

VIETCONG

PURPLE HAZE

YOUR ESSENTIAL GUIDE
TO JUNGLE WARFARE



GATHERING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

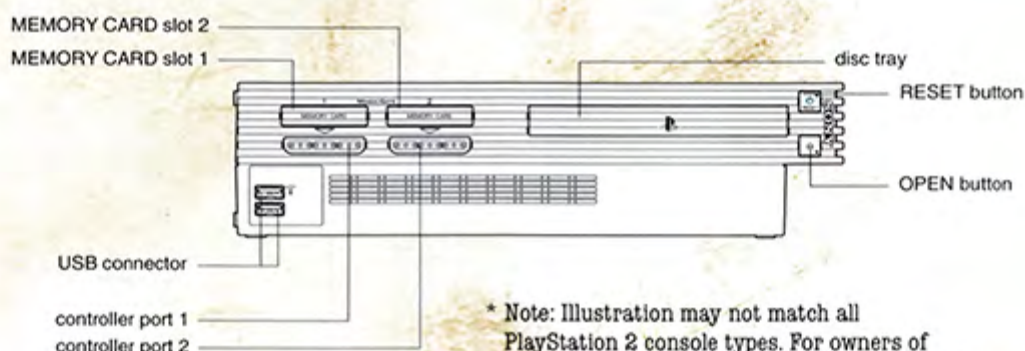
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TOP PRIORITY

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GETTING STARTED

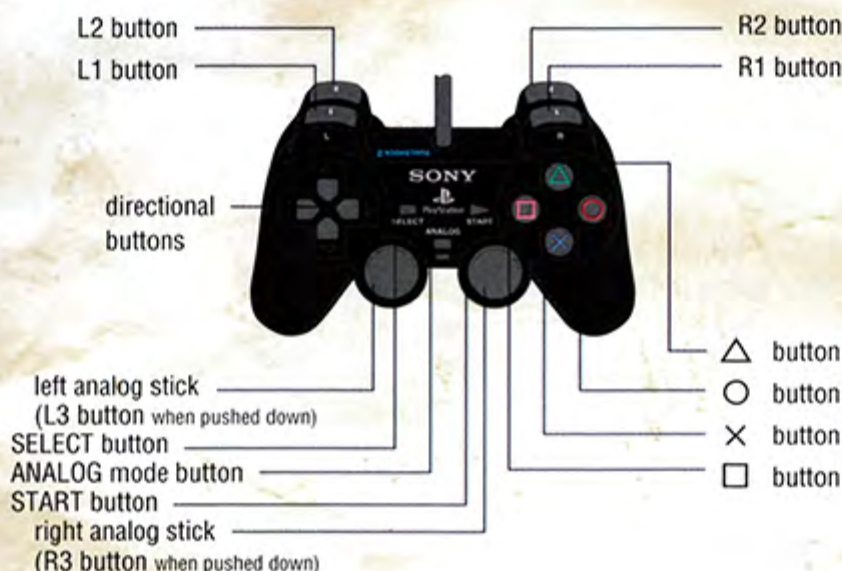


* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the **VIETCONG: PURPLE HAZE** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Please note: Vietcong Purple Haze only supports the use of MEMORY CARD slot 1.

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



○	CHANGE STANCE (Stand / Crouch / Prone) Press ○ to Crouch, Hold ○ to go Prone Press ○ again to revert stance
×	USE / RELOAD / ENGAGE / DISARM
△ (hold) + Directional Button or R1	ACCESS INVENTORY Hold down △ and use Directional Pad or R1 to cycle through Inventory. Release △ to change weapon or equip item
□ + Directional Button	TACTICAL MENU  Attack  Disperse  Stop  Follow Me SEND ORDERS TO SQUAD  Pointman  Medic  Engineer  Radioman  Machine Gunner
Directional Button ↑	MAP
Directional Button ← →	LEAN LEFT / LEAN RIGHT
Directional Button ↓	CHANGE RATE OF FIRE (Automatic - Single Shot)
L1	QUICK CROUCH Hold to Crouch, release to Stand
R1	SHOOT
L2	JUMP
R2	BINOCULARS
Left Analog Stick	MOVE FORWARD & BACK STRAFE LEFT & RIGHT
Right Analog Stick	LOOK AROUND / MOVE CROSSHAIR
Click Right Analog Stick	AIM (IRON SIGHTS) / SNIPER SCOPE
START	PAUSE / LEVEL OBJECTIVES / PAUSE MENU

WAR IN VIETNAM

In 1954, the French colony of Indochina was divided by virtue of the Geneva Treaty into four independent states: Cambodia, Laos and South and North Vietnam. After two years of relative calm, the North Vietnamese leader Ho Chi Minh decided to foster the process of uniting Northern and Southern Vietnam by means of military action. By encouraging the formation of communist circles in South Vietnamese provinces and cities, he sought to undermine the power of the established Republican government through inciting guerrilla activities, hence paving the way for a full-blown invasion by the North Vietnamese Army.



Unable to resist pressure from the North, civil war in Vietnam was imminent. The US, aware of the strategic importance of having an Asian ally, transferred troops into the region. At first, only a few military consultants and instructors were sent, but soon followed soldiers and Marines to join with the Republican Army (ARVN) in aiding their fight against the South Vietnamese guerrillas. Hanoi strategists mobilized their troops and rushed into South Vietnam, hoping to overthrow the Republican government before the increasing U.S. military presence could establish a presence. In 1964, the war expanded and the US joined in the fight against the ARVN thereby escalating the conflict tenfold with no end in sight.

The Vietnam Conflict was the largest and bloodiest conflict of the second half of the 20th century. The product of a military action run amok the battles in the region came to embody a duel between communism and the free world. In the end, over 3,000,000 Vietnamese and 58,000 Americans sacrificed their lives during this seemingly endless conflict.



1967, civil war raged on throughout the Republic of Vietnam with no clear-cut frontiers. Fights and skirmishes explode in the jungle, river deltas, rice fields, not to mention villages and suburbs. Escalating numbers of North Vietnamese soldiers and guerrilla fighters infiltrated from Laos and Cambodia through the mountains passes of the Central Highlands, aka the "Ho Chi Minh Trail". These squads patrolled the region setting traps and gathering intelligence hoping to sabotage Communist military transports and convoys.

Implementing non-conventional survival tactics and conducting military warfare on the most dangerous battleground in history, these highly trained and driven Special Forces operatives waged their own "private war" against the VIETCONG in the Central Highlands.

QUICK START

Single Player Campaign

To start a Single Player Campaign.



- 1 - Select the **Single Player** option from the **Main Menu**
- 2 - Select **New Campaign**
- 3 - Choose your starting weapons and press **X**

The **Quick Fight** mode is covered in more detail later on in this manual.

Quick Fight

To play a Quick Fight match.



- 1 - Select the **Quick Fight** option from the **Main Menu**
- 2 - Choose your map (more maps and weapons become unlocked as you progress through the Single Player Campaign)
- 3 - Choose your...
 - **Side**
 - **Whether you want to be accompanied by a team** (only when playing as US)
 - **Enemy count**
 - **Enemy difficulty**
 - **Side arm**
 - **Main weapon**
- 4 - Press **X** to get into the action.

MAIN MENU



To navigate through the menus, use the **Directional Button Up / Down** to move between options. Use **Directional Button Left / Right** to change options. Press **X** to confirm or **△** to go back to the previous menu.



OPTIONS

From the Main Menu, highlight and select Options in order to configure **VIETCONG: PURPLE HAZE**.

Note: Options Settings are not saved after Restart.

GENERAL



Vibration (On / Off)

Turn controller force feedback on and off.

Subtitles (On / Off)

Turn in-game subtitles on and off.

Difficulty (Normal / Vietnam)

Change difficulty between Normal and Vietnam mode. In Vietnam mode, you play without HUD or crosshair.

Invert Look (On / Off)

Invert Y axis of Right Thumbstick / Look.

Crosshair

Choose in-game crosshair for aiming.

AUDIO



SFX Volume

Adjust volume of in-game sound effects.

Music Volume

Adjust volume of in-game music.

Speech Volume

Adjust volume of in-game speech.

Sound

Choose between Mono, Stereo, or Dolby Surround.

CONTROLS



Controller Layout

Choose between Controller Layout 1 or 2.

HEADS UP DISPLAY (HUD)

POSITION
Shows current stance
(prone/crouch/standing)

HEALTH
Bar indicating
level of stamina
remaining.



COMPASS

Use the compass to figure out the best direction to send your squad.

Red dots will appear when your teammates spot an enemy.

AMMO

Amount of ammunition left in a clip

MAGAZINE

Number of full clips of ammunition left

Ready for the real deal? Try switching difficulty to Vietnam mode by selecting Options from the Main Menu - play each mission with no HUD or crosshair and increased difficulty!

TACTICAL COMMAND MENU

In order to give orders to your squad, press and hold  and use the **Directional Button** or **R1** to cycle through commands.

The first four quick commands are issued to those members of your squad close around you.



Attack



Disperse



Stop



Follow Me

The second level issues a direct order to a team member indicating to them to take action.



Pointman



Medic



Engineer



Radioman



Machine
Gunner

Pointman: Call your pointmen to lead you through the jungle.

Medic: Call when injured to gain health.

Engineer: Call when you need more ammo.

Radioman: When radio icon appears, call radioman to contact HQ.

Machinegunner: Call over your M60 toting machinegunner when you need some heavy duty backup.

SINGLE PLAYER

New Campaign

Begin your tour in Vietnam . . .

You will start the campaign playing the role of a Sergeant First Class in command of an elite squad of the US Special Forces.

Progress through a 19 mission tour of duty.

As you complete campaign missions, weapons and Quick Fight levels are unlocked.

To start your tour in Vietnam, select the single player campaign mode.

- 1 - Select the **Single Player** option from the **Main Menu**
- 2 - Select **New Campaign**
- 3 - Choose your starting weapons and press **X** .

***Note:** Your saved game contains your game progress, including what weapons and Quick Fight maps you've unlocked. On rebooting, choose **Continue** in the **Single Player** sub menu to load your saved game. Once loaded, you will be able to continue where you left off in the campaign or access any of your unlocked Quick Fight or Single Missions levels.*

Single Mission



Select Single Mission to replay completed campaign missions.

Note: Single missions are not available until you have unlocked them in the campaign mode. Try and complete mission objectives quicker, adjust options and set for greater difficulty.

- 1 - Select the **Single Player** option from the Main Menu
- 2 - Select **Single Mission**
- 3 - Choose the mission that you want to replay.
- 4 - Choose your starting weapons and press **X** .

Quick Fight

Need to practice your skills or just want some instant action? Choose a Quick Fight! You can make it as easy or as hard as you want by changing the number of enemies, their level of skill & ability and whether to go it alone or take some, or even all, of your squad with you.



Select the **Quick Fight** option from the **Main Menu**. Configure Quick Fight with the following options . . .

- | | |
|--------------------|--|
| Map Name | Choose from 9 different maps which are unlocked as you progress through the Single Player Campaign . |
| Side | Play either as a soldier of the US Army or Vietcong. |
| Accompanied | When playing as the US Army, you can choose whether to be accompanied by a Medic, half of your team, or the whole team depending on the map, or go it alone. When playing as VC, you always go in alone. |
| Enemy Count | Choose the number of enemies on the battlefield:
• Several, Loads! or Too Many! |
| Enemies | Choose type of enemies to fight against.
• <i>Vietcong</i> (VC Local, VC Mainforce, VCA)
• <i>US Army</i> (LLDB – Luc Long Doc Biet, SF – Special Forces) |
| Weapon 1 | Choose your sidearm. |
| Weapon 2 | Choose your primary weapon (rifle, SMG, machine gun, etc.). |

Note: Your saved game contains your game progress, including what weapons and Quick Fight maps you've unlocked. On rebooting, choose **Continue** in the **Single Player** sub menu to load your saved game. Once loaded, you will be able to continue where you left off in the campaign or access any of your unlocked Quick Fight or Single Missions levels.

WEAPONS

All the weapons in **VIETCONG: PURPLE HAZE** have been meticulously researched. With the help of specialist magazines, military museum archives, and visits to the shooting range, the most authentic-to-the-era pistols, revolvers, rifles and shotguns have been recreated in order to get the right look and feel. Each weapon varies in degrees of damage, recoil, accuracy and reload speed. For example, a light machine gun, like the RPD Degtarev, is more accurate in the crouch or prone position. The M-16 can be fired effectively from the hip while running, but is more deadly when aimed!

U.S.

Colt M1911

Ammo: 0,45 ACP
Mag capacity: 7

Standard handgun for the US Army.



Revolver 38

Ammo: 0,38 special
Mag capacity: 6

Standard, simple, reliable revolver. Note: Also available as a VC weapon.



Smith & Wesson Model 39

Ammo: 9mm parabellum
Mag capacity: 8

Special Forces and Navy Seals use the S&W 39 for stealth missions.



M1 Carbine

Ammo: 7,62 x 33mm (0,33 carbine)
Mag capacity: 15 rounds

Easy to handle, poor over long ranges. Powerful and precise at close quarters.



M1 Garand (w/ scope)

Ammo: 7,62 x 63mm (US 30-06)
Mag capacity: 5

The M1 Garand uses an inner magazine of 8 rounds fitted with a sniper scope - excellent weapon for experienced sharpshooters.



Winchester 70

Ammo: 30-06 American Army
Mag capacity: Internal 8 round compartment

Superb sniper rifle.



USM3 Grease Gun

Ammo: 0,45 ACP (or 9mm parabellum)
Mag capacity: 30 rounds
Rate of fire: 400 rounds per minute

Cheap, simple weapon. Alternative to the Thompson. Only fires in full-auto.



Thompson M1

Ammo: 0,45 ACP
Mag capacity: 30 rounds "slick"
Rate of fire: 400 rounds per minute



Widely used during WW2 and later in the Korean War, the Thompson is a heavy weapon effective only in a short firing range.

Remington 870

Gauge: 12
Mag capacity: 7 rounds in under barrel tube magazine



All purpose, pump action shotgun most effective at close quarters.

M-16

Ammo: 5.56 x 51 mm NATO
Mag capacity: 20
Rate of fire: 700 - 950 rps



Excellent assault rifle and standard weapon of the US Army. US SF only loaded the clip to 18 to prevent jamming when firing.

M60

Ammo: 7.62 x 51 mm NATO
Mag capacity: Usually 100 rounds



Medium universal machine gun, used also on vehicle mounts.

M79 Grenade Launcher

Ammo: 40mm grenade

Single shot, shoulder fired, break barrel loading weapon. Fires a spherical M-406, 40mm HE grenade travelling out of the muzzle at a velocity of 75 meters per second.



M-14 & M-14 w/ Optics

Ammo: 7.62 mm x 51 (.308")
Mag capacity: 20 bullets



Very precise, top-quality, sturdy weapon with automatic and semi-automatic firing capabilities.

Sten MK-II

Ammo: 9 mm Parabellum
Mag capacity: 32 rounds



Cheap and durable sub machine gun used primarily by Australian advisors, Green Berets and Seals.

WEAPONS (CONT.)

VIETCONG

Tokarev TT

Ammo: 7,62 Soviet pistol
Mag capacity: 8



Standard Russian sidearm during WWII.

Manufactured in Eastern countries, China and North Korea.

Makarov

Ammo: 9mm Makarov
Mag capacity: 8



Small self-defense weapon for army officers and police in the Soviet Union. Simple, reliable and powerful.

PPS-41 Spagin

Ammo: 7,62 soviet pistol
Mag capacity: 71 drum or 35 clip
Rate of fire: 900 rps



Large ammo capacity and fast rate of fire make it useful at close range.

PPS-43

Ammo: 7,62 soviet pistol
Mag capacity: 35 clip
Rate of fire: 700 rps



Soviet WWII sub machine gun. Widely exported after the war to Asia, China and North Korea.

Mosin-Nagant

Ammo: 7,62 x 54 mm
Mag capacity: 5 rounds



Russian weapon. Dates back to 1891 manufactured well after WWII. A reliable and accurate rifle.

SKS Simonov

Ammo: 7,62 x 39 mm mark 1943
Mag capacity: 10



Designed during WWII, later mass produced and exported.

Baikal IZH-43

Gauge: 12

Classic double barrel shotgun. Extremely deadly at close range.



Kalashnikov AK-47

Ammo: 7,62 x 39 mm, soviet mark 1943
Mag capacity: 30
Rate of fire: 600 rps



A superb Russian weapon widely used and manufactured in many countries. Very reliable and accurate and packs serious strength at close ranges.

SVD Dragunov

Ammo: 7,62 x 54 mm
Mag capacity: 10



The Snaioperskaya Vintovka Dragunova has an effective range of fire providing powerful long range support. A very reliable and accurate sniper rifle.

RPD-Degtarev

Ammo: 7,62
Mag capacity: 100 round belt placed in drum-like box
Rate of fire: 650



Soviet light machine gun from WWII, widely exported after the war.

Tokarev SVT40 + Optics

Ammo: 7,62 x 54
Mag capacity: 20 bullets



Manufactured as a special sniper gun equipped with PU optics with a 3.5 x zoom

DP2

Ammo: 12.7 mm
Mag capacity: 47 rounds



Also known as the "Record Player".

Scorpion

Ammo: 7.65 mm
Mag capacity: 10 - 20 bullets



Manufactured for tank crews, police and the needs of special units, difficult to target accurately while firing continuously.

SINGLE PLAYER TUTORIALS

To learn the basics of movement and combat, highlight and select **Single Player** from the **Main Menu**.



From the **Single Player Menu**, select **Tutorial** and then choose from one of the Drill Camp tutorials.



Drill Camp 1: Movement Tutorial

The movement tutorial is a short obstacle course giving you the chance to get used to basic movements. You will learn to walk, run, jump, crouch and crawl. Make sure you impress the Drill Sergeant, he is not known to be forgiving.



Drill Camp 2: Shooting Tutorial

On the firing range, learn how to accurately fire a weapon. Learn the basics of aiming, firing, reloading and dropping / picking up weapons.



Drill Camp 3: Heavy Weapons Tutorial

On the extended range, you will be shown how to use claymore mines, grenades, a mounted M-60 and the M-79 Grenade launcher. Also, learn how to accurately call in fire support using the map.



Drill Camp 4: Tactics Tutorial

In the tactics tutorial you will learn how to work and fight as a team.

COMBAT STRATEGY - MOVEMENT

Choosing how to proceed in **VIETCONG: PURPLE HAZE** is crucial to survival. In order to stay out of the line of fire, the way you choose to proceed through each level will determine your level of visibility to the enemy. Use your environment for cover (foliage, rocks, objects) in order to camouflage yourself from long range attacks and gain better position for an up close, short range attack.

RUN / WALK

Push Left Analog Stick ↑ / Push Left Analog Stick ↑ (slightly)

Running is the fastest way to cover ground. When you are under fire and need to move from cover to cover, remember that you are highly visible to the enemy, so spend as little time as possible running between way points.

Push **Left Analog Stick** forward all the way in order to run faster. Note, you run quicker with a lighter weapon (revolver, knife, etc.) in your hands.

You are an easy target when walking, but make very little noise. You automatically walk in the **AIM** mode (click **Right Analog Stick**) to keep your gun steady.

COMBAT STRATEGY - CHANGE POSITION

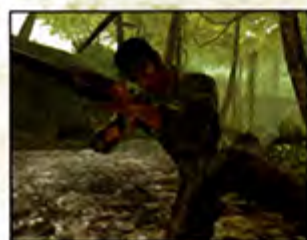
JUMP

L2

Leap over small obstacles by pressing **L2** before reaching the object. Stand next to larger objects and press **L2** to clamber over them.

LEAN

Directional Button ← or →



When shielded behind an obstacle (rock, tree, etc.), lean to the left or right to peer around the object and squeeze off a few shots. Use **AIM / IRON SIGHTS** for greater accuracy and binoculars (default **R2**) to spot enemy position.

QUICK CROUCH

L1

When behind cover, press and hold **L1** to quickly crouch to move into position without exposing yourself to enemy fire.

PRONE POSITION / CRAWL



(Press and Hold ● to enter the Prone position, Press ● again to revert)

A useful way of moving across a battlefield, you are well camouflaged in the **PRONE** position. You will move very slowly while crawling. Stop in order to aim and fire your weapon. In the **PRONE** position, you are better protected against shrapnel from grenades and mortars.

COMBAT STRATEGY - WEAPONS

AIM / IRON SIGHTS

Click Right Analog Stick



Use the crosshair to line up a shot by moving the **Right Analog Stick** to fire from the hip. **Click Right Analog Stick** to use **AIM / IRON SIGHTS** and bring weapon up to shoulder for increased accuracy.

Stance determines accuracy. While prone, shots will be more accurate than standing, walking or running.

Hint: When crouched behind cover, such as fallen logs, switch into **AIM / IRON SIGHTS** to peer over obstacles, squeeze off a few shots and return back to cover.

FIRE WEAPON

R1

Press **Directional Button** ↓ to switch between single shot or full automatic mode (not applicable to all weapons). Firing in short bursts or using the single shot mode increases accuracy over longer ranges.

RELOAD



Press ⊗ to reload your weapon at any time. If you run out of ammunition while firing, you automatically change magazines.

SWAPPING YOUR WEAPON / PICKING UP ITEMS

To swap either your primary weapon (rifle/machine gun) or your side arm (handgun) with a weapon from a downed enemy, approach the body and place crosshair over the weapon. When the crosshair changes to a circle, press ⊗ to swap with the equivalent weapon in your **INVENTORY**.

In order to collect items such as ammunition, grenades and medical packs, simply run over them. If there is room in your inventory, they will be collected.

RIFLE / SIDEARM / GRENADES

You carry only ONE weapon of each class: a handgun and rifle/machine gun. In addition, you are equipped with a knife and up to 4 grenades.

Select weapon by holding △ to access your **INVENTORY**, using the **Directional Button** or R1 to scroll through the items. Release the △ button to equip / select item.

To throw a grenade, press R1 to pull the pin.

Once the grenade is live, you have a limited amount of time to throw it. Set the position with the **Right Analog Stick** and press R1 again to throw.

R1 is time sensitive and will determine the distance you throw the grenade. The longer you hold the button, the further you throw the grenade.

SQUAD DESCRIPTIONS

Douglas has been in the Army for a long time and depression is setting in. His initial idealism and faith in the Army has been replaced by a tough reality. A bitter cynic, he still performs his tasks with maximum focus, but clearly doubts the purpose of it.

SFC's (First-Class Sergeants) are mostly "lifers", they will stay in the Army until they retire - but Douglas is starting to consider ending his military career once his mission in Vietnam is over. He doesn't talk much and shuns others a bit - but he is well respected amongst his squad.



WARREN DOUGLAS



STEVEN R. HAWKINS

Sergeant First Class Steve Hawkins was born in Wilmington, North Carolina. He attended North Carolina State University and studied economics for almost one year but then decided to quit, mostly for personal reasons and because college was way too boring for him.

In March 1960, he visited an Army Recruitment Center in Detroit and signed up. After boot camp, he quickly rose up through the ranks and was transferred to Special Forces in 1963, already a Staff Sergeant. He then trained as an operations and intelligence specialist at Fort Bragg and was transferred to Okinawa. He spent one tour of duty in Thailand and another in Vietnam, later returning to Okinawa.

At Hawkin's own request, he was transferred back to Vietnam one year later, initially to the LLDB rangers school as an instructor, but later was sent as a replacement to Nui Pek Camp as an intelligence sergeant.

The "corpseman" is every soldier's best friend. The squad medic carries basic surgical equipment, bandages and morphine. Under fire, it is his job to administer often life saving first aid to an injured soldier. Continually exposed to enemy fire, he is always dodging bullets to run out onto the battlefield and drag a comrade back to safety.

The medic will listen for cries for help from injured squad members and respond quickly. He carries enough medical supplies for long missions and is highly trained in dealing with bullet, shrapnel and associated injuries. When your health is low he will come to your side and heal or you can call for him to your side and ask him for medical help.



JOE CROCKER
MEDIC

Thomas Bronson grew up in a poor Detroit neighborhood. After numerous encounters with the police and various court hearings, he was presented with a choice - go to jail or join the Army.

After basic infantry training, Bronson served two years in various posts making rank of Corporal, but was soon demoted to Private after several run-ins with his superiors. After further regimentation and discipline, Bronson duly decided to make a career for himself in the Army. After a year as resident explosive supervisor at the artillery range, Bronson was transferred to the Special Forces Group and trained at Fort Bragg as a Combat Engineer. Bronson finished his first tour of duty (TOD) in Vietnam in 1965, now on his third he is the demolition expert for A-216 team stationed at Nui Pek Camp.

It is the engineer's job to make sure that you are fully supplied with ammunition. Call him over to get re-supplied when you are running low.

Bronson can only supply you with ammunition for weapons of U.S. manufacture.



THOMAS BRONSON
ENGINEER



C. J. HORNSTER
WEAPONS SPECIALIST
MACHINE-GUNNER

Son of former US Army officer First Lieutenant Thomas Hornster, C. J. joined the army in 1957 as a volunteer. He completed his basic training at the New England Recruiting Battalion in Fort Williams where he was known as an excellent marksman. After basic training he transferred to the 197th infantry brigade at Fort Benning, where he received advanced, individual infantry training. Requesting transfer to Special Forces in 1960, Hornster was sent to Fort Bragg in 1961 to train as a US and foreign infantry weapons specialist, ranging from pistols to mortars.

He later gained secondary SF training in Operations and Intelligence. Excelling at both, he attained the rank of Staff Sergeant on December 15th. The skills he acquired here helped him through two tours in Vietnam ('62 - '63).

Send the machine gunner over when you need some heavy calibre backup.



PETER JAMES DEFORT
RADIOMAN

Resigned from Air Force Academy as a junior Cadet, Defort requested transfer to an Army unit in 1964. In 1966, he requested a transfer to the Special Forces, selected to be a communication specialist because of his excellent technical knowledge, and intelligence. Attained Rank of SFC in 1967. Completed one tour of duty in Vietnam.

Call the radio man over to make situation reports or update the camp commander, also call in your coordinates when you want to make an air strike.

Sergeant Le Duy Nhut was born in Bao Loc, a town in the central highlands of Vietnam. As a young man, Nhut fought against the French as a member of the Viet Minh. Following the French defeat, Nhut joined the Army of the Republic of Vietnam (ARVN) later becoming a member of the elite South Vietnamese forces called the Luc Luong Dac Biet (LLDB) in 1957. The LLDB training structure was modeled after the U.S. Rangers and U.S. Special Forces, ultimately providing Nhut with the experience necessary to lead as a Point Man for the A-216 Special Forces group.

Le Duy Nhut has a wealth of information and combat experience concerning jungle warfare and Vietcong tactics. Having trained under American soldiers in the LLDB, Nhut speaks marginal English, along with French and a few Montagnard (Vietnamese people indigenous to the Central Highlands) dialects.



LE DUY NHUT
SCOUT / POINTMAN

Your pointman is key to navigating through the jungle successfully. Locals trained by US advisors, hand-picked from the Luc Luong Dac Biet or the Civilian Irregular Defense Groups, they know the lay of the land and behavior of the elusive enemy. Their job is not only to guide you along paths through the jungle, but also watch for traps and ambushes.



NGUYEN NHAM
SCOUT / POINTMAN

Stray from his path, and you quickly will become lost. Protect him at all costs, he is the eyes and ears of the squad.

Approach the pointman and order him to continue on route. When there is danger ahead, he will call the squad to stop and you may need to take the lead as squad Sergeant.

Similar role as Nhut. Though he is a bit livelier and friendlier, he doesn't speak much. His task is to walk quietly in front, searching for the enemy.

INVENTORY



RADIO

Use the radio to obtain your new mission objectives.



MEDIKIT

Use medikits to heal teammates or yourself.



MAP / AIRSTRIKES

Maps are useful for navigating unknown terrain. Also in certain levels when you have certified fire support, use the map to call in air strikes. To access the map either press **Directional Button** **↑** or select from the **Inventory**. Bring the map closer by using **AIM** (**Click Right Thumbstick**). Now you will notice that you can move the cursor around. Select where you want the attack to land by pointing your cursor on your desired spot and press **R1**.

Note: Air/Artillery support may not always be available due to inclement weather or the presence of civilians.



When you are able to call an airstrike, you see the airstrike icon appear on the HUD.



HINTS AND TIPS

- X When engaging an enemy, you will often find yourself running low on ammo, taking hits or being pinned down behind cover. Call over squad members for ammo or support, hold **Ⓜ** to access the **TACTICAL MENU** and use the **Directional Button** to select the squad member you want to call over. Release **Ⓜ** to select. They will find their way to your position and provide ammo or medical attention. If the s**t really hits the fan, get your M-60 machine gunner Hornster to back you up!
- X Though the M-16 was the most famous weapon of the Vietnam War, the Thompson really is the weapon of choice. There are 30 rounds of ammo in the Thompson's magazine as opposed to the M-16 with only 18. Its lethal range is equal to the M-16 and can unload single burst kills over reasonable ranges. For gung-ho players, the M-16 fires superbly from the hip, saving time when aiming. Its rapid rate of fire and fire rate switch provides scattered coverage of an area or accurate long-range single shots.
- X Cover is a soldier's best friend. **VIETCONG: PURPLE HAZE** is filled with foliage and objects enabling the player to move stealthily through levels and keep out of the enemy line of fire. DO NOT run over open ground or get caught in open spaces.
- X Seek cover and use **AIM / IRON SIGHTS** to look over obstacles and lay down return fire before moving a short distance to the next 'safe haven'.
- X Use gunfire or fragmentation grenades to flush out a suspected VC position. Though your route may look clear, a well-placed grenade delivered to a suspicious looking area will cause the enemy to flee an impending explosion. Exposing them to a single shot or automatic weapon. The 'Spray and Pray' tactic was often used during the Vietnam conflict and it is estimated that 1 million rounds were fired for every enemy soldier killed!
- X Utilizing a few simple techniques, grenades become a deadly weapon in the battlefield. Grenades have a 5-6 second fuse, so if you see an enemy running be sure to throw a grenade ahead of the target to ensure proper placement on detonation. Another technique is to pull the pin, hold the grenade for 2 - 3 seconds before throwing. Grenades are also useful for clearing out bunkers or a room full of VC troops.

- X If you need to scope out a place before committing to an attack, use Binoculars (**R2**) which have a great range and are always available.
- X The heavier the weapon, the slower you move. Sub-Machine guns and pistols enable you to move quite rapidly, however if you stow your weapon and un-sheath your "K-Bar" knife you will run much faster.
- X When behind cover, "lean" (**Directional Button** **← / →**) to pop your head around an object and fire off a few bursts. A perfect technique for when hiding behind trees or rocks.
- X Do not underestimate your knife - at times it is the most deadly and useful weapon in your arsenal. When close to an enemy, a few jabs will kill him quickly and silently. In dense foliage, rush an enemy before they can set their aim right finishing them off with a few jabs of your "K-Bar" knife.
- X Think you're hard? Try setting **DIFFICULTY** to **VIETNAM** via **OPTIONS** in the **MAIN MENU**. There is no ammo counter or a health bar. The increased difficulty is VERY realistic.
- X When chased by an enemy, pull the pin on a grenade while running. Press **R1** quickly to drop the grenade at your feet. As the enemy closes in behind you, the grenade will explode...BANG!
- X In the jungle, fire fights often happen in confined spaces over short distances. If you are visible to the enemy, there's a very good chance they will shoot you dead. However, due to terrain of the Vietnam conflict there is plenty of cover: trees, bushes, rocks and logs. Knowing how to use cover is the most useful skill in **VIETCONG: PURPLE HAZE**. An old, rotten log fallen across a path might be your best friend when the AK's start chattering.

SPECIAL FORCES GLOSSARY

Note: Weapons or Vehicles are often abbreviated down to just their number.

M-16

Standard military rifle

122

122 mm rocket (enemy weapon)

C-123

Two engine cargo aircraft

C-130

Four engine cargo aircraft

20 mm

Mini-canon used on aircraft

22

Light pistol, 22 caliber weapon

M-203

40 mm grenade launcher mounted under a rifle barrel

45

45 caliber pistol

4.2

4.2 inch mortar, aka. 'four deuce'

50

50 caliber machine gun

51

Enemy weapon, 51 caliber machine gun

M-60

7.62 mm machine gun

7.62 mini

7.62 mm mini-gun

80

80 mm mortar

AA

Anti-aircraft

AK-47 or AK

Standard Warsaw Pact rifle, used by the VC

AO

Area of Operations

Arclight

B-52 strike

ARVN

Army of the Republic of Vietnam

BDA

Bomb Damage Assessment

Berm

Defensive wall of earth

Bird

Aircraft, usually a helicopter

Black Bird

USAF aircraft for special operations, named for its black paint job

26 Bouncing betty

Type of mine blown into the air before detonation to increase casualties

Browning

9 mm pistol

Bru

Tribe of Montagnards, native people of the Vietnamese highlands

Bunker

Protective shelter

C & C

Command and Control

CAR-15 or CAR

Rifle, carbine version of the M-16

CCC, CCN, CCS

Command and Control Central (military unit)

CCN

Command and Control North (military unit)

CCS

Command and Control South (military unit)

Civvies

Civilian attire

Claymore

Directional mine

Cobra

Military helicopter used as a gun platform

Conex

Large metal military container, large.

Cork

Drug used by small squads to prevent defecation

Cover One's Six

Watch the rear

Covey

Name of USAF detachment that flew radio coverage

Crud

Common term for various fungi and rashes soldiers experienced in warm climates

DEROS

Date of Expected Return from Overseas

Didi

Flee or leave rapidly (Vietnamese)

E & E

Escape and Evasion

Exfil

Point of exit from AO (short for Exfiltration)

FAC

Forward Air Controller

Fast Mover

Jet, usually an F-4

Firebase

Remote artillery position, usually quite isolated

Fire Fan

Field of fire of a larger gun or mortar

First Shirt

(Slang.) First Sergeant, usually the highest enlisted grade in a company

FNG

F**king New Guy

Grease

(Slang.) To kill

Hillsboro

Air force command and control aircraft

HQ

Head Quarters

IA

Immediate Action

IG

(Abbr. for Rank) Inspector General

Insert

Insertion, point of entrance into AO

Intel

Intelligence information

Jarai

Tribe of Montagnards, native people of the Vietnamese highlands

Klick or K

Kilometer

Khaki

Sandy color used in uniforms

KIA

Killed In Action

LTC

(Abbr. for Rank) Lieutenant Colonel

LZ

Landing Zone, a site for a helicopter to land

LZ watcher

Enemy soldier assigned to guard and report on activities on an LZ

Medivac

Medical evacuation of injured personnel

Mess Hall or Mess

Military dining facility

MIA

Missing In Action

Mike Force

Allied reaction team, usually larger than a company

Mini-pounder

Small radar transmitter used to mark locations on the ground for radar carrying aircraft

Montagnard

Native people of the Vietnamese highlands

Moonbeam

Name used for air force command and control aircraft at night

MOS

Military Occupational Specialty, Job Title

MPC

Military Payment Certificate used in lieu of cash

MSG

(Abbr. for Rank) Master Sergeant

NCO

Non-Commissioned Officer

NVA

North Vietnamese Army

O-2

Light observation aircraft

O2 and Benadryl

Combination of Oxygen and a strong antihistamine used to cure a hangovers

OAS

Organization of American States

OFM (cap)

Order of Friars Minor (Capuchin), Catholic Religious Order

OP

Observation Post

Otter or O-1

Light observation aircraft an O-1

PIASTER or P

Monetary unit of the RVN

PH

Purple Heart, awarded to those wounded in action

PHANTOM or F-4

Air force fighter aircraft

POINTMAN or POINT

Soldier who walks first in a formation scouting the area ahead

POW

Prisoner Of War

RECKLESS

(Slang.) Recoilless rifle, small artillery piece

RON

Remain Over Night, a night time position

RPD

Light squad machine gun, used by the enemy

RT

Recon Team

RTO

Radio-Telephone Operator, soldier who carries the radio

RVN

Republic of Vietnam

SEA

SouthEast Asia

SF

Special Forces

SFC

(Abbr. for Rank) Sergeant First Class

SFTG

Special Forces Training Group

GLOSSARY CONT.

SKS

Bolt action rifle, enemy weapon

SLICK or UH-1

Troop transport helicopter, UH-1

SLOW MOVER

Propeller driven air force fighter aircraft

SNAKE

(Slang.) Cobra helicopter

SOG

Special Operations Group

SOP

Standing Operating Procedures

SSG

(Abbr. for Rank) Staff Sergeant

STABO RIG

Special web gear allowing the wearer to be picked up by the harness

STRAPHANG

Operate with a team other than one's own

TAIL

Soldier who walks last in a formation covering the rear

TOC

Tactical Operations Center

TO & E or TOE

Table of Organization and Equipment, the way a military unit is organized

TRACER

Military round that leaves a visible trail as it travels

TRI-BORDER

Area of SEA around the point where Vietnam, Cambodia and Laos meet

V Corps

'Five Corps'

VILLE

(Slang.) Village, particularly a Montagnard village

WATCHER

See LZ watcher

WHITE MOUSE

Derogatory term for the national police of RVN

WILLIE PETE or WP

White phosphorus round or grenade

YARD

(Slang.) Montagnard

ZERO WEEK

Unassigned first week before the commencement of school, frequently spent on details



COUNTERMEASURES AGAINST STANDOFF ATTACKS



combat experiences · lessons learned
NO. 71

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*Tracks written, recorded, produced by Nimrod Productions. * Written by The Domes of Silence*

Vinyl Girl – The Living Dead

Firestone Eyes – The Bobby Lomax Journey

Soul Lovin' – Francis Collins featuring The Memphis Horns (courtesy of ILIO)

Hey! – The Fur Seeds

Break on Free – The Jack Knives

Everybody diggin' – Cave and the Brothers of Love featuring the Memphis Horns (courtesy of ILIO)

Girls won't say my name – Northfield Shack

You don't know – The Outsiders

Days of Fire - Cosmic Roulette

Sun sets fine - Davis

Selfless* – The Domes of Silence

Utopia* - The Domes of Silence

Guest musicians:

Pat Homberg, Jason Copock, Chris Harding, Vox, Rona, Cave Samurai, Rich Narco

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