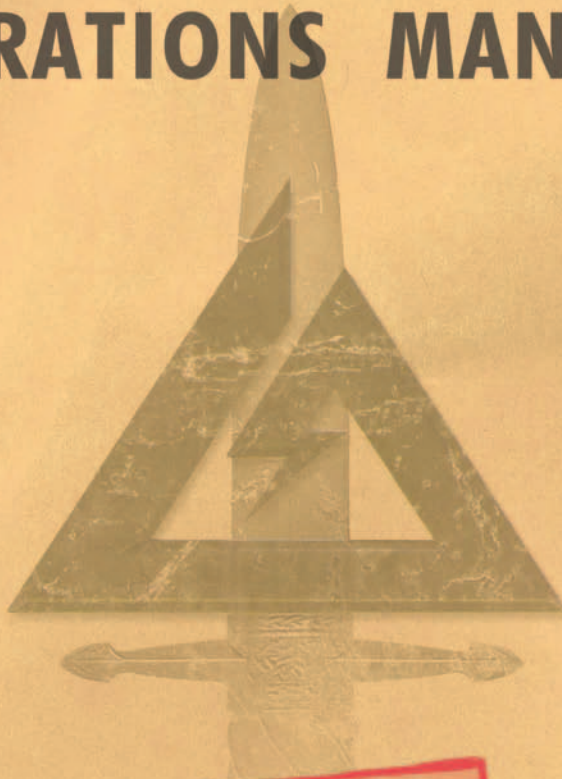


# DELTA FORCE 2 OPERATIONS MANUAL



**CLASSIFIED**

In October of 1977, the 1st Special Forces Operational Detachment-DELTA was secretly formed to deal with the growing threat of world terrorism. At Fort Bragg, elite Delta Force operatives, recruited mainly from the 82nd Airborne, Special Forces Green Berets and U.S. Army Rangers, rigorously train in hostage rescues, specialized reconnaissance and other counter terrorism techniques. Highly skilled in CQB (Close Quarters Battle), armed with the best equipment, and able to infiltrate as civilians, Delta Force is ready to deal with the most dangerous world threats.

Due to the extremely sensitive nature of these low-visibility missions, the U.S. Department of Defense still does not officially acknowledge the existence of Delta Force.

# THE SPECIAL FORCES CREED

I am an American Special Forces soldier! A professional!

I will do all that my nation requires of me. I am a volunteer, knowing well the hazards of my profession.

I serve with the memory of those who have gone before me: Rogers' Rangers, Francis Marion, Mosby's Rangers, the 1st Special Service Force, the Jedburghs, Detachment 101, and the Special Forces soldiers of the Vietnam War, who won 17 Medals of Honor and 90 Distinguished Service Crosses. I pledge to uphold the honor and integrity of all these, in all that I am, in all I do.

I am a professional soldier. I will teach and fight wherever my nation requires, to liberate the oppressed. I will strive always to excel in every art and artifice of war.

I know that I will be called upon to perform tasks in isolation, far from familiar faces and voices. With the help and guidance of my God, I will conquer my fears and succeed.

I will keep my mind and body clean, alert and strong, for this is my debt to those who depend upon me.

I will not fail those with whom I serve. I will not bring shame upon myself or the Forces.

I will maintain myself, my arms and my equipment in an immaculate state as befits a Special Forces soldier.

My goal is to succeed in any mission - and live to succeed again.

I am a member of my nation's chosen soldiery. God grant that I may not be found wanting, that I will not fail this sacred trust.

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# INSTALLING DELTA FORCE 2

Welcome to Delta Force 2. In order to play Delta Force 2, you must first install the game files onto your computer's hard drive.

The AutoRun program will automatically load itself and run each time you insert the Delta Force 2 CD into your CD-ROM drive. Delta Force 2 uses InstallShield® to place the necessary files on your hard drive. Before you begin installing the game, close all programs that your computer may be currently running. The installation program requires all of your computer's resources.

- 1 ) Place the game CD into your CD-ROM drive and close the drive door. The AutoRun program will now run. If you have turned off the AutoRun feature or if the AutoRun fails to launch automatically, double-click on the "My Computer" icon on your desktop and then double-click on your computer's CD-ROM drive letter. This should launch the Delta Force 2 AutoRun.
- 2 ) Click the mouse on one of the menu choices, or type the letter corresponding to the underlined hot key.
- 3 ) At the beginning of the installation program you are given the opportunity to select a destination folder for the game. A default is typed in the window for you. Press the Enter key to select the default destination. Otherwise, select your own folder name. If the folder you specify does not already exist on your hard drive, the Install program will create it for you. Further installation instructions will appear on-screen.
- 4 ) If there is enough free hard drive space at the destination site, the program will copy the files from your Delta Force 2 CD-ROM. An on-screen progress meter displays the completion percentage as the program transfers the files.
- 5 ) The install procedure automatically adds a NovaLogic folder to your Windows® Start Menu under the Programs heading. The Delta Force 2 sub-folder within the NovaLogic folder contains an application short-cut icon for the game.



- 6) If your Windows 95/98 system does not already have DirectX installed, you will need to install it now. Select Install DirectX from the AutoRun program, then follow the on-screen instructions. You will need to restart your computer to activate DirectX before you can play Delta Force 2.

To start Delta Force 2, double-click on the Delta Force 2 shortcut. You can also go to the program's directory or Start Menu and double-click on the Delta Force 2 program icon. Use your computer's Find feature to locate the program if you are having trouble locating the game. Your Delta Force 2 CD-ROM must be in the CD-ROM drive to play Delta Force 2.

Enjoy playing Delta Force 2!





# GAME SETTINGS

The Settings screen allows you to reconfigure several elements of game play.

## General Settings

**Mouse Sensitivity:** Adjusts how responsive your mouse is.

**Flip Mouse:** Reverses Look Up/Look Down movement on the mouse controls.

**Resolution:** Select from between 400 x 300 to 1024 x 768. A Pentium II is required for 800 x 600 and greater resolutions.

**Driver:** Play the game in a Window on your desktop, in full-screen mode, or in Direct 3D mode. Direct X 6 is required for Direct 3D mode. Note, windowed mode does not support mouse look.

**SFX Volume:** Sets the volume level of game sound FX.  
*TIP: Paying close attention to the subtle sounds around you is a vital survival skill of a Delta Force soldier.*

**Music Volume:** Sets the volume level of the music in the menus.

**Dialogue Volume:** Sets the volume of spoken dialog in the game.

## Difficulty Settings

**Enemy AI:** Select "Hard" to make the enemy use more complex tactics. The game defaults to "Easy".

**Squad Members:** Select "Off" if you want to brave a mission on your own.

**Tracers:** Select "Off" if you don't want to see the bullet trails from weapons that use tracer bullets. Note that not all firearms use tracers.

**Friendly Fire Warning:** Select "Off" to remove the Red safety X that appears when you target your team members.

**GPS Icons:** By "Default", each mission shows icons for certain enemies on the GPS and Commander's Map. You can select "Show Friendly" to see only your team mates or "Show Everything" to see all enemies in a mission.

**Wind:** If you don't want to experience the effects of wind in your game, turn this setting "Off".





## Remap Keyboard

This screen allows you to reconfigure what action the keys and mouse will control. Select the command with your mouse and follow the instructions on the right side of the screen.

## Message Macros

To effectively communicate with fellow players, you can pre-set messages with the Macro Keys. During the game press the T key to talk, hit a function key then hit return and the preset text will be sent.

F1 The package is secure.

F2 Prepare to assault on my mark.

F3 Snipers take the high ground.

F4 Gunners go for the flags.

F5 Guard the base.

F6 I need backup now!

F7 In position, standing by!

F8 Mess with the best, Die like the rest!

F9 Is that all you got!

F10 It's hard work being this good!

## VOICE-OVER-NET Settings

**Voice-Over-Net:** Set to "Enable" if you want to use the Voice-Over-Net feature. Disabling this feature will not allow you to transmit or receive voice messages or access the Voice-Over-Net interface. A Full-Duplex sound card is required to transmit voice messages.

**Record Volume:** This slider bar is used to set the sensitivity level of your microphone. If people are having a hard time hearing you, try increasing this level. If you are frequently "peaking" (reaching a maximum volume level), in the red, you may want to adjust this bar down.

**Run Test:** When you press "Check Recording Level" begin talking normally for five seconds. The computer will automatically playback the audio you just recorded. If you are not satisfied with the levels (see VU meter on page 27), adjust the Record Volume option.

**Duplex Mode:** In "Full" mode, you will be able to transmit and receive voice messages (if you have a Full-Duplex soundcard). If you do not have a Full-Duplex soundcard or if you do not wish to send voice messages but you would still like to receive them, select "Half".

**Audio Cues:** Many Voice-Over-Net system text messages are accompanied by an audio cue to draw your attention to them. Disable this option if you do not wish to hear those alert tones.

**Mic Clicks:** Similar to that of a walkie-talkie, an audible click will play before and after all incoming messages if you enable this option. Disable this option if you do not wish to hear these clicks.

**Voice-Over-Net Volume:** This slider bar allows you to set the speaker volume for incoming voice messages. This does not have any effect on your microphone recording levels.

# GEAR CHOICES

In Delta Force 2, you will have the option of selecting four unique items/weapons in addition to the standard gear of a combat knife, grenades and laser designator. You also select which primary weapon your computer controlled teammates will carry before the mission. In addition, if a mission contains an Armory Building, you will have the opportunity to switch out gear during the mission.

## Primary Weapons

### M4 and Shotgun (The Masterkey)



MODE 1  
Key 3:  
Burst M4

MODE 2  
Key 4:  
12-gauge

MODE 3  
Key 5:  
Single shot

Magazine: 30 round, 5 12-gauge 70 mm cartridges  
Effective Range: 500 meters  
Accessories: 4x Scope

Lightweight and accurate, the M4 is used for close quarter combat just like its larger cousin the M16. In addition, an attached M68 reflex sight allows for effective lethal fire at a range up to 500 meters. The M4 is gas operated, air cooled and highly reliable in field use. The Master Key incorporates a highly modified Remington Model 870 shotgun attached under the barrel of the rifle. Named for its practical use in opening (removing) doors, the Master Key is a favorite among Delta Force operatives.

### M4 5.56mm Carbine Assault Rifle and Grenade Launcher



MODE 1  
Key 3:  
Burst M4

MODE 2  
Key 4:  
M203

MODE 3  
Key 5:  
Single shot

Magazine: 30 round, 1 grenade in magazine  
Effective Range: 500 meters  
Accessories: 4x Scope

A single shot M203 Grenade Launcher is fitted to the M4 to deliver low velocity 40 mm explosive ammunition. The rifle/grenade launcher marriage replaces the need for single purpose weapons such as the M79 grenade launcher.

### Heckler & Koch 9mm MP5 SD3 Submachine Gun



MODE 1  
Key 3: Full  
Auto

MODE 2  
Key 4:  
Burst

MODE 3  
Key 5:  
Single shot

Magazine: 30 round  
Effective Range: 100 meters  
Accessories: Integral suppressor

A deadly combination, the H&K MP5 SD3 is both silent and accurate. Built with the special H&K roller-locked bolt system, this submachine gun is capable of single-shot, controlled burst and semi-automatic firing. Coated with magnetically charged black lacquer paint, the MP5 is extremely resistant to harsh conditions such as salt water corrosion. The free floating cold hammer-forged barrel and ambidextrous pistol grip make this weapon unique in its class.

*Note: Bullets are able to penetrate objects of varying density. In Delta Force 2, larger caliber weapons will have better bullet penetration. Hiding in a tent won't necessarily protect you.*



### **M249 SAW (Squad Automatic Weapon)**

Magazine: 200 rounds per box

Effective Range: 800 meters

This hand-held portable machine gun delivers a massive amount of firepower to support infantry squad operations. Its pre-loaded plastic magazine houses 200 rounds of M855 improved NATO Standard SS 109 type 5.56mm ammunition. The M249 replaces the aging Browning Automatic Rifle and defines a new class of one-man weapons. Being a heavy weapon, the SAW will slow you down slightly.



### **M40A1 Sniper Rifle**

Magazine: 5 round

Effective Range: 800 meters

Accessories: 10x Scope

Based on the Remington model 700, this 7.62mm rifle is optimized for pinpoint accuracy. Hand-made by specialists at Quantico, the M40A1 is renowned for its competition-grade stainless steel barrel, reinforced fiberglass stock and 10x power sniper scope. The M40A1 is the preferred sniping rifle among U.S. Marines.



### **Barrett Light .50 caliber Sniper Rifle**

Magazine: 8 round (the magazine holds 10 rounds, but experts only use 8 to avoid jamming.)

Effective Range: 1500 meters

Accessories: 10x Scope

The Barrett 0.50 'Light Fifty' model 82A1 is a long-range hard target interdiction weapon. The gun operates on short recoil principles, where the barrel is fitted with a high-efficiency muzzle brake to reduce recoil. An adjustable self-leveling bipod aids the sniper in aiming this high-powered rifle. The Barrett is heavy and cannot be fired accurately while moving. Snipers are most accurate in the prone position with the Barrett.



### **5.66 mm APS Underwater Assault Rifle**

Magazine: 26 drag-stabilized darts

Effective Range: 100 meters in air, 30 meters underwater

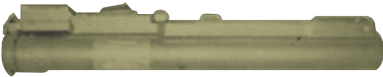
Intended to be used for underwater combat, the 5.66 mm APS rifle quietly fires specially designed 150 mm long darts which are capable of penetrating wet suits and face masks at range. The actual range of the weapon under water will vary with depth.

## Secondary Weapons



MODE 1  
Key 6: Place  
Satchel

MODE 2  
Key 8: Use  
Radio  
Detonator



### Satchel Charge with Radio Detonator

Packed with high explosive charges, the army issue satchel is a quick and compact way of taking out enemy installations. After placing the package, Delta Force Operatives move to a safe range and detonate it with a radio signal.

### M18 Claymore with Motion Sensors

The M18 Claymore was developed during the Korean War to counteract massive infantry charges by the Chinese. The anti-personnel mine is made up of a curved plate that contains 700 ball bearings packed in front of a sheet of C4 plastic explosive. Directional fragmentation mines are fixed into trees or planted on the ground with the convex side facing the enemy (clearly marked, "FRONT TOWARD ENEMY"). When activated, it explodes the ball bearings up to 50 meters in a 60 degree arc.

### LAW (Light Antitank Weapon)

Effective Range: 400 meters

The M-72 Light Antitank Weapon fires a single 66mm explosive round capable of penetrating at least 350mm of armor. When the round impacts its target, the front cone collapses and pushes the energy into a small area. A copper slug ricochets around the interior of the target, while gas propellant ignites fuel and ammunition. The high strength aluminum/fiberglass composite tube is considered disposable after the rocket has been launched.

**Extra Ammo Load:** For Primary Weapon.

### Standard Gear (Always Carried)

**6 Fragmentation Grenades:** Choose either Impact or Time Delay (4-7 seconds).

**Laser Designator:** For designating targets for artillery strikes.

**Ka-Bar Knife:** For silent close combat take-downs.

**Binoculars:** Use the B key for long range observation.

## Sidearms



### Special Operations .45 Pistol

Magazine: 10 round

Effective Range: 50 meters

Delta Force uses the Heckler & Koch USSOCOM semi-automatic pistol as its standard sidearm. Made from a polymer plastic, the .45 employs a mechanical recoil reduction system and the signature Heckler & Koch polygonal barrel for increased accuracy.



### Special Operations .45 Pistol, Silenced

Magazine: 10 round

Effective Range: 50 meters

The added silencer allows for virtually silent takedowns. The silencer, however, will decrease muzzle velocity and slightly degrade the stopping power of the weapon.



### Heckler & Koch P11 Underwater Pistol

Magazine: 5 round

Effective Range: 15 meters

Delta Force operatives use this virtually silent pistol for infiltration from sea to shore. An electric charge is used to fire the rounds.

## Auxillary Gear



### Lar V Rebreather & Fins

Allows operative to stay underwater longer. Wearing the Lar V on land will decrease your movement speed.



### Ghillie Suit

Optimum camouflage suit for a sniper.



### Kevlar Vest

Provides limited resistance to small arms fire.



### Military Surveillance Camera

Use the "Fire" key to place this highly durable field video unit down. Use your Surveillance camera (F12 key) to remotely view what the camera sees.

# GAME CONTROLS

## Mouse Controls

Look up/down, turn left/right (Full Screen Mode only)

- Left Mouse Button                      Fire Weapon (selects item on the Commander's Map)
- Right Mouse Button                    Toggle Scope (move the Commander's Map)
- Middle Mouse Button                   (if available) Cycle Weapons

## Keyboard Controls

SCRL	Window / Fullscreen Toggle
PAUSE	Pause
V	Cycle Video Resolution *
HOME	Multiplayer Host Screen

### Views

F1	Help
F2	1ST Person POV
F3	Crosshairs on/off
F4	1ST Person Gun on/off
F5	3RD Person External View
F6	3RD Person Fixed Angle View
F7	3RD Person Fixed Location View
F8	Picture in Picture
F9	GPS Color Map
F10	GPS Contour Map
F11	Forward Observer View
F12	Surveillance Camera View
-	Map Zoom In
=	Map Zoom Out

### Movement

Arrow Keys	Move forward/backward, Strafe left/right
P	Look Up
L	Turn Left
;	Turn Right
.	Look Down
SHIFT	Walk (used with arrow keys)
SPACEBAR	Jump
DELETE	Stand
END	Crouch
PAGEDOWN	Prone

### Camera

Keypad 2	Camera Down
Keypad 4	Camera Left
Keypad 6	Camera Right
Keypad 8	Camera Up
Keypad 7	Zoom Camera In
Keypad 9	Zoom Camera Out

## Mission Controls

A	Audio Command
C	Commander's Map
F	Friendly Tags
G	Mission Goals
K	Kills / Players List
Q	Cycle Flags *
R	Recent Messages
T	Talk (text)
U	Talk to Selected Player (text)
W	Cycle Waypoint *
Y	Team Talk (text)
TAB	Cycle Teammates *
ENTER	Push to Talk (Voice-Over-Net)

## VOICE-OVER-NET

Keypad +	Unmute Selected Player
Keypad 0	Mute Current Talker
Keypad -	Status Display On/Off
Keypad DEL	Break Talker
Keypad 1	Adjust Record Volume Down
Keypad 3	Adjust Record Volume Up
Keypad *	Display Last Talker
Keypad /	Select Last Talker
ENTER	Push to Talk

## Weapons/Gear

1	Knife
2	Sidearm
3	Primary Weapon Mode 1
4	Primary Weapon Mode 2
5	Primary Weapon Mode 3
6	Secondary Weapon
7	Extra Gear
8	Detonator
9	Grenade
0	Laser Designator
BKSP	Cycle Weapons *
CTRL	Shoot
S	Toggle Scope
B	Binoculars
M	Change Magazine
D	Drop Item
Z	Adjust Scope Zero Up
X	Adjust Scope Zero Down
N	Night Goggles

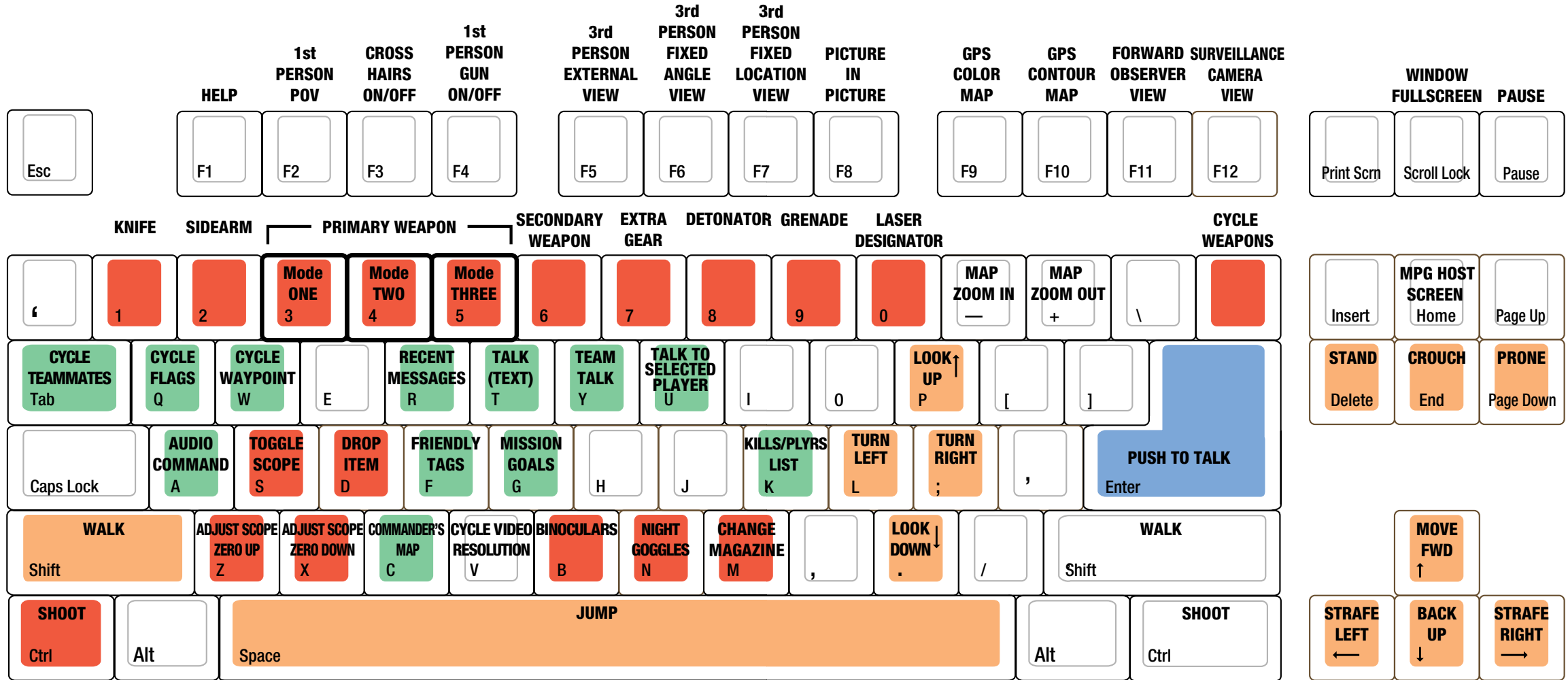
## Fixed Weapon Emplacements

You can use fixed weapon emplacements simply by walking up to them. Your field of view will then become limited to that of the weapon. To break away from the weapon, simply back up.

\* SHIFT REVERSES CYCLE



# KEYBOARD LAYOUT



# GAME SCREEN

## 1. Information Link

Important information, such as current mission orders and status of your squad, will be transmitted here via your radio. Text sent from other players in a multiplayer game will appear here as well.

## 2. Game Data

System messages will be displayed here.

## 3. Camera View

Press F11 to bring up your Forward Observer view. You can cycle through your view and the view of your teammates with the TAB key. Press F12 to see the view from your surveillance camera (if you have placed one).

## 4. Current Weapon Selected

This section displays the weapon that your are holding, the firing mode that it is in, the number of magazines, and number of rounds you have remaining in the current magazine. The bottom right box is filled when the weapon is ready (i.e. the round is in the chamber).

## 5. Situational Icon

A profile of your soldier appears at the bottom of the screen to help quickly identify your body position.



## 6. Items

If you pick up an item during a mission, such as a briefcase or flag, it will be displayed here. Drop this item by pressing the D key.



## 7. Mission Data

Information about your current mission or game type will be displayed here.











## 8. Waypoint Indicator

This box indicates the code name and distance in meters to your next waypoint (a predetermined location given to you during the mission briefing).

## 9. GPS Map

This is your Global Positioning Satellite overhead map. The dial indicates the cardinal direction that you are currently facing. The color of the center dot represents your team side. The direction of your next waypoint is connoted by a yellow dot. In a Capture the Flag game, the direction of your flag bay appears as a team colored dot. Press F10 to switch to a contour map and F9 to switch back to a color map.

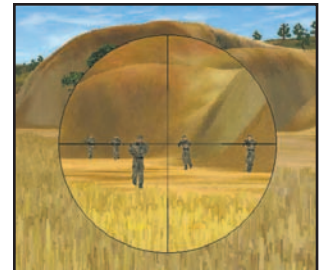
### Global Positioning Satellite Map (GPS)

- |   |   |
|---|---|
|  Initial/Final waypoint           |  Building                          |
|  Waypoints (next waypoint blinks) |  Vehicles                          |
|  Teammates with facing indicator  |  Red team flag (Capture the Flag)  |
|  Enemies with facing indicator    |  Blue team flag (Capture the Flag) |
|  Claymore (ally)                  |  Direction to next waypoint        |



## Scope

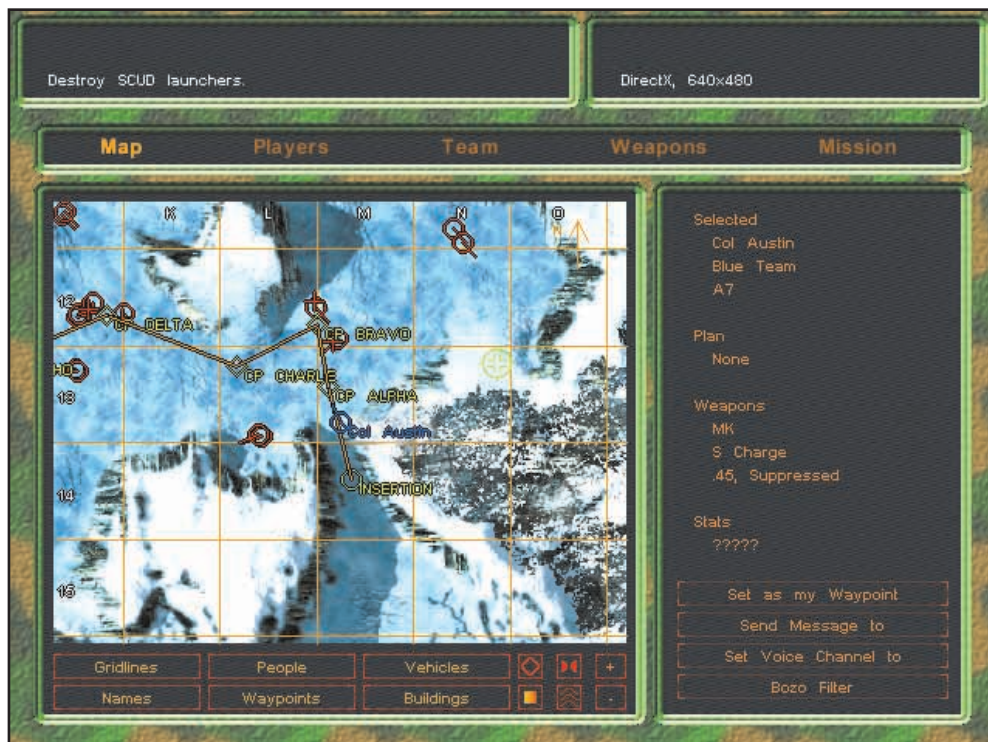
With certain primary weapons, you can use a scope by pressing the S key or Right Mouse button. The orange number on the right shows the distance of the target you are aimed at. The yellow number on the left-hand side shows what the scope is zeroed to. Use the Z and X keys will move the scope Zero in 100m increments to compensate for bullet drop over distance.



# COMMANDER'S SCREEN

The most useful tool you will have in the field is the commander's screen. By pressing the C key, you will have access to a wealth of mission information such as waypoints, identified enemy positions, objectives and squad statistics.

The top portion of the screen displays in-game text messages, similar to the Information Link on the main game screen. Use the menu below it to view the different information screens. The large left-hand window is the Primary Display Screen, which shows the essential data. The right-hand side shows specific information on items selected in the Primary Display Screen. Information that appears here will remain until you select something new, even if you change to a different menu choice.



## Map

This is a larger, more sophisticated form of your GPS map. With the buttons below the map, you control what information is displayed or hidden from view. In addition you can zoom the map in and out (plus and minus keys), toggle between your color and contour map, add topographical lines, and automatically re-center the map on yourself. If you hold the right mouse button down, you can scroll the map around.

When you click the mouse on an object or person, the icon will flash and information will appear in the right-hand display. Here you will find out things such as the object's name and side. When selecting other players, a new set of commands will appear in this window, such as the ability to send a message directly to them or stop all communication coming from them. You can also issue orders to computer-controlled teammates.

Your mission waypoints are invaluable for finding your way to your mission objectives. During a mission you can grab any one of your assigned waypoints and drag it to a new location. You can also select any object and temporarily set it as your next waypoint. This can be very useful in finding your way directly to someone or something on the main game screen. As soon as you select a new waypoint or cycle back to your mission waypoints, this temporary one will disappear. Finally, you can set custom mission markers in the game with the W button. You can name these markers whatever you like and even send them (one at a time) to other players in a multiplayer game.



## Players

This screen is useful for seeing the names of everyone in a multiplayer game. You also control the Voice-Over-Net commands and the ability for other players to send you custom waypoints here. Note that if you select a player on this screen, they will be highlighted when you return to the Map display. This allows you to easily locate teammates.

## Team

This screen lists all of your teammates, the weapons that they currently have in hand and their general plan of action. This gives you a quick overview of your teammates' intentions.

Keep your teammates informed of your plan of attack by setting it here. You can set a descriptor from either or both lines of plan actions. For example, to indicate that you will be attacking the right side of the enemies base, click on "Assault" and "Right".

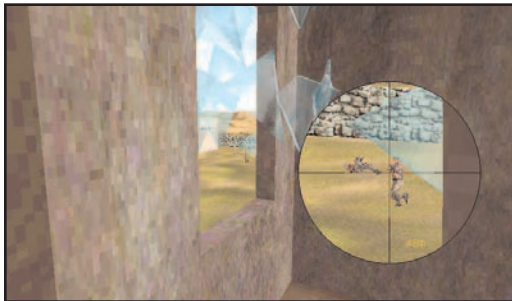
## Weapons

To view information on the weapons and equipment that you currently carry, check out this screen.

If you are in an Armory Building when you access this screen, you will have the ability to change out weapons and items. Be warned, in a multiplayer game, checking out new arms may cost you a few seconds of game time depending on your Internet connection.

## Mission Settings

Access your initial mission briefing information from this window. Game settings relevant to this mission will appear in the right-hand window. This screen is particularly relevant for seeing the specific rules of a multiplayer game that you joined. Refer to the Game Settings and NovaWorld section for more details on the settings.

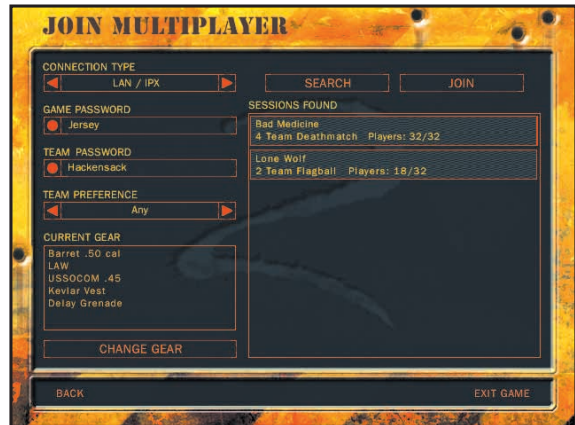




# NOVAWORLD (MULTIPLAYER GAMES)

NovaWorld allows you to easily get into a multiplayer game, where up to 50 players can compete with each other. You can join a multiplayer game at any time, and leave whenever you wish. This means unless you are the Host, you do not have to be present at the initiation of a Delta Force 2 game to join in, and if you leave in the middle of a mission, the other players can continue to play without you. You can host a NovaWorld game with up to 16 players depending on your Internet connection. If the Host leaves at any point, the game will end.

As a rule of thumb, as Host your connection speed should be at least 8 kilobits per second per player (for example, a 33.3 kps modem will support 4 players).



NovaLogic is dedicated to periodically updating NovaWorld with new features and enhancements. Every time you log onto NovaWorld, it will automatically check to see if you have the latest software and prepare an update, if needed.

**LAN (IPX):** Alternatively, up to 16 players can simultaneously play over a LAN/IPX network. You will need to type in the correct password if the Host has opted to password protect the game.

**Game Name:** Type the name you want your game to appear as to other players.

**Game Password:** If you want to limit who can join in your game, type the password they must know to join your game here.

**Country:** Type the three letter abbreviation of your country here if you want other players to know where the game is being hosted from.

**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".



## Multiplayer Game Types

### Cooperative

In this game, you replay Single Player missions where your computer-controlled squadmates are replaced with up to 3 human players. Most Delta Force training at Fort Bragg involves working with a team to overcome simulated terrorist attacks. Play the same scenario multiple times to see how different team strategies work. Note that you can play any Campaign or Quick Mission as cooperative regardless of whether you have gotten to it in single player mode or not. However, in cooperative play the mission will be harder than the single player version to compensate for additional human players. Generally this means an increase in the number of enemies encountered.

### Deathmatch and Team Deathmatch

All players are competing against each other to gain the high score by eliminating the most opponents. In Team Deathmatch, up to four teams compete against each other to gain the high score by eliminating the most opponents.

Deathmatch Score:	
Kill Friendly (Team only)	-4
Kill yourself	-1
Killed by opponent	0
Kill opponent	+1
Kill opponent with head shot	+2
Kill opponent using a knife	+3

### King of the Hill and Team King of the Hill

In this scenario, players win by occupying a certain area for a specific duration of time (set by the game host). The hot zone shows up as a red circle on your GPS and Commander's map. Although your time in the zone is cumulative, leaving the hot zone will cause your timer to start to count backwards. The size and number of hot zones will vary depending on which map the host chooses. In Team King of the Hill, up to four teams can play against each other. You need only one teammate in the zone for the timer to start. Unlike regular King of the Hill, as soon as you have no more teammates in the hot zone, your timer will immediately drop to zero.

### Capture the Flag

Flags are represented by a triangle symbol on the GPS and Commander's 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 return it to your team's Flag Bay (represented by a colored 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.

### Search and Destroy

Each team must enter into each 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 their targets within their opponent's territory. The defenders win if time expires before the other team can accomplish all of their goals.

### Flagball

In Flagball, there is one flag in the middle of the playing field. Up to four teams compete to grab the flag and return to their base with it to score 1 point. After a point is scored the flag is reset to the center of the playing field.

## Multiplayer Hosting Game Options

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

### Team Options

**Team Selection:** “Server Chooses” will override the individual player’s choice of sides and make teams even.

**Allow Friendly Fire:** You have the option of making your teammates invulnerable to your weapons by turning Allow Friendly Fire “Off.”

**Friendly Fire Warning:** Select “Off” to remove the safety X that appears when targeting allies for all players.

**Friendly Tags:** Having this option "Off" will not allow players to use Friendly Tags.

**See Team On GPS:** Select “Yes” if you want members of the same team to be able to see icons representing the location of their teammates on the GPS map.

**Team Lives:** For a more realistic game, you can set this value to zero, which means when you are killed, you're out of the game. Increasing this value creates a pool of lives that your team can draw from. When they are used up, your teammates will be dropped from the game when killed. This setting is defaulted to "Infinite", where you will always respawn after being killed.

**Squadron Password:** Use these boxes to set individual passwords for Squads. Remember to inform your players of their proper password.



## Win 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 a player must occupy the hot zone in order to win a King of the Hill game.

## Basic Setup

**Maximum Players:** Determines the maximum number of players allowed to join the multiplayer game.

**Start Delay:** 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 after the previous round is finished.

**Tracers:** Select “Off” if you don’t want any player to see the bullet trail from weapons that fire tracer ammunition.

**Timeout Box:** Determines the amount of time to elapse before a killed player is allowed to re-enter the game.

**Destroyable Buildings:** By setting this to “Yes”, players can destroy buildings.

**Death Messages:** Turning this option "off" will eliminate the text messages that appear when someone is killed. This way you won't know if you've killed someone unless you see them die.



# VOICE-OVER-NET™

Voice-Over-Net is a built in voice communication system for use on NovaWorld. The set up is simple and can be done entirely while in Delta Force 2. All you will need is a Full-Duplex sound card and a microphone plugged into the Mic In (not Line In) jack of your sound card. Note that a Half-Duplex sound card will allow you to hear other players, but not to talk.

After plugging in your Microphone (make sure it is in the Mic In and not the Line In input), start Delta Force 2 and click on Settings. Upon starting or joining a game, all players will be defaulted to “muted” to eliminate unwanted conversation. Unmute those players that you want to talk to.

## 1. Selected Player

This shows who you are currently set to talk to and their player number. Use the Tab key to cycle through the list of players. The “muted” icon will appear after the player’s name if you have muted them. Use the Keypad + key to unmute the currently selected player or the Keypad 0 key to mute the current talker. If their name appears in red that means that they have muted you. In team games, you can only select players on your own side to talk with.

## 2. Recording Level

This bar indicates your current recording volume exactly as it was set in the Settings Menu. Use the Keypad 1 and Keypad 3 keys to adjust this level down and up respectively.

## 3. Volume Unit (VU) Meter

When you speak, this bar will display your current voice levels. Your optimum range should be in the yellow area. Going into the red indicates that you are in danger of having your speech clipped (cut off). If all three red boxes are lit, then you are speaking too loudly and your message won’t transmit. Be careful to judge your vocal range so that normal talking and excited yelling fit within the yellow area. The bar will also indicate your peak level (maximum volume level reached). After you speak, the top bar you have reached will remain lit for a moment to show you where you are peaking.

## 4. Incoming Message

This line appears when someone is talking to you. The “Recv” light blinks when audio packets are being received (i.e. someone is talking to you). A few seconds after the message ends, this part of the window will automatically close. You can reopen it to display the last person to contact you with the Keypad \* key.

## Voice-Over-Net Keypad Commands

- +** Unmute Selected Player - Press this key to be able to listen to a player who was previously muted. Note that all players begin the game muted.
- 0** Mute Current Talker - When you no longer want to hear voice messages from a certain player, you can press these keys to break communication and put them on mute mode. The word “muted” appears next to their name in the Selected Player line.
- VON Display On/Off - The Voice-Over-Net status display will appear in the upper left corner when you press this key. Pressing it again will make the display disappear.

**DEL** Break Talker - To break communication with a player who is talking to you in order to free up your line for another talker, press this key. Unlike Mute, the player can try to contact you again by pressing the Push to Talk button on their end.

**ENTER** Push to Talk - Hold this button down to transmit a voice message to the currently selected player.

- 1** Adjust Record Volume Down - If your outgoing messages are peaking in the red on the VU level meter, you may wish to decrease the mic’s sensitivity by using this key.
- 3** Adjust Record Volume Up - If people are having a hard time hearing you, try adjusting your Microphone’s record level up with this key.
- \*** Display Last Talker - By pressing this key, the name of the last person to send you a voice message will appear grayed out on the incoming message line.
- /** Select Last Talker - By pressing this key, the last player to send you a message will be selected to receive your outgoing voice messages.

Num Lock	<b>SELECT LAST TALKER</b> /	<b>DISPLAY LAST TALKER</b> *	<b>VON DISPLAY</b> —
<b>ZOOM CAM 7 IN</b>	<b>CAM UP</b> 8	<b>ZOOM CAM 9 OUT</b>	<b>UNMUTE SELECTED PLAYER</b>
<b>CAM LEFT</b> 4	5	<b>CAM RIGHT</b> 6	+
<b>RECORD VOLUME DOWN</b> 1	<b>CAM DOWN</b> 2	<b>RECORD VOLUME UP</b> 3	<b>PUSH TO TALK</b>
<b>MUTE CURRENT TALKER</b> 0	<b>BREAK TALKER</b> Del	<b>Enter</b>	

## Internet Etiquette

NovaLogic does not monitor Voice-Over-Net communication. If you are having a problem with any other player, we strongly suggest that you mute them. When using any form of communication, please be considerate of other people. Using hateful, discriminatory or obscene language will probably get you muted. You can try using text chat (the T key) to ask them politely to unmute you. If they choose to keep you muted, it probably wouldn't have been an interesting conversation anyway.

## Troubleshooting

**I CAN'T TALK WITH EVERY PLAYER** You are limited to talking to one player at a time. In team games, you are only allowed to talk with players on your side. Also some players may have Voice-Over-Net disabled in their Settings menu.

**I CAN'T TALK WITH ANY PLAYERS** All games start out with everyone muted. Use the Text Chat (T key) to ask a player to unmute you. Make sure you have a Full-Duplex sound card. Check to see that it is set to Full-Duplex in the Settings Menu. Check the microphone connection to your sound card to make certain it is going into the Mic In jack and not the line in.

**I CANNOT HEAR OTHER PLAYERS, BUT I HEAR OTHER GAME SOUNDS** Check to see that you have unmuted the player with the keypad + key. Check the Voice-Over-Net Volume in the Settings Menu. Check to make sure you have Voice-Over-Net enabled in the Voice-Over-Net Settings Menu.

**I GET A TONE WHEN I TRY TO TALK SOMETIMES** If the person that you are trying to talk to is already engaged in a conversation, you will get a busy signal. Simply wait until they are done speaking or ask them in Text Chat (T key) to break contact with the other person.

**I CAN HEAR MY OWN VOICE ECHO BACK TO ME** This usually occurs when the player you are talking to has his microphone too close to his speaker. You are hearing your voice go through his speakers and then back to you through his microphone.

**OTHER NOISE IS BLEEDING IN FROM MY CD PLAYER/STEREO** You may need to go into your Windows Volume Control to change the settings on any device you have going through the Line In jack on your sound card. Right click on the speaker symbol on your Windows 95/98 Task Bar. This will bring up the Volume Control window. Select Properties under Options and click on Recording. Hit Okay to close this window and uncheck all selected boxes except for your microphone.

**I STILL HAVE PROBLEMS** If you are still having problems, you should make sure you have the most recent sound drivers for your sound card. These can be found on the web site of the manufacturer of your sound card. If this does not solve your problems, please contact NovaLogic Technical Support. (see page 28)

# TECHNICAL SUPPORT

The entire staff at NovaLogic, Inc. thanks you for purchasing Delta Force 2. NovaLogic is committed to creating quality entertainment software that pushes the technological envelope. However, this commitment doesn't end when you purchase our games - it's only just begun. NovaLogic's technical support staff is ready to assist you.

**Internet Website:** <http://www.novalogic.com>

Visit the NovaLogic website for up-to-the-minute information, frequently asked questions, game updates, previews of upcoming products and screen shots as well as the latest on NovaWorld, our large-scale multiplayer gaming service. A list of compatible sound cards can be found on the NovaLogic website.

**Email Support Address:** [support@novalogic.com](mailto:support@novalogic.com)

You may also email your questions and comments to a member of technical support at any time. To better assist you, please detail your hardware set-up and be as specific as possible regarding any problems you may be experiencing. If possible, provide a contact number which you can be telephoned at.

**Technical Support Line:** (818) 878-0325

If you need to speak to someone directly, our technical support staff can be reached during normal business hours (Monday through Friday 9AM to 5PM Pacific Time). To better assist you, the technical support staff member is likely to ask questions regarding your specific hardware set-up. Have this information handy. Also, be prepared to explain the exact nature of any problems you are experiencing. For example, write down the exact wording of any on-screen error messages you may be receiving.

**Fax Support Line:** (818) 880-3448

You may fax your questions or comments to a member of technical support at any time, day or night. Be as specific as possible regarding your hardware setup and any problems you may be experiencing.



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If you and the NovaLogic Tech Support Staff believe you have found any such error or defect during the warranty period please return the defective compact disc together with a dated proof of purchase to NovaLogic, Inc., 26010 Mureau Road, Suite 200, Calabasas, California 91302, for a free replacement.

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U.S. Patent #s 5,625,759 and 5,550,959. Printed in the U.S.A.



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