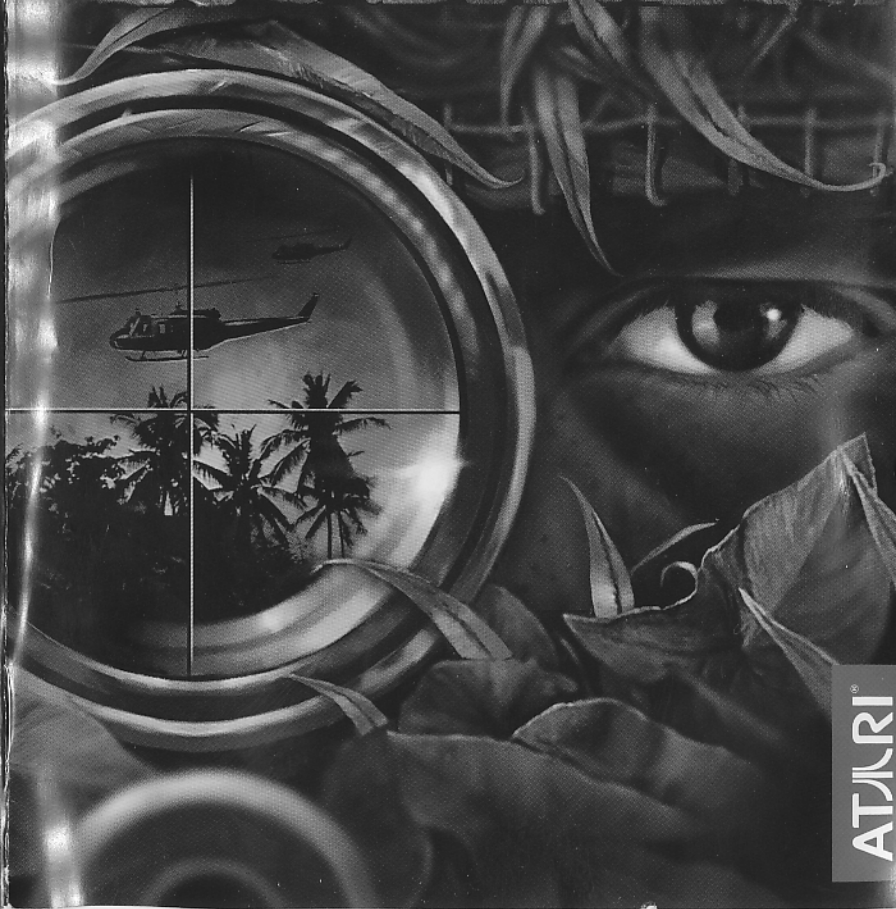


PC CD-ROM

LINE OF SIGHT VIETNAM



ATARI®

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For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lit room and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our digital entertainment devices. Persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undiagnosed epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms: some during play: dizziness, blurred vision, muscle twitching, loss of awareness of your surroundings, loss of consciousness, or fainting.

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HEALTH WARNING

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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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 disk (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 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 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-ROM 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 proficiency 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 centre 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 Defence 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 defence system — if a village was under attack, the others would mount up and come to its defence. 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 rumours 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 neighbours: 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 years 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 Honour and 23 Distinguished Service Crosses (the second highest military award for valour to the Medal of Honour). 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 frame rate 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 frame rates on slower systems.

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

Compressed Textures – Disable Compressed Textures if the textures look strange (grainy, weird colours, etc.). This option cannot be changed in-game.

Character Shadows – Toggle between simple or complex. Simple shadows require less system resources than complex shadows. **Note:** Complex shadows may not be available on all systems.

CONTROLS

Default game controls are listed below. You can change any control to fit your personal preference in the Options Menu.

ACTIONS

Actions	Control
Primary Item Action	Left Mouse Button
Secondary Item Action	Right Mouse Button
Reload Weapon	Spacebar
Use Item	Enter
Select Previous Item	Scroll Up / Mouse Wheel Up
Select Next Item	Scroll Down / Mouse Wheel Down

MOVEMENT

Movement	Control
Move Forward	Up Arrow
Move Backward	Down Arrow
Move Left	Left Arrow
Move Right	Right Arrow
Turn Left / Right	Delete / End
Look Up	Mouse Up
Look Down	Mouse Down
Stand	Ctrl
Crouch / Prone	Alt
Walk / Run / Toggle	Shift

OTHER FUNCTION KEYS

Actions	Control
Toggle 1st- / 3rd-Person	C
Quick Save During Game	F9
Quick Load	F10
Change Current Objective	O
Show Squad Status	Z (press and hold)
Inventory Items	1-0 number keys

MULTIPLAYER COMMANDS

Actions	Control
Send Global Message	' (single quote)
Send Team Message	; (semi-colon)
Send Single Player Message	L
Show Multiplayer Stats	S

SINGLE-PLAYER MODE

There are two ways to play a single-player game: Single Mission or Campaign. Campaign takes you through each mission in sequence. Single Mission lets you jump right into any mission you have previously unlocked in Campaign mode.

To start a campaign, click on New Game at the Main Menu. To play a single mission, click on Single Mission, then click on the mission you'd like to play. Setting up for either game mode is identical after this point.

The first thing you'll see is the Mission Briefing screen. This contains a report about what's to come. The Mission Briefing screen contains an intelligence briefing, list of objectives, and a map. Click on the Objectives tab at the bottom of the screen to display your overall, primary and secondary objectives. Click the left arrow to go back to the Main Menu or click the right arrow to begin the mission.

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 centre 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.)

Allow Duplicate Names – Allows more than one player to use the same name. If unchecked, players who choose the same name will have a number appended to their name.

Default Button – Reset options to default settings for the currently selected mode.

Map / Mission List – Lists the maps or missions you have selected to use and the order in which you want to use them. Click the + button to add more maps or missions. Select an item and click the - (minus) button to remove it. Select an item and click the up or down arrows to move it up or down in the list. Note: You cannot change this option mid-game.

Max Players – Set the maximum number of players that can join your server. More players can be more fun, but requires a greater output bandwidth. Note: With this and the other number-based options below, left-click to increase the number, and right-click to decrease it.

Time Limit – Set the time limit per game.

Score Limit – Set the game's score limit. For most modes, score is equal to kills. For some modes, such as Capture the Flag, scores can rise very quickly because of flag captures, so you should raise the limit accordingly.

And / Or Button – Set whether the game is won when both the score and time limit are met, or when just the score is met.

Respawn Delay – Set how many seconds players are forced to wait after death before they can respawn. **Note:** There is always a minimum delay, even if this is set to zero.

Lives Per Round – Set how many lives each player gets. You usually want to set this to unlimited.

Enemy Lives Per Round – Set how many lives each enemy gets. (You usually want to set this to one.)

Max Squad Members – Set how many squad members players can bring along.

Dropped Item Deletion Time – Set how long to wait before deleting items dropped by players. This also sets the time before dead vehicles respawn. **Note:** Set this to Unlimited with caution. The game can quickly become unplayable when the map is filled with dropped objects.

Game Start Delay – Set how much planning time (in seconds) players have before a new game starts. Note: There is always a minimum delay of 10.

Rounds Per Map – Set how many games to play on each map before cycling to the next map in the map list, if there is one.

Number of Teams – Set how many teams to allow, if any. Certain modes have a fixed number of teams — for those modes this setting cannot be changed.

Connected Players – The names of the players who have joined your server are listed in the upper left corner of the screen.

Click on the Start button to begin the game. Players will be able to join the game in progress.

Multiplayer Game Modes

Stalk and Kill – You receive a point for each kill you make — the player who scores the highest wins. If teams are allowed, teammates can ride together in vehicles and provide concentrated firepower.

Capture the Flag – To score points you must enter your opponent's base, capture his flag by running over it, and make it back to your base. You drop the flag if you are killed, and others can pick it up.

Cooperative – Just like single-player mode, but your friends can join you to play through any or all of the game missions.

Mission-Based – Like Cooperative mode, but squads take turns trying to finish the mission quickest, while others try to stop them.

Command Line Options

These are options that you can use during a multiplayer game, such as banning a disruptive player, changing your name, and changing the server name.

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>.

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.

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 Technical 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.



TÄRKEIMMÄT ASIAT ENSIN

ReadMe-tiedosto

The Line of Sight: Vietnam™ CD-ROM-peliin kuuluu ReadMe-tiedosto, josta löytyy sekä käyttöoikeussopimus että uusimmat tiedot pelistä. Suosittelemme ehdottomasti tämän tiedoston lukemista, jotta voisit käyttää hyväksesi muutoksia, jotka on tehty tämän käyttöohjeen mentyä painoon.

Voit katsella ReadMe-tiedostoa kaksoisnapsauttamalla "ReadMe.txt"-kuvaketta Line of Sight: Vietnam -kansiossa, joka on tietokoneesi kiintolevyllä (yleensä C:\Ohjelmätiedostot\Infogrames\Line of Sight: Vietnam). Voit katsella ReadMe-tiedostoa napsauttamalla Windows® 98/Me/2000/XP:n tehtäväpalkin Käynnistä-painiketta ja valitsemalla sitten Ohjelmat, Infogrames ja sen jälkeen Line of Sight: Vietnam ja napsauttamalla sitten kohtaa Line of Sight: Vietnam ReadMe.

Järjestelmävaatimukset

Käyttöjärjestelmä	Windows® 98 / Me / 2000 / XP
Suoritin	Pentium® II 550 MHz (Pentium® III 900 MHz tai tehokkaampi suositeltava)
Muisti	128 MB RAM
Kiintolevytila	650 MB vapaana
CD-ROM asema	8x-nopeus
Näytönohjain	16 MB TNT2-luokan näytönohjain* (32 MB - 128 MB VRAM -näytönohjain suositeltava)
Ääni	Windows® 98 / Me / 2000 / XP -yhteensopiva
äänikortti*	
Moninpeliin	Internet (TCP / IP) ja LAN (TCP / IP) -peliä tuetaan. Internet-peli edellyttää Internet-yhteyttä ja modeemia. DSL-/kaapeliyhteys tai muu nopea Internet-yhteys suositeltava. GameSpy-peliin tarvitaan Internet-yhteys.
Modeemi	56 Kbps tai nopeampi (Internet-peliin)
DirectX®	DirectX® versio 9.0 (kuuluu toimitukseen) tai uudempi

* Tarkoittaa, että laitteen on oltava yhteensopiva DirectX®-version 9.0 tai uudemman kanssa.

ASETUKSET JA ASENNUS

1. Käynnistä Windows®. Sulje kaikki muut ohjelmat.
2. Aseta The Line of Sight: Vietnam CD-ROM-peli CD-ROM-asemaan.
3. Jos automaattinen käynnistys on valittuna, asennusikkuna tulee näytölle. Napsauta Install (Asenna) -painiketta. Jos Automaattinen käynnistys ei ole valittuna, kaksoisnapsauta Windows®-työpöydän "Oma tietokone" -kuvaketta. Kaksoisnapsauta seuraavaksi CD-ROM-aseman kuvaketta. Jos asennusikkuna ei ilmesty tässä vaiheessa, napsauta Windows®-tehtäväpalkin Käynnistä-painiketta ja valitse sitten Suorita. Kirjoita D:\Setup ja valitse OK. Huomaa: Jos CD-ROM-asemaasi tarkoitettava kirjain on muu kuin D, kirjoita tähän se kirjain.
4. Seuraa näytölle tulevia ohjeita suorittaaksesi Line of Sight: Vietnam -pelin asennuksen loppuun.
5. Kun asennus on valmis, napsauta Windows®-tehtäväpalkin Käynnistä-painiketta ja valitse sitten Ohjelmat, Infogrames ja napsauta sen jälkeen Line of Sight: Vietnam -kuvaketta käynnistääksesi pelin.

DirectX®:n asentaminen

The Line of Sight: Vietnam -peli vaatii toimiakseen DirectX®-version 9.0 tai uudemman. Jos tietokoneellesi ei ole asennettu DirectX®-versiota 9.0 tai uudemmaa, valitse "Yes" ("Kyllä"), kun asennusohjelma kysyy, haluatko asentaa sen.

OHJAIMET

Alla on lueteltu pelin oletusohjaustoimet. Voit muuttaa minkä tahansa ohjaustoiminnon haluamaksesi Options-valikossa (Asetukset).

TOIMET

Toimet	Ohjain
Ensisijaisen kohteen toiminta	Vasen hiiren painike
Toissijaisen kohteen toiminta	Oikea hiiren painike
Aseen uudelleenlataus	Välilyöntinäppäin
Käytä kohdetta	Enter
Valitse edellinen kohde	Vieritä ylöspäin / Hiiren rulla ylös
Valitse seuraava kohde	Vieritä alaspäin / Hiiren rulla alas

MOVEMENT

LIIKE	Ohjain
Liiku eteenpäin	Nuoli ylös
Liiku taaksepäin	Nuoli alas
Liiku vasemmalle	Nuoli vasemmalle
Liiku oikealle	Nuoli oikealle
Käännä vasemmalle / oikealle	Delete / End
Katso ylös	Hiiri ylös
Katso alas	Hiiri alas
Seiso	Ctrl
Kyyristy / Mene vatsallesi	Alt
Kävele / Juokse / Selaa	Vaihto

MUT TOIMINTONÄPPÄIMET

Toimet	Ohjain
Selaa 1. / 3. persoona	C
Pikatallennus pelin aikana	F9
Pikalataus	F10
Vaihda nykyinen tavoite	O
Näytä ryhmän tila	Z (press and hold)
Kaluston esineet	1-0 number keys

MONINPELIN KOMENNOT

Toimet	Ohjain
Lähetä globaali viesti	' (yksinkertainen lainausmerkki)
Lähetä ryhmäviesti	: (puolipiste)
Lähetä viesti yhdelle pelaajalle	L
Näytä moninpelin tilasto	S

TALLEMENTAMINEN JA LATAAMINEN

Jos haluat tallentaa pelin, valitse Pause-valikosta (Tauko) Save Game (Tallenna peli), kirjoita tallennettavan pelin nimi ja valitse OK. Jos haluat ladata aiemmin tallennetun pelin, valitsee Main Menu -valikon (päävalikon) kohta Load Game (Lataa peli).

Voit tehdä pikatallennuksen pelin aikana painamalla F9-näppäintä milloin tahansa pelin aikana. Jos haluat pikaladata pikatallennetun pelin, paina pelin aikana F10-näppäintä.

MONINPELITILA

Moninpelitilassa voit pelata eri puolilta maailmaa tulevia muita pelaajia vastaan tai heidän kanssaan. Voit pelata lähiverkossa (LAN), Internetissä tai GameSpy Arcadessa (katso lisätietoja ohjekirjan sivulta 22). Aloita napsauttamalla Main Menun (päävalikon) Multiplayer-painiketta (Moninpeli).

Multiplayer-ikkunassa voit valita, haluatko liittyä peliin tai toimia pelin isäntänä, muuttaa moninpelinimeäsi tai kytkeä kiroiluodattimen PÄÄLLE / POIS. Voit muuttaa asetusta napsauttamalla sitä. Jos haluat liittyä peliin tai toimia pelin isäntänä, napsauta Join Game (Liity peliin)- tai Host Game (Toimi isäntänä) -painiketta.

**Lisää teknisiä vinkkejä ja yksityiskohtia löytyy ohjekirjasta.*

NNAN DU BÖRJAR



Filen ReadMe (Viktigt)

Cd-spelet Line of Sight: Vietnam™ innehåller en ReadMe-fil med licensavtal och uppdaterad information om spelet. Vi rekommenderar att du läser igenom den filen så att du kan dra nytta av de ändringar som har gjorts i spelet sedan instruktionsboken gick i tryck.

Om du vill läsa ReadMe-filen ska du dubbelklicka på ikonen "ReadMe.txt" i katalogen Line of Sight: Vietnam på datorns hårddisk (vanligtvis C:\Programfiler\Infogrames\Line of Sight: Vietnam). Du kan även nå ReadMe-filen genom att klicka på Start-knappen på Windows® 98 / Me / 2000 / XP aktivitetsfält och därefter välja Program, följt av Infogrames, Line of Sight: Vietnam och Line of Sight: Vietnam ReadMe.

Systemkrav

Operativsystem	Windows® 98 / Me / 2000 / XP
Processor	Pentium® II 550 MHz (Pentium® III 900 MHz eller mer rekommenderas)
Minne	128 MB RAM
Hårddiskutrymme	650 MB ledigt utrymme
Cd-enhet	8X hastighet
Video	16 MB TNT2-klass videokort* (32 MB - 128 MB VRAM videokort* rekommenderas)
Ljud	Windows® 98 / Me / 2000 / XP-kompatibelt ljudkort*
Flera spelare	Spel på Internet (TCP / IP) och LAN (TCP / IP) stöds. Spel på Internet kräver Internet-anslutning och ett modem. DSL / kabel eller annan utrustning för snabb Internet-anslutning rekommenderas. Internet-anslutning krävs för GameSpy-spel.
Modem	56 Kbps eller mer (för spel på Internet)
DirectX®	DirectX® version 9.0 (ingår) eller mer

*Anger att enheten ska vara kompatibel med DirectX® version 9.0 eller mer.

INSTÄLLNING OCH INSTALLATION

1. Starta Windows®. Stäng alla andra program.
2. Sätt in cd-skivan Line of Sight: Vietnam i cd-enheten.
3. En installationsskärm visas om autostartsfunktionen är aktiverad. Klicka på installationsknappen. Dubbelklicka på ikonen Den här datorn på Windows® skrivbord om autostartsfunktionen inte aktiveras. Dubbelklicka därefter på din cd-enhetsikon. Om installationsskärmen inte visas i detta läge klickar du på Start-knappen på Windows® aktivitetsfält och därefter på Kör. Skriv D:\Setup och klicka på OK. OBS: Skriv den enhetsciffran som motsvarar din cd-enhet om den har en annan bokstavsbezeichnung än D.
4. Följ anvisningarna på skärmen om hur man installerar färdigt Line of Sight: Vietnam.
5. Efter installationen klickar du på Start-knappen på Windows® aktivitetsfält och väljer Program, följt av Infogrames, och klickar på ikonen Line of Sight: Vietnam för att börja spela.

Installera DirectX®

Du måste ha DirectX® 9.0 eller mer för att kunna köra Line of Sight: Vietnam. Om du inte har minst DirectX® 9.0 installerat på datorn klickar du på Yes (ja) när du uppmanas att installera detta program.

KONTROLLER

Spelets standardkontroller anges nedan. Du kan vid behov ändra valfri kontroll på menyn Options (alternativ).

ÅTGÄRD

Åtgärd	Kontroll
Åtgärd med primärobjekt	Vänster musknapp
Åtgärd med sekundärobjekt	Höger musknapp
Ladda om vapen	Blanksteg
Använd objekt	Retur
Välj föregående objekt	Bläddra upp / Mushjul upp
Välj nästa objekt	Bläddra ner / Mushjul ner

RÖRELSE

Rörelse	Kontroll
Flytta framåt	Uppåtpil
Flytta bakåt	Nedåtpil
Flytta till vänster	Vänsterpil
Flytta till höger	Högerpil
Titta till vänster/höger	Del / End
Titta upp	Hiiri ylös
Titta ner	Mus ner
Stå	Ctrl
Huka / Ligg	Alt
Gå / Spring / Växla	Vaihto

ANDRA FUNKTIONSTANGENTER

Åtgärd	Kontroll
xla mellan 1:a/3:e person	C
Spara snabbt under spel	F9
Hämta snabbt	F10
Ändra aktuellt mål	O
Visa flerspelarstatistik	S
Förrädsobjekt	siffertangent 1-0

FLERSPELARKOMMANDON

Åtgärd	Kontroll
Sänd globalt meddelande	Ä
Sänd gruppmeddelande	Ö
Lähetä viesti yhdelle pelaajalle	L
Sänd meddelande från enkel spelare	S

SPARA OCH HÄMTA

Om du vill spara ett spel väljer du alternativet Save Game (spara spel) på pausmenyn, anger vilket spel du vill spara och klickar på OK. Om du vill hämta ett sparat spel väljer du alternativet Load Game (hämta spel) på pausmenyn.

Du kan snabbspara under spelets gång genom att trycka på tangent F9 när du vill. Du snabbhämtar ett snabbsparat spel genom att trycka på tangent F10 under spelets gång.

FLERSPELARLÄGE

I flerspelarläget kan du spela mot eller med andra spelare från hela världen. Du kan spela på ett lokalt nätverk (LAN), Internet eller GameSpy Arcade (se sidan 22 i instruktionsboken för mer information). Klicka på knappen Multiplayer (flera spelare) på huvudmenyn för att starta.

På Multiplayer-skärmen kan du välja mellan att hoppa med i eller vara värd för ett spel, ändra ditt flerspelarnamn eller välja att ha censurfiltret av eller på. Klicka helt enkelt på den inställning du vill ändra. Om du vill hoppa med i eller vara värd för ett spel klickar du på knappen Join Game (hoppa med i ett spel) eller Host Game (var värd för spel).

**Du hittar fler tekniska tips och information i instruktionsboken.*



EM PRIMEIRO LUGAR

O Ficheiro ReadMe

O CD-ROM do jogo Line of Sight: Vietnam™ inclui um ficheiro ReadMe onde podes ver o Acordo de Licença e informações actualizadas sobre o jogo. Recomendamos-te vivamente que aproveites para ler este ficheiro de modo a tirares partido das alterações feitas depois de o manual ser impresso.

Para veres o ficheiro ReadMe, faz duplo clique no ícone "ReadMe.txt" existente no directório Line of Sight: Vietnam do teu disco rígido (normalmente C:\Program Files\Infogrames\Line of Sight: Vietnam). Também podes ver o ficheiro ReadMe clicando no botão Iniciar na barra de tarefas do Windows® 98 / Me / 2000 / XP, seleccionando em seguida Programas, Infogrames, Line of Sight: Vietnam e por fim clicando em Line of Sight: Vietnam ReadMe

Requisitos do Sistema

Sistema Operativo	Windows® 98 / Me / 2000 / XP
Processador	Pentium® II a 550 MHz (recomenda-se um Pentium® III a 900 MHz ou superior)
Memória	128 MB de RAM
Espaço no disco Rígido	650 MB livres
Unidade de CD-ROM	8X
Video	Placa de vídeo de 16 MB na classe da TNT2* (recomenda-se uma placa de vídeo de 32 MB e 128 MB de VRAM*)
Som	Placa de som compatível com o Windows® 98 / Me / 2000 / XP*
Multijogador	O jogo suporta funcionamento na Internet (TCP / IP) e em rede local (TCP / IP). O funcionamento na Internet requer uma ligação à Internet e um modem. Recomenda-se uma ligação DSL / por cabo ou outra ligação de alta velocidade à Internet. É necessária uma ligação à Internet para jogar na GameSpy.
Modem	56 Kbps ou superior (para funcionamento na Internet)
DirectX®	irectX® versão 9.0 (incluída) ou superior

*Indica que esse dispositivo deve ser compatível com o DirectX® versão 9.0 ou superior.

CONFIGURAÇÃO E INSTALAÇÃO

1. Inicia o Windows®. Encerra todos os outros programas.
2. Insere o CD-ROM do jogo Line of Sight: Vietnam na respectiva unidade.
3. Se a função AutoPlay estiver activada, aparecerá um ecrã de instalação. Clica no botão Install. Caso contrário, faz duplo clique no ícone O meu computador na barra de tarefas do Windows®. Em seguida, faz duplo clique no ícone da tua unidade de CD-ROM. Se mesmo assim não aparecer o ecrã de instalação, clica no botão Iniciar na barra de tarefas do Windows® e depois em Executar. Escreve D:\Setup e clica em OK. Nota: Se a letra atribuída à tua unidade de CD-ROM for diferente de D, substitui D por essa letra.
4. Segue as instruções que surgirem no ecrã para acabares de instalar Line of Sight: Vietnam.
5. Quando a instalação estiver concluída, clica no botão Iniciar na barra de tarefas do Windows®, depois selecciona Programas, Infogrames e finalmente clica no ícone de Line of Sight: Vietnam para iniciares o jogo.

Instalação do DirectX®

O jogo Line of Sight: Vietnam requer o DirectX® 9.0 ou superior para poder funcionar. Se não tens o DirectX® 9.0 ou superior instalado no teu computador, clica em "Yes" ("Sim") quando te for perguntado se queres instalá-lo.

COMANDOS

Abaixo são indicados os comandos habituais do jogo. No menu Options (Opções) podes mudar qualquer controlo de acordo com as tuas preferências pessoais.

ACÇÕES

Acções	Comando
Acção do Item Principal	Botão Esquerdo do Rato
Acção do Item Secundário	Botão Direito do Rato
Recarregar Arma	Barra de Espaços
Usar Item	Enter
Seleccionar Item Anterior	Desenrolar para Cima / Roda do Rato para Cima
Seleccionar Item Seguinte	Desenrolar para Baixo / Roda do Rato para Baixo

MOVIMENTO

Movimento	Comando
Avançar	eta para Cima
Recuar	Seta para Baixo
Mover para a Esquerda	Seta para a Esquerda
Mover para a Direita	Seta para a Direita
Ir à Esquerda / Direita	Delete / End
Olhar para Cima	Rato para Cima
Olhar para Baixo	Rato para Baixo
De Pé	Ctrl
Agachar / Deitar	Alt
Andar / Correr / Alternar	Shift

OUTRAS TECLAS DE FUNÇÃO

Acções	Comando
Alternar entre 1.ª / 3.ª Pessoas	C
Guardar Rapidamente Durante o Jogo	F9
Carregar Rapidamente	F10
Mudar Objectivo Corrente	O
Mostrar Estado da Equipa	Z (premir e pressionar)
Itens do Inventário	Teclas numéricas de 1-0

COMANDOS MULTIJOADORES

Acções	Comando
Enviar Mensagem Global	' (apóstrofo)
Enviar Mensagem à Equipa	(ponto e vírgula)
Enviar Mensagem Individual	L
Mostrar Estatísticas Multijogadores	S

GUARDAR E CARREGAR

Para guardares um jogo, clica em Save Game (Guardar Jogo) no menu Pausa, introduz um nome para o jogo guardado e clica em OK. Para carregares um jogo previamente guardado, escolhe Load Game (Guardar Jogo) no menu principal.

Podes guardar rapidamente durante o jogo premindo F9 em qualquer altura. Para carregares rapidamente um jogo guardado desta forma, prime F10 durante o jogo.

MODO MULTIJOADOR

O modo multijogador permite-te enfrentares ou aliares-te a outros jogadores do mundo inteiro. Podes jogar numa rede local (LAN), na Internet ou na GameSpy Arcade (ver página 22 do manual para mais detalhes). Clica no botão Multiplayer (Multijogador) no menu principal para começares.

No ecrã Multijogador podes optar entre juntares-te a um jogo ou seres o anfitrião dum, mudar o teu nome multijogador ou activar / desactivar o filtro da profanidade. Clica numa definição para a mudares. Para entrares num jogo ou acolheres um, clica no botão Join Game (Entrar No Jogo) ou Host Game (Acolher Jogo).

**Encontra mais sugestões técnicas e detalhes no manual.*

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• Sverige	08-6053611 17:00 till 20:00 helgfri måndag till fredag	-	rolf.segaklubben@bredband.net
• Schweiz	Technische: 0900 105 172 (2,50 CHF/Min) Mo. - Sa. 14.00 - 19.00 Uhr	Spielerische: 0900 105 173	www.gamecity-online.ch
• UK	Hints & Cheats: 09065 55 88 88* <small>*24 hours a day £1.1min inside UK only *You need the bill payer's permission before calling*</small>	Technical Support: 0161 827 8060/1 09:30 to 17:00 Monday to Friday (except Bank Holidays)	uk.helpline@atari.com www.uk.atari.com

Wrong number?

As some changes might have been done after this manual went to print, you can still access to all updated technical support numbers at:

www.atari.com

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