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BINK
VIDEO



INSTRUCTION MANUAL





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MOUT: Military Operations in Urban Terrain

You command a dismounted light infantry squad, a highly trained group of soldiers who understand how to operate in a hostile, highly populated environment. Everything about your squad – from its soldiers to its equipment to its tactics – is the result of careful planning and years of experience on the battlefield. Respect that experience, soldier, since it's what will keep your soldiers alive.

This field manual provides you with the basics to get you started.

The rest you'll pick up in hands-on training.

The Fireteams

Your squad has two teams, Alpha and Bravo. You'll use these two teams together to move safely through dangerous environments that would be deadly for a single team.

Each team has four soldiers in distinct positions. They have been taught to work together, each with assigned duties and set scanning sectors. Your job is not to tell each man his responsibilities on the team. We spent years training them so you can focus on larger issues.

Team Leader (TL)

The Team Leader is the highest ranking infantryman on your team. He's an experienced soldier who has served in all three fireteam roles. He issues commands to the team: both the commands you give and other spontaneous commands that will save his men's lives under fire. Your TL performs several special functions explained later in this guide, including checking corners, reporting to the platoon leader, and consulting the Global Positioning System.

Automatic Rifleman (AR)

The Automatic Rifleman, or SAW gunner, wields the M249 Squad Automatic Weapon. The AR has field experience, and steps up as the Team Leader if the TL is incapacitated. In addition, the high powered SAW enables the AR to tie down enemies and help your team move safely under fire.

M203 Gunner or Grenadier (G)

The M203 Gunner carries an M class rifle with the M203 Grenade Launcher attachment. This enables him to fire normal rounds as well as more specialised, powerful M203 shaped charges. He can send these grenades down-range much farther than a soldier can throw frag grenades, and they can take down an enemy's cover with a single strike.

MOUT: Military Operations in Urban Terrain

Rifleman (R)

The Rifleman has the least experience of soldiers on the fireteam, but don't underestimate him – he's had extensive training. The Rifleman fires rounds from his M class rifle where you direct him, and he also gives aid to downed soldiers in the field.

Your Soldiers – Alpha Team



Sgt. Mendez, Santiago Garcia

Nickname: "Iron Man"

Position: Team Leader

Age: 32

Ethnicity: Cuban-American

Hometown: Miami, FL

Education: AA, Sports Medicine

Years in Service: 10

Marital Status: Married, 2 Kids

"Iron Man" Mendez and his brother are first-generation Americans born to Cuban immigrants, who he credits with instilling his strong work ethic and drive to better himself and his community. His decision to go into the service was based on a burning desire to see the world, and a convenient way to excuse himself from taking over the family business without hurting his old man's feelings. He married a female Army private during his third year. They have two children. He is a fiercely protective but loving father, a trait which comes through in dealing with his squad. He is a born athlete and avid bodybuilder.



Cpl. Devereux, Andre Ellis

Nickname: "Crawdaddy"

Position: Automatic Rifleman

Age: 26

Ethnicity: African American

"Crawdaddy" Devereux had a typical suburban middle class upbringing, complete with little league, summer camp, and a trip to Orlando, Florida when he was ten. That was the summer before he lost his mother to cancer.

His father, a successful real estate agent, managed to raise his two boys with the help of the extended Devereux family.

Your Soldiers – Alpha Team

Hometown: Baton Rouge, LA

Education: AA, Restaurateur

Years in Service: 4

Marital Status: Single, Engaged

On the advice of a close cousin (also serving in the U.S. Army) Andre investigated college tuition via military service. Promising to both pay for his school and help whip him into physical shape, Crawdaddy joined the Army with his family's blessing. He has a passion for Cajun cooking and hopes to open a restaurant after this tour of Zekistan.



Nickname: "Philly"

Position: M203 Gunner

Age: 21

Ethnicity: Caucasian

Hometown: Philadelphia, PA

Education: HS Diploma

Years in Service: 2

Marital Status: Single

PFC Silverman, Alexander Isaac

"Philly" and his three siblings come from a fractured home in a rough part of town. His parents divorced when he was ten and his mother remarried two years later to a strict disciplinarian with serious issues towards his two step sons. Philly's real father was arrested for insurance fraud and is continually in and out of prison for various scams. He joined the Army to get away from his domineering step father. It's his own typical dumb luck that another war would break out while he was enlisted. Silverman is Alpha team's resident smart ass.



Nickname: "Rabbit"

Position: Rifleman

Age: 25

Ethnicity: Arab American

Hometown: Burbank, CA

Pvt. Shehadi, Asher Ali

Shehadi led an upper middle-class life in Southern California before graduating with high marks and a bright future. He took a year off to travel the Middle East and visit extended family, which further solidified one thing in Asher's mind: he's an American kid, through and through. Although he finds aspects of his parent's culture fascinating and takes pride in his heritage, he is also a proud American and considers himself no different from any other Southern California guy. Despite a healthy trust fund, Asher has

Your Soldiers – Alpha Team

Education: 2 yrs. Pre-Law

Years in Service: 2

Marital Status: Single

something to prove and attempted to pay his own way through school.

After his second year, his funds ran dry and he was forced to explore other options. With an interest in international law, he saw the Army as a good way to better himself and gain valuable experience for his career. Rabbit is a strict vegetarian. He has practical knowledge of several Middle Eastern dialects.

Your Soldiers – Bravo Team



Sgt. Williams, Eric Lewis

Nickname: "Fuzz"

Position: Team Leader

Age: 38

Ethnicity: African American

Hometown: New York, NY

Education: POST Certified

Years in Service: 15 (reserve)

Marital Status: Married, 2 Kids

Eric's father was a New York fireman and his mother a nurse. He grew up in a quiet suburb outside of New York City and was a latch-key kid for much of his youth. As an adult he continued the family tradition by first joining the Army, then earning his POST certificate at the police academy. He served as a street cop for over fifteen years, doing his one weekend a month as an Army reserve. He was patrolling his regular beat in Brooklyn on September 11th and spent the next 24 hours just trying to get close enough to ground zero to help. A few weeks later, he was called up for active duty in Afghanistan, then Iraq, and now Zekistan. He was especially helpful in Baghdad controlling rioters and policing the city – it reminded him very much of his beat in Bushwick. On or off the battlefield, Williams is 100% cop, through and through.

Your Soldiers – Bravo Team



Nickname: "Nova"

Position: Automatic Rifleman

Age: 22

Ethnicity: Irish-Italian

Hometown: Newark, NJ

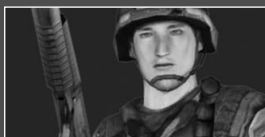
Education: HS Diploma

Years in Service: 4

Marital Status: Single

Cpl. Picoli, Michael Francis

"Nova" Picoli grew up in a crowded household with four older sisters – his parents kept trying until they got a boy. Being the only boy in the house, his older sisters used him as their default dance partner and taught him how to swing dance with the best of them. He also learned to sew, cook, and make a mean double-chocolate fudge brownie. Nova – short for "Cassanova" – was rarely without one or two girlfriends (simultaneously) in school, a habit that he has carried into adulthood. After graduation, he struggled to become a singer or actor, fell deeply in debt and eventually joined the Army with his best friend. He somehow managed to avoid any actual combat in the Middle East for almost four years; his friend was wounded by a landmine in Baghdad and discharged from service. Nova has an R-rated mouth and a wicked sense of humor.



Nickname: "Delta Boy"

Position: M203 Gunner

Age: 21

Ethnicity: Caucasian

Hometown: Helena, MT

Education: HS Diploma

PFC Shimenski, David Daniel

David Shimenski is the youngest of two boys. His father is a sheriff's deputy in Helena, while his mother works as a dispatcher. Breaking with family tradition, David decided from an early age that he would rather join the military than law enforcement (they get to carry bigger guns). A typical boy, he was obsessed with war movies, action figures, and realistic computer war games. He is a member of the NRA and an avid game hunter, like his father. For the past three years, he has served as a buck private. He married his high school sweetheart shortly before shipping out to boot camp, and was sent to

Your Soldiers – Bravo Team

Years in Service: 3

Marital Status: Married

Iraq for peace keeping duties before they could even take a honeymoon. Delta Boy has high aspirations of going to Ranger School and joining Special Forces someday. Unfortunately, enthusiasm cannot take the place of skill. If anyone is guaranteed to say the wrong thing at the wrong time, it's Delta Boy.



PFC Ota, Samuel Jay

Nickname: "Gidget"

Hometown: Honolulu, HI

Position: Rifleman

Age: 20

Ethnicity: Polynesian

Education: HS Diploma

Years in Service: 1

Marital Status: Single

Ota is the middle child (he has a younger and older sister) of a single-working mother in Honolulu. Growing up, he was a bright, personable kid, curious about everything and prone to getting into trouble. Of his two other siblings, he is the primary reason for most of his mother's gray hairs. He has two loves in his life – his computer and his car. He is a compulsive hacker on both and an avid gamer. After graduating high school (just barely) he joined the Army with hopes of studying computer science. As it turned out, he scored so high in infantry training that he was left with little choice but to be a rifleman.

The Conflict

A devastating wave of terrorist attacks spreads across Europe and Southeast Asia, targeting specifically U.S. and U.K. interests, including embassies, regional corporate headquarters, and even western retail and restaurant chains. After months of intense hunting, U.S. intelligence tracks the source of the attacks to the tiny eastern nation of Zekistan.

The Conflict

After the U.S.-led operations in Afghanistan and Iraq, thousands of ex-Taliban and Iraqi loyalists crossed the borders of Zekistan seeking asylum by invitation of the nation's dictator, Al Afad. It wasn't long before the same terrorist training facilities and death-camps that the U.S. fought to remove in Afghanistan were operating again under full sponsorship by Al Afad's government. After repeated warnings and failed diplomatic resolutions in the UN, NATO votes to invade Zekistan to depose Al Afad, eliminate the terrorist element, and stop the ethnic cleansing of the Zeki people.

Pakistan grants the U.S. fly-through access to their airspace, and the operation begins. For several consecutive nights, carrier groups USS Carl Vinson and USS Ronald Reagan in the Arabian Sea launch thousands of sorties to take out air defense, armour, and enemy bases. With the dust barely settled, Infantry and Armour from seven NATO nations begin to land at captured air bases in southern Zekistan.

The land invasion is underway...

Profile: Mohammad Jabbour Al Afad

Al Afad was born in Lebanon before the war to wealthy parents who sent him to study abroad. He spent time growing up in England, France, and eventually attended university in the U.S. Sometime in the late seventies, Al Afad moved to Pakistan. His whereabouts during this time are unknown, but he resurfaced three years later in Afghanistan, fighting the Soviet occupiers alongside Afghan Mujahideen. Trained by the CIA he swiftly climbed the ranks of the Afghan freedom fighters and gained a formidable reputation amongst the Soviet commanders, earning the nickname "The Lion of Khyber". A narrow escape from Soviet capture found him fleeing across the border into Zekistan where he was embraced by the ZLF and given command of his own unit. His actions in the ZLF made him a folk hero to the Zekis, but his bid for power was hindered by Western involvement. The CIA had watched Al Afad's ascent closely, and feared that his ties to terrorist groups and radical fundamentalists would prove perilous to western interests in the region.

Reign of Terror

As soon as Al Afad seized control of Zekistan, he began a steady process of converting the country to his own brand of fundamentalist worship. While many foreign settlers were driven out and persecuted, the group that fared by far the worst was the ethnic Zekis, the nomadic mountain people that had originally settled the region thousands of years ago. During the Soviet occupation, Al Afad accused the ethnic Zekis of serving their own interests and aiding the Soviets. In 1996, the UN met to discuss the allegations that Al Afad was ordering genocide of the ethnic Zeki males and sponsoring forced sterilisation of ethnic Zeki women.

The UN agreed to levy sanctions against the country, which resulted in little more than exacerbating the already dangerous levels of poverty and famine that were sweeping the country.

Geopolitical Intelligence Report: Zekistan

Excerpt from *Under the Gun – A Brief History of the War on Terror*, by Liam A. Gomez, Harper Jones Press, London 2004.

A Cultural Crossroads

The tiny desert nation of Zekistan is nestled between modern day Afghanistan, Pakistan, and China, occupying an arid landscape of desert plains and rugged mountains. Once a cultural crossroads, it has been located at the edge of Arab, Chinese, Indian and European civilisation for three thousand years and has served as a meeting place for scholars, merchants, pilgrims, and invaders. Its history has always been punctuated by violence and bloodshed. At various points it has been conquered by the Mongols, Alexander the Great, the Roman Empire, the Ottoman Turks and the British Empire.

Zekistan

The greatest threat, however, emerged in 1917 with the Bolshevik Revolution. Just as the October Revolution signaled doom to the Romanov Empire, so did it cast a foreboding shadow over Zekistan and its neighbors. It wasn't long before the tiny nation was absorbed into the Soviet Union, occupied by yet another foreign army.

The Soviet Era

The ethnic Zekis proved to be ferocious mountain fighters, and for fourteen years they managed to hold off the Soviet invaders. The resistance

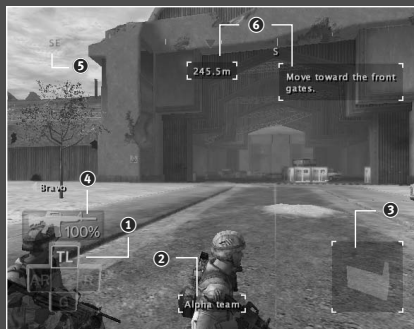
Geopolitical Intelligence Report: Zekistan

movement resulted in artificial famine, the removal of entire villages and the destruction of a cultural identity. Once under the yoke of Soviet rule, the U.S.S.R. made sure that the Zeki rebels would never stand a chance of reorganising. Funding for agriculture, education, industry and infrastructure was perilously low, while the Soviets used Zekistan as a veritable slave camp to mine the region's rich deposits of coal, zinc, silver and natural gas. It wasn't until the late 60's that the Zekistan Liberation Front was secretly formed and began waging guerilla warfare against the Soviets. For twenty years the ZLF and Soviet Army launched tit-for-tat retaliatory strikes against one another as the Zekis attempted to seek international support for their plight. In the early 80's, the CIA provided training and funding to the ZLF while simultaneously aiding guerillas in Afghanistan, hoping to squeeze the Soviets out of the region from both sides.

Civil War

In December of 1991, Zekistan awoke to find itself an independent nation once again. With the dissolution of the Soviet Union, the tiny country was at the center of a power vacuum with Pakistan, Afghanistan and China all manoeuvring to seize land and resources for itself. To make matters worse, old rivalries and cultural differences between the various ethnic tribes and foreign settlers began to resurface as at least a dozen factions and splinter groups attempted to assert control of the fledgling republic. The power scramble resulted in a decade long civil war, with guerilla leader Mohammad Jabbour Al-Afad and his Mujahideen fighters reigning supreme.

The HUD



- ① Soldier Selector
- ② Info Bar
- ③ Formation Icon
- ④ AMMO
- ⑤ The Compass
- ⑥ Objective Information

The HUD

The Heads Up Display on your command screen is your interface to the world and your soldiers. It gives you information about your squad's status and limited information about enemy combatants. Understanding the HUD and using it to your advantage is key to success in the field.

Soldier Selector

The Soldier Selector is on the bottom left corner of the screen. It maps the four soldiers on each team to the W, S, A and D Keys on your keyboard. Pressing one of these keys selects that soldier and moves the camera to his point of view. Specifically, the W Key selects the Team Leader, S Key selects the Grenadier, the A Key selects the Automatic Rifleman, and the D Key selects the Rifleman.

TIP

Select a soldier if he has a better view of the action. You can issue commands to the team from any soldier.

Info Bar

The Info Bar at the bottom of the screen updates to show you information as needed. By default, it displays the currently selected team. When you select a soldier, the info bar displays his name, and it will also display the name of a soldier who has been injured.

Formation Icon

The small square on the bottom right of the HUD displays information about the formation your team will assume when it moves to the selected location. Under certain circumstances, other icons may appear in this section of the HUD as well. If you are in a position to save your progress, the save-game icon will display (see page 25 for more information). If you are in a CASEVAC position, a cross icon will display (see page 25 for more information). If the following icon  is displayed, it means you cannot move your team to the intended area. If  appears, it means you cannot move your team to the intended area until first completing certain in-game objectives.

AMMO

The ammo indicator above the team selector indicates the percentage of ammo remaining for the currently selected team. Suppression fire exhausts more ammo than point fire, so use it carefully! When a team is running low on ammo, you can bring them to a CASEVAC for resupply, as described in the CASEVAC section later in this guide.

The HUD

The Compass

Your compass is displayed across the top of the screen. It updates as you rotate the camera to indicate the direction you're currently facing. In addition, it has markers on it to represent different mission goals.



Blue triangles point toward your current mission objective location.



Red triangles point toward soldiers who have been incapacitated and are waiting for your team to aid them, and remove them from the field of combat.



Red triangles with a cross symbol point toward the closest CASEVAC, or treatment facility. When you're carrying an incapacitated soldier, this marker will appear.

Objective Information

When the objective marker on the compass is centered on your HUD, you can get more information. The distance readout tells you how far away the objective marker is, in meters. The objective text gives you a brief description of your current goal relating to the objective.

Assessing the Environment

Several tools let you become better aware of your environment and potential risks to your soldier.

The Camera

Moving the Mouse around lets you rotate the camera to get a 360 degree view on the world. This is especially important at corners, where turning the camera means you can look around the corner.

Zoom

You can zoom in on your current view by pressing and holding the SHIFT Key or moving the Mouse Wheel up. You can still move the Mouse while zoomed to look around.

TIP

Zooming can also help you aim the M203 toward distant targets.

Assessing the Environment

Fog of War

When you press and hold the W, S, A, or D Keys, you activate the 3D fog of war. The world is clear and bright where a soldier is looking, and out of focus in areas where no one is scanning for targets. By checking the fog of war, you can get a good idea of where you're vulnerable to attack.

Commands Overview

Pressing and holding the W, S, A, or D Keys also puts you in individual command mode, explained in Individual Fire Orders (page 23).

You issue most commands in Full Spectrum Warrior™ using the Mouse Buttons. Each Mouse Button has a press function as well as a press and hold function. The press and hold function is a more advanced or specialised version of the press function.

The Left Mouse Button issues an order based on which cursor you currently have open. See Cursors, on page 14. If you press and hold the Left Mouse Button, you'll issue the alternate version of the order, still based on the current Cursor.

The X or ~ (Tilde) Key cancels an order you've issued to a team. It is context sensitive, so pressing the X or ~ (Tilde) Key while a team is firing cancels their fire, and pressing the X or ~ (Tilde) Key while a team is moving cancels the move order. Pressing the Space Key issues the Take Cover order, which causes soldiers to search for the closest cover against a threat, or go prone if there is no cover.

Pressing the Left Mouse Button or the Right Control Key activates the fire sector cursor, which lets you set targets for your teams.

The Tab Key or Middle Mouse Button moves the camera and your control from Alpha team to Bravo team, or vice versa. At some points during your service as Squad Leader, you will gain command of a third team which will be called your Charlie team.

Commands Overview

Cursors



There are three cursor states in Full Spectrum Warrior, shown below. The current cursor state determines what command you are issuing if you press the Left Mouse Button or Right Control Key. The default state is no cursor. In this state, pressing the F Key will cause your team to turn toward the direction you're facing.



When you have the movement cursor active (①), (activated by pressing the Right Mouse Button or O Key on the number pad) pressing the Left Mouse Button or Right Control Key will issue a Rush order to that location, where your soldiers will take up the formation indicated. If you press and hold the Left Mouse Button or Right Control Key the soldiers will Bound rather than Rush, as detailed in the section "Moving Your Soldiers" of this guide.



When you have the fire sector cursor active (activated by pressing the Left Mouse Button or Right Control Key), pressing the Left Mouse Button or Right Control Key will issue a point fire order. If you press and hold the Left Mouse Button or Right Control Key you will issue a suppression fire order instead. See the "Fire Orders" section for more information.

Commands Overview

Moving safely in the environment is the most important element of successful command. The soldiers on your teams have been trained in movement formations, so your role is to select the best position for them on the field. They will automatically move to the formation selected and take up their scanning sectors, each man covering an arc of view.

Moving Your Soldiers

Movement Cursor

Pressing the Right Mouse Button or 0 Key on the number pad will bring out the movement cursor. You can continue to use the Mouse to move the cursor around the environment. The movement cursor continually updates to show you the formation a team will take when it reaches the destination. This formation information is conveyed to you in two ways.

Formation Circles

The circles that make up the movement cursor show exactly where your soldiers will stand in the environment. The bright yellow circle shows where your Team Leader will stand, which is valuable information since placing your Team Leader at a corner enables him to corner fire. For more information about firing from corners and other cover objects, see the "Cover" section in this guide.

Formation Icon

When the movement cursor is at a position that offers good cover for your soldiers, you will see an icon of the formation at the bottom right corner of your HUD. Possible formations include:

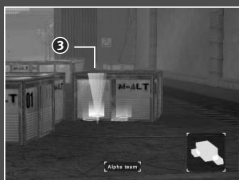
Moving Your Soldiers



Corner (①): A corner formation is one of the most powerful formations for protecting your men. Unfortunately, while corners are very safe positions, only two men on your team will be able to point fire, which limits your strength.



Cover Object, Line (②): Here, your soldiers will line up in a row along the cover object. This means all four soldiers will be able to fire at the target.



Cover Object, Stack (③): In contrast to the Cover Object, Line formation, this icon means your soldiers will stack (or form two rows) at the cover object. Depending on the height of the object, you may have all four soldiers able to fire, or only two of them.

Bounding Versus Rushing

The standard press version of a move order is the Rush. It is the fastest way to move since all four soldiers move toward the destination simultaneously. Well trained U.S. soldiers never fire a weapon without stopping their movement and going sighted (raising the gun to a firing position). In other words, Rushing soldiers never fire while moving, so they will not engage targets until they finish the move and you issue a fire order.

The hold version of a move order is the Bounding Over Watch or Bound. Bounding is the safest way to move when your team is going into unknown territory or moving against one or more enemies that are close together because your soldiers are sighted and return fire as they move.

Issuing a bound order has two steps. First, you press and hold the Left Mouse Button or Right Control Key while the movement cursor is out to order the bound. This automatically opens the fire sector cursor so you can set the area for your soldiers to cover. Pressing the Left Mouse Button or Right Control Key again completes the Bound order.

Moving Your Soldiers

Once they receive a Bound order, the soldiers will move into position. The first two soldiers will start toward the destination while the rear two soldiers provide cover fire. Once the first two soldiers finish their movement, they cover the rear soldiers' move. When soldiers fire while Bounding, they automatically suppress to keep the target's head down.

Note that Bounding is very unsafe if there are enemies who are too far apart to be in the same fire sector. If you Bound under these circumstances, you are very likely to lose one of your soldiers.

Situation	Best Move
One team covering, other team moves	Rush
Enemies in same fire sector or unknown enemies	Bound
Enemies not in the same fire sector	Get your other team – it is unsafe to move a team by itself under these conditions!

Fire Orders

Your soldiers are trained to wait for your orders before taking action. If soldiers have cover against an enemy, they will not open fire until you give them an order. The only time your soldiers will open fire without waiting for your command is when their lives are in danger, i.e. they don't have cover against a threat.

Fire Sector Cursor

Pressing the Left Mouse Button or Right Control Key opens the fire sector cursor, which you can reposition using the Mouse. All enemies within the circle are considered to be within the fire sector. Note, however, that the number of enemies that actually come under fire when you issue the order varies depending on your team's formation and the type of fire order you issue, as explained on page 18.

Fire Orders

Point Fire Orders

Pressing the Left Mouse Button or Right Control Key when the fire sector cursor is open issues a point fire order in that direction. A point fire order causes your soldiers to open fire on enemies within that sector. They will ignore enemies outside of that fire sector, even if those enemies are shooting at them.

Soldiers choose their targets carefully within the fire sector. They will choose targets out of cover first, since they can be eliminated immediately. They will also split their fire to take advantage of Engagement (explained in the next section, Effects of Fire). If there are more than two enemies in a fire sector, however, some enemies will not be under fire and will remain free to return fire at your teams.

TIP

If a team with a fire sector comes under fire, press the X or ~ (Tilde) Key and cancel the sector. They will return fire at the enemy, giving you a few seconds to issue a move or suppression order to get them out of danger.

Suppression Fire Orders

If you press and hold the Left Mouse Button or Right Control Key when the fire sector cursor is open, you issue a suppression fire command. Ordering a team to suppress causes them to fire continuously at all enemies within the sector. In order to get all four guns at maximum firing rate, your soldiers will step out of cover to suppress the enemies. The result is that all enemies within the fire sector will become Pinned, as explained in the next section.

TIP

Never order suppression if you can't fit all of the enemies into the fire sector. The team suppressing will lose cover, and enemies not in the fire sector will kill them.

Effects of Fire

Incoming fire can affect soldiers and enemies in three distinct ways.

Under Fire

Soldiers and enemies who are under fire have a reduced rate of fire because they are forced to duck behind cover at intervals. Other than the reduced firing rate, being under fire has no other consequences as long as soldiers have cover. If they do not have cover, being under fire causes soldiers to go prone and return fire.

Engaged

One advantage the U.S. Army has over most combatants is the extensive training given to our soldiers. They have experience under fire, and that experience lets them keep their cool and stay focused. Enemy combatants usually do not have that level of experience and as a result, being under heavy fire causes the enemy to become unfocused.



When three M class rifles or the SAW fires at an enemy, that enemy becomes Engaged. You can tell an enemy is Engaged because he shows the Engaged symbol (①) in his indicator. Engaged enemies will not shoot at anyone other than the soldier engaging them, unless they spot a team standing still without cover. In other words, when one team

has an enemy Engaged, you can safely Rush the other team from one piece of cover to the next, as long as you don't stop out in the open.

Because of their training and expertise, your soldiers never become Engaged.



Pinned

Soldiers and enemies can come under extremely heavy fire. This occurs with heavy weapons, such as .50 caliber machine guns, BMPs or Bradleys, or when a unit suppresses with a weapon on full or semi-automatic.

Enemies show the pinned symbol (②) when they are under suppression or heavy weapon fire. When an enemy is pinned, it means he is ducked down and will not return fire until several seconds after the heavy fire ceases.

Effects of Fire

Soldiers under heavy fire also duck down and will not return fire. They are unable to do anything but move under these conditions.

TIP

If you're desperate to move a team under enemy fire, suppress the enemy and place the movement cursor at the team's destination while the team is still firing. Issue the move order without canceling the suppression fire, and the team will "suppress and run." The enemy will keep his head down for a few seconds, which is often enough time for your team to reach safe ground.

Using Cover Against Threats

Successful performance in an urban setting requires you to assess and interpret the environment. An important part of the environment is the cover it provides for your soldiers. A team without cover can lose soldiers before you are even aware of enemy presence.

The formations displayed on the bottom right of your screen confirm when your team will enter cover at the end of a move. Note that cover is directional – it only provides defense against enemies from certain angles.

Cover Symbols



When your team becomes aware of a threat, icons over their heads (①) indicate whether they have cover against that threat. If an enemy is shooting at your soldiers and you don't see the shield icon above their heads, it means your soldiers don't have cover against an enemy who is targeting them.



When an enemy has cover against the team you're controlling, the enemy shield symbol appears over his head (②). In order to kill that enemy, you will have to find a position to flank him. Flanking an enemy means moving around the environment to find an angle from which he has no cover against the team's fire.

Using Cover Against Threats

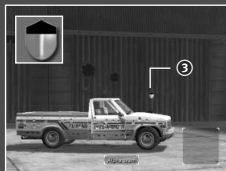
Cover Degradation

Not all cover is created equal. Some objects degrade under fire. You can tell visually by watching the object react to bullet fire. For example, the image below shows a car as it degrades from full cover to partial cover.

When cover degrades while your soldiers are using it, you'll see the soldiers' cover shields slowly drain to black (③).

Black shields mean the cover only offers partial protection – it's better than no cover, but not by much. The draining shields give you an indication of how long that cover object will last.

Naturally, some objects last longer than others. A refrigerator lasts quite a while as a cover object because it's heavy porcelain and metal. A sofa, on the other hand, only lasts a few seconds. Choose your cover carefully!



Grenades



You may select to use one of three grenade types or call in indirect fire by pressing the Numerical Keys 1 through 4 on your keyboard. Key 1 calls up Frag Grenades, Key 2 the M203 Grenade, Key 3 Smoke Grenades, and Key 4 the indirect fire, or Airstrike

Frag Grenades

The M67 Frag Grenade does damage in a radius around its point of explosion.

Grenades

To command a soldier to throw a frag grenade, use the Mouse or the Arrow Keys on your keyboard to aim the visible arc so that it ends on the spot where you would like the grenade to land. If the arc is red, the destination may be too close to your team, so be careful! When you have the arc aimed correctly, press the Left Mouse Button or Right Control Key to issue the order.

M203 Grenades

The M203 Grenade is a direct fire weapon and does damage on a single target at its point of explosion. To select the M203, press the 2 Key on your keyboard.

You will have a new cursor indicating you have selected the M203. Use either the Mouse or the Arrow Keys on the keyboard to move the cursor over the target. You can also zoom in with the SHIFT Key or Mouse Wheel. When you're ready to issue the order, press the Left Mouse Button or Right Control Key.

Smoke Grenades

The Smoke Grenade is used to conceal your team from hostiles. Deploy it when you need to traverse open or enemy controlled terrain. To select the smoke grenade, press the 3 Key on your keyboard.

To command a soldier to throw a smoke grenade, use either the Mouse or the Arrow Keys on your keyboard to aim the visible arc so that it ends on the spot where you would like the grenade to land. When you have the arc aimed correctly, press the Left Mouse Button or Right Control Key to issue the order.

Indirect Fire

When available, Indirect Fire is used to defeat enemies such as heavy armour. Most Indirect Fire is handled by air strikes or mortar strikes. To use Indirect Fire you must first indicate the target's position. Press the 4 Key on your keyboard and then use either the Mouse or the Arrow Keys on your keyboard to place the cursor over the target.

When you've got a valid target, the cursor turns green. Press the Left Mouse Button or Right Control Key to upload the coordinates to the gunship or mortar team, then stand back!

Individual Fire Orders

Holding the W, S, A, or D Key not only displays the fog of war – it also lets you issue individual fire orders. When you press the Left Mouse Button or Right Control Key to open a fire sector while still holding the W, S, A or D Keys, you're giving that fire sector only to the currently selected soldier. If you select a different soldier while in individual mode, the camera stays with the current soldier so you can issue the order from your current point of view.

TIP

Giving an individual fire order lets you split your team's fire. If you have two enemies who are too far apart to fit inside a single fire sector, you can use individual fire orders to engage both enemies with a single team. Issue a team fire sector on one enemy, then give your Automatic Rifleman an individual fire order on the other enemy. The AR can engage an enemy by himself.

Team Leader Tools

Each Team Leader has two tools that give him information about the mission and the city surroundings.

Reporting with the Radio

The radio pack lets Team Leaders communicate with Lt. Phillips, your platoon's leader. While some reporting happens automatically at save points and in cinemas, you can also press either the Q or the F1 Key on your keyboard to report in at any time. Lt. Phillips can give you advice about the best way to proceed toward your objective.

At times, Lt. Phillips will call you on the radio to give you information or new objectives. When he's expecting you to report in, the red light on the radio pack will blink, and you'll hear him on the radio. Press either the Q or F1 Key and your Team Leader will contact the Lieutenant for you.

TIP

Get your Team Leader safely behind cover or he will be unable to complete his report.

Team Leader Tools

The Global Positioning System

Your Team Leader also carries a Global Positioning System receiver that lets him access satellite data about the current area. Pressing the E Key on your keyboard orders your Team Leader to consult the Global Positioning System, which has several functions.



City Map

The default screen of the Global Positioning System is the city map, with a detailed view of several blocks around the Team Leader. Your two teams are marked on the map with A and B icons, and the current Team Leader's field of view is displayed as a green cone.

This screen shows any enemies currently in view of either team. CASEVACs, objectives and save points are also marked with icons matching their in-game appearance.

Objective Screen

Pressing the Left Mouse Button or the 1 Key while the Global Positioning System is open displays the objective screen, which has information about the overall objective for the current chapter, as well as the most current objective.

Recon

Pressing the Right Mouse Button or the 2 Key while the Global Positioning System is open calls in a recon flight. If a flight is available, the pilot will confirm her approach. As she passes overhead, she'll mark enemies she spots on your Global Positioning System and let you know if enemy presence is heavy or light. Recon flights are limited, so don't waste them.

TIP

Use the Global Positioning System to find a way to flank enemies. The map shows you alleys and other routes you can use to find an angle on enemies behind cover.

Team Leader Tools

Saving your Progress

As you move through the city, your team will reach breaks in the action where they consider it safe to report a situation report, or SITREP. You'll see the SITREP symbol when it's safe to report in. Be sure to take these opportunities when they arise, because your soldiers will not report a SITREP when they encounter additional enemies.



To give the Lieutenant a sit-rep and save your progress, watch for the sit-rep symbol (①). Lt. Phillips will also tell you when a sit-rep is available. Bring both teams to the sit-rep area, and your team leader will automatically call it in.

Replays

You can save and replay your game progress, similar to playing back a movie you just recorded onto a VCR. To save a replay, press the ESC Key and choose Save Replay from the menu. You can select a name for the replay, or leave the default name. Replays are also automatically saved each time you save a sit-rep.

When you choose a level to play, you can choose to view the replay instead. You can also load a saved replay by going to the Extra Content menu, then into the Saved Replays area.

CASEVACs

When a soldier is shot, he may be incapacitated. When this happens, a skull icon will appear in his slot on the HUD. You have a limited time in which you can give field aid to the wounded soldier before he dies, indicated by the skull icon losing colour. If you don't give aid to the soldier before the time runs out, he will die and you will fail your mission. The U.S. Army has zero tolerance for casualties!



To give aid to a soldier and pick him up, place the movement cursor over the soldier's body on the ground. You will see the CASEVAC icon, which is a cross symbol (②). A soldier on your team will aid the soldier and then pick him up.

Team Leader Tools

Note that your team can still come under fire while aiding a soldier – the safest approach is to have the other team keep enemies suppressed. Once your team has aided and picked up the wounded soldier, you can carry him to a CASEVAC station for treatment. The closest CASEVAC will be marked on your compass with a cross icon. You will see a cross icon in the world when you reach the CASEVAC. Place the movement cursor in the red circle and press the Left Mouse Button or Right Control Key to order treatment for your soldier. A medic will aid the soldier, who will then come back onto your team. If you bring back a soldier from Alpha with Bravo team or vice versa, the soldier will wait at the CASEVAC for his team.

You can also resupply with ammo at a CASEVAC. Place the movement cursor inside a CASEVAC's red circle then press the Left Mouse Button or Right Control Key. When the team arrives, a soldier will resupply the team's ammo automatically.

Profiles

You must create a profile before playing the game. Profiles are user-defined, custom settings and saved games. To create or delete a profile, simply go into the profile menu from the main menu. If you do not have a profile created, the game will automatically prompt you to create one. You can custom name your profile or simply leave it as "default". Any settings or gameplay changes you make will be saved to the selected profile.

IMPORTANT

Deleting the Profile save from your computer will cause ALL saves and replays to become damaged. These damaged saves and replays will be deleted once within the game. Also, if an individual game save is deleted from your computer, the other game saves that are part of the same timeline will become damaged and will be deleted once within the game.

Mission Failure

Keep your soldiers safe! You will incur a Mission Failed status if you sustain more than one injured soldier, kill a friendly unit like a medic, or let a soldier on your team die.

Options

If your computer has a broadband connection, you can play Full Spectrum Warrior online with a friend.

Options Menu

From the options menu, users are able to customise certain gameplay features.

Audio

Select this option to customise the in-game audio:

Disable Sound

Settings: Check this box to disable all sound settings

Enable EAX:

Check this box to enable EAX sound. Note: This option only applies to users who have EAX supported sound cards. EAX® ADVANCED HD™ is used to create reverberation effects and to apply occlusion and obstruction sound filters to the 3D sounds. This allows the game to accurately model different acoustic environments and to muffle sounds that are obstructed by obstacles or occluded by walls. EAX ADVANCED HD is supported by Creative® Labs Sound Blaster® Audigy®2 series of soundcards.

Quality Level: Use to select the level of sound quality for all sound in the game. Note: This option can only be enabled when EAX is NOT enabled.

Sound FX: Use to select a volume level for the in-game sound effects.

Music: Use to select a volume level for the in-game music.

Speech: Use to select a volume level for the in-game speech.

Subtitles: Select to toggle subtitles on/off.

Default: Select this option to revert back to the default sound settings.

Back: Select this option to return to the previous menu screen.

Video

Select this option to customise the in-game audio:

Gamma: Use to select a desired gamma level.

Quality: Use to select an overall visual quality for the game.

Resolution: Use to select a desired resolution at which the game is played.

Anti-Aliasing: Check this box to enable anti-aliasing.

Default: Select this option to revert back to the default video settings.

Advanced: Select this option to view customisable video options for advanced users.

Back: Select this option to return to the previous menu screen.

Options

Controls

Select this option to customise certain aspects of the game controls and view the default control configuration.

Camera

Sensitivity: Use to select a desired camera speed as controlled by the Mouse.

Cursor

Sensitivity: Use this option to select a desired 2d pointer speed.

Camera Y Axis: Select to toggle between a normal and inverted Y Axis.

Camera X Axis: Select to toggle between a normal and inverted X Axis.

Default: Select this option to revert back to the default control configuration.

Back: Select this option to return to the previous menu.

Connecting Online

If you wish to play a game online, select Co-op Host, Co-op Join, or Join IP option from the Play menu on the main menu and follow the on-screen prompts. Co-op Host allows you to host an online game, Co-op Join allows you to join a game hosted by another user and Join IP allows you to join a specified IP address.

Co-operative Play

Full Spectrum Warrior allows squad leaders to pair up and engage in joint military operations. In co-operative mode the task of leading the eight man squad is divided between two squad leaders, each assigned a fire team of four men. The ability to give orders to both fire teams is suspended. Instead, fire team leaders must learn to coordinate actions, divide responsibility for the squad's safety, and work co-operatively to achieve the mission goals. This is further facilitated by the use of the chat window available in Online play. The chat window allows users to chat with their online partner. To enter text, press either the T, /, or \ Keys on your keyboard and enter the text you wish to give your online team-mate.

Online Menu

When you opt to play online, you are taken to the Online menu and presented with several choices:

- Co-op Host:** Create and host a co-op game.
- Co-op Join:** Join a game hosted by another user.
- Join IP:** Search for a particular IP address to join.

Online Options

Co-op Host Options

When you choose to host a co-op game, you choose to start an online game. You have a variety of gameplay parameters to choose from:

- Deploy:** Select this option when you want to begin hosting an online game.
- Chapter:** Scroll through this tab and choose a starting level for your game.
- Save Section:** Scroll through this tab to begin a game from a particular save point within a level.
- Load Replay:** Choose this option to load and view a previously saved game replay.
- Server Name:** Insert a custom game name in this section
- Password:** Check this box and enter a custom password if you want your online game to be private.
- Back:** Select this option to return to the previous menu.

Online Options

Co-op Join Options

When you choose to join a co-op game, you are able to set certain game parameters to search for before joining a game. After you have set your desired parameters, select the Search option to look for available games that match your search criteria.

Chapter: Choose a particular chapter to play online.

Connection: Choose a particular online connection to search for.

Voice Enabled

Only: Check this box to search only for games that support voice communication through computer head sets.

Public Games

Only: Check this box to search for non-private games (games that don't require a password to join).

Search: Select this option when you are ready to look for available games based on your preferred parameters.

Back: Select this option to return to the previous menu.

Join IP Options:

Join IP: Enter the IP address you wish to join

Join: Select this option to join the game.

Back: Select this option to return to the previous menu.

Note: If you attempt to join a private game, you will be prompted to enter the host's specified password.

Saving & Continuing in Co-Op Games

During co-op play, if you and your fellow fire team leader successfully complete the mission goals without losing any men, you can continue on to the next chapter in the narrative. In fact, it's possible to play through the entire solo campaign in co-op mode!

Glossary

- 50 cal** Short for .50 caliber emplaced heavy machine gun
- AA Team** Soldiers equipped with anti-armour weaponry such as demolition charges
- AH-6J** The U.S. Army's only light assault helicopter, used primarily for special forces operations, as well as insertion/extraction and recon and surveillance operations.
- AR** Automatic Rifleman
- BMP** The Boyevaya Mashina Pyekhota is the Soviet equivalent of the U.S. Bradley Infantry Fighting Vehicle, designed to transport enemy troops and to provide support for dismounted enemy infantry teams. Usually seen in Zekistan armed with a heavy machine gun.
- Bounding Overwatch** A movement order that splits the fire team into pairs, with the first pair moving cautiously with eyes sighted while the second pair provides cover. Once arriving at their destination, the pairs switch roles until the fire team is regrouped at the new destination.
- Bradley** The Bradley Infantry Fighting Vehicle transports infantry on the battlefield and provides cover fire to dismounted troops and to suppress enemy armour and fighting vehicles.
- CASEVAC** Casualty Evacuation. A designated safe area to heal wounded soldiers and replenish a team's ammunition.
- Charlie 90** Designated in-game nomenclature for the player's squad
- Charlie 32** Designated in-game nomenclature for the Platoon Leader
- Charlie Team** Designated in-game nomenclature for any user controlled 3rd asset or team
- Cpl** Corporal
- Fire Sector** An imaginary cone-shaped boundary designated to a fire team in which to concentrate fire, usually to provide cover or suppression fire on a known enemy position.
- Friendlyes** Civilian or military forces in a combat zone that are sympathetic to the U.S. or its allies.
- G** Grenadier
- Helping Hands** Independent organization of medical personnel who lend their assistance in war zones.
- JSTARS** Joint Surveillance Target Attack Radar System, carried on a jumbo jet, funded by the U.S. Army and the U.S. Air Force. A long-range, air-to-ground surveillance system designed to locate, classify and track ground targets in all weather conditions.
- M1025** Armoured Personnel Carrier.
- M203** Rifle-mounted grenade launcher used by the U.S. Army
- M67** U.S. Army fragmentation grenade
- Magazine** A small, detachable box that holds cartridges and feeds them into the firing chamber of a firearm.

Glossary

MOUT	Military Operations in Urban Terrain
NATO	North Atlantic Treaty Organization
On Station	Term often used by helicopter pilots when they are in the area and ready to assist ground units.
OPFOR	Opposing Force. Designation for enemy.
PFC	Private First Class
PL	Platoon Leader
Pvt	Private
R	Rifleman
Rangers	U.S. Army Rangers: Elite military force of the U.S. Army who take on special missions.
Recon	Abbreviation for Reconnaissance. Used in-game for Recon chopper flights, ordered while in Global Positioning System mode.
RPG	Rocket Propelled Grenade. A light, man-portable dumb-fire weapon used extensively throughout the Middle East in guerilla attacks, usually of Soviet origin, against armour and personnel alike.
SAW	Squad Automatic Weapon
Sgt	Sergeant
Sit Rep	Situational Report. In Full Spectrum Warrior, designated save areas.
Stinger	U.S. man-portable ground-to-air missiles
Suppression Fire	A military tactic where large volumes of gunfire are focused on an enemy position in order to keep the enemy pinned down and unable to return fire, usually used to allow another team the opportunity to manoeuvre or retreat safely.
Tango	Slang term for enemy. Often vocalised by soldiers when an enemy is spotted
Technical/Technical vehicle	Civilian vehicle used as improvised mobile heavy weapons platform
TL	Team Leader
UH-60 A	U.S. Army troop transport helicopter
ZLF	Zekistan Liberation Front

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Quickstart suomeksi

Komentojen yleiskatsaus

Kun painat ja pidät painettuna W-, S-, A- tai D-näppäintä, siirryt yksilölliseen komentotilaan, joka on selitetty kohdassa Individual Fire Orders (Yksilölliset tulikomennot).

Useimmat Full Spectrum Warriorin™ komennot annetaan hiiren painikkeilla. Jokaista hiiren painiketta voidaan painaa sekä painaa ja pitää alhaalla. Paina ja pidä -toiminto on paina-toiminnon edistyneempi versio.

Hiiren ykköspainikkeella annetaan komento sen mukaan, mikä kohdistin kulloinkin on auki. Jos painat ja pidät alhaalla hiiren ykköspainiketta, annat komennosta vaihtoehdoisen version, joka perustuu vallitsevaan kohdistimeen.

X- tai \$ -näppäimellä peruutetaan joukkueelle annettu komento. Toiminto määräytyy tilanteen mukaan. Kun \$ -näppäintä painetaan joukkueen tulittaessa, tulikomento peruutetaan, ja kun X- tai \$ -näppäintä painetaan joukkueen liikkeessä, liikekomento peruutetaan. Väilytyöntänapäppäimen painaminen ja pitäminen alhaalla antaa Suojaudu-komennon, jolla sotilaat hakeutuvat lähimpään suojaan tai suojan puutteessa maastoutuvat.

Hiiren ykköspainikkeella tai oikealla ohjausnäppäimellä (Ctrl) saadaan esiin Fire sector cursor (tulisektorikohdistin), jonka avulla asetetaan maalit joukkueille.

Sarkainnäppäimellä tai hiiren keskimmaisella painikkeella kamera ja ohjaus siirtyvät Alpha-joukkueesta Bravo-joukkueeseen tai päinvastoin. Jossain vaiheessa osastonjohtajan tehtävääsi saat komentoosi kolmannen joukkueen, Charlie-joukkueen. Kun painat ja pidät alhaalla sarkainnäppäintä tai hiiren keskimmaista painiketta, siirryt ohjaamaan Charlie-joukkuetta.

Kohdistimet



Full Spectrum Warriorissa on kolme kohdistintilaa, jotka näkyvät alla. Vallitseva kohdistintila määrää, minkä komennon annat hiiren ykköspainikkeella tai oikealla ohjausnäppäimellä (Ctrl). Oletustilassa mikään kohdistin ei ole aktivoituna. Kun painat F-näppäintä tässä tilassa, joukkueesi kääntyy kohti näytön osoittamaa suuntaa.

Komentojen yleiskatsaus



Kun Movement cursor (liikekohdistin) on aktivoituna (①) (aktivoidaan painamalla hiiren kakkospainiketta tai numeronäppäimistön 0-näppäintä) ja painat hiiren ykköspainiketta tai oikeaa ohjausnäppäintä (Ctrl), annat rynnäkkökomennon kohdistimen osoittamaan paikkaan, jossa sotilaat siirtyvät ilmoitettuun muodostelmaan. Jos painat ja pidät alhaalla hiiren ykköspainiketta tai oikeaa ohjausnäppäintä (Ctrl), sotilaat eivät tee rynnäkköä (Rush-toiminto), vaan syöksyvät (Bound-toiminto). Katso lisätietoa tämän ohjeen osiosta "Moving your Soldiers" (Sotilaiden liikuttaminen).



Kun fire sector cursor (tulisektorikohdistin) on aktiivinen (②) (aktivoidaan napsauttamalla hiiren ykköspainiketta tai oikeaa ohjausnäppäintä), hiiren ykköspainikkeen käyttö tai oikean ohjausnäppäimen painaminen antaa pistetulikomennon. Jos painat ja pidät hiiren ykköspainiketta tai oikeaa ohjausnäppäintä alhaalla, tulikomento koskee hajatulta. Lisätietoja löydät tulikomentoja koskevasta osiosta.

Turvallinen liikkuminen ympäristössä on onnistuneen komennuksen tärkein osa. Joukkueidesi sotilaat on koulutettu liikkumaan muodostelmissa, joten tehtäväsi on valita heille paras paikka taistelukentältä. Sotilaat siirtyvät automaattisesti valitsemaasi muodostelmaan ja ryhtyvät valvomaan kukin omaa sektoriaan.

Sotilaiden liikuttaminen

Liikekohdistin

Kun painat hiiren kakkospainiketta tai numeronäppäimistön 0-näppäintä, saat Movement cursorin (liikekohdistimen) esiin. Voit siirtää kohdistinta ympäristössä hiiren avulla. Movement cursor (liikekohdistin) päivittyy koko ajan ja näyttää sinulle muodostelman, johon joukkue siirtyy saapuessaan määränpäähensä. Saat muodostelmatiedot kahdella tavalla.

Muodostelmaympyrät

Movement cursor (Liikekohdistin) -ympyrät näyttävät tarkasti sotilaiden paikat ympäristössä. Kirkkaankeltainen ympyrä näyttää Team Leaderin (joukkueenjohtajan) paikan, mikä on arvokas tieto. Kun asetat joukkueenjohtajan kulmaan, hän voi tulittaa kulmasta. Saat lisätietoja kulmasta tulittamisesta ja muista suojista tämän ohjeen osiosta "Cover" (suoja).

Muodostelma-kuvake

Kun Movement cursor (liikekohdistin) on paikassa, joka tarjoaa hyvän suojan sotilaillesi, näytön oikeaan alakulmaan ilmestyy muodostelmakuvake.

Yhteispeli

Full Spectrum Warriorissa osastonjohtajat voivat muodostaa parin ja osallistua yhteisiin sotilasoperaatioihin. Yhteistyötilassa kahdeksan miehen osaston johtaminen on jaettu kahdelle osastonjohtajalle, joista molemmat johtavat neljän miehen tulijoukkuetta. Komentojen antaminen molemmille Fire Teameille (tulijoukkueille) ei enää ole mahdollista. Sen sijaan tulijoukkueiden johtajien on opittava koordinoimaan tehtävät, jakamaan vastuu osaston turvallisuudesta ja tekemään yhteistyötä tavoitteiden saavuttamiseksi. Tehtävää helpottaa chat-ikkuna, jonka avulla käyttäjät voivat keskustella verkossa keskenään. Paina tekstin kirjoittamiseksi joko T-, /- tai \-näppäintä ja kirjoita teksti, jonka haluat välittää pelikumppanillesi.

Yhteispelissä jokaisella pelaajalla on johdettavanaan yksi tulijoukkue. Toisin kuin yksinpelitallassa et voi vaihtaa Alphan ja Bravon välillä etkä voi antaa komentoja molemmille tulijoukkueille. Yhteispeliä isännöivä pelaaja saa automaattisesti käyttöönsä Alpha-tiimin, ja peliin liittynyt pelaaja ohjaa Bravo.

Online Menu (Verkkopelivalikko)

Kun olet valinnut verkkopelin, siirryt verkkopelivalikkoon, jossa näkyvät seuraavat vaihtoehdot:

Co-op Host (Isännöi yhteispeliä): Luo yhteispeli ja isännöi sitä.

Co-op Join (Liity yhteispeliin): Liity jonkun toisen käyttäjän isännöimään peliin.

Join IP (Liity IP-osoitteeseen): Etsi jokin tietty IP-osoite, johon haluat liittyä.

Verkkopelin asetukset

Yhteispelin isännöinnin asetukset

Kun päätät isännöidä yhteispeliä, päätät myös aloittaa verkkopelin. Tarjolla on erilaisia peliparametrejä, joista voit valita:

Deploy (Järjestä): Valitse tämä vaihtoehto, kun haluat alkaa isännöidä verkkopeliä.

Chapter (Luku): Selaa tätä välilehteä ja valitse pelisi aloitustaso.

Save Section (Tallenna kohta): Selaa tätä välilehteä aloittaaksesi pelin jostakin tietyistä tallennuspisteistä haluamallasi tasolla.

Load Replay (Lataa uusinta): Valitse tämä asetus ladataksesi ja katsoaksesi edellisellä kerralla tallentamasi pelin.

Server name (Palvelimen nimi): Anna tähän kohtaan oma pelinimesi.

Password (Salasana): Valitse tämä valintaruutu ja anna salasanasi, jos haluat pelata verkkopeliä yksityisesti.

Back (Takaisin): Valitse tämä asetus palataksesi edelliseen valikkoon.

Yhteispeliin liittymisen asetukset

Kun päätät liittyä yhteispeliin, voit määrittää pelin etsimistä varten tietyt parametrit ennen peliin liittymistä. Kun olet määrittänyt haluamasi parametrit, valitse vaihtoehto Search (Etsi) etsiäksesi ne saatavilla olevat pelit, jotka vastaavat hakukriteereitäsi.

Chapter (Luku): Valitse jokin tietty luku verkkopeliä varten.

Connection (Yhteys): Valitse verkkoyhteys, jota haluat etsiä.

Verkkopelin asetukset

Voice Enabled Only (Vain ääntä tukevat): Valitse tämä valintaruutu, jos haluat etsiä vain sellaisia pelejä, jotka tukevat ääniohjausta tietokoneen kuulokkeiden ja mikrofonin kautta.

Public Games Only (Vain julkiset pelit): Valitse tämä valintaruutu, jos haluat etsiä vain julkisia pelejä (näihin peleihin liittyminen ei vaadi salasanaa).

Search (Etsi): Valitse tämä vaihtoehto, kun olet valmis etsimään saatavilla olevia pelejä määrittämiesi parametrien perusteella.

Back (Takaisin): Valitse tämä vaihtoehto palataksesi edelliseen valikkoon.

IP-osoitteeseen liittymisen asetukset:

Join IP (Liity IP-osoitteeseen): Kirjoita IP-osoite, johon haluat liittyä.

Join (Liity): Valitse tämä vaihtoehto liittyäksesi peliin.

Back (Takaisin): Valitse tämä vaihtoehto palataksesi edelliseen valikkoon.

Huomautus: Jos yrität liittyä yksityiseen peliin, sinua pyydetään antamaan isännän määrittämä salasana.

Yhteispelien tallentaminen ja jatkaminen

Jos sinä ja toverijoukkueesi johtaja suoritatte yhteispelissä kaikki tehtävät onnistuneesti, yhtään miestä menettämättä, voitte jatkaa kertomuksen seuraavaan lukuun. Itse asiassa koko sotaretki on mahdollista pelata yhteispelinä!

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Quickstart på svenska

Kontrollöversikt

Genom att trycka och hålla ned W-, S-, A- eller D-tangenterna kan du byta till individuellt kommandoläge, som beskrivs under Individual Fire Orders (individuella eldkommandon).

De flesta funktioner i Full Spectrum Warrior™ kan nås med musknapparna. Varje musknapp har två funktioner, en då du trycker kort och en annan då du trycker och håller ned knappen. Tryck/håll ned-funktionen är en mer avancerad eller specialiserad version av tryckfunktionen.

Den vänstra musknappens funktion beror på vilken markör som är synlig för tillfället. Om du trycker och håller ned vänster musknapp utförs alternativordern, dock fortfarande bestämd av den aktiva markören.

X- eller § -tangenten används för att avbryta en order du gett en grupp. Den exakta funktionen beror på sammanhanget. Trycker du på X- eller § -tangenten när en grupp ger eld stoppas eldgivningen. Trycker du på X- eller § -tangenten när gruppen flyttar på sig avbryts förflyttningen. Genom att hålla ned BLANKSTEG kan du ge order om att ta skydd, vilket får soldaterna att leta efter närmsta ställe att ta skydd, eller lägga sig framstupa om inget skydd finns.

Trycker du på vänster musknapp eller höger kontrollknapp aktiveras Fire sector cursor [eldsektormarkören], som låter dig välja mål för dina grupper.

Med TAB eller den mittersta musknappen flyttar du kameran och kontrollen från Alpha-gruppen till Bravo-gruppen och vice versa. Vid vissa tillfällen i din tjänst som skvadronbefäl får du ta kommandot över en tredje grupp som går under namnet Charlie. Genom att trycka och hålla ned antingen TAB eller den mittersta musknappen kan du byta till Charlie-gruppen.

Markörer



Det finns tre olika markörer i Full Spectrum Warrior; de visas nedan. Den aktiva markören avgör vilken funktion som utförs när du trycker på vänster musknapp eller höger kontrollknapp. I standardläget syns ingen markör. Trycker du på F-tangenten vänder sig soldaterna i samma riktning som du själv.

Kontrollöversikt



Med Movement cursor (förflyttningsmarkören) synlig (①) (som aktiveras när du trycker på höger musknapp eller 0-tangenten på siffertangetbordet) leder ett tryck på vänster musknapp eller höger kontrollknapp till en snabb förflyttning till positionen ifråga, där soldaterna kommer att inta utvald formation. Om du trycker och håller ned vänster musknapp eller höger kontrollknapp, kommer soldaterna att göra en Bound (långsam) förflyttning i stället för en Rush (snabb), vilket beskrivs i avsnittet "Förflyttning av soldater" i denna handbok.



När du har aktiverat fire sector cursor (eldsektormarkören) (②) (aktiverad genom att trycka på vänster musknapp eller höger kontrollknapp), leder ett tryck på vänster musknapp eller höger kontrollknapp till en Point fire order (punktelddorder). Trycker du och håller ned vänster musknapp eller höger kontrollknapp ges en order om suppression fire (spridd eld) i stället. Mer information finns i avsnittet "Fire Orders" (eldgivningsorder).

Att förflytta sig säkert är den viktigaste ingrediensen i framgångsrikt befälhavande. Dina soldater har fått träning i förflyttningsformationer; din uppgift är att välja den bästa positionen för dem på fältet. De kommer automatiskt att inta utvald formation och bevaka sina sektorer. Varje man täcker sitt eget synfält.

Förflyttning av soldater

Förflyttningsmarkör

Du kan aktivera Movement cursor (förflyttningsmarkören) genom att trycka på höger musknapp eller O-tangenten på siffertangentbordet. Markören kan sedan även flyttas omkring med musen. Movement cursor (Förflyttningsmarkören) uppdateras kontinuerligt och visar den formation gruppen kommer att inta när den når destinationen. Informationen förmedlas på två olika sätt.

Formationscirklar

Cirklarna som Movement cursor (förflyttningsmarkö)ren består av visar exakt var soldaterna kommer att stå i omgivningen. Den gula cirkeln indikerar var gruppchefen (Team Leader) kommer att hamna. Denna information är värdefull eftersom en hörnposition innebär att han kan ge eld från ett hörn. Mer information om eldgivning från hörnpositioner och andra skyddade positioner finns i avsnittet "Cover" (skydd) i denna guide.

Formationsikon

När Movement cursor (förflyttningsmarkö)ren befinner sig ovanför en position som erbjuder bra skydd för dina soldater, dyker en formationsikon upp i det nedre högra hörnet av skärmen.

Samarbeta

I Full Spectrum Warrior kan du slå dig ihop med ett annat skvadronbefäl och ta er an ett uppdrag tillsammans. I detta läge delar ni på uppgiften och ansvarar för fyra av de åtta soldaterna i gruppen vardera. Du kan inte längre ge order till båda grupperna. I stället gäller det att ni båda lär er koordinera era order, dela på ansvaret för truppens säkerhet och arbeta tillsammans för att klara av uppdraget. Detta underlättas tack vare möjligheten till kommunikation via ett chatt-fönster. Tryck antingen på T-, /- eller \-tangenten på tangentbordet för att skriva in text avsett för din medspelare.

I gemensamt läge tilldelas varje spelare ledarskapet över en egen eldgivningsgrupp. Till skillnad från i spel med en spelare kan du inte växla mellan Alpha and Bravo och inte heller ge order till båda eldgivningsgrupperna. Spelaren som är värd för det gemensamma spelet tilldelas automatiskt Alpha-gruppen, medan medspelaren kontrollerar Bravo-gruppen.

Online-meny

När du väljer att spela online, kommer du till Online-menyn och har flera alternativ att välja bland:

Värd för gemensamt spel: Skapa och bli värd för ett gemensamt spel.

Anslut dig: Anslut dig till ett spel som en annan användare är värd för.

Anslutnings-IP: Sök efter en speciell IP-adress för anslutning.

Online-alternativ

Alternativ för värden för gemensamt spel:

När du väljer att bli värd för ett gemensamt spel, väljer du att starta ett online-spel. Du har många olika spelparametrar att välja bland:

Arrangera: Välj det här alternativet om du vill börja arrangera ett online-spel.

Kapitel: Bläddra genom den här fliken och välj startnivå för spelet.

Spara-avsnitt: Bläddra genom den här fliken för att starta ett spel från en speciell sparpunkt inom en nivå.

Ladda omspel: Välj det här alternativet för att ladda och visa ett spel som du har sparat.

Servernamn: Infoga ett eget spelnamn i det här avsnittet

Lösenord: Markera den här kryssrutan och ange ett eget lösenord, om du vill ha ditt online-spel för dig själv.

Tillbaka: Välj det här alternativet för att gå tillbaka till föregående meny.

Uppdraget fortsätter Online

Alternativ för anslutning till gemensamt spel:

När du väljer att ansluta dig till ett gemensamt spel, kan du ange speciella sökparametrar för spelet innan du ansluter dig till ett spel. När du har angivit dina speciella sökparametrar, väljer du alternativet Search för att söka efter de spel som matchar dina sökkriterier.

Kapitel: Välj ett särskilt kapitel att spela online.

Anslutning: Välj en särskild online-anslutning att söka efter.

Online-alternativ

Endast röstaktiverad: Markera den här kryssrutan för att endast söka efter spel där röstkommunikation via datorns hörlurar kan användas.

Endast allmänna spel: Markera den här kryssrutan för att söka efter icke-privata spel (spel där du inte behöver ett lösenord för att delta).

Sökning: Välj det här alternativet när du är redo att börja söka efter de spel som baseras på de parametrar som du föredrar.

Tillbaka: Välj det här alternativet för att gå tillbaka till föregående meny.

Anslutnings-IP, alternativ:

Anslutnings-IP: Ange den IP-adress som du vill ansluta dig till

Anslut dig: Välj det här alternativet för att delta i spelet.

Tillbaka: Välj det här alternativet för att gå tillbaka till föregående meny.

Obs!: Om du försöker delta i ett privat spel, uppmanas du att ange världens angivna lösenord.

Spara & fortsätta spela gemensamma spel

Om du och din eldgivningsgruppchef under ett gemensamt spel framgångsrikt slutför uppdragets målsättning utan att förlora någon man, kan ni fortsätta till nästa kapitel i berättelsen. Det går faktiskt att spela hela solokampanjen i gemensamt läge!

Hotline

Har du problem med- eller frågor om våra spel?

Har du problem eller frågor om ditt PC BEST BUY spel eller andra av våra produkter kan du kontakta vår support på telefon 08-445 50 55. Vår support är öppen Måndag-Fredag kl 18,00-20,00.

Du kan också skicka ett e-mail till: kemedi@kemedi.com

Svar på de vanligast förekommande frågorna kan du få om du tittar under FAQ.

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Quick Reference Sheet

BASIC COMMANDS

Left Mouse Button or Right Control –

Press with no cursors open to activate fire sector

Press to confirm a movement order

Press and hold to bound

Press to confirm a fire sector

Hold to order suppression fire

Right Mouse Button or NUMPAD 0 – Press to activate/deactivate movement cursor

Middle Mouse Button or TAB – Switch teams.

Press and hold to select third asset when available.

Mouse Wheel or Left Shift – Zoom in/out

X or ~ (Tilde) – Cancel Order

F1 or Q – Report

ESC – Toggle in-game menu

E – Activate/Cancel Global Positioning System

Space – Take cover

F – Facing order

1 – Activate/Cancel M67 Frag Grenade Cursor

2 – Activate/Cancel M203 Grenade Cursor

3 – Activate/Cancel AN-M8 Smoke Grenade Cursor

4 – Activate/Cancel Indirect Fire Cursor

W – Select Team Leader. Press and hold to enter individual soldier command with Team Leader selected.

S – Select Grenadier. Press and hold to enter individual soldier command with Grenadier selected.

A – Select Automatic Rifleman. Press and hold to enter individual soldier command with Automatic Rifleman selected.

D – Select Rifleman. Press and hold to enter individual soldier command with Rifleman selected.

T, \ or / – Enter text in an online game.

GLOBAL POSITIONING SYSTEM MODE

Left Mouse Button, 1 or Right Control – Toggle map/objective view

Right Mouse Button, 2 or Num Pad 0 – Request recon

Shift or Mouse Wheel – Zoom map view

W, S, A or D – Scroll map view

X or E – Return to game

F1 or Q – Global Positioning System Help

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