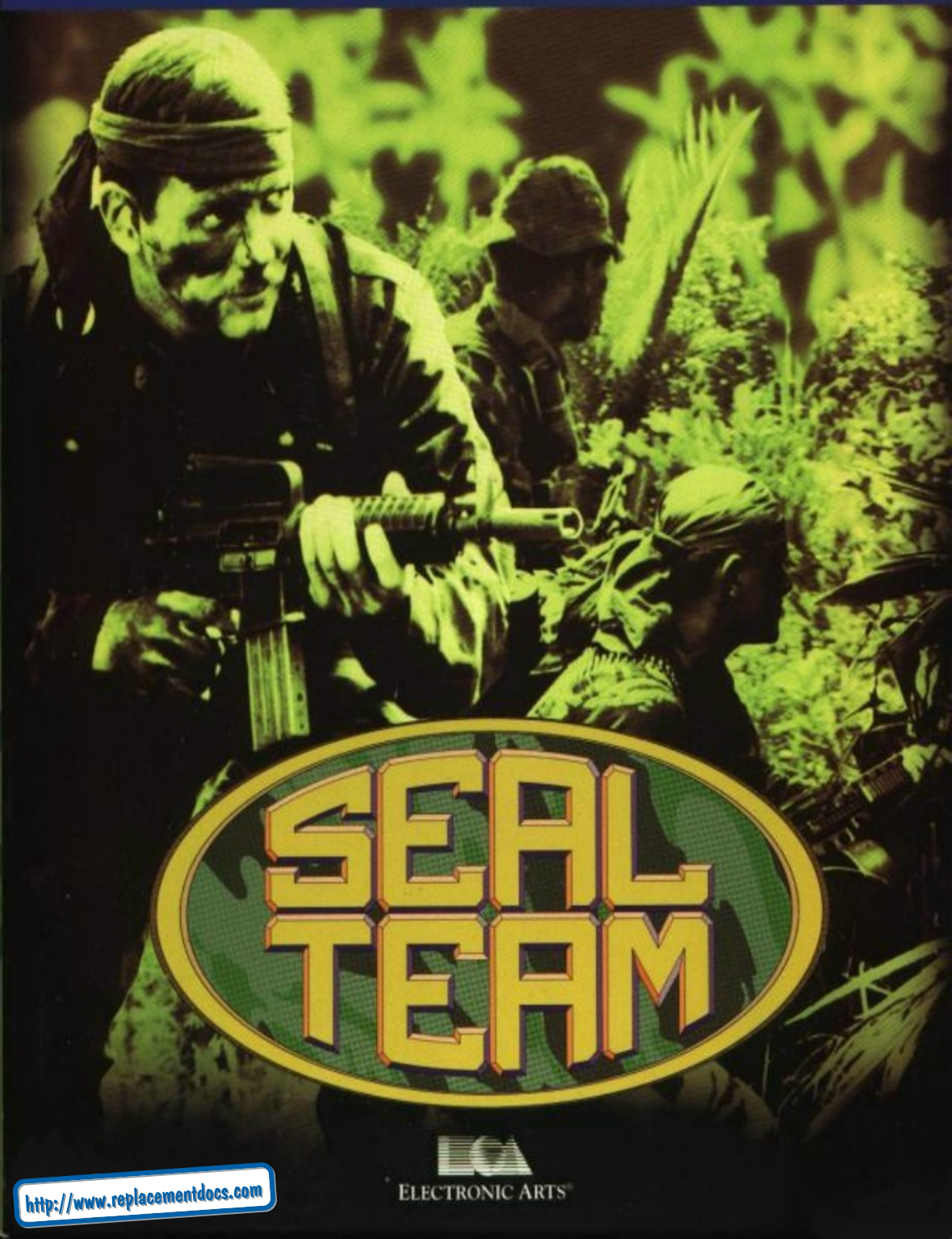
Take command of a U.S. Navy SEAL Team on the FIRST realistic 3-D battlefield for the PC!



ELECTRONIC ARTS®

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SEAL TEAM™

ABOUT THE ARTISTS

Andre Gagnon was born and raised in New Hampshire, where he is reported to have had a “very normal childhood”. He studied Electrical Engineering at the University of New Hampshire, and went on to work on a “star wars” project at Lockheed Missiles and Space Co. He made his entrance into the world of entertainment software in 1986 when he began a three year stint at Dynamix, followed by a continuing freelance career during which he has developed games for Activision and Electronic Arts. In his spare time he enjoys hiking, fishing, brewing beer, and raising kids.

Howard “Sonny” Hays-Eberts was born an airforce brat and raised in Maine, Japan, Canada, New Mexico, and Germany. He studied Computer Science at the University of Oregon, and continues to live and work in Eugene, OR where he programs for the University and freelances for the entertainment software industry. He shares Andre’s inclination toward brewing, and also enjoys ice hockey and various types of games.

TABLE OF CONTENTS

PART I — SET UP....6
INSTALLING SEAL TEAM....8
LOADING SEAL TEAM....9
PART II — AT THE BASE....10
USING MENUS AND COMMANDS....12
QUICK START....12
MAIN MENU....13
DIFFICULTY SCREEN....13
PRACTICE MISSION....15
STARTING A CAMPAIGN....17
UDT/SEAL TRAINING SCHOOL....17
INTEL BRIEFING....19
MISSIONS....19
MISSION BRIEFING....21
PATROL ORDER....21
MARCHING ORDER....22
BUILDING YOUR TEAM....22
MODIFYING INVENTORY....23
BULL SESSION....24
AFTER THE MISSION....24
EXTRACTION....25
ABORTING YOUR MISSION....26
MISSION DEBRIEFING....26
THE CAMPAIGN SCREEN....27
SAVING AND CONTINUING YOUR CAMPAIGN....28
SCORING....28
PROMOTIONS, MEDALS, AND CITATIONS....28
PART III — ON THE BATTLEFIELD....32
INSERTION....34
REINSERTING THE TEAM....35
MAP SCREEN....36
MAP SYMBOLS AND INDICATORS....37
WAYPOINTS....38
TEAM ORDERS....38
TEAM MOVEMENT....39
SPEED, DIRECTION, AND POSITION....39
FORMATION AND MOVEMENT....42
VIEW MODES....45
COMBAT....47
USING WEAPONS....48
USING GRENADES....51
USING TOOLS....51
BOOBY TRAPS....52
EXPOSING TRAPS....52
GAME OPTIONS....53
SUPPORT TEAMS....54
SUPPORT ORDERS....54
SPLIT TEAMS....57
SPLIT TEAM ORDERS....58
SPLIT TEAM MOVEMENT ORDERS....58
SPLIT TEAM SPECIAL ORDERS....59
PART IV — WEAPONS AND CRAFT BRIEFING....62
WEAPONS....64
INSERTION AND SUPPORT CRAFT....83
AIRCRAFT....83
WATERCRAFT....86
CREDITS....88
PROBLEMS WITH THE GAME?....89

PLEASE!

PAY TO PLAY, OR EVERYBODY GETS FRAGGED.

Developers of computer simulations use the money they make from the sale of their products to stay in business. If potential customers steal their goods and services, prices must be raised to compensate for the losses. Soon legitimate customers can't afford to pay the higher prices, and everyone loses.

Seal Team was produced for your enjoyment through the combined efforts of a dedicated team at Electronic Arts. We—designers, artists, programmers, and other committed professionals—depend on you to pay a fair price for our software so we can afford to create and develop new and better games. We encourage you to play and enjoy *Seal Team* with your friends, but please don't make illegal copies of the program for them.

Electronic Arts supports the industry's effort to fight against the illegal copying of personal computer software. Thank you for helping us in our effort to control software costs by eliminating software theft. And please remember, copying computer software for any other reason than to make a backup is against the law. Individuals who make illegal copies of this software are subject to criminal penalties.

Part I — Set Up

A member of Seal Team One during training in South America.
photo by Kevin Dockery

INSTALLING SEAL TEAM

NOTE: If you have difficulty installing or loading *Seal Team*, see *Problems with the Game?*.

Music Sound Driver Setup

To hear music while playing *Seal Team*, you must have one of the sound cards listed on this screen; otherwise, you must choose NO MIDI HARDWARE.

1. Use the arrow keys to select your sound driver, then press ENTER. A window appears requesting your New I/O PORT address.
2. If you know the address of your sound card port, type it in and press ENTER.
3. The default port address is listed on-screen; to use the default address, type in the number displayed on-screen, and press ENTER.

NOTE: If don't know the New I/O Port address, or if you experience music problems during game play, check your sound card documentation for alternate I/O Port addresses.

Digital Sound Driver Setup

To hear digitized sound effects while playing *Seal Team*, you must have one of the sound cards listed on this screen; otherwise, you must choose NO DIGITAL HARDWARE.

1. Use the arrow keys to select your sound driver, then press ENTER. A window appears requesting your New I/O PORT address.

2. Type in the I/O port address again, and press ENTER.
3. If you know the your sound card's IRQ number, type it in and press ENTER.

The default IRQ number is listed on-screen; to use the default number, type in the number displayed on-screen, and press ENTER.

NOTE: If don't know the New I/O Port address or the New IRQ, or if you experience sound problems during game play, check your sound card documentation for alternate IRQs and I/O Port addresses.

To Reconfigure Seal Team

If your sound and/or music hardware changes in the future, or you want to change a setting, you must run the SETUP program to reconfigure *Seal Team* for your system.

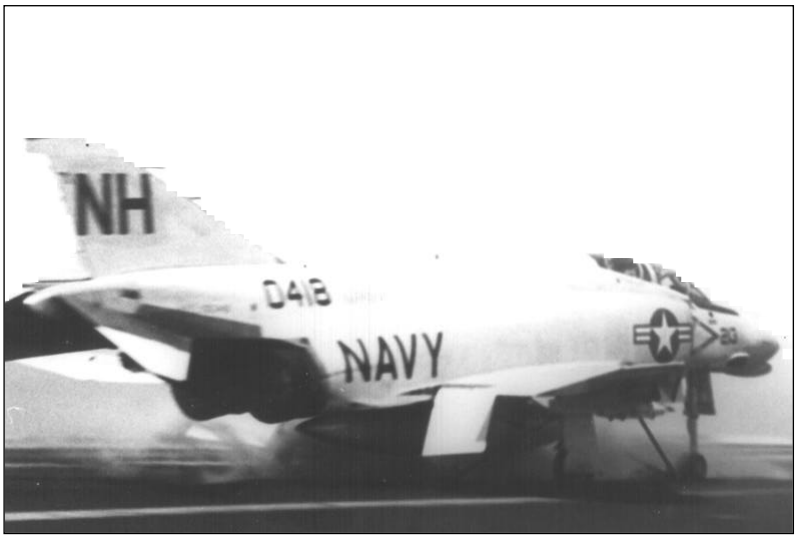
1. From the root directory (usually C:), type cd\seal and press ENTER.
2. Type setup and press ENTER. Follow the instructions under *Music* and *Digital Sound Driver Setup*.

LOADING SEAL TEAM

1.From the root directory (usually C:), type cd\seal and press ENTER.

2.Type st and press ENTER.

3.If you are using a joystick, follow the on-screen instructions to calibrate it. Otherwise, press ESC to cancel joystick control and control the game using a mouse or the keyboard.



A Navy F4B Phantom taking off from the carrier Kitty Hawk. (Photo: U.S. Navy)

Part II — At the Base

SEALs at Nha Bhe preparing for an operation in the Rung Sat Special Zone. Photo by Kevin Dockery.

USING MENUS AND COMMANDS

You can navigate the *Seal Team* menus and Map screen using the keyboard, mouse, or joystick. To use the mouse, make sure a Microsoft Compatible mouse driver has been installed correctly before loading *Seal Team*.

Selecting Items

- Using the mouse, move the cursor to the desired option and click the LEFT mouse button.
- Using the joystick, move the cursor to the desired option and press button 1.

NOTE: Joystick buttons may vary depending on which joystick you use.

- Using the keyboard, use the arrow keys to move the cursor to the desired option and press ENTER. If an option is labeled with an underlined letter (e.g. EXTRACT), you may alternately type the underlined letter to select the item.

Navigating

- To advance screens at the Base, select NEXT.
- To return to the previous screen, press ESC.
- To advance text messages, press the spacebar.

QUICK START

The following section gets you through the opening screens and out onto the battlefield in short order. For detailed information on menus and screens at the base, see the following sections.

When you load *Seal Team*, the title screen appears. Press ENTER.

The Main menu appears. The cursor is on PRACTICE MISSION. Press ENTER.

The Practice Mission screen appears. Read the text at the bottom of the screen; press the spacebar to advance it. Notice that the mission type is listed in the upper right of the screen.

Move the cursor to the NEXT button in the upper-right corner, and select it (click the mouse or press ENTER).

The Mission Briefing screen appears. Check out the Patrol Order and Marching Order clipboards if you want to, but you don't need to change anything to play the first mission.

If you wait a moment, the Mission Briefing begins automatically (you can click on the briefing screen to start it sooner). Watch the briefing film and read the text at the bottom of the screen (press the spacebar to advance it).

When the briefing is over, move the cursor to the NEXT button in the upper-right corner, and select it (click the mouse or press ENTER).

Watch while your team is inserted.

MAIN MENU

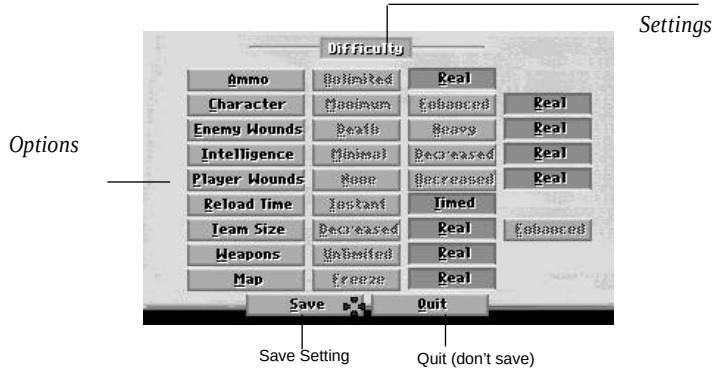
At the Main Menu, select one of the following options:

For more information on these options, see *Starting a Campaign*, *Saving and Continuing Your Campaign*, and *Practice Mission*).

- To bring up the Difficulty Screen, press F10.

DIFFICULTY SCREEN

The Difficulty Screen lets you determine the difficulty level of the game by adjusting each option to your preference. The Difficulty screen can only be accessed from the Main menu.



Difficulty Screen

- To bring up the Difficulty Screen, press F10 (from the Main menu).

To adjust options:

1. Select an option. The option becomes active; the current (active) setting button is dark gray, other settings are light gray.

2. Select the desired setting button. The button turns dark gray, indicating that it is the current setting. Repeat steps 1 and 2 until all options are set according to your preferences, then select SAVE to save the settings. Select QUIT, return to the Main Menu without saving the settings.

Difficulty Options:

Ammo
Determines the amount of ammunition available to the Point Man.
Unlimited: Ammunition is inexhaustible.
Real: Ammunition is limited to the number of rounds carried.
Enemy Wounds
Determines the damage you inflict on enemies when you fire on them.
Death: Enemy dies immediately when hit by the Point Man.
Heavy: Enemy receives heavy damage when hit.
Real: Damage is realistic, based on range,
weapon accuracy, etc.
Intelligence (Enemy)
Determines the level of enemy intelligence (i.e. ability to detect intruders, formulate strategy, defend against attack, etc.)
Minimal: Enemy has minimal intelligence (i.e. easiest to defeat).
Decreased: Enemy is less intelligent than is realistic.
Real: Enemy intelligence is realistic.
Player Wounds
Determines the severity of wounds the point man receives in battle.
None: Point Man receives no wounds in battle.
Decreased: Point Man receives fewer wounds than is realistic.
Real: Severity of wounds is realistic.
Reload Time
Determines time expended for weapon reload.
Instant: Reload occurs immediately.
Timed: Reload time is realistic.
Team Size
(Enemy Team) Determines the number of enemies encountered on each mission.
Decreased: Fewer enemies on each mission.
Real: Number of enemies is realistic.
Enhanced: Increased number of enemies encountered on each mission.
Weapons
Determines the number of weapons available to the team at the *Marching Order* screen.
Unlimited: All weapons available for every mission.
Real: Specific weapons available for each mission.

Map
Determines whether action continues or pauses while you view the Map Screen.
Freeze: Action paused while in Map Screen.
Real: Action continues while viewing the Map Screen; team may be attacked.
Save
Saves your settings for this and all future sessions until you change the settings and save again.
Quit
Returns to the Main menu until you exit the game.

PRACTICE MISSION

A SEAL fire team "fast roping" from a hovering UH-1B "Slick" in the Mekong Delta. Photo: U.S. Navy

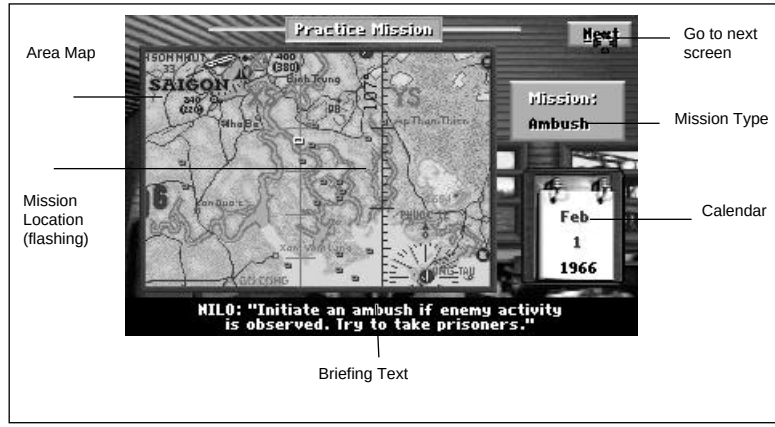
If you're not quite ready for the real thing, a Practice Mission lets you learn the ropes at your own speed. You can play each of the 80 available missions as many times as you like without fear of ending your campaign history and your character's lifeline. We recommend that you play each mission at least once in Practice mode before attempting it in Campaign mode.

- To play a Practice mission, select PRACTICE MISSION from the Main Menu. The Intel Briefing screen appears (see *Intel Briefing*).

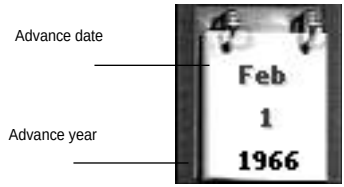
NOTE: Campaign statistics (missions won and lost, ratings, medals, points, etc.) are not tracked in Practice mode.

Choosing Your Practice Mission

When you choose PRACTICE MISSION, a Point Man is chosen for you automatically, and the Practice Mission screen appears (the *Intel Briefing* screen in campaign mode). Here your C.O. briefs you on the upcoming mission.



Seal Team begins in 1966 and ends in 1969. There are 20 missions in each year, for a total of 80 missions. In Practice mode, you can choose to play any of the available missions in any order you wish. (This option is not available in Campaign mode.)



Calendar

To choose your mission:

1. Select the MONTH or the YEAR from the calendar on the Practice Mission screen.
2. Choose your mission date:

Control	Cycle Forward	Cycle Backward
Mouse	left click	right click
Keyboard	ENTER	spacebar
Joystick	button 1	button 2

NOTE: Missions get tougher with each passing year; we recommend that you start with the early ones and work forward.

Starting Your Practice Mission

From here on out, a Practice mission is a lot like a regular mission. If you've chosen your starting date, you're ready for your first mission briefing. Skip ahead to *Intel Briefing* for further instructions.

STARTING A CAMPAIGN

When you begin a campaign, you commit your Point Man to a tour of duty which, should he survive, can last as long as four years (from 1966 to 1969). During this tour he'll hone his skills as well as those of his fellow SEALs. The campaign continues as long as the Point Man survives; should he be killed in action, the campaign ends. Save your campaign often to avoid having to start again from the beginning.

UDT/SEAL Training School

When you choose START CAMPAIGN from the Main Menu, the UDT/SEAL Training School screen appears. Here you can choose your campaign's starting year and select a Point Man from the available recruits.

,

NOTE: In Practice Mode, a Point Man is chosen for you automatically, and the UDT/SEAL Training School screen does not appear.

Starting Year

Your choice of recruits, as well as the missions you play, depend on the current year. Keep in mind that the missions get more difficult in later years, and your team accumulates skill and experience with each mission. Starting at a late date with a green team can make life hard.

- To choose a starting year for your campaign ('66, '67, '68, or '69), select the YEAR button. Keep selecting until the desired starting year appears.

Choose a Point Man

This is where you choose the recruit who becomes your Point Man (you). There are four recruits available for each year of *Seal Team*. The currently selected recruit appears in the RATING/BIOGRAPHY window at the bottom of the screen. When the desired recruit is in the window, move on to *Start the Campaign.*

Be sure you're happy with your Point Man selection; he's got some tough missions ahead of him; if your Point Man dies during combat, your campaign history ends. To continue playing, you must either restore a saved game (see *Saving Your Game*), or start a new campaign.

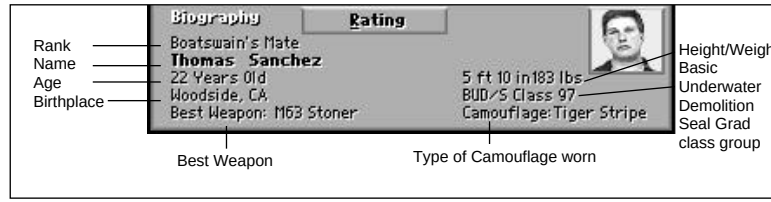
- To cycle through recruits, select NEXT RECRUIT and PREVIOUS RECRUIT.

The RATING window displays each recruit's current rating in areas such as weapons skills, strength, and agility. Also listed is the recruit's Seal Team Rating (Green, Novice, Veteran, or Elite) which reflects his overall skill and experience.

Rating Window

The recruit you choose as your Point Man (the man you control) improves in these areas during your campaign. The RATING window is also available at the Campaign screen after each mission; check it often to see how he's coming along.

The BIOGRAPHY window provides some background on your man, including his age, his place of birth, and which weapon he's most comfortable with. Like the Rating window, the Bio window is also available at the Campaign screen after each mission



Biography Window

- To toggle each recruit's description between RATING and BIOGRAPHY, click the RATING/BIOGRAPHY button.

When your Point Man choice appears in the RATING/BIOGRAPHY window, it's time to start your campaign.

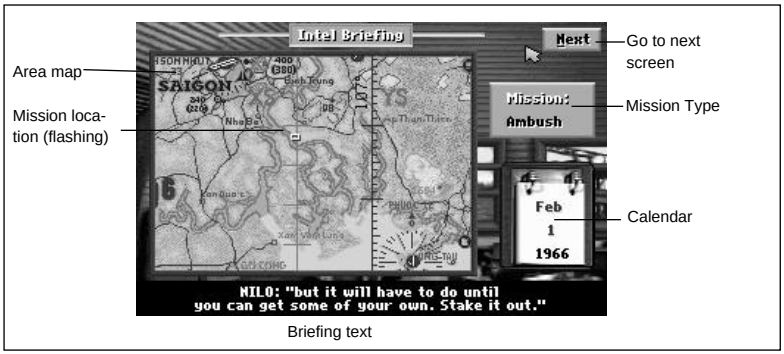
Start the Campaign

When you've chosen a recruit and a starting year, select START CAMPAIGN. The Nickname box appears:

- Type in a nickname for your Point Man (or leave it blank for none) and press ENTER. The Intel Briefing screen appears.

INTEL BRIEFING

At Intel, the C.O. briefs the team on the upcoming mission. Any available intelligence, including information on the area and the mission type, is related. (For more on mission types, see *Missions*.)



Intel Briefing Screen

- To begin the briefing, select the Area Map, or wait for the briefing to begin automatically.
- To scroll through the briefing text, press the spacebar.
- To advance to the Mission Briefing screen, select the NEXT button.
- To return to the UDT/SEALs screen (or the Main menu in Practice mode), press ESC.

Missions

There are seven types of missions your team may be assigned during your campaign.

PATROL

On Patrol missions, the team is to arrive at the specified location (on-screen message confirms arrival), and patrol the area. Using the SEARCH order, the team should attempt to capture NVA/VC, and avoid injuring civilians in the area.

AMBUSH

Ambush missions require stealth and a healthy dose of patience. The team should arrive at the objective location and take the enemy by surprise, neutralizing personnel by whatever means necessary. Take prisoners, if possible (using SEARCH order). In order to achieve this objective, the team must neutralize at least 65% of the enemy objective.

DEMOLITION

On Demolition missions, the team is sent to destroy a structure, such as a building or a well. When the target reticle confirms the objective, set demo charges and get out of the way. For more information on demo charges, see *Using Weapons*.

RESCUE

The objective here is to find and extract friendly personnel, POWs or downed pilots. When you reach the specified location, issue a SEARCH order to pick up any friendlies, then extract.

RECOVER

On Recover missions you need to locate and extract an object, such as a cache of weapons, equipment, food, or other supplies. When you locate the objective, it's automatically marked for a later pickup by a Support Team

SNATCH

Snatch missions are similar to Rescue missions, except that the object of the mission has no desire to be rescued. Locate the objective enemy personnel, then issue a SEARCH order to snatch him.

OBSERVE

Observe means the team designates the target, then watches while the big guns do the job. Travel to the objective, identify and target it (by setting a waypoint) for your Support Team, and issue an attack order.

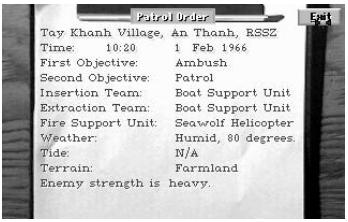
A UH-1B Seawolf fires a rocket over the Mekong Delta. Photo: U.S. Navy.

MISSION BRIEFING

When you exit Intel Briefing, the Mission Briefing screen appears, and the C.O. briefs the team on mission objectives, support craft, and enemy activity in the area. You can also view the Marching Order and Patrol Order clipboards

Mission Briefing

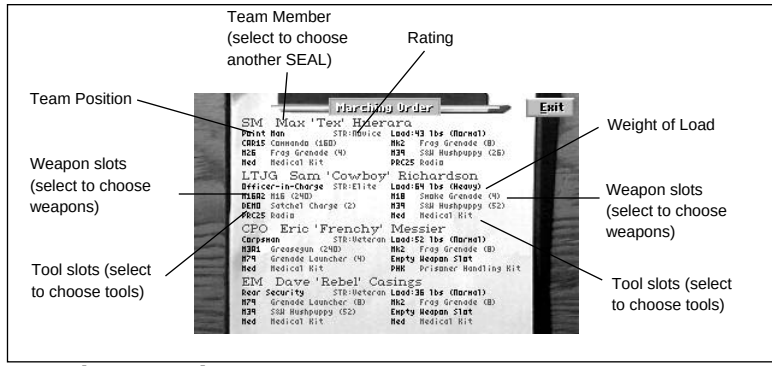
- To begin the briefing, select the white Briefing Screen.
- To advance the text, press the spacebar.
- To exit Mission Briefing and begin the mission, select the NEXT button.
- To return to the Intel Briefing screen (the Practice Mission screen in Practice mode), press ESC. (If the briefing has begun, you must advance the text to the end of the briefing before exiting.)
- To go to the Patrol Order screen, select PATROL ORDER.
- To go to the Marching Order screen, select MARCHING ORDER.



Patrol Order

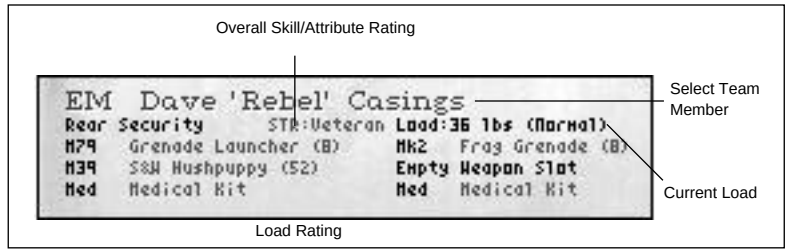
The Patrol Order clipboard provides a summary of the information you learned in the Mission briefing, as well as facts about the terrain, weather, and expected strength of the enemy.

- To exit the Patrol Order screen, select EXIT or press ESC.



Marching Order

The Marching Order clipboard lists the members of your current team, their positions, Seal Team Ratings, the weapons and tools they're currently carrying, and the total weight of their load. Here you can choose your team and determine the weapons and tools they take with them on the upcoming mission.



Building Your Team

Your team consists of four members, each with his own function. The Point Man (you) leads the way to the objective, keeping an eye out for enemies, gives the orders, and covers the Officer in Charge; the Officer in Charge watches the Point Man's back and performs searches; the Corpsman covers the Rear Security officer, performs searches, and performs medic duties, and Rear Security covers the team's rear.

Each team member's marching position is determined by where he appears on the Marching Order clipboard. The Point Man is listed first, the Officer in Charge second, the Corpsman third, and Rear Security fourth in line.

Before each mission, you can build a team by choosing new men for each position (except Point Man). For each team position, you can choose from a pool of men who are available to you throughout your campaign. By rotating your men for each mission, you can build up each man's skills, making each available SEAL a valuable asset on any mission. If you don't rotate your men,

you end up with a small group of highly trained SEALs, but risk getting stuck with a greenhorn should one of your best men be killed or wounded in action.

Seal Team Rating

The Seal Team Rating for each SEAL represents his strength, agility, weapons skills, and equipment skills.

Seal Team Rating

Seal Team Ratings are:
Green -very low skill/experience
Novice -marginal skill/experience
Veteran -good skill/experience
Elite -exceptional skill/experience

Choosing Team Members

1. Select the name of the team member you want to replace (place the cursor on the name, and use the mouse, joystick, or keyboard to select it). The name becomes highlighted in red.
2. Scroll through the available SEALs until the desired man appears:

Control	Scroll Forward	Scroll Backward
Mouse	left click	right click
Keyboard	ENTER	spacebar
Joystick	button 1	button 2

Modifying Inventory

Each team member's inventory is divided into four weapon slots and two tool slots which hold equipment according to the following scheme:

A Gun, Demo charge	B Grenade only
C Gun, Grenade, Demo charge	D Gun, Grenade, Demo charge
E Tool	F Tool

NOTE: Slots A and B allow a greater capacity of reloads, while slots C and D allow fewer reloads.

To choose weapons and tools for team members:

1. Select the weapon or tool slot you want to modify (place the cursor on the slot, and use the mouse, joystick, or keyboard to select it). The text in the slot becomes highlighted in red.
2. Scroll through the available items until the desired item appears:

Control	Scroll Forward	Scroll Backward
Mouse	left click	right click
Keyboard	ENTER	spacebar
Joystick	button 1	button 2

NOTE: The weight a SEAL carries affects the speed at which he can travel in the field. Team members with higher Seal Team Ratings can handle heavier loads than those with lower ratings (see *Seal Team Rating*).

- To exit the MARCHING ORDER screen, select EXIT.

Bull Session

In campaign mode, the SEALs get together after the briefing to check their weapons and shoot the bull before heading out. This is more than just a social occasion; these guys have been through a lot and they know what they're talking about. Pay attention and you might just learn something.

Seal Team shoots the bull before a mission.

- To scroll through the Bull Session text, press the spacebar.
- To exit the Bull Session and begin the mission, select the NEXT button.
- To return to the Mission Briefing screen, press ESC.

Now it's time for the team to insert at the predetermined site. For information on how to survive the mission, proceed to *PART III — ON THE BATTLEFIELD*.

AFTER THE MISSION

When the team has succeeded (or failed) at completing the mission's objectives, the Point Man calls for an extraction, and the team is transported to the base for debriefing. Awards, promotions or chastisement are dispensed as necessary.

Extraction

A door gunner with an M60 machine gun leans out of a UH-1B Seawolf as it makes a strafing run in the Mekong Delta. Photo: U.S. Navy.

A mission is not complete until the primary objective is satisfied, and extraction takes place. Emergency extraction may take place automatically in the event that the team comes under heavy fire and half the team is killed in action, but in most cases the Point Man must issue an extraction order.

Seawolf Support extracts the Seal Team.

To extract the team:

1. From the Map screen, select the extraction team from the Teams menu (e.g. 2. Seawolf Helicopter).
2. Place the red waypoint at the location where you want the extraction to take place. (See *Setting Waypoints*).
3. Issue an Extraction order: type E, or select the order from the Orders menu.
4. Exit the Map screen and travel to the extraction site, then walk into the extraction craft. A message appears when extraction is imminent.
5. Wait while extraction takes place. The Mission Debriefing screen appears.

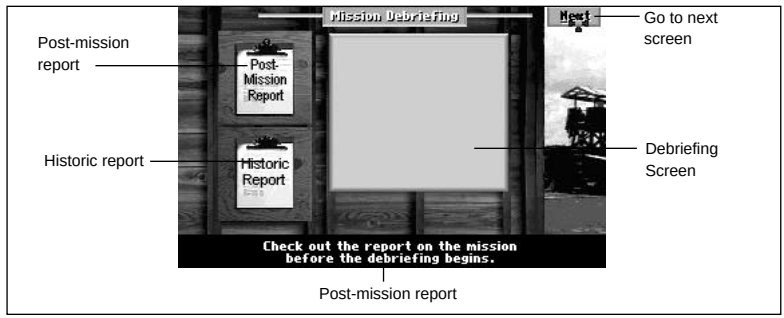
Aborting Your Mission

When things aren't going well for the team, it's sometimes a good idea to abort the mission and restore your campaign so you can attempt the mission again from the beginning. Remember that a mission is only successful if the primary objective has been satisfied, and the team has extracted normally; aborted missions are failed missions, and are scored at 0. You should only abort if you intend to restore your campaign at an earlier point.

- To abort your mission at any time, press ESC, then press Y to confirm. If you've changed your mind and want to continue the mission, press N.

Mission Debriefing

After each mission, the Seal Team reports to the debriefing area where the commanding officer congratulates or chastises you, depending on the success



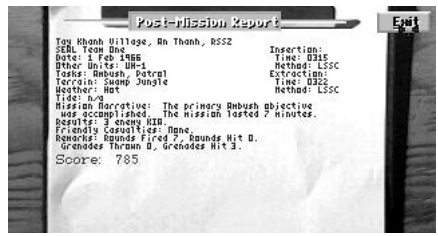
or failure of the mission.

- To begin the mission debriefing, select the white Debriefing Screen.
- To advance the text, press the spacebar.
- To go to the Campaign screen (or the Main menu in Practice mode), select NEXT.

Post-Mission Report

This report provides a mission summary, including mission date, time, location, terrain, weather, mission narrative, friendly and enemy casualties, objectives completed, and the mission score (see *Scoring*).

- To view the report, select the POST-MISSION REPORT clipboard.
- To exit the Post-Mission Report, press ESC.



Historical Missions

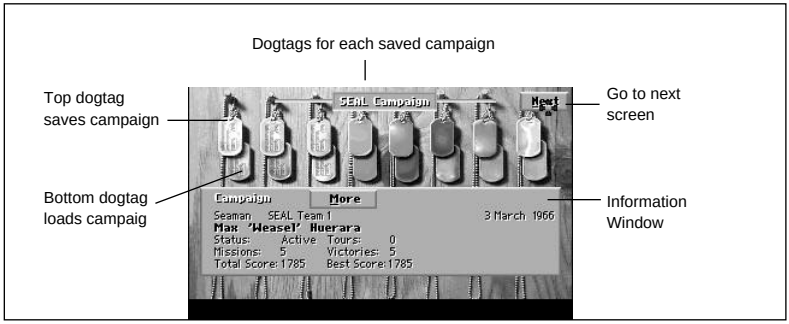
This report is a lot like the Post-Mission Report, in that it reports the details of the mission. The difference is, this is a historically accurate report on the mission as it actually occurred. The Historical Missions report is only available after some missions.

Use this report to compare your performance to that of the men who played for keeps. This is not necessarily the ideal outcome, but it was the real outcome.

- To view the report, select the HISTORICAL MISSIONS clipboard.
- To exit Historical Missions, press ESC.

THE CAMPAIGN SCREEN

After each mission is completed and the team has been debriefed, the Campaign screen appears. Here you can save your campaign in progress, or restore a previously saved campaign.



There are two ways to access the Campaign screen:

- Choose CONTINUE CAMPAIGN from the Main menu.
- End your mission and wait for the Campaign screen to appear. This method is especially useful if your current mission is not going as well as you'd like.

Also available on this screen is the Information Window, which displays campaign statistics, as well as Biography and Ratings information.

- To scroll through the Information Windows, select the MORE button.

Saving and Continuing Your Campaign

Seal Team can save your campaign in progress up to eight times using the eight sets of dogtags on the Campaign screen. When you've used all eight sets of dogtags, you can continue saving by replacing earlier saved campaigns.

To SAVE your campaign:

1 Place the cursor on the top dogtag and click the LEFT mouse button or press ENTER.

2 If you chose a blank set of dogtags, type in a name for your campaign.

If you chose a previously saved campaign, press Y to replace it, or N to cancel and choose another set of dogtags.

To CONTINUE your campaign:

1 Place the cursor on a set of dogtags and click the LEFT mouse button or press ENTER.

2. Press Y to load the campaign, or N to cancel and choose another campaign.

SCORING

The team is scored on its overall performance based on objectives achieved, team survival rate, weapon hit ratio, structures destroyed, enemies searched and/or captured, and enemies otherwise neutralized. Bonuses are awarded when more than one objective is achieved. Patience pays off as well; your team scores higher when you take your time. Aborted missions are scored at 0, so save often and restore your campaign after aborting.

Points are lost when SEALs are killed in action, and when civilians, Snatch or Rescue objective personnel are killed.

PROMOTIONS, MEDALS, AND CITATIONS

PROMOTIONS

Promotions occur at the following total score levels:

Score	Rank
2000	3rd Class
5000	2nd Class
9000	1st Class
12500	Petty Officer
17000	Petty Officer 2nd Class
25000	Petty Officer 1st Class
32000	Chief Petty Officer
40000	Ensign
50000	Lieutenant (Junior Grade)
60000	Lieutenant

MEDALS

Medals are awarded at the end of high-scoring missions. Only the highest ranking medal is awarded for each mission (i.e., if the mission score might earn a Navy Commendation *and* a Bronze Star, only the Star is awarded).

PURPLE HEART

This medal is awarded whenever the Point Man is injured during a mission.

MEDAL of HONOR

Available for the following missions:

Campaign	Mission	Score
1	14	2900
2	18	2750
2	19	3450
3	5	4200
4	7	2925
4	10	3400
4	14	3700
4	17	2875
4	19	4100

NAVY CROSS

This medal is awarded when your mission score is at least 2500, your previous mission score was at least 2500, and your total campaign score comes to 6500 or higher.

SILVER STAR

This medal is awarded when your mission score is at least 2000, and your previous mission score was at least 1800.

BRONZE STAR

This medal is awarded when your mission score is at least 1500, and your previous mission score was at least 1500.

NAVY ACHIEVEMENT

This medal is awarded when your mission score is at least 1200.

NAVY COMMENDATION

This medal is awarded when your mission score is at least 950.

CITATIONS

Citations are awarded at the end of each winning campaign.

PRESIDENTIAL UNIT CITATION

Requirements: 0 SEALs KIA

NAVAL UNIT CITATION

Requirements: Up to 2 SEALs KIA during one year.

At low tide much of the Rung Sat Special Zone was draped in a deep silt, and Seal Teams often found themselves in positions vulnerable to attack. Note the box-style magazine on this SEAL's Mark 23.
Photo: Kevin Dockery

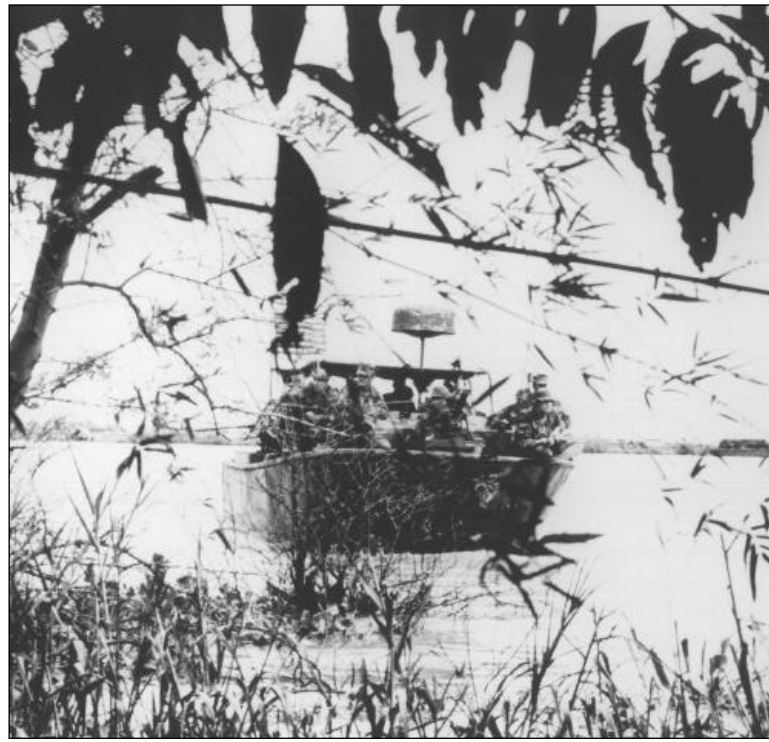
Part III
— on the battlefield

A Seal Team Point Man stalking the enemy in the jungle of Vietnam.
Photo: Kevin Dockery.

INSERTION

Once you've been briefed, it's time to head for the target area. Press ENTER to bypass the animation and go straight to the action.

SEALs depart for the insertion site



A SEAL patrol prepares to insert from a PBR (Patrol Boat, River)
Photo Kevin Dockery

Zoom-In Sequence

- To skip the zoom-in sequence, press ESC. Note that if you skip the zoom-in sequence, reinsertion is impossible (see *Reinserting the Team*).

When the team has been inserted, the default view mode is TEAM VIEW, and the team is in Crouch position. The Point Man (you) is in the lead, and the other three SEALs follow in Column formation. Until you've checked out the area a bit using the MAP screen, the Views commands, and your horse sense, you'll want to use extreme caution. If you need a reminder of your mission objectives, go to the MAP screen (mission objectives are listed in the upper-right corner). For instructions on moving your team, see *Team Movement*.

Reinserting the Team

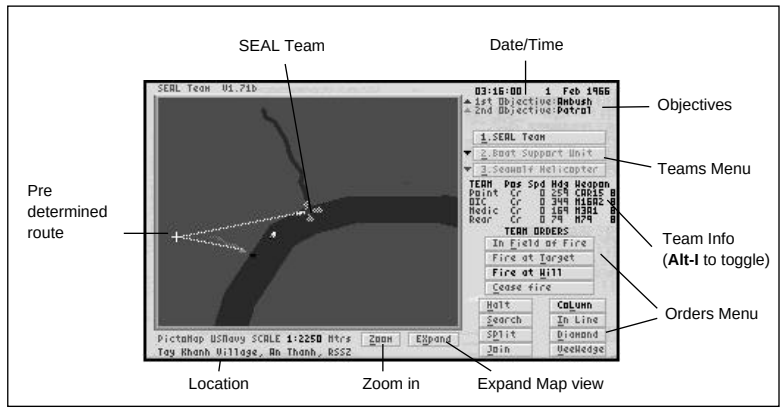
Reinsertion is a technique used to fool the enemy into concentrating his defenses at a false location. When the team inserts at one point, the enemy (should he detect you) is likely to concentrate his defenses at that point. when reinsertion takes place at a new location, the enemy is unable to compensate quickly; the team encounters less resistance and has a better chance of successfully completing the mission. Reinsertion must occur during the insertion "zoom-in" sequence; you can't reinsert once the mission has begun. If you're in the middle of a mission and you want to start over and reinsert the team at a new location, you must exit the mission, restore your campaign, and restart the mission from the beginning, then reinsert *during* the zoom-in sequence.

To reinsert the team:

1. Press R during the insertion "zoom-in" sequence. The map screen appears.
2. Press X to expand the map (zoom out), or Z to zoom in on the map.
3. Move the cursor to the location at which you want to reinsert, and press ENTER, click the LEFT mouse button, or press joystick button 1. A red X marks the new insertion point.
4. Press R to reinsert the team at the new location.

MAP SCREEN

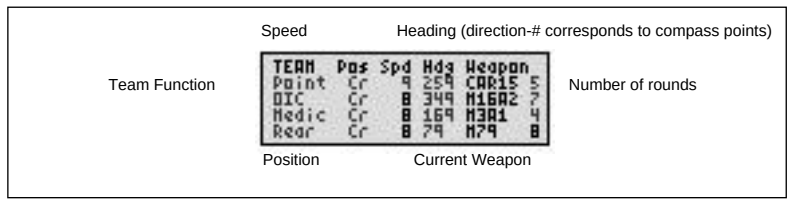
The primary functions of the MAP screen allow you to determine your current location (as well as the locations of other team members) relative to your objectives, to review the objectives and predetermined route, and to determine routes and objectives for each team. You can also issue orders to Support Teams and Split Teams (many team orders can be issued from the field using key commands).



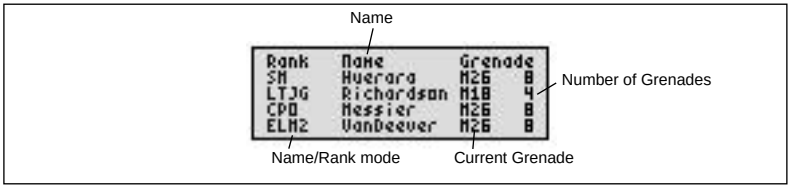
- To bring up the MAP screen, press spacebar. In Point man view (F1) you can also, click the RIGHT mouse button, or press joystick button 2.
- To ZOOM in on the action, press Z or +, or select ZOOM.
- To EXPAND the map view (zoom out), press X or -, or select EXPAND.
- To center the map screen on a particular team, select the team from the Teams menu, or press TAB and SHIFT-TAB to cycle forward and backward through the teams.
- To toggle Team Info from Position mode to Name/Rank mode, press ALT-I.

Team Info

The Team Info section of the map screen provides information on the current team.



Position/Speed/Heading mode



Name/Rank mode

The current teams information text may be displayed in any of several colours. When a team member is wounded, his information text is dark grey. When he is KIA, his text is light grey. When a team member or Support Team's weapon is displayed in red, the team member or team is about to engage in combat with the enemy.

Map Symbols and Indicators

There are several types of symbols present on the map, depending on current conditions. *Paths* represent planned routes and can sometimes be altered. *Objective markers* indicate the location of each Seal Team objective, and each Support Team objective. *Waypoints* indicate a team's current destination, and can be moved at any time during the mission.

Paths

White: The white path represents the planned route from the insertion site to each objective and to the extraction site, but the Point Man may deviate from this path at his discretion.

Light Blue: The light blue path represents the route to the first Split Team's (Seal Team A's) waypoint (default is first objective). This path can be altered by moving the waypoint. The Split Team attempts to travel to the waypoint in a straight line, steering clear of obstacles.

Dark Blue: The dark blue path represents the route to the second Split Team's (Seal Team B's) destination point. This path can be altered by moving the waypoint; the Split Team attempts to travel to the waypoint in a straight line.

NOTE: For information on waypoints, see *Setting Waypoints*.

Objective Markers

Red ▲ First Seal Team objective.

Orange ▲ Second Seal Team objective.

Yellow ▲ Third Seal Team objective (depending on mission).

Black ▲ Support Team objective (primary Support Team)*.

Dark Gray ▲ Support Team objective (second Support Team)*.

Light Gray ▲ Support Team objective (third support)*.

* This marker defaults to the Support Team's initial loitering point. If a new order is received, the marker moves to the location of the new waypoint (see *Setting Waypoints*).

Waypoints

Waypoints indicate a team's current destination, and the location at which Split or Support Teams carry out orders. Waypoints can be moved at any time during the mission (see *Setting Waypoints*).

White X This is the waypoint for the primary Seal Team. It corresponds to the objective locator (the arrow on the Point Man's compass always points toward this waypoint). This marker defaults to the first objective.

Light Blue X This is the waypoint for the first Split Team (SEAL TEAM A). You place this waypoint after you issue a Split Team order, to indicate the location at which you want the Split Team to carry out orders.

Dark Blue X This is the waypoint for the second Split Team (SEAL TEAM B). You place this waypoint when you have issued a secondary Split Team order, to indicate the location to which you want the second Split Team to carry out orders.

Red X This is the waypoint for the currently selected Support team (Boat, Helicopter, or Air Support). You place this waypoint when you have issued a Support Team order, to indicate the location to which you want the Support team to carry out orders.

Setting Waypoints

Each time you issue an order to a Split Team or Support Team, you must specify the area in which you want the command to be carried out.

To set or move a waypoint:

1. At the Teams Menu (on the Map Screen), select the team whose waypoint you want to set or move.
2. Place the cursor on the map location at which you want to place the waypoint, and click the LEFT mouse button, press ENTER, or press joystick button 1. The waypoint appears at the new destination.

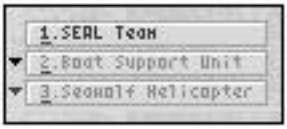
When your waypoint is set, you're ready to issue an order to the team. Select the desired order from the Orders menu. For more information on issuing orders, see *Team Orders*.

Team Orders

At the MAP screen you can issue orders to any team, including Split Teams and Support Teams. The Orders menu changes depending on which team you have selected from the Teams menu; different sets of orders are available for each type of team (Seal Team, Split Team, or Support Team). Primary Seal Team orders are most easily issued from the battlefield using the key commands.

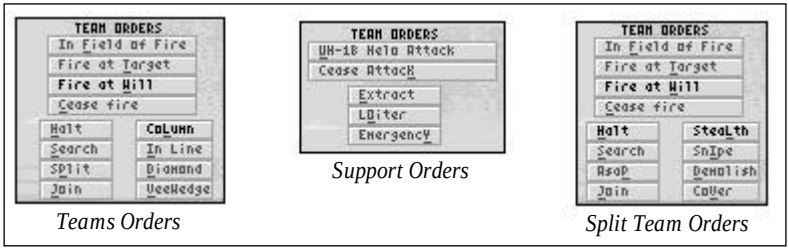
To issue orders to a team:

1. From the Teams Menu, select the team you want to command.



Teams Menu

2. For Split Teams or Support Teams, set a *waypoint* where you want the team to carry out its orders (see *Setting Waypoints*).
3. Select an order from the Orders Menu.



Teams Orders *Support Orders* *Split Team Orders*

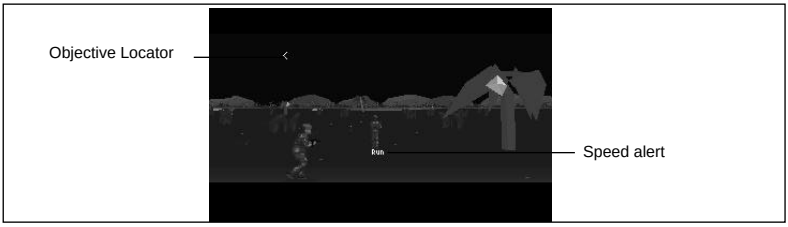
NOTE: For more information on the orders available to the Seal Team, and Support Teams, see *Team Movement*, and *Support Teams*.

TEAM MOVEMENT

Team movement consists of speed, direction, position, and formation. The Point Man must be alert to conditions and determine how best to combine these elements to get the team through each mission.

Speed, Direction, and Position

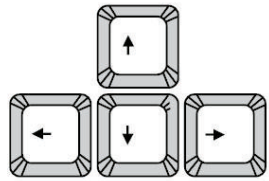
You can control the team's speed and direction using the keyboard, mouse, or joystick. Position is controlled using the 1, 2, and 3 keys at the top of your keyboard.

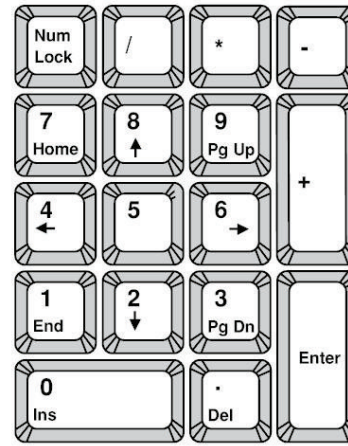


Seal Team at high speed

The following diagrams illustrate speed and directional control. The subsequent sections describe speed, direction, and position in detail. For information on formation and team movement orders, see *Formation and Movement.*

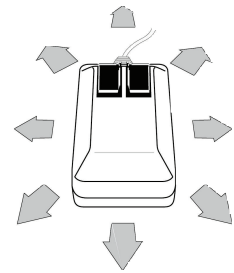
Using the Keyboard:



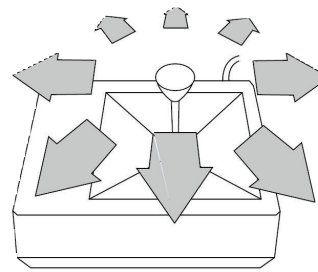


- For larger turning increments (i.e. faster turning speed), press CTRL+ARROWS (e.g. CTRL+LEFT ARROW to turn left quickly).

Using a Mouse:



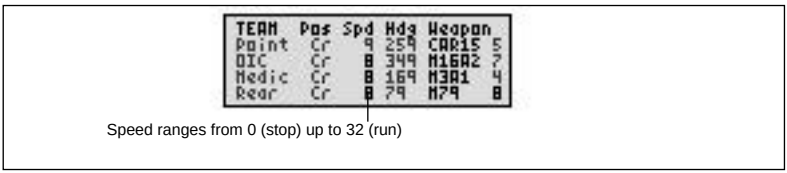
Using a Joystick:



Speed

Your team can travel at two speeds: Slow and Run. Slow speed affords stealth and allows the team to move in Prone or Crouch position, presenting a smaller target to the enemy. Backward travel can only be accomplished in Slow speed. Running is noisy, and can only be accomplished in Upright position, presenting a much larger target; this speed should be used with discretion.

A SEAL's top speed is determined by his strength (see *Seal Team Rating*) and the weight of his load (displayed on the Marching Order screen) When you adjust your speed, a message alerts you to the team's current relative speed. For more specific information on each team member's speed, refer to the Team Info area of the Map screen.



Team Info at the Map Screen

Direction

Your heading is displayed at the top of the screen (in Point Man view only). When you change your Point Man's direction, the compass reflects his new heading.

On-screen heading number corresponds to standard compass heading

The Objective Locator arrow points to the team's current *waypoint*, which defaults to the first objective. Use the Objective Locator to determine where you are in relation to your waypoint. When you've accomplished an objective, you can reset your waypoint to the next objective, or any location you wish (the waypoint is not adjusted automatically). For more on setting your waypoint, see *Setting Waypoints*.

Position

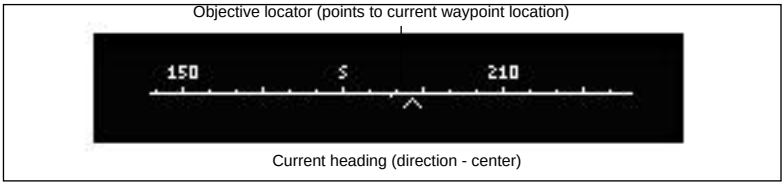
The Seal Team can assume three basic positions: Upright, Crouch, and Prone. The Point Man chooses the position he feels best suits the circumstances.

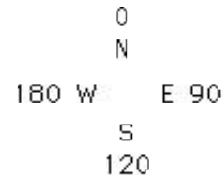
Prone 1 Horizontal position. Slow speed only. Least vulnerable.

Crouch 2 Semi-upright position. Slow speed only. Semi-vulnerable.

Upright 3 Full upright position. Team is closer together. Slow and Run speeds available. Extremely vulnerable.

- To issue a position order, press the corresponding number key (in brackets).
- To cycle forward and backward through positions, press + (plus) and - (minus).





Formation and Movement

The Point Man can order the Seal Team to assume any of four basic formations, depending on the objective and the situation. Also, in addition to the basic movement commands described in the previous section, the Point Man can issue five Team Movement Commands to the primary Seal Team (special Split Team commands are described in *Splitting the Team*).

To issue formation or movement orders:

1. From the battlefield, select POINT MAN VIEW (F1) or TEAM VIEW mode (F2).
   From the Map screen, select 1. SEAL TEAM from the Teams menu.
2. Press the corresponding (underlined) letter (e.g. COLUMN = press L).
   From the Map screen, you may also select the desired order from the Orders menu:

Team Orders

Point Man with M79 Grenade Launcher in the brush of the Rung Sat Special Zone. Photo: Kevin Dockery.

Team Formation Orders

- COLUMN FORMATION presents the smallest possible target from directly ahead, especially in Prone position. Enemies approaching from either side, however, are presented with a wide target. Useful when moving through booby-trapped areas, or when attempting an ambush. In this formation, rear team members may be out of range of forward targets.

Column Hand Signal

- IN-LINE FORMATION presents a wide and visible target if the team is upright, but creates a wide field of fire directly in front of the team. This formation is used primarily for an equally distributed frontal assault.

In-Line Hand Signal

- DIAMOND FORMATION (modified wedge) places the Rear Guard in the center of the formation; team protection and field of fire are improved over standard wedge formation. Team members are closer together, making them vulnerable to grenades and other burst weapons.

Diamond Hand Signal

- VEE WEDGE FORMATION provides overlapping field of fire protection along with good distribution of weapon range and low vulnerability from the rear.

Vee Wedge Hand Signal

Team Movement Orders
HALT Stop immediately and await further orders.
SEARCH Perform a general search of the immediate area; search dead orwounded enemies for weapons and documents; capture enemy; carry out snatch, rescue, or kidnap objectives.
SPLIT TEAM Send members of your team to a specified destination with special orders. See *Splitting the Team*.
DIVE QUICKLY All team members dive outward. This order is used in the event of an incoming grenade; pay attention and learn to spot them early to avoid major casualties.

VIEW MODES

There are several View modes and features which allow you to keep an eye on the surrounding area, your team, your support craft, and your target. Point Man view is the best action mode, while Team, Support Team, Split Team, and Target views are primarily observation modes, and allow you to utilize the Pan and Zoom features.
Point Man F1 A first-person view through the eyes of the Point Man. Point Man view is the only mode in which the Point Man can acquire a target, and in which the compass is on-screen.
Team F2 Third person view of the Point Man, nearby team members, and the surrounding area.
Support Team F3 View the primary Support Team and surrounding area.
Support Team F4 View the secondary Support Team and surrounding area.
Support Team F5 View additional Support Team and surrounding area. (mission dependent)
Split Team A F7 View Split Team A and surrounding area.
Split Team B F8 View Split Team B and surrounding area.
Target F9 View your current target and surrounding area.

A heavily armed PBR and crew patrolling a tributary of the Mekong.
Photo: Kevin Dockery

Pan and Zoom

The PAN feature lets you pan the view around the subject, for a complete picture (of the primary team, Split Team, Support Team, or Target) and surrounding area. The ZOOM feature lets you zoom in and out on the view. These features can not be used in Point Man mode.

To Pan the View:

1. Press a function key to go to a Team or Target view mode.
2. Using the keyboard, press the LEFT or RIGHT arrow key.
   Using the mouse, move the mouse LEFT or RIGHT.
   Using the joystick, move the joystick LEFT or RIGHT.

For a 360° view, continue panning in one direction until the view pans in a full circle.

To Zoom the View:

1. Press a function key to go to a Team or Target view mode.
2. Using the keyboard, press the PAGE UP (zoom in) or PAGE DOWN (zoom out).
   Using the mouse, move the mouse FORWARD or BACKWARD.
   Using the joystick, move the joystick FORWARD or BACKWARD.

COMBAT

Even the least aggressive missions can involve combat. By choosing appropriate weapons, formations, and strategies, you can get your team through the most brutal operation with minimal casualties.

Point Man signals enemy sighting

When an enemy is spotted by a team member, he alerts the Point Man, who then gives a hand signal, and makes a few crucial decisions: remember, a SEAL's main objective is usually to gather information, and a prisoner talks a lot more than a corpse. Take them alive if you can.

The following sections describe the use of weapons and tools. For detailed descriptions of the weapons available to your team, see *Weapons*.

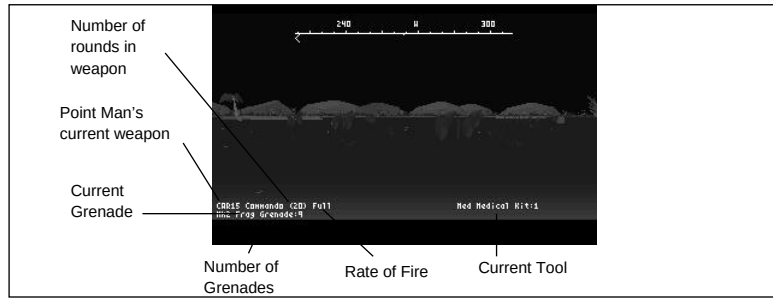
Using Weapons

There are a total of 19 weapons available in *Seal Team*. Twelve weapons are available in the early missions, and more become available as the years pass and your campaign progresses. Each team member can carry up to four weapons which you can assign at the Marching Order screen (see *Marching Order*).

Choosing a Weapon

Stoner man with grenades and LAW on a Viet Cong supply trail.
Photo: Kevin Dockery

On the battlefield, your Point Man can choose from the weapons you selected for him at the Marching Order screen (see *Marching Order*). Keep a close eye on the number of rounds he has available.



For information on the Point Man's current weapon, press the Point Man or Team view key (F1 or F2). A message appears at the bottom of the screen listing the current weapon, rate of fire, number of rounds, and current tool.

- To scroll through Point Man's available WEAPONS, press N.
- To scroll through Point Man's available GRENADES, press ALT-N.

Other team members choose their own weapons during combat, according to the following hierarchy:
Semi-Automatic weapons - first choice
Single shot weapons - second choice
Grenades - third choice
Targeting

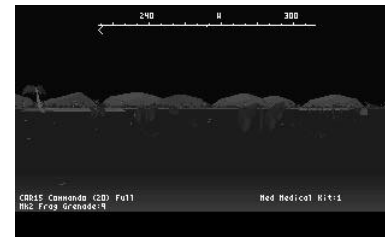
Reliable targeting occurs in POINT MAN view. (In TEAM VIEW, the target reticle does not appear, but the Point Man can still fire at enemies directly in front of him.) Targeting kicks in at approximately 100 meters, and is restricted to the Point Man's visual cone.
When an enemy or other object comes within targeting range, the targeting reticle appears. As you move closer to the target, the reticle changes colour.
White = long-range; low chance of hitting
Yellow = mid-range; medium chance of hitting
Red = close-range; good chance of hitting

- To move the reticle to the next available target, press TAB.

Firing Weapons
The following instructions describe how to fire weapons and how to adjust your weapon's rate of fire. For information on using grenades, see *Grenades*. For descriptions of the available weapons and grenades, see *Weapons*.
Whenever you press a team view key (F1, F2), information on your current weapon is displayed in the lower-left corner of the screen. Also listed are the number of reloads available, rate of fire, and your current tool (bottom right).
Be sure you're within target range of an enemy or object before firing (see *Targeting*).

- To FIRE your current weapon, press ENTER, press joystick button 1, or click the LEFT mouse button.

When your team fires, red *tracers* appear on the screen. Tracers are trails of light that allow you to see the path of your bullets. When the team is fired upon by the enemy, the tracers are green.
Rate of Fire (R.O.F.) allows you to better control your weapon. The current rate of fire appears next to your current weapon in the lower left area of the screen whenever you press a team view key (F1, F2). Each setting, as listed below, determines how many rounds you'll get off each time you fire.



Rate of Fire

FULL - Fire entire clip with one button press; hard on ammunition — often used to keep the enemy from shooting back (when the team is "suppressed"), or to facilitate a strategic withdrawal.

SEMI - Continuous fire while pressing fire button — allows more control. This mode is efficient and effective.

SINGLE - Fires one round per button press — slowest firing rate, but easiest to control, and saves ammo.

- To adjust your RATE OF FIRE, press R until the desired R.O.F. appears.

Setting Demo Charges

Demo charges are used for Demolition missions. When the objective is in sight, scroll through your weapons until the demo charge is your current weapon, then fire it as you would any weapon. When the charge has been set, a message alerts you, and you have only a few seconds to put some distance between you and the explosion.

Team Fire Orders

All SEALS fire according to the Point Man's orders. The four Team Firing orders are described below.

- To issue a firing order from the battlefield, press the corresponding (underlined) letter.
- To issue a firing order from the MAP screen, place the cursor on the desired order and click the LEFT mouse button or press ENTER (be sure 1. SEAL TEAM is selected from the Teams menu).

IN FIELD OF FIRE Fire within visual cone as represented on Map Screen. Each team member is assigned an area of view based on his position, and fires upon enemies spotted within that field.

AT POINT MAN'S TARGET Fire only at Point Man's target. This is the order to issue if a specific enemy or object must be neutralized above all others.

AT WILL Each SEAL actively seeks targets and fires at his own discretion.

CEASE FIRE Stop firing and await further orders. SEALs won't break your CEASE FIRE order even in an emergency — you must issue a firing order to cancel CEASE FIRE.

Using Grenades

When grenades are your Point Man's current weapon, keep a close eye on how many he's carrying and be ready to switch back to your guns when he's out. For more information on specific types of grenades and when to use them, see *Weapons.*

- To SCROLL through available grenades, press ALT-N.
- To throw a GRENADE, press G. If an enemy or object is targeted, the grenade is thrown at the target.

If no enemy or object is targeted (i.e. the target reticle is not present on the screen) a white shaded box appears on the ground. Use the arrow keys to position the box in the area you want to target, then press G again to toss the grenade, or ENTER to cancel the grenade toss.

Using Tools

The Seal Team carries three types of tools, each with a specific and crucial function. If the team is without any of the tools described below, the mission may be jeopardized.

- To scroll through available tools, press (right bracket).
- To use the current tool, press (left bracket).

PRC25 RADIO

This is the Point Man's most important tool; without it he is unable to communicate with Support Teams and Split Teams. The Point Man should always carry a radio. The radio is used automatically when issuing Support and Split Team orders from the Map screen.

MEDICAL KIT

The Med kit allows team members to treat one another when minor injuries occur. Each Med kit can treat one injury. In the event of major injuries, a Med kit usually isn't adequate, and an Emergency Extraction may occur. The Point Man should equip as many Med kits as he deems necessary, based on the expected length and difficulty of the mission. See *Using Tools* for instructions on how to use the Med kit.

NOTE: Team members perform medical aid on one another automatically as needed according to the availability of Med kits. If the Point Man is carrying a Med kit, he can perform medical aid on himself, but is unable to aid other team members.

PRISONER HANDLING KIT (PHK)

The PHK contains restraining devices and other materials which aid SEALs in capturing and retaining custody of prisoners. Without PHKs, there is an increased chance that you may lose your prisoners during enemy attack. The number of PHKs the team should carry varies according to mission type (e.g. snatch missions with heavy enemy activity require more PHKs than patrol missions with light activity). The PHK is used automatically when prisoners are captured.

Booby Traps

You may encounter any of three types of booby traps during your campaign: pits, trip wires, and stakes. All are engineered to maim or kill the unwary soldier, but each does its own special brand of damage.

SEAL Patrol in brush amazingly similar to punji sticks. Photo: Kevin Dockery.

PITS appear as large shaded square or rectangular areas on the ground, but are difficult to detect except at close range. SEALs can fall into these pits, causing injury or death.

TRIP WIRES are thin wires strung across a series of small stakes about a foot off the ground. When tripped, these wires usually set off grenades or mines hidden nearby.

STAKES appear as a ring of arrow-like objects protruding from the ground. When a SEAL steps into this ring, injury or death can result.

Exposing Traps

When the Point Man spots a booby trap, he can alert his teammates to the danger. Once the trap has been exposed, other team members avoid it automatically, but the Point Man is still vulnerable; steer him clear of the danger.

To EXPOSE a booby trap:

1. When you think you've spotted a potential trap, assume Prone position. This places you close to the ground, making it easier to expose the trap to the team.
2. Slowly move toward the trap until you're within a few meters of it, then press X. The Trap hand signal appears, and the team is alerted.

If the signal isn't given, move a little closer and try again.

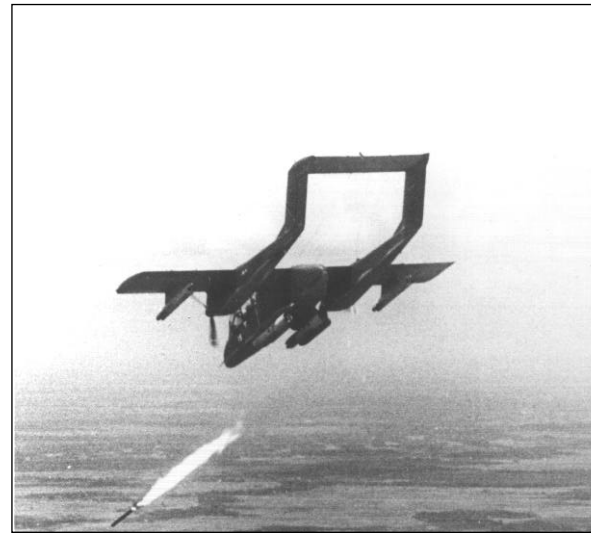
Trap Hand Signal

GAME OPTIONS

The following options are available at all times during the campaign. Unless noted, these options are not available in the up-front menus or briefing screens. To execute these commands, press the command key in brackets (ex: (ALT-P) = ALT+P).

PAUSE	(ALT-P)	Pause the mission. Press ENTER to resume play.
TIME COMPRESSION	(ALT-T)	Condense time when awaiting extraction or other support (app. 4x). This feature is dangerous to use during combat or when enemy activity is heavy as it does not pause game action.
DETAIL LEVEL	(ALT-D)	Adjusts level of game detail (i.e. shadows, wakes, additional ground and air objects). Lower detail levels allow faster gameplay. (6=full detail, 1=very little detail).
MUSIC	(ALT-M)	Turns music ON/OFF. Default is ON.
SOUND	(ALT-S)	Turns sound effects ON/OFF. Default is ON.
END MISSION	(ESC)	Abort your current mission.
QUIT GAME	(ALT-X)	Exit to DOS.

SUPPORT TEAMS



OV-10 Black Pony firing a 2.75-inch FFAR. Photo: U.S. Navy

On each mission, the Seal Team is accompanied by an insertion craft and up to three Support Teams: the Boat team, the Helicopter team, and the Aircraft team. After insertion takes place, the Support Teams wait a few miles away (so as not to draw enemy fire to you) until your Point Man radios for an attack, an extraction, and/or other assistance.

In the event that a Support Team is unable to respond, they alert you by radio (a message appears). You can either wait for the team to rectify the problem, or try issuing the same order to another team.

Support Orders

When you're ready to bring in the heavy artillery, or just need a quick getaway, your air and/or sea Support Teams are at the ready. You can call in individual Support Teams or request different types of support from all available units.

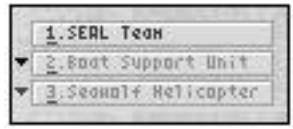
Door gunner in a Seawolf UH-1B firing at ground target. Photo: U.S. Navy

A PBR and her crew on patrol, Mekong River. Photo: U.S. Navy

NOTE: When calling in support attacks, don't get caught in the cross fire! Support teams take precautions not to fire on friendly troops, but SEALs are purposely difficult to detect in heavy ground cover, and some support weapons have a large blast radius. Take cover!

To call in support:

1. From the Map screen, select the Support Team you want to carry out your orders:



Teams Menu

2. Set the waypoint. Place the cursor on the area of the map in which you want the order to be carried out, and click the LEFT mouse button, press joystick button 1, or press ENTER. The team's objective marker appears at the new waypoint.
3. Issue a Support Order: select the desired order from the Orders Menu, or press the corresponding (underlined) letter.

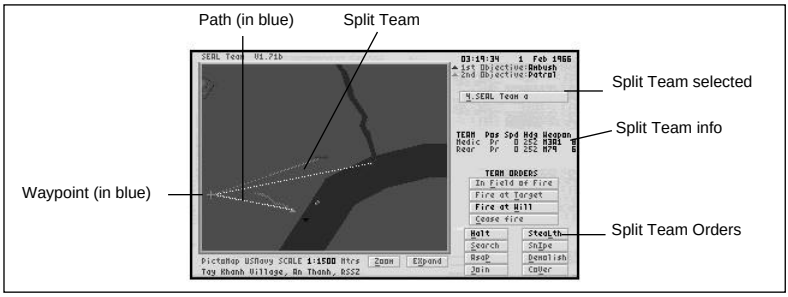
Support Orders Menu

The following pages list the available Support Orders. For a reference list of keyboard commands, see *Key Commands*.

LSSC BOAT ATTACK	Attack enemies in water, on shoreline, and at waypoint. Weapon: M60 LMG.
UH-1B HELO ATTACK	Attack enemies at waypoint. Weapon: Rockets or M60 LMG.
OV-10A AIRCRAFT ATTACK	Attack enemies at waypoint. Weapon: Rockets
CEASE ATTACK	Abort attack and retreat to default loiter location (mission dependent).
EXTRACTION	Mission completed or aborted. Extract team at waypoint (you must set a waypoint for extraction to occur).
EMERGENCY EXTRACTION	Extract immediately. Waypoint is set automatically at the team's current location. This order is available to only one Support Team. In the event that the Seal Team is under fire or members are heavily wounded, Emergency Extraction may occur automatically.
LOITER	Go to specified location and await further orders. Engage enemies when necessary. LOITER keeps a Support Team on hand in case of an emergency. Use this order with caution, as loitering Support Teams tend to attract unwanted attention.

SPLIT TEAMS

The following section describes how to split the Seal Team, and how to issue orders to a Split Team. For strategic information on the use of Split Teams in combat situations, see *SEAL Tactics*.



You can split the Seal Team into up to three separate teams using the SPLIT TEAM command. When the team is split once, the Corpsman and Rear Guard separate from the primary team and become Seal Team A. When the team is split twice, the Officer in Charge separates from the Point Man and becomes Seal Team B.

The Point Man monitors his Split Team's progress using Split Team view modes and the Map screen, and communicates with the team by radio. He must set a waypoint to indicate their destination, and from the Map screen he must issue any of the eight special movement and combat orders described on the following pages.

Split Team effectiveness relies heavily on team members' skill, making Split Team operations riskier than those performed by the entire team, especially using relatively inexperienced SEALs.

- To issue a SPLIT TEAM order, press P.

Split Team Orders

For each Split Team operation, the Point Man should issue one Split Team movement order, one Split Team special order (both described in this section), and one firing order (described under *Team Fire Orders*) under which the Split Team operates for the duration of the Split Team operation. Note that separate firing orders must be issued to the primary team, and to each Split Team.

Follow the instructions below to issue orders to your Split Teams. For a list of the available Split Team orders, see the following sections titled *Split Team Movement Orders*, and *Split Team Special Orders*.

To issue orders to the Split Team:

1. From the Map screen, select the desired team from the Teams menu.
2. Set the Split Team's waypoint: *select* the desired map location. Seal Team A's waypoint appears as a light blue 9 . Seal Team B's appears as a dark blue X.
3. Select the desired order from the Team Orders menu, or type the corresponding (underlined) letter (e.g. STEALTH = press L).

Split Team Movement Orders

Listed below are available movement orders for Split Teams. Unless one of the following orders is issued, the Split Team remains in the location where the team was split. The Split Team obeys the last order given; if you issue a Stealth order, then issue a Halt order, the team halts and awaits further orders.

NOTE: The following orders must be issued from the Map screen.

STEALTH	Proceed slowly and carefully to waypoint in Prone or Crouch position.
HALT	Stop and await further orders.
ASAP	Arrive at waypoint as soon as possible (run).
JOIN TEAM	Split team(s) should rejoin primary team using current movement order (i.e. STEALTH or ASAP). Note that when the JOIN order is issued, the Split Team views are disabled.

Split Team Special Orders

NOTE: The following orders must be issued from the Map screen.

SNIPE	Slow, quiet movement and execution of enemy personnel. This order is carried out enroute to and at the waypoint.
DEMO	Destroy structure. This order is carried out at the waypoint.
COVER FIRE	Split team engages nearby enemies while Point Man performs another task (such as demolition). This order is carried out enroute to and at the waypoint.
SEARCH	Search the area, capture prisoners, search captured/wounded/dead enemies. Also carry out Recover, Snatch, or Rescue objectives. This order is carried out at the current location. If you want the team to SEARCH at the waypoint, wait until they arrive at the waypoint, then issue the SEARCH order.

Officer in charge directing his team while on patrol. Photo: Kevin Dockery

A UH-1B Seawolf hovers over a VC sampan which has just taken a 40mm grenade hit. Photo: U.S. Navy

Part IV — WEAPONS AND CRAFT BRIEFING

A STAB patrolling the Mekong. Photo: Kevin Dockery

WEAPONS

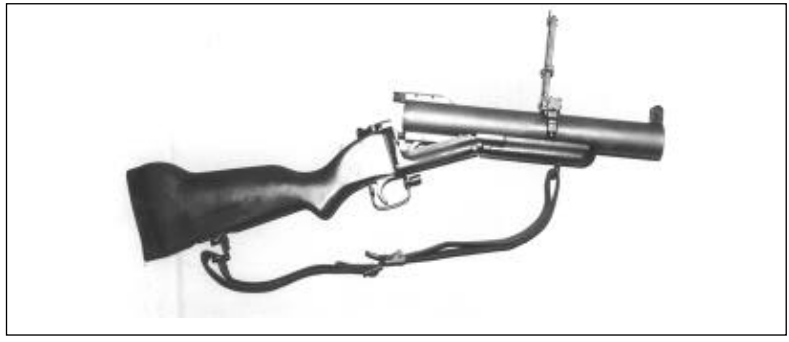
M45 Gustaf Swedish K (36 rounds) Semi

Photo: Kevin Dockery

Caliber: 9mm Parabellum
Magazine: Detachable box, staggered dual line
Magazine capacity: 36 cartridges
Overall length: 31.8 in.
Barrel length: 8 in.
Weight: 9.25 lbs. (loaded)
Cyclic rate of fire: 550-600/min.
Type of fire: Automatic
Operation: Elementary blowback. Projection of spent caste actuates bolt mechanism.
Sights: Front: Protected post
Rear: L type
Muzzle Velocity: 1200 f.p.s.

M79 Grenade Launcher

Photo: Kevin Dockery



Caliber: 40 x 46mm SR

System of Operation: Single-shot, break open type

Magazine capacity: 1 round

Overall length: 28.78 in.

Barrel length: 14 in.

Weight: 6.45 lbs (loaded)

Sights: Front: Projected Blade

Rear: Leaf, adjustable for windage

Muzzle Velocity: 250 f.p.s.

A PCF in the Mekong on an overcast morning. Photo: Kevin Dockery

AK-47/AKM-47 Kalashnikov Semi-Automatic

Photo: Kevin Dockery

Caliber: 7.62mm

Magazine: Staggered row detachable box magazine

Magazine capacity: 30 rounds

Overall length: 34.25 in.

Barrel length: 16.34 in.

Weight: 10.58 lb.

Cyclic rate of fire: 600 r.p.m.

Type of fire: Gas, selective fire

Sights: Front: Post w/protecting ears

Rear: Tangent, graduated to 800 meters

Muzzle Velocity: 2330 f.p.s.

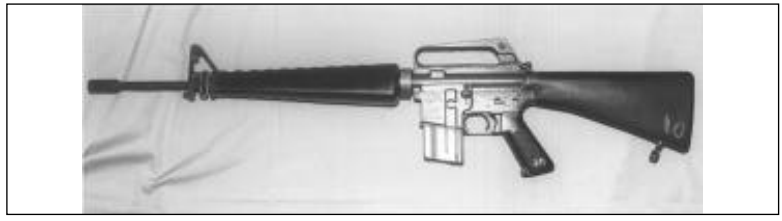
M3A1 Greasegun

Photo: Kevin Dockery

Caliber: .45
Magazine: In-line detachable box
Magazine capacity: 30 rounds
Overall length: 29.8 (stock extended)
Barrel length: 8 in.
Weight: 8 lbs.
Cyclic rate of fire: 350-450 r.p.m.
Operation: Blowback, automatic
Sights: Front: Blade
Rear: Fixed aperture
Muzzle Velocity: Approx. 920 f.p.s.

M16A1

Photo: Kevin Dockery



Caliber: 5.56mm (.233)
Magazine: Staggered row, detachable box
Magazine capacity: 20 rounds
Overall length: 39 in.
Barrel length: 20 in.
Weight: 6.3 lbs w/out magazine
Cyclic rate of fire: 700-900 r.p.m.
Operation: Gas, selective fire
Sights: Front: Post with protecting ears
Rear: Aperature
Muzzle Velocity: 3250 f.p.s.

Mark 22 MOD O Pistol (Hush-Puppy)

Photo: Kevin Dockery

Caliber: 9mm Parabellum
Magazine: Single row, detachable box
Magazine capacity: 8 rounds
Overall length: 7.5 in.
Barrel length: 4 in.
Weight: 26.5 oz.
Operation: Recoil, modified Browning system
Sights: Open rear, adjustable for windage only
Muzzle Velocity: 900 f.p.s.

M60 Light Machine Gun

Photo: Kevin Dockery

Caliber: 7.62 NATO

Feed Device: Disintegrating link belt

Overall length: 43.75 in.

Barrel length: 25.6 in.

Weight: 23 lb (w/mount: 38 lb)

Cyclic rate of fire: 600 r.p.m.

Type of fire: Automatic

Operation: Gas, automatic

Sights: Front: Blade

Rear: Leaf

Muzzle Velocity: 2800 f.p.s.

Mk 23 Stoner

Photo: Kevin Dockery

Caliber: 5.56mm
Magazine: Drum or box
Magazine capacity: 150-round linked
Overall length: Variable
Barrel length: Variable
Weight: Variable
Cyclic rate of fire: 600 r.p.m.
Operation: Open bolt, gas, variable
Sights: Front: Blade
Rear: Leaf
Muzzle Velocity: 2800 f.p.s. (+/-)

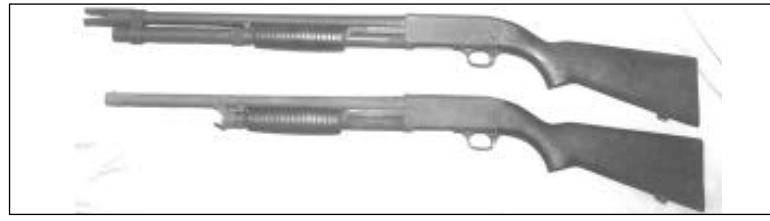
XM177E2 Carbine (CAR-15)

Photo: U.S. Army

Caliber: 5.56mm
Magazine: Staggered row, box
Magazine capacity: 20 or 30
Overall length: 78.7cm (butt extended)
Barrel length: 25.4cm
Weight: 3.23 kg
Cyclic rate of fire: 700-800 rpm
Operation: Gas, selective fire
Sights: Front: Post with protecting ears
Rear: Aperature
Muzzle Velocity: 924 m/s

Ithaca Model 37 Shotgun

Photo: Kevin Dockery



Caliber: 12-bore, 2.75 in.
Magazine: Tubular
Magazine capacity: 5- or 8-shot
Overall length: 18.8 in.
Barrel length: 20 in.
Weight: 6.5 lb.
Cyclic rate of fire: 30 rpm
Operation: Pump, repeater
Sights: Front: Bead (no sight on duckbill attachment)
Rear: N/A

M72A2 LAW

Photo: Kevin Dockery

Caliber: 9mm
Overall length: 4.95 ft. extended
Barrel length: 4.95 ft.
Weight: 17.3 lbs
Operation: Single-shot
Sights: Front: N/A
Rear: Folding

56SKS Simonov Single

Photo: Kevin Dockery

Caliber: 7.62mm

Feed Device: 10-round staggered row non-detachable box magazine

Overall length: 102cm (bayonet folded)

Barrel length: 52cm

Weight: 4.01 kg (loaded magazine)

Cyclic rate of fire: 30 rpm

Operation: Gas, semi-automatic

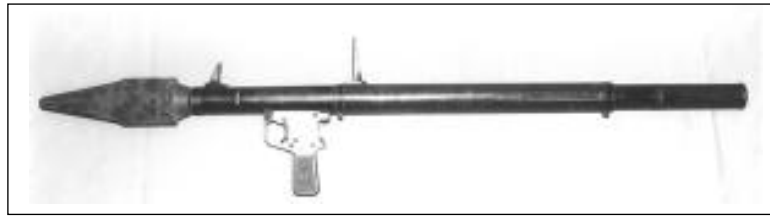
Sights: Front: Hooded post

Rear: Tangent

Muzzle Velocity: 735 m/s

Anti-Tank RPG-2

Photo: Kevin Dockery



Caliber: 80mm (launcher)
40mm (tube)
Length of tube: 95cm
Weight: 2.86kg
Cyclic rate of fire: 4-6 rpm

M26A1 Fragmentation Grenade

Photo: U.S. Army

MK3A2 Offensive Hand Grenade

Photo: U.S. Army

M7A3 CS Tear Gas Grenade

Photo: U.S. Army

M15 White Phosphorous Grenade

Photo: U.S. Army

M18 Coloured Smoke Grenade

Photo: Kevin Dockery

INSERTION AND SUPPORT CRAFT

Aircraft

Huey UH-1B Seawolf

Photo: U.S. Navy

Rotor Diameter: 44 ft
Length: 41 ft. 7 in
Armament: most commonly the M16 system
Engines: one 1,150shp General Electric T58 GE-3 Turboshaft
Weight: 4734 lbs
Maximum Speed: 138 mph
Ceiling: 19,700 ft
Range: 631 miles, ferry range with external tanks

OV-10 Black Pony

Photo: U.S. Navy

Wing Span: 12.19m
Length: 12.67m
Armament: 7.62 miniguns (1,500 rounds), five-inch Zuni rockets, Vulcan M61 20mm (850 rounds), 7.62mm M60 machine guns (500 rounds/gun)
Engines: 2 T76 Turboprops
Weight: 7190 lbs (empty)
Maximum Speed: 280 mph
Ceiling: 26,000 ft
Range: 1428 mi

F-4B Phantom

Photo: U.S. Navy

Span: 11.76m
Length: 18.6m
Armament: 4 AIM-7 Sparrow missiles, 4 Sidewinder missiles
Engines: 2 17,000 lb full afterburner thrust General Electric J79-15 turbojets.
Complement: Gatling guns, Sparrow and Sidewinder missiles, bombs, rockets
Weight: 25 tons
Maximum Speed: Mach 2.1 (1,400 mph)
Ceiling: 62,000 ft.
Range: 800 to 2,300 miles (combat vs. ferry)

WATERCRAFT

Patrol Craft, Fast Swift

Photo: U.S. Navy

Displacement: 22.5 tons, fully loaded
Dimensions: 50.1 x 13 x 3.5 feet
Guns: 1-81mm mortar, 3 .50 MGs
Main Engines: 2 General Motors geared diesels, 12V 71N, 2 shafts, 850 shp, 28 knots
Complement: 6 (1 officer, 5 enlisted men)

Patrol Boat, River

Photo: U.S. Navy

Displacement: 8 tons
Dimensions: 32 x 11 x 2.6 feet
Guns: 3- .50 MGs, 1- 40mm grenade launcher, 1-60mm mortar
Main Engines: 2 General Motors 6V 53N geared diesels, water jets, 430 hp, 24 knots
Complement: 4-5 enlisted men

CREDITS

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PROBLEMS WITH THE GAME?

If you are having a problem installing or playing the game, we want to help.

- First, please make sure you have read the *Installation* and/or *Getting Started* section, and the *System Requirements* section of your manual or command summary card thoroughly.

If you have followed the directions in the documentation, and are still having trouble installing or operating the software, below are some hints that might help solve the problem.

NOTE: Before attempting any of the following suggestions, please make sure you are familiar with the DOS commands being used. Consult your DOS manual for more information.

TSRs/Device Drivers/DOS Shells

TSR stands for Terminate and Stay Resident. A TSR is a program (such as Microsoft Windows™ or a menuing system) that automatically starts up when you start up your computer from a hard drive. These programs are usually installed in your AUTOEXEC.BAT file (found in your root directory, usually C:). Device Drivers and DOS shells are also loaded automatically. These are usually installed in your CONFIG.SYS file (also found in your root directory, usually C:).

These TSRs or Device Drivers sometimes interfere with games, or take up valuable memory the game may need. We recommend that you not run any such programs, device drivers, or shells when attempting to play a game.

CHECKING THE AMOUNT OF AVAILABLE MEMORY:

Many problems occur when your machine doesn't have enough *available* Conventional (or *Base*) Memory. Although almost all machines have 640K of Conventional Memory, TSRs, Device Drivers, and other types of Memory Resident programs will reduce the amount of available base memory.

- To check the amount of available base memory, type CHKDSK (this stands for Check Disk), and press ENTER.

The last set of numbers, "Bytes Free", is the amount of available base memory. (Note that this number is in thousands of bytes and that 1024 bytes make up one kilobyte K). Check the *System Requirements* section of the manual; if your machine's available base memory is less than the program requires, then the problems that you are experiencing are probably related to a memory conflict. You should remove any memory resident programs to free up the memory needed. One way to accomplish this is to boot up your computer with a DOS boot disk.

DOS BOOT DISK

If you are having trouble installing your program, experiencing lockups, or other problems, we suggest you try starting up your system with a DOS Boot disk. Here are the steps for creating a DOS boot disk. Please follow these steps exactly.

IMPORTANT: To create a DOS boot disk you will need a blank disk the same size as your A: drive.

1. Type c: and press ENTER.
2. Place the blank disk into drive A:.
3. Type Format a:/s and press ENTER.

NOTE: If you are formatting low density disks on a high density drive, use the following commands in place of step 3:

5.25" low density disk: Type format a:/s /n:9 /t:40 and press ENTER.
3.5" low density disk: Type format a:/s /n:9 /t:80 and press ENTER.

You will be prompted to insert a blank disk into drive A:. Do so if you haven't already, and press ENTER.

5. Once the disk is finished formatting, you will be asked to label (name) the disk. Type in a label or press ENTER for no label.
6. You will now be asked whether you wish to format another disk. Type N and press ENTER.

You now have a DOS boot disk. This boot disk completely bypasses the AUTOEXEC.BAT and CONFIG.SYS on your hard drive and starts up your computer in as clean a DOS environment as possible. *Seal Team* requires 1MB (1024K) of free Expanded Memory (EMS Memory) to run. If you boot up with a DOS boot disk you will need to load a memory manager to accomplish this. The following sections contain instructions for loading memory managers and freeing up EMS memory.

FREEING UP ADDITIONAL MEMORY USING THE DOS BOOT DISK:

Users WITHOUT a memory manager: It is not possible to free up much more base memory without using a memory manager, which allows one to access Expanded Memory (EMS) or Extended Memory (XMS). Most memory ambitious games require Expanded Memory (EMS) while Windows usually uses Extended Memory (XMS).

To start up your machine using the DOS boot disk:

1. Insert the DOS boot disk into drive A:, then restart your machine. Your computer will boot up to the A> prompt.
2. Type prompt pg. The prompt now displays the current directory (A:\>).
3. Type C: and press ENTER to return to your hard drive.

Users with MS DOS 5.0 or greater: Rather than change your permanent system software configuration, you can use the DOS boot disk and the HIMEM and EMM386 memory manager software included with MS DOS 5.0 (or greater) to temporarily free up available base memory and set up Expanded Memory (EMS). To do so, follow the instructions below. After completing the procedure below, use the MEM command to verify that "largest executable program size," and "bytes free EMS memory," meet the requirements in the *System Requirements* section of the manual.

NOTE: If you are NOT using the EMM386 memory manager, consult your manufacturer's manual for more information on the proper way to load the

program through the CONFIG.SYS file.

READ THIS SECTION COMPLETELY BEFORE YOU BEGIN.

NOTE: The following section assumes that your root directory is C:. If your root directory is other than C:, substitute the correct drive letter in the following commands.

To configure the DOS boot disk to free up additional base memory and to set up Expanded Memory (EMS):

1. Back up your CONFIG.SYS and AUTOEXEC.BAT files before editing them so that you can return to the originals if you have any problems:

i. At the C:\> prompt, type copy c:\config.sys c:\config.bak and press ENTER.

ii. Type copy c:\autoexec.bat c:\autoexec.bak and press ENTER.

2. Copy the CONFIG.SYS and AUTOEXEC.BAT files from the root directory on your hard drive (C:\) to the root directory on the Boot Disk that you have just created (A:\):

i. At the C:\> prompt, type copy c:\config.sys a:\ and press ENTER.

ii. Type copy c:\autoexec.bat a:\ and press ENTER.

3. Open the boot disk copy of the AUTOEXEC.BAT file (on A:) using the EDIT program from MS DOS 5.0 or greater:

To open the file from the C:\ prompt:

i. Type cd\dos and then press ENTER.

ii. Type edit a:\autoexec.bat and press ENTER.

4. From the boot disk copy of the AUTOEXEC.BAT file, delete all lines except the following:

Path= ...
PROMPT PG
C:\MOUSE\MOUSE.COM

C:\MOUSE represents the directory in which your mouse driver is located, but it may also be C:\, C:\DOS or C:\WINDOWS, etc.

Example: C:\DOS\MOUSE.COM

NOTE: If your mouse line looks different from the examples above, you may not be using the MOUSE.COM mouse driver. Do not change this line if it looks different from the examples above. Drivers with a .SYS extension will be loaded through the CONFIG.SYS file and should be left in place when you are editing that file. If you have other questions about loading your particular mouse driver, consult your mouse or DOS manuals.

5. Save the edited AUTOEXEC.BAT file and open the Boot Disk copy of the CONFIG.SYS file from within EDIT.

- To save, press ALT-F to bring down the File menu, then type S.
- To open, press ALT-F, type O, then type a:\config.sys and press ENTER.

6. While still in EDIT, delete all lines from the Boot Disk copy of the CONFIG.SYS file EXCEPT the following:

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=C:\DOS\EMM386.EXE 1024 RAM
DOS=HIGH,UMB
Your CONFIG.SYS file should now look like the above example. If it does not, edit it now to make it identical to the text above. Windows Users: Be sure to remove the text "NO EMS" from the EMM 386.EXE line and add "1024 RAM" in its place.

MS-DOS 6.0 USERS:

If you are using the Doublespace utility provided with DOS 6.0, you will need to load the DBLSPACE.SYS device driver into high memory in order to free up additional base memory. This can be done by adding an additional line to the CONFIG.SYS file you have just created on your boot disk. The CONFIG.SYS file should contain the following lines:
DEVICE =C:\DOS\HIMEM.SYS
DEVICE =C:\DOS\EMM386.EXE 1024 RAM
DOS=HIGH,UMB
DEVICEHIGH=C:\DOS\DBLSPACE /M

7. If the lines above are not present in the file, enter them now. Otherwise, skip to step 8.
8. If the HIMEM.SYS and memory manager file are not located in the DOS directory, substitute the correct directory name in place of DOS in the first two lines of the above example. (If you have not moved these files, then they will be located in the DOS directory and you can skip this step.)

Your file should now look identical to the example in step 6.

9. Save the edited CONFIG.SYS file and exit the EDIT program.

- To save, press ALT-F, then type S.
- To Exit the Edit program, press ALT-F, then type X.

You now have a boot disk which should free up enough base memory and set up enough Expanded Memory (EMS) to run the program. This boot disk bypasses the AUTOEXEC.BAT and CONFIG.SYS files on your hard drive and starts up your computer in as clean a DOS environment as possible. If you were having trouble installing your game, you can now try reinstalling. If you were having trouble loading your game, try starting the software from the directory you installed to.

To start up your machine using the DOS boot disk:

1. Insert the DOS boot disk into drive A:, then restart your machine. Your computer will boot up to the A:\> prompt.
2. Type C: and press ENTER to return to your hard drive.

For more information on editing your CONFIG.SYS and AUTOEXEC.BAT files, or on changing your startup configuration, consult your DOS manual.

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