TAKE ON HELICOPTERS

HINDS

MANUAL

Bohemia Interactive

Warning: To Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

Epilepsy warning

Please read before using this game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had an epileptic seizure. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child should experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

Precautions During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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Take On Helicopters: Hinds

Welcome to *Take On Helicopters: Hinds!* This manual deals with some of the new content and features of this DLC. For more detailed information on Take On Helicopters, please check the manual in the game's root installation folder.

Helicopters

Mil Mi-24P

The Mil Mi-24 (Russian: Миль Ми-24 / NATO: Hind) is a heavy helicopter gunship. It is also capable of carrying up to eight combat troops in a cargo compartment. The Soviet Air Force has operated it since 1972, and more than thirty other nations have also taken it into service. Soviet pilots often refer to the attack helicopter as the 'flying tank'.

The helicopter, based on the Mil Mi-8, features two engines and a five blade main rotor system. A mix of weapon systems mounted on two small wings, allow for Close Air Support, anti-tank and aerial combat mission profiles. The armored front body, titanium rotor blades and armored front windshields can sustain direct impacts from .50 caliber munitions. Its aerodynamic design and increased lift from its wings, made it the fastest rotary wing aircraft of its era.

- Empty weight: 8620kg
- Usable fuel capacity: 1400kg (1950l)
- Endurance: 125min
- Maximum hook capacity: 2500kg
- Maximum wings capacity: 1500kg
- Maximum weight: 11800kg
- Maximum cruise speed: 335kmh (at sea level)
- Maximum rate of climb: 12.5ms

The Mi-24P (NATO: Hind-F) version is equipped with a fixed side-mounted Gryazev-Shipunov (GSh) 30 mm caliber dual-barrel autocannon.

Mil Mi-24V

The Mi-24V (NATO: Hind-E) version is equipped with remotely-controlled front turret Yakushev-Borzov (YakB) 12.7 mm caliber four-barrel Gatling gun.

Mil Mi-24 SuperHind Mk.III

The SuperHind Mk.III is a Western upgrade to the Mi-24 produced in South Africa. It was given a modern avionics upgrade, as well as new weapon systems and countermeasures. The addition of a F.L.I.R. pod and TV camera make it suitable for the modern battlefield.

Liveries

Polish (Desert)

Polish (Green)

German (old - DDR)

Angola

Hungary

Cuba

Cuba (Santiago Exhibition)

Russian (light green)

Russian (grey)

Russian (national - light)

Russian (national - dark)

Russian (KFOR)

Russian (Berkuti Group)

Burundi

Iraqi

Czech (NATO - dark)

Czech (desert)

Czech (experimental
Radar Absorption Material - RAM)

Czech (tiger)

Slovakian

Ivory Coast

Georgian

Macedonian

Bulgarian

Yugoslavian

Sri Lankan

Ukrainian

United Nations

Takistani

ION

Playable Content

Challenges

Fly a series of dynamic Challenges, which can vary each time you play! Board the gunship as pilot or gunner for a different experience.

- **Lucky Dip -** Just want to fly a helicopter into battle - but don't mind what it is? This challenge will select a random military helicopter and drop you straight into one of our combat missions!
- **Patrol -** There's been an increase in enemy chatter and movements. Patrol the designated flight route and scout for any sign of insurgent activity.
- **Base Assault -** Intel has revealed the presence of concentrated enemy activity. Take to the air and engage the enemy stronghold!
- **Ground Support -** Friendly ground forces have deployed to strike deep into enemy territory. Support the ground offensive with Close Air Support!

Time Trials

Five new Time Trial races really put the SuperHind and its pilot through their paces over the expansive South Asia terrain.

MultiPlayer

A quick and fun Death Match in Hinds; playable as pilot, gunner or both!

Miscellaneous Content

- Range of static weapons, such as machine guns, Anti-Armor launchers and Anti-Air defenses
- Additional armored vehicles
- Military fortifications and structures

Advanced Features Guide

In Take On Hinds, you'll encounter more combat-oriented gameplay than in the main game. Here are some tips on controlling the various combat systems and certain other new technologies (note, all control bindings refer to the default settings):

Retractable Landing Gear

- The Hind uses a retractable Landing Gear System.
- Use Right Ctrl + L to retract or deploy it, or find the icons in the cockpit.
- Flying with a deployed landing gear causes drag.

Taxiing

- Helicopters with a wheeled Landing Gear System can roll on the ground.
- Hold or release the wheel brakes using Right Ctrl + W, or find the icons in the cockpit.
- Fully lower the collective and move the cyclic forward.
- Rolling takeoffs can be used to get airborne from high altitudes.

Weapon Selection

- Use F to cycle through available weapon systems.
- As a pilot you will order the gunner to select a weapon.

Weapon Firing

- Left Mouse Button fires the currently selected weapon.
- Some weapon systems require a target lock to be deployed effectively.

Pilot - Manual Fire

- Sometimes you need control over weapons as a pilot.
- Enable 'Manual Fire' from the action menu to achieve this.

Pilot - Targeting

- Press Tab to cycle through available primary targets.
- Press Left Ctrl + Tab to cycle through available secondary targets - base structures, empty vehicles.
- Press Left Shift + Tab to go to the previous target selection.
- Your gunner will fire if he can get a good angle and / or lock.

Gunner - Targeting

- Press Tab to cycle through available targets.
- Right Mouse Button to acquire the target under the cursor.
- Square icon - acquired target / Circle icon - target lock

Countermeasures

- Deploy countermeasures such as flares using R.
- By default the top-left of your HUD shows remaining countermeasures.

Top-Down Radar

- The top-down radar shows available targets.
- Square icon - ground vehicles / Triangle icon - air
- Red: enemy / green: friendly / grey: unknown
- Detected incoming threats are shown by highlighting a section of the radar.

SACLOS Missiles

- Gunships often use Semi-Automatic Command to Line of Sight missiles, which are guided Air-to-Ground weapon systems.
- As a gunner keep an active lock on the target until the missile strikes.
- They are not fire-and-forget, and accuracy is subject to stability.

Troubleshooting

Game Updates

It is recommended to keep your game updated to the latest version. Game updates and patches contain various bug fixes and other improvements and may also contain additional content for the game.

Visit **www.takeonhelicopters.com** to see if there's a new update available. Note, when you apply an official BI patch, make sure you have all the original game files intact - if you've altered any of the official game files, the patch is prone to failure.

Technical Support

Before contacting our technical support, please prepare a detailed specification of your computer and an exact description of the problem. It will help us to provide you with support in a fast, efficient way.

Information Required:

Computer model (CPU, CD-ROM, RAM, Video/Sound card, DirectX version, Windows version).

In order to get this information, please go to Run in your Windows Start menu and type 'dxdiag' in the command line then press the enter key.

The DirectX diagnostic program will start.This will show you all the relevant driver files installed on your system.

In order to receive a text file of this information, please click the button Save All Information. You can then save a text file with all the information we require on your hard drive.

You will then be able to send this information to us via e-mail.

Contact us via email at: **support@bistudio.com**

Please use the email address provided. All support enquires to the company address, or phone number(s) cannot be answered by our staff.

For more information and updates please visit:
www.takeonhelicopters.com

Useful Links

The Community Wiki and Official Forums are an excellent source of information and troubleshooting guidance for all aspects of the game, they also contain a large amount of information and guidance for anyone wishing to explore enhanced mission creation or addon/mod creation.

http://takeonthegame.com
http://community.bistudio.com
http://forums.bistudio.com
http://www.youtube.com/takeonthegame
http://twitter.com/takeonthegame
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Credits

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LandInfo - The National Agriculture Imagery Program of Seattle, WA and borderline between State of California and State of Arizona

http://www.takeonthegame.com

Notes

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