JOINT OPERATIONS

TYPHOON RISING

™

JOINT OPS
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JOINT OPS
INTRODUCTION

Joint Operations™: Typhoon Rising™ places you in strife torn Indonesia. Chaos fills the region.

Play as a member of a Joint Operations force trying to restore order, or fight for independence as a member of the Indonesian Rebel movement.

The dense foliage and expansive terrain require special tactics for success.

Control vehicles on land, over sea and in the air. Transport teammates and vehicles between islands or across the varied terrain. Work together or you will not succeed.

Conquer the enemy on foot by crossing lush jungles, wading through rice fields, or swimming across wide rivers. Take advantage of the sun's glare as it moves across the sky. Sneak through the jungle canopy at dusk to remain undetected until the final moment of attack.

Wage unprecedented online war over the Internet* or on your own Local Area Network. Practice will give you the skills to survive and bring victory to your team.

Two forces, non-stop combat.

*An internet connection is required for this feature. You must provide your own access to the Internet. Some game types and features may require premium service. NovaLogic reserves the right to change the terms of service at any time.

JOINT OPS
INSTALL

To install Joint Operations: Typhoon Rising, insert the game CD into your computer's CD-ROM drive. If you have AutoRun enabled, you will see the CD menu automatically. Click on the install button and follow the directions to install the game.

If you insert the game disk and nothing happens, double-click on the My Computer icon on your Windows desktop. Then double-click the CD Drive icon. You will see the CD menu, and you can click on the install button and follow the installation instructions.

You will need to enter the CD Key printed in the CD case in order to install the game or access NovaWorld. When prompted, type the CD Key into the space provided. It is recommended that you keep this number safe for future use. You will need this key if you ever reinstall Joint Operations: Typhoon Rising.

GAME UPDATES
Before playing Joint Operations: Typhoon Rising, check for any updates to the current version of the game. To update a game, open the NovaLogic folder from the Windows® Start menu, and click on the Update Game icon.

RUNNING THE GAME
Once Joint Ops is installed, you must insert the game CD into your computer's CD-ROM drive when you want to play the game.

After installing Joint Operations, you can jump right into the action.

Double-click on the Joint Ops icon on your Window desktop, or open the Windows Start menu. The Joint Ops icon will be located in a NovaLogic folder in your program files. From the main menu of the game, click either a training mission, or join an online multiplayer game.

TRAINING MISSIONS
Training missions offer the chance to explore Joint Operations: Typhoon Rising and learn vehicle controls, weapons handling, game rules and fighting strategies that will help you succeed during online multiplayer games.

Click on the TRAINING button from the main screen, pick a mission from the list, and read the training mission briefing as the game loads.

MULTIPLAYER
You can join multiplayer games by clicking on the NOVAWORLD button on the main screen, and choosing a game from one of the maps listed. If someone on your local area network is hosting a game, click on the LAN button to search for it.

You can host your own LAN or NovaWorld game by setting options for your game server and picking maps for people to join.

UN Protects Indonesia

New United Nations resolution sends multi-lateral forces into Indonesia to restore order.

By Jeremy Anvil
Newsmatch Exclusive

May 3 – Last week, three more bombs rocked Indonesia. One explosion shattered windows facing a schoolyard. Women and children stumbled around in the smoke. Others lay on the ground, unmoving.

A second blast crumpled one corner of the congressional building in Jakarta. Shocked civil servants staggered into the street, dazed and scared. Rescue teams still search the rubble for survivors.

The President narrowly survived a third blast at his home. He quickly held a press conference to blame the recent attacks on disloyal elements of the military.

"These atrocities are proof of the increasing danger caused by factions of the Indonesian military joining forces with the rebels! Who else would attack these locations without fear of retaliation? Where is the United Nations? When will the international community finally help Indonesia?"

Today, the United Nations Secretary-General announced the passage of a new U.N. resolution deploring the brutal attacks on innocent Indonesians by the rebel movement, and decrying attempts by the military factions to seize control of the country.

The resolution authorizes a multi-lateral, international, Joint Operation to help the government and remaining loyal military forces of Indonesia to regain control of the country

and protect civilians. It follows in the footsteps of the successful 1999 U.N. Joint Operations into East Timor. This new operation, code-named, Typhoon Rising, consists of Special Forces experts from the United States of America, United Kingdom, Australia Germany, Russia, France, and Indonesia.

The Joint Operations team will work in coordination with the loyal Indonesian military forces to maintain control of the country and prevent the breakup of Indonesia. The recent discovery of a military stronghold hidden in the jungles of Kalimantan province confirms that certain military commanders have stolen weapons and vehicles from the government forces and are now working with the rebel movement. New reports also indicate that the rebels control military bases throughout the country.

Indonesia's terrain will be a challenge to the Joint Operations team. They expect to encounter well-armed resistance in dense rain forests, thick jungles, tropical islands, coastal zones, and mountainous regions, all while fighting against locals who are familiar with the terrain, able to blend in and use it to their best advantage.

The U.N. peacekeepers face a difficult challenge. The world will be watching Joint Operations: Typhoon Rising.

JOIN US AND FIGHT FOR YOUR FREEDOM!

REMEMBER YOUR HERITAGE

You are not Indonesian just because someone says you are. You were once a citizen of a free land. We were independent for centuries. Until we were invaded, wars were started, and our leaders killed. Then the Imperialists think they can give us to Java? And suddenly we belong to another country? We did not belong to the Imperialists. They could not just give the rest of us to Java and create a country called Indonesia.

But they did. And now this Indonesian government tells you what to do! They think they own us.

And their military! Some of their military attacks our innocent people. They destroy homes. They try to intimidate us. They extort money from businesses that they pretend to protect. They murder our people. And then they tell us to behave. They say we must listen to the military. And if you don't listen to the military, what do they do? They kill you.

But that isn't enough. The government takes our natural resources. They steal our timber. Our natural gas. And does the money come back to us? No. They keep the money for themselves! They become rich off of our land. They have no right to take what belongs to all of us! They take and take, but all they give us is violence.

We can't trust the government. Remember when they said the province of Aceh would have autonomy? We all watched, hoping Aceh would lead the way for the rest of us. But did Aceh get autonomy? No. They said we would get most of the money from the sale of our resources. But do we? No. Never!

We try to negotiate with them, but they refuse to even discuss our independence. They won't even include the United Nations in the negotiations.

They think with anger and they are scared. They are mad that East Timor became independent. And they are scared that Aceh will become independent. They fear more provinces will break away. They should be scared. We will be independent again.

Come join us. The time is now. Suharto is gone. The Indonesian government is weak. We will train you in a safe place and bring you back home to fight for your freedom, and the freedom of your family and your villages. The time is now! The Indonesian military is falling apart. Members of their military have joined us. Even they can see the wrong that is being inflicted on their own people!

We have no choice. We must fight together. We are not terrorists. We are against terrorism. But we will fight for our land. For the freedom we deserve. For independence.

JOIN US NOW AND TOGETHER WE WILL REGAIN FREEDOM

WE WILL NEVER QUIT.

JOINT OPS
SPECIAL OPS FORCES

UNITED STATES DELTA FORCE

The U.S. Army's 1st Special Forces Operational Detachment-Delta (SFOD-D) is tasked with counterterrorist operations outside the United States. They often participate in ongoing exchange programs with several foreign counterterrorist units.

Delta Force soldiers operate in different locations throughout the world, including urban, jungle, desert, mountain, maritime, and arctic environments. They are sometimes required to survive during long excursions behind enemy lines.

UNITED STATES SEALS

SEAL teams are experts on SEa, Air and Land. They are trained to operate in small squads for clandestine missions executed with precision and swiftness.

SEALs train in one of the toughest military programs in the world, allowing them to conduct missions against targets that larger forces cannot approach undetected.

Most SEAL missions remain unreported and unknown to the general public. SEALs are a top team for conducting counter-terrorism operations and excel at providing decisive and lethal solutions to foreign policy problems.

UNITED STATES GREEN BERETS

Green Beret members are carefully selected Special Forces soldiers capable of extended operations in extremely remote and hostile territory. Their specialized training teaches unconventional warfare techniques and target interdiction.

Members of the Green Berets call themselves "the quiet professionals". Their official motto is De opresso liber ("To liberate the oppressed"). The Green Berets operate in over 130 countries and speak more than 15 different languages.

BRITISH SAS

The British SAS (Special Air Service) is one of the best known and most respected special forces teams in the world. The SAS often cross-trains with Delta Force and other counter-terrorism units around the world.

SAS combat units consist of between 60 and 70 men, although at least one or two SAS personnel have been present at every recent major counterterrorist operation involving a friendly country. Diverse training includes advanced weapons, jungle experience and urban take-downs.

GERMAN KSK

Germany's Kommando Spezialkraefte (KSK) was formed in the late 1990's to rapidly respond to incidents involving German citizens abroad and to protect national interests worldwide.

The KSK often conducts counterterrorism missions similar to those performed by Delta Force and SAS units.

FRENCH GIGN

The elite anti-terrorist force known as the GIGN (Groupe de Sécurité et d'Intervention de la Gendarmerie Nationale) is one of the world's busiest and most successful counter-terrorist units. Although the entire force has never exceeded 100 members, GIGN commandos operate all over the world and train for diverse environments.

They are widely regarded as having some of the best firearms training in the world, and are cross-trained in a variety of specialties that include sniping and explosives. As a result, many of the world's special operations and counterterrorist units conduct exchange programs with the GIGN.

RUSSIAN SPETSNAZ

The primary role of the Spetsnaz (special purpose) units are to carry out strategic missions behind enemy lines. They primarily perform these missions during the days leading up to a war, and after war breaks out.

Spetsnaz fighters are masters of hand-to-hand fighting and covert military operations. During hand-to-hand combat training, individual soldiers learn to destroy the enemy by any available means, as quickly as possible, and regardless of superior weapons or the number of enemies. Their motto is known to be, "Any mission, any time, any place."

AUSTRALIAN SASR

The Australian SASR (Special Air Service Regiment) was modeled after the British SAS.

The SASR perform long-range strategic reconnaissance, secret strike missions, and they have been active in fighting terrorism.

Each SASR operator is highly trained in multiple specialties, with cross training in most other areas. They are expert trackers and skilled at defeating the enemy in his own environment.

INDONESIAN KOPASSUS

Kopassus, the Indonesian Army's Special Forces unit is also known as the "red berets." The commandos are considered one of the best special operations units in Asia.

In addition to being regarded as a highly trained military force that excels in jungle and urban warfare, Kopassus wields significant political power and influence.

JOINT OPS
REBEL FORCES

INDONESIAN EX-MILITARY

Many soldiers have quit the Indonesian military and joined forces with the rebel separatists. These ex-military rebel fighters are known to be disillusioned with the government and the politically-minded military leaders.

They know the land better than any other military group in the world, and they're trained to disappear into the environment. Experts with military weapons and comfortable fighting through the jungles and cities of Indonesia, these ex-soldiers know they can never return to the Indonesian military and so they fight aggressively to win at all costs.

INDONESIAN SEPARATISTS

The rebel separatists have fought for independence from the Indonesian government for many years. New members join the movement daily. Many fight for independence, while others rebel injustices committed upon their families. The reasons for joining vary, but they all fight with the determination of people defending their own land.

The rebel separatists now fight side-by-side the ex-military members of the movement.

The influx of ex-soldiers from the Indonesian military has added dangerous weapons and vehicles to their cause.

JOINT OPS
CHARACTER CLASSES

You can choose to play as one of five character classes: Rifleman, Gunner, Engineer, Medic, and Sniper.

Click on the Player screen from the main menu of the game to choose your default class. During a multiplayer game, you can change your character class at an armory.

Each character class selects a weapon loadout from a unique set of weapons. Each class receives specialized weapons in addition to common weapons that may be available to other classes.

RIFLEMAN
Riflemen lead their teams to victory with a variety of assault rifles and anti-vehicle weapons.

GUNNER
Every successful team needs a gunner and his machine gun. Gunners aren't the fastest moving teammate, but they'll mow down the resistance and help your team defeat the enemy.

ENGINEER
Engineers are experts at blowing things up. Their mortars deliver damage from a safe distance, and their ground-to-air Stingers will take-down an incoming helicopter full of enemy troops.

SNIPER
A professional sniper is trained to engage targets at great distances. Choose a location carefully, sight your target, adjust for distance, and wait for the right shot. After your fire, the enemy will hunt for you, so be sure to move. Rocks and buildings offer the safest long-distance sniping locations.

MEDIC
Medics heal other soldiers on the battlefield and equip themselves lightly so they can move more quickly. Medics can heal a wounded soldier before he takes more damage, or restore a fallen soldier to full health.

A fallen soldier can press the **9 key** to request a medic. Medics will see a countdown timer in front of the soldier's friendly tag. If a medic reaches the soldier and administers aid before the timer expires, the soldier can be saved and continue playing from his current location instead of respawning at a base camp.

Medics administer aid by pressing the **9 key** to select the Medic Pack. Stand near the patient and press the left mouse button.

JOINT OPS
OPTIONS

Click on the Options button from the main screen to see the first of four option screens: General, Video, Audio and Controls.

The game credits are displayed in the middle of the screen.

When you finish making changes on any of the Options screens, be sure to click OK to save your settings and return to the main menu. To cancel changes, click BACK.

GENERAL

Joint Operations is designed to run on a wide range of Windows® computers.

UPDATE GAME
Click the Update Game button to check NovaWorld for an update to Joint Operations: Typhoon Rising.

VIDEO

You can adjust several video settings that affect the graphical experience of Joint Operations: Typhoon Rising. Reducing or turning off one or more of the following settings may help increase performance on slower computers or those with older video cards.

The controls on the Advanced screen give you increased control over individual detail settings.

If you're running the game on a computer with the recommended hardware configuration (information located on the bottom of the box), you can configure the video settings to the highest level.

RESOLUTION
You can change the screen resolution. A lower resolution will improve the game performance, but it will reduce the graphical quality.

FULL SCREEN ANTIALIAS
Check the box for Full-Screen Antialias to smooth the graphical edges of 3D terrain and objects. Increased levels of anti-aliasing increase the smoothness of your objects, but at a decreased game performance. If your video hardware does not support Full Screen Antialias, the button will remain in the Off setting.

TERRAIN DETAIL
Sets the level of complexity for features of the landscape, roads, and the scarring caused by explosives.

OBJECT DETAIL
Controls the geometric quality of objects related to their distance away from you. Setting this to a lower level means fewer objects will be drawn with a high level of detail, and the game will run more smoothly on lower-end computers.

TEXTURE QUALITY
A higher Texture Quality displays more details for the appearance of characters, weapons, vehicles, buildings and other objects. A lower setting will greatly improve speed for video cards with 32MB or less.

16X9
Displays the game in a 16x9 wide-screen format.

GAMMA
Adjust the gamma settings of your video card so that the settings match your monitor.

WATER QUALITY
Changes the reflections, wave action, and the graphical appearance of any water in the game.

SHADOWS
Controls the quality of sun shadows for your character's shadow, buildings, and vehicles.

PARTICLE DENSITY
Specifies the quantity of particles that are used to render smoke and fire. Changing this option may affect your computers performance.

AUDIO

You can configure the sound volume of gun-fire, explosions, dialog and music.

Configure Joint Operations for enhanced surround-sound or to hear higher quality sound.

SOUND EFFECTS VOLUME
Slide the bar to the right to increase the audio level for sound effects such as explosions, vehicle noises, and gunfire.

DIALOG VOLUME
Adjusts the volume of spoken audio in the game.

MUSIC VOLUME
Sets the volume of music played during the game.

SELECT WDM SOUND (4 OR MORE SPEAKERS)
Click this box to enable WDM drivers for enhanced surround-sound.

SELECT 44.1 KHZ OUTPUT
Click this box to enable higher quality sound.

Note: Enabling WDM or 44.1 kHz Output may degrade game performance on some systems. You may need to restart the game for changes to either of these settings to take effect.

CONTROLS

On the Control screen you can re-map your keyboard and mouse. You can also configure your joystick, mouse axis and mouse sensitivity. To restore the original game settings, click on the Game Defaults button.

JOINT OPS
MULTIPLAYER

The multiplayer experience of Joint Operations: Typhoon Rising gives you the chance to team up with over 150 simultaneous players throughout the world.*

Once you have picked your character name, class of soldier, character skin, and weapon loadout, you'll be ready for the incredible multiplayer experience that awaits you on NovaWorld! Remember that playing as a team will be to your advantage.

Click on the NOVAWORLD button to log into NovaWorld and join one of the many multiplayer games hosted on NovaLogic's premier online game service. Or, click LAN to join a game on your local area network with up to 64 players.

* Note: Some game types and features may require verified service. Some multiplayer features may only be available through NovaWorld. Internet service is required to access NovaWorld. The player is responsible for all applicable Internet fees. NovaLogic reserves the right to change the terms of service at anytime.

NOVAWORLD GAME STATISTICS

The NovaWorld online community hosts multiplayer games for Joint Operations: Typhoon Rising and other NovaLogic games.

Your personal game statistics are stored online and are visible to others on NovaWorld.com. As you improve during the games, you can advance through the military ranks.

Visit www.novaworld.com often to become part of the community and learn about upcoming tournaments, discuss game strategies in forums, access squad information, monitor player statistics, download updates and more.

MULTIPLAYER GAME TYPES

Many types of multiplayer games can be played in Joint Operations: Typhoon Rising. Each game offers a different set of objectives and often requires different tactics.

Multiplayer game types include:

Cooperative games (Co-op)
Advance and Secure (AS)
Team Deathmatch (TDM)
Team King of the Hill (TKOTH)

In most games, a waypoint directional line on your HUD spin-map points to the active zones or base camps.

Points are awarded differently for different game types. Refer to the Multiplayer Point Scoring section for more details. During the game, press the **I key** to see game rules and scoring information. To see more scoring details press **V key** to open the Commander's Screen and click on the Rules button.

CO-OP GAMES
Several multiplayer maps support cooperative play where a team of players work together to accomplish a specific objective. To play a co-op multiplayer game you can join a LAN or Novaworld game hosted by someone else, or you can host your own game.

ADVANCE AND SECURE
During an Advance and Secure game, your team must advance on enemy bases and fight to control them while also defending your own bases from enemy control.

Base camps can be controlled by only one team at a time. The control-zone for the camp is shown as a circle on the HUD (Heads- Up Display) spin-map or on the Commander's Screen. To win an enemy base camp, your teammates must outnumber the enemies in the zone for a period of time. The greater the ratio of your forces vs. enemy forces the faster you will lower the enemy flag. After your team destroys the control-zone, one person must enter the bunker to take over the base camp. When your team fully controls the base, your teammates can spawn there.

The status-bar for a contested base camp shows the time remaining for that base to be destroyed or camped. If your teammates outnumber the enemies in a control-zone, the status-bar will move in your favor. If the enemy outnumbers your team, you will lose control of the base.

TEAM DEATHMATCH
Gain the highest team score by eliminating players on the opposing team.

TEAM KING OF THE HILL
Both teams struggle to control a central zone for the longest time. The first team to remain in the zone for the target time wins the game.

The HUD indicates the zone with a circle in the center of the map. When your character stands inside the zone, the HUD indicator percentage (1% to 100%) shows how deep you are into the zone. This number is informational, and does not relate to scoring.

As long as one player from a team is inside the zone, the team timer will increase. If your team kills all opponents in the zone, the enemy's timer will reset to zero.

INTERNET CONNECTION

You may experience Internet connection problems during gameplay. This can happen for a variety of reasons that include a high ping-time for the game-server where you are playing. For optimal gameplay, choose a game server that shows less than 200 milliseconds of ping time.

To inform you of this, two circles will appear in the upper left corner of your screen. The T circle indicates Transmit. The R circle indicates Receive. When one of them flashes, it means that it is detecting latency in that area. The indicators are provided as a convenience so you know when your internet connection to the game server may be less than you desire.

HOST A MULTIPLAYER GAME

You can host your own multiplayer games (up to 64 players) for other players to join. Many options can be changed from the default settings. Visit NovaWorld for current details about hosting expanded games.

To host a LAN game, click on LAN from the main screen of the game, and click on the Host Game button. On the hosting screen you can display three pages of settings. Click on the General, Game, or Weapons tabs to view the current settings. NOTE: Each client PC will need a game CD in the CD drive to play.

GENERAL
The player hosting a multiplayer game server will be able to set several different options to determine how the game functions.

Game Name
Other players will see the name of your game server in the list of games.

Password
If you wish your game to be password-protected, enter a password here.

Host Message
The short message you type in this field will be displayed on the load screen of your hosted game.

Server Type
Games hosted with Serve and Play let you host a game and play in that same game. A Serve game is a dedicated server for players to join from other computers.

Available Missions
You can pick maps from the list of Available Missions. Click the All button to filter the different types of games. When you click on a map name, you can then click the "+" button to add it to the Selected Missions list.

Selected Missions
When you start hosting a multiplayer server, the maps in the Selected Missions list are served to your players in the order of the list. To remove a map from the Selected Missions list, click on the mission and click on the silver "–" button. Click the Switch box for a map to instruct the server to switch all players to the opposite team when that map loads.

If you're ready to host the game, click on the START HOSTING button. Otherwise, click on the Game or Weapons tab to review other options.

GAME MULTIPLAYER SETTINGS

Click on the Game button at the top of the Multiplayer page to review several settings for the multiplayer games hosted by your game server. Changes you make to these values are saved automatically.

Max Players
The maximum number of players allowed to join your hosted games.

Replay
Select Yes to keep replaying current map.
Select No to stop hosting when the map ends.
Select Cycle to play next map in rotation when map ends.

Delay Start
The number of seconds before the game starts. This setting ensures that the initial players start at the same time.

Respawn Time
When a player dies, they must wait this many seconds before they can respawn.

Switch
Automatically switches players to the other side before the next game.

Time Limit
In Team King of the Hill the time limit sets how long a team must hold the zone until they win.

Kill Limit
The game ends when one player has killed this many players. In Team Deathmatch only.

PSP Takeover
The number of seconds a player must control a Progressive Spawn Point to win control for his team.

Friendly Fire
Whether or not players can kill their teammates.

Max FF Kills
If a player kills this many teammates, the server punts that player.

Friendly Tags
Whether or not players can see name-tags for their teammates.

FF Warning
When + FF Warning is on, players see a red aimpoint with an X to indicate the targeted player is on the same team.

Choose Team
Players can choose to play on the Joint Operations team or the Rebels team. However, there is a server setting that will balance the teams out when necessary.

Claymores
Controls whether claymores can be triggered by Enemies or Anyone.

Show Tracers
Whether or not guns fire visible tracing rounds.

Enable AI
Whether or not computer-controlled soldiers are added to the teams. Not available in all maps.

Spectators
Whether or not spectators can join the game just to watch.

Spectator Pwd
An optional password you can require of spectators.

WEAPONS MULTIPLAYER SETTINGS

When you host a game, you can limit which character classes and weapons are available to the players who join your games.

CLASS RESTRICTIONS
You can limit character classes in the games your multiplayer server hosts. By default, all classes are available in all maps.

To change the availability of a class, click on the class (e.g. Rifleman) and then click on one of the three buttons: Always, Never, and Mission.

Always
Allows the class to always be available. This setting will override any restrictions designated by the mission designer.

Never
Blocks the class from all maps on your server.

Mission
When a map is created, the mission designer can designate whether any classes are restricted from the map. Clicking the Mission button allows the maps to be played as they were designed.

WEAPON RESTRICTIONS
You can restrict weapons from your map, allow them to always be available, or only let players gain access to weapons through an armory in the current map. These options do not change which classes can use a specific weapon.

To change the availability of a specific weapon, click on the weapon (e.g. M16) and change the setting to one of these values: Always, Never, and Armory.

Always
The weapon is always available to its normal character classes at an armory (this is the default setting for all weapons on all maps).

Never
No player can choose this weapon on any of the maps hosted by your game server.

Armory
The weapon is not available when the player logs in, but it can be selected at an armory.

If you want to configure all weapons to the same setting, press one of the three buttons: Always, Never, and Armory.

MULTIPLAYER POINT SCORING

Joint Operations awards points to players based on specific game events*.

- Staying in a control zone
- Taking control of a progressive spawn point (PSP)
- Killing an enemy
- Killing two people with one shot
- Killing someone with a head-shot
- Killing someone in a control-zone
- Medics saving a player from death
- Transporting people in a vehicle who kill enemy forces

You don't win points for all events in all games, because some games have different rules. In a Team King of the Hill game (TKOTH), points are awarded for the time a player spends in the control zone, but killing an enemy during a TKOTH game doesn't earn you points because your focus is to remain in the zone, not kill players.

You lose points for:

- Dying
- Killing yourself
- Killing a teammate
- Transporting people in a vehicle to their death or if they are killed before the driver bonus timer expires

For more details, press the **V key** to open the Commander's Screen and click on the Rules button to see the scoring rules and guidelines for the current game.

During the game, press the **Tab key** to see a list of players as well as their current game scores and statistics. If all the players don't fit on one screen, press the **Page Up key** to see the rest.

At the end of the game, press the **A key** to see scores for everybody in that game.

DRIVING BONUS

Players who drive vehicles for their teammates can receive bonus points for the passengers they drop-off successfully. These partial points are based on a percentage of the points earned or lost by the passengers, eg. the passenger makes a kill or gets killed.

The point-system removes points for poor driving. If a player doesn't deliver the teammates safely, he is penalized when they die. The timer for the driving bonus expires after a few minutes.

*Features and terms of service are subject to change at any time.

JOINT OPS
COMMANDER'S SCREEN

During multiplayer games, the commander's screen gives you additional settings for controlling the game and building in-game squads. Press the **V key** to open the commander's screen.

The Commander's Screen displays a high-level map similar to the spin-map on the HUD. The map displays your teammates, team vehicles, game objectives and waypoints.

Zoom in and out by clicking the + or – buttons, or by pressing the **+** or **– keys**.

To move the map, click on it with the left-mouse button and drag the mouse.

Click on the Map button to return to this map from one of the other screens.

The Team button displays the players on your team and gives you controls for building squads. You can recruit a teammate by clicking on the Recruit box next to their name. That teammate will see a message and they can decide whether to join your squad. If a player joins a squad, their CO column will show the name of the Commanding Officer. Once a CO has subordinates in his squad, he can assign them to one of three fireteams by clicking on their names and clicking a Fireteam button.

Click a player's Chat box to allow (checked) or block (uncheck) text messages from that player. Click the Audio box to control whether you hear their voice and radio messages.
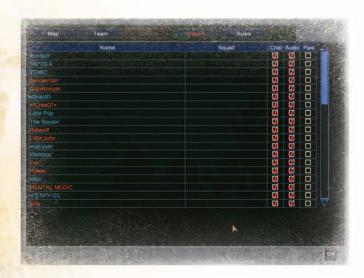
On the Team screen, you can also assign a color to a teammate. Click on the color-box to choose a color, and their icon will show them in that color on any of the game maps. You can also squelch the text and audio of any teammate, regardless of squads.

The Players button lists all the players in the game and allows you to control whether you hear and see the messages of a player. You can also vote to punt a player from the game.

In the Orders screen, a commanding officer can assign orders to individual subordinates, or to an entire fireteam. Subordinates will see the order on their screen. An order can be associated to a Go code, which can be issued by the commander.

Click the Rules button to read rules and scoring information about the current game type.

Press the OK button or the **Esc key** to return to the game.

JOINT OPS
COMMUNICATIONS

During a game, you can communicate with your teammates using voice emotes, radio macros, inter-vehicle text messages, and game-wide text messages. You can also send text messages to all players in the game.

VOICE
Press the **F9 key** to see a list of voice emotes for your character. Then press the number key of the emote you want your game character to say. Other players standing near your player will hear the emote you choose.

The choices for the **8 key**, **9 key** and **0 key** are displayed in a different color. Those three dynamic emotes change depending on your character class and player locations such as in vehicles and on emplaced weapons.

RADIO
Press the **F10 key** to see a list of radio messages. Then press the number key of the message you want your character to speak into his radio. Everybody on your team will hear you on their radio.

The choices for the **9 key** and **0 key** change dynamically based on your game situation.

TEAMMATE CHAT
Press the **Y key** to open a window where you can type a text message. Press the **Enter key** to send the message, which will appear on your teammates' screens.

GAME CHAT
Press the **T key** to type a text message and send it to all players in the game.

INTER-VEHICLE CHAT
Press the **U key** to type a text message for everyone attached to your vehicle.

JOINT OPS WEAPONS

Several different weapons are available for both teams. Each team can outfit themselves with weapons that are exclusive to that team, while some weapons are common to both teams.

LOADOUT

Before a mission begins you can change your initial weapon configuration. Training missions allow only mission-specific weapons to be chosen from an armory.

Multiplayer games let you choose weapons based on the character class you pick.

To choose a multiplayer class and weapon, click on the PLAYER INFO button on the main screen. After you pick the character skin, click on the Change Loadout button to pick your character class, weapons, and control the weight of all your gear.

ARMORIES

In most multiplayer maps, you can enter armories to change your gear selections. An armory may be a rack of weapons inside a building, a truck, or a crate of weapons.

Armories appear on your map as a green "A" inside a circle. Make your

way into the armory and follow the onscreen directions to change your character's class or choose different weapons.

Your ammunition will replenish when you click Accept to exit the armory loadout screen.

COMMON WEAPONS

Members of both the Joint Operations team and the Rebels team fight with equipment used by military experts throughout the world.

HAND WEAPONS

COLT 1911
High-powered clip-loading sidearm famous for reliability and stopping power.

Ammo Type: .45 automatic   Muzzle Velocity: 253 m/s
Rounds Per Clip: 7   Rounds Carried: 21

ASSAULT RIFLES & SUBMACHINE GUNS

MOSSBERG SHOTGUN
A popular back-up weapon to use when things get tight.

Ammo Type: 00 Buck   Muzzle Velocity: 800 m/s
Rounds Per Load: 7   Rounds Carried: 21

MP5 SILENCED
This silenced rifle can be heard only by those near it.

Ammo Type: 9 x 19 mm
Rounds Per Clip: 30
Rounds Carried: 300

Muzzle Velocity: 285 m/s
Rate of Fire: 12.4 rps

MP5/10
An improved version of the MP5 that fires a larger round while remaining lightweight.

Ammo Type: 10 mm
Rounds Per Clip: 30
Rounds Carried: 300

Muzzle Velocity: 442 m/s
Rate of Fire: 12.4 rps

SNIPER RIFLES

L115A
Deadly accurate bolt-action sniper rifle.

Ammo Type: 7.62 x 51mm
Rounds Per Clip: 10

Muzzle Velocity: 800 m/s
Rounds Carried: 40

SPECIALTY WEAPONS

M224 60MM MORTAR
A light and portable mortar allowing engineers to fire a highly explosive round at a target. Accuracy is improved by firing a mortar at a target designated by another player.

Ammo Type: 60 mm shell
Rounds Carried: 4

Muzzle Velocity: 800 m/s

TARGET DESIGNATOR
Visual line-of-sight through a target designator enables a distant engineer to fire a mortar from a safe distance.

FIM-92A STINGER
Point one at an enemy helicopter, wait for the lock-on signal, and fire. The stinger will track the helicopter through the air but a good pilot may be able to avoid it.

Ammo Type: Stinger rocket
Rounds Carried: 3

Muzzle Velocity: 800 m/s

EXPLOSIVES

SATCHEL CHARGE
Place the explosive package on a target, move to a safe position, and press the detonator.

CLAYMORE
Claymore anti-personnel mines explode violently when someone runs near one.

FLASHBANG GRENADE
Disorients and distracts enemies in a non-lethal manner.

FRAGMENTATION GRENADE
Exploding shrapnel causes casualties out to 15 meters.

M18 SMOKE GRENADE
Thick grey smoke blocks an enemy's line-of-sight or marks a location for others.

FIXED WEAPONS

M2 .50 CAL MACHINE GUN
This reliable single-barrel machine gun can be found mounted on vehicles or emplaced around bases for defending.

Ammo Type: .50 caliber
Muzzle Velocity: 887 m/s
Rate of Fire: 7.75 rps

MK19 40MM GRENADE LAUNCHER
The impressive MK19 has been successfully deployed around the world in both desert and jungle climates.

Ammo Type: 40 mm
Muzzle Velocity: 790 m/s
Rate of Fire: 5.8 rps

M134 7.62MM MACHINE GUN
The "mini-gun" is often found mounted on helicopters where the six rotating barrels rain bullets down on your enemies.

Ammo Type: 7.62 x 51mm
Muzzle Velocity: 869 m/s
Rate of Fire: 8.85 rps

OTHER EQUIPMENT

NIGHT VISION GOGGLES
Night vision goggles allow you to see when it's dark out.

BINOCULARS
Watch for approaching enemies or monitor a base before attacking.

RADIO DETONATOR
Switch to the detonator to explode your placed satchel charges.

MED PACKS
Medics can carry med packs and then press the fire button to heal injured or fallen teammates.

JOINT OPERATIONS WEAPONS

Choose your favorites from over 22 weapons and support devices. The Joint Operations team fires the best weapons in the world.

HAND WEAPONS

M9 BAYONET
The classic knife for silent kills up-close and underwater.

ASSAULT RIFLES & SUBMACHINE GUNS

M4
This lightweight rifle works best for quick and close fighting. M4s can be equipped with the optional M203 grenade launcher.

Ammo Type: 5.56 x 45 mm
Rounds Per Clip: 30
Rounds Carried: 300

Muzzle Velocity: 921 m/s
Rate of Fire: 12.4 rps

M16
A heavier assault rifle than others, but more accurate.

Ammo Type: 5.56 x 45mm
Rounds Per Clip: 30
Rounds Carried: 300

Muzzle Velocity: 990 m/s
Rate of Fire: 8.85 rps

MACHINE GUNS

M60
This heavy gas-powered machine gun fires a dangerous round, but the tripod should be used for accuracy.

Ammo Type: 7.62 x 51mm
Rounds Per Belt: 100
Rounds Carried: 300

Muzzle Velocity: 853 m/s
Rate of Fire: 10.3 rps

M249 SAW
The Squad Automatic Weapon machine gun delivers a large volume of effective fire; perfect for close quarters battles.

Ammo Type: 5.56 x 45mm
Rounds Per Belt: 200
Rounds Carried: 600

Muzzle Velocity: 990 m/s
Rate of Fire: 12.4 rps

M240
The fully automatic M240 is one of the most reliable machine guns in the world.

Ammo Type: 7.62 x 51mm
Rounds Per Belt: 100
Rounds Carried: 600

Muzzle Velocity: 853 m/s
Rate of Fire: 12.4 rps

SNIPER RIFLES

M82 BARRETT
The .50 caliber ammo shot from this semi-automatic rifle can deliver a message from a long-range.

Ammo Type: .50 caliber
Rounds Per Clip: 10
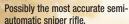Muzzle Velocity: 853 m/s
Rounds Carried: 40

M24
This bolt-action sniper rifle offers increased range and accuracy.

Ammo Type: 7.62 x 51 mm
Rounds Per Clip: 5
Rounds Carried: 50
Muzzle Velocity: 792 m/s
Rounds Carried: 50

SR-25
Possibly the most accurate semi-automatic sniper rifle.

Ammo Type: 7.62 x 51 mm
Rounds Per Clip: 20
Muzzle Velocity: 800 m/s
Rounds Carried: 60

SPECIALTY WEAPONS

AT4
Portable rocket launcher designed to destroy armored vehicles.

Ammo Type: 84 mm shell
Rounds Carried: 1
Muzzle Velocity: 290 m/s

REBEL WEAPONS

Indonesian Rebels can outfit themselves with the best of over 20 weapons and support devices selected from worldwide arms manufacturers.

HAND WEAPONS

MACHETE
A long blade common to the jungles and perfect for stealthy kills.

SMITH & WESSON .357
This revolver is a heavy hitter like the Colt 1911.

Ammo Type: .357 Magnum
Rounds Per Load: 6
Muzzle Velocity: 440 m/s
Rounds Carried: 36

ASSAULT RIFLES & SUBMACHINE GUNS

AK47
The well-known Russian assault rifle is popular in third-world countries. AK47s can be equipped with grenade launchers.

Ammo Type: 7.62 x 39 mm
Rounds Per Clip: 30
Rounds Carried: 300
Muzzle Velocity: 710 m/s
Rate of Fire: 10.3 rps

AK74

The AK74 fires a smaller round than the AK47, but it fires more accurately and recoils less. A grenade launcher can be attached.

Ammo Type: 5.45 x 39 mm
Rounds Per Clip: 30
Rounds Carried: 300

Muzzle Velocity: 900 m/s
Rate of Fire: 10.3 rps

MACHINE GUNS

PKM

This belt-fed portable machine gun fires more accurately when aimed with the bipod.

Ammo Type: 7.62 x 54R
Rounds Per Belt: 100
Rounds Carried: 400

Muzzle Velocity: 825 m/s
Rate of Fire: 12.4 rps

RPK-74

The RPK is a modified AK with a sturdy receiver, heavier and longer non-detachable barrel, and re-contoured wooden buttstock.

Ammo Type: 5.45 x 39 mm
Rounds Per Clip: 45
Rounds Carried: 600

Muzzle Velocity: 732 m/s
Rate of Fire: 12.4 rps

SNIPER RIFLES

DRAGUNOV

Powerful semi-automatic sniper rifle with a faster rate of fire than bolt-action choices.

Ammo Type: 7.62 x 54R
Rounds Per Clip: 10

Muzzle Velocity: 830 m/s
Rounds Carried: 50

M21

This semi-automatic rifle allows for some fast sniping, while sacrificing accuracy.

Ammo Type: 7.62 x 51 mm
Rounds Per Clip: 20

Muzzle Velocity: 777 m/s
Rounds Carried: 60

SPECIALTY WEAPONS

RPG-7

This shoulder-fired rocket-propelled grenade launcher is muzzle-loaded and can be fired at nearly anything.

Ammo Type: 40 mm rocket grenade
Rounds Carried: 1
Muzzle Velocity: 120 m/s

JOINT OPS
DRIVEABLE VEHICLES

In Joint Operations: Typhoon Rising, you can operate several vehicles for land, sea and air travel.

In multiplayer games, specific team vehicles spawn near the team base. However, players can control vehicles for both teams.

The controls are simple.

1. Walk up to a vehicle and see the green attach points. [Control] is the driver's seat. [Sit] makes you a passenger. [Attach] connects you to a weapon.

2. Press the **SHIFT key** to connect to the highlighted point.

3. To detach, press the **SHIFT key** again.

4. To switch to an empty seat shown in the vehicle display of the HUD, press the **SHIFT key** and the corresponding number key at the same time.

5. Use the typical **WASD** keyboard keys to control movement.
   W (forward)   **S** (backward)   **A** (left)   **D** (right)

6. Steer the vehicle by moving the mouse. To look around without turning the vehicle, hold down the right mouse button and move the mouse.

7. You can drive each vehicle at three different speeds. Control your speed with these keys:

   Z (low)   **X** (medium)   **C** (high)

HELICOPTERS
When you sit in the control seat of a helicopter, you'll have to wait a few seconds for the engine to reach full speed. Press the **E key** to raise your elevation. Press the **Q key** to lower your elevation.

To orbit an area, press the **W key** and either the **A key** or the **D key**.

COMMON VEHICLES

5.5 TON TRUCK: Heavy truck for transporting large numbers of soldiers. No combat capability.

AMPHIBIOUS ATV: All-Terrain Vehicle providing transportation over both land and water.

ZODIAC: Light watercraft for infiltration that may be outfitted with an M60 machine gun.

Additionally, other Indonesian watercraft can be found throughout the region.

JOINT OPERATIONS VEHICLES

The Joint Operations team travels with the best vehicles in the world.

ARMORED ATTACK VEHICLE: This updated armored ground vehicle is effective in the most difficult terrain and can be mounted with a variety of guns

STRYKER: Highly deployable armored vehicle for troop transportation across land or water. The cannon can clear the way for the soldiers traveling safely inside.

LCAC: The Landing Craft Air Cushion boat is an impressive high-speed craft capable of transporting land vehicles.
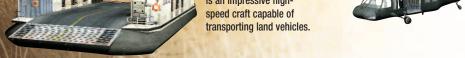
MARK V: This dangerous vessel slices through the water transporting troops and delivering damage from the emplaced .50 caliber guns and Mark19 grenade launchers.

LITTLE BIRD: This highly maneuverable helicopter is designed for light attack and close air support. It can be configured with benches for troop transportation, with machine guns, or rockets.

MH-60 BLACKHAWK: This multipurpose helicopter supports infiltration, exfiltration, resupply of special operations forces, and combat search and rescue.

CHINOOK: Heavy-lift helicopter useful for moving troops and smaller land vehicles.

REBEL VEHICLES

The Indonesian Rebels have adapted many European vehicles to the local terrain.

ARMORED JEEP: Standard military vehicle outfitted with armor and often deployed with a mounted weapon.

BTR: Armored personnel carrier capable of traveling through the water. A cannon provides impressive ground support.

ARMORED PATROL BOAT: Rapid-transit gun-ship offers .50 caliber guns and grenade launchers for impressive waterborne assaults.

LARGE AMPHIBIOUS ASSAULT BOAT: This high-speed transportation vessel delivers land vehicles and troops to the enemy's shore.

NBO-105: Multi-purpose helicopter, excellent for troop movements or available with rockets or dual machine guns.
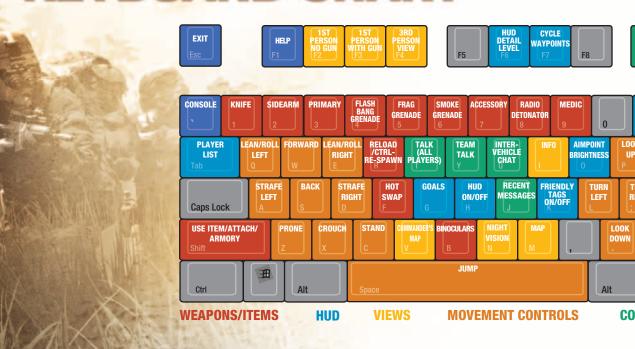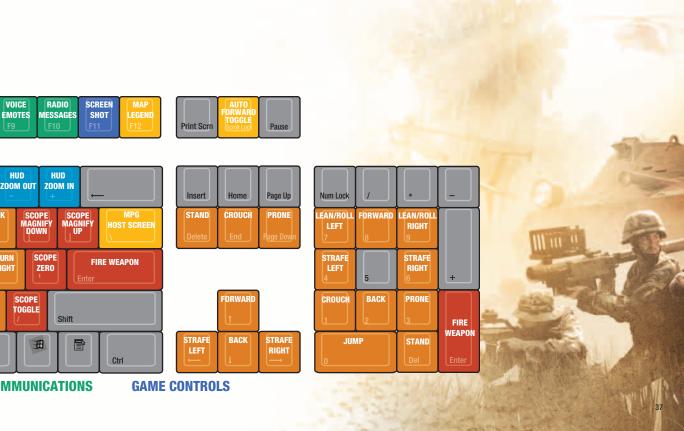
SUPER PUMA: Impressive helicopter for airborne assault and payload lifting.

HALO: This heavy transport helicopter is the largest and most powerful bird in the world. The Halo is the first helicopter with an eight-blade main rotor.

JOINT OPS
KEYBOARD CHART

EXIT		HELP	1ST PERSON NO GUN	1ST PERSON WITH GUN	3RD PERSON VIEW		F5	HUD DETAIL LEVEL	CYCLE WAYPOINTS	F8	
Esc		F1	F2	F3	F4			F6	F7		

CONSOLE	KNIFE	SIDEARM	PRIMARY	FLASH BANG GRENADE	FRAG GRENADE	SMOKE GRENADE	ACCESSORY	RADIO DETONATOR	MEDIC	0
`	1	2	3	4	5	6	7	8	9	

PLAYER LIST	LEAN/ROLL LEFT	FORWARD	LEAN/ROLL RIGHT	RELOAD /CTRL- RE-SPAWN	TALK (ALL PLAYERS)	TEAM TALK	INTER- VEHICLE CHAT	INFO	AIMPOINT BRIGHTNESS	LOOK UP
Tab	Q	W	E	R	T	Y	U	I	O	P

Caps Lock	STRAFE LEFT	BACK	STRAFE RIGHT	HOT SWAP	GOALS	HUD ON/OFF	RECENT MESSAGES	FRIENDLY TAGS ON/OFF	TURN LEFT	TURN RIGHT
	A	S	D	F	G	H	J	K	L	;

USE ITEM/ATTACH/ ARMORY	PRONE	CROUCH	STAND	COMMANDER'S MAP	BINOCULARS	NIGHT VISION	MAP		LOOK DOWN
Shift	Z	X	C	V	B	N	M	,	.

Ctrl		Alt	JUMP	Alt
			Space	

WEAPONS/ITEMS   **HUD**   **VIEWS**   **MOVEMENT CONTROLS**   **CO**

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VOICE EMOTES F9

RADIO MESSAGES F10

SCREEN SHOT F11

MAP LEGEND F12

Print Scrn

AUTO FORWARD TOGGLE (Scroll Lock)

Pause

HUD ZOOM OUT −

HUD ZOOM IN +

←

Insert

Home

Page Up

Num Lock

/

*

−

K

SCOPE MAGNIFY DOWN

SCOPE MAGNIFY UP ↑

MPG HOST SCREEN

STAND Delete

CROUCH End

PRONE Page Down

LEAN/ROLL LEFT 7

FORWARD 8

LEAN/ROLL RIGHT 9

URN IGHT

SCOPE ZERO ↓

FIRE WEAPON Enter

STRAFE LEFT 4

5

STRAFE RIGHT 6

SCOPE TOGGLE

Shift

FORWARD ↑

CROUCH 1

BACK 2

PRONE 3

+

⊞

▤

Ctrl

STRAFE LEFT ←

BACK ↓

STRAFE RIGHT →

JUMP 0

STAND Del

FIRE WEAPON Enter

MMUNICATIONS

GAME CONTROLS

JOINT OPS
GAME CONTROLS

GAME CONTROLS

ESC	Exit to menu
F1	Help
F2	1st person view (no gun visible)
F3	1st person view (with gun visible)
F4	3rd person view
F6	HUD detail levels
F7	Cycle waypoints
F9	Voice emotes
F10	Radio messages
F11	Screen shot
F12	Map legend
'	Console
CTRL + R	Re-spawn

COMMUNICATIONS

T	Talk (all players)
Y	Team talk (your team)
U	Inter-vehicle chat
J	Recent messages

WEAPONS/ITEMS

1	Knife
2	Sidearm
3	Primary weapon
4	Flashbang grenade
5	Fragmentation grenade
6	Smoke grenade
7	Accessory
8	Radio detonator
9	Medic pack
B	Binoculars
R	Reload weapon
SHIFT	Attach/Armory
F	Hot Swap

HUD

K	Friendly tags (3 levels)
O	Aimpoint brightness
+	Zoom in HUD
-	Zoom out HUD
TAB	Player list & ranking
G	Goals

MOVEMENT CONTROLS

W	Move forward
A	Strafe left
S	Move backward
D	Strafe right
Q	Lean left (roll left if prone)
E	Lean right (roll right)
Z	Prone position
X	Crouch position
C	Stand position
SPACEBAR	Jump

VIEWS

V	Commander's screen
M	Map
SCROLL LOCK	Auto-run toggle
N	Night vision goggles
I	Info
\	Multiplayer game host screen

MOUSE CONTROLS

Move the mouse left or right in the direction you want to look.

Push forward	Look up	Pull backward	Look down
Slide left	Look left	Slide right	Look right
Left mouse button	Fire weapon	Right mouse button	Scope toggle
Mouse scroll-wheel	Cycle through available weapons		

KEYBOARD CONTROLS FOR MOUSE MOVEMENTS

These keys provide similar controls to what you can get using a mouse.

P	Look up	[	Scope magnify - up
.	Look down	]	Scope magnify - down
L	Turn left	"	Scope zero (press SHIFT key)
;	Turn right	/	Scope toggle
ENTER	Fire weapon		

DUPLICATED KEY MAPPING

Duplicate keys give you a second group of moving and position keys for your right hand.

Up arrow	Move forward	DELETE	Stand position
Down arrow	Move backward	END	Crouch position
Left arrow	Strafe left	PAGE DOWN	Prone position
Right arrow	Strafe right		

ADDITIONAL MOVEMENT CONTROLS

0	Jump	6	Strafe Right
DEL	Stand position	7	Lean left (roll left if prone)
1	Crouch position	8	Move forward
2	Move backward	9	Lean right (roll right)
3	Prone position	ENTER	Fire Weapon
4	Strafe left		

JOINT OPS
HUD DISPLAY

Different indicators will appear on the screen depending on your situation. These include the dynamic voice macro list (**F9 key**), and vehicle speed and sit-points (when attached).

1. Number of players in the game and on your team, TKOTH timer and scoring (multiplayer). Cycle with the **TAB key**.
2. The spin-map gives a bird's-eye-view of your surroundings. Zoom the map in and out by pressing the **-** and **+ keys**.
3. Direction to next waypoint. The arrow direction is relative to the direction you're facing.
4. Compass heading. The direction at the top of the spin-map indicates the direction you're facing.
5. Danger indicator. A yellow cone indicates the general direction of nearby enemy gunfire. A red cone shows the general direction of the enemy who just shot you.
6. Crosshair helps you aim for those headshots. The crosshair expands and contracts to show inaccuracy. You can make changes to the crosshair by clicking the left or right arrows under the OPTIONS menu. To change the color click on the left or right arrow next to the color square. If you don't wish to have the crosshair expand, go to the OPTIONS screen and under "General" uncheck the "Show Spread" box.
7. Team name & color (multiplayer).
8. Ammunition remaining in your current clip.
9. Current weapon and mode of fire.
10. Ammunition in reserve.
11. Player position (stand, crouch, prone).
12. Player health bar. The status bar changes from green to yellow to red.
13. Goals and Objectives (**G key**).
14. Vehicle status and seat positions.
15. Team and game messages.

MAP SCREEN
The map screen can be opened by pressing the **M key** during both single-player and multi-player games.

Press the **+ key** to zoom in. Press the **– key** to zoom out.

Press the **M key** to close the map.

Mission Objectives
- Reach street level via the building's ladders.
- **Sneak through the town and locate the warehouse.**

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Game Type: TKOTH
Timer: 0:29:41
Number of players: 30
0:25 Joint Ops Team
1:20 Rebel Team

1

6

14

4

2

5

3

7

Joint Ops Team

8

10

9

11

12

15

toughgirl: great shot!

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JOINT OPS
LEGAL

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http://www.novaworld.com
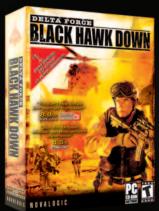Visit this website for the latest information on novaworld.net, our large-scale multiplayer gaming service.

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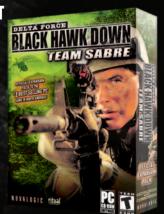**THE PLATINUM PACK INCLUDES:**

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