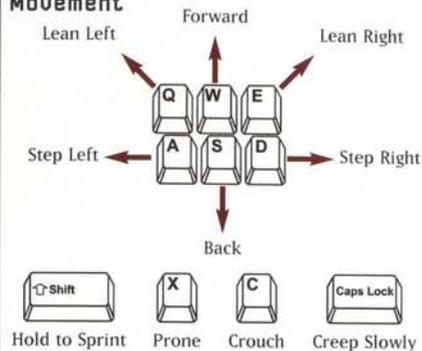


Movement



Interaction



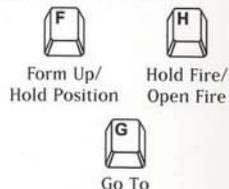
Rim and Fire



Select Team Members



Team Commands



Select Weapons

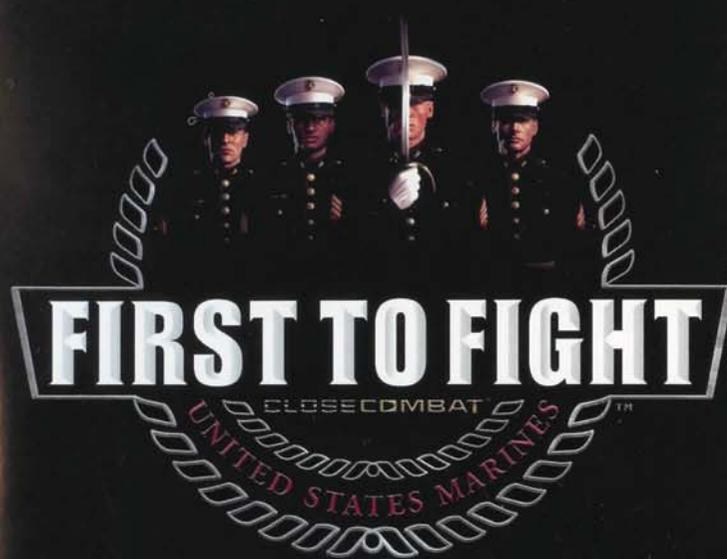


Press once to select a weapon, press again to cycle through weapon fire modes—Rate of Fire for rifles, Throw/Lob for grenades.

DEFAULT CONTROLS

For Scroll Wheel Mouse
[See Page 2 for Single Button Mouse]

Multiplayer



INSTRUCTION MANUAL



6046-4ddb-7c08-64b7-d077

INSTALLATION

To Install First to Fight:

- 1) insert the First to Fight DVD into your DVD ROM drive.
- 2) double-click the First to Fight DVD icon that appears on your desktop.
- 3) double-click the Install First to Fight icon.
- 4) follow the on-screen installation instructions.

SYSTEM REQUIREMENTS

Macintosh computer with a G4/867Mhz or faster processor, OS X v10.2.8 or higher, 256MB RAM, 32MB video card (ATI Radeon 7500/NVidia GeForce 2MX or better), 2.5GB hard disk space, DVD drive. Broadband connection (cable or DSL) required for online play.



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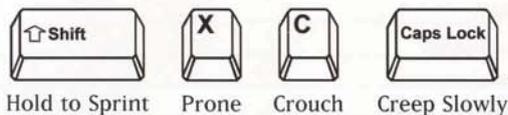
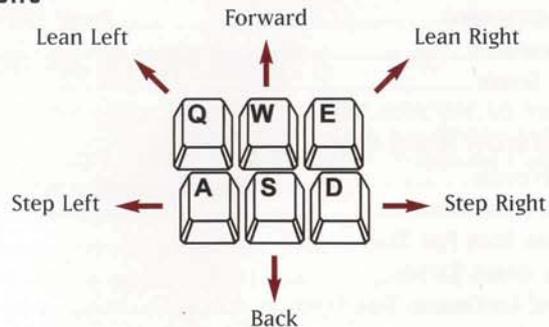
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DEFAULT CONTROLS

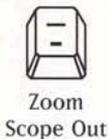
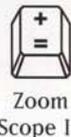
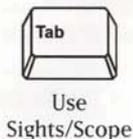
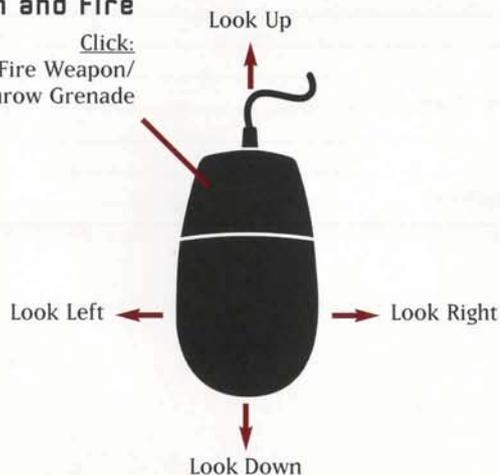
For Single Button Mouse
[See Back Cover for Scroll Wheel Mouse]

Movement



Aim and Fire

Click:
Fire Weapon/
Throw Grenade



Interaction

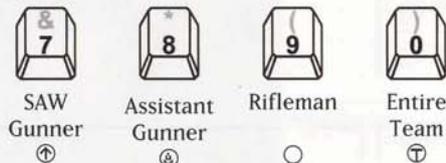


Select Weapons

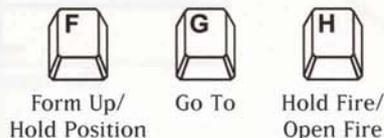


Press once to select a weapon, press again to cycle through weapon fire modes—Rate of Fire for rifles, Throw/Lob for grenades.

Select Team Members



Team Commands



Multiplayer





THE GAME SCREEN

Rate of Fire

- Single-Shot •
- Burst •••
- Full Auto •△•

Weapon Equipped

Ammunition Remaining

Player Stance

- Standing 
- Crouching 
- Prone 

Player Health

Hints

Fire Team Position

- Team Leader 
- SAW Gunner 
- Assistant Gunner 
- Rifleman 

Team Mate Name

Team Mate Health

Team Mate Status

First Aid Kits

Corpsman Indicator

Sniper Calls Remaining

Mortar/Air Strike Calls Remaining

Direction of Incoming Fire

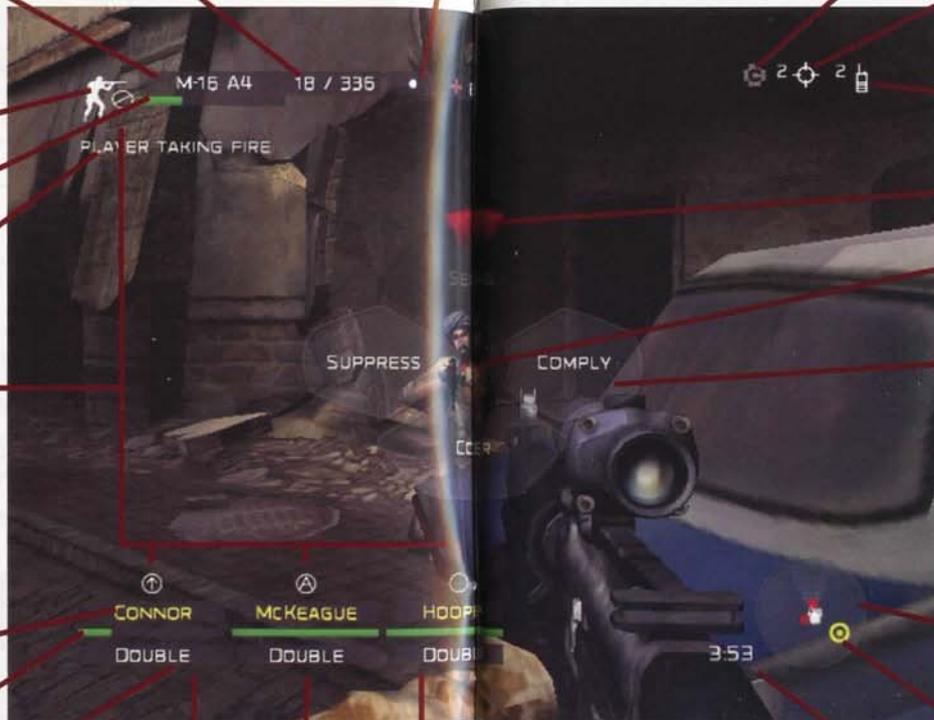
Targeting Reticle

Radial Menu

Radar

Current Checkpoint

Mission Time Elapsed



Fire Team



QUICK START

Create a Profile

The first time you start *First to Fight*, you will need to create a new Player Profile. Saved games are associated with your Profile, and any Profile can store eight saved games at any one time.

Enter a name and choose a face for your Marine.

If you wish to create additional Player Profiles, select **Manage Profiles** from the Main Menu then select **Create Profile**.

Start a New Single-Player Game

- Select **Single Player** from the Main Menu.
- Select **New Game** from the Single Player Menu.
- Choose a **Difficulty**—**Recruit** is easiest, **Simulation** is most difficult.
- Select **Start Game** to begin.

Save a Game

- Press the P key while playing a game to display the In-Game Menu.
- Select **Save Game** from the In-Game Menu.
- Select a saved game slot.
- Click **Save** to save your game.
- Select **Resume** to resume playing.

Join a Multiplayer Game

- Select **Multiplayer** from the Main Menu.
- Select **Join** from the Multiplayer Menu.
- Select **Internet** to search for an Internet game, **Local Network** to join a game over a local-area network (LAN).
- Select a game in the Browser list and click on **Connect** to join a game in progress.

THE UNITED STATES MARINE CORPS

The United States Marine Corps is the tip of America's military spear. Operating in a perpetual state of readiness, Marines can deploy astonishingly powerful military might almost anywhere in the world in less than 96 hours.

This is possible because Marines are America's only forward-deployed expeditionary force. At all times—during peace and war—Marine Expeditionary Units, complete with thousands of highly-trained men, jets, attack helicopters, tanks and other massively powerful military assets, are deployed on naval battleships and aircraft carriers in the seas around the world, ready to strike an enemy on a moment's notice.

Created even before Congress approved the Declaration of Independence, those who have earned the right to be part of the Marine Corps live a kinship that is older than our nation. Marines share a closeness that is forged by the fires of intense discipline and a steadfast commitment to each other, the values of honor, courage, and commitment, and their country.



As our nation's smart, tough, elite warriors, Marines guard the White House and America's embassies around the world, they provide helicopter transportation for the President, and secure the nation's most valuable nuclear weapons sites. There are very few who have earned the right to be called a United States Marine. They are our nation's noble and elite warriors. They are our *First to Fight*.

Maneuver Warfare

Traditional warfighting is known as "Attrition Warfare." The goal of Attrition Warfare is to destroy an enemy by the cumulative annihilation of the enemy's human and material assets through superior firepower. In Attrition Warfare, technical proficiency, especially with the application of fire from weapons, is more important than cunning or creativity. Success depends most on overall superiority—both your ability to give and take numerical attrition.



Marines practice a form of warfighting known as "Maneuver Warfare." Maneuver Warfare attempts to bypass an enemy's defenses to penetrate the enemy's system. Rather than destroying him physically, the aim of Maneuver Warfare is to "shatter his moral, mental, and physical cohesion" through a series of "rapid, focused, and unexpected actions that create a deteriorating environment with which he cannot cope." Modern Marine Corps strategy is built on stealth, maneuver, and deception. Maneuver Warfare is often fought at a relentless pace and conducted with razor precision intended to strike the enemy at his weakest point, to cripple his ability—and especially his will—to fight.

Because of the Marine Corps' focus on Maneuver Warfare, the behaviors of every friendly and enemy character in *First to Fight* are based on a psychology model, allowing you to apply Marine principles of Maneuver Warfare against your enemies and affect your enemy's will to fight.



COMBAT READINESS

Missions

After you have been introduced to the Marines who will make up your Fire Team, your mission begins with a news broadcast detailing the current situation from a reporter embedded with your Marine Air-Ground Task Force (MAGTF). The report may give you clues as to what you might expect once you get into the field. Press the **Action** key to continue to the mission briefing.

After the news report, you will receive specific orders for the mission. Your orders will include information about your commander's intent for the mission, the Rules of Engagement governing your actions, and specific orders about High Value Targets (HVTs) you will be seeking. HVTs are enemy leaders and other key personnel whose capture will cause the greatest harm to opposing forces (OPFOR). Your mission will be judged a greater success if you capture HVTs than if they are killed.



During your missions, you will need to complete various checkpoints, which appear on the Radar at the lower-right corner of your screen. Some checkpoints simply require you to move to a particular location, and these checkpoints appear as yellow circles on the radar. Other checkpoints require you to secure a location by clearing the area of all OPFOR; these checkpoints appear as a yellow squares on your radar.

Each Mission is divided into a number of "Levels," and the Levels are divided into smaller "Scenes." At the end of every Scene, you will pause briefly to load the next Scene.

Once you have reviewed your objectives, press the **Action** key (Spacebar by default) to begin conducting your mission.

Tip

Your mission will fail if:

- You die.
- Two Fire Team members are killed in action.
- You kill one of your Fire Team members.
- You kill civilians.
- You kill OPFOR who have surrendered.

After Action Reports (AARs)

After every level you will view an After Action Report (AAR), a summary of your performance. The AAR lists statistics, combat commendations, and medals for each member of the Fire Team, as well as for the Fire Team as a whole. Your rating is affected by the difficulty level you have selected for your game, your actions within the mission, the performance of your team, whether you have captured or killed OPFOR and High Value Targets (HVTs), and many other factors.

While it is easier to earn medals and get better ratings if you are playing using the higher difficulty ratings, you will need to use greater skill in performing your missions. Some medals you will only be able to earn on the highest difficulty rating, **Simulation**, and only if you are able to perform at peak efficiency and with great courage.

Your AARs are saved with your Player Profile and you can choose to view past AARs at any time by choosing **Portfolio** from the Main Menu.



HUD and Displays

The Heads Up Display (HUD) provides you with the information you need to assess your current situation and to complete your mission.

At the top left of the screen you will find your Personal Status:



Stance: Shows whether you are currently standing, crouching, or prone.

Team Position: Shows your position on the team. In the single-player game, you will always be the Team Leader.

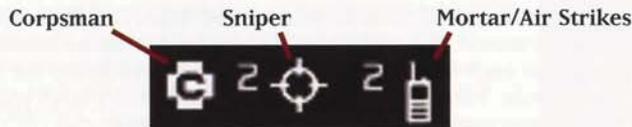
Health Bar: Shows how much health you have remaining.

Ammunition: Shows the amount of ammunition in the current clip and the amount of ammunition remaining overall.

Rate of Fire: Shows the current rate of fire selected for the weapon.

First Aid: Indicates how many first aid kits you have remaining.

At the top right of the screen are the Corpsman and MAGTF indicators:



Corpsman indicator: If the Corpsman indicator is white, you will be able to call a Marine Corpsman to evacuate incapacitated Fire Team members. You must call the Corpsman to evacuate incapacitated team members before you can advance to the next "scene."

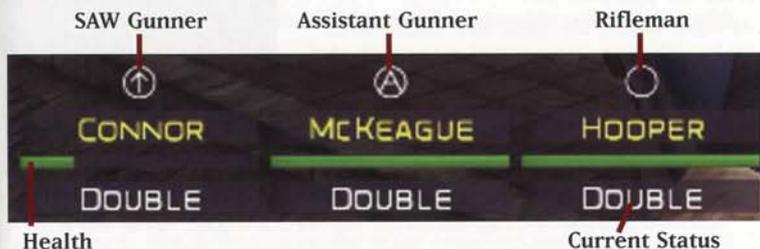
MAGTF indicators: Number of sniper calls ("Crosshairs" icon) and mortar and air strikes ("Radio" icon) remaining for the mission. If the indicator is transparent, no MAGTF calls are currently available.

At the center of the screen is the Targeting Reticle.

The Targeting Reticle indicates the aim point for your currently-equipped weapon. The color of the reticle indicates special actions that may be available (see page 12 for more information).



At the lower left of the screen is the Fire Team Status display.



The Fire Team Status Display gives you ready access to information on each of your Fire Team members, including their current health and their current status.

Each teammate is identified by an icon representing his position in the Marine Fire Team doctrine of Ready Team Fire Assist (RTFA). RTFA is the system of formation, movement, and tactics Marines use as a Fire Team, and is covered beginning on page 18 of this manual.

When you have ordered teammates to hold fire, you will see yellow brackets around their RTFA icon.

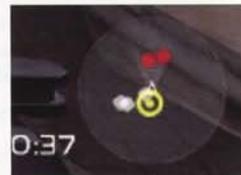


At the bottom right are the mission radar and mission clock.

The mission radar is always centered on your location.

Various colors are used on the Radar:

- White Blips:** Fire Team members
- Red Blips:** OPFOR
- Green Blips:** Allies
- Yellow Circle:** "Move To" checkpoint
- Yellow Square:** "Clear Area" checkpoint



"Move To" checkpoints indicate that you must simply move to a location before continuing on your mission. "Clear Area" checkpoints require you to secure a location before moving on by eliminating all OPFOR you encounter. If a checkpoint is above you, a yellow triangle pointing up will appear next to the checkpoint. If the checkpoint is below you, a yellow triangle pointing down will appear next to the checkpoint.

Mission elapsed time is listed to the left of the Radar.

In Simulation Mode, enemies only appear on radar when they are firing, and will fade from the radar shortly after leaving your field of view.

Radial Menus

At times during the game you will need to make selections from radial menus, which appear in the center of your screen surrounding the Targeting Reticle. The color of the Reticle indicates the actions available at the point of aim.



White: World Menu. The World Menu allows you to access important tactical actions and call on sniper support. See page 19 for more information.

Red: Enemy Menu. The Enemy Menu allows you to access Fire Team actions to deal with specific enemies. See page 20 for more information. The Reticle will also turn red when you are able to call for Air Strikes and Mortar Support. See pages 27-28 for information on Air Strikes and Mortar Support.

Blue: Item or Door Menu. See pages 15, 20-21 for more information.

Green: Heal Fire Team members. See page 17 for more information.

Yellow: Civilian or OPFOR who can be secured (see page 30). A yellow Reticle has no special radial menu. Killing too many civilians or any OPFOR who have surrendered will cause your mission to fail.

To use a radial menu, press and hold the **Control** key, move the mouse in the direction of the menu entry you wish to select, then release the **Control** key when the item becomes highlighted. For example, if the Targeting Reticle is white, press and hold the **Control** key to display the World Menu depicted in the illustration above. Move the mouse down to select the **Cover** function and release the **Control** key.

If an item in a radial menu is grayed out, that item is currently unavailable for selection.



Movement and Aiming Controls

The following are the default keys used to move around the world:

W and S: Move forward or back.

A and D: Sidestep left or right.

Shift: Hold the **Shift** key and press **W** to sprint. You cannot fire or reload your weapon while running.

Caps Lock: Press the **Caps lock** key to begin moving at a slow creep. Your accuracy is improved while creeping slowly. Press the **Caps lock** key again to return to normal movement speed.

C: Crouch. Fire is more accurate while crouched and you are a smaller target, though you move more slowly. Press **C** again to stand.

X: Drop to prone. Fire is considerably more accurate while prone and you are hard to hit, though you move very slowly. Press **X** again to return to standing.

Q and E: Lean left or right and look around obstacles. You will be harder to hit when leaning around an obstacle, although you cannot move while leaning. Release the key to return to a normal stance.

Use the mouse to look around the world:

Up/Down: Look up or down.

Left/Right: Turn left or right.

Tab: Press the **Tab** key to bring up the Scope or the Iron Sights for a weapon; press the = (equal sign) key to increase scope magnification levels and the - (minus sign) key to decrease scope magnification.

N: Every Marine is equipped with night vision goggles (NVGs). Press the **N** key to use your night vision goggles to see in a low-light situation. Press the **N** key again to turn the NVGs off.

Changing the Control Settings

You can customize your control settings. Select **Options** from the Main Menu, then select **Controls** from the Options Menu.

Click on the control you wish to change then press the key you wish to use for the control. If you assign a key that has been assigned to another control, remember to set a new key for the other control. Click **Apply** to save your changes.



Weapons

Use your current weapon by clicking the mouse button. Note that some weapons such as grenades or the M203 Grenade Launcher do not fire directly in a straight line and you will need to practice with the various weapons to learn how best to direct their use.

Press the **Reload** key (**R**) to reload your weapon at any time.

As you move and look around, the Targeting Reticle in the center of the screen will expand and contract. This indicates how accurate your aim will be when you use your weapon. The larger the circle becomes, the more inaccurate your fire will be. If you stop moving, the Reticle will contract again, reflecting your improved accuracy.

To switch between the different weapons you are currently carrying, press the appropriate number key at the top of your keyboard to select the appropriate weapon:

- 1 **(one): Primary Weapon.** In the single player game this will always be your M16A4 rifle.
- 2 **(two): M203 Grenade launcher.** The M203 is attached to the bottom of your M16A4 rifle.
- 3 **(three): Secondary Weapon.** In the single-player game, this will be weapons you have picked up from defeated OPFOR or Fire Team members who have fallen in battle.
- 4 **(four): Grenade.** You carry a limited supply of fragmentation grenades.
- 5 **(five): Smoke Grenade.** You carry a limited number of smoke grenades. Smoke grenades provide concealment when no cover is available. Smoke grenades do not provide the level of protection provided by adequate cover, but OPFOR will have a harder time hitting you and your Fire Team if they cannot see you.



Some weapons have multiple rates of fire. Grenades can be thrown or lobbed. Press the weapon selection key again to cycle through the various fire modes for your selected weapon. The M16A4, for example, can fire single-shots or three-round bursts. Press the **1** (one) key repeatedly to cycle between single-shot and burst modes.

You can also press the **Z** key to make a melee attack in close quarters.

Using Objects

You will need to open doors, operate weapons mounts, climb ladders, and pick up objects you find in *First to Fight*.

When the Targeting Reticle is pointed at an weapon mount you can use, the Reticle will turn blue and the "Weapon Mount" icon will appear. Press the **Action** key (**Spacebar**) to use the weapon mount. You can also press and hold the **Control** key to access several optional Item Actions. Item Actions are covered in more detail on page 20.



Note that if a vehicle has multiple weapon mounts, you can press the **Action** key to begin using the vehicle's weapons, then press the **1** (one) key to select the vehicle's primary weapon, press **2** (two) to access the vehicle's secondary weapon.

The Targeting Reticle will turn blue and the "Door" icon will appear when you approach a door. Press the **Action** key to open the door. Doors (and doorways) have several optional actions; to access these actions, press and hold the **Control** key and use the mouse to select an action from the radial menu that appears. Door actions are covered in more detail on page 21.



The Targeting Reticle will turn red and the "MAGTF" icon will appear when you have access to mortar and air strikes from the Marine Air-Ground Task Force (MAGTF). Learn more about the Marine Air-Ground Task Force beginning on page 26.



When the Targeting Reticle is pointed at a ladder you can climb, the Reticle will turn blue and the "Ladder" icon will appear. Approach the ladder and press the **Action** key to start climbing the ladder. You will put away your weapon and step onto the ladder. Use the **W** and **S** keys to move up and down the ladder. When you get to the top or the bottom of the ladder, you will automatically release the ladder and ready your weapon.



Destroying Objects

You occasionally will find items that can be destroyed. When you point the Targeting Reticle at an item that can be destroyed, the "Destructible Item" icon will appear. Shoot the item to destroy it. Destroying some objects will dramatically affect the way an engagement will play out, often in your favor...





Replenishing Ammunition

Scattered throughout the game you will find ammunition caches for your weapons. Approach the cache and press the **Action** key to replenish your supply of ammunition.



You can also pick up weapons left behind by defeated OPFOR or fallen Fire Team members. Point the Reticle at a weapon lying on the ground and the "Pick Up" icon will appear. Press the **Action** key to pick up the weapon and begin using it; pick up weapons of the same type to get more ammo. If you pick up one weapon, then pick up a different kind of weapon, you will lose the first weapon you picked up. Use the Select Weapon radial menu to switch to a weapon you have picked up.



You may also pick up extra ammunition for the weapon from the bodies of defeated OPFOR by pointing the Targeting Reticle at a body and pressing the **Action** key.

Tip

It is generally recommended that you pick up the SAW if the SAW gunner is incapacitated, as its use is important to maintaining effective fire in the field.

Death and Healing

The battlefield is a hazardous place. When you are taking damage, a red "splash" will appear on your screen pointing in the direction from which you have been hit.

You must pay close attention to your health and the health of your Fire Team. If you are incapacitated, or your mission fails, you can choose from the following actions:

Scene Restart: Return to the beginning of the current "scene."

Checkpoint Restart: Return to the most recent checkpoint.

Load Saved Game: Load a saved game.

Quit: End the mission and return to the Main Menu.



Press the **First Aid** key (default **B**) to use a first aid kit to dress your wounds and regain lost health. Periodically you will find first aid resupply stations where you will be able to replenish your kits. Approach the resupply station and press the **Action** key to take fresh first aid kits.

You can use first aid kits to heal Fire Team members. Point the Reticle at the team member (the Reticle will turn green) and press and hold the **Control** key. Choose **First Aid** from the radial menu that appears.

Corpsman

If one of your Fire Team members is incapacitated, you will need to press the **Corpsman** key (**M**) to call for a Marine Corpsman to evacuate the Fire Team member. Check the Corpsman indicator in your HUD to see whether you need to call the Corpsman.



If a Fire Team member is incapacitated, their health bar will turn red and will slowly be drained. If you do not call for the Corpsman before the health bar is empty, that Fire Team member will die and will not be available in future missions.

If a Fire Team member is incapacitated or dies, points will be deducted from your rating in the After Action Report (AAR) following the level. More points will be deducted from your rating the longer you wait to call a Corpsman. You *must* call the Corpsman to evacuate an incapacitated or dead Fire Team member before you continue to the next "scene."

If you lose two Fire Team members, your mission is over and you will need to load a saved game or restart the checkpoint, or scene and try again.

Tip

If the SAW gunner has been incapacitated and you have not yet picked up the SAW, the Corpsman will give it to one of the other Fire Team members.



READY-TEAM-FIRE-ASSIST

How a Fire Team moves and covers fire sectors can determine whether its members will survive hostilities in an urban environment. The military refers to urban environments as "4D terrain" because enemies can attack your Fire Team from all directions—all around you from the street, above you from windows and rooftops, in the air from trees and aircraft, and below you from sewer and utility tunnels.

The Marine Corps has created a system of formation, movement, and tactics it calls "Ready-Team-Fire-Assist" (RTFA) that aims to give a Fire Team 360-degree security when moving down streets, crossing intersections, ascending staircases, engaging the enemy, etc.

Your Fire Team in *First to Fight* automatically follows the same RTFA procedures Marines use right now during combat in Iraq and Afghanistan. These procedures cause your Fire Team in *First to Fight* to behave very differently from Fire Teams or squads in most other tactical military shooters.

Your Fire Team

Each member of a Marine Fire Team is assigned a particular role:

Ready is the rifleman. He is your point man and stands next to the team leader (you). He is equipped with an M16-A4 rifle.

Team is you, the team leader. You carry an M16-A4 rifle with an M203 grenade launcher attachment.

Fire is your SAW gunner, who has the M249 Squad Automatic Weapon.

Assist is the assistant gunner, who carries an M16-A4 as well as extra ammunition for the SAW gunner.

Tip

The icons in the Fire Team Status display at the lower-left of your screen indicate the RTFA position of each Fire Team Member. The icon for the Team Leader (you) appears next to your Stance icon at the top left of the screen. These icons will identify your team mates in multiplayer games, as well.

-  Team Leader
-  SAW Gunner
-  Assistant Gunner
-  Rifleman

COMMANDING YOUR FIRE TEAM

Movement and Fire

Give your Fire Team general instructions for engaging the enemy:

Hold Position: Order your team to hold position. Press the **Form Up** key (F) to toggle between **Hold Position** and **Form Up** orders.

Form Up: Order your team to form up and follow you. Press the **Form Up** key (F) to toggle between **Hold Position** and **Form Up** orders.

Hold Fire: Order your team to hold fire. Press the **Hold Fire** key (H) to toggle between **Hold Fire** and **Free Fire** orders.

Free Fire: Order your team to fire at will. Press the **Hold Fire** key (H) to toggle between **Hold Fire** and **Free Fire** orders.

Go To: You may also order your Fire Team to go to a particular location. Point the Targeting Reticle at the location and press the **Go To** key (default G) to command them to go to that location.

Special Commands

You will encounter situations where you wish to give your Fire Team specific orders to use their training to defeat OPFOR. The color of the Reticle determines which tactics are available to you at a given location.

White Reticle: World Actions.

Red Reticle: Enemy Actions, MAGTF actions (see pages 26-28 for info on MAGTF actions).

Blue Reticle: Usable Item Actions.

World Actions

When the Reticle is white, holding the **Control** key will display the World radial menu.

The top item in the menu accesses the various assets you have available to you as a member of a Marine Air-Ground Task Force; MAGTF actions are covered in detail beginning on page 26. You can also order the Fire Team to:

Cover: Hold position and fire at any hostile targets who move into view at the covered location.

Suppress: Use suppressing fire to keep enemies pinned down.

Comply: Command nearby OPFOR to surrender. (See page 30.)





Enemy Actions

When the Reticle is pointed directly at OPFOR, holding the **Control** key will display the Enemy radial menu.

You can order your Fire Team to:

Cover: Fire when they have a clear shot at your target.

Suppress: Use fire to keep the targeted OPFOR pinned down.

Comply: Command nearby OPFOR to surrender.

Once OPFOR have surrendered following a **Comply** command, the following item will become available in the radial menu:

Secure: Secure OPFOR who have surrendered.



Item Actions

When the Reticle is pointed at a usable item such as a gun emplacement and the "Weapon Mount" icon appears, holding the **Control** key will display the Item Actions radial menu:

You can order your Fire Team to:

Use: One of your team mates will begin using the weapon.

Suppress: Use suppressing fire on the item.

Cover: Fire at any OPFOR who move to the covered location.



Door Actions

When the "Door" icon appears while the Targeting Reticle is pointing at a door, holding the **Control** key will display the Door radial menu.



Opening a door in a combat setting can be a hazardous action. Doors are a natural chokepoint to use in an ambush, and Marines are trained to deal with doors as a threat:

Take Down: Order your team to open the door and secure the area beyond, eliminating any OPFOR they encounter.

Frag Take Down: Order your team to first toss a grenade into the room and then follow up by securing the area beyond.

Cover: Hold position and fire at any OPFOR coming through the door.
Suppress: Keep enemies pinned behind the door with suppressing fire.

After you give your Fire Team a **Take Down** or **Frag Take Down** order, they will "stack" in a line at the door. Your Fire Team members will tell you when they are ready to execute the Take Down, and the "Take Down" icon will appear. Press the **Action** key to give the **Go** command.

The Fire Team will not execute the Take Down until you give them the **Go** command or pass through the door.



Selecting Fire Team Members

You can issue orders to individual Fire Team members. Use the following number keys to select a particular Fire Team member:

- 7 (seven): Select SAW Gunner Ⓡ
- 8 (eight): Select Assistant Gunner Ⓢ
- 9 (nine): Select Rifleman ○
- 0 (zero): Select entire Fire Team ⊕

You can select two Fire Team members by selecting first one then the other. For example, to select the SAW gunner and the Assistant Gunner, press 7 then press 8. The names of currently-selected Fire Team members will be highlighted. Once you have selected individual Fire Team members, you may issue commands as usual; unselected Fire Team members will continue with their previous orders.



US MARINE URBAN TACTICS

Even if you've played other team-oriented military games, we urge you to familiarize yourself with the concepts in this section. First to Fight is a highly realistic battlefield simulation created with the help of more than 40 active-duty Marines just returned from combat in Iraq and Afghanistan. Understanding the proven Marine tactics described here will make you a far more effective Fire Team leader in First to Fight.

RTFA Movement

To provide your Fire Team with 360-degree security, each man on your Fire Team covers specific fire sectors and has specific responsibilities. Fire Team members watch windows, doorways, and rooftops for potential ambushes and work in concert to overcome obstacles and eliminate threats as the Fire Team pursues a mission's goals. You don't need to order them to do this. They do it automatically.

Streets

While moving down a street in a double-column, your Ready man automatically covers the fire sector on one side of the street, your Fire man covers above and to the other side, and the Assist man provides rear security for the team. You should cover in front of the team.

Intersections

When you approach an intersection, your Ready man automatically covers down the street to one side of the team while the Fire man covers down the street to the other side of the team. As always, the Assist man continues to provide rear security until the rest of the team has crossed.



Stairways

Marines call stairways a "fatal funnel" because the team is exposed to fire from all directions and has limited options for movement. Move through stairways quickly. Your Fire Team members will cover above, below, and behind the Fire Team. You should keep your weapon aimed in front of the team.

Fire Team Security

A critical responsibility for you as Fire Team leader is to find cover in the environment and move your team from one position with cover to another position with cover, spending as little time as possible in between. Although your Fire Team will find and use cover automatically, they're required to stay close to you to form one cohesive unit. So, whenever possible, try to move to places where your team can find cover.

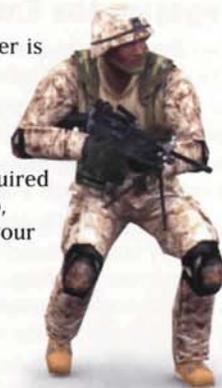
Marines *never* move down the middle of a street, where they are exposed to fire from all sides. They typically stand about 5 feet away from buildings, so only one side of their body is exposed while the other side is far enough away from the buildings to avoid damage from ricocheting shrapnel and bullets.

In situations where you are vulnerable to enemy fire, you can give your team more security by using one of these techniques:

Movement by Fire. Order one of your men (usually your SAW gunner) to **Suppress** in the direction from which you are vulnerable. This will send a stream of lead at the desired area, allowing safer movement for your team during suppression. Marines use suppressing fire liberally, except in areas where civilians are present.

Movement Under Concealment. Use smoke grenades to conceal your movement. Just toss the smoke grenade between you and the direction of your vulnerability.

Room Take-downs. Never enter a room blind. Always issue a **Room Take-Down** order. Your team will stack in front of the entrance, reload their weapons if necessary, and wait for you to issue the **Go** command. Press the **Action** key to give the **Go** command and they will move quickly into the room, moving to positions that give them control of the room and unobstructed fields of fire. If you know enemies await you behind the door, issue your team a **Frag and Take-Down** order. They'll grenade the room before rushing inside.





Engaging the Enemy

Your Fire Team in *First to Fight* engages enemies very differently than Fire Teams in most other military games.

As soon as one member of your team discovers a threat in the environment, your Fire Team will automatically begin combat tactics. First they identify the location of the threat, and then they coordinate activities with each other to neutralize the threat.

Your Marines will try to achieve multiple angles of fire against a threat, and they will try to achieve these angles of fire from positions with cover protecting them. Simultaneously, they're trying to achieve "talking guns," where they alternate fire between team members to achieve steady fire against the enemy.

A key to your Fire Team successfully neutralizing a threat is their ability to move aggressively against the threat. They will not stand passively waiting for you to move against the threat. Instead, each Marine on the Fire Team moves forward against the threat independently, even to positions beyond you, the team leader.

Because your team members move frequently as they coordinate with each other and track the threat, you need to be conscious of their movements to avoid friendly fire. Also, your Marines will shout out "Red" when they're re-loading and "Green" when they have finished reloading. If one of your Marines is reloading, try to provide extra fire against his target. Finally, don't get too distracted by a threat. Your Fire Team can neutralize many threats without you. Keep your eyes looking for additional threats trying to flank your team while they're engaged.

Tip

You will sometimes find that you will make the best use of your Fire Team if you select individual Fire Team members and give them specific orders. Your Fire Team will always use cover and alternating fire to move down a street, for example, but you may prefer to send your SAW Gunner to a safe location and order him to Cover a doorway while the rest of the Fire Team moves up. See "Selecting Fire Team Members" on page 21 for info on giving orders to individual Fire Team members.

Tactical Superiority

Marines emphasize that your success as a military leader depends on your ability to be decisive, find and exploit advantages, achieve speed, adapt, cooperate among forces, and exploit a success. The following techniques can help you achieve tactical superiority against your enemy:

Complementary Forces: Also referred to as "fix and flank." Use part of your team (usually your SAW gunner) to suppress a threat in an effort to pin him down. Then, while he's pinned, you can attack the enemy from an additional location or flank him entirely.

Combined Arms: Combined Arms attempts to present enemies not just with a problem, but with a *dilemma*. You force your enemy into a no-win situation in which he must choose the lesser of two bad options. For example, a SAW gunner could use suppressing fire to pin OPFOR in a courtyard, while you toss a grenade into the enemy's midst. The enemy is then presented with the dilemma of waiting for the grenade to explode or exposing himself to withering fire from the SAW gunner and the rest of the Fire Team. Use Combined Arms to channel enemies where you want them to go. Combined Arms is especially effective when you combine your Fire Team with the power of the MAGTF.



Surprise: Because your enemies in *First to Fight* are affected by a psychology model, you can achieve tactical advantages through surprise. Using deception or stealth, hit your enemy with an unexpected maneuver, then continue hitting him hard once you've achieved surprise to drive his psychological condition into a panic.

Ambush: First, prepare your ambush zone by finding a space where you may apply controlled fire, seal off exits, and protect your flanks. Second, draw your enemy into the ambush zone. Third, apply massive fire against the enemy while he is in your ambush zone. In an ambush, your objective is not to take territory. It is to annihilate your enemy.

Separating Enemies from their Leader: Your enemy's ability to act decisively with highly motivated troops depends very much on OPFOR troops' proximity to their leader. Whenever possible, try to target OPFOR leaders first. Either tactic will negatively affect your enemy's psychological condition in *First to Fight*.



THE MARINE AIR-GROUND TASK FORCE

The doctrine of Maneuver Warfare and its foundation in Combined Arms direct the formulation of the Marine Air-Ground Task Force (MAGTF). A MAGTF is a combination of air, ground, support, and command units that allows the Marine Corps to project American military might into the troubled hotspots of modern warfare. It provides flexibility to deal with the changing situations of the Marine Corps' real-world mission.

The MAGTF works as a unified force, coordinating efforts to accomplish an objective such as taking and securing a landing zone on a foreign shore, keeping the peace in a troubled nation, or distributing necessary supplies on a massive scale in a humanitarian mission.

The Marine Air-Ground Task Force has been created to form a perfect example of a balanced, modern combined arms team. Just as combined arms lies at the heart of small unit tactics such as Ready Team Fire Assist, combined arms drives the formation of the MAGTF. Warfare requires flexibility, speed, and an ability to recognize and act on opportunities that occur in the ever-changing arena of the modern battlefield. Air power supports ground power by preparing the way for an assault; ground power supports air power by providing security and reconnaissance. Because sustaining battlefield elements is just as important as the battlefield elements themselves, the MAGTF incorporates support elements from resupply to medical support.

In *First to Fight*, you are the leader of a Marine Corps Fire Team within a Marine Air-Ground Task Force. Your missions have been selected to support the Main Effort, the primary mission of the MAGTF. As a result, you will have access to the flexibility and support of the MAGTF. You will find in the course of completing your assignments that many times OPFOR will be entrenched in a strong position which your Fire Team is not sufficient to overtake, and you will have the opportunity to use the resources of the MAGTF to assist you. Occasionally, you will be called upon to provide back up to support missions, resupplying other elements of the MAGTF. Read on to learn how the might of the Marine Air-Ground Task Force is at your call.



TASK FORCE SUPPORT

When you encounter entrenched or particularly tenacious opposing forces (OPFOR) in *First to Fight*, you will have the opportunity to radio for support from other elements of the Marine Air-Ground Task Force (MAGTF).

Sniper Support

Most commonly, you will be able to radio for a sniper to clear OPFOR who have your team pinned down in an outdoor area. Point the Targeting Reticle in the general direction of the OPFOR you need eliminated then press and hold the **Control** key; the World radial menu will be displayed. Use the **mouse** to select **Sniper** from the menu. A sniper will respond, moving into position and eliminating OPFOR.

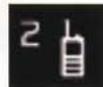
You may use a limited number of sniper calls per level. The number of sniper calls you have remaining is indicated to the left of the "Sniper" icon at the top right of your screen.



Mortar Support

You will be able to radio for Mortar fire to eliminate an enemy position such as a machine gun nest. The Targeting Reticle will turn red when Mortar Support or an Air Strike is available. Point the Targeting Reticle toward the OPFOR position then press and hold the **Control** key; the World radial menu will be displayed. Use the mouse to select **Mortar** from the menu. You will radio in the coordinates of the target, and shortly thereafter, the mortar will fire, removing the OPFOR threat.

You may use a limited number of Mortar calls per level. The number of Mortar calls you have remaining is indicated to the left of the "Radio" icon at the top right of your screen. (The "Radio" icon also indicates Air Strikes available, and using the radio will call in either Mortar or Air Strike support depending on your current situation.)





Air Strikes

Occasionally, you will encounter heavy concentrations of OPFOR deeply entrenched in a well-defended position such as bunkers or groups of armored vehicles. These positions cannot be overrun by your limited force, but the true weight of the MAGTF will be at your call, allowing you to radio for an air strike by Cobra gunships. When an Air Strike becomes available, the Targeting Reticle will become red. Point the Targeting Reticle toward the OPFOR position then press and hold the **Control** key; the World radial menu will be displayed. Use the mouse to select **Air Strike** from the menu. You will radio in the coordinates of the target, and shortly thereafter, Cobra gunships will arrive, eliminating the OPFOR threat.



You may use a limited number of air strikes per level. The number of air strikes you have remaining is indicated to the left of the "Radio" icon at the top right of your screen. (The "Radio" icon also indicates Mortar strikes available, and depending on your current situation, using the radio will call in either Mortar or Air Strike support.)



THE HUMAN WILL

War is an extreme test of the Human Will, the inner strength to carry on in the face of great adversity. The ruthless destruction possible with modern technology and the relentless pace of modern combat can cause an individual to lose his will.

Discipline enables Marines to pursue what is best for them, their Fire Team, the mission, and the Marine Corps. The courage, strength, and sense of duty instilled by every Marine's training not only steel him for the deadly hardship of combat, but give the Marine a decisive advantage over the OPFOR in an engagement zone. Courage is not an absence of fear, but the ability to fight effectively despite fear.

The doctrine of Maneuver Warfare employed by the Marine Corps is based not only on the operational possibilities of combined arms, but also upon an understanding of the effects of the Human Will in combat. That understanding allows Marines to bring their combined arms to bear in the right time and place to not just smash the OPFOR's combat capabilities but to utterly destroy their will to continue.

FIRE TEAM PSYCHOLOGY

As team leader, it is your responsibility to manage not just your Fire Team's actions, but their reactions as well. They will react to their surroundings, including their health, incoming fire, their orders, the welfare of the rest of the Fire Team, and the progress of the mission. If the mission is going well, the Fire Team will be more effective.

To assess the Fire Team's state of mind, point the Targeting Reticle at a team mate to view his current Morale, Discipline, and Health. Discipline indicates the Marine's will to follow orders and training, Morale his will to go on fighting. Together with Health they form a measure of the Marine's overall efficiency.





Managing Your Team's Will

To use your Fire Team effectively, you must manage their will. First and foremost, mission success will affect their state of mind; eliminating OPFOR and achieving mission goals will motivate your team to follow their training and fight on.

Incoming fire causes stress. Sending your team mates blindly into enemy fire with no clear goal can cause their will to deteriorate rapidly. Wounds will negatively impact a Marine's will, and the entire team will be affected when one team mate dies or is incapacitated.

Use your team well, however, and they will become more efficient and will improve your chance of success. As you complete missions and eliminate OPFOR, your Fire Team will become motivated, improving their effectiveness.

OPFOR PSYCHOLOGY

Opposing Forces have many of the same motivating factors as your Fire Team, but they do not have the benefits of Marine training and do not share your Fire Team's level of discipline.

Using suppressing fire, inflicting enemy casualties, and eliminating OPFOR leaders can cause them to take cover, behave erratically, or even break their will to fight. Air Strikes and Mortar fire will affect the morale of all OPFOR near the point of attack.

One important factor in OPFOR morale is their faction. A radical militant will be less affected by the death of a nearby Syrian soldier than by the death of another radical militant. Some factions have better morale than others, as well.

If OPFOR morale is low, you will be able to use the **Comply** command to order opposing forces to surrender. Selecting **Comply** from the World radial menu (see page 19) or the Enemy radial menu (see page 20) commands all OPFOR in an area to surrender. OPFOR will not Comply if their morale is too high, but they may flee the area.

Once OPFOR have Complied, the "Secure" icon will appear when you point the targeting reticle at them. You will need to order your Fire Team to **Secure** the OPFOR. Killing OPFOR who have Complied will end your mission.



Exercise caution, however, as OPFOR may be only pretending to comply and may instead draw a weapon and attack your Fire Team.

OPERATION PRESERVE PEACE

Beirut, 2006

For the last year several groups of insurgents have taken root in the city of Beirut and the surrounding areas. The largest, best organized and funded of these groups is the radical group Atash, led by Tarik Qadan, a local religious zealot of considerable influence.

The current Prime Minister of Lebanon, an impressive, strong-willed man, has kept the situation in check, often liberally using military force to put down even the smallest uprisings. Still the insurgents remain, and wait for their opportunity to strike.

Now that opportunity has come. The Prime Minister has left the country to seek medical care in the United States. Almost immediately his aides began to bicker among themselves and lose control over much of the Lebanese Army based in the city. Things degenerated rapidly from there, as Atash began stepping up attacks within the city. This continued until Akhbar al'Soud, a Lebanese Colonel, assumed command of the militia in Beirut and declared martial law in the city. Shortly after al'Soud took control large battles began between the radical and militia forces as they vied for control of the city and the country. Much of the fighting has been in and around the Grand Serail, the Prime Minister's official home and the symbolic seat of government in Lebanon.

The United States and NATO have been monitoring the situation closely and have decided the time for intervention has come. A joint operation, called Operation Preserve Peace, is begun, spearheaded by US Marines. With only small skirmishes and no casualties the vital Beirut airport is quickly brought under US and NATO control. Shortly thereafter the Marines take control of the area around Beirut's main port, El Karantina, and establish that as their primary base.

Meanwhile fighting in the inner city has tapered off, with the Atash radicals and the Akhbar-led militia reaching a temporary impasse. The militia maintains control of the Grand Serail and the surrounding area, but the radicals now hold much of the older sections of the city. It seems likely both factions will wait to see what actions these American and NATO forces will take, and how best to find an advantage.





Factions in Beirut

Over the course of your missions you will encounter a number of different factions vying for control of the city.

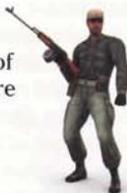
Lebanese Militia: The Lebanese Militia is a breakaway group of Lebanese Army officers and soldiers who follow Akhbar al'Soud. Lebanese Militia have reportedly been operating in tandem with Syrian forces in Beirut.



Radicals: Militant zealots from Tarik Qadan's Atash movement, Radicals are the second major insurgent group in Beirut. They are under-equipped compared to the Lebanese Militia, but are fierce fighters.



Syrians: Syrian forces have been operating in support of Lebanese Militia forces in Beirut. The Syrian troops are well-trained and well-equipped.



Iranian: Small numbers of Iranian Special Forces have slipped into Beirut in support of the Atash Radicals. These are dangerous military professionals, and you must exercise caution when engaging them.



Civilians: Lebanese civilians are once again caught in the crossfire between warring factions in Lebanon. Operation Preserve Peace seeks to protect the citizenry of Beirut and prevent collateral damage. If you kill too many civilians, your mission will be over.



High Value Targets

Over the course of your mission you will encounter OPFOR leadership. Your mission rating in the After Action Report will be higher if you capture these High Value Targets (HVTs) than if they are killed in action, but as Fire Team leader you must act as the situation requires when you encounter any HVTs.

Ace of Spades: General Badr is a former Yemeni general in command of the Syrian forces involved in the Battle of Beirut. He is also largely involved with the direction of the Lebanese militia actions of the Beirut conflict. He is one of the main planners of the 2002 attempts to shoot down planes in Kenya. Badr is driven by a hatred of western powers, whom he sees as "unwanted meddlers" in the Middle East.



Ace of Hearts: Akhbar al'Soud is a Lebanese militia leader under the command of General Badr. He is coordinating the delivery of a large weapons shipment (including Russian-made NVGs) into Beirut. al'Soud's main motivation is greed and a thirst for power, and he has a deep desire to keep his own skin intact at whatever cost to others.



Ace of Diamonds: Khalid Samar is known as a political climber; not very intelligent or imaginative, but his brutality and persistence have pushed him into high position in General Badr's organization. Samar cares little for ideology, wealth or comfort, so long as he can exercise his delight in inflicting pain and fear in those who are weaker than him.



Ace of Clubs: Major Abdullah bin Katan commands the Iranian Special Forces aiding the radicals. Saudi by birth, Katan fled to Iran following assassination attempts against members of the royal family. A professional military man, Katan is considered skilled but unimaginative. While he cares little for the stated religious cause he fights for, like many "loyal soldiers" before him, he follows the orders he is given.



The Joker: Tarik Qadan is a religious zealot leading the Atash movement. Qadan has a lot of local influence over various radical groups in Beirut but, sources say, he is purely being used by Iranian intelligence as a cat's paw. It has been uncovered that a plan has been devised to replace Qadan at the earliest possible moment, should the revolution succeed.





EQUIPMENT

Marine Weapons

M16A4: Lightweight, gas operated .223 caliber rifle. Selectable single- or three-shot burst firing modes. The standard issue rifle of the United States Marine Corps.



M203 Grenade Launcher: Breech loaded, single shot grenade launcher attachment for the M16A4. Fires high explosive 40 mm grenades having a five meter "kill" radius.



M249 SAW: The Squad Automatic Weapon is a fully automatic .223 caliber light machine gun. Effectively adds the firepower of 10 to 20 riflemen to the Fire Team. Suppressing fire from the M249 can be devastating to OPFOR morale.



Shotgun: The M590 is a manual slide action 12 gauge shotgun. It is an unequalled close-combat weapon.



Grenade: The m67 "frag" grenade bursts into numerous fragments when detonated. It has an effective kill radius of 5 meters.



Smoke Grenade: The M8HC Smoke Grenade produces a dense cloud of white smoke for up to two minutes. Useful for creating cover when none exists. Also used for signalling.



Other Weapons

AK-74: Gas operated 5.45 mm rifle with single, burst and fully auto fire modes. It has been in widespread service since 1974.



SVD: Gas operated 7.62mm sniper rifle. The SVD has a scope and uses infrared detection for night firing capability.



Pistol: The .45 caliber m1911 has been in service for decades. It is a favorite for its dependability and close range stopping power.



RPG-7: Versatile rocket launcher used by terrorist organizations worldwide. Able to penetrate 12 inches of armor within 300-500 meters.



RPK: A heavier version of the AK-74, the RPK is a light machine gun seeing widespread use throughout the world.





MULTIPLAYER

Close Combat: First to Fight brings Ready Team Fire Assist urban combat tactics to multiplayer gaming via the Internet or a Local Area Network.

Just as in the single-player game, the team leader can issue orders to the team as a whole or to individual Fire Team members, coordinating the movements of the team. The orders appear in the world as icons matching the RTFA position icons used in your HUD:

Saw Gunner: Ⓢ

Assistant Gunner: ⓐ

Rifleman: ○

Entire Team: ⊕



Game Types

There are three multiplayer game types in *Close Combat: First to Fight*:

Cooperative: Up to four players can cooperate in the single-player missions, with each player filling a different role on the Fire Team.

Modified Cooperative: Up to four players can cooperate to complete the single-player missions, with each player choosing from a wide selection of weaponry.

Fire Team Arena (FTA): Up to eight players can compete in two teams using specially-designed multiplayer deathmatch arenas. A game of Fire Team Arena ends when all players on the opposing side have used up their Lives, when the Kill Limit is reached, or when the Time limit has been reached.

Connecting to Other Players

There are two ways to connect to other players in *First to Fight*:

LAN: Depending on the type of Multiplayer game, up to eight players can connect over a Local Area Network.

Internet: Depending on the type of Multiplayer game, up to eight players can connect using GameSpy. You will need a broadband connection to the Internet.

Joining and Hosting Multiplayer Games

Choose **Multiplayer** from the Main Menu to create or find a game of *First to Fight*. The following options are available:

Join: Browse for a game of *Close Combat: First to Fight*. You will need to choose whether you want to search for **Internet** or **LAN** games.

Host: Create and host a game.

Instant Action: Find a game that matches your specific preferences. You will need to select a number of specific game settings then choose **Join Best Match** to join the game best matching your preferences or click **Browse** to browse all matching servers.

Downloads: Download updates for *Close Combat: First to Fight*.

Multiplayer Game Settings

You can set the following options for a multiplayer game:

Launch: Begin the game using the current settings.

Connection: Choose whether you wish to play a multiplayer game of *First to Fight* via the **Internet** or a **Local Area Network**.

Game Type: Choose whether to play a **Cooperative**, **Modified Cooperative**, or **Fire Team Arena** game.

Difficulty: Only available in Cooperative and Modified Cooperative games. Choose the difficulty as you would for a single-player game.

Gear: Choose what gear loadouts are available to players in Modified Cooperative and Fire Team Arena games.

Lives: Set how many lives each player has. When a player has used up their lives, they will become a spectator. You may choose to have a limited number of lives for each individual player, a limited number of lives shared as a pool by a team, or **Unlimited** lives.

Friendly Fire: Turn **Friendly Fire On** or **Off**.

Players: Set the number of players allowed in the game.

Time: Set a **Time** limit for a game of Fire Team Arena.

Kill Limits: Set the **Kill Limit** for a game of Fire Team Arena.

Tip

Use a combination of **Lives**, **Time**, and **Kill Limit** settings to create a huge variety of Fire Team Arena victory conditions. Choosing low numbers of lives per player or per team will make for fast, intense games, while long Times, high Lives, and high Kill Limits make for fierce battles.



Mission/Maps: Choose the mission for a Cooperative/Modified Cooperative game or the maps for a round of Fire Team Arena.

Game Options: You will be able to set a number of additional options:

Public/Private: A **Private** game will not appear in the GameSpy server browser and cannot be found using **Instant Action**. Players will need to know your IP address to join the game.

Game Name: If you do not set a specific name for the server, the name of the server will be the same as the current Player Profile.

Password: Set a password required to join the game.

Host Port: Set the network port used to transmit game information. It is strongly recommended that you do not change this setting unless you first consult with a network administrator.

Rounds Per Map: Decide how many rounds will be played on each map before switching to the next map in the list.

Join Any Time: If set to **On**, players will immediately join the game when they connect to the game host. If set to **Off**, new players will wait in the lobby until the current round has finished.

Multiplayer Lobby

Once you have created or joined a game, you will start in the Multiplayer Game Lobby.

If you are playing a Cooperative or Modified Cooperative game, each player will be able to select a team position or gear loadout and can choose whether they are ready to begin. The host will be able to **Boot** players and can choose **Start Game** to begin playing.

In a Fire Team Arena game lobby, players will also be able to choose whether they wish to be on **Alpha Team** or **Bravo Team**. Once you begin playing, your team mates will always appear as Marines and your opponents will always appear as OPFOR.

Direct Connect

If you choose to make a Private game, your server will not be listed in the Server Browser. You will need to communicate the IP address of your server to all players who wish to join the game. The players will need to enter the IP address in the **Direct Connect** field on the Server Browser screen and then click **Connect**.

MENU REFERENCE

Main Menu

The Main Menu lists the following options:

Single Player: Start, load, or delete a single-player game.

Multiplayer: Start or join a multiplayer game.

Manage Profiles: Create, load, or delete Player Profiles.

Tutorial: View tutorial movies.

Portfolio: View records of your performance in a single-player game.

Options: Change game options.

Quit: Exit *Close Combat: First to Fight* and return to the desktop.

Creating and Managing Player Profiles

Profiles save your player info and your saved games. You will need to create at least one Player Profile to play *First to Fight*.

When you create a new Profile, you can enter a unique name for the Profile and choose a face for your Marine Fire Team leader. Once you have created a Profile, you can load or delete that Profile by selecting **Manage Profiles** from the Main Menu.

When you save or load a game of *First to Fight*, that saved game will be associated with the current Profile; a Player Profile can hold up to eight saved games. To load a saved single-player game, you will first need to be sure the correct Profile is selected. Saved games are accessed from the Single Player Game Menu, accessed via the Main Menu.





New Game Menu

You may change the following options for a new single-player game:

Enter Name: Enter a name for your game. This will help you distinguish between your different saved games.

Difficulty: Change the difficulty of the game:

Recruit: The easiest game difficulty setting.

Marine: This is the default difficulty setting.

Gunny: Slightly harder than the **Marine** setting, **Gunny** features deadlier combat.

Simulation: The most difficult game setting, Simulation mode features extremely deadly combat, and the information you get on the battlefield is much more limited.

Saving and Loading Games

When you save a game of *Close Combat: First to Fight*, you save the information at the beginning of your current checkpoint. When you reload the game, you will be returned to that point.

To save your game, Press the **Pause Game** key (P) while playing a single-player game. Choose **Save Game** from the In-Game Menu. To load a saved game, you can choose **Load Game** from the In-Game Menu or from the Single Player Menu (accessed via the Main Menu).

In-Game menu

The In-Game Menu is accessed by pressing the **Pause Game** key (P) during a game. The following options are available:

Checkpoint Restart: Return to beginning of the current checkpoint.

Scene Restart: Return to the beginning of the "scene."

Load Saved Game: Load a saved game.

Objective List: View a list of objectives for your current mission.

Options: Set game options.

Save Game: Save your game. Although you may access this feature at any time, *Close Combat: First to Fight* will save only the information recorded at the beginning of your current checkpoint.

Quit to Main Menu: Quit your current game and return to the Main Menu. You may wish to save your game before you quit to the Main Menu, as any progress since your last save will not be recorded.

Setting Game Options

The following options can be changed by selecting **Options** from the Main Menu:

Controls: Change the control settings for *Close Combat: First to Fight*. If you assign a key that has been assigned to another control, remember to set a new key for the other control. Click **Apply** to save your changes.

HUD: Turn HUD elements on or off.

Graphics: Change the graphics settings. Turning various settings off or changing the settings to lower values will improve performance but will reduce graphics quality. Some graphics options may not be available depending on your video card.

Sound: Adjust volume levels.

Tutorials

You can view tutorial videos to learn more about playing *Close Combat: First to Fight* by selecting **Tutorials** from the Main Menu.





GLOSSARY

The following terms are used in this manual and in the game:

- AAR:** After Action Report. AARs are reports assessing your performance in a mission (see page 9).
- AAV:** Amphibious Assault Vehicle. Armored infantry fighting vehicle used by the Marine Corps.
- BMP:** Russian-made, heavily-armed infantry fighting vehicle.
- BRDM:** Russian-made, light infantry fighting vehicle.
- Cobra:** Attack helicopter used by the Marine Corps.
- Corpsman:** Marine Corps battlefield medics.
- FTA:** Fire Team Arena. FTA is the "team deathmatch" multiplayer game mode in *First to Fight* (see page 36).
- Green:** Marines will shout "Green" when they have finished reloading their weapon. See "Red" below.
- Humvee:** Light, mobile, four-wheel-drive vehicle in use by all branches of the United States Military.
- HVT:** High Value Target. HVTs are OPFOR leaders, and their capture or elimination is a key objective (see page 33).
- LAV:** Amphibious infantry fighting vehicle used by the Marine Corps.
- M1A1 Tank:** The Main battle tank of the US Military.
- MAGTF:** Short for Marine Air-Ground Task Force, a MAGTF is a unified force of Marine air, ground, support, and command units.
- OPFOR:** Short for "Opposing Forces." Enemy troops.
- Peeping Tom:** An OPFOR observer who radios for support.
- Red:** Marines will shout "Red" when reloading their weapon. See "Green" above.
- RPG:** Rocket Propelled Grenade. A man-portable weapon used by various military and paramilitary organizations worldwide.
- RTFA:** Ready Team Fire Assist. RTFA is the Marine Corps doctrine governing Fire Team organization (see page 18).
- SAW:** The M249 Squad Automatic Weapon, or SAW, is a man-portable machine gun with a high rate of fire and is the standard squad-level support weapon of the US Armed Forces.
- Sea Knight:** Assault transport helicopter used by the Marine Corps.
- Targeting Reticle:** The small circle and crosshairs at the center of the screen. The Reticle indicates the aim point for your currently-equipped weapon.
- Technical:** An OPFOR vehicle with some sort of improvised armament attached, usually a small pickup with a machine gun in the bed.

FROM THE DEVELOPMENT TEAM:

The US Marine Corps graciously sent over 40 combat-experienced Marines to our offices to help us make *Close Combat: First to Fight* accurate, sometimes within just weeks after they returned from combat operations in Iraq. For many of us at Destineer, getting to know these men is one of the greatest honors of our lives.

We knew ahead of time that these Marines would be remarkably fit physically. What truly impressed us was the very high degree of mental and moral fitness exhibited by these young Marines who had just returned from a war.

We don't know whether it's because of something these men had inside themselves before they joined the Marines, or if it is because the Marine Corps had transformed them into smart, tough, elite warriors, but these young men are built with qualities that inspired us all.

There are people in this world whose purpose is to serve, who embrace a code of values, and who are willing to sacrifice their lives to defend those who cannot defend themselves. We know, because we met a few dozen of them this past year. We thank them for their sacrifice and for their service. But, most of all, we thank them for inspiring us with their honor, courage, and commitment.

These men are among the best America has to offer.

You can learn more about the Marine Corps at Marines.com.





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