



# Armored Fist 3

START-UP GUIDE

NovaLogic would like to thank you for purchasing Armored Fist 3, the latest in our military simulation arsenal. It is our intention to bring you the thrill of commanding a platoon of unrivaled M1A2 Abrams tanks. The primary mission of the tank in warfare is to bring highly lethal shoot-on-the-move firepower to bear on the enemy. Designed for maximum survivability and resolute mobility, the tank has had a strong



presence on the battlefield since World War 1. In the 1970s, development began on General Dynamics Land Systems Division M1 tank. With almost twenty years of production upgrades, the American-made M1A2 Abrams Main Battle Tank is one of the most sophisticated armored combat vehicles in the world.

Building upon the M1A1, the M1A2 provides significant upgrades including a larger cannon, CITV (Commander's Independent Thermal Viewer), IVIS (Inter-Vehicular Information System), and ICWS (Improved Commander's Weapon Station). Its highly classified armour offers protection for the hull and turret against even the most advanced battlefield weapons. Furthermore, the tank is well guarded against nuclear, biological and chemical (NBC) warfare.

The main armament for the tank is the M256, an improved 120mm smoothbore gun developed by Rheinmetall GmbH of Germany. The stabilisation system permits accurate firing on the move. Machine guns provide 360 degrees of additional firepower for the crew of the M1A2. For defensive countermeasures, the M1A2 can lay down a thick smoke screen with its twin six-barrelled smoke grenade dischargers or engine-fuel smoke generator.

In Armored Fist 3, you will have the first-hand challenge of operating the key stations in the four-man tank as well as the ability to strategically lead a four tank platoon or even an entire tank company into battle. To be an effective commander, you must know the capabilities and limitations of your vehicles and have the iron-willed determination to successfully carry out your mission orders.

## TO VIEW THE COMPLETE MANUAL:

The CD contains an installable version of Adobe Acrobat Reader for viewing the AF3Manual.PDF. The manual can be found in the Start Menu once you have installed the game.

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# Armored Fist 3 Install

Welcome to Armored Fist 3. In order to play the game, you must first install the game files onto your computer's hard drive. If you wish to use a joystick controller, you should also calibrate it before beginning play.

## GAME INSTALLATION

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

1) Place the game CD into your CD-ROM drive and close the drive door. The AutoRun program will now take over. If you have turned off the AutoRun feature or if the AutoRun fails to launch automatically, double-click on the "My Computer" icon on your desktop and then double-click on your computer's CD-ROM drive letter. This should launch the game's AutoRun.



2) Click the mouse on one of the menu choices, or type the letter corresponding to the underlined hot key.

## INSTALLING DIRECTX™

Make this selection to install the latest version of DirectX onto your hard drive. You must have DirectX 3.0 or greater installed on your machine to play any of the games. Windows® NT 4.0 requires Service Pack 3 or greater (obtained at the Microsoft Website) to play.

## INSTALLING ARMORED FIST 3 GAME FILES

1) At the beginning of the installation program you are given the opportunity to select a destination folder for the game. A default is typed in the window for you. Press the ENTER key to select the default destination. Otherwise, select your own folder name. If the folder you specify does not already exist on your hard drive, the Install program will create it for you. Further installation instructions will appear onscreen.



2) If there is enough free hard drive space at the destination site, the program will copy the files from your game CD-ROM. An on-screen progress meter displays the completion percentage as the program transfers the files.

3) The install procedure automatically adds a NovaLogic folder to your Windows 95/98 Start Menu under the Programs heading. The game sub-folder within the NovaLogic folder contains an application short-cut icon for the game.

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

## STARTING THE GAME

If your computer is already turned on and the game CD is in the CD-ROM drive, go to the directory containing the game or Start Menu and double-click on the program icon.

If your computer is on, but the program CD is not in the drive, insert the game CD into the drive and select Start from the AutoRun screen. If no screen appears when you insert the CD, double-click on the "My Computer" icon on your desktop, then double-click on the icon for your computer's CD-ROM drive. You can then choose Start from the AutoRun screen. You may also use your computer's Find feature to locate and launch the program.

# ARMORED FIST 3

## Quick Start

For those of you who want to jump right into the simulation, select Play Battle from the Main Menu. Choose any mission and click Accept with your mouse or type the underlined hotkey (A). We suggest you first try the Training Missions under Campaigns to better acquaint yourself with the tank. This quick tutorial assumes you have Sim Mode set to Easy (the default), whereas the rest of the manual is geared toward Advanced Sim Mode.

Press the PAUSE key to stop the simulation so you can familiarise yourself with the M1A2. Pressing this key again will put you back in the action. To exit the mission at any time, press ESCAPE.

## VIEWS

Use the Function keys at the top of your keyboard to see the different views you can have of your M1A2 tank and its crew stations.

- F1 Chase view outside the tank. Press again to widen the external view.
- F2-F4 Gunner Station
- F5-F8 Tank Commander Station
- F9 Driver Station

From the Tank Commander's and Gunner's main station views (F2 and F5), you can zoom in on a sub-screen by clicking on it with the mouse or by pressing the corresponding Function key.

## INFORMATION BAR

The Information Bar appears at the bottom of the screen regardless of which station you occupy. The left-hand portion is dedicated to text messages that inform you of important game details or that come from other players in a multiplayer game. The middle area contains valuable mission data, such as the name of the tank you occupy, your currently selected ammunition type and remaining rounds, your current speed in miles per hour, your tank's heading (0 represents north) and the time elapsed in the mission. It also shows your IVIS X and Y grid location, which is useful for coordinating tactics with other players. The small tank graphic in the right-hand side of this bar allows you to quickly see the heading (the top of the box is north) and the orientation of the turret in relation to the rest of the tank.



## MOVING

In Easy Sim Mode, your joystick or ARROW keys on the keyboard will always control the direction and speed of your tank regardless of what view you are currently in. Press forward to accelerate forward, left and right to pivot in the respective direction and pull back to go in reverse. Press F9 to get in the Driver's view. In the lower left-hand screen, you can see the speed of your tank in miles per hour. Notice how your maximum speed varies depending on the different slopes you drive on.

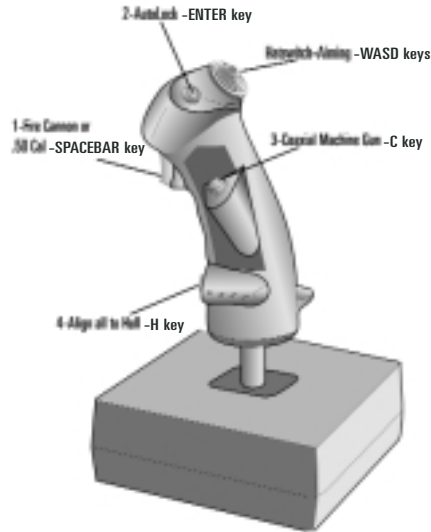
At the top of the screen, a red caret ^ will point in the direction of your next mission waypoint. In the distance you will see a yellow marker indicating the location and number of kilometers to your next waypoint. Generally it is a good idea to drive to all of your waypoints, as they are relevant to the mission objectives. The green marker indicates the next waypoint after your current one.

For night driving, you can switch to Thermal mode by pressing the ; (semicolon) key. Objects that emit heat will appear lighter green.



## THE JOYSTICK

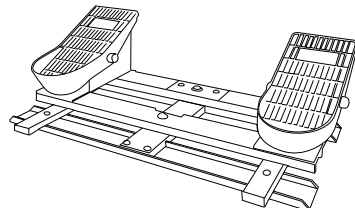
Armored Fist 3 can be played with either your keyboard or a joystick controller, depending on your personal preference. To use a joystick, you must first select "Windows Joystick" in the joystick settings. The joystick commands represent the most fundamental difference between Easy and Advanced Sim Mode. When using the joystick to drive, the more you press the joystick forward, the faster your tank will go in that direction. Turning the joystick left or right will pivot your tank accordingly. Pulling back on the stick will put your vehicle in reverse. When aiming, pushing forward and back on the joystick will direct the barrel down and up respectively within the natural angle boundaries of the turret or machine gun. You may have to move the tank to allow for a particularly high or low angle shot. The chart to the right outlines what each button on the joystick does in the various stations on the M1A2 Abrams.



Default command and respective keyboard key

## RUDDER PEDALS AND TWISTING JOYSTICKS

In the Settings menu, you can assign specific control for external rudder pedals or a twisting joystick if you have them. Your options are to have them control the left/right axis of any of the following controls: Tank Steering, Turret, CITV or Cupola.



## JOYSTICK CONTROLS

EASY MODE					
	Chase Views	TC Buttoned View	TC Unbuttoned View	Gunner's View	Driver's View
Joystick	← Drive Tank →				
Ctl-Joystick	Control Cannon	Control CITV	Control .50 Cal	Control Cannon	Control Cannon
Hatswitch	Control Cannon	Control CITV	Control .50 Cal	Control Cannon	Control Cannon
Ctl-Hatswitch	Control .50 Cal	Control Cannon	Control Cannon	NA	NA
Button 1	Fire Cannon	Hand off target to Gunner	Fire the .50 Cal	Fire Cannon	Fire Cannon
Ctl-Button 1	Fire the .50 Cal	Fire Cannon	Fire Cannon	Fire Cannon	NA
Button 2	AutoLock Cannon	AutoLock CITV	AutoLock .50 Cal	AutoLock Cannon	AutoLock Cannon
Ctl-Button 2	AutoLock .50 Cal	AutoLock Cannon	AutoLock Cannon	NA	NA

ADVANCED MODE					
	Chase Views	TC Buttoned View	TC Unbuttoned View	Gunner's View	Driver's View
Joystick	Drive Tank	Control CITV	Control .50 Cal	Control Cannon	Drive Tank
Ctl-Joystick	Control Cannon	NA	Control Cannon	NA	NA
Hatswitch	Control Cannon	NA	Control Cannon	NA	NA
Ctl-Hatswitch	Control .50 Cal	NA	NA	NA	NA
Button 1	Fire Cannon	Hand off target to Gunner	Fire the .50 Cal	Fire Cannon	Fire Cannon
Ctl-Button 1	Fire the .50 Cal	NA	Fire Cannon	Fire Coax.	Fire the .50 Cal
Button 2	AutoLock Cannon*	Designate Target	AutoLock .50 Cal*	Lase/AutoLock Cannon*	AutoLock Cannon*
Ctl-Button 2	AutoLock .50 Cal*	AutoLock CITV*	AutoLock Cannon*	NA	AutoLock .50 Cal*

\* When AutoLocking is selected in the Sim Mode Menu.

# ARMORED FIST 3

EXIT Esc	GUNNER				TANK COMMANDER				DRIVER			
CHASE VIEWS CYCLE F1	GUNNER STATION F2	GUNNER GPS F3	GUNNER GAS F4	TC STATION F5	TC CITV F6	TC IVIS F7	TC UNBUTTON F8	DRIVER STATION F9	TACTICAL MAP F10	MAP/GPS OVERLAY ON/OFF F11	MAP/GPS TOGGLE F12	

Print Scrn	Scroll Lock	PAUSE Pause
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**Command Codes**  
By using the T key to bring up a text message box, you can type in certain commands.  
"wp tags"  
"enemy tags"  
"marker"  
"targetbox"

ADVANCED DRIVER				WEAPON CONTROLS								MAP		MAP		CYCLE WEAPON			
AUTO STAB. ↵	STOP 1	1/4 SPEED 2	1/2 SPEED 3	FULL SPEED 4	SABOT 5	HEAT/MPAT 6	STAFF 7	CALL AIR SUPPORT 8	CALL ARTILLERY SUPPORT 9	SMOKE GRENADE 0	MAP ZOOM OUT -	MAP ZOOM IN +	↵	↵	↵	↵			
JUMP TO OTHER TANK Tab	Q	DOWN ↑ W	ENGINE SMOKE E	RECENT MSGS R	TALK TEAM T	NEXT WAYPOINT Y	U	ID TAGS I	PLATOON ORDERS O	POLARITY P	GPS MAG 3X [	GPS MAG 10X ]							
SECONDARY CONTROLS				FINE CONTROL		ALL TO CANNON		ALL TO HULL		GAME STATS		PLAYER LIST		THERMAL IMAGING SYSTEM		CYCLE AUTO-TARGET		LOCK/LASE	
Caps Lock	← A	UP ↑ S	RIGHT → D	F	G	H	J	K	L	;	'	Enter							
Shift	Z	X	FIRE COAX. C	WEDGE TOGGLE SCRNL V	QUICK LINE B	QUICK FORMATION COLUMN N	DIAMOND M	REFUSE LEFT <	REFUSE RIGHT >	HELP ?	Shift								
Modified Control Ctrl	Alt	FIRE/HAND-OFF										Space	Alt	Modified Control Ctrl					

VOICE-OVER-NET CONTROLS

PREV. PLAYER RECORD VOLUME DOWN Insert	EXTENDED ON/OFF DISPLAY ON/OFF Home	NEXT PLAYER RECORD VOLUME UP Page Up
UNMUTE SELECTED PLAYER MUTE CURRENT TALKER Delete	BREAK CURRENT TALKER End	DISPLAY LAST TALKER SELECT LAST TALKER Page Down

PRIMARY TANK CONTROLS

DOWN ↑	LEFT ←	UP ↓	RIGHT →
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Num Lock	/	*	TAC MAP ZOOM OUT -
7	CAMERA UP 8	9	TAC MAP ZOOM IN
CAMERA LEFT 4	5	CAMERA RIGHT 6	+
1	CAMERA DOWN 2	3	
PUSH TO TALK 0		Del	Enter

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## NOVALOGIC TECHNICAL SUPPORT

INTERNET WEBSITE: <http://www.novalogic.co.uk>

EMAIL SUPPORT ADDRESS: [novalogic@europesupport.com](mailto:novalogic@europesupport.com)

TECHNICAL SUPPORT LINE: 0870 125 4000

FAX SUPPORT LINE: 01429 855 042

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