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POPFCDUK05

Developed by



PC CD-ROM

OPERATION FLASHPOINT™ COLD WAR CRISIS

FIELD MANUAL

Codemasters® 

GENIUS AT PLAY™



PRECAUTIONS

- Do not touch the surface of the disc when handling, hold it by the edge.
- To keep the disc clean, wipe gently with a soft cloth. Keep the disc scratch free
- Keep the disc away from extremes of temperature, direct sunlight or exposure to excessive moisture.
- Never use a cracked or warped disc or one that has been repaired using adhesives. This could lead to operating problems.

EPILEPSY WARNING

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INSTALLATION

Place the Operation Flashpoint™ disc in your CD drive and close the door. Wait a few seconds for the drive to initialize. If you have Autorun enabled on your PC, Operation Flashpoint™ will automatically begin to install.

If you don't have Autorun enabled, go to the Start Menu and select RUN. Type D:\setup (replace 'D' with the drive letter of your CD) and hit [ENTER].

The installation program will initialize; follow the on-screen instructions to progress through the Installation.

Operation Flashpoint™ requires the presence of DirectX 8.0 on your system. You will be given an option to set up DirectX 8.0 during installation.

INTRODUCTION

WWII is on the horizon. Dawn and dusk collide over the Malden Islands and you're caught in between. Use all the resources at your disposal to hold back the coming night. Infantry, armor division and air arm – all at your command to beat back the forces of world oppression. But first you have to make the climb through the ranks...

Welcome to the Army, Soldier! Hope you survive the experience.

MAIN MENU



1 . PLAYER SETUP

Click here to select your in-battle identity from the list of players you've defined. Click NEW next to the Player List to create another character to represent you in Single and Multiplayer combat. Define your Player Name, your appearance and your character's voice then click OK.

2 . CAMPAIGN

Reagan is in power in the West; Gorbachev holds sway in the East. Glasnost is about to change the face of the globe and peace is on the horizon.

But peace is not a popular option. A rebel faction seeks to widen the Cold War gulf between Red and Blue – permanently...

Face the challenges building in the Malden Islands. Survive and win through and you may just become the hero of the hour.

3 . SINGLE MISSION

Hone your tactics and develop your warfare skills in one-off combat, vehicle and espionage missions. Select your mission from the list displayed and also your difficulty level (Cadet / Veteran).

4 . MULTIPLAYER

Connect across TCP/IP network or Internet and take your place in multiplayer history.

5 . MISSION EDITOR

Create your own unique missions to play and share. See game disc for manual and documentation.

6 . OPTIONS

See *Options Menu*

7 . QUIT

Quit Operation Flashpoint™ and return to Windows.

MISSION BRIEFING



At the start of most missions, Command will give you an outline of the situation you are to enter and parameters you must fulfill in order to achieve successful completion of the mission. The brief takes the form of a field organizer that is divided into four sections. Click and drag anywhere on the edge of the organizer to move it, or double-click in the top right-hand corner to minimize it.

NB: Some missions do not include a briefing. You must use your soldiering skills to assess your situation and react while you're still alive to do so.

PLAN

This section gives you an outline of the mission, specifically stating the objective/s you must achieve in order to get through successfully. Click on any highlighted words or phrases to scroll the underlying map and focus on the subject.

NOTES

Here you will find more specific information on your task ahead, including suggestions that may make the task easier or safer. As for the Plan page, click on any highlighted words or phrases to scroll the underlying map and focus on the subject. When playing Campaign Mode, your Diary entries will be recorded in this section. Check here for records of your combat so far and speculation about the coming mission.

GEAR

A run-down of the gear you will carry into battle. To check out the parametry of any of your equipment, click the [i] icon underneath the image.

If you're part of a squad, the arrows to the left and/or right of the name at the top of the page allow

you to scroll through equipment carried by other squad members.

GROUP

The troop roster for the mission.

DIFFICULTY

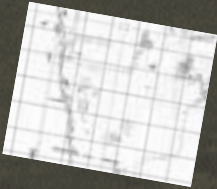
At the briefing for Single Missions, or at the start of the Campaign, you are able to set your Difficulty Level – either Cadet or Veteran level difficulty. Simply click DIFFICULTY on-screen to toggle between the two modes.

Cadet level gives you the maximum amount of help in battle, whereas Veteran level has some features disabled. You can define which features are available in each mode in the Options Menu (see *Options Menu*).

MAP

Press **M** to access your map at any time during the mission. Right-click and drag or use **2**, **4**, **6** & **8** on the numpad to scroll the map and use the numpad **+** and **-** keys or Mouse Wheel to zoom in and out. You can view detailed strategic information on your task, including positions of enemies that have been observed, location of target buildings or vehicles, etc. Double-click anywhere on the map to create a note. Type your entry and hit **↵** when you're done.

NB: The action does not stop when you pause to take a look at your map. Be sure that your location is secure before doing so – you may be shot while you're trying to find your next target.

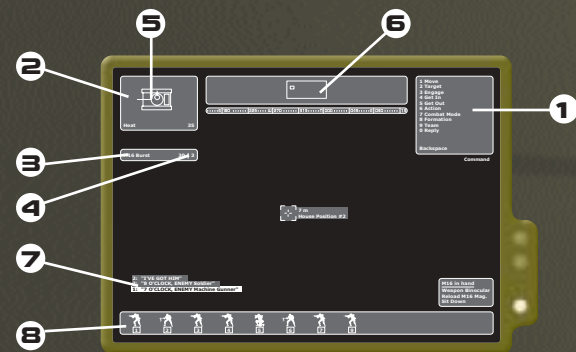


COMPASS

The compass at the top of the map indicates your current heading against North (the top of the map). You can call up the compass to check your orientation at any time in-mission by holding the **G** key.



GAME SCREEN



1. **Command Menu** – press **F1** or **←**
Help Menu – press **H**
2. **Vehicle Indicator**
3. **Current Weapon**
4. **Rounds / Magazines Remaining**
5. **Armor Status**
Vehicle diagram glows red as damage is incurred.
6. **Scanner Array**
7. **Radio**
Watch out here for incoming commands from

HQ and other vital information.

When your squad leader gives a command that includes a direction using the clock face, a symbol is displayed on the lefthand side of the screen above the Radio. This indicates 12.00 in the direction your Squad Commander is facing. From this you can calculate the direction of the order.

8. **Command Bar**
Shows the units in your current squad. Select units using **F2** to **F12**. Use **→** to select the entire squad (see *Squad Command*).

0.5

VIEWS - OVERVIEW

1ST / 3RD PERSON

1st Person View shows the world from your own perspective in the thick of combat. Out in the open you are able to look around in all directions using the mouse. If you are occupying a vehicle, moving the mouse enables you to check out the interior of the unit (providing you have Mouse Look activated **Alt** or **→**). Take a closer look at your surroundings by zooming in with the Right Mouse Button.

In 3rd Person View, you see the world from outside your own body, as though through a virtual camera that is focussed on you from approximately ten feet above and behind your head. If you are occupying a vehicle, this viewpoint is in the same position just a few feet further away to accommodate the size of the vehicle.

When occupying a vehicle and using 3rd Person View, moving the mouse pans the camera around while maintaining focus on the vehicle (providing you have Mouse Look activated **Alt** or **→**).

To switch between 1st and 3rd Person Views, press **Enter** (number pad ENTER).

WEAPON VIEW



Mouse = move view
→ / **←** (numpad) = Zoom In / Out
(depending on sight type)

Activate Weapon View with **0** (numpad) or **V**.
Weapon View gives Infantrymen a much more accurate view of the world and is used mostly for targeting and firing a weapon (see *Specialist Sights* for more specific information). If positioned in the

Gunner's seat of a tank, activating Weapon View will take you to the tank's targeting systems.

NB: Other viewing devices such as binoculars are selected through the Action Menu (see *Action Menu*).

COMMAND VIEW

Available in all infantry or squad roles when you're a Commander in charge of a squad, or the sole squad member, Command View is similar to 3rd Person View, but places the camera much further away. This gives you a much wider view of the battlefield so you can check the position of enemies and each member of your squad. This allows you to make far more informed tactical decisions. Switch to Command View by pressing the **C** key on the number pad and use the Mouse to move the camera and **→** and **←** on the number pad to zoom in and out (see *Squad Command* for more information).

0.6

CONTROLS

INFANTRY

Keyboard

W or Forward
E or + W / Sprint
A or Strafe Left
D or Strafe Right
S or Backwards
X / C Rotate Left / Right
 + Direction Key Move Fast
Z or Lie Down / Stand Up
Q or Crouch
R or Reload Weapon
 Open Action Menu (see Action Menu)
1 - 0 Call Command Menu and Select Menu Items (see Squad Command)
 (numpad) Switch Command View On/Off
V or (numpad) Switch Weapon View On/Off
 (numpad) 1st/3rd Person View
+ / - Zoom In / Out (1st, 3rd Person View only)

Action

Forward
Sprint
Strafe Left
Strafe Right
Backwards
Rotate Left / Right
Move Fast
Lie Down / Stand Up
Crouch
Reload Weapon

Open Action Menu (see Action Menu)
Call Command Menu and Select Menu Items (see Squad Command)
Switch Command View On/Off
Switch Weapon View On/Off

1st/3rd Person View
Zoom In / Out (1st, 3rd Person View only)

Mouse

(Mouse Left / Right) Turn Left / Right
 (Mouse Up / Down) Look Up / Down
 (Left Mouse Button) Fire Gun / Throw Grenade
 (Mouse Wheel) Issue Move Command to Selected Troops (see Squad Command)
 (Mouse Wheel) Call Action Menu and Highlight Menu Items
 (Middle Mouse Button / Click Mouse Wheel) Select Action Menu Item
 (Right Mouse Button) Zoom In / Lock Target (depending on equipped weapon)

Turn Left / Right

Look Up / Down

Fire Gun / Throw Grenade
Issue Move Command to Selected Troops (see Squad Command)

Call Action Menu and Highlight Menu Items

Select Action Menu Item

Zoom In / Lock Target (depending on equipped weapon)

GROUND VEHICLE MOVEMENT

Keyboard

Q Slow Forward
W or Forward
E or + W / Fast Forward
A or Turn Left
D or Turn Right
S or Brake / Reverse
 + Direction Key Move Fast
L Switch Lights On/Off (if available)
TAB Cycle Through Available Targets

Mouse

Switch Between Mouse Look and Mouse Steer with numpad key
 Mouse Look Look Left / Right
 Mouse Steer Steer Left / Right
 Look Up / Down
 Select Target / Lock On (see Targeting and Firing Vehicle Weapons)
 (Target Selected) Fire Weapon / Issue FIRE or CEASE FIRE command
 (NO Target Selected) Move to point (providing you have assumed the role of Commander and you have a Driver on your crew)

NB. You may only have access to your vehicle's Targeting and Firing Systems if you are so authorized (e.g. sole occupant of vehicle, Gunner or Tank Commander (see Tank Command and Targeting and Firing Vehicle Weapons).

AIRBORNE VEHICLE MOVEMENT

Keyboard

W or ↑

E or ↑ + W / ↑

A or ←

D or →

X or Del

C or End

S or ↓

Q

Z

G

F

TAB

Forward - (Mouse Steer Off)

Fast Forward

Strafe / Turn Left

Strafe / Turn Right

Rotate Left (while hovering)

Rotate Right (while hovering)

Decelerate - (Mouse Steer Off)

Start Engine / Ascend

Descend

Plane only - Raise / Lower Landing Gear

Plane only - Flaps Up / Down

Cycle Through Available Targets

NB. To ease you through the highly technical procedures of landing aircraft, choose AUTO HOVER (for helicopters) or LANDING AUTOPILOT (for planes) from the Action Menu.

Mouse

Switch Between Mouse Look and Mouse Steer with numpad  key. Hold down  to temporarily activate Mouse Look while in Mouse Steer mode.

 **Mouse Look**
Look Left / Right

 **Mouse Steer**
Steer Left / Right
(rotate if hovering)

 **Look Up / Down**
Nose Up / Down

 **Select Target / Lock On**
(see *Targeting and Firing Vehicle Weapons*)

 **Fire Weapon / Issue FIRE Command**
(Target Selected)

NB. You may only have access to your aircraft's Targeting and Firing Systems if you are so authorized (e.g. Pilot of aircraft or Gunner – see *Targeting and Firing Vehicle Weapons*).

UNIVERSAL CONTROLS

Space Bar or 

 **↑** / **↓** / Mouse Wheel

F1 or 

G

B

T

 (numpad)

Alt

M

+ / **-** (main keyboard)

Esc

H

Cycle through available weapons

Call Action Menu / Confirm Action

Select Action Menu item

Command Menu

Show Compass

Use Binoculars

Show Time

Toggle Mouse Look / Mouse Steer

Hold to temporarily activate Mouse Look

Map (see *Map* for further Map controls)

Increase / Decrease Game Speed

Pause

Show Last Help Text

MULTIPLAYER CHAT





 / 

Activate Multiplayer Chat

Type message and hit ENTER to send

Call Action Menu / Confirm Action

0.9

0.10

ATTACKING

ACTION MENU



Open Action Menu



Highlight Action



Activate Action and Close Menu

M16 in hand
Weapon Binocular
Reload M16 Mag.
Sit Down

The context-sensitive Action Menu is used for such tasks as selecting and drawing your weapon/s or for selecting special weapons or ammo. It is also used to enter, change seats or disembark vehicles.

Encountering a specific point in a mission will sometimes cause new options to become available in the Action Menu. When this occurs, the Action Menu will automatically appear to allow you to activate the new options.

The Action Menu also allows you to access functions not available via the standard control keys. Press  or Middle Mouse Button to call up the Action Menu and use  &  or the Mouse Wheel to underline the action you want to perform. Once selected, press  or Middle Mouse Button again to activate the action.

TARGETING & FIRING PERSONAL FIREARMS

Personal firearms can be targeted in several ways depending on the view you are using at the time. For some missions where hard paced no-time-to-think action is required, the point-and-shoot method used in 1st and 3rd Person Views may be the best option. Alternatively, where stealth, cunning and intelligence are required, the more calculated approach of Weapons View may be more appropriate, especially if you are equipped with a specialist sniper sight (see *Specialist Sights*).

In 1st/3rd Person View

In 1st / 3rd Person View, when you draw your weapon and are able to fire, the Aiming Aid appears. The outer part of the Aiming Aid shows the approximate aiming of your weapon. The floating bar shows the actual point that your bullet would land at, not taking into account cross-wind or range. A perfect shot can be achieved when the bar is framed by the outer part of the Aiming Aid. When you are unable to fire accurately the Aiming

Aid switches back to a normal crosshair which simply shows the direction you are looking in. When you are able to fire again the Aiming Aid reappears. To aim more accurately in this view, slow down or stop. Better still lie down, as this braces your arms against the ground and gives you even greater stability and less reaction from recoil.



Normal
Crosshair
(Unable to fire)



Aiming
Aid
(Gun)



Aiming
Aid
(Grenade)

In Weapon View

For even greater accuracy, switch to Weapon View by pressing **V** or **O** on the numpad. This View shows your gun sights and allows you to draw a much more accurate bead on your enemy. If you have a weapon that is equipped with specialist sights, you will be able to aim even more accurately.



STANDARD WEAPONS

M16 Semiautomatic Rifle

The M16 Semiautomatic Rifle is the mainstay personal firearm of the US Army. Originally developed as a result of dissatisfaction with the M14, the M16 features several improvements in design over its predecessor. The heavier barrel with 1-in-7 rifling and muzzle compensator prevent muzzle-climb in semiautomatic operation. In this mode of fire, three rounds are released in short bursts.

AK74 Kalashnikov

Following injuries sustained toward the end of WW2, Mikhail Kalashnikov turned his talents to small firearms design. This move eventually led to the development in 1947 of the gun that has come to bear his name.

In 1974, Kalashnikov's original model was rechambered and rebored to fire a 5.45mm cartridge. Many other design changes were made including addition of fitments for a recoil compensator and substitution of the magazine for a lighter-weight plastic variety. The AK74 was born.

M21



target unrange



target ranged



headshot

Dragunov



target unrange



target ranged



headshot

SPECIALIST SIGHTS

M 21

1. Peering through your sight in Weapon View, line up your target so that he is in the center of the sight.
2. Zoom In / Out using / (numpad) until the horizontal hairs are lined up with the top and bottom of your target. This sets your sight to the range of the target. Calibrating your sight in this way ensures that your bullet will be delivered to the point indicated by the crosshair at the center. Provided your quarry does not move you can now target a different area with a reasonable degree of certainty. Use this method to cause minimal disturbance when taking down an enemy with a headshot.

Dragunov

1. First find your range using the scale on the left of the sight. Line your target up to the scale on the left. The point at which the height of the target matches the height of the scale gives you your range.
2. In the center of your sight are four chevrons, each of which gives you a guide as to how much to

elevate your weapon given the distance of the target. Each chevron is approximate to 250m distance from your position. Assume that your scale measurement indicates a target range of 750m; by lining your quarry up with the third chevron down (around 750m), you stand a good chance of an accurate hit. For any targets closer than 250m, sighting using the normal crosshair in the center of the sight should ensure an accurate hit.

Deflection Shooting – Hitting a Moving Target

One of the toughest challenges facing a rifleman is that of hitting a moving target. Not only do you have to contend with gravity and wind sheer preventing you from making a shot, but if the target is in motion it may be nearly impossible to hit him. Learn to fire a short distance ahead of the target, in the direction that it is moving. By the time the bullet reaches the target, the target will have moved into the line of fire. In these cases, you can often only make a best guess but you will get more accurate as you get more experience.

OTHER INFANTRY WEAPONS

To switch to another weapon in your arsenal or to switch your gun to a burst or automatic fire mode, press . The selected weapon / weapon mode is displayed in the Status dialog in the top left of your screen. As with guns, other weapons such as grenades are thrown / fired using the Left Mouse Button.

Special Weapons

Special weapons such as anti-tank mines, satchel charges, pipe bombs, etc., which require extra set-up actions can be accessed through the Action Menu. Simply position yourself, access the Action Menu and select the weapon to be used.

NB: you will automatically adopt the posture required to fire the weapon. This may affect your cover or concealment.

Rocket Launcher

In use, the Rocket Launcher is slightly different from other special weapons. Once equipped via the Action Menu, because of the launcher's weight and size, it will seriously hamper your mobility. If you have the time, break down your weapon installation (via the Action Menu) before moving off.

In addition, providing your target is within a certain range and you have the right type of Rocket Launcher, the weapon can be target-locked in the same way as some vehicle weapons (see *Targeting and Firing Vehicle Weapons*). Once a target has been visually spotted, lock the launcher onto it/him using the Right Mouse button.



TARGETING & FIRING
VEHICLE WEAPONS

Selecting a Target

Whether operating as the Commander of a tank or the Pilot of a chopper, the same simple method of targeting armaments is used.

On sight of your mark (enemy vehicle or trooper) which will be highlighted on-screen by a yellow box, designate it as a target by right clicking on it with your mouse. Alternatively, press **TAB** to cycle between available mobile or armored targets. Designation as a target is indicated by:



Locking Weapons

For the purposes of this guide, 'Locking' weapons refers to the process of bringing a weapon to bear on a target and maintaining that position until the target has been fired upon and destroyed, or is out of range.

The 'Lock' process can be achieved in a number of ways: it may be as simple as orienting a machine gun onto a target, or as complex as an automated laser guidance system of an aircraft. Whatever the system, each has its tactical advantages and its limitations.

Once a target has been designated, your weapons are brought to bear. It may take some time for your weapons to become locked-to-target depending on your vehicle and the weapon used (select using **Space Bar**), as each class of weapon requires certain conditions to be fulfilled before lock can be achieved (see *Weaponry* later in this guide for weapon specific information).

Firing Vehicle Weapons

Once Weapons Lock is achieved (either by reorienting the vehicle and/or by allowing time for weapons targeting systems to do their work) and the target is within an effective range (not necessarily within sight), the target is indicated by:



Once lock is achieved, the selected weapon can be fired or the command to fire can be issued by clicking the Left Mouse Button. If in command of a vehicle, it may be tactically advantageous to issue the command to fire before weapons lock is achieved. This will leave firing to the discretion of the Gunner who will wait until the target is in weapons range or your vehicle is correctly oriented before hitting the trigger.

NB: Remember that some weapons are not automatic and require manual reloading. This is bound to take a short while, no matter how well your crew is drilled.



WEAPONRY

Guided Missiles

Once Weapons Lock has been achieved, guided weapons may be fired at the discretion of the Commander or Gunner. Guided missiles have a theoretically unlimited field of fire but the targeting systems may depend to some degree on the orientation of the vehicle. Once locked, the missile will follow the lock to the target.

Unguided Missiles

Unguided missiles are generally launched from fixed mountings attached to the body of a vehicle. Because of the inflexibility of the launching system, targeting depends on the axis orientation of the vehicle in order to hit the mark. E.g. for a FFAR fired from a helicopter to make an effective hit, the helicopter's nose must be pointed directly at the target.

Machine Guns

Vehicle-mounted machine guns are often attached via a pivot that allows the weapon a wide field of fire. In the case of helicopter-mounted machine guns,

this field of fire can be restricted somewhat by the body of the vehicle itself, requiring that the vehicle be correctly oriented before the gun can be fired. Note that due to the pivotal nature of the gun's mounting, the helicopter's orientation is not required to be as specific as that for unguided missiles.

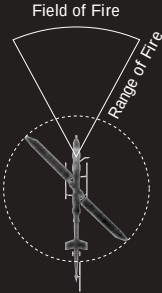
Tank-mounted machine guns have a still wider field of fire and require very little orientation of the vehicle or the tank turret in order to be brought to bear on their target.

NB: Pivot mounted machine guns will track a locked target as long as it is within the field of fire (see Locking Weapons).

Tank Main Cannon

The main cannon of a tank has no limitation in its field of fire because of its rotational mounting. However, because of the long-range nature of the ammunition and the sheer scale of the weapon, it does have a certain minimum range within which a shot may pass harmlessly over the top of a target.

Field of Fire: the left/right distance over which a particular weapon may be fired without re-orientation of the vehicle. E.g. FFARs mounted on a helicopter may be said to have a very small Field of Fire as they are launched from fixed, non-rotatable mountings and rely on the vehicle's orientation to be targeted. By comparison, a tank's main cannon has an unlimited field of fire as it can be rotated through 360° regardless of the direction or orientation of the tank itself.



Range of Fire / Effective Range: the distance a projectile will travel before air resistance or lack of fuel forces it to lose altitude / velocity. Although most projectiles are still just as lethal right up until they impact with the ground, abort or come to rest, even after altitude/velocity decays and Effective Range is exceeded, it is still used as an appropriate measurement of a projectile or projectile weapon's range.

DAMAGE & INJURY

INFANTRY

This is War. Sooner or later you will get hurt if you don't learn to look after your skin. If you don't wind up dead straight away, any injury you receive is likely to be seriously incapacitating. When you take a shot to any of your limbs, your operational capability will be reduced. A shot to the arms or shoulders is certain to affect your aiming capability, while damage to your legs may prevent your ability to walk (although you might still be able to drag yourself along in a crawl). In the event of any injury, it's best to get yourself treated as quickly as possible. While you're on your own, try to get to a Medic Tent or an Ambulance vehicle where a medic might be found. If you're part of a squad and one of your fellows is a medic, call him to you using the Command Menu, or try to get to him so he can administer field aid. To begin the healing process, get yourself close to the medical unit, be it medic or ambulance, and choose the appropriate option from the Action Menu.

VEHICLE DAMAGE

It's common sense that some vehicles can take more damage than others depending on their armor. You would naturally expect an Armored Personnel Carrier to withstand many times more damage than a jeep because it comes equipped with specialized plate where the jeep has none. The state of the vehicle's armor is shown in the Vehicle Indicator that appears when you occupy a unit. With each successive hit the armor becomes more damaged (shown by the Indicator becoming more red); more powerful weapons do more damage and your vehicle's armor will become less protective more quickly. When the Indicator becomes completely red, your vehicle is either damaged beyond all use or in imminent danger of destruction. You would be well advised to evacuate before this point or risk loss of limb or life. It is possible to repair your vehicle, provided you can get to a support truck or can get one to come to you. Depending on your vehicle, this may not be an easy task. For land vehicles, reaching a support truck

should not be a problem, but you do first have to locate it. In a helicopter, you are presented with the logistics of finding somewhere to land near enough to the truck for it to do its work. If you're flying a plane, chances are there will be nowhere to land and repair – your best bet will be to eject before you go down in a ball of flame.



SQUAD COMMAND

SELECTING UNITS

When you are placed in command of a squad of men, each member of your detachment is assigned a number. To issue a command to a soldier, you must first select him. You can select or deselect each soldier in your squad by pressing the **F** key that corresponds to his number (**F2** - **F9**). E.g. you have six men in your squad and you want to select soldiers 4 and 5 – press **F4** and **F5**. Press **F4** and **F5** again to deselect them. To select or deselect your entire squad or invert your current selection, press the **Q** key.



Command View

In Command View (numpad **5**), in addition to the keyboard commands described previously, units can be selected by left-clicking them with the mouse. Alternatively, select a number of units by left-clicking and dragging out a selection box over the soldiers you want to command.

ISSUING COMMANDS

Movement

Movement commands can be issued in several ways. The first most usual way, is to select the men that you want to move in one of the ways described previously, then left-click on the point you want them to move to. Alternatively, issue movement commands through the Command Menu (see *Command Menu*). If your men have been told to maintain formation (RETURN TO FORMATION see *Command Menu*), your entire squad can be relocated simply by moving yourself. Deselect all units, then use normal Infantry movement to walk, run or crawl to your new location; your men will imitate your stance, pace and movement.

Attack

Similar to movement commands, attack commands can also be issued using the mouse. First, select the unit that you want to order to fire (see *Selecting Units*), then select their target through the

Command Menu **R** (see *Command Menu*) and give the order to Engage (also through Command Menu). Pay attention to the weapons your men are armed with and use them strategically. You don't want to work hard on getting a man into the right position to attack a tank if he's only armed with a rifle.

NB: The survival of your men is as important to them as it is to you. If they see an enemy trooper or vehicle, they will report it to you and they may also take evasive or aggressive action of their own free will, especially if you take too long to issue a command. They will not willingly get shot just because of your indecision.

COMMAND MENU

← or ↵ – open Command Menu

0 - 9 (main keyboard) – select options from the Command Menu.

1 Move

2 Target

3 Engage

4 Mount

5 Status

6 Action

7 Combat Mode

8 Formation

9 Team

0 Reply

Backspace

Command

INFANTRY

As well as facilitating the issue of orders for movement and attack, the context-sensitive Command Menu allows you to issue specific orders to a squad or individuals operating under your banner. Before issuing a command, select the man or men you want to carry it out, then press ← to activate the Command Menu.

You can also use the Command Menu to respond and communicate with your CO if you are a squad member rather than the leader.

Move

Return to Formation. When your squad has become scattered, order them to regroup at your location by issuing the RETURN TO FORMATION command.

Advance. Advance a short distance using any cover / concealment available.

Target

No Target. Cancel all targets.

More. Specify the selected squad member's target from all those currently spotted.

Engage

Open Fire. Fire on any enemy units within range and weapon capability.

Hold Fire. Maintain target but do not discharge weapons.

Fire. All selected units, fire on the specified target.

Mount

Engage. Provided the HOLD FIRE command has been issued, advance to bring enemy into firing range and await fire command. Otherwise, advance and open fire as soon as target is in range.

Engage at Will. Advance so that enemy is within firing range and attack as soon as the opportunity presents itself.

Disengage. Do not cease fire but fall back out of range of enemy weapons (and cancel ENGAGE and ENGAGE AT WILL commands).

Scan Horizon. Make a recce of the area and report back.

Watch Direction. Keep an eye on a specified compass direction. By specifying a different direction for each man, you can ensure that all approaches are covered.

Mount

Instruct your squad to enter and seize control of any unoccupied vehicle in range (you normally have to be right beside the vehicle).

Disembark. Get you and your squad out of a vehicle.

Status

If you're injured, pinned down under fire or in need of help, use STATUS to call in assistance from your Squad Commander or men.

Action

Access the Actions available to the selected unit. For example, if the unit is near an object, such as ammo crates or a vehicle, he may have new Actions available to him. This option works in the same way as your own Action Menu.

Combat Mode

Combat Mode allows you to specify the attitude that your squad or an individual man will adopt for any advance or engagement they undertake:

Stealth.

Your men will stay out of sight and maintain silence as much as possible. Any advances will be made using all cover within reach.

Danger. Yours troops will be extremely careful – enemy contact is imminent, they must be ready to return fire immediately.

Aware. This is the most likely Combat Mode for your point man when entering unknown territory. While it may be unnecessary to maintain complete stealth, it is prudent to keep your eyes open for potential trouble.

Safe. There is no imminent danger. Your troops can relax a little and shoulder their weapons.

Stand Up. Order your men up off the ground.

Go Prone. Order your men to hit the deck.

Keep Low. Issuing a KEEP LOW command causes the selected soldiers to follow your lead. If you go prone, so will they and will stand up when you do.

0.19

0.20

Formation

Specify the tactical formation of your squad.

- Column
- Staggered Column
- Wedge
- Echelon L.
- Echelon R.
- Vee
- Line

Team

To group your squad into tactical teams, first select the team members then activate the Command Menu and choose TEAM. In the next menu, hit **T** to ASSIGN a new codename to the team then choose the codename they are to be known by. E.g. Red team, Blue team, etc.

Reply

Use the Reply menu to respond to questions and communications from your men and other teams on the battlefield.

RADIO

In some Campaign or Single Missions you will need to provide vital information to or communicate with other squads on the battlefield. This is accomplished using your radio set. First access your Map **M**, then double-click the Radio. Finally click on the message you want to send.

STAYING ALIVE - HARD TARGETING

One of the most difficult tasks you will come across while on active duty will be the job of simply staying alive. While in the danger zone, the simplest way to achieve this is to keep moving – become a hard target for enemy soldiers.

If you must remain in one place for a time, become difficult to spot. Lie down on the ground so you don't create a profile against the horizon. Make sure you're in cover or at least in concealment; if your

cover is deep enough, you may even remain undetected until you move again or discharge your weapon. Don't forget, concealment in bushes and vegetation won't protect you from bullets – your safest bet is to get behind or underneath something solid.

Never stay in one place for long. You'll eventually be spotted, especially if you make too much noise e.g. fire off a round. Once attention has been drawn to your position, move away quietly and quickly, moving from cover to cover using concealment wherever possible.

Never reload out in the open unless you have absolutely no cover or concealment around. For the time it takes to reload you're unarmed and stationary and therefore vulnerable.

Above all, Observe. Avoid tunnel vision, keep your eyes open to both sides and behind as well as ahead so you don't get flanked. Use Command View often to give you a clear picture of surrounding threats (this is a luxury a real soldier does not have). The more observant you are, the harder you will be to sneak up on.

TANK COMMAND

KEYBOARD / MOUSE COMMAND

Your tank crew can be given orders using the mouse and keyboard, precisely as if you were performing those operations yourself (see Vehicle Movement and Targeting and Firing Vehicle Weapons).

Movement commands can also be issued using the mouse provided no target is currently selected by clicking on the location you wish to move to. While useful for short-range manoeuvres, this is somewhat limited when you need to quickly reach locations that are out of sight. In these instances you would be well advised to use the Command Menu.

Alternatively, activate the Map **M** and click on the point you wish to travel to. This method is particularly effective for very long range manoeuvres.

COMMAND MENU - TANK

When you are in command of a tank, all of your commands with the exception of FIRE and Weapon Selection, can be issued to your crew through the Command Menu. Because this system relies not only on your own skills as a Commander, but also on the skills of your crew, you can expect a much more accurate response from your tank than if you tried to manually operate all functions yourself.

Using the Command Menu for Tank Command

Press **C** when in command of a tank to call up the Command Menu.

Options are shown numbered from 1-0. Press the required number button to issue that command. Some options take you to other options further into the Menu System. To return to the Previous Menu press **←**.

Command Menu - Tank Options

Return to Formation. As Commander of a single tank, RETURN TO FORMATION commands your Driver to regroup with the rest of your troop. If you are the leader of a troop of tanks, this command calls the other tanks to your position.

Target. TARGET takes you down to the next level of the tank menu and shows you a list of all the enemy units that have been spotted by yourself or your crew, or whose locations have been radioed in by other friendly units. Select a target to fire upon by pressing the appropriate number key. Having selected your tank's target, your Gunner will bring the selected weapon to bear (select weapon using **Space Bar**). Once an enemy unit has been target locked (see *Targeting and Firing Vehicle Weapons* - P.15), the FIRE command is issued in the normal way using the Left Mouse Button. Don't forget it may be a short while before you can fire a weapon a second time, especially if it requires a manual reload by your crew.

Move. Select MOVE to issue instructions to your Driver based on compass direction. This is especially useful if you have just received new location instructions. E.g. Move 500m North East.

Next Waypoint. The NEXT WAYPOINT command instructs your Driver to proceed to the location of the last order you received. You can see the waypoint in your field of view highlighted by a yellow box or indicated by a yellow triangle if the waypoint is outside of your field of view. A waypoint is distinguishable from other battlefield indicators as it accompanied by the word 'Move' and a distance from your current location to that point. This method of moving from point to point through a mission is much often quicker than attempting to reach your destination through any other method.



VEHICLE WEAPONS

AIR

TOW (Tube-launched Optically-tracked Wire-guided) Missile

Once target-locked the TOW may be fired at the discretion of the Gunner. There is no requirement for axis-orientation of the attack vehicle provided the target is forward of its midpoint, as guidance systems pilot the warhead directly to the point of lock.

FFAR (Folding-Fin Aerial Rocket) Unguided

Lack of a guidance system requires that the attack craft must be axis-oriented so that its rockets can be fired from the fixed tube mountings under each weapon pylon. Once the target has been indicated, using the standard Target method (RMB), the FIRE command has been issued (LMB) and the aircraft is appropriately positioned, the Gunner will release the rocket.

NB: If a FIRE command is issued while weapons are still being locked, the first FIRE command will be cancelled.

AT-6 SPIRAL Anti-tank Guided Missile

This tube-launched SACLOS (Semi-Automatic Line of Sight) anti-tank guided missile was developed specifically for the Mi-24 Hind Soviet Helicopter. Unlike wire-guided missiles, the SPIRAL uses infrared and radio guidance systems. Although the missile moves at estimated speeds of 450m/s, the launching craft must maintain line of sight with the target throughout the entire flight time. Thus, once the weapon is targeted (RMB) and the FIRE Command issued, the Hind must hold the target in view until the strike is made.

AGM-65 Maverick

The Maverick is an air-to-surface guided missile for tactical close air support. It can be fitted with one of two firing mechanisms. In the first type, a fuse in the nose triggers the warhead upon contact with the target. Alternatively a delayed fuse penetrator

allows the missile to bury itself in the target before ignition of the warhead. This gives significant improvements in offensiveness against heavy armor. Guidance systems are either electro-optical or infrared.

M60 7.62mm Machine Gun

Riveted to the left and right helicopter doors via the M144 Armament subsystem, the M60 machine gun has a muzzle velocity of 853m/s and an effective range of 1.1km. The gun's mounting imparts a wide field of fire, up to 180° on either side of the aircraft. Targeted using the standard method (RMB), once the FIRE Command is given (LMB) the appropriate Gunner will activate the weapon as soon as the quarry comes within the field of fire. NB: If a FIRE command is issued while weapons are still being locked, the first FIRE command will be cancelled.

VEHICLES

M197 Three Barrel 20mm Gun

Firing at a rate of 730 shots per minute (± 50 spm), the M197 gun has a field of fire of approximately 30° to either side of the central axis of the attack craft. This weapon is targeted in a similar way to the M60 machine gun – once the target is indicated using the standard Target method (RMB), the FIRE Command issued (LMB) and the target is within the field of fire of the cannon, the Gunner will activate the weapon.

L A N D

HEAT (High Explosive Anti-Tank) Round

Fired from the main cannon of a tank, the HEAT round is specifically designed as an anti-personnel weapon. Targeted using the standard method (RMB), HEAT rounds are fired at the discretion of the Gunner after the FIRE Command has been given (LMB). Once the tank turret is at the correct orientation and the cannon is at the appropriate inclination the round is released.

SABOT

Designed specifically for armor piercing, the SABOT contains a rod of depleted uranium (DUM). The uranium, having a much higher density than steel, is capable of punching through all but the very thickest plate and taking out any armored land vehicle.

The SABOT is fired from the main cannon of a tank and is targeted using the standard method (RMB to assign target, LMB to fire when lock achieved).

M240 Machine Gun

Mounted on the top of the tank turret of the M60 Patton series tank, the M240 fires at a sustained rate of 100 rounds per minute. Designed to provide close quarter anti-personnel fire, this gun supplements a tank's main armament, the main cannon.



AIR



AH-1 Cobra Helicopter

The AH-1 is an all-purpose attack craft, capable of fulfilling its mission parameters in all weather conditions. Having logged over one million air hours through the Vietnam conflict, the AH-1 has proved to be a stalwart of the US Marine Corps. Though upgraded and improved many times over the years, the Cobra still meets its original design function: direct air support, anti-tank capability, armed escort and air-to-air combat.



UH-60 Blackhawk Helicopter

Possibly the most versatile helicopter of the Western Forces, the Blackhawk is primarily designed for air assault, air cavalry and aeromedical evac. Despite its designation as a utility craft, including transport

capability of up to fourteen fully equipped troops, the Blackhawk also carries facility for weaponry and armor. In addition, modified Blackhawks have the ability to operate as command and control, electronic warfare and special ops platforms.



A-10 Thunderbolt (Tank Killer)

The A-10 jet has excellent maneuverability at relatively low air speeds and altitude and is developed as an extremely accurate weapons delivery platform and ground support aircraft. Delivery systems include HUD (Head-Up Display) which gives flight information and LASTE (Low Altitude Safety and Targeting Enhancement System) on the inside of the windscreen. Other functions include the provision of day and night close air-ground support and the role of FAC (forward air controller).



Mi-17 (Mi-8MT) Helicopter

The Mi-17 multi-role helicopter was developed at the Mil Design Bureau as an upgrade to the outdated Mi-8 and can be distinguished from its predecessor by the starboard mounted tail rotor. Capable of carrying large cargoes, even with the rear clamshell doors removed, the Mi-17 can be retro-fitted to accommodate up to 24 executives or 30 troops and 20 wounded. Specific features include an engine load-sharing system which increases the output of one of the two shaft-turbine engines should its twin become compromised.



**Mi-24 Hind
Helicopter**

Entering service to the USSR in the late 1960's, the Mi24 Hind provided the main force of air support in the Afghanistan War. As the eastern equivalent of the US Air Force Apache helicopter, the Hind is designed to perform all operations from air-to-air combat to air-to-ground anti-tank functions. The vehicle is fitted with an Overpressure system to transport up to eight troops through NBC (Nuclear Biological Chemical) conditions; alternatively the cargo area can be used for extra ammo storage.



M151 A2 Jeep

Brought into service in the late Seventies, this .25 ton 4x4 utility vehicle has seen successful military service in 15 different NATO countries. The M151's flexibility of design means that it can easily be retrofitted as a Multi-Utility Tactical Truck (MUTT) or a Fast Attack Vehicle (FAV).



UAZ 469b

The UAZ 469b is the Eastern equivalent of the US Jeep. This four-wheel drive vehicle is capable of around 750km of travel before refuelling and can easily be fitted with light weaponry allowing additional functions as a fast attack vehicle.



M939 5T Truck

The M939 all-purpose truck entered US Army service in the 1980s and is the latest in a long line of standard issue vehicles dating back to the 1940s. Powered by an 8.3 liter 6-cylinder turbocharged diesel engine, the M939 can carry up to five tons of cargo or 11 fully equipped men.



Ural Truck

The Ural 375 has a maximum range of around 600km between fuel stops and is powered by a ZIL-375 8-cylinder engine. Its main function is transportation of up to five tons of cargo and goods; alternatively it can transport up to 11 troops and their kit.



Praga V3S Truck

This Czechoslovakian-manufactured truck has many advantages in use in the warzone. Not only does its extremely rugged design give it maximum reliability over rough terrain, but also it can easily be retrofitted to fulfill such functions as fuel truck and launch unit.



M113 APC

A revolution in APC (Armored Personnel Carrier) design, the M113 can carry 11 soldiers plus a Driver and Commander through hostile battlezone environments. The M113 can be delivered to a required location via air transport and drop, and is swimmable through coastal zones. Suitable for many rapid deployment scenarios, the M113 is also capable of such parallel functions as command post and mortar carrier.



BMP-1

The Bronevaya Maschina Piekhota (BMP-1) was introduced to the Eastern forces in 1967 at a Red Square parade. A revolutionary vehicle, the BMP is the first armored unit to make the step from personnel carrier to combat vehicle. With aggressive anti-tank and relatively high speed capability, this combat zone transport also provides visual systems and gunports for each troop member aboard, thus allowing them to add to the BMP's own killpower with their personal firearms.



ZSU-23 Shilka

The Shilka ZSU (Zenitaya Samokhodnaya Ustanovka) Self-Propelled Anti-Aircraft Gun features four liquid-cooled 23mm cannons which are capable of firing upwards to a range of 3000m. Targeting can be achieved either optically by the crew, or electronically via the on-board radar, which can be folded flat in transit. Although considered non-amphibious, the Shilka is capable of fording water up to a depth of just over 1m.



M60 Patton Series Tank

A reliable and durable warhorse of the US forces, the M60 Patton Series Tank has seen over 20 years of action, including operations in both the Sinai and Golan Heights during the Yom Kippur War. Criticized for its high profile and limited mobility through exceptionally rough terrain, the M60 has been upgraded many times and is now powered by a Continental AVDS-1790-2C 750hp V-12 engine and an Allison CD-850-6/6A crossdrive transmission.



M1A1 Abrams Main Battle Tank

Designed and built for the rigors of modern-day ground warfare the M1A1 includes many features, which enhance its deadly and defensive capabilities: Battlefield Override, NBC (Nuclear Biological Chemical) Overpressure system, Position Location Reporting Systems and Deep Water Fording Kit. The 120mm main gun is capable of engagement ranges up to 4km, uses many forms of ammunition and has a hit/kill ratio that equals or surpasses any main battle tank class weapon in the world.



T72 M1

The T72 with its low profile is closely related to the T-64, which is produced solely for the USSR. This tank includes several options including the fitment of additional armor or a dozer blade for obstacle clearance and preparation of firing positions. It is powered by a V-12 multi-fuel engine that is capable of running on diesel, benzene or kerosene. For extension of operational range, the T72 can carry two 200 liter fuel drums which can be tactically jettisoned if required.



T80 BV

Featuring a modified turret and ceramic armor, the T-80 is the first Soviet tank to be powered by gas turbines. It maintains the low profile of earlier tank designs and can be equipped with two snorkels for deep fording operations (these are stowed behind the turret when not in use), one of which provides air intake to the gas turbines. The 1st gen. explosive reactive armor makes the T80 extremely resistant across its frontal arc to all forms of NATO ATGM (Anti-Tank Guided Missile).



T55

The T55 medium tank is probably the most internationally prolific piece of tracked armor. It is currently in use by over a dozen countries and has seen action in military incursions from the invasion of Hungary in 1956 to the Arab wars with Israel of the late Sixties and early Seventies.

OPTIONS MENU

Set Options for graphics and various sound modes by clicking and dragging the sliders left or right.

CONTROLS

To re-map control keys for the various actions available, simply click in the field that you want to amend and delete its contents. Enter the new key and click OK.

A key that is shown in red has been assigned to two separate functions. This is fine for the most part, but take care as not all combinations like this are helpful.

If at any time you want to return the control keys to their original settings, simply click the Default button.

DIFFICULTY

Set the parameters for Cadet and Veteran level difficulty. Select the level you want to play at, at the beginning of a Campaign or during the briefing for Single Missions by clicking DIFFICULTY on-screen to switch between the modes.

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MULTIPLAYER

Play Operation Flashpoint™ across a Local Area Network or Internet using TCP/IP and take the battle experience to new depths of realism. Assume the role of a soldier in the forces of the East or West and carry out your mission to the best of your ability. Battle simulation comes to life as each soldier and vehicle with the game represents a true human intelligence.

CREATING A MULTIPLAYER GAME

To create a network game, click on Multiplayer in the Main Screen, then click New.

When the server and client have been created, choose the island you want to play and the mission.

JOINING AN INTERNET GAME

Every computer or server that is connected to the Internet has an IP Address – a unique number that identifies that machine to the rest of the net. Before joining an Internet game, you need to know the IP Address of the computer or server you will be connecting to (the host). Get the host to email this to you prior to commencing play.

Arrange online games and find out your IP Address by logging onto www.codemasters.com/flashpoint

NB: If the host's connection to the Internet is terminated at any time during play, you may need to get a new IP Address from them as it may change upon reconnection.

Once you've done this, click on Multiplayer in the Main Screen, then click REMOTE in the top right-hand corner. When requested, enter the IP Address you have been given and click OK.

It may take a short while to establish a connection, but if you have to wait more than five minutes, the connection has probably failed. In this case, press ESCAPE and try again.

Once connected, you'll be presented with a list of available games on that IP Address. If you're connecting to a friend's PC, you'll only see the name of the game they have created listed, but if you've connected to a large game server, you may see lots of game names in your list. Either way, click the name of the game you want to join and click OK.

For other ways of playing multiplayer games across the internet, check out the README on the game disc.

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JOINING A NETWORK GAME

To join a network game that is about to begin, click Multiplayer on the Main Screen, then click Join. Operation Flashpoint™ automatically detects any games running on the network you are connected to and displays a list; click the one you want to get involved in and click OK.

CHOOSE YOUR AFFILIATION AND ROLE

Whether you're hosting or joining a Multiplayer game, you need to define on which side you will play and what role you will assume for that battle.

When you reach the Server Setup screen, choose your affiliation by dragging your name from the list on the left into an unassigned space in either the East or West lists, then click OK.

On the next screen – 'Side Setup', you get to choose your role from the duties available for the selected mission. Drag your name from the list on the left onto an available position and click OK.

Available roles are indicated by 'AI' after the role description. This means that if the role remains unassigned when the mission begins, the CPU will take control of that soldier.

Note: Even when you have selected your role within the side, your choice can be overridden by the game host or your Commander (by re-dragging names onto different roles). If roles are reassigned in this way, the role becomes locked and cannot be changed by the player.

Click START to begin your battle.

TECHNICAL SUPPORT

CODEMASTERS WEBSITE

www.codemasters.com

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It also has a technical support request form that you can use to request assistance with this or any other Codemasters game.

E M A I L

Email custservice@codemasters.com

Please include your Dxdiag.txt file with a description of your problem. To do this, click on 'Start', then 'Run', type DXDIAG and click 'Ok'. This will display the DirectX Diagnostics screen.

To send the results, simply click on the button "Save all information" and save this as a text file. Now attach this file to your email.

TELEPHONE/FAX

Before calling ensure that you have checked our website for a possible solution and have read the Operation Flashpoint™ help file which can be found on the Operation Flashpoint™ CD-ROM.

To access the help file

1. Double-click on 'My Computer' on the Windows desktop.
2. Right-click on your CD-ROM drive.
3. Left-click on 'Explore'.
4. Double-click on 'Readme'.

Tel: 01926 816044 Fax: 01926 817595

Lines are open between

0900-1730 Monday, 0800-2000 Tuesday to Friday, 1000-1600 Saturday

Please ensure that you are in front of your PC before calling. Your PC should also be on and in a running state (i.e. not having just crashed).

POSTAL ADDRESS

Customer Services
Codemasters Software Ltd
PO Box 6
Leamington Spa
Warwickshire
CV47 2ZT
UK

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for Operation Flashpoint
add-ons, game updates, support, multiplayer missions,
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