DELTA FORCE®

Task Force Dagger

INTRODUCTION

In response to terrorist attacks on the United States of America, the world banded together in 2002 to fight the threat of terrorists and their state sponsors.

Under a UN Security Council resolution, eighteen countries joined the International Security Assistance Force, or ISAF, to fight this latest threat to world peace. Not since World War II had so many countries pledged themselves multilaterally to a cause. The focal point for the ISAF's attention was Afghanistan, a safe haven for terrorists.

The front line action would not be waged with huge battalions of soldiers and tanks. It would be fought by small, mobile, Special Forces units who could move silently through the countryside. By employing guerrilla tactics against the terrorists, casualties to ISAF forces were kept to a minimum, while nearly every major objective was accomplished. In Delta Force: Task Force Dagger, you have the chance to play as one of the ten Special Forces units that fought in Afghanistan.

From the United State's Delta Force and Navy SEALs to Australian SASR, you'll take on various missions inspired by the actions of the many men and women risking their lives in Afghanistan.

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INSTALLATION

In order to play Delta Force: Task Force Dagger you must first install the game files onto your computer's hard drive. You must also have the game disk inserted into your computer's CD-ROM drive in order to play.

To install the game, insert the game CD into the CD-ROM drive. If you have AutoRun enabled, you will see the game menu appear. Click on INSTALL DELTA FORCE: TASK FORCE DAGGER. The automatic installation will walk you through the rest of the set-up.

If you insert the game disk and nothing happens, double-click on the "MY COMPUTER" icon on your Windows desktop. Then double-click the DFTFD icon. When the menu appears, click the INSTALL DELTA FORCE: TASK FORCE DAGGER button.

You will need to refer to the CD Key printed inside the game's jewel 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 not be able to reinstall Delta Force: Task Force Dagger without it.

After the game installs, it will automatically return to the auto-run menu. Press the START TASK FORCE DAGGER button to begin the game. You may also start the game from your Start Menu. The start-up icon will be located in a "NovaLogic" folder in your program files. The default directory will be C:\program files\NovaLogic\Delta Force Task Force Dagger.

QUICK START

After installing Delta Force: Task Force Dagger, you may want to get right into the action. If you are already familiar with Delta Force: Land Warrior, you'll find that the majority of the commands and functions are the same (though you may have to reconfigure your keyboard mapping).

To get right into the action, follow these steps:

1. From the Main Menu click the Single Player button.

2. You can enter a new name on this screen, change your character's appearance and change your keyboard settings. Once you have made your changes (if any) click on the Quick Missions selection at the bottom of the next screen.

3. On the Quick Missions screen you will see a mission called "Boot Camp". Select it to play a tutorial that will explain the various weapons and functions in the game. Once you've selected the mission, choose Accept to go to the gear selection screen.

4. On the gear selection screen, the most appropriate equipment will already be chosen for you, so simply click Start Mission to begin.

MAIN MENU

The Main Menu will automatically appear when Delta Force: Task Force Dagger starts up. From here you can access the following sections of the game:

Single Player – Accesses the Single Player, missions and any player-created maps you may have downloaded.

Play on NovaWorld – If you want to play multiplayer games over the Internet, click on this selection. On the following screen you will be able to change character and game settings.

Multiplayer Options – If you plan on hosting a game over a LAN or the Internet, or plan to play via LAN or Internet, click on this option. The following screen will have a number of options to customize your character or host settings.

Video/Audio Options – Clicking this option will bring you to the screen where you will be able to set many different video and audio options to enhance the game's performance on your machine.

Update Game – If you are currently connected to the Internet, click on this option to launch an Update Wizard. This will automatically download and install any new files or patches that may be available from NovaLogic.

VIDEO/AUDIO SETTINGS

VIDEO

Delta Force: Task Force Dagger is designed to run on a wide range of computers. Reducing one or more of the following settings may help increase performance on slower computers or those with older 3D cards.

When you are finished making changes, be sure to click on Accept to save your settings and return to the Main Menu.

Change Driver – Clicking this option will run a diagnostic tool that will find any 3D video cards installed on your machine. Select the one you wish to run and press the OK button. Your screen will flicker as the tool determines what resolutions your card can handle.

Resolution – Choose your level of resolution here. The higher the numbers, the higher the quality of the image, but slower computers may not play as smoothly at higher resolutions.

Terrain Detail – Sets the level of complexity for features on the terrain such as roads, helicopter landing pads and explosives scarring.

Object Detail – Determines the highest graphical setting for other people and objects in the game. At its top setting, objects will use the highest "Level of Detail" (LOD) when you are close enough. Reducing this will restrict objects to the selected LOD regardless of your view.

Color Depth – Sets how many colors your machine will display. 16 bit will show thousands of colors while 32 bit will display millions.

Terrain Geometry – Setting this to "High" will allow you to view the highest level of terrain detail from a further distance.

Shadows, Blood, Smoke and Shell FX – Simply turn these features on to increase the graphical quality of the game or turn them off to increase performance.

AUDIO

SFX Volume – Sets the level of audio for special effects sounds such as explosions, vehicle sounds, and gunfire.

Music Volume – Sets the levels of any menu music that may play.

Dialogue Volume – Sets levels for any lines spoken over the radio or near your location.

PLAYER SETTINGS

This page is accessible from the Single Player, Play on NovaWorld or Multiplayer Start pages by selecting Player Settings. Any selections you make are stored for the character that is highlighted on the Choose Character screen only. This means that you can set different options for different characters.

Remember to click on Accept when finished to save your settings for this character.

Keyboard – This screen allows you to reconfigure which keyboard keys are assigned to which functions. Click once on the key you wish to change. Now press the key you want to replace it.

Pressing Revert will set the keyboard to its default settings.

MOUSE CONTROL

Mouse Sensitivity – Adjusts how responsive your mouse is.

Flip Mouse – Select "Yes" to reverse the Look Up/Down movement of the mouse controls.

Scope Sensitivity – Adjusts how sensitive your mouse is when using the scope on a weapon.

GAMEPLAY

Enemy AI – Select "Hard" to make the enemy use more complex tactics and increase their accuracy. "Easy" will allow you to take more damage before dying. The game defaults to "Normal".

Tracers – Select "Off" if you don't want to see the bullet trails from weapons that use tracers. Note that not all weapons use tracers.

Friendly Fire Warning – Select "Off" to remove the red safety X that appears when you target a team member.

GPS Icon – Select "Show Everything" to see icons on your GPS (Global Positioning System) and Commander's Screen for all enemy and friendly units. "Show Friendly" will display only friendly units. The "Default" setting will show selected enemy and friendly units.

Wind – Wind can affect the accuracy of your weapons. You can set this to "Random" for random wind speeds and direction, "None" for no wind, or "Default" for the preset wind conditions.

Character Abilities – If you don't want to use the special abilities that each character has, turn this to "Off".

Scope Drift – If you do not want your stance to affect the stability of your scope view, turn this to "Off".

Crosshair Spread – If you do not want your accuracy to diminish as you run, turn this to "Off".

Weapon Recoil – As you fire a weapon, the muzzle will rise. Set this to "Off" to keep your muzzle steady.

Drop Weapons – If you do not want the option of dropping a weapon to replace it with another, turn this to "Off".

VON (VOICE OVER NET)

This set of options is explained in its own section of the manual on page 28.

Message Macros
When playing in Multiplayer, you can send preset messages to the other people on your team. To change the default messages, simply click on the message, use BACKSPACE to delete the previous entry and write your new message.

The function key listed before each message is the key you will press while playing to send it to your team members.

THE TEAMS

Delta Force: Task Force Dagger allows you to portray a soldier from any one of the following ten Special Forces Units. Each has unique skills and abilities, so choosing the right soldier to fit the mission profile is imperative.

Detailed background information on each unit can be found in the Character Select section of the game.

SFOD - DELTA

United States Army Special Forces Operational Detachment - Delta

Role: CQB (Close Quarters Battle)
Special Abilities: Fast movement, Extended knife range
Preferred Weapons: SA-80, M4 SOPMOD, HK MP5SD6 (suppressed), HK MP5N, F89 Austeyr, F88 Austeyr

GREEN BERETS

United States Army Special Forces "Green Berets"

Role: Heavy Gunner
Special Abilities: Minimal recoil, withstands more damage
Preferred Weapons: M249 "Minimi" SAW (Squad Automatic Weapon), FN MAG machine gun, M60E3 machine gun

SEAL TEAM 6™

United States Navy "Sea Air Land" Team 6

Role: Medic
Special Abilities: Team Medic (multiplayer only), best swimmer (speed, maneuverability, holding breath)
Preferred Weapons: HK MP5SD6 (suppressed), HK MP5N, PSG-1 suppressed sniper rifle

CIA SOG

Central Intelligence Agency Special Operations Group

Role: Sniper
Special Abilities: Steady with scope, fast crawling
Preferred Weapons: M82A1 Barrett .50 cal sniper rifle, PSG-1 suppressed sniper rifle, M40A3 sniper rifle, M24 sniper rifle, AW sniper rifle

SAS

British Special Air Service

Role: Sniper
Special Abilities: Steady with scope, fast crawling
Preferred Weapons: M82A1 Barrett .50 cal sniper rifle, PSG-1 suppressed sniper rifle, M40A3 sniper rifle, M24 sniper rifle, AW sniper rifle

SASR

Australian Special Air Service Regiment

Role: Grenadier
Special Abilities: Accurate with indirect weapons
Preferred Weapon: M4 w/M203, OICW, M16A2 w/M203

JTF-2

Canadian Joint Task Force 2

Role: CQB (Close Quarters Battle)
Special Abilities: Fast movement, Extended knife range
Preferred Weapons: SA-80, M4 SOPMOD, HK MP5SD6 (suppressed), HK MP5N, F89 Austeyr, F88 Austeyr

RANGER

United States Army 75th Ranger Regiment

Role: Grenadier
Special Abilities: Accurate with indirect weapons
Preferred Weapons: M4 w/M203, OICW,
M16A2 w/M203

MARINE FORCE RECON

**United States Marine Corp
Reconnaissance Force**

Role: Heavy Gunner
Special Abilities: Minimal recoil,
withstands more damage
Preferred Weapons: M249 "Minimi" SAW (Squad
Automatic Weapon), FN MAG machine gun,
M60E3 machine gun

CSAR

**United States Air Force
Combat Search and Rescue**

Role: Medic
Special Abilities: Team Medic
(multiplayer only), best swimmer (speed,
maneuverability, holding breath)
Preferred Weapons: HK MP5SD6
(suppressed), HK MP5N (not suppressed),
PSG-1 suppressed sniper rifle

GEAR

Before starting a mission you will be able to select your gear to best suit the mission and your own playing style. After viewing the mission briefing, simply click on the Change Gear button. On this screen is a box for each of the gear categories. By clicking through the selections you can see information on each weapon and choose to take it on the mission. You are allowed only one item in each of the following categories:

Primary Weapons – These are heavy weapons such as machine guns or sniper rifles.

Secondary Weapons – These are smaller shoulder weapons used for close-quarters-combat or as a back-up to your primary.

Sidearms – Handguns of various calibers.

Grenades – Small, thrown explosives.

Explosives – Heavy ordnance including rockets, demolition charges and mines.

Auxiliary Equipment – Consists of extra armor or extra ammunition.

PRIMARY WEAPONS

**OICW Assault Rifle
with 20mm grenade launcher**

AW Sniper Rifle

F88 Austeyr Assault Rifle

M24 Sniper Rifle

M40A3 Sniper Rifle

M60E3 Machine Gun

PSG-1 Suppressed Sniper Rifle

M82A1 Barrett Sniper Rifle

**M4 Assault Rifle with
M203 40mm grenade launcher**

**M4 SOPMOD
(w/ACOG scope) Assault Rifle**

**M16A2 Assault Rifle with
M203 40mm grenade launcher**

**M249 "Minimi" SAW (Squad
Automatic Weapon) Machine Gun**

FN MAG Machine Gun

SA-80

SECONDARY WEAPONS

HK MP5SD6 (suppressed)

HK MP5N (not suppressed)

F89 Austeyr

SIDEARMS

SOCOM Pistol

M9 Beretta (92FS)

Browning HP

Sig P226

F97 (Glock 19)

EXPLOSIVES

M18 Claymore

Alliant SLAM

At-4 LAW

ARMORIES

Most single and multiplayer maps have armories in them where you can change your current gear selections. An armory may be a small, stand alone bunker or a rack of weapons inside a larger structure.

To access the armory, enter the Commander's Screen by pressing the C key. Select the "Weapons" tab and click the arrows to choose new gear. Be sure to click "Accept" to finalize your choices and press C again to exit.

AERIAL STRIKES

One of the primary roles of a Special Forces unit is to call in aerial strikes. To call in a strike you will use the laser designator (8 Key) to direct nearby bombers to a specific area. Activate the scope view to engage the designator's range finder and target acquisition systems.

Now aim the cursor at the target and press "Fire" on your mouse. There may be a small delay while the planes move into position, but the destruction they provide is worth the wait.

Remember that aerial strikes are not always approved for a mission. If you call in a strike and one is not available, you will be informed by radio.

KEYBOARD CHART

	HELP	1st/3rd PERSON POV	CROSS HAIRS ON/OFF	1st PERSON GUN ON/OFF		CYCLE WAYPOINTS	CYCLE FLAGS	AUDIO COMMANDS	DROP ITEM		PRINT SCREEN		SAVE MISSION	LOAD MISSION		AUTO RUN TOGGLE	PAUSE
Esc	F1	F2	F3	F4		F5	F6	F7	F8		F9	F10	F11	F12		Print Scrn	Scroll Lock	Pause

Keyboard rows:

Row (number keys):
KNIFE — SIDEARM — PRIMARY WEAPON (CYCLE MODES) — SECONDARY WEAPON (CYCLE MODES) — EXPLOSIVES — RADIO DETONATOR — GRENADES — LASER RANGE FINDER — MEDIC PACK — DROP WEAPON — CYCLE WEAPONS

| ` | 1 | CYCLE MODES 2 | CYCLE MODES 3 | CYCLE MODES 4 | 5 | 6 | 7 | 8 | 9 | 0 | MAP ZOOM IN − | MAP ZOOM OUT + | \ | ← | | Insert | MPG HOST SCREEN Home | Page Up |

Row (Q):
| Tab | Q | MOVE FWD W | E | RECENT MESSAGES R | TALK (TEXT) T | TEAM TALK Y | UAV U | I | O | LOOK UP P | ADJUST SCOPE ZERO UP [| ADJUST SCOPE ZERO DOWN] | | STAND Delete | CROUCH End | PRONE Page Down |

Row (A):
| Caps Lock | STRAFE LEFT A | BACK UP S | STRAFE RIGHT D | FRIENDLY TAGS F | MISSION GOALS G | TALK TO SELECTED PLAYER H | J | KILLS/PLYRS LIST K | TURN LEFT L | TURN RIGHT ; | SCOPE MAGNIFY ' | PUSH TO TALK (VON) Enter |

Row (Z):
| WALK Shift | Z | X | COMMANDER'S MAP C | V | BINOCULARS B | NIGHT VISION N | CHANGE MAGAZINE M | , | LOOK DOWN . | SCOPE TOGGLE / | WALK Shift | | MOVE FWD ↑ |

Bottom row:
| SHOOT Ctrl | Alt | JUMP Space | Alt | SHOOT Ctrl | | STRAFE LEFT ← | BACK UP ↓ | STRAFE RIGHT → |

UAV'S - UNMANNED AERIAL VEHICLES

One of the advanced tools available to Special Forces units is the UAV. This unmanned plane will fly a preset path over the area of operations and allow a soldier on the ground to control the camera mounted to its underbelly. This can give a soldier important knowledge of enemy positions.

To access the UAV's camera, first press the U key. Once the camera view is up use the keypad to pan, tilt, rotate, zoom, and lock the camera onto a target.

If you lock the camera onto a moving vehicle, the camera will track along with the target. If the UAV is locked and the target moves beyond the view of the camera, the lock will break and you will have to reacquire the target.

Num Lock	SELECT LAST TALKER /	DISPLAY LAST TALKER *	VON DISPLAY −
UAV ZOOM IN 7	UAV TILT UP 8	UAV ZOOM OUT 9	UNMUTE SELECTED PLAYER
UAV PAN LEFT 4	UAV LOCK ON TARGET 5	UAV PAN RIGHT 6	+
RECORD VOLUME DOWN 1	UAV TILT DOWN 2	RECORD VOLUME UP 3	PUSH TO TALK
MUTE CURRENT TALKER 0		BREAK TALKER Del	Enter

GAME CONTROLS

MOUSE CONTROLS

Move Mouse

- Left Mouse Button

- Right Mouse Button

- Middle Mouse
Button (if available)

IN GAME

Look Up/Down, Turn Left/Right

Shoot

Toggle Scope

Prone/Stand Toggle

IN COMMANDER'S MAP

Moves Mouse Pointer

Selects Item

Moves Map

(No function)

KEYBOARD CONTROLS

F1	Help
F2	1st / 3rd Person POV Toggle
F3	1st Person Crosshair on/off
F4	1st Person Gun on/off
F5	Cycle Waypoints
F6	Cycle Flags (Capture The Flag games only)
F7	Audio Commands (brings up list of macros)
F8	Drop Item (such as a Flag)
F9	Print Screen (saves to game directory)
F11	Save Mission *
F12	Load Mission *
-	Map Zoom In
=	Map Zoom Out

MOVEMENT CONTROLS

Arrow Keys	Move Forward, Back Up, Strafe Left, Strafe Right
W	Move Forward
S	Back Up
A	Strafe Left
D	Strafe Right
P	Look Up
L	Turn Left
;	Turn Right
.	Look Down
SHIFT	Walk (used with arrow or W,A,S,D keys)
SPACEBAR	Jump
DELETE	Stand
END	Crouch
PAGEDOWN	Prone
SCROLL LOCK	Auto Run Toggle (character runs without holding the W key)

Reversing Cycles
You can make any key cycle in the reverse order by holding down the SHIFT key while pressing the button. For example, SHIFT+F5 will cycle backwards through your waypoints.

*SAVING A MISSION
At any point during a mission, you can press the F11 key to save the game. Each mission has 3 save slots available. You can overwrite any of the save slots with a new save.

WEAPONS/GEAR CONTROLS

1	Knife
2	Sidearm *
3	Primary Weapon *
4	Secondary Weapon *
5	Explosives
6	Radio Detonator (for SLAM charges only)
7	Grenades
8	Laser Range Finder (for calling in aerial strikes)
9	Medic Packs (only available for medics)
0	Drop Primary Weapon
BKSP	Cycle Weapons
CTRL	Shoot
B	Binoculars
N	Night Vision
M	Change Magazine
/	Toggle Scope On/Off
[	Adjust Scope Zero Up
]	Adjust Scope Zero Down
'	Cycle Scope Magnification

* Press again to cycle firing modes if the weapon has multiple modes

FIXED WEAPON EMPLACEMENTS

You can use fixed weapon emplacements simply by walking up to them. Your field of view will then become limited to that of the weapon. To break away from the weapon, simply back up.

MISSION CONTROLS

PAUSE	Pause Game
HOME	Multiplayer Host Screen
C	View Commander's Map
F	Display Friendly Tags
G	Display Mission Goals
K	Display Kills / Players List
R	Display Recent Messages
T	Talk (text)
H	Talk to Selected Player (text)
Y	Team Talk (text)

UAV

U	Activate UAV Mode
Keypad 2	Tilt Down
Keypad 4	Pan Left
Keypad 5	Lock On Target
Keypad 6	Pan Right
Keypad 7	Zoom In
Keypad 8	Tilt Up
Keypad 9	Zoom Out

VOICE-OVER-NET

Keypad +	Unmute Selected Player
Keypad 0	Mute Current Talker
Keypad -	VON Display On/Off
Keypad DEL	Break Talker
Keypad 1	Adjust Record Volume Down
Keypad 3	Adjust Record Volume Up
Keypad *	Display Last Talker
Keypad /	Select Last Talker
ENTER	Push to Talk

Please refer to page 28 for more details on VON controls.
NOTE: You can drop your primary weapon (zero key) and pick up enemy primary weapons during the mission.

GAME SCREEN
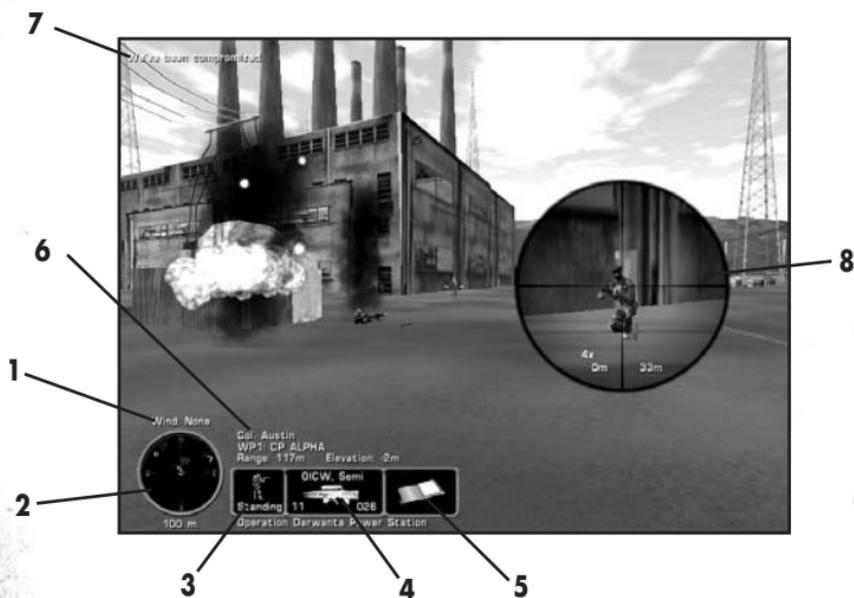
ONSCREEN INFORMATION SYSTEM

1. Wind Indicator
This tells you which direction the wind is coming from and its speed. Helpful for adjusting your aim to compensate for wind speed.

2. GPS Map
This is your Global Positioning Satellite overhead map. The center dial indicates the cardinal direction you are currently facing. The color of the center dot represents your team side. Enemies that have been seen by satellite reconnaissance or that are alert to your presence and in visual range will appear on this map. The direction to your next waypoint objective is denoted by a blinking dot. In a Capture The Flag game, the direction to your flag bay appears as a team colored dot. All other symbols and colors are described below. The number below the map indicates the zoom level of the GPS. Use the - and + keys to adjust the range of your GPS.

3. Situational Icon
This profile of your soldier shows your body position.

Stand   Crouch   Lie Prone

4. Current Weapon Selected

This section displays the weapon you are holding, the firing mode that it is in, the number of magazines and number of rounds you have remaining in the current magazine. The weapon name will appear green when it is ready (i.e. the round is in the chamber).

5. Items

If you pick up an item during a mission, such as a briefcase or flag, it will be displayed here. Certain items can be dropped by pressing the F8 key.

6. Waypoint Information

This area displays the code name and distance in meters to your next waypoint. Cycle through all of your waypoints with the F5 key.

7. Information Link

Important information, such as current mission orders and status of your squad, will be transmitted here via your radio. Text sent from other players in a multiplayer game will appear here as well.

8. Scope

With certain weapons, you can use a scope by pressing the / key or Right Mouse button. The number on the right shows the distance of the target you are aimed at. The number on the left side shows what range the scope is zeroed at. Use the [and] keys to move the scope zero up and down in 100 meter increments to compensate for bullet drop over distance. Use the ' key to change the magnification of the scope.

GLOBAL POSITIONING SATELLITE MAP (GPS)

- **O** Initial/Final Waypoint (orange)
- **●** Waypoints (next waypoint blinks) (green)
- **ⓒ** Teammates (blue) with facing indicator
- **ⓒ** Known Enemies (red) with facing indicator
- **⊕** Wounded Teammate (blue)
- **✕** Dead Teammate (blue)
- **●** Claymore
- **▭** Building (green)
- **✛** Vehicles (green)
- **▲** Red Team Flag (Capture The Flag)
- **▲** Blue Team Flag (Capture The Flag)
- **●** Medic (blue)
- **✕** Dead Enemy (red)

COMMANDER'S SCREEN

The most useful tool you will have in the field is the commander's screen. By pressing the C key, you will have access to a wealth of mission information such as waypoints, identified enemy positions, objectives and squad statistics.

The top portion of the screen displays in-game text messages, similar to the Information Link on the main game screen. Use the menu below it to view the different information screens. The large left-hand window is the Primary Display Screen, which shows the essential data. The right-hand side shows specific information on items selected in the Primary Display Screen. Information that appears here will remain until you select something new, even if you change to a different menu choice.

MAP
This is a larger, more sophisticated form of your GPS map. With the buttons below the map, you control what information is displayed or hidden from view. In addition you can zoom the map in and out (plus and minus keys), toggle between your color and contour map, and automatically re-center the map on yourself. If you hold the right mouse button down, you can scroll the map around.

When you click the mouse on an object or person, the icon will flash and information will appear in the right-hand display. Here you will find out things such as the object's name and side. When selecting other players, a new set of commands will appear in this window, such as the ability to send a message directly to them or stop all communication coming from them.

Your mission waypoints are invaluable for finding your way to your mission objectives. However, during a mission you can grab any one of your assigned waypoints and drag it to a new location. You can also select any object and temporarily set it as your next waypoint. This can be very useful in finding your way directly to someone or something on the main game screen. As soon as you select a new waypoint or cycle back to your mission waypoints, this temporary one will disappear. Finally, you can set custom mission markers in the game with the waypoint button. You can name these markers whatever you like and even send them (one at a time) to other players in a multiplayer game.

VON

This screen is used to control the Voice-Over-Net feature. By clicking on the appropriate icon, you can select the recipient of your voice messages and mute/unmute players. The last column will tell you if the selected player is receiving your message. At the bottom of the screen you can mute or unmute all players by pressing one of the buttons. All players begin the game muted.

PLAYERS

This screen lists all of the players in the game. By clicking on the appropriate icon, you can allow/disallow certain players from sending you custom waypoints and text messages. You can easily locate teammates on the map by selecting their name on this screen; when you return to the map display they will be highlighted.

TEAM

This screen lists all of your teammates, the weapons that they currently have in hand and their general plan of action. This gives you a quick overview of your teammates' intentions. Keep your teammates informed of your plan of attack by setting it here. You can set a descriptor from either or both lines of plan actions. For example, to indicate that you will be attacking the right side of the enemy's base, click on "Assault" and "Right".

WEAPONS

To view information on the weapons and equipment that you currently carry, check out this screen. If you are in an Armory Building when you access this screen, you will have the ability to change out weapons and items. Be warned, in a multiplayer game checking out new arms may cost you a few seconds of game time depending on your Internet connection.

MISSION SETTINGS

Access your initial mission briefing information from this window. Game settings relevant to this mission will appear in the right-hand window. This screen is particularly relevant for seeing the specific rules of a multiplayer game that you joined. Refer to the Game Settings and NovaWorld section for more details on the settings.

NOVAWORLD/MULTIPLAYER

Once you have tested your skills against the single player missions, you can see how you fare against human opponents. Delta Force: Task Force Dagger is fully supported by our online battleground called NovaWorld and can also be played by up to 16 players over a LAN/IPX.

When playing via NovaWorld, you can join a multiplayer game at any time, and leave whenever you wish. This means that unless you are the Host, you do not have to be present at the initiation of a game to join in. If you leave in the middle of a mission, the other players can continue to play without you.

You can host a NovaWorld game with up to 16 players depending on your Internet connection, or a LAN/IPX game. The faster your connection, the more players you will be able to adequately have in your game. If the host leaves at any point, the game will end. Since your connection to the Internet will directly affect your performance on NovaWorld, you will want to make sure that you have as fast a connection as possible when hosting or playing a game.

JOINING NOVAWORLD

In order to play on NovaWorld, you must have a NovaWorld account. If you do not already have one, you can create a new account in seconds. If this is your first time playing Delta Force: Task Force Dagger, you will be asked to enter the CD KEY that is printed in your Delta Force: Task Force Dagger CD case (you must include the dashes). Once you are logged into NovaWorld, you can join NovaWorld Stat-Hosted games (explained below), public games, or password protected games.

NOVAWORLD RANKS AND STAT-HOSTED GAMES

NovaWorld features a world ranking system where all of your game statistics from official NovaWorld hosted games will be stored and be available for other players to view. Players will rise through actual Army ranks as they play in official games. The speed at which you gain new ranks will depend on how well you play. Similar to the real military, higher ranks will not come easily. Only dedicated players will make it to officer level. Players will also be given Awards if their statistics meet certain criteria. You will have a separate level for each different multiplayer game category. Please log onto NovaWorld for more information on Ranks and Awards.

MULTIPLAYER GAME TYPES

DEATHMATCH
AND TEAM DEATHMATCH

For Deathmatch, all players are competing against each other to gain the high score by eliminating the most opponents. In Team Deathmatch, players work in teams to get the high score.

Deathmatch Score:	
Kill Friendly (Team only)	-4
Kill Yourself	-1
Killed by opponent	0
Kill opponent	+1
Kill opponent with head shot	+2
Kill opponent with a knife	+3

KING OF THE HILL AND TEAM KING OF THE HILL

In this scenario, players win by occupying a certain area for a specific duration of time (set by the game host). The hot zone shows up as a red circle on your GPS and Commander's map. Although your time in the zone is cumulative, leaving the hot zone will cause your timer to start to count backwards. The size and number of hot zones will vary depending on which map the host chooses.

In Team King of the Hill, up to four teams can play against each other. You need only one teammate in the zone for the timer to start. Unlike regular King of the Hill, as soon as you have no more teammates in the hot zone, your timer will immediately drop to zero.

CAPTURE THE FLAG

Flags are represented by a triangle symbol on the GPS and Commander's Map. You are part of the red team or the blue team and your objective is to grab the other team's flag by running over it and returning it to your team's Flag Bay (represented by a colored circle). At the same time, you need to defend your own flags from your opponents. Some variations have multiple flags that must be retrieved. The waypoint indicator will help guide you to the flags and back to your flag bay.

SEARCH AND DESTROY

Each team must enter into the other's territory and destroy specific targets to win the game.

ATTACK AND DEFEND

Similar to Search and Destroy, one team wins if they destroy all of their targets within their opponent's territory. The defenders win if time expires before the other team can accomplish all of their goals.

FLAGBALL

In Flagball, there is one flag in the middle of the playing field. Up to four teams compete to grab the flag and return to their base to score 1 point. After a point is scored the flag is reset to the center of the playing field.

MULTIPLAYER HOSTING GAME OPTIONS

The host of a multiplayer game will be able to set several different options to determine how the game functions.

Game Name: Type the name you want your game to appear as to other players.

Game Password: If you want to limit who can join your game, type the password they must know to join your game here.

Country: Type the three letter abbreviation of your country here if you want other players to know where the game is being hosted from.

Connection Type: Select either NovaWorld or LAN/IPX.

Server Type: If you will be playing the game you host on your computer, choose "Serve and Play". The host should always be the person with the fastest Internet connection and/or computer setup. If you will have a dedicated server for hosting the game, choose "Serve Only".

Number of Teams: Select how many teams there will be in team oriented games.

TEAM OPTIONS

Team Selection: "Server Chooses" will override the individual player's choice of sides and make teams even.

Allow Friendly Fire: You have the option of making your teammates invulnerable to your weapons by turning Allow Friendly Fire "Off."

Friendly Fire Warning: Select "Off" to remove the safety X that appears when targeting allies for all players.

Friendly Tags: Having this option "Off" will not allow players to use Friendly Tags.

See Team On GPS: Select "Yes" if you want members of the same team to be able to see icons representing the location of their teammates on the GPS map.

Team Lives: For a more realistic game, you can set this value to zero, which means when you are killed, you're out of the game. Increasing this value creates a pool of lives that your team can draw from. When they are used up, your teammates will be dropped from the game when killed. This setting is defaulted to "Infinite", where you will always respawn after being killed.

Squad Password: Use these boxes to set individual passwords for teams. Remember to inform your players of their proper password.

WIN CONDITIONS
Time Limit: Determines how long a game will last.

Score Limit: Determines what score must be attained before the game ends and a winner is declared.

King of the Hill Time: Determines the total cumulative amount of time, in minutes, a player must occupy the hot zone in order to win a King of the Hill game.

BASIC AND ADVANCED SETUP
Maximum Players: Determines the maximum number of players allowed to join the multiplayer game.

Start Delay: The number of minutes before play can begin. This allows time for new players to join in.

Replay: If this is set to "Selected Mission", the game will automatically restart in the same map after the previous round is finished. Select "Cycle" to have the game go through each map for that game type. Select "No" to have the game end after the round is finished.

Timeout Box: Determines the amount of time to elapse before a killed player is allowed to re-enter the game.

Destroyable Buildings: By setting this to "Yes", players can destroy certain buildings.

Death Messages: Turning this option "Off" will eliminate the text messages that appear when someone is killed. This way you won't know if you've killed someone unless you see them die.

Character Abilities: If you don't want to use character special abilities such as variable run speed, hit points, or preferred weapons, select "Off".

Wind: Use this setting to turn off the default wind settings or enable random settings

GPS Icons: Selects whether players can see only friendly units on the GPS, all units, or none.

Tracers: Select "Off" if you don't want any player to see the bullet trail from weapons that fire tracer ammunition.

Scope Drift: If you do not want your stance to affect your scope's stability, turn this option "Off".

Crosshair Spread: If you do not want your crosshair to widen while you run, select "Off".

Weapon Recoil: If you do not want your weapons to have recoil, select "Off".

Drop Weapons: If you do not want the option of dropping weapons to pick up new ones, select "Off".

Respawn with Primary: Set to "No" to have players respawn without a primary weapon.

WEAPON RESTRICT

You can limit which weapons are allowed into your game here. Simply turn the weapons you don't want "No". Players who choose a restricted weapon will be given a default weapon.

VOICE-OVER-NET

Voice-Over-Net is a built in voice communication system for use on NovaWorld. The set up is simple and can be done entirely while in Delta Force Task Force Dagger. All you will need is a Full-Duplex sound card and a microphone plugged into the Mic In jack of your sound card. Note that a Half-Duplex sound card will allow you to hear other players, but not to talk.

After plugging in your Microphone (make sure it is in the Mic In and not the Line In input), start Delta Force Task Force Dagger and click on Player Settings. Upon starting or joining a game, all players will be defaulted to "muted" to eliminate unwanted conversation. Unmute those players that you want to talk to.

On the Commander's Voice-Over-Net screen, use the Tab key to cycle through the list of players. The "muted" icon will appear after the player's name if you have muted them.

Use the Keypad + key to unmute the currently selected player or the Keypad 0 key to mute the current talker. If their name appears in red that means that they have muted you. In team games, you can only select players on your own side to talk with.

VOICE-OVER-NET KEYPAD COMMANDS

+ Unmute Selected Player: Press this key to be able to listen to a player who was previously muted. Note that all players begin the game muted.

0 Mute Current Talker: When you no longer want to hear voice messages from a certain player, you can press this key to break communication and put them on mute mode.

- VON Display On/Off: The Voice-Over-Net status display turns on/off.

DEL Break Talker: To break communication with a player who is talking to you in order to free up your line for another talker, press this key. Unlike Mute, the player can try to contact you again by pressing the Push to Talk button on their end.

ENTER Push to Talk: Hold this button down to transmit a voice message to the currently selected player.

1 Adjust Record Volume Down: If your outgoing messages are distorted, you may wish to decrease the mic's sensitivity by using this key.

3 Adjust Record Volume Up: If people are having a hard time hearing you, try adjusting your Microphone's record level up with this key.

* Display Last Talker: By pressing this key, the name of the last person to send you a voice message will appear.

/ Select Last Talker: By pressing this key, the last player to send you a message will be selected to receive your outgoing voice messages.

Num Lock	SELECT LAST TALKER /	DISPLAY LAST TALKER *	VON DISPLAY –
UAV ZOOM IN 7	UAV TILT UP 8	UAV ZOOM OUT 9	UNMUTE SELECTED PLAYER
UAV PAN LEFT 4	UAV LOCK ON TARGET 5	UAV PAN RIGHT 6	+
RECORD VOLUME DOWN 1	UAV TILT DOWN 2	RECORD VOLUME UP 3	PUSH TO TALK
MUTE CURRENT TALKER 0		BREAK TALKER Del	Enter

Internet Etiquette

NovaLogic does not monitor Voice-Over-Net communication. If you are having a problem with any other player, we strongly suggest that you mute them.

When using any form of communication, please be considerate of other people. Using hateful, discriminatory or obscene language will probably get you muted. You can try using text chat (the T key) to ask them politely to unmute you. If they choose to keep you muted, it probably wouldn't have been an interesting conversation anyway.

VOICE-OVER-NET

Voice-Over-Net: Set to "Enable" if you want to use the Voice-Over-Net feature. Disabling this feature will not allow you to transmit or receive voice messages or access the Voice-Over-Net interface. A Full-Duplex sound card is required to transmit voice messages.

Duplex Mode: In "Full" mode, you will be able to transmit and receive voice messages (if you have a Full-Duplex soundcard). If you do not have a Full-Duplex soundcard or if you do not wish to send voice messages but you would still like to receive them, select "Half".

Record Volume: This slider bar is used to set the sensitivity level of your microphone. If people are having a hard time hearing you, try increasing this level. If your messages are distorted, you may want to adjust this bar down.

Check Recording Level: When you press "Check Recording Level" begin talking normally for five seconds. The computer will automatically playback the audio you just recorded. If you are not satisfied with the levels, adjust the Record Volume option.

Activation Mode: "Voice Activation" automatically starts transmitting when you speak. With "Push To Talk" mode, you must hold down the Enter key to send a voice message.

Activation Threshold: This determines how loud you must be for "Voice Activation" to start sending a message. Adjust it down if Voice-Over-Net activates when you are not speaking.

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Video Technology.
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TECH SUPPORT

The entire staff at NovaLogic Inc. thanks you for purchasing Delta Force: Task Force Dagger. NovaLogic is committed to creating quality entertainment software that pushes the technological envelope. However, this commitment doesn't end when you purchase our games – it's only just begun. Our technical support staff is ready to assist you.

INTERNET WEBSITES: HTTP://WWW.NOVALOGIC.COM
Visit the NovaLogic website for up-to-the-minute information, frequently asked questions, game updates, and previews of upcoming products and screen shots.

HTTP://WWW.NOVAWORLD.COM
Visit this website for the latest information on NovaWorld.net, our large-scale multiplayer gaming service.

EMAIL SUPPORT ADDRESS: SUPPORT@NOVALOGIC.COM
You may also email your questions and comments to a member of technical support at any time. Remember to provide a detailed description of the problems you are encountering and your system specifications.

TECHNICAL SUPPORT LINE: (818) 878-0325
If you need to speak to someone directly, our technical support staff can be reached during normal business hours (Monday through Friday 9AM to 5PM Pacific Time, excluding holidays). To better assist you, please have your hardware set-up information on hand. Also be prepared to explain the exact nature of any problems you are experiencing. For example, write down the exact wording of any on-screen error messages you may be receiving.

FAX LINE: (818} 880-3448
You may be asked to provide proof of purchase or CD-Keys. If you cannot e-mail them to us, you can fax a photocopy to the number listed above.

LEGAL