

Leave No Man Behind



ASPYR

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DELTA FORCE BLACK HAWK DOWN



ASPYR

U.S. FORCES IN SOMALIA

THE OFFICIAL MANUAL FOR DELTA FORCE BLACK HAWK DOWN

OVERVIEW: DELTA FORCE- BLACK HAWK DOWN



This game is based on actual events that occurred in Somalia in the fall of 1993. Several of the missions in this game are based on actual missions at the time, and several are purely fictitious. While we have made no attempt to achieve strict historical accuracy, we have made every attempt to acknowledge the courageous Servicemen that comprised Task Force Ranger and the American contingent of Operation Restore Hope. The Soldiers of Task Force Ranger and the 10th Mountain Division, who fought valiantly on the 3rd and 4th of October, 1993, engaged in the U.S. Army's most intense Infantry fight since the war in VietNam. These brave men deserve a tribute, and to the extent that we can do that with a video game, we salute them.

The objectives set forth for the mission on the 3rd of October, namely to capture two of Mohammed Aidid's lieutenants, were successfully accomplished. The two lieutenants, plus twenty-two of their comrades, were quickly captured. However, during the course of the operation, two Black Hawk helicopters were shot down in enemy territory. Eighteen Americans lost their

lives, either in the crashes, or fighting to defend them, in the seventeen hour battle that ensued. In the immediate aftermath of the fight, the reports were overwhelmingly negative, describing the battle as a failed mission, a bungled operation, or a disaster. We respectfully disagree; we think that the men of Task Force Ranger and the 10th Mountain Division fought in the finest traditions of the U.S. military, and accomplished what they set out to do that day. While the downed helicopters certainly changed the plan, the Americans who fought that day did so with the highest degree of courage, resolve, and resourcefulness, and virtually eliminated the Habir Gedr militia. We offer this game in the hope that, as you use it, you reflect on the sacrifices of these men and their families, sacrifices that allow the rest of us to enjoy products like this one in the safety and comfort of our homes. And as we do so, these men and those to whom they have passed the torch, quietly continue the fight.

- Member of Task Force Ranger

DELTA FORCE- BLACK HAWK DOWN



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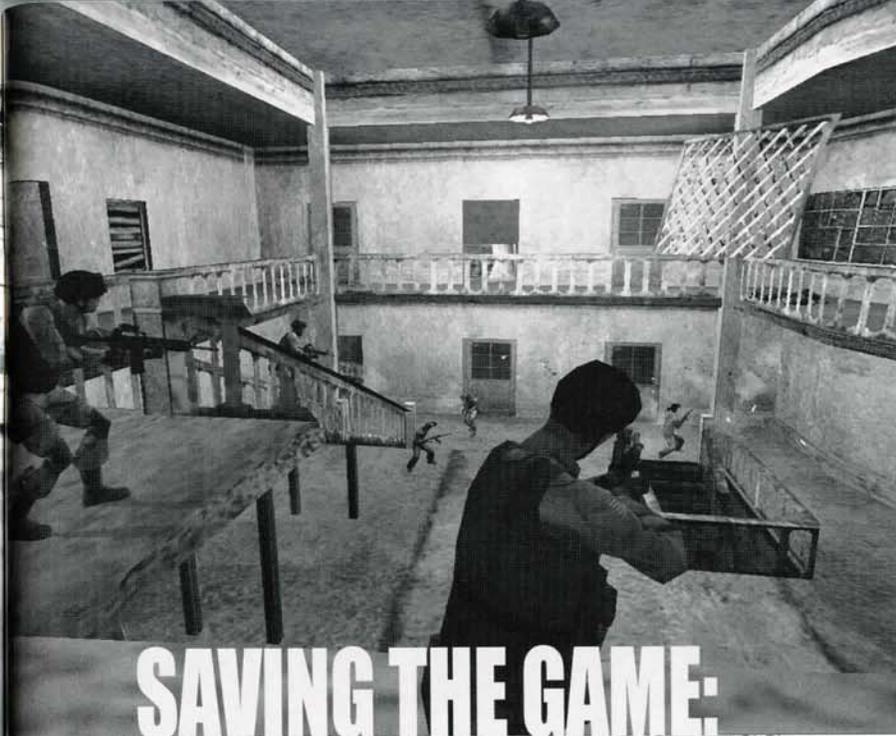
INSTALLATION AND SET-UP: HOW TO LOAD THE GAME

In order to play *Delta Force® Black Hawk Down®* you must first insert the *Black Hawk Down* DVD into your DVD-ROM drive. Double-click the DVD icon that appears on your desktop. Drag the *Black Hawk Down* folder from the DVD to the location on your hard drive you would like to install the game.

You will need to refer to the CD Key printed outside the game's jewel case in order to access NovaWorld. When prompted, type the CD Key into the space provided. It is recommended that you keep this number safe for future use. You will not be able to register for a NovaWorld account without it.

To start the game, double-click the *Black Hawk Down* application on your hard drive.

NOTE: All references made in this manual are for two button mouse users. For single-button mouse users, left click=mouse button. Right click=ctrl click.



SAVING THE GAME: PROTECTING YOUR PROGRESS

SAVING CAMPAIGN PROGRESS

When you complete a mission in Campaign Mode your progress through the game will be automatically saved. Once a mission has been completed, you will be able to access it from the Single Player Quick Mission list. If you play with a different character slot selected, that campaign will be saved independently.

IN-GAME SAVES

During a mission, you will have a limited number of temporary saves available. The number of saves will vary depending on the length of the mission. To Quick Save your progress, press the F5 key. To reload a save point, press the ESC key and select the appropriate slot. Once you've filled up your slots, you won't be able to save again unless you restart the mission or load a save made earlier in the mission.

Quick Saves work by saving a point in time from one mission attempt. If you load an earlier save, subsequent Quick Saves will overwrite any saves made after that one. If you restart a mission from the beginning, a Quick Save will overwrite all saves from a previous attempt.



SOMALIA:

Wrapped around the Horn of Africa, Somalia is struggling to become a unified nation after centuries of foreign occupation and internal clan fighting.

Initially populated only by indigenous tribes, Somalia's position astride lucrative trade routes and lack of a cohesive government made it a prime target for foreign control as early as the 6th century.

The first prominent government of the area was the Sultanate of Adel formed by Arab tribes along the Gulf of Aden in the 600's. In the 1500's the Portuguese dismantled the ruling Arab Sultanate and took control of the northern coastline.

By the end of the 18th century, the region was occupied by the Ottoman Empire to the north and by the Sultan of Zanzibar to the south.

Following the construction of the Suez Canal in 1869, Somalia came under control of England in the north and Italy in the south. Both nations

would have a lasting impact on the people and landscape of Somalia. The southern region, known as Italian Somaliland, saw the Italian language, architecture, and food become staples in their society.

Independence and Revolutions

It was not until a United Nations mandate in 1960 that the Republic of Somalia was officially born. The celebration was to be short-lived as only nine years later General Siad Barre would lead a military revolt to take control of the fledgling nation. The suspension of the constitution and dissolution of Parliament were some of the first orders carried out by his regime.

Initially Barre's rule was backed by the Soviet government as he attempted to modernize the country. Some reforms were enacted, but growing corruption, inefficiency, and bloody suppression of opposing factions overshadowed any progress.

Famine, Warlords and the UN

By the end of the Siad Barre regime, Somalia had already endured years of famine caused by natural disasters and the continual fighting that made it impossible to plant crops. Humanitarian groups estimated that between January 1991 and January 1992 over 300,000 Somali died from starvation and 50,000 from factional in-fighting.

In view of these massive losses, and despite continued fighting among the numerous armed clans in Somalia, the UN embarked on a series of missions to alleviate the famine and bring security to the region. The first phase of the operation, UNOSOM (United Nations Operation: Somalia), began in April of 1992, and was supported by numerous UN member nations, including the United States. The U.S. dubbed their contribution to the mission "Operation Provide Relief".

The humanitarian mission was immediately hampered by general lawlessness, looting and multiple ruling factions throughout the country. The UN claimed that it had more than enough relief supplies, but was unable to get them to the areas where they were needed.

To combat the armed militias and to provide security for the UN personnel, the United Task Force (UNITAF) was assembled. Approved by President George H. W. Bush just weeks before leaving office, UNITAF was deployed

with 28,000 U.S. troops and 9,000 more from other UN member countries.

Given the U.S. name of "Operation Restore Hope", UNITAF was

A TROUBLED HISTORY

Following an unsuccessful Somali invasion of the Ogaden region of Ethiopia (populated by ethnic Somali), Barre lost the backing of the Soviets who decided to aid the newly installed Ethiopian regime instead. Barre then turned to the United States for support. The U.S. and Soviets were well entrenched in the Cold War by this point, and the U.S. government was more than willing to ally with Barre in exchange for strategic military bases in the region.

Over time, the opposition to Barre and his brutal suppression of dissident groups rose. After years of bloody civil wars, Barre was forced to flee the country on 27 January, 1991.

None of the opposition forces were able to fill the power vacuum and the Somali government collapsed. Amidst the chaos, rival clans fought for power and the capital city of Mogadishu was split by factional boundaries.

considered a separate mission in Somalia and operated in concert with UNOSOM forces. It was planned from the beginning to be a temporary mission to restore order in the region.

On 4 May, 1993, UNITAF began the scheduled reduction of its force and merged with the newly formed UNOSOM II. Command of the remaining troops was passed to UN control. The United States' contribution to UNOSOM II was called "Operation Continue Hope."

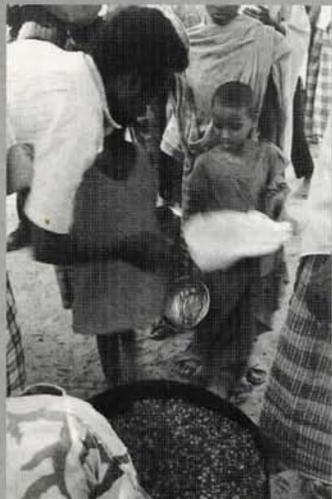
5 June, 1993

Though many clans in Somalia welcomed UN intervention, mistrust still gripped a few others who refused to sign onto a widely accepted cease-fire agreement. Some clans used starvation of their opponents as a weapon and saw the UN as a threat to their power base.

This mistrust became more than evident when 24 Pakistanis delivering food were ambushed and killed by armed clan members on 5 June, 1993.



(top) Somalis wait outside the Bangladesh Army compound to try to obtain a day's work. The Bangladeshis operate a food-for-work program during their support for UNOSOM II.



(middle) A Somali man handing out a mixture of corn and beans to a small child at one of the food distribution points in Belet Huen, Somalia. (below) Somali civilians watch, US Marines walk single file down a small alley in Somalia's Bakara Market.



The UN was shocked and an investigation determined that it was troops loyal to General Aidid and his Mogadishu based Habr Gedir clan militia that were responsible.

The UN declared Aidid the biggest obstacle to peace in the region. The U.S. and President Bill Clinton concurred and deployed Task Force Ranger (TFR) to arrest Aidid.

Task Force Ranger deployed to Somalia on 22 August, 1993 and was made up of Soldiers from Army Rangers, 160th Special Operations Aviation Regiment and Delta Force. The 10th Mountain Division was to act as a Quick Reaction Force if needed since they were already deployed to the region. TFR was under United States command and was considered a separate entity from the UN mission.

TFR undertook seven missions in Somalia. The seventh, on 3 October, 1993, is the one that made all the papers. During a daylight mission to capture two of Aidid's lieutenants, two U.S. helicopters were shot down and 18 American Soldiers were killed. On the Somali side it is estimated that 500 to 1000, mostly from the Habr Gedir clan, were killed.

The public relations fallout from the casualties led President Clinton to reverse his original policy. Under great political pressure he ended the mission.

Though Aidid requested a cease-fire agreement, it was not pursued. Instead, Task Force Ranger was recalled within days. All remaining U.S. troops were to leave the region within months. UNOSOM II forces remained, but without continued U.S. support, the mission was scrubbed by March of 1995.

Aftermath

That battle still resonates in both countries today. Many Somali, especially those affiliated with the Habr Gedir clan, see it, despite their heavy losses, as a national victory that forced the U.S. out of their country and gave them a sense of justice they felt they were owed.

In the U.S. there are competing views. Some who focus only on the loss of American lives characterize it as a defeat. Others, especially the Soldiers who were there, say that it was a successful operation that fulfilled the mission objectives to capture Aidid's lieutenants.

The fact that only 18 of the U.S. Soldiers caught up in the battle were killed is a testament to their training and fortitude. These men avoid casualties, but are prepared for them.

The Present and Future of Somalia

Today, there is still no functioning central government and the various clans that fought for power in the past still clash. Many of the figures that played a role in the events of 1993 are still around, though some fight for different factions than they did during that time.

As in recent history, it is the clans that seem to be standing in the way of a unified Somalia. None is willing to cede its hard fought control.

Visitors to the country, especially in the capital, are encouraged to hire their own escort of gunmen to protect them from possible kidnappings or robberies.

Fortunately, the fighting between clans does not define all of the people of Somalia. Where the clans often consolidate power and struggle to stay on top, most Somalis simply try to live their lives.

Still, there are signs of progress. The various factions are slowly making their way towards agreements on a government. Somalis living overseas are propping up the economy by sending currency to their families.

Somalia has also managed to put together a remarkable phone system utilizing fixed lines, short-wave radios and cell phones. Even the most remote township can now call anywhere in the world for about \$1 a minute and get quotes for the cheapest rate.

Individuals are stepping forward to start community services such as water taps and schools. Many claim that a lack of government provides them with opportunity. Perhaps it will take many more years, but the Somali people are determined to survive and build a country of their own.



(top) A long shot of an abandoned Mogadishu Street known as the "Green Line". Foliage has grown up along the sidewalk on both sides of the street. An abandoned, burned out car is seen in the center of the frame. The street is the dividing line between North and South Mogadishu, and the warring clans. Members of the clans (not shown) tore down the roadblocks along the line in a show of unity.

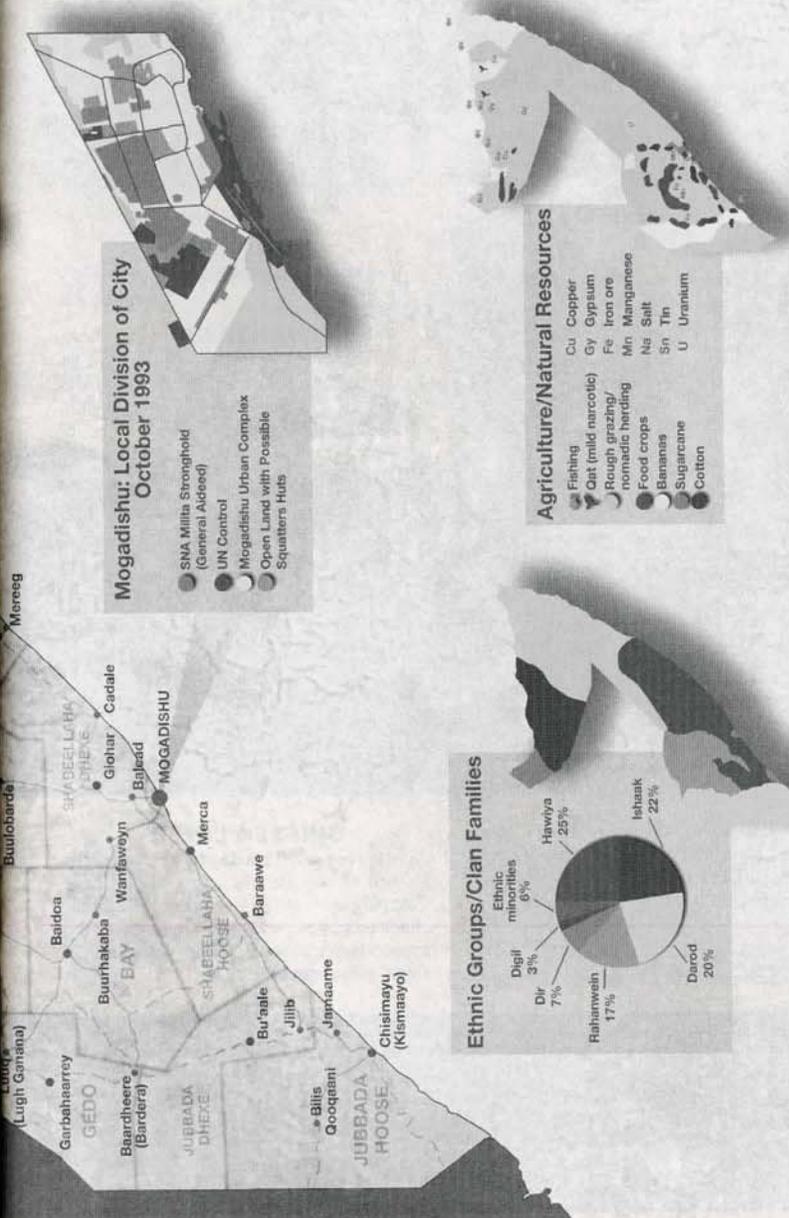
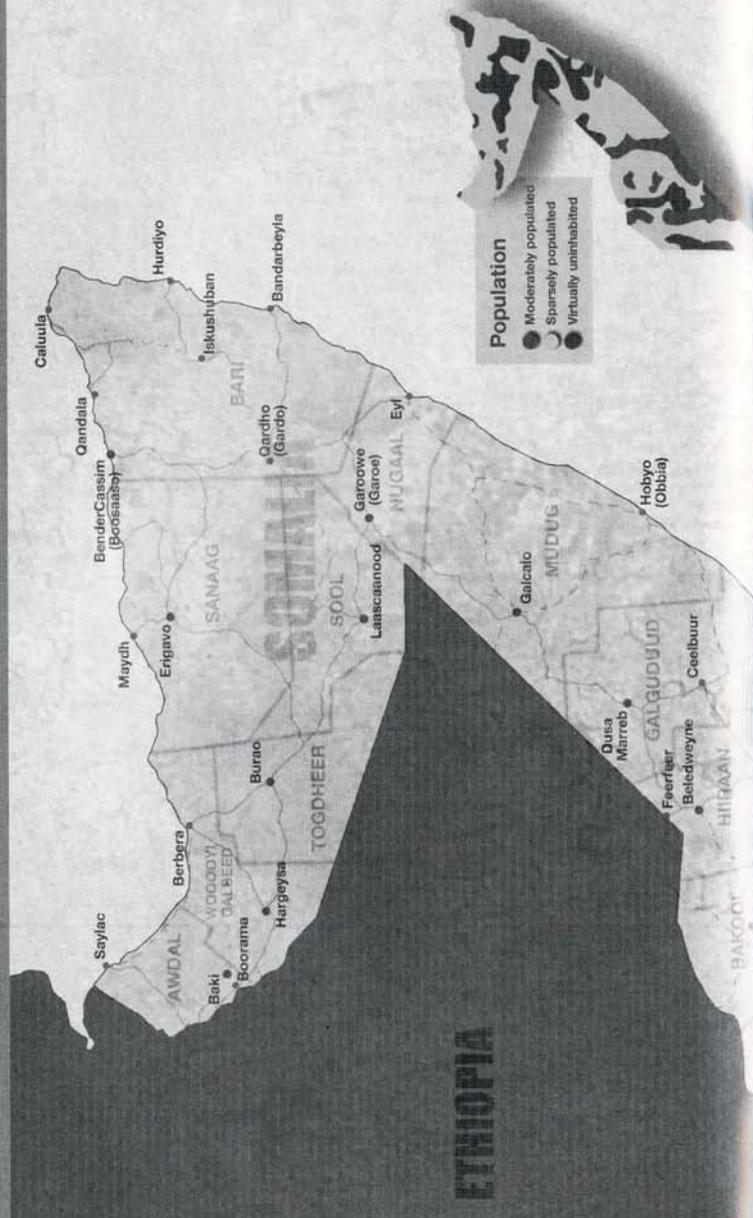


(middle) US Navy Hospitalman 2nd Class James Brown (right) applies topical ointment to the arm of a Somali infant.

The Somali shilling is of little value due to rampant forgery and lack of government backing.



A LAND DIVIDED



Main Menu

Choosing Your Own Options



The Main Menu will automatically appear when Delta Force – Black Hawk Down starts up. Click on any of the selections to go to the next screen.

SINGLE PLAYER

Access your saved single player Campaigns as well as user created maps. If you have Campaigns saved under different characters, you will need to choose the appropriate character before continuing a single player game.

TIMELINE OF UN AND U.S. INVOLVEMENT IN SOMALIA APRIL '92-MARCH '95

April 24, 1992	August 15, 1992	Dec. 5, 1992	Dec. 9, 1992	Dec. 13, 1992
UN approves unarmed observers to monitor cease-fire.	 UN Relief Mission begins	President Bush offers US troops in response to UN request for security forces	 Marines arrive in Somalia marking the beginning of Operation Restore Hope	10th Mountain Division arrives in Somalia

MULTIPLAYER

Press this button to play multiplayer maps over the internet via NovaWorld, or via a LAN.

PLAYER INFO

This page shows the single and multiplayer stats for each of your saved characters.

OPTIONS

Access the menus for adjusting your audio, video, and keyboard settings.

EXIT GAME

Click here to close the game and return to the desktop.

GENERAL

Delta Force - Black Hawk Down is designed to run on a wide range of computers. Reducing or turning off one or more of the following settings may help increase performance on slower computers or those with older 3D cards. When you are finished making changes, be sure to click on OK to save your settings and return to the Main Menu.

Resolution

The higher the selected numbers, the higher the quality of the image, but slower computers may not play as smoothly at higher resolutions.

Difficulty

This option allows you to set the difficulty level required in completing the game. Options are Easy, Normal and Operator.

Gamma

Gamma is the difference in contrast between the light tones and dark tones of an image. Adjusting the Gamma will alter the mid range tones. This makes the high and low tones stand out, but reduces the quality of the overall image.

Terrain Detail

Sets the level of complexity for features on the terrain such as roads, helicopter landing pads and explosives scarring.

Object Detail

Determines the distance at which objects switch to their medium and high resolution Level of Detail (LOD). Setting this to Low means fewer objects will be in High LOD at once, and will require less memory to run.

Texture Quality

Selects the highest level of detail for the appearance of characters, weapons, objects and buildings. High quality textures have the most detail.

Water Quality

Adjusts the reflective and graphical appearance of any water in the game.

Leave No Man Behind



TIMELINE OF UN AND U.S. INVOLVEMENT IN SOMALIA APRIL '92-MARCH '95

Jan. 20, 1993	Mar. 28, 1993	May 4, 1993	May/June	June 5, 1993	June 17, 1993
President Clinton inaugurated	Somali faction leaders sign Addis Ababa Accords to end violence in region	 UNOSDM II takes over. UNITAF forces merge into UNOSDM control	US reduces its forces to 1200 combat and 3000 support personnel	24 Pakistani soldiers killed by Aidid's militia	 Adm. Howe orders the arrest of Aidid

Particle Density

Adjusts how many particles are used to render smoke and fire in the game.

AUDIO

Sound Effects Volume

Sets the level of audio for special effects sounds such as explosions, vehicle sounds, and gunfire.

Music Volume

Sets the levels of music that may play.

Dialogue Volume

Alters the volume of any spoken audio in the game.

REMAP

Remap allows you to reconfigure your keyboard and mouse to control different game functions. To remap a key or mouse button, left click on the option of your choice. The previous selection will disappear. The next key or button you press will now be assigned to that function.

Delta Force Doesn't Officially Exist



TIMELINE OF UN AND U.S. INVOLVEMENT IN SOMALIA APRIL '92-MARCH '95

Mid June	July 12, 1993	August 8, 1993	August 22, 1993	September
UN and US forces attack various Aidid targets	US attack Habr Gehr meeting with missiles	4 US MP's killed by remote detonated mine	 Task Force Ranger deploys to Somalia	 Former President Carter enters into talks with Aidid. US forces are not informed



CREDITS

If you wish to view the animation, read the game's credits, or disable the animation when starting the game, you can choose to do so from this page.

UPDATE GAME

Not supported by Novalogic. For technical support and/or updates contact Technical Support (pg.43).

MISSION ORDERS

At the beginning of each mission will be an OPORD (Operational Order) or a FRAGO (Fragmentation Order). These are issued in the field to Delta Teams and list all the pertinent information for an upcoming mission. Here you will find the mission

goals, parameters and any special instructions for completing the mission.

GOALS

During a mission, you can check out current goals by pressing and holding the TAB key. Goals that have been completed will be checked off. During missions new goals may appear on screen. These will be added to your goal list.

AFTER ACTION REPORT

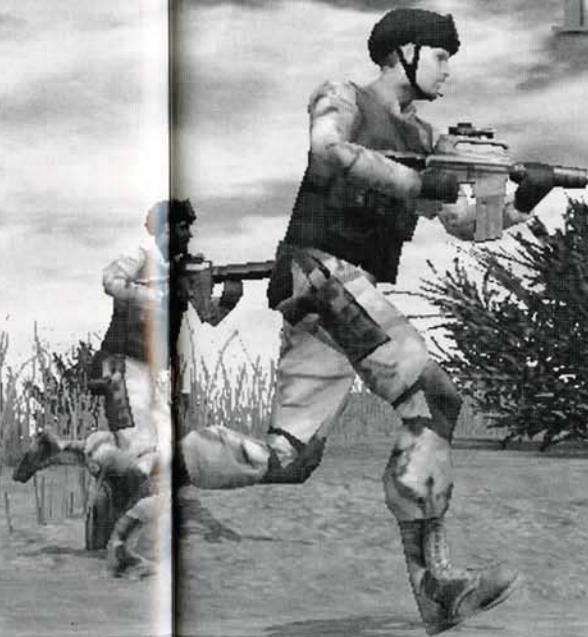
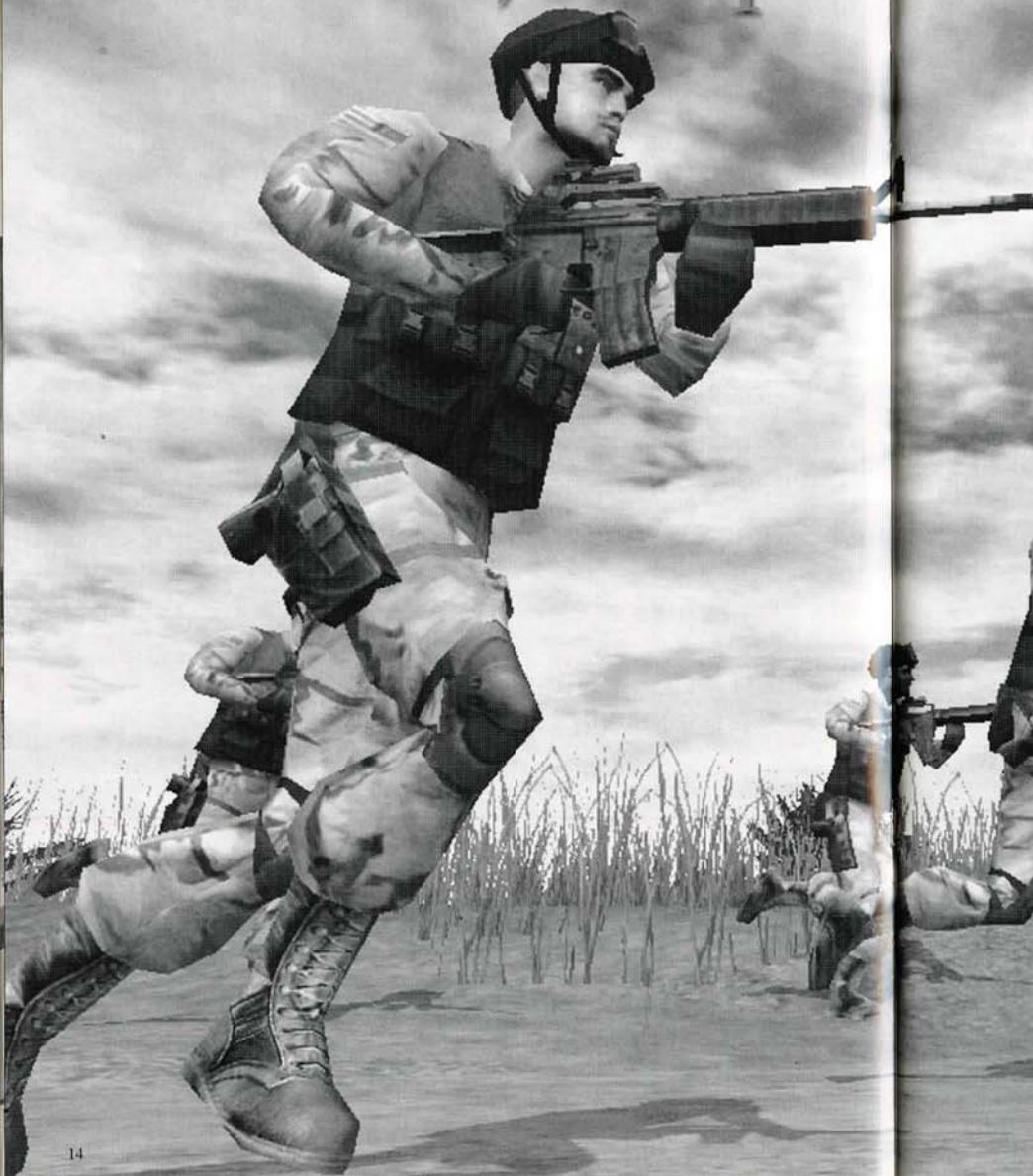
After a mission, you will see the After Action Report screen. This screen will display your statistics for the mission, number of objectives completed and other information about the campaign.

TIMELINE OF UN AND U.S. INVOLVEMENT IN SOMALIA APRIL '92-MARCH '95

Sept. 15, 1993	Oct. 3, 1993	Oct. 7, 1993	Oct. 14, 1993	March 25, 1994	March 95
U.S. Black Hawk shot down killing three	TFR captures 24 Habr Gehr members in a firefight that claims 18 US and 500 to 1000 Somali lives	Clinton cancels hunt for Aidid. Calls for removal of all US troops	Pilot captured by Somalis on the 3rd is released	 Last US troops leave Somalia	Remaining UN troops leave Somalia

THE U.S. FORCES IN SOMALIA

The men, weapons and equipment



During Operations Provide Relief, Restore Hope and Continue Hope the United States deployed numerous units, each with specific goals and abilities to Somalia.

By the time U.S. forces pulled out of the region, Soldiers from groups such as Navy Seals, Joint PSYOP Task Force, 101st Airborne, a Marine Expeditionary Unit and many more had played a role in Somalia.

Though many took part, only four are profiled in Delta Force - Black Hawk Down. Below we have detailed the highly trained, dedicated groups that played a key role in Mogadishu.

SPECIAL FORCES OPERATIONAL DETACHMENT DELTA

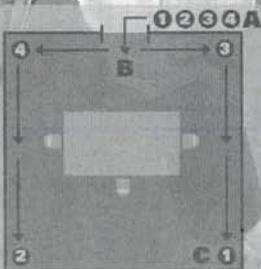
Also known as "Delta Force", this elite unit is still not officially acknowledged by the United States Government. Their role in Somalia, separate from the humanitarian mission, was to capture Aidid and his lieutenants who were considered the greatest threat to peace in the region.

Trained for a myriad of situations including hostage rescue, the Delta "Operators" are some of the best Close Quarters Battle Soldiers in the world. Most have years of experience and numerous combat ops in their dossier before being chosen for selection to the unit.

Once a Soldier is selected to be a Delta Operator, training is continual. Techniques such as room clearing, sniping, demolitions, marksmanship, and denied area infil/exfil are all practiced time and time again until they are second nature.

Delta's tactics are so refined that in Mogadishu, they were able to secure an entire building and capture twenty-four Habr Gedir clan officials, many of them armed, without inflicting a single death.

ROOM CLEARING



Delta Teams can clear a room in a matter of seconds, usually before the occupants even realize what is happening. The show of force is so fast and complete that armed opponents usually freeze in confusion and are disarmed peacefully.

The Tactics:

A - The team lines up outside the entrance. If required, the #2 man throws a flashbang into the room.

B - The team rushes the room: #1 goes right or left along the wall, the rest alternate. Threats and amount of force required are assessed immediately.

C - The #1 and #2 rush to the far corners, #3 and #4 to the near corners, and secure the room.

75TH RANGER REGIMENT

The Rangers date back to WWII where they made a name for themselves by scaling the cliff walls of Normandy during D-day. Since that time the Rangers have become recognized as one of the premiere light infantry forces in the world.

They train to quickly seize and secure key objectives and to undertake specialized operations any time, in any environment. Their flexibility allows any of their three battalions to operate independently or as a supplemental force to a larger Army presence.

In Somalia, the Rangers of the 3rd Battalion from Ft. Benning, GA were tasked with providing security during TFR missions.

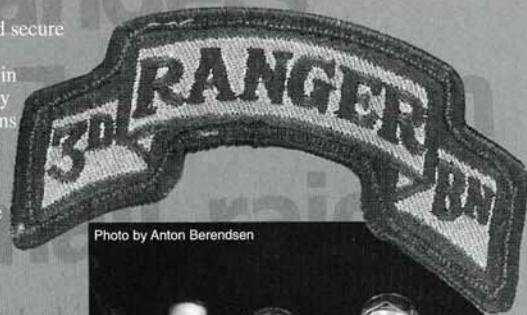


Photo by Anton Berendsen



August 24, 1993: Training
The training was hard and the plane ride harder, 18 hours on a C5 and the future so uncertain. Exiting the aircraft via stair-way was a bit odd, the only way Rangers ever seem to exit is through a jump door. The smells were new. A very serious tone but a feeling of excitement was the general consensus. We were Rangers and had trained for this opportunity -- we would give 110% under any circumstances. The Ranger creed was in our hearts and souls.

Our Mission was simply to restore hope. A renegade warlord had been terrorizing Mogadishu, killing U.N. soldiers and disrupting food lines to civilians. This had to stop.

It was such a shame to see such a beautiful country destroyed. The beauty could be seen peering up from under the rubble during the helicopter rides. The people were so nice. I remember stopping by the outer fence on Sundays and trading with the children for hand carved elephants and other trinkets.

October 3, 1993: Combat

Peace the white dove. War the red dove. As opposite as Ying/Yang, black/white, day/night, blood/water: Why must such an extreme have to occur to put the balance back in order? Thrown into a mixing bowl, the ingredients equaling not a prize winning pie at the county fair, but life or death, his, a comrade, the enemy, the non-combatant. Lets look -- a brief glimpse into one soldier's story -- but just a glimpse -- splitting the second, a tale of heroism and tragedy, a few minutes, but a lifetime.

Mogadishu, Somalia, 03 October 1993, 1600 hrs, 15 minutes into mission 7. I hit the ground, time slowing to an utter standstill. Regained momentum as quick as a bullet exiting the muzzle of a rifle. There is sporadic gunfire all around us. We ID the target building; in the same instant RPG's (Rocket Propelled Grenades) start going off everywhere: explosions amongst us. One of the birds/helo/choppers, a thing of grace, shot out of the air as a quail pursued by some hidden hunter. Is this real? Is this some sort of dream? Am I here? I am; snapped back into reality. Change of mission. Secure the crash site. Rescue all personnel. It shall be done. No questions asked, zero hesitation, automatic function taking over. I looked back and observe Sergeant First Class Watson yelling at Sergeant Huist to provoke him into advancing down the ally to link up with Chalk 1. We do as ordered. I am watching underneath the gate of the target building to make sure no enemy will escape. I think to myself, "another mission I won't get to fire my SAW," and I could never have been more wrong. It hadn't hit the fan yet: They hadn't even turned the fan on yet. What a lovely place.

Monday, October 4, 2002: Letter home

Short note -- mail going out in about 1 minute. Got shot in the arm, just grazed though. Will be o.k. Still in country (Somalia). All hell broke loose on the 3rd, we kicked ass with what we had. One person in my p/t was killed, 2 in my squad were wounded. Will write again soon. Am upping my military life insurance to \$200,000.

Love,
John M. Collett
Rangers lead the way



10TH MOUNTAIN DIVISION (LIGHT INFANTRY)

The 10th Mountain Division dates back to WWII where they were trained specifically for mountain fighting. The goal of their specialized training was to develop a fighting force that could operate comfortably in the harsh winter environments of Europe and North America. Similar forces were already being used by the Germans, Italians, and British, among others, and their effectiveness was widely known.

Over the years, the 10th Mountain evolved into a light infantry force capable of operating in many different environments, not just mountainous ones. As a light infantry, they do not use heavy fighting vehicles, which allows them to deploy quickly and take on a wide variety of missions.

The 10th deployed to Somalia in December of 1992 with a very different purpose than Task Force Ranger, which would arrive in August of 1993. The 10th was part of Operation Restore Hope, the UN mission to provide food and support to the people of Somalia. Their role was to provide security for UN forces and Non-Governmental Organizations (NGO's) who were distributing food. To counter the growing power of some of the Somali warlords, the U.S. Soldiers were authorized to destroy any crew served weapons operated by Somali militias.

During the deployment of Task Force Ranger, the Soldiers of the 10th Mountain Division were still assigned to the UN controlled UNOSOM II, but if needed, they were to act as a Quick Reaction Force for TFR.

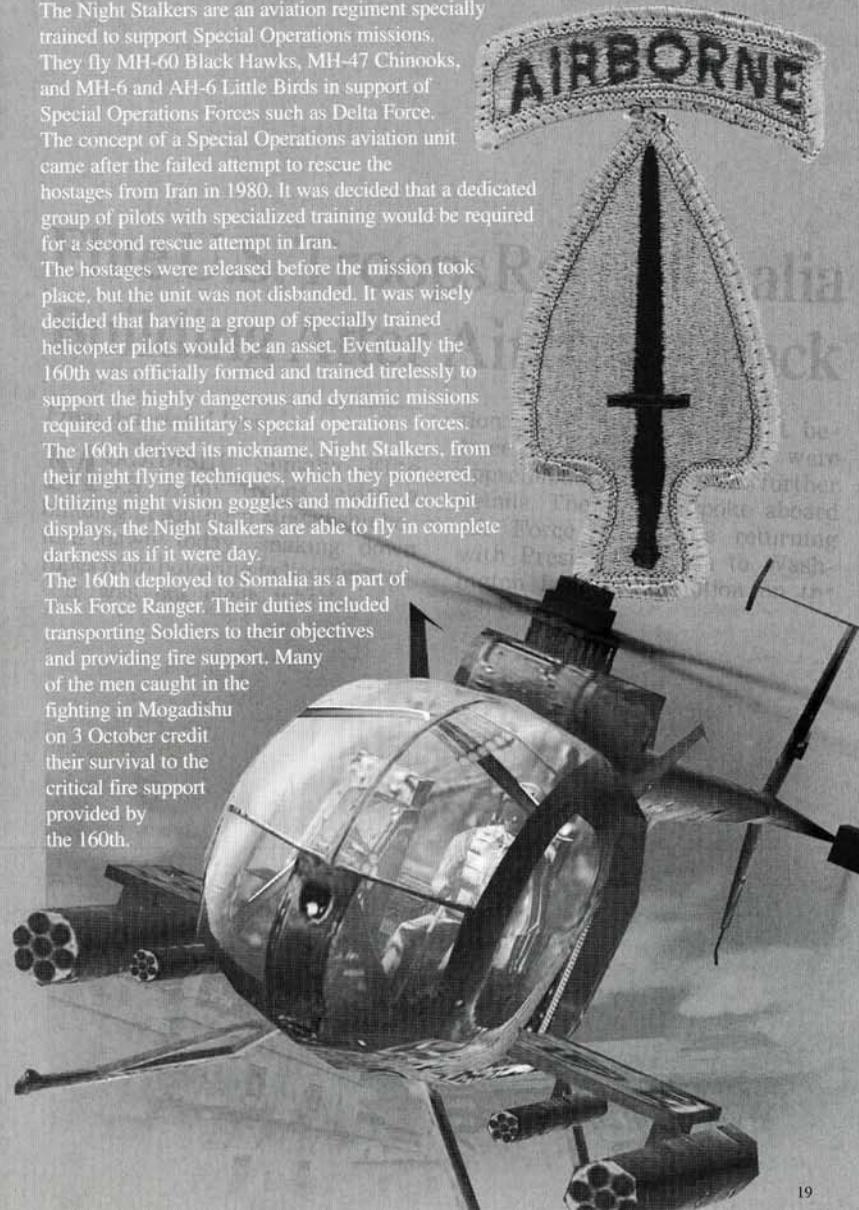


160TH SPECIAL OPERATIONS AVIATION REGIMENT (AIRBORNE)

The Night Stalkers are an aviation regiment specially trained to support Special Operations missions. They fly MH-60 Black Hawks, MH-47 Chinooks, and MH-6 and AH-6 Little Birds in support of Special Operations Forces such as Delta Force. The concept of a Special Operations aviation unit came after the failed attempt to rescue the hostages from Iran in 1980. It was decided that a dedicated group of pilots with specialized training would be required for a second rescue attempt in Iran.

The hostages were released before the mission took place, but the unit was not disbanded. It was wisely decided that having a group of specially trained helicopter pilots would be an asset. Eventually the 160th was officially formed and trained tirelessly to support the highly dangerous and dynamic missions required of the military's special operations forces. The 160th derived its nickname, Night Stalkers, from their night flying techniques, which they pioneered. Utilizing night vision goggles and modified cockpit displays, the Night Stalkers are able to fly in complete darkness as if it were day.

The 160th deployed to Somalia as a part of Task Force Ranger. Their duties included transporting Soldiers to their objectives and providing fire support. Many of the men caught in the fighting in Mogadishu on 3 October credit their survival to the critical fire support provided by the 160th.



WEAPONS:



CAR-15 Colt 5.56mm AR
M203 Grenade Launcher

M249 SAW 5.56mm MG

Delta Force operatives have more flexibility when choosing weapons for a mission than the other forces that served in Somalia. The weapons most often chosen, however, are known for their reliability and accuracy. Soldiers serving with the 10th Mountain Division or in the Rangers are assigned weapons based on their role in the mission.

Loadout

Before a mission you will be able to alter your weapon loadout. Single player missions allow only mission specific weapons to be chosen while multiplayer games will let you choose weapons based on the character speciality you pick. To access the loadout screen, press the "Change Loadout" button and use the arrows to make your weapon selections. Most multiplayer maps will also let you alter your selections if you are inside an armory.

ASSAULT RIFLES

CAR-15 Colt 5.56mm AR

First used extensively in Vietnam, the CAR-15 soon became a standard rifle in the U.S. Army. It is lightweight, full automatic and more maneuverable than the M16, making it the preferred assault rifle for Delta Force. The only downside is that the shorter barrel reduces accuracy.

Ammo Type: 5.56mm *Muzzle Velocity:* 990 m/s
Rounds Per Clip: 30 *Rate of Fire:* 11.6 rps
Rounds Carried: 300

M16A2 Colt 5.56mm AR

The M16A2 has been in wide use by the armies of over 30 countries since its introduction to the U.S. Army in 1957. The A2 version is more accurate than its Vietnam era relatives and is more durable as well. Heavier than the weapons carried by Delta and Rangers, the M16 has two fire modes: Single and 3 round Burst.

Ammo Type: 5.56mm *Muzzle Velocity:* 990 m/s
Rounds Per Clip: 30 *Rate of Fire:* 11.6 rps
Rounds Carried: 300

M203 Grenade Launcher

This single shot, breach-loading launcher is mounted under the barrel of various weapons, such as the M16 and Car-15. It fires a single 40mm, low velocity grenade round.

SNIPER RIFLES

M21 7.62mm

This semi-automatic sniper rifle is fitted with a medium power scope that is adjustable to allow for accurate sniping from helicopters or moving ground vehicles. Introduced in 1969 as the XM21, it was initially used in the Vietnam conflict as an upgrade from the M14. It was fielded with a hardwood stock and later replaced with fiberglass. The semi-auto fire allows for faster acquisition and firing, but sacrifices the accuracy of a bolt-action rifle.

Ammo Type: 7.62 x 51mm *Muzzle Velocity:* 777 m/s
Rounds Per Clip: 20 *Rate of Fire:* 2 rps
Rounds Carried: 200

THE TOOLS OF THE TRADE



M16A2 Colt 5.56mm AR
M203 Grenade Launcher

M21 7.62mm
Sniper Rifle

M24 SWS 7.62mm

This bolt action sniper weapon system has been a standard in the military since it was designed to replace the M21. It was built to be a weapon with increased range and accuracy over its predecessors.

Ammo Type: 7.62 x 51mm *Muzzle Velocity:* 792 m/s
Rounds Per Clip: 6 *Rate of Fire:* .6 rps
Rounds Carried: 180

MCRT .300 Tactical

This McMillian bolt action sniper weapon is chambered for the Winchester .300 magnum round giving it excellent accuracy and damage upon impact. The MCRT also boasts one of the best accuracy ratings of all the sniper rifles.

Ammo Type: .300 magnum *Muzzle Velocity:* 911 m/s
Rounds Per Clip: 4 *Rate of Fire:* .6 rps
Rounds Carried: 180

Barrett M82A1 .50 Cal

The Barrett M82A1 is actually considered to be an anti-material weapon designed to stop armored personnel carriers and the like. Its .50 caliber bullet is effective against many light skinned vehicles and structures. Its weight makes it extremely hard to deploy in traditional sniper missions, however, so it is not often used except when it will not have to be moved very much. The accuracy of the Barrett is limited only by the ammunition used. At the best of times, it boasts 1 MOA (minute of angle) accuracy and a range of 1800 meters.

Ammo Type: .50 BMG *Muzzle Velocity:* 853 m/s
Rounds Per Clip: 10 *Rate of Fire:* 1 rps
Rounds Carried: 100

MACHINE GUNS

M249 SAW 5.56mm MG

The M249 SAW (Squad Automatic Weapon) has been a standard feature of the fire team since the mid 80's. Its ability to lay down high amounts of reliable, accurate fire have made it indispensable. Typically, one SAW is issued per six-man team and requires only one Soldier to operate. It is able to fire from 30 round M16 magazines or 200 round drum magazines utilizing belt-fed disintegrating metallic-links.

Ammo Type: 5.56mm *Muzzle Velocity:* 990 m/s
Rounds Per Clip: 200 *Rate of Fire:* 10 rps
Rounds Carried: 600

M60E3 7.62 GPMG

The M60 gas powered machine gun is a slightly larger and more powerful weapon than the M249. It fires the 7.62 round for increased range and stopping power, but its heavier weight and ammunition make the M60 awkward to fire unless the bipod is used. The M60 also features a replaceable barrel to prevent overheating.

Ammo Type: 7.62mm *Muzzle Velocity:* 915 m/s
Rounds Per Clip: 200 *Rate of Fire:* 8.33 rps
Rounds Carried: 600



M9 Beretta 9mm



Colt M1911A1 .45



MP5A3 H&K 9mm SMG

M240B

The M240 is a standard machine gun in many NATO countries where it is called the FN MAG-58. The 240 is often mounted on a vehicle with a twin handle and thumb actuated trigger. For handheld use, a rifle stock and standard trigger mechanism are used. There is no selective fire on the M240, it can only be used for fully automatic fire. The M240 is known as one of the most reliable machine guns in use today.

Ammo Type: 7.62mm *Muzzle Velocity:* 853 m/s
Rounds Per Clip: 200 *Rate of Fire:* 12.5 rps
Rounds Carried: 600

OTHER WEAPONS

Remington 780 Shotgun

Used for breaching doors and extreme CQB, this 12 gauge has high stopping power in close, but loses force with range. Not accurate, but good coverage close in. Delta Operators usually replace the stock with a pistol grip and shorten the barrel to make it easier to carry as a secondary weapon.

Ammo Type: 00 Buck *Muzzle Velocity:* 388 m/s
Rounds Per Clip: 7 *Rate of Fire:* 2 rps
Rounds Carried: 14

MP5A3 H&K 9mm SMG

Currently the world's most popular sub-machine gun, the MP5 was used primarily by the 160th SOAR pilots as a personal sidearm. It fires a 9mm round that reduces its stopping power, but is very accurate. The SD variant is fitted with a suppressor.

Ammo Type: 9mm *Muzzle Velocity:* 285 m/s
Rounds Per Clip: 30 *Rate of Fire:* 13 rps
Rounds Carried: 300

M1911A1 .45

A high-power sidearm preferred by Delta operators for its reliability and stopping power, the Colt M1911 has armed the United States military since 1911. The design, including grip and trigger was standardized in 1926 and remains unchanged. The pistol is extremely accurate when used for single shots.

Ammo Type: .45 automatic *Muzzle Velocity:* 253 m/s
Rounds Per Clip: 7 *Rate of Fire:* 4 rps
Rounds Carried: 28

M9 Beretta 9mm

The M9 is the standard sidearm of the U.S. Army. Used by the Rangers, the higher capacity and accuracy during rapid fire makes this weapon more manageable than the .45.

Ammo Type: 9mm *Muzzle Velocity:* 341 m/s
Rounds Per Clip: 15 *Rate of Fire:* 4 rps
Rounds Carried: 30

AT-4

A light anti-armor rocket, the AT-4 is a portable, shoulder fired rocket launcher. Firing an 84mm unguided rocket, the AT-4 is capable of penetrating 400mm of rolled homogenous armor.

FIXED WEAPONS

M2 .50 cal Machine Gun

A single barrel machine gun, the M2 has a rate of fire of 550 rounds per minute. It has been in use since WWII and can be found mounted on vehicles and aircraft throughout the world.



XM84 Stun Grenade



AN-M8 HC Smoke Grenade



M67 Fragmentation Grenade



Knife

M134 7.62mm "Minigun"

This weapon is most often found mounted on helicopters. It utilizes a rotating set of six barrels to achieve an astounding 6000 rounds per minute, though it is usually set to 2000 or 4000 rpm in crew served applications.

MK19 40mm Machine Gun

This weapon can fire at a rate of 350 rounds of 40mm grenades per minute.

EXPLOSIVES

M67 Fragmentation Grenade

When thrown, the delayed fuse inside the M67 detonates 6.5 ounces of high explosives. The resulting high velocity shrapnel can cause casualties out to 15 meters.

XM84 Stun Grenade

The XM84 "Flashbang" is specifically designed to disorient and distract hostile forces in a non-lethal manner. The grenade produces a blinding flash of light and a noise that temporarily confuses those in its immediate area.

AN-M8 HC Smoke Grenade

This grenade produces large clouds of thick, opaque white smoke. It can be used to prevent line-of-sight during movement or to mark a location for fire support or rescue teams.

EQUIPMENT

AN/PVS 7B Night Vision Goggles

These light enhancing goggles enable the wearer to see in low light situations or in total darkness with a built in infrared illuminator. To activate the goggles, press the N key.

Binoculars

Binoculars allow the user to get a magnified view of the field and give a wider view than weapon scopes. The drawback is that you will not be able to fire while using them. To use the binoculars, press the B key.

Radio Detonator

After you lay down one or more satchel charges, you can detonate them with this remote device. Press the 8 key and press the "Fire" button to detonate. If you lay down multiple satchels, they will all detonate simultaneously.

THE ARMORY

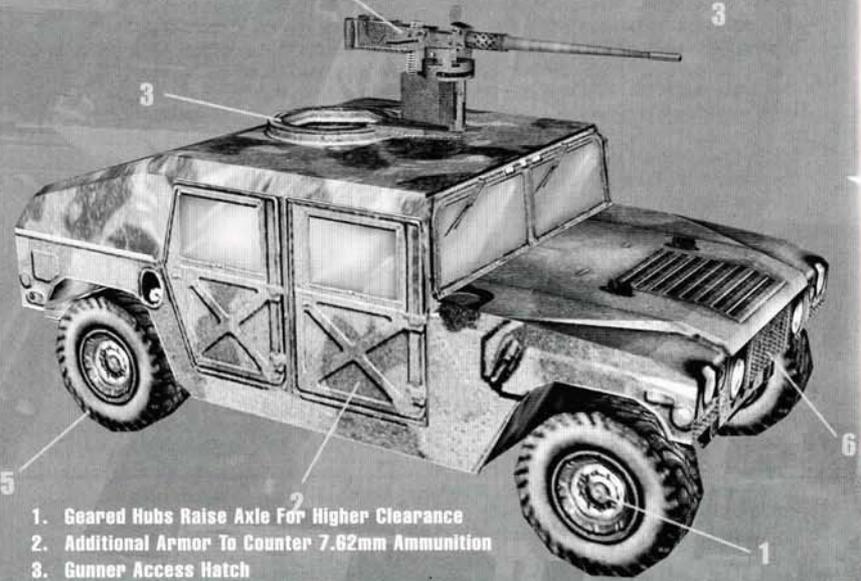
In multiplayer maps, you will have access to armories. They appear on your map as a green "A" inside a circle. Make your way into the armory and follow the onscreen directions to change your character's specialty or choose different weapons. Your ammunition will replenish automatically when you exit the loadout screen.

VEHICLES



MH-60 "BLACK HAWK"

1. Dual, 2600 shaft horsepower, General Electric Turboshift Engines
2. AAQ-16 Forward Looking Infrared Radar
3. Accommodates 2 pilots, 1 crew chief, 11 Combat Ready Soldiers
4. Two M134 7.62mm Door Mounted Electric Miniguns



HMMWV "HUMVEE" High Mobility Multipurpose Wheeled Vehicle

1. Geared Hubs Raise Axle For Higher Clearance
2. Additional Armor To Counter 7.62mm Ammunition
3. Gunner Access Hatch
4. M2 .50cal Machine Gun or Mk 19 40mm Grenade Launcher
5. Run Flat Tires
6. V8, 6.5L, 180 HP, 280 lb.-ft Torque, Diesel Fuel Injection Engine



AH-6 "LITTLE BIRD"

1. Single 252 Shaft Horsepower Allison 250 C20 Gas Turbine Engine
2. 70mm Folding Fin Unguided Rockets
3. Two M134 7.62mm Pod Mounted Miniguns
4. MH Variant Carries Six Soldiers Instead Of Weapon Pods
5. Control Panels Modified For Night Flying
6. AAQ-16 Forward Looking Infrared Radar
7. Seating For Two Pilots

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KEYBOARD CHART

EXIT/LOAD SAVED GAME Esc	HELP F1	1ST PERSON NO GUN F2	1ST PERSON WITH GUN F3	3RD PERSON VIEW F4	QUICK SAVE F5	HUD DETAIL LEVEL F6	CYCLE WAYPOINTS F7	CYCLE FLAGS TARGETS F8	F9	F10	F11	MAP LEGEND F12	F13 Print Scrn	AUTO RUN TOGGLE Scroll Lock F14	PAUSE F15 Pause
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COMMAND PROMPT A	KNIFE T	SIDEARM 2	PRIMARY 3	FLASH BANG GRENADE 4	FRAG GRENADE 6	SMOKE GRENADE 6	EXPLOSIVES 7	RADIO DETONATOR 8	MEDIC 9	ARMORY 0	MAP ZOOM OUT Left	MAP ZOOM IN Right	TAKE DOWN Delete
GOALS G	LEAN/ROLL LEFT Q	FORWARD W	LEAN/ROLL RIGHT E	RELOAD R	TALK T	TEAM TALK Y	RECENT MESSAGES U		AIMPOINT BRIGHTNESS D	LOOK UP Up	MAGNIFICATION DOWN CYCLE WEAPONS DOWN Left	MAGNIFICATION UP CYCLE WEAPONS UP Right	PAUSE F5
TEAMMATE COMMANDS Caps Lock	STRAFE LEFT A	BACK S	STRAFE RIGHT D	FRIENDLY TAGS ON/OFF I	MISSION BRIEFING O	HUD ON/OFF H		KILL/PLYR LIST J	TURN LEFT Left	TURN RIGHT Right	SCOPE ELEVATION + Enter		FIRE WEAPON Enter
USE ITEM/ATTACH (MODIFY SCOPE ZERO) Shift	PROBE Z	CROUCH X	STAND C		V	BINOCULARS B	NIGHT VISION N	MAP M		LOOK DOWN Down	SCOPE TOGGLE /	Shift	
MEDIC M203 Ctrl		Alt	Space	JUMP								Shift	MEDIC M203 Ctrl

Insert	MPG HOST SCREEN Home	Page Up
STAND Delete	CAMOUF End	PHONE Page Down
	FORWARD F	
STRAFE LEFT Left		STRAFE RIGHT Right

Num Lock	/	*	-
ZOOM IN 7 *	CAMERA UP 8	ZOOM OUT 9 *	
CAMERA LEFT 4	DEFAULT CAMERA VIEW 5	CAMERA RIGHT 6	+
1	CAMERA DOWN 2	3	FIRE WEAPON Enter
0		Del	Enter

WEAPONS/ITEMS

HUD

VIEWS

MOVEMENT CONTROLS

COMMUNICATIONS

GAME CONTROLS

* SINGLE PLAYER ONLY



HUD / GAME SCREEN UNDERSTANDING WHAT YOU SEE

1. GPS Map gives bird's eye view of the immediate surroundings.
2. Direction to next waypoint. Press F7 to cycle through non-mission critical waypoints.
3. Compass heading.
4. Hit direction indicator – When you are shot, a red flash will indicate the approximate direction of the attack.
5. Crosshair – Running and jumping will decrease your accuracy.
6. Ammunition remaining in your current clip.
7. Ammunition in reserve. Press the Reload (R) button to refill your current clip.
8. Currently selected weapon and mode of fire.
9. Player health / position – As you are injured the icon will turn from green to yellow to red. It will also show your current position: standing, crouching, prone or sitting.
10. Shows the color of your team for multiplayer maps.
11. Goals and Objectives.
12. Flag Possession Indicator (Multiplayer only)
13. Indicates that your team will perform a special Room Takedown when you press the Delete key.
14. Waypoint Elevation – Arrows indicate whether your current waypoint is above, below or even to your current position.



WEAPON ACCURACY

Delta Operatives never “shoot from the hip”. They always raise their weapon from a ready position and aim through the mounted sights. This method is called “Rapid Aim Fire”. It is fast, allows an Operator time to identify the target as hostile or not, and is very accurate.

You can fire from either the ready or scoped views, but you need to be aware of how your accuracy is affected.

By right-clicking the mouse, you raise your weapon from the ready stance to a scoped view. In this view you will have a much smaller bullet spread, and be more likely to hit your target than if you shoot from the ready position.

NOTE: All references made in this manual are for two button mouse users. For single-button mouse users, left click=mouse button. Right click=ctrl click.

SNIPER RIFLES

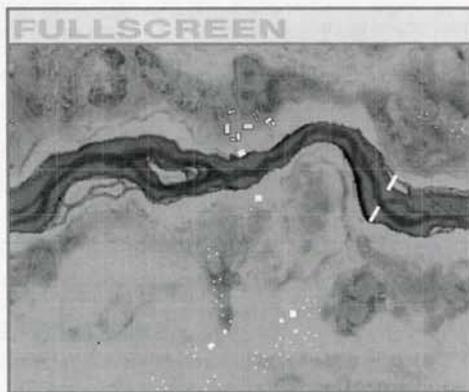
Bullets fired over long distances are affected by gravity, which pulls them down below your aiming point. The scopes on sniper rifles are equipped to compensate for this effect. When you are in scoped mode, you will see your distance to your target, elevation setting and your scope's magnification. If your elevation setting and distance to target are the same, your bullet will hit exactly where you aim. If they are not matched, you will shoot higher or lower. If you set your elevation to AUTO mode, the elevation will be set automatically. This mode works best with stationary targets, and can prove troublesome if you are trying to lead a moving target.



MAP SCREEN KNOW YOUR ENVIRONMENT

During a single or multiplayer game, you can call up a map of your surrounding terrain by pressing the Map (M) key. This will cycle through quarter screen, full screen, and no map views. The + and - keys will zoom the map in and out.

The map is marked with grid references that will help you coordinate with team members in multiplayer games. Your current grid location is displayed in the lower right corner. As you move, this number will change. Your position will always be in the middle of the screen and north will always be oriented to the top.



TEAMMATE ORDERS TELL YOUR MEN WHAT TO DO

During missions, you may be in command of a squad of Soldiers who will follow your lead, support your actions, assist in room clearing and engage hostiles.

You can also issue them commands by pressing the Team Orders [CAPS LOCK] key. This will bring up a menu of selectable orders. You may issue any order highlighted green. Orders that are grayed out are unavailable. Press the corresponding key and your whole team, or just the last two men in line who comprise Fire Team Two, will follow that order.

ROOM TAKEDOWNS

There are two ways to have your team execute a Room Takedown. First is to issue a Room Takedown order by pressing the [Delete] key, or from the Team Orders menu, when you see the Room Takedown prompt appear on your screen. This will call your team to you where they will stack up, throw a flashbang and rush the room, even if you do not enter. The second method is automatic. If you "Stack Up" outside a door and then rush in, they will execute the proper room clearing techniques. Remember to follow proper techniques when doing an entry. Toss a flashbang, stay against the wall when you enter and move to the far corner to stay out of your team's line of fire.

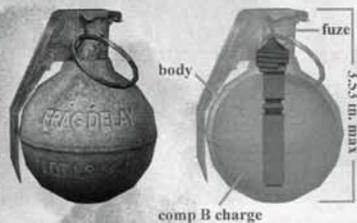
TEAM GRENADE ORDERS

You may order a team member to throw a flashbang or fragmentation grenade, but keep in mind that the grenade will be thrown to the exact spot your crosshair is pointed when the order is given. If you are clearing a room, you will have to open the door for your team to throw a flashbang.

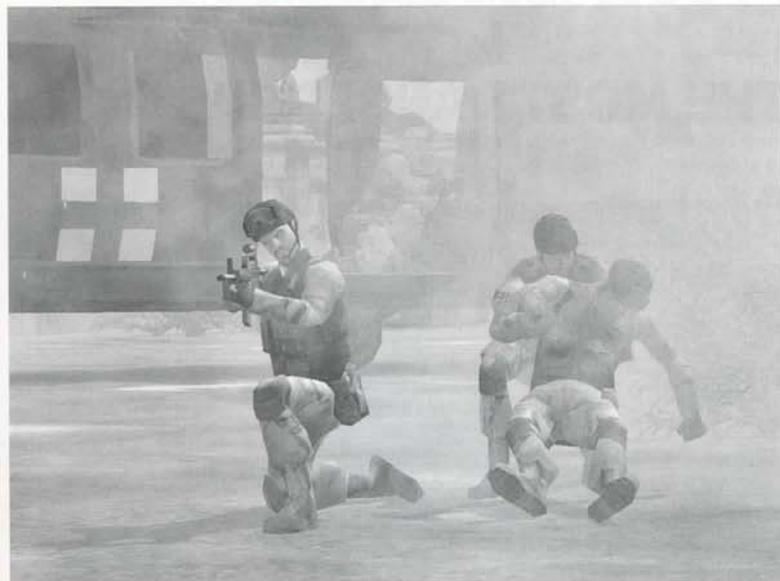


THROWING GRENADES USING FLASH OR FRAG

When throwing any grenade, you can adjust how far you throw it. For a full power throw, click the left mouse button. To adjust how far you throw you can click and hold the right mouse button. You will see a power bar appear on your screen. As you hold the button, the bar will fill. The longer you hold, the further you will throw. With practice you should be able to throw very accurately.



Body: Steel
Filler: 6.5 ounces of Composition B
Fuze: M213
Weight: 14 ounces



COMBAT SEARCH AND RESCUE HELP IS ON THE WAY

The men of Task Force Ranger have the motto: "Leave No Man Behind". When one of your team is gravely wounded, a C-SAR Black Hawk may be dispatched to your location. If so, it will land nearby and dispatch a medic who will stabilize the wounds and drag your teammate back into the helo.



Your responsibility is to guard your fallen teammate until the C-SAR arrives. Continue to guard both the injured Soldier and the medic until the wounded and the C-SAR team are safe and airborne. You should then continue with the mission.

NOVAWORLD/ THE MOST DANGEROUS GAME MULTIPLAYER



Once you have tested your skills against the single player missions, you can see how you fare against human opponents. Delta Force - Black Hawk Down is fully supported by our online battleground called NovaWorld and can also be played by up to 16 players over a LAN/IP.

When playing via NovaWorld, you can join a multiplayer game at any time, and leave whenever you wish. This means that unless you are the Host, you do not have to be present at the initiation of a game to join in. If you leave in the middle of a mission, the other players can continue to play without you. If the host leaves the game (in Play and Serve mode), the game will end immediately.

JOINING NOVAWORLD

If this is your first time playing Delta Force-Black Hawk Down, you will be asked to enter the CD Key that is printed on the back of the game's DVD case. Once you are logged into NovaWorld, you can join NovaWorld Stat-Hosted games, public games, or password protected games.

NOVAWORLD RANKS AND STAT-HOSTED GAMES

NovaWorld features a world ranking system where all of your game statistics from official NovaWorld hosted games will be stored and be available for other players to view. Players will rise through actual Army ranks as they play in official games.

The speed at which you gain new ranks will depend on how well you play. Similar to the real military, higher ranks will not come easily. Only dedicated players will make it to officer rank. You will have a separate level for each different multiplayer game category. Please log onto NovaWorld for more information on Ranks and game rules.

MULTIPLAYER GAME TYPES

Deathmatch and Team Deathmatch

For Deathmatch, all players are competing against each other to gain the high score by eliminating the most opponents. In Team

Deathmatch, players work in teams to get the high score.

Capture the Flag

Flags are represented by a flag symbol on the GPS map. You are part of the red team or the blue team and your objective is to grab the other team's flag by running over it and returning it to your team's Flag Bay (represented by a flag inside a circle). At the same time, you need to defend your own flags from your opponents. Some variations have multiple flags that must be retrieved. The waypoint indicator will help guide you to the flags and back to your flag bay.

Team King of the Hill

In this scenario, teams win by occupying a marked "Hot Zone" for a specific duration of time (set by the game host). The hot zone shows up as a circle on your GPS. You need only one teammate in the zone for the team timer to count up. As soon as

RANGERS LEAD THE WAY





PROGRESSIVE SPAWN POINT MAP

your team has no more teammates in the hot zone, your team's timer will immediately drop to zero.

Search and Destroy

Each team must enter into the other's territory and destroy specific targets to win the game.

Attack and Defend

Similar to Search and Destroy, one team wins if they destroy all of the targets within their opponent's territory. The defenders win if time expires before the other team can accomplish all of their goals.

Emotes

NOTE: Default key for emotes is unassigned. To assign go to **OPTIONS/REMAP** and select a key.

Delta Operators rely on effective communication in the field to coordinate attacks and inform each other of important tactical information. This is done with

short, succinct verbal cues, or with wordless hand signals. During multiplayer games, you can communicate with your team by using emotes. To do so, press the Emotes key and then press the number that corresponds with your selection. Your character will then give a pre-scripted order, response, or taunt using verbal and visual cues. Teams that learn to use emotes for communication will find that their ability to coordinate assaults will improve greatly.

PROGRESSIVE SPAWN POINTS

Team based multiplayer matches will now have the option of including Progressive Spawn Points (PSP's). PSP's are placed in the map and can be controlled by either the Red or Blue teams. When a team controls a PSP, players will have the choice of respawning near that PSP, or back at their original spawn point. To capture a PSP for your team, you must touch the PSP, which will turn green (neutral). After fifteen seconds (indicated by a time bar), the PSP will switch to your team's color. Everyone

will receive a text message indicating that a team is taking over a PSP.

When your character is waiting to respawn, you will see a map of the area and the PSP points highlighted in the color of the team that controls it. Simply press the corresponding letter to spawn at a PSP that matches your team color. Pressing the Space Bar will send you to your initial spawn point. After you respawn at a PSP, you will not be able to use any PSP's for thirty seconds. You may respawn at your original start point after the timer expires.

HOSTING

You can host a NovaWorld or LAN/IP game with up to 16 players. The number of players you can host is dependent on your connection speed. The faster your connection, the more players you will be able to have in your game.

MULTIPLAYER HOSTING GAME OPTIONS

The host of a multiplayer game will be able to set several different options to determine how the game functions.

Host Message

This text will appear on the map's load screen.

Game Name

The name you type here will appear on the multiplayer selection screen.

Country Code

Type the name of your country here if you want other players to know where the server is located.

Password

If you want to limit who can join your game, type the password they must know to join your game here.

Connection Type

Select either NovaWorld or LAN/IP.

Server Type

If you will be playing the game you host on your computer, choose "Serve and Play". The host should always be the person with the fastest Internet connection and/or computer setup. If you will have a dedicated server for hosting the game, choose "Serve Only".

TEAM OPTIONS

Friendly Fire

Selecting Yes will allow players to damage their own teammates.

Max FF Limit

If you enable Friendly Fire, a player will be automatically punted from your game for exceeding this many same-team kills.

Friendly Tags

Choosing No will disallow players' use of Friendly Tags.

Choose Team

Yes allows a player to pick which team they will be on, no let's the server choose.

ALWAYS WORK AS A TEAM



FF Warning

Select No to remove the safety X that appears when targeting allies for all players.

Team Preference

In Serve and Play mode, you can select your team here.

Team Password

Use these boxes to set individual passwords for teams. Remember to inform your players of their proper password.

END CONDITIONS

Time Limit

Determines how long a game will last.

Score Limit

Determines what score must be attained before the game ends and a winner is declared.

King of the Hill Time

Determines the total cumulative amount of time, in minutes, a player must occupy the hot zone in order to win a King of the Hill game.

BASIC AND ADVANCED SETUP

Maximum Players

Determines the maximum number of players allowed to join the multiplayer game.

Delay Start

The number of minutes before play can begin. This allows time for new players to join in.

Replay

If this is set to "Yes", the game will automatically restart in the same map after the previous round is finished. Select "Cycle" to have the game go through each map for that game type. Select "No" to have the game end after the round is finished.

Respawn

After a player is killed, they will have to wait this many seconds before being able to respawn.

WEAPON OPTIONS

As host, you can limit what weapons are available to the players by changing these options. You may change each weapon's availability one by one or change them all at once using the "Set Availability for All Weapons" buttons. These options do not change which classes can use a specific weapon.

Always Available

Allows the weapon to be freely available to its normal character classes. (this is the default setting for all weapons on all maps)

Never Available

No player may select this weapon.

Armory Only

The weapon is not available when the player logs in, but can be selected inside an armory.

NOVAWORLD OPTIONS

Require NovaWorld Login

Requires a player to login thru NovaWorld with a valid CD Key. This is necessary if you wish to ban a player from your server. (See README.txt for info on banning and punting players)

Allow Player Skins

Allows players to play with locally-hosted custom avatar skins. Custom skins do not download with the map.

MULTIPLAYER CHARACTER SPECIALTIES

When playing on NovaWorld, or through a LAN, you will be able to choose a combat specialty for your character. Each specialty will give you advantages with certain weapon types, or give you additional skills. While you gain proficiencies, there may also be drawbacks to using weapons outside your character specialty.

You can switch your specialty and weapon loadout during a game by entering an armory and changing your selections.

Sniper

A professional sniper is trained to engage targets at great distances. They treat their guns with great care, and have them tuned to their personal specifications. Their preferred weapons are the M21, M24, Model 70, and Barrett sniper rifles.

Close Quarters Battle

When the magazine is empty, the knives come out. This is when the Close Quarters Specialists shine. Their reach with a knife gives them great advantage when fighting in close.

Machine Gunner

Controlling a weapon with a fire rate of over 600 rounds per minute requires skill, training and muscle. Machine Gunners prefer the weight and high magazine capability of the M249 SAW, M60E3, M240B or emplaced machine guns and are more accurate than their untrained teammates when using them.

Medic

Medics are highly valued members of any military unit. In multiplayer games, Medics are able to save a character that has been shot and restore them to fighting form. They also can heal partially wounded characters back to full health.

When a player is shot, a Medic will see the injured character's friendly tag preceded with a countdown timer. If the Medic can reach that character and administer first aid before the timer expires, they can be saved. Medics cannot restore characters killed by headshots, suicide or fratricide.

To administer first aid, select the Medic Pack from your inventory. Then, from a standstill at very close range, point your crosshairs at the injured character and press the Left Mouse Button. If administered in time, the injured player will be able to respawn from that exact spot when they press the Space Bar. If their respawn timer expires before they press the Spacebar, they will return at their original spawn point.

CHARACTER OPTIONS

Auto-Reload Weapon

When checked, your weapon will automatically reload when you finish a magazine. Once a reload begins, you will not be able to switch weapons until it is finished.

Medic Revive Consent

If you leave this box unchecked, a medic will not be able to heal you unless you first press the 9 key to call for a medic.

IN REMEMBRANCE

Between February and October of 1993, 31 U.S. Soldiers died while serving in Somalia. Task Force Ranger suffered 19 of those casualties and received over 25 posthumous medals including two Congressional Medals of Honor.

We list the names of all 31 of these fallen Soldiers to commemorate and honor their sacrifice. These Soldiers gave everything in service to their country and to the people of Somalia.

Non-hostile casualties:

PV2 Conner, David - 02/08/93
 PV2 Robertson, Don D. - 03/02/93
 PV2 Harris, Daniel L. - 03/18/93
 SPC Nicholson, Edward J. - 09/30/93

Hostile casualties:

SFC Deeks, Robert H. Jr. - 03/03/93
 SPC Gutting, Mark E. - 08/08/93
 SGT Hilgert, Christopher K. - 08/08/93
 SPC Pearson, Keith D. - 08/08/93
 SGT Richerson, Ronald N. - 08/08/93
 SGT Anderson, Matthew K. - 09/25/93
 SGT Richardson, Ferdinand C. - 09/25/93
 SGT Williams, Eugene - 09/25/93
 SSG Busch, Daniel D. - 10/03/93
 SPC Cavaco, James M. - 10/03/93

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 MSG Gordon, Gary L. - 10/03/93
 SGT Joyce, James C. - 10/03/93
 PFC Kowalewski, Richard W. Jr. - 10/03/93
 MSG Martin, Timothy L. - 10/03/93
 SPC Pila, Dominick M. - 10/03/93
 SGT Ruiz, Lorenzo M. - 10/03/93
 SFC Shughart, Randall D. - 10/03/93
 CPL Smith, James E. - 10/03/93
 PFC Martin, James H. Jr. - 10/03/93
 CW2Briley, Donovan L. - 10/03/93
 SSG Cleveland, William D. Jr. - 10/03/93
 SGT Field, Thomas J. - 10/03/93
 CW4 Frank, Raymond A. - 10/03/93
 CW3 Wolcott, Clifton, P. - 10/03/93
 SGT Houston, Cornell L. - 10/04/93
 SFC Rierson, Matthew L. - 10/06/93



Photo by Anton Berendsen

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EMAIL: support@aspyr.com

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