**

- Each team has a base where they will start at the beginning of the session. Additional flags are scattered across the map and mark each strategic point.
- Flags can be captured by getting within their capture radius and remaining there for 15 seconds to force it to neutral and 30 seconds to capture it. The more team members within the capture radius, the less time it takes to capture the flag.

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Famous Dave's

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<i>W</i>	<i>Move forward</i>
<i>S</i>	<i>Move backward</i>
<i>A</i>	<i>Strafe left</i>
<i>D</i>	<i>Strafe right</i>
<i>Left Mouse</i>	<i>Fire</i>
<i>Right Mouse</i>	<i>Precision Aim</i>
<i>Mouse Wheel Up</i>	<i>Next weapon</i>
<i>Mouse Wheel Down</i>	<i>Previous weapon</i>
<i>Alt</i>	<i>Alt Fire</i>
<i>Middle Mouse</i>	<i>Melee attack</i>
<i>R</i>	<i>Reload</i>
<i>C</i>	<i>Tap to toggle crouch</i>
<i>V</i>	<i>Tap to toggle prone</i>
<i>F</i>	<i>Bandage</i>
<i>Space</i>	<i>Use</i>
<i>Shift</i>	<i>Walk (while held down)</i>
<i>B</i>	<i>Show bot names</i>
<i>F1</i>	<i>Show Statistics</i>
<i>F2</i>	<i>Show Objectives</i>
<i>F3</i>	<i>Switch Teams</i>
<i>Escape</i>	<i>Pause</i>
<i>Z</i>	<i>Quick Grenade Throw</i>

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