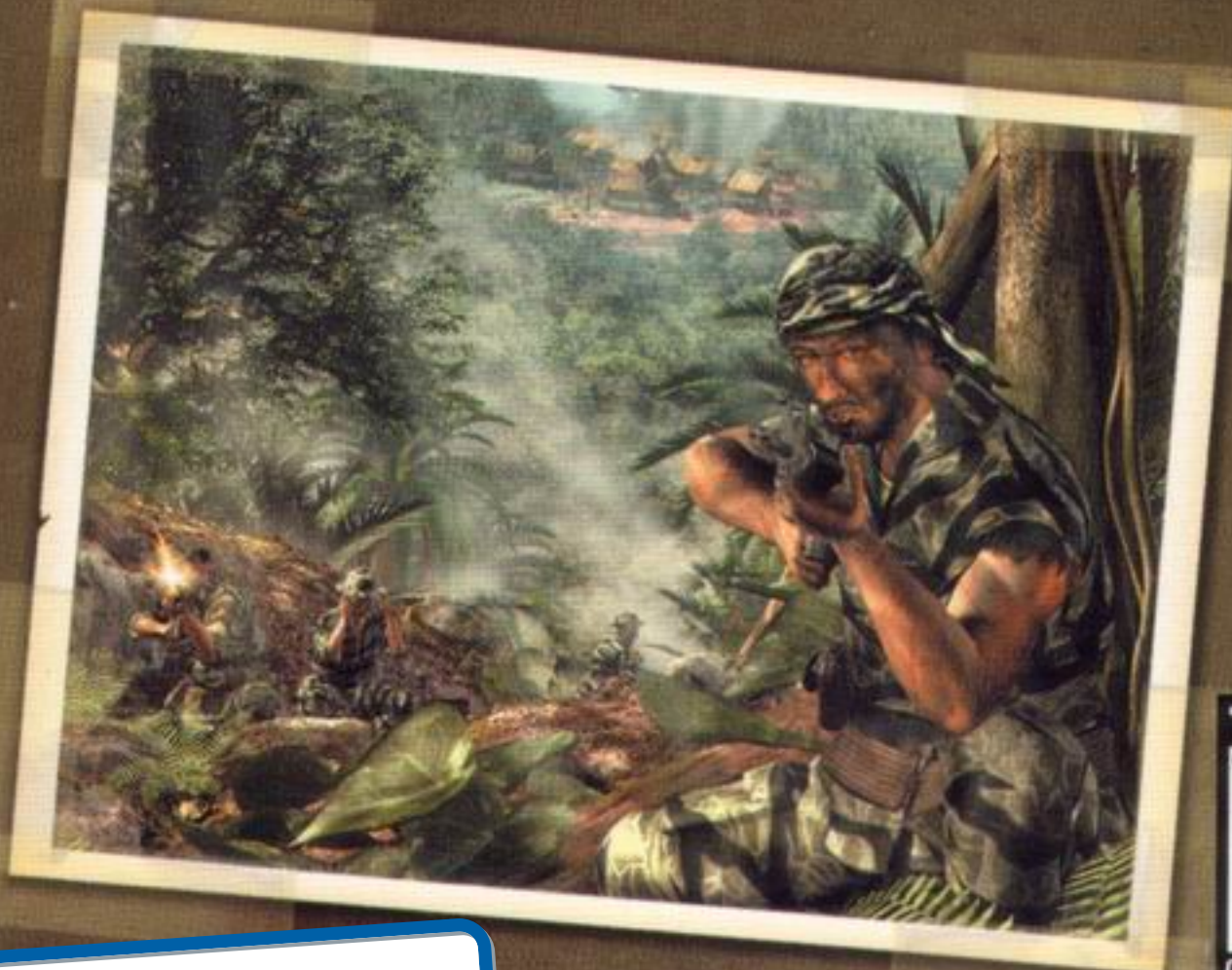


VIETCONG™

YOUR ESSENTIAL GUIDE
TO JUNGLE WARFARE



<http://www.replacementdocs.com>

VIETCONG™

TABLE OF CONTENT'S

WAR IN VIETNAM	.02
INSTALLATION	.04
DIRECTX	.04
GAMESPY	.04
GAMESPY TECHNICAL SUPPORT	.05
UNINSTALL	.05
STARTING THE GAME	.05
GAME CONFIGURATION/SETUP SCREEN	.05
IN-GAME RESOLUTION	.06
MENUS	.07
MAIN MENU	.07
GENERAL OPTIONS	.07
CONTROL OPTIONS	.08
SETTINGS	.10
VIDEO	.10
SOUND	.10
SINGLE PLAYER TUTORIAL	.12
SINGLE PLAYER CAMPAIGN	.12
BASECAMP	.13
TOC (TACTICAL OPERATIONS CENTER)	.13
HAWKINS' BUNKER	.13
SINGLE PLAYER	.15
MULTIPLAYER	.15
CREATING A SERVER	.15
GAME TYPES	.16
CONSOLE COMMANDS	.18
USING WEAPONS	.20
INVENTORY	.21
COMBAT STRATEGY	.22
MEMBERS OF YOUR TEAM	.23
HINTS & TIPS	.24
SF JARGON	.26
CREDITS	.30
CUSTOMER SUPPORT & WARRANTY	.35
NOTES	.38

WAR IN VIETNAM

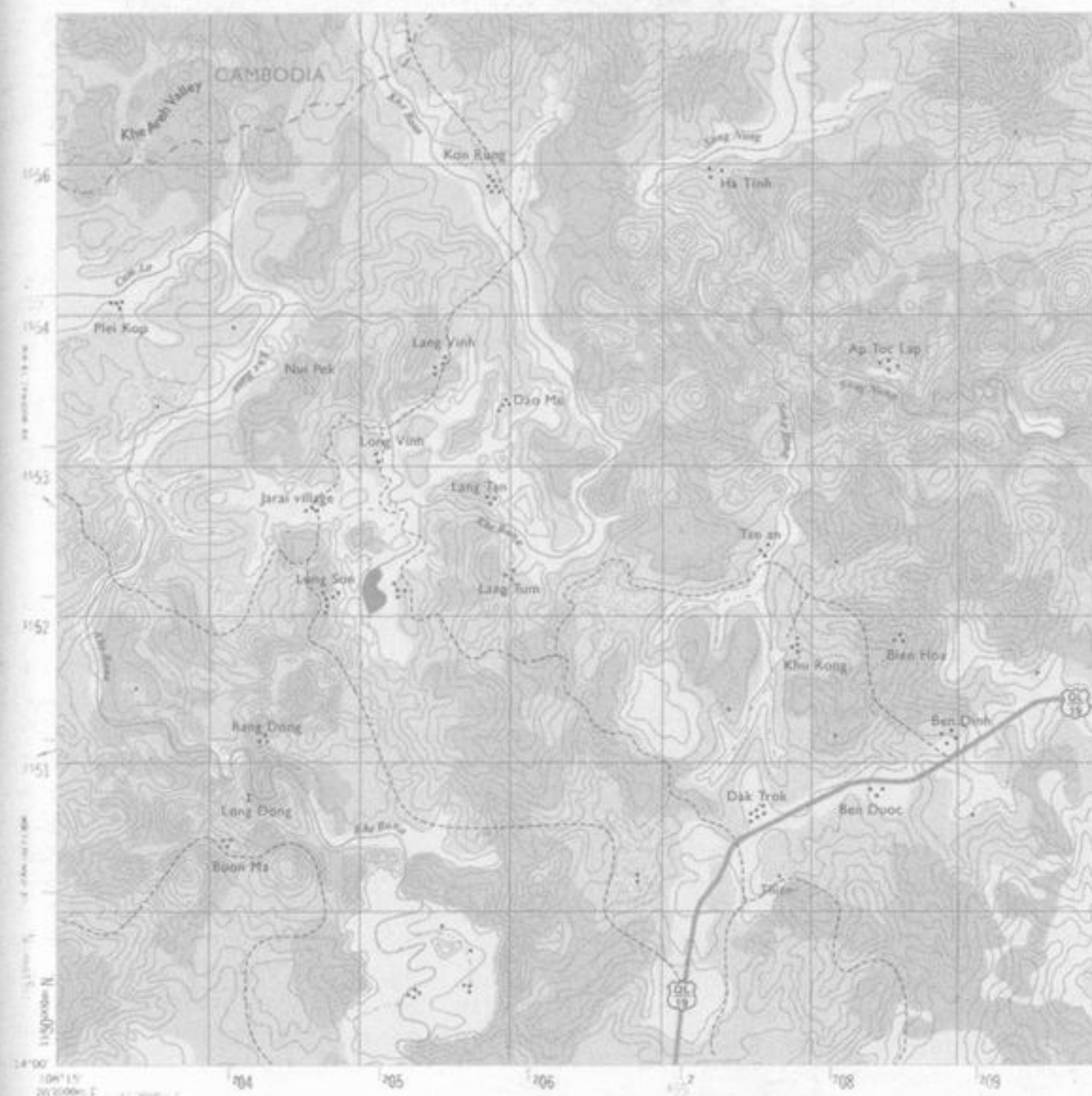
In 1954, the French colony of Indochina was divided by virtue of the Geneva Treaty into four independent states: Cambodia, Laos and South and North Vietnam. After two years of relative calm, the North Vietnamese leader Ho Chi Minh decided to foster the process of reunion of both Vietnams by means of military action. He encouraged the formation and activity of communist circles in all the South Vietnamese provinces and cities, whose task was to undermine the power of the Republican government through guerilla activities and thus pave the way for a full-blown invasion of the North Vietnamese Army. The Republic of Vietnam Army was unable to resist such pressure and the total chaos of civil war seemed imminent. The United States of America, well aware of the strategic importance of their small Asian ally, transferred its own troops into the area. These were originally only a few military consultants and military instructors, but soon regular army troops came in, as well as the Marine Corps. The U.S. troops joined the Republican Army (ARVN) in their fight against the South Vietnamese communist guerrillas, and in 1964, also against the North Vietnamese Army. The Hanoi strategists rushed their army into South Vietnam hoping they would manage to overthrow the Republican government before the growing U.S. military presence could thwart it. They did not succeed and the country was irreversibly heading for the destructive, downward spiral of war.

The Vietnam War is the single largest and bloodiest conflict of the second half of the 20th century. It was a product of its time, a duel between communism and the free world. The war lasted almost 20 years and claimed the lives of some 3,000,000 Vietnamese and 58,000 Americans.

The Republic of Vietnam - year 1967. The civil war rages on throughout the country. In this war, there are no clear-cut frontiers. The fights and skirmishes take place in the jungle, river deltas, rice fields, as well as villages and suburbs. More and more North Vietnamese soldiers and guerilla fighters are infiltrating the Republic from Laos, Cambodia and North Vietnam via the so called "Ho Chi Minh Trail". A few of the "Path" trails run through the mountains of the Central Highlands, an area inhabited by indigenous tribes known as the Montagnards. The U.S. Army sent Special Forces troops to establish contact with the local peoples and offer them military assistance and training. This training was unconventional, focusing on jungle warfare and close combat. The U.S. Troops along with the local highlanders gradually establish fortified bases alongside the Cambodian border, from which mixed American-Montagnard squads patrol the regions, set traps, gather intelligence and most importantly, sabotage and attack the communist military transports and convoys.

Thus, the Green Berets wage their own "private war" in the Central Highlands, a war that is completely different from the conventional warfare lead by numerous U.S. troops in other parts of South Vietnam.

The adversary to the allied forces of the U.S. Troops and Montagnards here was the North Vietnamese Army, but more importantly the feared and hated communist guerilla troops, whose name, even though hated by themselves and their allies, inspires respect to this very day. The name that will never be forgotten by any of the men that had served in the Vietnam War the name of VIETCONG!



INSTALLATION

- Make sure you close down any programs and applications that are running.
- Insert disc 1 and follow the on-screen prompts.
- If the installer does not start automatically, 'explore' the CD in 'My Computer' and double-click the 'Setup.exe'. This will initiate the installer program.

DIRECTX

- Vietcong requires DirectX version 8.1 or above to be installed.
- DirectX is provided with Vietcong. If you do not have DirectX 8.1 on your system, install the provided version.

GAMESPY

How to Play Vietcong in GameSpy Arcade:

You can play Vietcong online through GameSpy Arcade, which comes conveniently bundled with this game. If you haven't done so already, insert your Vietcong CD and install GameSpy Arcade now. Then, to play Vietcong online, just follow these simple instructions:

Launch GameSpy Arcade and Go to the Vietcong Room:

Click on the GameSpy Arcade link in your Start Menu. When the software starts, you'll see a list of games along the left side. Click on the Vietcong button on the left to enter the Vietcong room.

Find or Start a VIETCONG Server:

Once you're in the Vietcong room you can meet other players, find servers or create your own server. The top half of the application will list all of the available servers, including the number of people playing and your connection speed (measured by something called 'ping', the lower your ping, the better.) To start your own server, click on the 'Create Room' button and wait for people to sign up. (A clever server name, such as "Heroes only" usually attracts people). To join a game already running simply double-click on a server of your choice.

Joining and Starting a game:

Once you double-click on a server or start your own, you'll be in a staging room, in which you can talk with your fellow players and prepare for combat. When you're all set to play, click the 'Ready' button at the top of the screen. When everyone in the room has signaled their readiness, the host can launch the game. Arcade will fire up VIETCONG and the carnage will begin!

GAMESPY TECHNICAL SUPPORT

If you experience problems when using GameSpy Arcade, whether installing the program, registering it, or using it in conjunction with VIETCONG, consult the GameSpy help pages, located at <http://www.gamespy.com/support>.

UNINSTALL

If you would like to remove the game from your system choose 'Uninstall' from the Vietcong section in the Start Menu and follow the on-screen instructions.

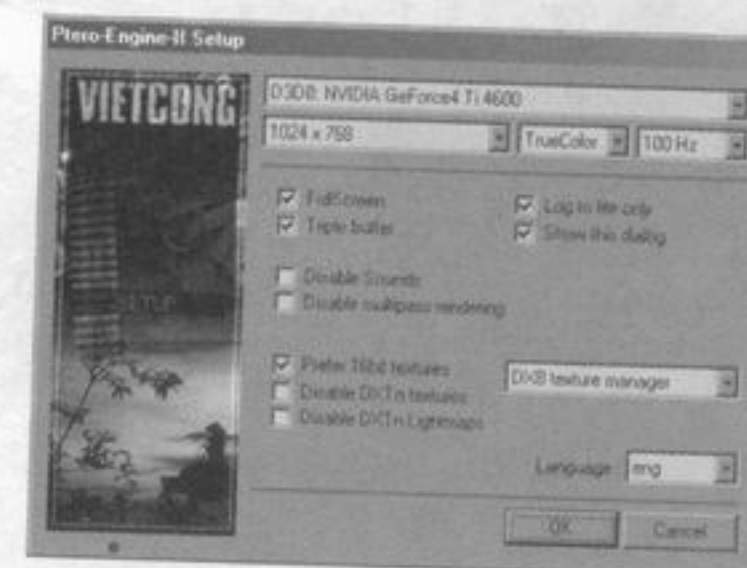
STARTING THE GAME

- To start the game, insert the CD. If auto-run is enabled, wait for the Vietcong dialogue screen to appear and select 'Play'.
- If the game does not auto-run, use the Vietcong icon in the Start Menu to run the game.
- You can also start the game by double-clicking the desktop icon, if you chose to create one during the install process.

GAME CONFIGURATION /SETUP SCREEN

This screen enables you to fine tune the settings to get the maximum performance from the game on your system.

The name of your computer's graphics card will be displayed at the top, with the default settings below. You can leave these as they are, or change them to get increased "quality" or increased "performance", depending on your personal preferences.



IN-GAME RESOLUTION.

This will change the resolution that the game will run in. The higher the resolution, the better the graphics will look, however performance may be lowered depending on your system.

Hi color / True color

Playing in "True Color" looks slightly better, but may marginally reduce performance on low spec machines.

Refresh rate

Some Graphics cards and monitors will have the option to change the Refresh rate. This feature is best left at its default setting or "optimal" - this will select the best Refresh Rate for your system.

Full screen

This decides whether the game will be displayed in full screen or in a window. Uncheck this box and the game will be displayed in a window.

Triple buffer

With triple buffer on, the graphics will be smoother, but it may slightly lower the performance.

Disable sounds

Checking this box will stop the game from playing any sounds or music.

Disable multi-pass rendering

Multi-pass rendering makes the graphics, and graphical effects appear more realistic, but may reduce performance. Check the box to disable this feature.

Prefer 16bit textures

32 bit textures are higher quality than 16 bit ones. The difference is marginal, so we suggest you use 16 bit textures.

Disable DXT Textures

Disable DXT compression on textures. Use only if you have problems with displaying the game on screen.

Disable DXT compression on textures

Use only if you have problems with displaying lightmaps (environmental shadows) on screen.

Textures in system memory (DirectX texture manager)

The most common option. Use this option if your video card has 32Mb or more of RAM.

Fit textures in video memory (Ptero texture manager)

Use this option if your video card has less than 32Mb of RAM.

Note: Scaled textures appear blurred.

EAX 2.0

EAX 2.0 allows applications to apply digital sound effects to 3d sounds.

These effects include 'environmental effects' such as reverberation, occlusion and obstruction. The effects help create a realistic and accurate audio environment for the best available gaming experience.

MENUS

General

Confirm - It's the YES button!

Back - Return to the previous screen

MAIN MENU

From the main menu you are able to enter the following sub menus.

Single player

Multiplayer

Options

Quit

GENERAL OPTIONS

Default

This will restore the "general" settings to their original state.

Show subtitles - on/off

This toggles the in-game subtitles on or off. There is a lot of dialogue in Vietcong, as well as a lot of noise! Subtitles ensure that you won't miss any information due to the sound of a mortar strike, or an M-60 on full automatic.

Show hint windows - on/off

This toggles the in game hint windows. In the early stages of the game, the hint windows will help you learn tactics and controls.

Crosshair shape

Choose from a selection of crosshair types.

Crosshair colors

Choose from a selection of crosshair colors.

Level of blood/gore

Change the level of in-game blood. With this set to 'none' there will be no blood stains, no blood 'splats' and no limb loss. When set to 'full', people will become bloodied, and corpses can become mangled.

Reality switch

Add realism by removing HUD (heads up display) items: Ammo counter, radar, weapon crosshair, health bar. For a more taxing, but more rewarding tour of duty, remove them all.

Whistle after explosion

When an explosive device lands near you, your ears will ring, and you will become temporarily deaf. This toggles the ringing sound on and off.

CONTROL OPTIONS

Default

This restores the controls to their original settings.

Save as

Saves your current control setup - specify a filename for your own preferences, then select it in the drop down box when you wish to use it.

Clear all

Clears all of the key settings.

Controls

Action:	Primary Key:	Alternate Key:
Forward	Up key	W key
Backward	Down key	S key
Strafe Left	Left key	A key
Strafe Right	Right key	D key
Lean Left	Delete key	Q key
Lean Right	Page Down key	E key
Jump	Right Shift key	Space key
Crouch	Right Ctrl key	Shift key
Lay down	Num 0 key	Ctrl key
Walk	/ key	Caps Lock key
Shoot (left)	Mouse Button 0 (right)	Aim Mouse Button 1
Reload	Mouse Button 2 (wheel)	R key
Use	Enter key	F key

Action:	Primary Key:	Alternate Key:
Prev weapon	Mouse Wheel +	
Next weapon	Mouse Wheel -	
Drop weapon	G	X key
Command menu	End key	C
Single Shot / Automatic	Del on Num Pad	
Weapon1	1 key	
Weapon2	2 key	
Weapon3	3 key	
Weapon4	4 key	
Weapon5	5 key	
Weapon6	6 key	
Weapon7	7 key	
Weapon8	8 key	
Map	M key	
Last used weapon	K key	
Binoculars	B key	
Info (multiplayer game)	Tab key	
Select side (multiplayer game)	Home key	
Select class (multiplayer game)	\ key	
Commence voice-chat	V key	T key
Chat all	Insert key	Y key
Chat team	Page Up key	

FAQ:

Pick up Weapon = get close to the weapon, look at it, a circle will appear, press Enter. You can only pick up a weapon when you have dropped your current one.

Disarming Bombs = Similarly, to disable a trap carefully move towards the trap, when you are close enough the circle will appear. Press enter and the trap will be disabled allowing you to progress down that route.

SETTINGS

Keyboard turn speed

Set the speed at which you rotate when using the keyboard.

Mouse sensitivity

Adjust the sensitivity of the mouse.

Reverse mouse

Invert the mouse movement.

Mouse look

Deactivate this, and you will be unable to move your view using the mouse. You will then have to use the keyboard to look around.

Set inventory

In this menu you can set which items you will have in the item menu activated by the next/previous weapon keys.

VIDEO

Default

This will restore the "video" settings to their original state.

Effects

This slider bar varies the detail of the graphical effects within the game. This can marginally affect the performance. This applies to character shadows, moving vegetation, animals, insects, etc.

Character Detail

This slider bar varies the detail level of the character models within the game. This can marginally affect the performance.

Gamma Correction

This slider bar adjusts the "gamma correction" of your display. This basically brightens or darkens the display.

SOUND

Sound Quality

This slider bar adjusts the quality and amount of sound effects within the game. Changing this can marginally affect performance.

Note: Vietcong uses the advanced features of today's sound cards so make sure you have the updated system drivers for your sound card and, indeed, all other parts of your computer.

Music Volume

This slider bar adjusts the music volume within the game. This will affect the menu music and cut scene music.

SFX Volume

This slider bar adjusts the sound effects (SFX) volume within the game. This will affect the menu SFX as well as the SFX within the game.

Output

This drop-down box lets you select the speaker set-up you are using, to enable Vietcong to make the most of your sound rig. Select the set-up that applies to you. Options include...

- Stereo Speakers
- Quadraphonic speakers (four speakers, arranged 2 front, 2 back)
- 5.1 Surround speakers (6 speakers, arranged 2 front, 2 back, 1 center and 1 sub woofer)
- Stereo Headphones

Make sure that you select the correct option, as the sound will be different under each setting.

Reverse Stereo

This reverses the stereo output of the speakers.

Disable EAX

This will deactivate the game's usage of the EAX extension. Changing this can affect the quality of the sound within the game, and may affect performance. You will have to restart your machine for the changes to be applied.

Try changing this option if you have problems with sounds in-game.

Voice communication

This only works on LAN games. You will need a microphone plugged in (and set up through Windows) before attempting to use this feature.

Check the 'enable' box to turn voice communication on. You can alter the sensitivity of the microphone levels by changing the options displayed when 'enable' is checked. Note that your voice will only 'carry' a distance relative to the volume you speak at. Therefore shout if you want to talk to team-mates who appear far off in the game.

SINGLE PLAYER TUTORIAL

Movement tutorial

The movement tutorial is a short obstacle course giving you the chance to get used to the basic movements within Vietcong. You will learn to walk, run, jump, crouch and crawl. Make sure you impress the Drill Sergeant, he is not famed for his forgiving nature.

Shooting tutorial

Once you have mastered movement on the obstacle course, you will move on to the firing range. Here you will learn how to accurately fire a weapon, learning the basics of aiming, firing, reloading and dropping/picking up weapons. This tutorial is essential to understand how the weapons work in Vietcong.

Heavy weapons tutorial

In the heavy weapons tutorial you are taken to the extended range. You will be shown how to use claymore mines, grenades, a mounted M-60 and the M-79 Grenade launcher (bloop). You will also learn how to accurately call in fire support using your map.

Tactics tutorial

In the tactics tutorial you will learn how to work and fight as a team.

SINGLE PLAYER CAMPAIGN

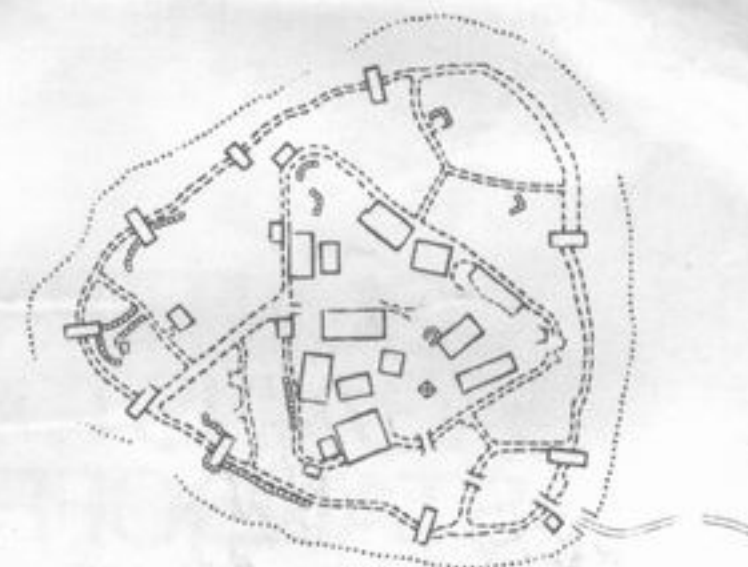
Main character

Sergeant First Class Steve Hawkins was born in Wilmington, North Carolina. He attended North Carolina State University and studied economics for almost a year, but decided to quit, mainly for personal reasons and because studying economics was too boring for him. After a few months, in March 1960, he visited the Army Recruitment Center in Detroit. He quickly rose up through the ranks and was transferred to the Special Forces in 1963, already at the rank of Staff Sergeant. He was trained as an operations and intelligence specialist. He was then transferred to Okinawa after SF training at Fort Bragg. He spent one tour of duty in Thailand and another one in Vietnam, before returning back to Okinawa. At his own request he was transferred back to Vietnam a year later, initially to the LLDB rangers school as an instructor, later, he was sent as a replacement to Nui Pek Camp as an Intelligence Sergeant.



BASECAMP

Nui Pek lies a few miles away from the Cambodian border, in the Pleiku Province in II Corps. The camp is inhabited by SF team A-216 (6 members at the moment), a team of LLDB (south Vietnamese SF) and several CIDG (local Montagnards trained by US soldiers).



TOC (TACTICAL OPERATIONS CENTER)

This is the central hub of the camp. It is where the senior officers organize, plan and discuss patrols, civic actions, training and general upkeep of the camp. Also, it is where your team will be briefed before you leave for your designated missions.

HAWKINS' BUNKER

Your "pit" - This is where you will spend your time when you are not waist-deep in swamps or clambering up muddy slopes. You have a hard bed with an itchy blanket, a dirt floor, and the incessant buzzing of mosquitoes.

It is your own personal center of operations and contains the items and documents you collect as your tour progresses. You can go back and look through any of the documents you have acquired, read up on VC tactics, or just chill out and listen to "Double J" on the AFVN (American Forces Vietnam Network) on your transistor radio.

Mission Briefings

Your mission orders will often be given to you the day before the action is scheduled to take place. You will be given an idea of the AO (Area of Operations), available friendly forces, supporting groups, available heavy ordinance and any available intelligence on enemy forces, methods and locations of insertion/extraction and other relevant information.

This paper briefing is a precursor to the briefing you will receive from the Captain prior to the mission commencing.

You will also receive a de-briefing document, which will document exactly what happened in the mission, friendly/enemy casualties and any other important information gleaned from the mission.

Documents 'Lessons learned'

A US Army document which contains a vast array of information about the VC and NVA. There is useful information on tactics, traps and weapons.

COUNTERMEASURES AGAINST STANDOFF ATTACKS



combat experiences - lessons learned
NO. 71

Manuals

Historical background info on the enemy.

Weapons info

Have a look at all of the weapons' statistics.

Diary

Hawkins keeps a diary which he updates when he's back at base, he's also a bit of an artist...

Team papers

This is a short military record of all of your squad members.

Radio

Kick back, relax, play some tunes and listen to the ever-popular disc jockey "Jonah Jukowski".

Shooting gallery / Armory

Here the player can practice shooting with all the weapons in the game!

SINGLE PLAYER

Single Player

The player can re-visit completed missions...

Quick Fight

The player can set up a 'quick' game. You choose a map, select your preferred settings and go.

MULTIPLAYER

LAN

Play over a Local Area Network.

Internet

Play through GameSpy over the internet. You will be taken to a server list which will display all of the available servers, along with information about the individual servers.

Direct connection

If you know the IP address of an active server you can input it here and connect directly. This works in the same way as choosing the level in the list but you will find and connect to your server faster.

Player

You can customize your character in several ways:

Name

Choose your name.

Side

Choose between VC and US.

Body

Choose which body/uniform.

Headgear

Choose which hat/bandanna.

CREATING A SERVER

Maps

Choose which map to play on. Different maps are suited better to different numbers of players.

End rule

The player can choose how the game will end:

- Time limit (set the amount of time you wish to play for)
- Frag/kill limits (reach a certain number of kills and the game will end)
- Points limit (reach the point limit and game will end)

Server options

There are many other server options to help you customize the game. You can limit the amount of a certain class, change the respawn times as well as other options which will help you get the best from multiplayer Vietcong.

GAME TYPES

Deathmatch (DM)

Got no friends, or just like taking on the rest of the world? Deathmatch is a free-for-all where 'frags' are all that matters. Weapons can be found lying around the maps.

Team deathmatch (TDM)

Two teams, trying their hardest to kill one another. A more social version of deathmatch.

Capture the flag (CTF)

Each team has a flag to protect, steal your enemies flag and return it to your base. You can only score if your flag is still in your base.

Assault team game (ATG)

On each map there is one ATG mode. This mode is played in the way that every team has specific objectives to do. You have to read the in-game description to learn about the mission objectives for specific missions.

Example: Protect the pilot

The US team has to protect the pilot and escort him to the LZ. The pilot starts with a pistol and has a flak jacket to protect him. The Vietcong side has to prevent the pilot reaching the LZ.

Last man standing (LMS)

In this mode, you will have to fight everyone else (like in DM) but there is no respawning. The last man standing, will restart the map like a hero, with an M-60 and extra health, while everyone else will only have a pistol. Enjoy!

Real war (RW)

This mode requires you to capture all the flags on the map. The map will have 3 or more flags; you must capture all of these flags for your team to score.

Co-operative (COOP)

Form a squad and play through these missions together, while fighting an A.I. controlled enemy.

MULTIPLAYER

In the multiplayer game, you can still use the command menu to communicate with the other players in the game. You have a list of different quick commands in the sub-menu titled:

Commands...

I need...

I see...

I say...

In each of these menus are carefully selected commands, that when selected, your character will shout out. Remember - the enemy will be able to hear your commands just as easily as your team.

Using these commands is the key to organizing successful multiplayer attacks and defenses.

Chatting

You can also communicate using conventional text-chat. You can choose to talk to everyone in the game, or just your team. When you are dead however, any live players will be unable to see your text you'll just be communicating with other KIA.

Again this is crucial to organizing the multiplayer teams.

Voting

Within Vietcong multiplayer is a system to vote people out of a game. If players are being abusive or disruptive you can use the console to kick a certain player out. (See console commands)

When someone initiates a vote, you will see a message appear. You then use the chat feature to vote "y" or "n".

Changing class

Once you have selected your class at the start of a round, you will have to stay as that class until you die. Pressing the HOME key (default) will bring up the class menu. You can then choose a new team, class and weapon. If the server has limited the classes, you may be unable to select them.

When you are next killed, your changes will be applied.

Statistics

You can view your personal and team scores while in-game, by pressing TAB (default). You will be shown a list of players, points, kills, deaths and ping. This list will register all of these statistics, and put them in order, with the best player at the top and the worst at the bottom.

You will also be shown this screen when the game ends.

CONSOLE COMMANDS

Console commands available to all players in multiplayer games.

COMMAND	PARAMETERS	DESCRIPTION	EXAMPLE
KICK	<PLAYER NAME> OR <PLAYER ID>	USE INITIATE A VOTE TO REMOVE A PLAYER FROM THE GAME, WHERE <PLAYER NAME> IS THE PLAYER'S NAME OR <PLAYER ID> IS THE PLAYER'S ID, AS SHOWN USING THE LIST COMMAND DETAILED BELOW.	KICK HAWKINS OR KICK 10
LIST	N/A	DISPLAYS A LIST OF ALL THE CURRENT PLAYERS IN THE GAME, AT THE CONSOLE.	LIST
LISTADMINS	N/A	DISPLAYS A LIST OF ALL THE CURRENT ADMINISTRATORS, AT THE CONSOLE.	LISTADMINS
STARTADMIN	<PASSWORD>	USE TO CONNECT AND REMOTELY ADMINISTER THE CURRENT GAME. THE PASSWORD CAN ONLY BE SET BY THE HOST ADMINISTRATOR USING SET SRVADMIN COMMAND, DESCRIBED LATER ON.	STARTADMIN SECRETWORD

Console commands available to host and remote administrators only.

COMMAND	PARAMETERS	DESCRIPTION	EXAMPLE
SET SRVVM	<MODE>	USE TO SWITCH VIETNAM MODE (NO HUD) ON OR OFF. SET MODE TO 1 FOR ON OR 0 FOR OFF.	SET SRVVM 1
SET SRVAB	<MODE>	USE TO SWITCH AUTOBALANCE ON OR OFF. SET MODE TO 1 FOR ON OR 0 FOR OFF.	SET SRVAB 1
SET SRVFF	<MODE>	USE TO SWITCH FRIENDLY FIRE ON OR OFF. SET MODE TO 1 FOR ON OR 0 FOR OFF.	SET SRVFF 0
SET SRVEC	<MODE>	USE TO SWITCH ENEMY CAMERA ON OR OFF. SET MODE TO 1 FOR ON OR 0 FOR OFF.	SET SRVEC 0
SET SRVCLENG	<LIMIT>	LIMIT THE NUMBER OF ENGINEER CLASS PLAYERS THAT CAN JOIN A GAME.	SET SRVCLENG 6
SET SRVCLMED	<LIMIT>	LIMIT THE NUMBER OF MEDIC CLASS PLAYERS THAT CAN JOIN A GAME.	SET SRVCLMED 4

COMMAND	PARAMETERS	DESCRIPTION	EXAMPLE
SET SRVCLSNI	<LIMIT>	LIMIT THE NUMBER OF SNIPER CLASS PLAYERS THAT CAN JOIN A GAME.	SET SRVCLSNI 2
SET SRVCLRAD	<LIMIT>	LIMIT THE NUMBER OF RADIOMAN CLASS PLAYERS THAT CAN JOIN A GAME.	SET SRVCLRAD 2
SET SRVCLMAC	<LIMIT>	LIMIT THE NUMBER OF MACHINEGUNNER CLASS PLAYERS THAT CAN JOIN A GAME.	SET SRVCLMAC 10
SET SRVAKIDLE	<MINUTES>	SET THE TIME IN MINUTES THAT A PLAYER CAN REMAIN IDLE BEFORE BEING AUTOMATICALLY REMOVED FROM A GAME, SET TO 0 TO DISABLE THIS OPTION.	SET SRVAKIDLE 60
SET SRVAKPING	<MILLISECONDS>	SET A PING RATE, THAT IF EXCEEDED FOR MORE THAN 30 SECONDS BY ANY PLAYER, WILL AUTOMAITICALLY KICK THEM FROM THE GAME. SET MILLISECOND TO 0 TO DISABLE THIS OPTION.	SET SRVAKPING 500
SET SRVTKAK	<LIMIT> <HOURS>	SET THE NUMBER OF TIMES A PLAYER IS ALLOWED TO KILL AN ALLY (TEAMKILL) BEFORE BEING BANNED FROM THE GAME FOR A NUMBER OF HOURS. SET THE LIMIT TO 0 TO DISABLE THIS OPTION.	SET SRVTKAK 5 1
KICK	<PLAYER NAME> OR <PLAYER ID>	USE TO REMOVE A PLAYER FROM THE GAME, WHERE <PLAYER NAME> IS THE PLAYER'S NAME OR <PLAYER ID> IS THE PLAYER'S ID, AS SHOWN USING THE LIST COMMAND DETAILED BELOW. NO VOTING IS INITIATED IF THE KICK COMMAND IS ISSUED BY AN ADMINISTRATOR.	KICK HAWKINS OR KICK 10
BAN	<PLAYER NAME> <HOURS>	USE TO REMOVE A PLAYER FROM A GAME AND PREVENT THEM FROM RE-JOINING THE GAME FOR A NUMBER OF HOURS.	BAN VCPLAYER 3
CLEARBAN	N/A	CLEAR THE PLAYER BAN LIST, SO THAT BANNED PLAYERS CAN RE-JOIN A GAME.	CLEARBAN

Console commands available to the host administrator only.

COMMAND	PARAMETERS	DESCRIPTION	EXAMPLE
SET SRVADMIN	<PASSWORD>	SETS THE REMOTE ADMINISTRATION PASSWORD. USE STARTADMIN TO CONNECT TO A REMOTE GAME.	SET SRVADMIN SECRETWORD
STARTADMIN	<PASSWORD>	USE TO CONNECT AND REMOTELY ADMINISTER THE CURRENT GAME.	STARTADMIN SECRETWORD
SET SRVADMIN	N/A	CLEARs THE REMOTE ADMINISTRATION PASSWORD AND DISABLES THE REMOTE ADMINISTRATION FEATURE.	SET SRVADMIN

USING WEAPONS

Firing

Simply use the crosshair to line up a shot and press the 'shoot' button to fire. Many weapons have a fire rate switch that can change the weapon to single shot. This makes it easier to fire over long distances. Fully automatic mode is most effective at close range.

Aiming

When you hold the aim button, the player will bring the weapon to his shoulder, rather than firing from the hip. Using the sight on the weapons will result in improved accuracy. The different stances also adjust your accuracy. When you are prone, your shots will be more accurate. When you are standing your shots will be less accurate.

Reloading

The weapon will reload automatically if the player has run out of ammunition but you may also reload at any time by pressing the reload button.

Player Weapons

The player can only carry ONE weapon of each class, one handgun and one rifle/machine gun. You also carry a knife (which can't be dropped) and up to 4 grenades. You can select different weapons (and some equipment) by using the number keys. The default keys for this are; '1' to select knife, '2' for handgun, '3' for primary weapon and '5' for grenades. The mouse-wheel can also be used to select you different weapons (and some equipment). You highlight the weapon you want, with the mouse-wheel, then press mouse button 1 to select that item.

Before you can pick up another weapon of the same class; you must drop the current weapon by pressing the drop button. Then you can simply hover the cursor over the weapon you want and a circle will appear, press the 'use' button to pick it up.

Throwing grenades

To throw a grenade you must first click the fire button to 'pull the pin'. You have no cursor when throwing grenades but you can still use the center of the screen as a guide to aim the grenade. Then you must hold the fire button down for the amount of power you want to put into your throw. The longer you hold it down, the further you'll throw it.

You can also roll grenades along the floor by first pulling the pin with the fire button and then using the AIM button to apply the power.

Dropping weapons

The player can only carry ONE weapon of each class, one handgun and one rifle/machine gun. To pick up another weapon of the same class, the player must drop the previous weapon by pressing the drop button (default =G).

INVENTORY

Flashlight

You have a flashlight attached to your harness. In some levels the flashlight is disabled but hopefully it will work when you really need it.

Lightsticks

Use this when you're underground. A luminescent liquid, which glows brightly when agitated. Use lightsticks to mark your way through the tunnels.

Radio

The radio will give you new mission objectives, also, depending on the level of difficulty, using the radio at certain points will auto save your game.

Medikit

Use this to heal your team-mates or yourself. To heal your team-mates move near them with your medikit at the ready and press fire. To heal yourself press the aim button and then the fire button with medikit equipped.

Map/airstrikes

Maps are useful for navigating unknown terrain. Also in certain levels when you have certified fire support, use the map to call in air strikes. First select the map by pressing the map key, then bring the map closer by pressing the aim key. Now you will notice that you can move the cursor around. Select where you want the attack to land by pointing your cursor on your desired spot and press the fire key. Boom. Hope you didn't kill yourself.

Note: Air/Artillery support may not always be available due to inclement weather or the presence of civilians.

COMBAT STRATEGY

Movement

Unlike other 1st person action games, Vietcong requires the player to think much more about staying out of the line of fire. In Vietcong, one bullet, fired from behind a bush 200 meters away can kill you, and you won't have even seen the guy who fired it!

Because of this, the way you move through the level is crucial.

Running

Running is the fastest way to get from place to place. When you are under fire and need to move from cover, the less time spent visible to the enemy the better. You are highly visible when running, as large movement is easy to spot. Remember that you will run quicker if you have a lighter weapon in your hands.

Walking

When walking, you are an easy target, but you will make less noise. When you have your weapon in "aim" mode, you will have to walk to keep steady.

Crouching

Crouching enables you to move around behind cover, without exposing yourself to enemy fire. You can move at a walking pace when crouched and still fire your weapon.

Crawling (prone)

No one likes crawling, but it is the most useful way of moving. Amongst foliage, when "prone", you can become incredibly hard to spot; snipers will find that the only way to get in to a good spot is to crawl there. You move very slowly when crawling and you cannot fire your weapon when moving this way, you have to stop and aim. Prone also has the advantage of protecting you against grenades and mortars. Grenades spray shrapnel over 20 meters; if you are prone you avoid most of this. Anyone caught standing near a grenade impact will feel it!

Jumping

Smaller obstacles can be leaped over by running towards them and jumping just before you reach the object. Larger obstacles will require you to clamber over them. Stand next to the object and press the jump button, and your character will climb over it.

Lean

When you are stood upright behind an obstacle, such as a rock or tree, you can use the lean command to pop your head out, and squeeze off a few shots. You can lean both ways, when you have a weapon aimed, or when the weapon is being fired from the "at-ease" position. You can also throw grenades, or use binoculars when leaning.

When you have finished firing, or receive incoming fire, you can simply pop back in to cover.

Automatic/Semi-Auto: The machine guns, assault rifles and sub-machine guns can all fire on full automatic. Most of them also have the option to fire single shots. Firing in short bursts, or using the single shot mode will enable you to be much more accurate over longer ranges. When on full auto, muzzle flare and recoil will ensure that only the first few shots will go anywhere near the target.

MEMBERS OF YOUR TEAM

No one man can have all of the skills required to track down and engage a stealthy, confident enemy in their own homeland. For this reason you have a squad who all have some kind of specialist training. In Vietcong, you will need to use all these skills at some point, if you are to stay alive longer than 5 minutes that is!

You can call over the different members of your team, and order them to perform tasks, but they will also act on instinct, if you're badly injured, the medic will hear your screams and respond.

Scout/Pointman (Quick key = num pad 1)

Your pointman is the key to the squads success. Usually picked from LLDB or CIDG (locals trained by US advisors) these guys know the lay of the land and the behavior of the elusive enemy. His job is not only to guide you through the confusing jungle, but he must also be aware of traps / ambushes! He will be the one who trips the grenade trap, and when the firing starts, he is the first guy to get hit.

You will need to follow the pointman through the jungle, stray from his path, and you will quickly become lost. Run off ahead, and you will end up with 6 lengths of excrement-covered bamboo in your chest! His skill at spotting traps is crucial. He is the eyes and ears of the squad.

Approach the pointman and you can order him to continue on route. He will let you know if there is a reason not to proceed. At times the pointman will also need you to take the lead as squad Sergeant.

Medic (Quick key = num pad 2)

The "Corpseman". Every soldier's best friend. The team medic carries basic surgical equipment, bandages and morphine. It is his job to run out under fire to administer (often life saving) first aid to an injured soldier. He sees the most horrendous sights, and is always exposed to enemy fire, dodging bullets to run in and drag a comrade back to safety.

In Vietcong, the medic will listen out for screams of the injured and respond. He carries enough medical supplies for long missions, and is highly trained in dealing with bullet wounds, shrapnel wounds and any other awful injury associated with armed combat.

He will come and heal you when necessary, or you can approach him and ask him to heal you.

Engineer (Quick key = num pad 3)

The engineer is a demolitions expert, who is trained in the use of explosives. He also carries extra ammo for the squad. Often, his skills are needed to destroy enemy emplacements, but his main role is to provide extra ammunition to the other squad members.

He will often use his initiative to gauge when to hand out the ammo, but you can also call him over, or approach him and grab some ammo when you need it.

Radioman (Quick key = num pad 4)

This guy is your only contact with the world. He uses the PRC-25 radio, which he carries on his back. You can use him to contact HQ, call artillery, radio for extraction and send situation reports (SITREPS). Without your radio man, you are stuck. You will not be able to ask for artillery or air support, and you will be unable to radio for evacuation. You must protect this man at all costs.

You will see an icon appear when you can use the radio. Approach the radioman and you will be able to give/take the call.

Weapons specialist/machine-gunner (Quick key = num pad 5)

This guy has a reputation. He carries the M-60 (the 'Pig'), which is a feat in itself. On top of this he has to carry belts of ammunition. His role in the team is to provide heavy fire support both in defense and attack, and to keep the enemies' heads down. You can order your machine-gunner in to attack, or you can order him to hold his position, but he will use his own judgement where required.

HINTS & TIPS

- 1) When engaging the enemy, you will often find yourself running low on ammo, taking hits or being pinned down by the enemy. Rather than going to find your team members, for re-supply or support, call them over using the NUM pad keys. With one key press, you can get any of your team to find their way to your position, meaning you can get your ammo topped up, or your wounds dressed. If the s**t really hits the fan, get your M-60 wielding son-of-a-gun Hornster to back you up!
- 2) Although the M-16 was the most famous weapon in the Vietnam War, the Thompson really is my weapon of choice. In the Thompson's magazine, you have 30 rounds, in the M-16, only 18. The Thompson has a lethal range, which is equal to that of the M-16, and can get single burst kills over reasonable ranges. And for you gung-ho players, it is superb when fired from the hip, saving you time when aiming. Due to its rapid rate of fire, and the fire rate switch, you can either hose an area, or put down accurate long-range single shots. An all round diamond of a weapon!

- 3) Cover, cover, cover. Much like in a real combat situation, you will find that cover is a soldier's best friend. The game is littered with foliage and objects, which enable the player to maneuver through the levels stealthily and keep out of the enemy line of fire. The worst two things you can do, is run over open ground, and get caught in open spaces. You should find cover, 'pop-up' and lay down fire, before moving a short distance to the next 'safe haven'. You will soon learn the value of cover.
- 4) The US always had superior firepower, and would often use gunfire or fragmentation grenades to flush out a suspected VC position. Even though it may look clear up ahead, a well-placed grenade, delivered in to a suspicious looking area, will result in Vietcong running for their lives. As they flee the impending explosion, you will have time to pick them off. This can also work with automatic weapons: 'Spray and Pray' was a well-used tactic (it was estimated that 1 million rounds were fired for every enemy soldier killed!).

- 5) Grenades initially may seem hard to use, but with a few simple techniques, they can become deadly. Remember, grenades have a 5-6 second fuse, so if you see a running Vietcong, be sure to throw the grenade ahead of your target to ensure it detonates underneath the enemy. Another technique, is to pop the pin, and hold on to the grenade for 2 or 3 seconds before throwing, it should detonate right on the button!

Great for bunker clearance, or fragging a room full of VC, is the under arm throw. Pull the pin as normal, but use the Right Mouse Button to throw it. You'll do an under arm pitch, handy when you need a bit less power.

- 6) Not all the guns in the game have good quality sights, and it is only the Garand or the Dragunov that have telescopic sights. Often however, you will need to scope a place out before you commit to an attack. Perfect for this are the Binoculars, which have a great range, and are always available (default key - "B"). Very useful.
- 7) The heavier the weapon, the slower you will move. Sub-Machine guns and pistols enable you to move quite rapidly, but even better, if you stow the weapon and un-sheath your "K-Bar" knife, you will be able to run much faster.
- 8) When tucked in behind cover, you can use the "lean" keys to pop your head round the object and fire off a few bursts. When you release the "lean" key, you will return behind cover. Perfect for when hiding behind trees or rocks.
- 9) Do not underestimate the power of the knife. When close up to the enemy, a few jabs of the knife will kill them. In dense foliage and built up areas, you will be able to rush the VC before they can get their aim right, and finishing them off with a few jabs of the "K-Bar". Coupled with this, the satisfaction and respect of "shanking" someone in multiplayer is well worth the effort.

- 10) Think you're hard? Well, why not try going through the game on 'VIETNAM' mode - you will not have any saves, you will not have an ammo counter, you will not have a health bar. Basically, this is how it was man... Although it's hard, it is rewarding and VERY realistic.
- 11) When being chased by the enemy, pull the pin on your grenade while running away, then click the AIM button quickly applying no power, this will drop the grenade at your feet leaving it for the pursuing prey. In time, you will learn how long you can hold the unpinned grenade for, so if the enemies are close behind you...BANG!
- 12) Crouching hiding: In the jungle, fire fights take place in confined spaces and over short distances. In this type of fighting, if someone can see you, they have a very good chance of shooting you dead. Conversely, due to the type of terrain that the Vietnam war was fought in, there was also plenty of cover: trees, bushes, rocks and logs. Knowing how to identify and use cover is the most useful skill in Vietcong. That rotten old log which has fallen across the path, might be your best friend in the world, when the AK's start chattering.

SF JARGON

16, M-16	standard military rifle
122	enemy weapon, 122 mm rocket
123, C-123	two engine cargo aircraft
130, C-130	four engine cargo aircraft
20, 20 mm	mini-canon used on aircraft
22	22 caliber weapon - light pistol
203, M-203	40 mm grenade launcher mounted under a rifle barrel
.45	45 caliber pistol
4.2	'four deuce', 4.2 inch mortar
.50	50 caliber machine gun
.51	enemy weapon, 51 caliber machine gun
'60, M-60	7.62 mm machine gun
7.62 mini	7.62 mm mini-gun
80	80 mm mortar
AA	anti-aircraft
AK, AK-47	enemy weapon, standard Warsaw Pact rifle
AO	acronym, Area of Operations
Arclight	B-52 strike
ARVN	acronym, Army of the Republic of Vietnam
BDA	acronym, Bomb Damage Assessment
Berm	a defensive wall of earth
Bird	an aircraft, usually a helicopter
Black Bird	USAF aircraft for special operations, named after its black paint job

Bouncing betty	type of mine blown into the air before detonation to increase casualties
Browning	a 9 mm pistol
Bru	a tribe of Montagnards,
Bunker	a protective shelter
C & C	Command and Control
CAR, CAR-15	rifle, carbine version of the M-16
CCC, CCN, CCS	acronyms for military units
Civvies	civilian attire
Claymore	a directional mine
Cobra	a military helicopter used as a gun platform
Conex	metal military container, large.
Cork	a drug to prevent defecation, used in the field with small teams
Cover one's six	watch the rear
Covey	the name of the USAF detachment that flew our radio coverage
Crud	the various fungi and rashes common to soldiers in warm climates
DEROS	acronym, Date of Expected Return from Overseas
Didi	Vietnamese, flee or leave rapidly
E & E	acronym, Escape and Evasion
Exfil	exfiltration, point of exit from AO
FAC	acronym, Forward Air Controller
Fast mover	a jet, usually an F-4
Firebase	a remote artillery position, usually quite isolated
Fire fan	the field of fire of a larger gun or mortar
First shirt	military slang for First Sergeant, usually the highest enlisted grade in a company
FNG	acronym, *ing New Guy
Grease	slang, to kill
Hillsboro	an air force command and control aircraft
HQ	acronym, Head Quarters
IA	acronym, Immediate Action
IG	acronym, Inspector General
Insert	insertion, point of entrance into AO
Intel	intelligence information
Jarai	a tribe of Montagnards
K, klick	a kilometer, the U.S. military uses the metric system
Khaki	a sandish color, used in uniforms
KIA	acronym, Killed In Action
LTC	rank, Lieutenant Colonel
LZ	acronym, Landing Zone, a site for a helicopter to land

LZ watcher an enemy soldier assigned to guard and report on activities on an LZ

Medivac medical evacuation of injured personnel

Mess, messhall a military dining facility

MIA acronym, Missing In Action

Mike Force an allied reaction team, usually larger than a company

Mini-pounder small radar transmitter used to mark locations on the ground for radar carrying aircraft

Montagnard one of the indigenous hill people of Southeast Asia

Moonbeam night time name of Hillsboro

MOS acronym, Military Occupational Specialty - one's job title

MPC acronym, Military Payment Certificate, used in lieu of cash

MSG rank, Master Sergeant

NCO acronym, Non-Commissioned Officer

NVA acronym, North Vietnamese Army

O-2 a light observation aircraft

O2 and benedryl oxygen and a strong antihistamine, for hangovers

OAS acronym, Organization of American States

OFM(cap) Catholic religious order, Order of Friars Minor (Capuchin)

OP acronym, Observation Post

Otter light observation aircraft, an O-1

P, piaster monetary units of RVN

PH acronym, Purple Heart, awarded for wounds received in action

Phantom air force fighter aircraft, the F-4

Point, point man the soldier who walks first in a formation and scouts the area ahead

POW acronym, Prisoner Of War

Reckless slang, a recoilless rifle, small artillery piece

RON acronym, Remain OverNight, a night time position

RPD enemy weapon, light squad machine gun

RT acronym, Recon Team

RTO acronym, Radio-Telephone Operator, the soldier who carries the radio

RVN acronym, Republic of Vietnam

SEA acronym, SouthEast Asia

SF acronym, Special Forces

SFC rank, Sergeant First Class

SFTG acronym, Special Forces Training Group

SKS enemy weapon, bolt action rifle

Slick troop transport helicopter, UH-1

Slow mover propeller driven air force fighter aircraft

Snake slang, a Cobra helicopter

SOG acronym, Special Operations Group

SOP acronym, Standing Operating Procedures

SSG rank, Staff Sergeant

Stabo rig special web gear allowing the wearer to be picked up by the harness

Straphang operate with a team other than one's own

Tail the soldier who walks last in a formation and covers the rear

TOC acronym, Tactical Operations Center

TO&E, TOE acronym, Table of Organization and Equipment, the way a military unit is organized

Tracer military round that leaves a visible trail as it travels

Tri-border the area of SEA around the point where Vietnam, Cambodia and Laos meet

V Corps 'Five Corps'

Ville slang, village, particularly a Montagnard village

Watcher see LZ watcher

White mouse derogatory term for the national police of RVN

'WP, willie pete a white phosphorus round or grenade

'Yard slang, Montagnard

Zero week an unassigned first week before the commencement of a school, frequently spent on details

