LINE OF SIGHT
VIETNAM

INFOGRAMES

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FIRST THINGS FIRST

The ReadMe File

The *Line of Sight: Vietnam*™ CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

To view the ReadMe file, double-click on the "ReadMe.txt" icon in the *Line of Sight: Vietnam* directory found on your hard drive (usually C:\Program Files\Infogrames\Line of Sight: Vietnam). You can also view the ReadMe file by clicking on the Start button on your Windows® 98 / Me / 2000 / XP taskbar, then selecting Programs, then Infogrames, then *Line of Sight: Vietnam*, and then clicking on *Line of Sight: Vietnam* ReadMe.

System Requirements

Operating System	Windows® 98 / Me / 2000 / XP
Processor	Pentium® II 550 MHz (Pentium® III 900 MHz or higher recommended)
Memory	128 MB RAM
Hard Disk Space	650 MB Free
CD-ROM Drive	8X Speed
Video	16 MB TNT2-class video card* (32 MB - 128 MB VRAM video card* recommended)
Sound	Windows® 98 / Me / 2000 / XP-compatible sound card*
Multiplayer	Internet (TCP / IP) and LAN (TCP / IP) play supported. Internet play requires Internet connection and a 56 Kbps or faster modem. DSL / cable or other high-speed Internet connection recommended. Internet connection required for GameSpy play.
Modem	56k baud or higher (for Internet play)
DirectX®	DirectX® version 9.0 (included) or higher

*Indicates that device should be compatible with DirectX® version 9.0 or higher

SETUP AND INSTALLATION

1. Start Windows®. Close all other programs.

2. Insert the Line of Sight: Vietnam CD-ROM game disc into your CD-ROM drive.

3. If AutoPlay is enabled, an Install screen will appear. Click on the Install button. If AutoPlay is not enabled, double-click on the My Computer icon on your Windows® desktop. Then, double-click on your CD-ROM drive icon. If the Install screen still does not appear at this point, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. Note: If your CD drive letter is assigned to a letter other than D, substitute that letter.

4. Follow the on-screen instructions to finish installing Line of Sight: Vietnam.

5. When installation is complete, click on the Start button on your Windows® taskbar, then select Programs, then Infogrames, then click on the Line of Sight: Vietnam icon to start the game.

Installing Directx®

The Line of Sight: Vietnam game requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, click "Yes" when prompted to install it.

SAVING AND LOADING

To save a game, click on Save Game from the Pause Menu, enter a saved game name, and click on OK. To load a previously saved game, choose Load Game from the Main Menu.

You can quick-save while playing by hitting F9 at any point during a game. To quick-load a quick-saved game, press F10 while playing.

A WARRIOR'S TALE

Being born and raised in rural Ohio made me a natural volunteer for the Army Special Forces. I spent most of my life hunting, fishing and camping (when I wasn't in school or working on the farm). In the Special Forces we got paid to do all that! Special Forces had extra appeal since it was all new and different back in 1963. Even the President back then thought it was pretty far out! So I didn't waste any time getting transferred to Special Forces out of the 82nd Airborne.

The training was even tougher than what I experienced in Airborne. Lots of guys dropped out pretty quickly during the first few weeks — it was just brutal. I figured that if the guys training us made it through, then I could too. That same mentality got me through basic training and Airborne school. Besides, I've always loved being challenged and beating the odds. I wasn't going to let those dudes in their green berets beat me!

I've always been a good shot (I don't mean to brag, but it's true). I was first in all my weapons classes and basic training. Uncle Sam, in his wisdom, decided to send me off to Sniper School once I completed my Special Forces training and earned my own Green Beret. After SF training, Sniper School was cake!

Once my training was all wrapped up in the States, I was sent off to freeze my butt off in Germany with the 7th Special Forces Group headquartered in Bad Toldz. Our primary mission was to infiltrate Soviet territory in the event of war and organize resistance groups to run wild to cause the Soviets fits in their rear areas. Some of us would take along man-portable nukes as well — just in case things really got bad and Washington decided to go with a nuclear last option. We all continued to train and drill but I wanted to be where the real action was — Vietnam.

I had some buddies serving with the 5th Special Forces Group who were stationed in South Vietnam and attached to one of the Mobile Strike Force units (better known as MIKE Force). These units would operate in enemy-controlled areas in South Vietnam (virtually behind enemy lines) for five to seven days compiling intelligence data, ambushing enemy units and bases along with generally raising all sorts of mischief. It was almost like a week-long gun battle with the bad guys!

Besides, Vietnam is much warmer and more exotic than Germany so I put in my transfer request paperwork. I also made a few phone calls, begged, pleaded and pestered everyone possible as well — the squeaky wheel strategy. Eventually I got my transfer and was on my way to sunny, warm and exotic Nha Trang, South Vietnam!

My first impression of Vietnam was overwhelming. I stepped off an air conditioned military transport into oppressive heat and humidity — not to mention the smell! I'll never forget that. The other thing I remember was the noise — people yelling, jet engines, helicopters, forklifts, all sorts of military vehicles running about. It was unbelievable and somewhat overwhelming.

I made my way over to check in with the replacement center and was told that a jeep would be on its way to pick me up and take me to the 5th Special Forces Group compound. So I put my feet up, enjoyed the air conditioning and watched the bustle of Vietnamese civilian workers, American military replacements, clerks, MPs and USO workers. It was just such a strange sight. Within an hour my ride pulled up and I was on my way to "the big adventure."

If I thought the air base was loud — the streets of Nha Trang were worse! It looked like something out of "Arabian Nights" — markets and shops everywhere with everything you could think of for sale, cars and mopeds weaving their way through the crowds. It looked like everyone in Nha Trang was out on the streets at once. Unbelievable! I guess I looked shocked because my "chauffeur" almost fell out of the jeep from laughing so hard.

After I arrived at the 5th Special Forces compound and acclimated, I was ordered to report to an A-Team that was working with the Civilian Irregular Defense Program (CIDP). Our job was to help regular Vietnamese out in the boonies defend themselves against the Viet Cong. The VC would basically walk into these villages and terrorize folks — taking food and taking new "recruits" at gunpoint. The A-Team I worked with village militias, built defensive structures like fences and berms and lead militia patrols. The goal was to have villages in a specific area involved in an interlocking defense system — if a village was under attack, the others would mount up and come to its defense. My sniping skills came in handy on a few missions, but generally I spent my time helping the locals dig latrines and build fences — almost like doing farm work back in Ohio, except that people would shoot at you from time to time!

When my tour was up I signed up for a second and took my leave to visit home. When I arrived back in the States, things had really changed. It was 1966 and wearing a military uniform got you all sorts of bad looks. By the time I made it back to Ohio I had been insulted and even spit on by a couple of freaky looking people. Even the farm seemed different. Mom and Dad were great — but I could see that neither one of them really understood what I was doing in Vietnam. This led to some uncomfortable moments and I found myself actually missing Vietnam, especially when I was out in the woods. Vietnam had gotten into my blood. I said my goodbyes and made my way back to Vietnam where things seemed to make more sense than they did back in the States.

Once I arrived back in Vietnam I ran into another buddy who told me about SOG. SOG was a super-secret, covert organization that I had heard rumors about during my first tour. My buddy was a "One-Zero" (team leader) running recon with a six-man team. He didn't get specific (even after several beers), but it sounded like they did some pretty outrageous stuff! Besides, it sounded a whole lot better than digging latrines and wells like I did my in my first tour. Next thing I know I'm signing up for this SOG outfit and heading back to the SF compound for a BBQ party on the beach. Welcome back to Vietnam, young man!

The next morning I was ordered to grab my gear and take a C-130 "Blackbird" to Kontum. Once I checked in at the SOG base at Kontum, it was time to take a helicopter trip to a SOG forward operation base (or A-Base) near the Laotian border...

In Line of Sight: Vietnam...

You are a member of the Army Special Forces (better known as "The Green Berets"), attached to the covert Studies and Observation Group (SOG) at the height of America's involvement in the Vietnam War.

SOG: Studies and Observation Group

The Studies and Observation Group (SOG) was a joint armed forces organization consisting of primarily Army Special Forces, but including assets from the Air Force, Marine Force Recon and Navy SEALs. Missions for SOG were planned and approved at the highest military and civilian levels which included the top five military commanders in South Vietnam, the Joint Chiefs of Staff, The Pentagon and even the White House. SOG was responsible for covert cross-border operations into South Vietnam's neighbors: Laos, Cambodia and North Vietnam — areas where conventional American military ground units were restricted from entering. The activities of SOG are shrouded in secrecy, many of which are still considered highly classified today.

What is known about SOG operations is that they consisted of (but were not limited to) reconnaissance, sabotage, raids and ambushes, prisoner snatches, and rescues of downed pilots and POWs. Due to the high risk involved in these covert operations, all SOG teams were considered "deniable assets." If an SOG team was captured, the American military and government would deny any knowledge of the team or its actions. The weapons, uniforms and equipment used by SOG recon teams were "sterilized" and could not be traced back to the American military or government by the enemy. Many recon teams wore bits and pieces of captured enemy uniforms or used enemy weapons in order to confuse the enemy if a direct encounter occurred — giving the SOG recon teams a few precious seconds that might be the difference between living and dying.

Employing six- or eight-man recon teams (two or three Americans and three to five indigenous team members), SOG would infiltrate into enemy safe havens in Laos, Cambodia and North Vietnam along with what became known as the "Ho Chi Minh Trail," a system of hidden trails, paths, roads and bases used by the enemy to wage war in South Vietnam. These territories were considered "neutral" and off limits to all combatants.

However, the North Vietnamese and their allies secretly occupied this "neutral territory" with hundreds of thousands of troops to allow for the supply, reinforcement and continued military operations by communist forces in South Vietnam. It was the job of SOG to make sure that these enemy safe havens were anything but safe. The enemy soon found that any trail, base camp, truck depot or rest area could be a target at any time as SOG recon teams struck swiftly and without warning.

Cross-border operations into Laos, Cambodia and North Vietnam were extremely hazardous. SOG recon teams were relentlessly hunted by hundreds of enemy soldiers once a recon team's presence was found — eventually resulting in pitched battles where the outnumbered and outgunned six-man SOG recon team would face off against its pursuers. American casualties (killed or wounded) in SOG exceeded 100% with every surviving American recon team member becoming wounded in combat at least once.

SOG accumulated the largest "kill ratio" of any military unit in American military history; 100 enemy soldiers killed for every American lost (100:1, reaching a high of 150:1 in 1967) — not to mention the hundreds of enemy vehicles and tons of enemy supplies (food, weapons and other equipment) destroyed. A total of 18 recon teams were lost or disappeared without a trace during SOG's eight year existence, none of whom were returned as POWs after the war.

The bravery and skill of SOG team members resulted in numerous awards and commendations — over 2,000 individual awards for heroism which include 10 Medals of Honor and 23 Distinguished Service Crosses (the second highest military award for valor to the Medal of Honor). Even more important were the thousands of American lives saved through timely intelligence gathered by SOG. Tens of thousands of enemy personnel were also kept tied down in Laos and Cambodia hunting SOG's tiny recon teams that would have otherwise been fighting on the battlefields of South Vietnam against conventional American and South Vietnamese units. SOG compiled an unparalleled record of achievement for a military organization that averaged less than 1,000 American operatives per year over its eight-year lifespan (1964-1971). When SOG was officially shut down in 1971, a number of former SOG members formed the nucleus of what became known today as "Delta Force."

In April of 2001, SOG received the Presidential Unit Citation Award — 30 years after the organization was disbanded.

MAIN MENU

When the program starts, you will see the Main Menu, where you can choose from the following options:

New Game

Select this to start a single-player campaign. It's just you against the CPU-controlled enemy in missions encompassing the conflict in Vietnam.

Note: You can adjust the difficulty of a single-player campaign game in the Options Menu.

It is recommended that you start on the easiest difficulty setting in arcade-style gaming. The arcade game setting allows for a more "Hollywood movie" style of gameplay, where you can absorb more damage and still keep going.

Single Mission

Select this option to start a single-player game on a particular mission. This allows you to play any mission from the original campaign, or play add-on missions created by other users or developers when they become available.

Multiplayer

Multiplayer allows you to play *Line of Sight: Vietnam* with your friends over the Internet, GameSpy or a LAN.

- **Launch Server:** This will start a server on your machine that others can join. You can set it for LAN or Internet play. You will also be able to control the maps and length of the hunt. This is where you can set up a dedicated server as well.

- **Join Local Game:** Here is where you will join a game that is on your LAN. It will not detect Internet or GameSpy games.

- **Join Internet Game:** Here you can join an Internet game. You will be able to enter in the address of the game you wish to join.

- **GameSpy:** If you either cannot find, or do not know of any servers that are active, you can use GameSpy to help you connect. The in-game GameSpy browser will allow you to search out and find active games on the GameSpy network.

GameSpy Arcade is an independent gaming service run by GameSpy. Infogrames does not control, and disclaims any responsibility or liability for, the functioning and performance of GameSpy Arcade and any content on or available through GameSpy Arcade.

Load Game

Load a previously saved single-player campaign.

Tutorial

Line of Sight: Vietnam offers a quick "basic training" tutorial that will help familiarize you with the various key commands, equipment, vehicles and weapons found in the game.

Options

In options, you can change the controls, game difficulty settings, the performance and the audio. These can be adjusted to accommodate faster or slower PCs or your specific gaming preference.

Exit

Quit the game.

OPTIONS
Gameplay

Difficulty – Choose between Easy, Medium and Hard difficulty levels (default is Medium).

Damage Realism – Choose between Arcade and Realistic.

Show Command Helper Text – A text message informs you of objects that can be picked up and used during the game.

Default Camera Mode – Set default camera to either first- or third-person.

Crosshair Type – Toggle through a selection of in-game cursor crosshairs.

Always Show Squad Status – Turns the squad status display in the game ON / OFF.

Auto Reload – Turns auto reload function ON / OFF.

Show 1ˢᵗ Person Weapons – When playing in first-person, you can choose to show the weapons in front of you or not.

Invert Inventory Scrolling – Inverts up / down inventory scrolling.

Realistic Tracers – Only show tracers for guns that would realistically have them, rather than all guns.

Accuracy Indicators – If enabled, small red lines around the crosshairs in-game will show your shot accuracy.

Show Firing Enemy Direction – If enabled, when an enemy begins to attack you, a small arrow will point in their direction.

Friendly Fire – Turns the ability to damage your squad with friendly fire ON / OFF.

Graphics

Resolution – Choose your screen resolution. The game will default to an optimal setting based upon your system. Higher resolutions will require faster hardware and more resources.

Bit Depth – Set the bit depth — the game runs faster in 16-bit mode but looks better using the 32-bit mode.

Brightness – Adjust the screen brightness in the game.

Anti-Aliasing – Defaults to OFF. Anti-aliasing should only be used on faster systems and video cards that support this feature.

View Distance – Adjust the distance that can be viewed in-game, resulting in more objects being drawn. For slower systems a LOW setting is recommended.

Detail Objects – Turns ON / OFF small detail objects like posters, telephones, wall maps, etc., to increase framerate and overall game speed.

Detail Object View Distance – Determines how much object detail is drawn at distance.

Fog – Turns fog / haze ON / OFF. Turning fog OFF will increase framerates on slower systems.

Terrain Shadows – Turns shadows cast by trees, building and vehicles ON / OFF.

MULTIPLAYER MODE

Multiplayer mode lets you play against or alongside other players from around the world. You can play on a Local Area Network (LAN), the Internet, or on GameSpy Arcade (see page 22 for more details). Click on the Multiplayer button at the Main Menu to begin.

At the Multiplayer screen you can choose whether to join or host a game, change your multiplayer name, or turn the profanity filter ON / OFF. To change a setting, click on it. To join or host a game, click on the Join Game or the Host Game button.

Joining A Game

The Join Game screen gives you a listing of *Line of Sight: Vietnam* game servers on the Internet or on your LAN. You can also type in an IP address of a server on the Internet if you know that IP address.

Click on the Get New List button to completely rescan your LAN or the Internet for *Line of Sight: Vietnam* games. (See page 22 for information on how to join or host a game on GameSpy.) Click on Refresh to rescan for the listed games for new information. Click on a game and then click on Server Info to display details about that game.

The buttons along the bottom of the screen let you switch between LAN and Internet games, and let you filter the games displayed by Game Type, Show Full (YES / NO), and Show Empty (YES / NO). Click on a button to change the setting.

Games are displayed in the center of the screen. Information listed includes server name, map, type of game, number of players, and ping (the connection speed — lower is better). Click on the IP address number to enter an IP number for a game being hosted on the Internet. You must get this number from the host.

Hosting A Game

Click on Host Game to display the Host Game screen, where you can start a server on your machine that others can join. Your IP address appears beneath the map list. This will display a screen with the following options:

Server Name – (Optional) Put your server name here. This is what shows up on the in-game server browser.

Server Message – (Optional) Put your message of the day here. This message is what players first see when they join your server.

Game Type – Set the game type: Deathmatch, Cooperative, Mission Based or CTF (Capture the Flag). (See "Multiplayer Game Modes" on page 19.)

Dedicated Server – This option starts a game on your computer that you cannot join from that computer, which makes the game run faster.

Allow 3rd-Person – Allow players to use third-person view. (Players can still use first-person if they choose.)

Block Respawn Mining – Do not allow players to place mines within 10 feet of respawn points.

Indiscriminate Mines – Mines will kill both friendly and enemy troops.

Friendly Fire – You can hurt teammates with direct-fire weapons, such as guns.

Friendly Fire Area Damage – You can hurt teammates with indirect fire weapons, such as grenades.

Auto Balance Teams – Do not allow players to switch to or join teams with more players. This will not force players out of teams that are already unbalanced.

Disable Enemies – Remove all non-critical enemies from maps that contain them.

List on GameSpy – List your server on the GameSpy Arcade network for others to join. (See "*Line of Sight: Vietnam* on GameSpy Arcade" on page 22.)

WEAPONS

CAR-15

The CAR-15 is a shortened version of the M-16 assault rifle. Firing a high velocity 5.56mm round, the CAR-15 is almost a trademark weapon of American special ops during the Vietnam War.

AK-47

The AK-47 is the primary assault rifle for the Viet Cong and NVA (North Vietnamese Army). Supplied by the Soviets and Chinese, the AK-47 fires a Soviet 7.62mm round. Some American special ops teams use the AK-47 as well.

SKS Carbine

Older semi-automatic carbine of Soviet / Chinese manufacture. The SKS fires the Soviet 7.62mm round and is commonly issued to Viet Cong units.

M-21 Sniper Rifle

The M-21 is the standard sniper rifle for the U.S. Army in Vietnam. Firing a NATO 7.62mm round, the M-21 is a direct descendant of the famous M-1 Garand of World War II fame.

SVD Sniper Rifle

The modern Soviet / Chinese sniper rifle issued to elite, enemy sniper teams in Vietnam. The SVD fires the same 7.62mm round as the AK-47.

Pump-action Shotgun

The 12-gauge pump-action shotgun is a very deadly close-range weapon.

M-79 Grenade Launcher

The M-79 is a single-shot 40mm grenade launcher firing high explosive grenade rounds.

M-60 Light Machine Gun

The standard light machine gun used by American forces in Vietnam. This devastating weapon fires a NATO 7.62mm round.

RPD

A drum-fed light machine gun used by the Viet Cong and NVA. This Soviet / Chinese manufactured weapon fires the Soviet 7.62mm round.

LAW

A lightweight, single-shot anti-tank weapon issued to American forces in Vietnam.

RPG

The standard anti-tank weapon issued to Viet Cong and NVA forces. Unlike the LAW, the RPG can be reloaded and reused after firing.

Pistols

The pistols found in the game are the American .45 auto and the 9mm Tokarov of Soviet / Chinese manufacture.

LINE OF SIGHT: VIETNAM™ ON GAMESPY ARCADE

You can play *Line of Sight: Vietnam* online through GameSpy Arcade, which comes conveniently bundled with the game. If you haven't done so already, insert your *Line of Sight: Vietnam* CD-ROM and install Arcade now. Then, to play *Line of Sight: Vietnam* online, just follow these simple instructions:

Launch GameSpy Arcade and Go to the *Line of Sight: Vietnam* Room: Click on the GameSpy Arcade link in your Start Menu. When the software starts, you'll see a list of games and more along the left-hand side. There's plenty\ to do, but there's time for that later: Click on the *Line of Sight: Vietnam* button on the left to enter the *Line of Sight: Vietnam* room.

Find and Join a *Line of Sight: Vietnam* Server: Once you're in the *Line of Sight: Vietnam* room, you can meet or greet other players and find servers. The top half of the application will list all of the available servers, including the number of people playing and your connection speed. (Speed is measured by something called "ping." The lower your ping, the better.) Double-click on a server of your choice to join. *Line of Sight: Vietnam* will launch and automatically connect you to the server you selected. Let the fun begin!

Problems? If you have problems using Arcade, whether installing the program, registering it, or using it in conjunction with *Line of Sight: Vietnam*, consult our help pages, located at http://www.gamespyarcade.com/help/ or e-mail us by using the form located at http://www.gamespyarcade.com/support/contact.shtml.

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TROUBLESHOOTING

The most common and prevalent errors are related to video and sound card drivers. *Line of Sight: Vietnam* requires DirectX® 9.0 or later. If your drivers are not certified, please download or obtain the latest drivers from your card manufacturers. This is the number one problem people have with DirectX® games. After you have updated your drivers, you must reinstall DirectX® from the *Line of Sight: Vietnam* CD-ROM.

If you are having sound or video problems, you should try reinstalling DirectX® from the *Line of Sight: Vietnam* CD-ROM.

For diagnosing tools, open Windows® Explorer and go to the C:\Program Files\DirectX\Setup\ directory. Run the program named Dxdiag.exe. This will give you detailed information for all your drivers and other DirectX® components. This will also help Tech Support if you should need to call them. If you are crashing upon exit, particularly if you see a DDRAW error, please try to obtain the latest drivers for your video card.

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