GAMES FARM

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XBOX 360

AIR CONFLICTS
VIETNAM

bitComposer GAMES

WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information.**www.xbox.com/support.**

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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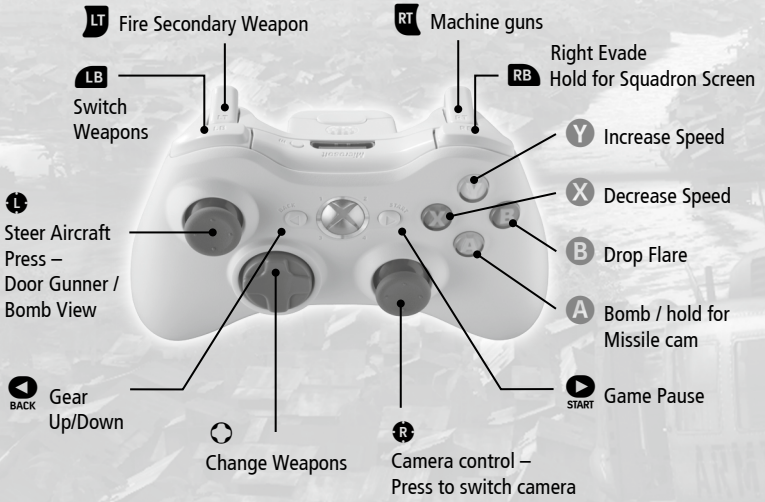
CONTROLS



Camera views

Third person camera (default camera)	View from behind the aircraft.
Free camera	You can specify the camera position around your aircraft.
Cockpit camera	View from the aircraft cockpit.
First person camera	As with the cockpit camera, but the cockpit is not displayed.

WELCOME TO AIR CONFLICTS: VIETNAM !

Air Conflicts: Vietnam is an arcade flight simulator game set in the Vietnam battlefield during the Vietnam War, featuring iconic aircraft and helicopters of the period and historically inspired operations. The emphasis is on intense dogfights, daring bombing raids, helicopter battles and an exciting airborne experience.

Air Conflicts: Vietnam tells the story of Joe Thompson, a US Navy pilot serving in Vietnam for the whole duration of the War, from earliest American involvement through to the Fall of Saigon. There are three US campaigns representing different periods of the Vietnam War.

The mission content of Air Conflicts: Vietnam is based upon historically accurate situations in Vietnam during the years 1962 – 1975, as understood from our current perspective.

Use your identity

Game saves are performed automatically if you are signed in with your gamer profile. When you sign in or sign out when playing the game, you will be returned back to the title screen.

SINGLE PLAYER GAME

You experience the story of US Navy pilot Joe Thompson through three campaigns. As you complete each campaign, the next one will become available. Alternatively, jump straight into the action in Instant Battle.

- **Campaigns** – play story missions
- **Instant Battle** – choose your plane and location, and start an instant battle
- **Replay Mission** – replay story missions

Campaign – Operations

Operations are mandatory and represent the most famous Vietnam operations.

Campaign – Rescue Missions

Rescue Missions are optional extra assignments, which are offered when a pilot from your squad is Missing in Action (MIA). Beware, Rescue Missions are only available once, after the mission where the pilot went missing!

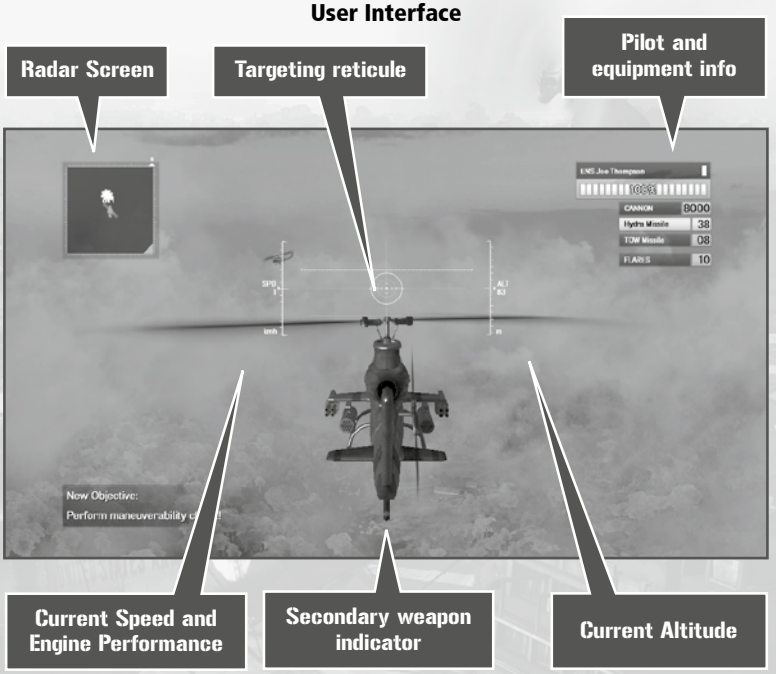
Every operation contains a number of objectives which must be successfully executed in order to complete the mission. Your objectives will be outlined in a short briefing before the mission, and will be explained to you as required during execution of the mission.

NOTE:

Remember that some objectives can be time limited. When an objective is limited by time, a time counter is displayed in the top-centre of the screen.

To view actual objectives, access the game pause menu (see Controls section).

User Interface



Squadron

There is a list of available pilots, which you can choose to play with. The first pilot in the list is always Joe Thompson – Squad Leader - you. The rest of the pilots can be managed and selected for the active squadron. For the active squadron, pilots are chosen from the start of the list.

You can change between pilots during the mission, each sometimes utilizing a different aircraft.

Aircraft Equipment

Every aircraft, whether airplane or helicopter, has a finite amount of rockets, bombs and ammunition, but you can switch between the airplanes of your squadron.

In Campaign mode, you CANNOT customize your aircraft, but you can do so in Instant Battles.

Weapons

You have are two types of weapon, primary and secondary. You can change secondary weapon types (see Controls section).

- **Primary weapons** – Machine guns, different for various aircraft. Ammunition for these is limited, so try not to waste it!
- **Secondary weapons** – You can switch between bombs and rockets. The weapons list is displayed in the top-right corner of the screen below your health bar.

Squadron control

While flying a mission, although you can only fly a single aircraft at any given time, you have access to an entire squadron. During the mission, you may change which particular aircraft you are controlling in the Squadron Screen.

If you lose your Squad Leader or if all the Pilots in the current squadron are shot down or you end the mission before the current mission objectives are completed, the current Operation ends in failure.

Pilots

Each of your pilots has the following attributes:

- **Name:** e.g. Joe Thompson
- **Rank:** rank of the pilot based on his experience
- **Experience Bar:** a bar that fills up as the pilot gains experience. All pilots that survive a mission gain experience; the ones the player has actively used gain extra experience.

Ranks

You start as an Ensign and can progress through the military ranks as follows:

Rank	Shortcut	Experience required
Ensign	ENS	0
Lieutenant Junior Grade	LTJG	1 000
Lieutenant	LT	5 000
Lieutenant Commander	LCDR	25 000
Commander	CDR	125 000
Captain	CAPT	225 000
Rear Admiral	RADM	350 000
Vice Admiral	VADM	500 000
Admiral	ADM	750 000
Fleet Admiral	FADM	1 000 000

Killed in Action, Missing in Action

You may manage your squadrons inside the „Pilots" tab from the Mission selection screen. You can change pilot order in squadrons, or save experienced pilots and not send them into risky missions.

You can have a maximum of 40 pilots available in the Pilot Roster. You receive new pilots throughout the course of the game.

When a pilot is shot down he may be either Killed in Action (KIA) or Missing in Action (MIA). When pilots become MIA, they can be rescued through a Rescue mission. However, if the pilot is Killed in Action, he is lost for good and cannot be recovered.

Difficulty

You can choose from four difficulty levels in Gameplay Options.

- Easy
- Normal
- Hard
- Navy Pilot

Aiming assistant

Aiming assistance is a feature which helps you to target enemies. The degree of auto-aim applied depends upon the difficulty level selected.

NOTE:
In multiplayer, automatic aiming is turned off. No difficulty factors are applied in multiplayer – let the best pilot win!

MULTIPLAYER GAME

In the Multiplayer game, you can battle for control of the skies with up to seven friends in three game modes – Deathmatch, Team Deathmatch and Capture the Flag.

You can chose from 2 types of connection:

- SYSTEM-LINK – local area network play. You can play with players who are connected to your home network.
- XBOX LIVE – play with players who are connected to the XBOX LIVE service.

Searching for servers

In „Main Menu", click on the „Multiplayer" button to open a screen showing the available servers. Here you can see the name of the game, their location, game mode and number of players. In **Air Conflicts: Vietnam** there can be up to 8 players in one game, though the host may specify a smaller number as required.

Remember that you can specify your connection type at the top of this screen!

NOTE:

Only Public games are displayed in this list. Private games (session) are not displayed in this list. To join Private games you will require a game invitation.

Why can't I connect to some XBOX LIVE games?

There are three kinds of NAT (network address translation): **Open, Moderate,** or **Strict.** Connection between Strict-Moderate and Strict-Strict cannot be established.

For example if you have Moderate NAT settings and you want to connect to a game which runs on a Strict machine, connection will not be possible.

You can attempt to resolve problems with NAT by connecting your machine directly to the modem.

NAT	Open	Moderate	Strict
Open	OK	OK	OK
Moderate	OK	OK	N/A
Strict	OK	N/A	N/A

If you don't have Open NAT type, you may be unable to hear headset audio from some players.

For more info visit **www.xbox.com/support.**

General tips

Choose your plane, choose your side - In all multiplayer modes except Deathmatch you must choose a team to join.

Unlimited ammo – the host player can specify if ammunition in-game will be unlimited or limited. When ammo is unlimited weapons are automatically reloaded. With limited ammo you need to land on your carrier to rearm your aircraft.

Statistics, menu and messaging during Lobby or Game

To view the statistics page pause the game. The game will not stop but the statistics page and menu will be displayed.

In this menu you can also disconnect from the game or invite your friend to play. For the host player there is also the option to end the entire game.

Remember that you can connect your headset to speak with other players.

Multiplayer Modes

Deathmatch (DM)

Deathmatch multiplayer mode is a free-for-all in which anyone can shoot anyone else down. The player with the highest score (kills) at the end wins.

Team Deathmatch (TDM)

Team Deathmatch multiplayer mode involves two teams fighting to score as many kills as possible. Enemy planes will be marked in red on your radar.

Capture The Flag (CTF)

In Capture The Flag two teams compete for victory, which is achieved by holding both flags at your team's home base.

Any player can take control of the enemy flag by flying close to the flag holder (or the enemy base if the flag is held at the base). Once your flag has been taken by the enemy you can recapture it in the same way.

Hosting a game

Any player can host their own game. You can specify these settings:

Name	The name of the game as it will appear in the server list when searching servers. This allows your friends to identify your game.
Passwort (SYSTEM-LINK)	If you define a password only players with the password will be able to join.
Game Type (XBOX LIVE)	You can specify whether the game is a public or private session. If the session is private, other players will be able to join only if they receive an invitation from the host.
Game Mode	You can choose from three multiplayer modes (DM, TDM, CTF).
Game Limit	You can specify whether the game will last for an unlimited time, or will have a score limit or time limit.
Game Limit value	Specify the value for the score or time limit (depending on Game Limit).
Location/Weather/ Year	Choose game map location and specific details.
Unlimited ammo	The host player can specify if ammunition will be limited or unlimited.

Remember that you can specify your connection type at the top of this screen!

OPTIONS

From the main menu, clicking on Options brings up a menu where you can set up controls, music and sound volume, Y-axis inversion and joystick control layout (when a joystick is connected to the computer).

Sensitivity	Determines how quickly your craft turns. Reduce this setting if you are swinging about a lot, or increase it if the aircraft feels too sluggish.
Invert Y-Axis (Gunner & Camera):	Determines whether moving/pressing Up moves your view up or down. Some players may wish to have the Y-Axis inverted for aircraft control and have it non-inverted for Camera control and gunner mode (FPS camera)
Invert Y-Axis	Determines whether moving/pressing Up moves your aircraft's nose up or down.
Sound Enabled & Sound Volume	Turns the Sound Effects on or off. You can also specify in-game sound volume (0 is silence, 100 is full volume).
Music Enabled & Music Volume	Turns the Music on or off. You can also specify in-game music volume (0 is silence, 100 is full volume).
Crosshair Enabled	Display or remove the crosshair for the aircraft you pilot.
Screen Marks Enabled	This setting will display or remove the aircraft direction screen marks (red and green marks around the screen edge which point towards friendly and enemy targets).
GUI Enabled	Display or remove the aircraft's graphical user interface (e.g. radar, tachometer, dialogues etc.).

XBOX LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to **www.xbox.com/live** to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.
For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

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