

The first all-action, 3D shooter
to realistically bring
the true experience of the Vietnam War to life.

NAMTM

CREATED WITH THE DEVELOPER OF
THE DOOM[®] CONVERSION
FOR THE MARINE CORPS.





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Getting Started

SYSTEM REQUIREMENTS:

Minimum requirements for 320x200 resolution:

- 486 DX4 100 MHz processor
- 16 Mb RAM
- 60 Mb of free hard drive space

Recommended:

- Pentium 133Mhz
- 28.8 modem for modem games
- SoundBlaster 16 or compatible sound card.

INSTALLATION

From Windows 95

1. Insert the CD-ROM in your CD-ROM drive.
2. If you have Autorun enabled, the installation screen will appear after a few moments. If Autorun is not enabled, simply run Winstall from the NAM CD-ROM and follow the onscreen prompts. This will install NAM onto your hard drive.

From DOS

1. Insert the CD-ROM in your CD-ROM drive
2. Run Install from the CD-ROM, and follow the onscreen prompts.

Whenever you play NAM, you will need to have the NAM CD-ROM in the drive. To start the game, see Launching and Playing NAM, below.

Before you can play NAM, you will need to use the SETUP program to configure the game to your system. You will have the option of running Setup at the end of the installation procedure. You can also run Setup at any time by selecting NAM Setup from the NAM directory (in Windows 95). The NAM directory is in the GT Interactive folder, within the Programs folder. If you are running DOS, type SETUP in the NAM subdirectory.

To get started you have only to configure your sound and music card. If you are unsure what to select, consult your computer manual or sound card manual for assistance, or just accept the defaults by pressing [ENTER]. If you know you have a sound card and speakers, but are unsure which card, try SoundBlaster for both Music Sound card and Sound FX card.

LAUNCHING AND PLAYING NAM

From Windows 95:

1. From the Start menu, select NAM from the NAM directory. This launches the game and displays the Main Menu screen. See Main Menu, below, for more information.

Note that NAM is a DOS game which can run well in Windows 95. If you experience problems, you may need to run the game in DOS mode.

From DOS and Win 3.x:

From the C:\> prompt type

1. CD\NAM and press [ENTER]. This puts you in the appropriate directory.
2. Then type NAM and press [ENTER].

This launches the game and displays the Main Menu screen. See Main Menu, below, for more information.



The Mission

NAM places you in the center of the Vietnam War in 1966. Sgt. Alan 'the Bear' Westmoreland is the most deadly weapon in the US arsenal. He is a Marine Sergeant that the CIA has 'taken under its wing'. The Bear is the toughest, most deadly one-man wrecking crew in NAM. His secret lies in an experimental serum that is a healing agent, pain killer, and stimulant all rolled into one bad-ass cocktail. His mission is to perform standard military operations, acting alone or with only small teams, but always against overwhelming odds. He is the test case for a new type of stealth infantryman. His mission is to survive a couple of tours of duty...just to see if he can live through the side-effects of the drug. War is Hell.



Main Menu

The Main Menu screen presents you with the following selections. Move the pointer by using the up and down arrow keys; select by pressing ENTER:

New Game: Select this to start a new game.

Options: Select this to modify game options. Move the pointer by using the up and down arrow keys; modify the option by pressing ENTER:

Detail (High/Low): If you are using a slower CPU, you may want to set the detail to Low for faster gameplay. ENTER toggles between High and Low.

Shadows On/Off: Turning the shadows off can also preserve CPU speed.

Screen Tilting On/Off: When On, you will see a tilted view of the screen when you are killed in action.

Screen Size (slider): Move the slider left or right to decrease or increase the screen size. Choose a smaller screen if you are running on a slower CPU. You can do the same thing in game with the - key and = key. This is also how you get your status bar and multi-play status bar to show.

Brightness (slider): Move the slider left or right to decrease or increase the brightness level.

Mouse Sensitivity (slider): Move the slider left or right to decrease or increase mouse sensitivity.

Mouse Aiming Flip On/Off: Allows aiming with mouse.

Sounds: You can adjust the following sounds to suit your preferences:

Sound On/Off

Music On/Off

Sound Volume adjust

Music Volume adjust

Flip Stereo On/Off

Record On/Off: Turn record On to record your game for opening demos that play while the menu screen is up.

Load Game: Select this to load a previously saved game. You have access to 10 saved game slots. Select the game you wish to play by highlighting it and pressing ENTER. You can also access this option during gameplay by pressing F3.

Now you're ready to play. For more information about the game you can press F1 at any time during gameplay for onscreen help.

STARTING A NEW GAME

Once at the Main Menu, select "New Game" to start a game. For starting a multiplayer game, see MultiPlayer later in this manual.

Once you've selected "New Game", you will be prompted for the name of the episode you wish to play. If you are playing for the first time, start with the first episode ("Tour of Duty 1"). Once you make your selection, you will be prompted to choose a difficulty level. You can choose from four different difficulty levels:

1) Boot - The easiest mode. Few enemies and lots of stuff.

2) Grunt - Normal difficulty. But still tough.

3) Salty - For Experienced Players.

4) Locked On - For Experts Only. Lots of enemies.

Once you've made your selection, the game will load.



Controlling Your Character

You can control your character using the keys on your keyboard. Press F1 at any time for a complete listing of the default keys. The following are the default controls:

Arrows	Move	Pause	Pause Game
Shift	Run		(hold Shift to avoid message)
CapsLock	RunLock	Esc	Escape back to Main Menu
1 to 0	Weapons	F1	Help
; or '	Previous Weapon or Next Weapon	F2	Save Game
Scroll Lock	Holster Weapon. (For the M16, this loads a fresh 20-round clip)	F3	Load Game
		F4	Sound\Music Settings "
A	Jump	F5	Jukebox
Tab	Map	F6	Quick Save
Z	Duck	F7	Chase View
Ctrl	Fire	F8	Toggle messages On/Off
[or]	Inventory Select	F9	Quick Load
-, =	Shrink, grow screen size	F10	Quit to DOS
Alt	Strafe	F11	Brightness
Spacebar	Open/Use	F12	Take a PCX screen shot
Enter	Use Inventory Item		
Backspace	180 turn		
U	Turn on mouse aiming control system		
I	Turn on crosshairs for aiming.		
Keypad 5	Center View	Alt+F1-F10	Gruntspeak
Home\End	Aim Up\Aim Down	Shift+F1-F10	Send predefined macro messages
PgUp\PgDn	Look Up\Look Down	T	Type a message to everyone
Ins\Del	Peek Left\Peek Right	W	Show Opponent's weapon
		K	Cycles through other players' views
			during Co-op Game Type

Options for Multi-Player Mode

You can reconfigure any of these controls by selecting "Controller Setup" in the setup program. You can also configure your mouse, joystick and gamepad settings. If you reconfigure the keyboard settings, don't configure the last three items on the list: Up, Kpad8, and Down, since they are not used in the game. Similarly, don't assign these same items to your mouse, joystick or gamepad buttons.

Note that all instructions in this manual assume the default configuration. If you change the configuration, it's a good idea to note the changes in the above table.



The Status Bar

During gameplay, the status bar at the bottom of the screen reveals lots of info. Here is a description of the items in the status bar, from left to right:



- HEALTH:** Shows your health level. If this drops to 20, you are badly hurt, and will slowly bleed to death unless you find first aid. If it drops to zero, you're dead.
- ARMOR:** Shows the percentage usefulness remaining of your armored vest.
- WEAPONS:** Shows the status of your weapons. Two numbers are displayed for each weapon. The first number is the amount of ammo you have for that weapon, and the second is the maximum amount of that ammo you can carry. If the numbers are brightly lit, this means it is the currently selected weapon. If it is of medium brightness, it means you have the weapon, but it is not currently selected. If it is dark, it means you are not carrying that weapon.
- AMMO:** Shows the amount of ammo left for the currently selected weapon.
- INV:** Shows the currently selected inventory item. It also shows the percentage remaining of Medikit and Night Vision Goggles. To change the selected item, use either the [or] key.



Gear

Combat Knife (weapon slot #1)

The "Ka-bar" is an effective close combat weapon.



M16A1 5.56mm Assault Rifle (#2)

Nicknamed "The Widow-maker", the M-16A1 is the standard American rifle used in Vietnam after 1966.

Ammo pack: 20 rounds; Max ammo: 180



Remington 870 Assault Shotgun (#3)

Extremely effective at point-blank range, but needs reloading after every shot.

Ammo pack: 10 shells; Max ammo: 40



M60 7.62mm Machine Gun (#4)

The standard lightweight machine gun used by U.S. forces in Vietnam. Very powerful, but uses lots of ammo.

Ammo pack: 150 rounds; Max ammo: 450



M72 66mm Light Antitank Weapon (#5)

A disposable anti-tank rocket launcher. A good weapon for destroying tanks and enemy strongholds.

Ammo pack: single unit; Max units: 1



M26A1 Fragmentation Grenade (#6)

The standard anti-personnel grenade issued in Vietnam

Ammo pack: 3 grenades; Max grenades: 6



M79 40mm Grenade Launcher (#7a)

The standard portable 40mm GL of the U.S. forces.

Ammo pack: 3 grenades; Max grenades: 6



M14 Sniper Rifle with telescope sight (#7b)

More powerful than the M16A1.

Ammo pack: 20 rounds; Max ammo: 20

Rocket Launcher (#8)

This weapon has its own special features. It can only be used in Huey and Tank mode (see inventory items below).



M18A1 APERS "Claymore" Mine (#9)

This mine is mounted on walls and is detonated by means of a tripwire.

Ammo pack: single unit; Max mines: 4

Flamethrower (#0)

Dangerous at close range (for you and the enemy)

Ammo pack: 50; Max: 50



STATIONARY WEAPONS



M2 Browning Heavy Machine Gun (a.k.a. “.50 cal machine gun”, stationary)

The M2 can only be found at certain turret positions. To use it, you must have 12.7mm ammo (special inventory item). Once you're in a gunner position (usually in M113 APCs) with the ammo, you can start shooting by pressing Open/Use [SPACEBAR]. After leaving the turret position, you must get another 12.7mm ammo box to be able to use this weapon again.



M60 Machine Gun (stationary)

This is a stationary weapon which can be found on some Huey helicopters. Fire it by pressing Open/Use [SPACEBAR].



60mm Mortar (stationary)

The 60mm mortar can be found at certain firing positions. To use it, you must have 60mm mortar shells (special inventory item) and be close enough to the weapon itself. You can shoot the 60mm mortar shells by pressing Open/Use [SPACEBAR]. To select the range, you must duck [Z] and press Open/Use [SPACEBAR]; hit this key combo successive times to adjust the range. You have 7 ranges to choose from—1 being the shortest and 7 the longest range. The ammo system works like the M2: when you walk away from the 60mm Mortar, you must get another 60mm ammo box to be able to use it again.

INVENTORY ITEMS

On the HUD - INV: Shows currently selected inventory item. To change the selected item, use either the [] or [] key.

You can access the following two inventory items by pressing [ENTER]:



MediKit

This inventory item carries the experimental serum. It provides a maximum of 100% of additional health. When you are low on health, you can select this to bring your health back up to 100%. The amount you use will be subtracted from the amount stored in the MediKit. For a shortcut to selecting and activating the MediKit, press [M] during gameplay.



Night Vision Goggles

These are dark brown, and look like glasses. The Night Vision Goggles will let you see in dark areas by making the area look brighter. They have a limited life span, but can be turned on and off during this time. For a shortcut to activating these goggles, press [N] during gameplay.

SPECIAL INVENTORY ITEMS

You can only carry one of the following six inventory items at a time. All these items appear as a green crate in your inventory with the heading Inventory Item, so you need to remember what it is you are carrying. If you pick up a second special item, it automatically replaces the first. The percentage signs beside the crate in the INV status field are for classified military use only.

The following three items are accessed by pressing Open/Use while crawling ([Z]+[UP ARROW]+[SPACEBAR] or [Z]+[DOWN ARROW]+[SPACEBAR]). This maneuver is difficult to perfect and may require some practice. Try tapping Open/Use repeatedly while crawling. You'll soon get the hang of it.



Trip Flare

Activated on contact when you walk over it, it shoots a firework-like flare straight up. The trip flare is used to signal the presence of another player in a certain location.

Ammo pack: 5 units; Max flares: 5



APERS Mine

Anti-personnel mines. If you step on one, you will hear a click; you can try to disarm it by pressing Open/Use [SPACEBAR].

Ammo pack: 5 units; Max mines: 5



C-4 Explosive

C-4 can be obtained ONLY from the Demoman AI Marine. You can pick up the C-4 after the Demoman has placed it. See AI marines below to see how to do this. After you have picked it up, to place the C-4, select it in your inventory, go to the place where you want to use it and press Open/Use while crawling.

Ammo pack: single unit; Max units: 3

The following three special inventory items are accessed automatically:

Mine Detector

This item detects all mines except Claymores.

12.7mm ammo for M2 Heavy Machine Gun

To use the M2 machine gun, you must have this item.

60mm shells for 60mm Mortar

To use the 60mm Mortar, you must have this item.

SPECIAL MULTI-PLAYER ONLY INVENTORY ITEMS



UH-1 Huey

When using it you'll become the pilot of a Huey helicopter. In Huey mode, you can drop flares by pressing Open/Use [SPACEBAR]. You'll also have unlimited rockets for the Rocket Launcher (weapon #8). To increase altitude, press Jump [A or ?]; to decrease, press Duck [Z].



Tank

This inventory item can only be used in GruntMatch. When you activate it, you turn into a tank driver. In tank mode, you can squish other players by driving over them. You will also have unlimited rockets for the Rocket Launcher (weapon #8).



Enemy Forces



AK-47 Soldier

Armed with a 7.62mm Kalashnikov assault rifle and recognizable by the black pajamas.



RPD Light Machine Gun Soldier

RPD's high rate of fire makes them dangerous enemies.



Satchel Bomber

Carries a satchel charge and will attempt to get close to you to detonate it (injuring both you and him).



B-10 82mm Recoilless Rifle

A stationary enemy with a slow rate of fire.



VC Sniper

Sudden death. They are usually hiding somewhere waiting for you to advance.



DSHk Heavy Machinegun

High rate of fire and the toughest enemy around.



MiG-21 Aircraft

Appears from nowhere and drops bombs on you. Rare but dangerous.



T-34 Tank

Dangerous ordnance and will crush you if you get too close.



AI Marines

AI Marines help you in the game. There are four AI Marines in NAM: Demoman, Grunt, Medic, and Radioman. You give them basic commands by pressing SPACE and special commands by pressing SPACE while ducking.

Basic commands

Toggles between Follow mode and Stay mode.

Special commands

IN FOLLOW MODE

Place APERS mine

M-72 ambush mode2

(Medic heals you automatically – no special commands)

Fire mission (Smoke)3

IN STAY MODE

Drop C-4 explosive1

M-16 ambush mode2

Fire mission (High Explosive)3

DEMAN

GRUNT

MEDIC

RADIOMAN

Notes:

1. C-4 can be picked up or it will detonate within a few seconds.
2. In GruntMatch and single-player modes, Grunts shoot at all players in ambush modes (even the player who gave him the order!). In CTF game modes, grunts don't shoot at the players who are on the same side as the player who gave the order. In M-16 ambush mode, you can choose the attacking range by pressing SPACE for long range, or ducking and pressing SPACE for short range.
3. You can call fire missions to create a smoke screen or burn out an area with napalm. To call it in, you need to talk to the Radioman (by pressing Duck and Open/Use). He acknowledges the order. If you called in a High Explosive mission, your next job is to get out of there fast.

Note that fire mission works only outside so don't call them to a building or dense forest. Artillery can't fire there even if you provide the correct coordinates. The fire mission hits the ground in about 15 or 20 seconds after it's called in.



Single Player Levels

The following levels have been optimized for single play. You can also play Co-op games on these levels, but GruntMatch games should only be played where recommended below.

MISSION BRIEFINGS

TOUR OF DUTY I

E1L1 Base Camp: You have been inserted into firebase Delta 6 near the DMZ. The base has been attacked by the 4th NVA regiment, but now they're pulling back to the north. Get to the M113 APC in the jungle. It will take you 30 clicks north, where we will stage a counter-attack.

E1L2 Assault: Search and destroy. Find enemy units and initiate contact.

E1L3 Hill 104: Your chopper has crash-landed and night is approaching. Get to the new extraction point on Hill 104 and find the chopper. Defend the landing zone until the pilot is ready to take off.

E1L4 Contact Lost: At 0330hrs, radio contact to company D was lost. Go to the command post of company D and check their situation. If the CP is destroyed, follow the nearby river to the extraction point.

E1L5 Huey Down: You've crash-landed again. Get back to safety.

E1L6 Search & Destroy: Find the ammo crates that have been transported to the harbor by three NVA ammo trucks. Activate charges on all three ammo stocks and get back to the M113 ASAP. ETA to mission area: 0200hrs.

TOUR OF DUTY II

E2L1 Good Morning: You must reach the village located about 5 miles from the LZ. We sent a patrol in that sector yesterday, but lost contact with them. Intelligence indicates heavy VC activity.

E2L2 Village Sweep: There's a chopper waiting for you at the LZ across the river. But be very careful - about 50 NVA are between you and the chopper, and they're not playing games.

E2L3 Night Hunters: Your patrol boat is hit by enemy rockets in an ambush. It is getting dark and time is not on your side. The enemy is hiding in the jungle; find them quickly or they will notify their friends. Break through the jungle and use position Alpha-Lima-3-4-0-9-9 as the extraction point.

E2L4 Payback Time: One of our choppers went down this morning. It was flying over Cambodian territory. Sweep the area for any survivors. Intelligence on the area is minimal and unreliable. Expect the worst. We cannot extract you from the nearby clearings because our activities in the area must remain absolutely secret. You will have to use the valley to the north to get to the first acceptable LZ.

E2L5 Casual Ties: You and a small team will disrupt the enemy transports coming into South Vietnam. This morning we received the position of an incoming convoy. We will intercept the convoy on one of the bridges. Your team is ordered to assist in the ambush by hunting down the fleeing VCs. Because it is a munitions convoy, expect heavy resistance. C company has been decimated by an NVA regiment. Find them and get the survivors out of there.

E2L6 Bloody River: Our positions are under heavy fire - use maximum force to drive the VC back. Two artillery fire bases will support your counter-attack. Drive them back and waste everything in sight. Be extra careful, the enemy has serious firepower and a lot of snipers.

E2L7 Platoonium: We received a report that the local VC commander is located in a village nearby. Take him out. Nothing else matters... It looks like the experiment is working. This mission has been given to you and not the SEALs. Impressive.

E2L8 Showdown in Saigon: A group of VCs has stormed the US Embassy and taken hostages. Our counter-attacks have failed, so it's up to you. This is your ticket out. If you succeed, it'll be the last mission of your tour. Good luck.



Multiplayer Games

You can play NAM with your fellow combatants over a local area network (LAN), via modem, or by connecting a serial cable between two computers. You can also play a GruntMatch game by yourself with one to seven computer-controlled Marines. See AI Multiplay, below for more information.

MULTIPLAYER GAME MODES (CO-OP, GM, CTF, FIRETEAM)

IMPORTANT NOTE:

DO NOT choose 'MONSTERS: NONE' when you play GruntMatch/Capture The Flag/Fireteam (GM/CTF /FT) maps in Episodes 3 and 4. There are no enemies in those maps, but you must choose one of those four monster difficulty settings to make the game work properly. It is very important that you follow the guidelines below for the game to function properly.

CAPTURE THE FLAG (CTF)

In CTF, players are divided in two teams, blue and red. Arrows above players indicate their teams. Both teams have the same objective: to capture the enemy flag and take it back to their own team's banner. Once the winner is announced, you will need to go back to the New Game menu to start a new game. When you are in CTF mode, a green flag is visible in your inventory.

To set up a CTF game, you must choose 'GruntMatch' as the game type and one of the four monster difficulty settings. All CTF levels begin in a room where players choose their team (red or blue). Every time you die in a CTF level, you go back to that room, and you must choose your team again. But don't forget your team's color; a good trick to remember your team color is to use a name like 'Elias R' or 'Barnes B' (B = blue, R = red) as player name.

FIRETEAM

Fireteam is a more realistic co-op game, and is intended for network play (4-8 players recommended, but can also be played with 2-3 players). In this game players operate as a fireteam: each player has a different role in the fighting unit. To make the fireteam game more interesting, you have only one life in the game. This means you can't restart the game until the other team members succeed in the mission or die (press K to see how they're doing in the field, and if the whole team has been wiped out start a new game by pressing ESC).

To play fireteam, you must choose 'Co-operative' as the game mode and one of the four monster difficulty settings (**DO NOT choose 'Monsters: None' when playing in Episodes 3 and 4**). All Fireteam levels begin in a base where you can choose your role in the fireteam. Players can choose from the following: rifleman, machine gunner, sniper, assistant machine gunner, grenadier, medic, squad leader, and point man. Each has different weaponry and some have special skills (which can be used by crawling and pressing Open/Use).

Brief descriptions of different roles:

	Main Weapon	Armor	Inventory	Special Skill
A-Gunner	M16	100	-	Drop Ammo1
Machine Gunner	M60	100	-	Drop Ammo2
Sniper	Sniper Rifle	25	NightVision	More Ammo3
Grenadier	M79	50	Mine Detector	C-4
Squad Leader	M16	75	NightVision	Fire Mission4
Medic	M16	100	MediKit	Heal5
Point Man	Shotgun	100	-	
Rifleman	M16	100	-	Flare

Notes:

1. A Gunner carries extra ammo for M60 (450 rounds) which he can drop once.
2. Machine Gunner carries extra ammo for M60 Machine Gun (100 rounds) which he can drop once.
3. Sniper carries extra ammo for his Sniper Rifle (20+20 rounds) which he can add two times.
4. Works only once. To target the fire mission, crawl backwards while at the target site and press Open/Use [Z + Down Arrow + SPACEBAR]. Don't forget to move a safe distance away or you'll be blown up with the rest of the target.
5. Medic can't heal when Friendly Fire is disabled.

CO-OP

Standard co-operative games involve several players completing the single-player missions (see above). This is one of NAM's best features!

GRUNTMATCH

Gruntmatch is a free-for-all every man for himself fight to the death. Scores are tabulated and summarized at the end of the match. The winner is the player with the most kills. You can keep track of each player's score through the status bar at the top of the screen. To subtract a kill from an opponent's score (rather than adding one to yours), target him with grenades, the M79, or the flame-thrower. This tactic can help narrow the gap between the front runner and the rest of the pack. The same applies to APERS and Claymore mines.

LEVEL GUIDES FOR MULTIPLAY

Game modes: SP=Single Player, GM=GruntMatch, COOP=Cooperative, CTF=Capture The Flag., FT=Fireteam

TOUR OF DUTY I

	Level name	Game mode(s)
E1L1	Base Camp	SP/COOP/GM
E1L2	Assault	SP/COOP/GM
E1L3	Hill 104	SP/COOP
E1L4	Contact Lost	SP/COOP
E1L5	Huey Down	SP/COOP/GM
E1L6	Search & Destroy	SP/COOP

TOUR OF DUTY II

	Level name	Game mode(s)
E2L1	Good Morning	SP/COOP
E2L2	Village Sweep	SP/COOP
E2L3	Night Hunters	SP/COOP
E2L4	Payback Time	SP/COOP
E2L5	Casual Ties	SP/COOP
E2L6	Bloody River	SP/COOP
E2L7	Platoonium	SP/COOP
E2L8	Showdown in Saigon	SP/COOP

CTF and FT MAPS

	Level name	Game mode(s)
E3L1	Beirut	CTF
E3L2	Defend	CTF
E3L3	Jungle	CTF
E3L4	Mortar Combat	CTF
E3L5	Shack	CTF
E3L6	Town	CTF

CTF and FT MAPS (cnt'd)

E3L7	Casual Ties	FT
E3L8	Night Hunters	FT
E3L9	Assault	FT
E3L10	Contact Lost	FT
E3L11	Search and Destroy	FT

GM MAPS

	Level name	Game mode(s)
E4L1	Beirut	GM
E4L2	Chemical Factory	GM
E4L3	Command Post	GM
E4L4	Dang Street	GM
E4L5	Desert Storm	GM
E4L6	Guerrilla Warfare	GM
E4L7	Mallice	GM
E4L8	Middle East	GM

NETWORK GAMES

From the DOS prompt, run SETUP.EXE and select the menu option "Network Game". From Windows 95, go to the Start menu and select Programs, GT Interactive, NAM, and Start a Network Game. Then follow the instructions below.

1. Select "Network Game"
2. Select the number of players (1-8), leave the socket number at "default" (unless you have problems), and select a "Player Name" if you like. All participants must select the same number of players.
3. Select "Launch NAM"
4. The game will look for the other players and start.

MODEM GAMES

1. Run the setup program. Once in the setup program, select "Modem Game".
2. Make sure your COM Port is set up correctly (Select Setup COM Port). We recommend choosing a port speed of only 9600 until you are sure you can connect properly.
3. If you are calling, select "Phone Number List" and pick a phone number to call, then select "Dial Your Opponent". After this, pick "Launch NAM". If you are the one being called, select "Wait For Call", and then select "Launch NAM".
4. Once all the players are found, the game will load. Once the game is at the Main Menu, select "New Game".
5. If you are Player 1, you will choose the game options. All other players will have to wait for Player 1 to select the game options.
6. If you are player 1, select the difficulty, level, etc, and select "Begin Play". You're in!

SERIAL GAMES

NOTE: To play a serial game, you will need a null modem cable (not a serial cable with a null modem adapter). We also recommend a serial card with a 16550 UART chip. The older 16450 and 8250 chips can cause slowdowns and problems during setup and gameplay.

Playing a serial game of NAM is easy. Just make sure you have your two computers connected via a null modem cable, and then run the setup program and select "Serial Game". From there you can configure your COM port (make sure it is using the correct port for your computer). Once you've done this, select "Launch NAM".

If you fail to connect, check that the cable you are using is a true null modem cable. Standard "straight-through" serial cables and (in most cases) serial cables with a null modem adapter will not work. Also, check that both sides are opening the serial port at the same speed. We urge you to leave it at the default of 9600 until you are sure you can properly play the game.

Player 1 and Player 2 are assigned at run time. If you are designated as Player 1, you need to select the options before the game can start. Once you've selected all the options, select this to begin your game. That's it!

GRUNTSPeAK

GruntSpeak provides commonly used phrases for multiplayer games. By pressing ALT F1-F10 during the game, your opponent will hear a pre-recorded message.

SENDING MESSAGES

You will need to communicate in multi-player games. You can do so by pressing T during the game, then typing a message followed by Enter. Your message will then be broadcast to the other players.

A.I. MULTIPLAY

You can play a Gruntmatch game against AI-controlled opponents. To use the AI Multiplay feature, you need to launch the game in DOS with the following command sequence at the DOS prompt:

NAM /A /Q# /V# /L# [ENTER]

The # symbols refer to the following specific values:

/A: Tells the computer to use computer-controlled soldiers

/Q#: Enter (1-7) in place of # for the number of Marines

/V#: Enter (1, 2, or 4) in place of # for the mission number. This will not work for Episode 3 (CTF and FT levels)

/L#: Enter the level number in place of #

/M: Enemies OFF (use only in Episodes 1 and 2).

For example, to play against 6 opponents, Episode 4, Level 2, type NAM /A /Q6 /V4 /L2.

Note: Be sure to enter the command exactly as shown above, including the spaces before each slash.



Under Fire

As you probably know, in real warfare you'll have to make fast decisions. That's why NAM may seem to be quite difficult at first. Here are a few tips to help you survive:

- In a single player game, save often!
- In co-op, don't get into friendly fire situations.
- If you hear gunfire, take cover immediately, especially if you don't see the enemy.
- Use ammo wisely.
- There are mines scattered around the levels, so watch out for them. If you step on a mine, try to disarm it by pressing Open/Use [SPACEBAR]. A mine detector is really useful when playing around with mines.
- Watch out for artillery rounds, mortar shells and aircraft.
- Sometimes it's better to withdraw to a better firing position than to stay in a place where everyone can shoot you.
- There is also a green flag in some multiplayer levels. Pick it up and take it to a green triangular object, and see what happens...
- When you're bleeding, try to find a medikit quickly.
- You can set weapons priority with the following command line parameter from the DOS prompt:
C:\NAM /u#####, where # refers to the weapon number. Default is 3425689071
- It is rumored that Pentagon officials use the following key to identify special inventory items:

Trip Flares:	15% - 10%
APERS:	25% - 20%
M2 ammo:	60% - 61%
Mortar Ammo:	63% - 65%
Mine Detector:	50%
C-4:	30%



Troubleshooting

If you are having hardware/display/driver problems refer to Namhelp.txt on the CD-ROM. It is a comprehensive document covering many problems and their solutions and work-arounds.

NAM is based on the DUKE NUKEM 3D gaming engine. Most problems/tricks/opportunities associated with that game are also present in NAM. If you are familiar with Duke Nukem 3D, you should have no problem running NAM properly.

If you have trouble with inadvertently hitting Windows keys on your keyboard, look for DOSWINKY in Namhelp.txt.



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Notes

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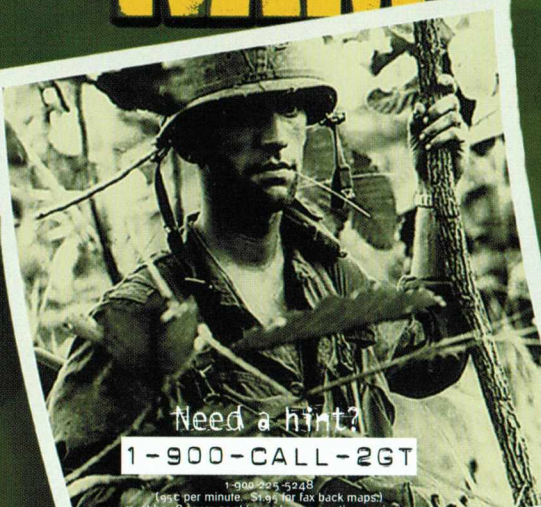
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