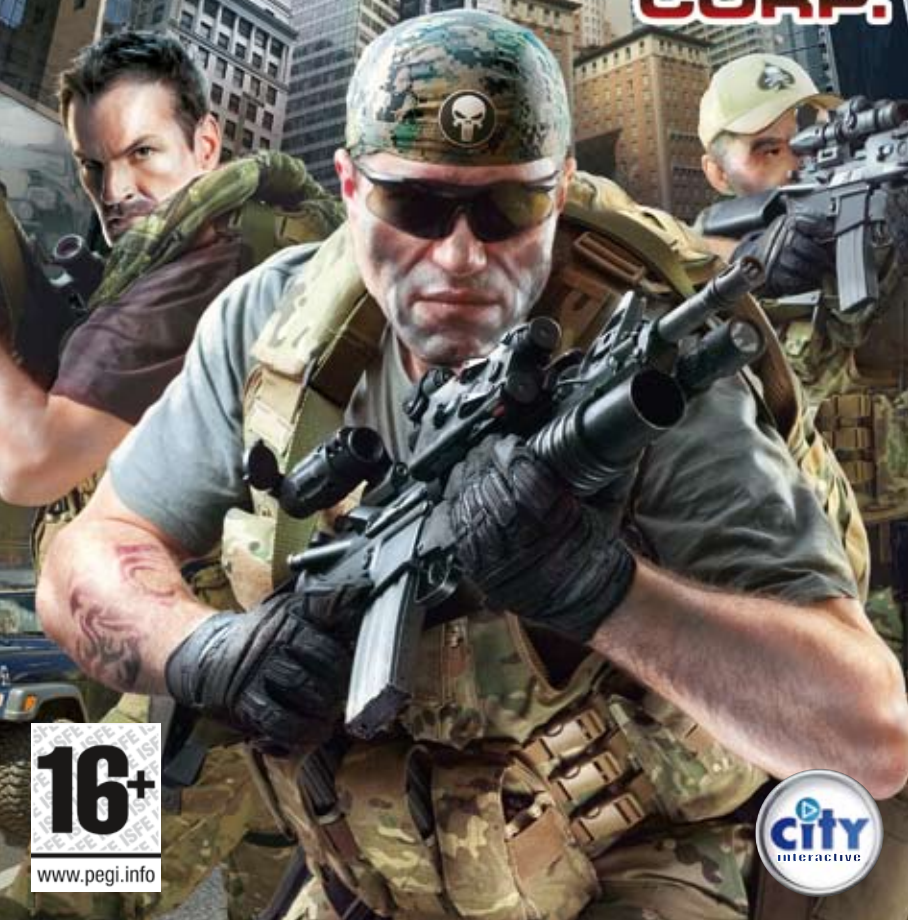


GAME MANUAL

ARMED FORCES CORP.



16+

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1. GETTING STARTED

1.1. System Requirements

Before installing ARMED FORCES CORP, you should first make sure that your computer meets the basic system requirements:

- Windows XP/2000 or Windows VISTA
- DirectX 9.0c or higher (included on the DVD)
- Pentium 4 2.4 GHz processor or equivalent
- 1024 MB RAM (Windows XP/2000/VISTA),
- GeForce 6600 or Radeon 9800 PRO 128 MB graphics card
- 4.0 GB of free hard drive space for installation
- Quad speed DVD-ROM
- 16-bit sound card with EAX 2.0 compatible with DirectX 9.0
- Mouse
- Keyboard

It is also recommended that you install the latest drivers for your graphics card as well as all the latest service packs for your operating system.

1.2. Installing the Game

In order to install the game, simply insert the ARMED FORCES CORP DVD into your DVD-ROM drive, and follow the instructions on the installation screen.

If the installation screen does not appear (in particular, if you have disabled the Autostart feature in your DVD-ROM drive), follow these steps:

OPTION 1:

1. Choose your DVD-ROM drive by double-click on its icon.
2. Double-click the file setup.exe.
3. Follow the on-screen instructions.

OPTION 2:

1. Click on START.
2. Click on RUN.
3. Type in D:\SETUP.EXE (where 'D' is the letter of your CD ROM drive).
4. Press 'OK' button.
5. Follow the on-screen instructions.

Before installing ARMED FORCES CORP, we recommend that you close all other applications (anti-virus software, email clients, web browsers, file sharing, instant messaging). Most installation problems can be avoided by closing running programs.

1.3. Support

Support can be found online by visiting our web site at:

<http://www.city-interactive.com/>

You can also e-mail us at:

support@city-interactive.com

2. PLAYING THE GAME

2.1. Main Menu

Every time you run the game, you will first find yourself inside the Main Menu. This menu presents you with the following options:

Single Player – by selecting this option, you will be able to either

start a new game, or load a saved game if you already have a game in progress.

Options – the options menu allows you to configure the game in a variety of ways. In particular, you will be able to reconfigure the controls, change the graphics settings to better match your hardware configuration.

Profile – ARMED FORCES CORP allows multiple players to maintain their own separate game settings and saved games on the same installed copy of the game. The Profile option allows you to create, load and alter the player profiles.

Quit – when you're done playing the game, you will be able to exit back to Windows using this option.

2.2. Getting into the Action

Once in the game, your goal is to complete the objectives set to you as you go through the nine missions that form the single player storyline.

Here are a few useful tips to help you get through the game:

Use the "lean" buttons to stick your head out from behind a wall and spot enemies. The enemies around the corner can still spot and kill you – but you'll be a much tougher target.

Always be aware of your environment. Sometimes, you'll be able to crouch behind furniture and use it as cover. Be careful, however – wooden furniture can be shot straight through. This

can be an advantage, when the enemy hides behind a table, but when you're the one hiding...

Sometimes, you have to use valves to turn off hot steam or fire.

Use the zoom option to increase your accuracy and shoot enemies from a longer range.

Pay attention to the weapons that you use – not all of them are good for everything. As a general rule, assault rifles are excellent long range weapons, but in close quarter, they become significantly inferior to smaller weapons like the MP5 or AKS74U submachine guns. The latter, on the other hand, are of precious little use when firing at long range. Then there's the shotgun – this weapon fires a number of pellets; the further away the target is, the more the pellets will spread out along the way. If all the pellets strike the same enemy, you are almost certain to kill him. Once the pellets spread out, however, the weapon's effectiveness is greatly diminished.

Sometimes, you can attack your enemies with the knife and kill them silently, without alerting the others to your presence.

Grenades are always one of your most useful weapons. You can use them offensively, to kill enemies outright or flush them out from behind cover; however, they can also be used in defence to prevent the enemy from pursuing you.

If your health is low, step back away from combat and wait – you will eventually recover.

Never underestimate your enemies. If you hide behind cover, bear in mind that your opponents can and will walk around the cover eventually to pursue you.

2.3. Controls

While ARMED FORCES CORP allows you to reconfigure the controls to better suit your own preferences, the game is configured by default to the following control scheme:

Movement-related keys

Move forward – **W**

Move backwards – **S**

Move to the left – **A**

Move to the right – **D**

Run – hold down **SHIFT**

Lean left – **Q**

Lean right – **E**

Jump – **SPACE**

Crouch – **CTRL**

Interaction-related keys

Fire – **Left Mouse Button**

Modify Weapon – **M**

Melee attack – **V**

Use – **F**

Reload gun – **R**

Throw Grenade – **G**

Switch between Grenade and Flashbang – **H**

Zoom – **Right Mouse Button**

Flashlight – **X**

Night Vision Goggles – **N**

Equipment management keys

Weapon #1 – **1**

Weapon #2 – **2**

Weapon #3 – **3**

Weapon #4 – **4**

Next weapon – **Mouse Wheel Up**

Previous weapon – **Mouse Wheel Down**

Drop weapon – **B**

Holster weapon – **5**

Mission state-related keys

Mission objectives – **TAB**

Check scores / refresh HUD – **TAB**

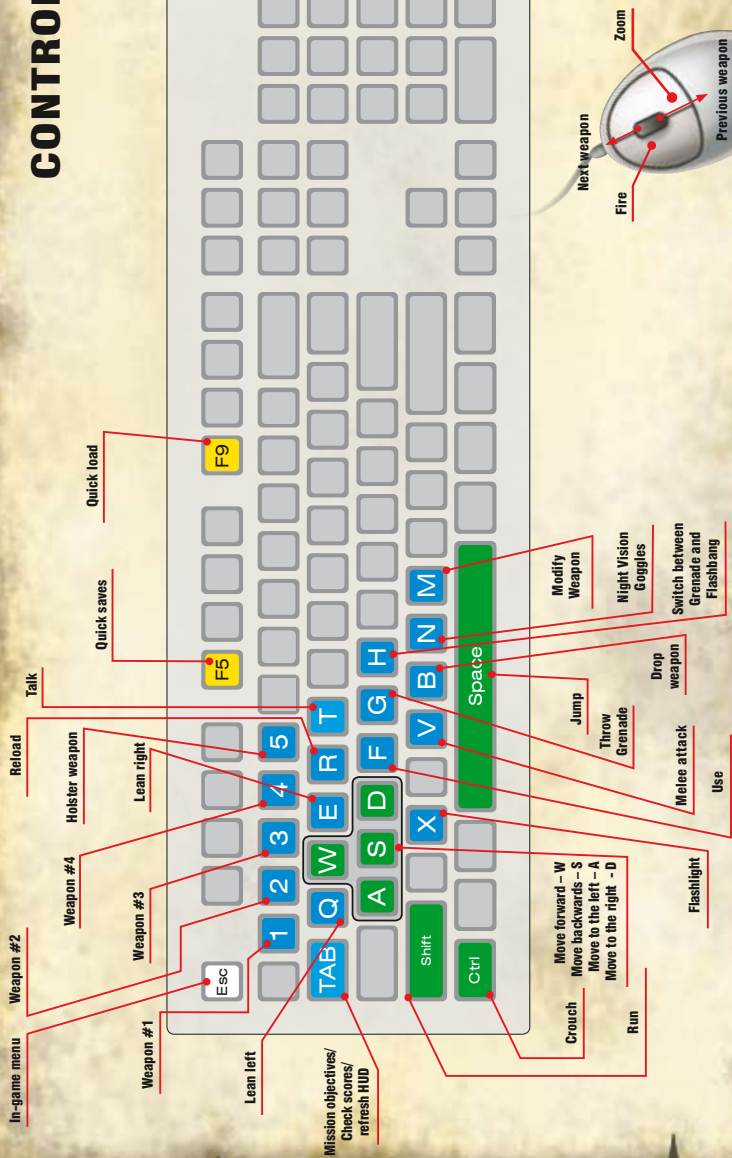
Talk – **T**

Quicksave – **F5**

Quickload – **F9**

In-game menu – **ESC**

CONTROLS







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