

OPERATION **BODY COUNT**

QUICK START GUIDE

When first starting Operation Body Count, the launcher will display an "Audio Selection" menu where you can choose to use the original audio from the floppy disk version or the CD-ROM audio. After selecting one of those, next is the "Network Mode" menu. For single player, select "Single Player" to start the game. For a guide to setting up multiplayer, see the separate Multiplayer Guide.

The objective of the game is to clear all 40 levels of terrorists in order to set the hostages free. You must kill at least 50% of the terrorists on the current level to proceed to the next level. There is a level status indicator on the bottom of the Heads Up Display (HUD) that tells the player that there are either too many terrorists left on the level (red), at least 50% of the terrorists are dead (yellow), or that all terrorists on the level have been eliminated (green).

CONTROLS AND SHORTCUTS

MOVEMENT

- Use the arrow keys (↓→↑←) or hold down the right mouse button to move forward
- Hold the <SHIFT> key with the arrow keys (↓→↑←) to run
- Hold the <ALT> key and the side arrow keys (→←) to strafe
- Press the <SPACEBAR> to open doors

MISCELLANEOUS

- Press the <TAB> key to display the map
- Press the <F> key to toggle ally orders between disperse or follow mode
- Press the <A> key to switch to next ally
- Press the <S> key to order your allies to stay put and switch
- Press the <H> key to display exact health the player has left
- Press the <W> key to wipe sludge off view

WEAPONS

Use the appropriate number key to choose a weapon

- | | |
|--------------------|---------------------|
| 1. Assault Shotgun | 4. Flamethrower |
| 2. 9mm Uzi | 5. Grenade Launcher |
| 3. AK-47 | |

Press the <CTRL> key or the left mouse button to fire a single shot or hold it down for a burst of rounds

SAVING

- The game has an autosave feature that saves at the end of each level
- To save manually, exit to the main menu and select **"SAVE GAME"**
- To load a save, select **"LOAD GAME"** from the save menu
- Note that a save cannot be loaded if a game session is currently opened. Select **"ABORT GAME"** to close the current game session

DOSBOX TIPS

To make this game playable on modern systems, this version of Operation Body Count is played through DOSBox.

USEFUL DOSBOX SHORTCUTS

- Exit the application at any time with **CNTRL+F9**.
- **ALT+ENTER** can be used to switch between windowed and full screen mode while in any resolution view.
- While in windowed mode, **CNTRL+F10** toggles locking the mouse to the window. The mouse is used for gameplay in Operation Body Count, so using this to prevent the mouse from wandering outside the game area onto anything outside the game window will be helpful to ensure the game does not lose focus while playing.
- If you feel the game is running too fast or too slow, you can adjust the CPU speed by decreasing the number of CPU cycles with **CNTRL+F11** or increasing them with **CNTRL+F12**. Higher cycle counts will cause some in-game and cinematic animations to play very quickly, but may be useful for making gameplay feel smoother.

OPERATION BODY COUNT

MULTIPLAYER GUIDE

To begin multiplayer, select either “Join” or “Host Network” on the “Network Mode” menu. After clicking Host, the game will show your IP for LAN (Local Area Network) play and for Network (internet) play.

For LAN play, on systems that are joining a Host’s session, select “Join Network” and then enter the Host’s LAN IP in the “Host IP or DNS” dialog box that appears. At this point all players can continue into the game. Note that the joining side can click OK on this dialog box even before the Host clicks continue and it will still connect if able. Once you’ve entered the game’s main menu, select “Game Type”, then use up or down to choose a letter indicating a game type – “N” for a head-to-head network game, or “T” for a team network game – then select “Start Game.” Here again, the Host or the joining side can go in first, and the session will begin once all have joined.

For Network play over the internet, port forwarding will be necessary to connect. Due to the system-specific nature of port forwarding and differences between routers, the steps in this process can vary considerably according to your hardware and software. The port forwarding guide below is provided to help get you started. Once you’ve finished playing online, make sure to reset all changed settings and close all ports.

PORT FORWARDING SETUP

ROUTER SETTINGS

Service Name

Protocol

External Port Range

(Specify ports and/or port ranges split by commas, example: 30, 50-60, 65500-65510)

☒ Use the same port range for Internal port

Internal Port Range

(Specify ports and/or port ranges split by commas, example: 30, 50-60, 65500-65510)

Internal IP address

FTP			
TCP/UDP			
2129-2131	(1~65534)		
2129-2131	(1~65534)		
10	0	0	6
Or select from currently attached devices			

- Port forwarding settings can be configured using the advanced settings within a router’s setup interface.
- From here, a rule can be made to specify that all packets coming from port 2130 be sent to a specific computer within the network using the Internal IP address.

MODEM SETTINGS

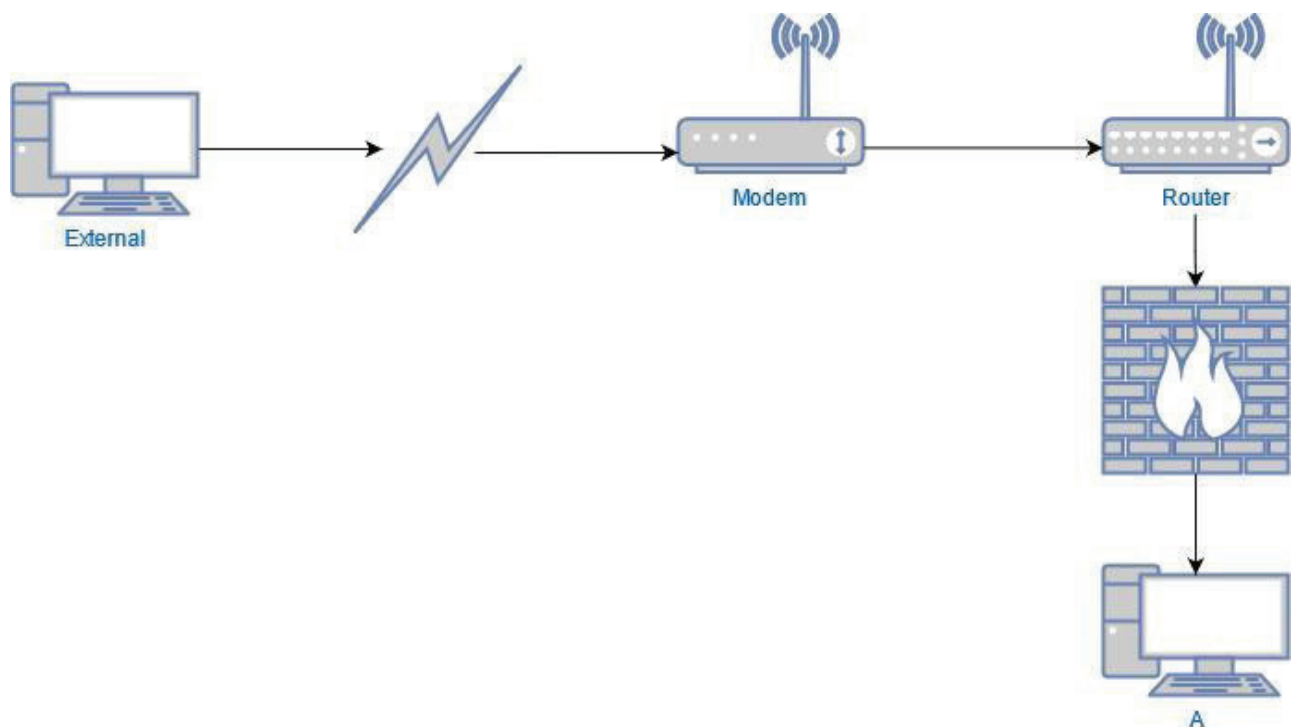
- If you are using a modem, you may have to re-configure your modem using port forwarding as well.
- A new rule can be created to send packets from 2130 to the router. From here, the port forwarding settings in the router can send the packets to the designated computer.

FIREWALLS

- Sometimes firewalls can block off certain ports as a security measure.
- You may have to reconfigure some rules to open port 2130 within your firewall if you are still having trouble establishing a connection.

DISCLAIMER

- Port forwarding is difficult to troubleshoot because of the unique circumstances that each network operates in.
- Hardware-specific documentation might be the best place to find answers if you are encountering issues with setting up your port forwarding.
- Don't forget to close ports when finished.



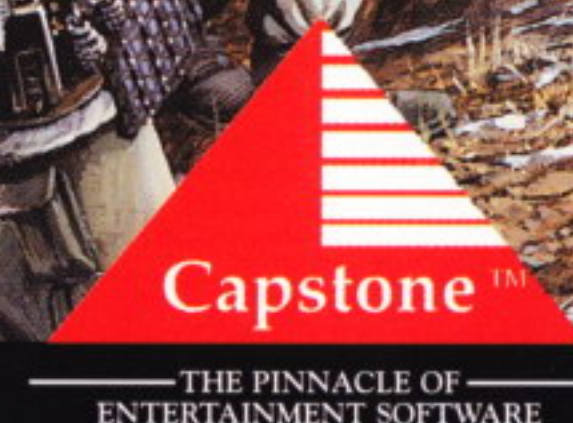


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Requirements

To play Operation: Body Count, you will need the following items:

- ✓ A 386-25mhz or higher IBM or fully compatible system with 580,000 bytes of free conventional memory and 2MB of total RAM
- ✓ 128K of free EMS
- ✓ A CD-ROM drive.
- ✓ A hard disk with 2.5 MB-free or 6MB for a full installation.
- ✓ MS-DOS 5.0 or higher
- ✗ Supports the AdLib, SoundBlaster, SoundBlaster Pro, Logitech Soundman and all SoundBlaster Compatible cards.
- ✗ Joystick or Mouse recommended but not required.

Installing Operation: Body Count

1. Turn the computer on.
2. Put the Body Count CD into the CD ROM drive and type the letter of that drive, followed by a colon.
For example: Type **D:** and press .
3. Type the word **INSTALL** and press .

4. Make sure that the Operation: Body Count CD is left in the CD ROM drive.
5. Follow the on-screen step-by-step instructions and choose the desired install option.
6. At the end of the installation, you may enter the setup procedure and change the default settings of your system. If your particular sound card is not listed, select one it is compatible with.
7. Select the appropriate control of keyboard, mouse or joystick.

*NOTE: To make configuration changes, run **SETUP** in the **BCCD** directory on your hard drive, before beginning the game.*

Before You Start Playing

Before you start playing, you must have enough memory available. If you have DOS 5.0 or higher, make sure that the memory manager program is running. Please do not try to run this program under Windows through the DOS icon or while using any type of disk space compression programs.

After installation, follow these steps to start the game:

1. Change to the Operation: Body Count directory at the C: prompt by typing: **CD\BCCD** and press .
2. Type in **BC** and press  to start the game.

**TOP
SECRET**



MISSION BRIEFING

OPERATION: BODY COUNT

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To: Commander in Chief ; United States of America
From: Central Intelligence Agency
Date: 12 December 2014; 1100 HRS

Subj: Terrorist Assault at the United Nations building.

START....

During the Summit Peace meetings today, terrorists seized control of the United Nation Towers. All of the leaders from around the world are now being held without ransom and no terms of negotiation have been discussed. Within the last four hours two rescue attempts have been made and both have failed. It is vital that the world leaders are rescued. One last attempt can be made, if authorization is given.

STOP....



To: Commander of the Elite Squad
From: Central Intelligence Agency
Date: 12 December 2014; 1200 HRS

Subj: Operation: Body Count.

Over five hours ago, the United Nations was assaulted by a well known terrorist group led by Victor Baloch. The terrorists took control of the towers with little or no opposition. Two unsuccessful attempts have been made to enter the building and eliminate the hostile force. Both attempts have failed due to the lack of surprise and inability to equal the opposing forces.

You have been given direct authority from the Commander in Chief to initiate Operation: Body Count. As commander of the Elite Squad you are to enter the building, seize control of the terrorists and eliminate them, keeping in mind the safety of the U.N. members at all times. It is vital that as many hostages as possible come out alive, time is of the essence.

Mission Objectives

You are the commander of the Elite Squad, specializing in anti-terrorist counter measures. You have been given orders by the President of the United States to enter the towers and free the hostages. It has been proven that any frontal assault will lead to complete devastation. Our intelligence agents devised a special route for you to follow.

You are to enter the sewer system some 5 blocks away. The underground labyrinth will lead you to the first building's maintenance level. You are to enter the building from the bottom and work your way to the top. Other teams found that most of the stairways and elevators have been booby-trapped. You must search for the Presidential Elevator as the only passage way up. From our surveillance cameras we have found that prisoners are being held on the top floor of the first building. It will be a long climb, but one that must be taken. Your Elite Squad is the world's last chance to rescue the U.N. members . . . Good Luck . . .

Main Menu



Use the keys to scroll through the options. Press to select the option. Press to choose the desired setting and press to save.

1) View Size

This selection will allow you to adjust your visual display. The largest screen (XL) will give the best visual effects. For slower machines, reduce the screen size (XS or S) for a faster response.

2) Difficulty Level

This selection allows you to choose from three levels of difficulty, plus Random, Team, Network and Modem play

- 1 This is the easiest level, recommended for first time players.
- 2 This is the intermediate level of play, recommended for those who have played this style of a game before.

- 3 This is the hardest level of play, recommended for those who need a challenge and are never satisfied.
- R By picking this level, the computer will randomly relocate the terrorists and items for each level.
- M Choose modem play to duel head to head with a friend. You must have a 9600 baud or greater modem. Choose the appropriate menu settings for your modem. If the IRQ or the ADDRESS settings are not listed, use the custom box at the bottom of the column to adjust these settings.

To initiate a call, press to dial. The other person should already be in the modem play mode as well. Operation: Body Count has an auto answer mode, but can be pressed to manually answer a call.
- N This selection allows you to play over a network. Select the character you wish to be and fight it out to the death with up to twelve players.
- T This selection allows you to play over the network in teams. Players who select the same characters are on the same team and cannot kill each other. Kills are tallied for the whole team, not individually.

Network Requirements

- ➔ You must be using an IPX compatible network card with the drivers loaded.
- ➔ If you wish to play two different games simultaneously, you can edit the IPX SOCKET number in the CHARACTER SELECTION MODE by typing in a different number. Just make sure the other members you wish to have in your game are using the same SOCKET#.

NOTE: Playing in the Network mode may slow down other network users, especially in high graphic environments.

3. High Scores

This selection will bring up a screen displaying the highest scores achieved playing Operation: Body Count.

4. Audio Mixer

This selection will allow you to adjust the audio levels if you are using the Sound Blaster Pro, Sound Blaster 16, or the Logitech Soundman. You will not be able to adjust the audio from the screen selections if you do not have one of the above sound cards. You may move the cursor to any slider using the   keys and adjust it using the   keys.

FM MUSIC VOLUME Adjusts the background music.

SOUND FX VOLUME Adjusts the digitized sound effects such as gun fire and death tracks.

CD MUSIC VOLUME This will adjust the volume of the CD sound tracks.

LINE IN VOLUME For CD ROM quality sound, connect the audio output of your CD ROM drive into the LINE IN of your sound card. Use this slider to control the LINE IN mix.

MASTER VOLUME This will adjust all of the sound levels listed above.

5. Start Game

Use this selection to begin the rescue attempt.

6. Continue

This selection allows you to return to the current game from the Main Menu.

7. Abort Game

This selection allows you to end the current game and start a new one.

8. Exit To DOS

This selection allows you to quit Operation: Body Count and return to the DOS prompt.

9. Load Game

This selection allows you to load any saved missions.

10. Save Game

This selection allows you to save the current game in progress. You can save up to nine games with this feature and number 10 is the autosave slot.

Note: While on the Main Menu screen, you may press  for a description of the Hot keys available to you during the game.

Movement

MOVEMENT

-Use the     keys or hold down the **RIGHT MOUSE** button to move forward.

RUN

-Hold down the  along with the desired     keys.

SLIDE

-Hold down the  and the   keys.

USE WEAPON

-Choose the appropriate **NUMERIC** key:

-  Assault Shotgun
-  9mm Uzi
-  AK-47
-  Flamethrower
-  Grenade Launcher

NOTE: You must have obtained the weapon to choose it.

FIRE WEAPON

-Press the  key or the **LEFT MOUSE** button to fire a single shot or hold it down for a burst of rounds.

OPEN DOORS

-Press the  to open a door.

ELEVATOR, STAIRS & LADDER

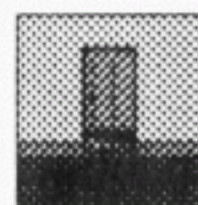
-An elevator, ladder or stairway will take you to the next level.



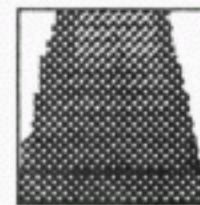
Presidential
Elevator



Sewer
Ladder

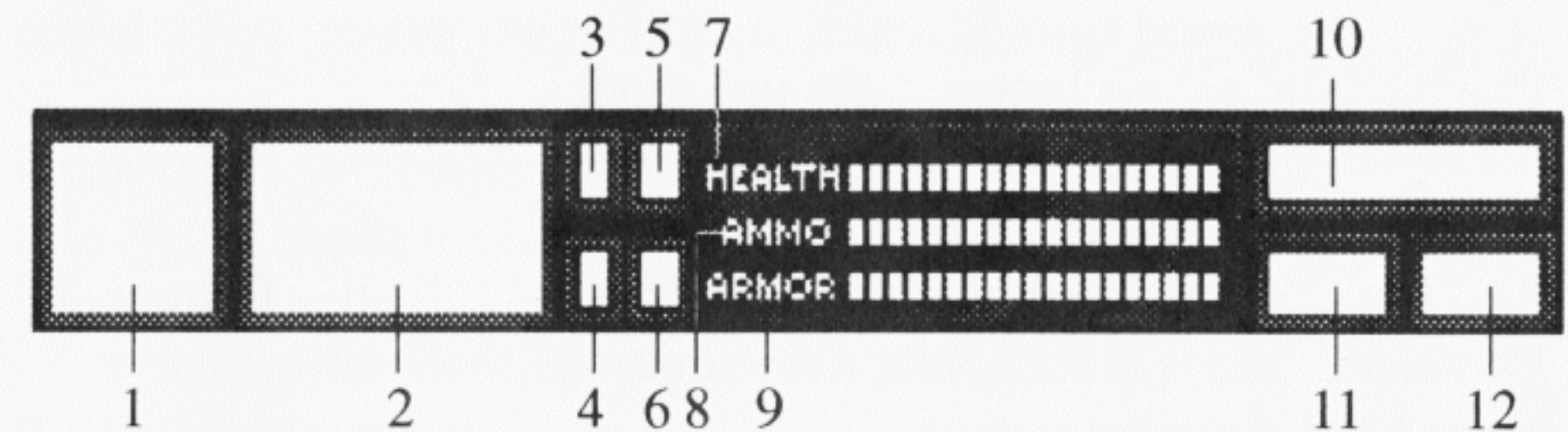


Standard
Elevator



Fire Escape
Stairs

Game Play



The screen shot above shows the Status Bar that is used throughout Operation: Body Count. The following numbered items provide you with a description of how to use the information displayed on the Status Bar.

1. Allies Status Display

This box shows a picture of your allies physical status. When an ally dies, his face will appear in this window notifying you of your loss.

2. Current Weapon

This box gives you a visual display of the weapon currently being used. The following items are given to you in your initial allocation of weapons:

Uzi Submachine Gun with 3/ 30 round clips

Assault Shotgun with unlimited ammo

3. Ally Orders

This small box contains one of the following letters depending on the actions you wish your allies to take:

F Follow - Your allies will follow or try to find you. Allies will not shoot enemies when in this mode.

D Disperse- Your allies will move around looking for terrorists to destroy.

Use the **[F]** to toggle between the two modes.

4. Number of Allies Left

This box contains the number of allies that are still alive fighting for the cause. You will encounter a maximum of three allies on any given level, sometimes none.

5. Play Type

This box shows the current level of difficulty you are playing on:

- | | |
|----------|---|
| 1 | The easiest level of play |
| 2 | Intermediate Level |
| 3 | Difficult |
| 4 | Random distribution of items and terrorists |
| 5 | Modem and all network play games |

6. Level Status

This box contains a Red, Yellow or Green dot depending on you current level status:

- | | |
|---------------|--|
| RED | There are too many terrorists left on the level. You must defeat some more before you may proceed to the next level. |
| YELLOW | You have killed at least 50% of the terrorists on the current level. You may now proceed to the next level. |
| GREEN | You have eliminated all of the terrorists on the level. |

7. Health Line Indicator

This status line shows you the current level of your character's health. The greater the amount of green colored boxes, the healthier you are. When the boxes turn yellow, you are low on health and red means that death is around the corner. There are also health packs to aid you in your fight and to keep you from dying.

8. Ammo Remaining

This status line will tell you how many clips of ammo are left for the weapon you are currently using. Yellow denotes you are running low on clips and red means that you are down to your last few. Each clip will contain a different amount of ammo, depending on the weapon.

9. Armor Status

This status line indicates whether or not armor is being worn and how much protection is left. When the boxes are yellow, you are running low on armor and red denotes that your protection is almost gone. This is the only protection you have to stay alive.

10. Points Window

Your total amount of points are kept here. You receive points for each terrorist you kill.

11. Kill Display

This keeps a tally of the number of kills you accumulate on each level on your way to liberating the hostages. Be careful, there may not be enough body bags to carry out all the dead terrorists at the end.

12. Floor Number

This shows the current level you are on. There are 40 levels to defeat before the hostages can be set free. Take your time and come out alive.

Key Command Summary

-  Sound On/Off
-  Music On/Off
-  Textured Floor/Ceiling Off
-  Textured Floor/Ceilings On
-  Tremors On/Off
-  Switch to Next Ally
-  Toggle Ally Focus Between Disperse or Follow Mode.
-  Allies Stay Put & Switch
-   Play Current CD Track.
-   Stop Current CD Track
-   Advance to the Next CD Track.

WEAPONS

-  Shotgun
-  Uzi Submachine gun
-  Galil Assault Rifle
-  Flame Thrower
-  Grenade Launcher

-  Exact Health Left on HUD (Heads Up Display)
-  Crosshairs on HUD
-  Map
-  Fire Weapon
-  Open Door/ Use Item
-  Run
-  Strafe
-  Wipe Sludge Off View

Weapons and Items

The following information contains a description of the weapons and items necessary for you to complete your mission. Some of this equipment will become available to you as you play the game and proceed to the higher levels.



1. Assault Shotgun This is your standard issue shotgun, firing slugs able to penetrate almost every obstacle. It has a slow rate of fire but it has an unlimited ammo supply.



2. 9mm Uzi This is the standard close combat weapon. It holds 30 round clips and has a rate of fire of 600 rounds per minute. Use short bursts or you will be running out of ammo quickly.



3. Galil This weapon can be found near the bodies of the dead terrorists in the building. It uses a 7.62mm round and has a 750 rounds per minute rate of fire. This will be your best weapon to use against the terrorists.



4. Flamethrower This weapon can also be found within the buildings. It contains 19 shots per fuel bottle and can easily set any floor on fire. Be careful not to trap yourself with your own flames.



5. Grenade Launcher This weapon fires 40mm shells with a higher accuracy than the older models. It holds three rounds and can destroy any wall or room if given the chance.



Ammo Box This box will contain an assortment of ammo for any one of the following weapons:

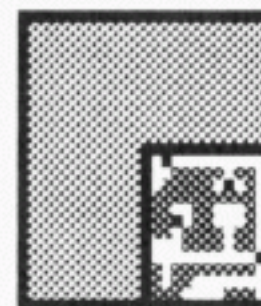
- 9mm clips of 30 rounds
- 7.65 clips of 30 rounds
- 40mm Grenades, in groups of three
- Flamethrower fuel bottle with 19 shots



Health Packets These will boost your health to increase your chances of survival.



Body Armor This item will reduce the amount of damage being inflicted upon you by the terrorists. Watch your status line and avoid large fire fights when your armor status line is low.



Heat Sensor When this item is found, your map will now locate all of the enemies on that level. Press  (TAB) to display the terrorists' locations and any hidden rooms or passage ways.

Red Dot
Yellow Dot
Blinking White Dot

Enemy presence
Allies presence
Your location

Troubleshooting

The following is a list of solutions to minor problems that might occur when trying to run Operation: Body Count.

PROBLEM: I've typed in **BCCD** and it will not run or start.

SOLUTION: You may not have enough free conventional memory. Run the **CHKDSK** command in DOS and make sure the '*BYTES FREE*' is at least 590,000. If it is not, make a floppy boot disk and try again (refer to your DOS manual for this procedure).

PROBLEM: I cannot adjust the screen size to the full setting.

SOLUTION: You do not have enough free conventional memory to support the full screen size. Eliminate any TSR programs or create a DOS boot disk.

PROBLEM: The sounds are distorted or irregular.

SOLUTION: Type in the following command to start the game:

BCCD_NOEMS_NOXMS
(The _ signifies a space)

PROBLEM: PML Preload exceed XMS pages (All Packard Bell).

SOLUTION: Type in the following to start the game:

BC NOXMS

PROBLEM: PML give LRU Page: LRU search failed error.

SOLUTION: Adjust the screen size 1-2 sizes smaller.

PROBLEM: Unable to load save game or ERROR get new actor.

SOLUTION: Increase FILES to 40 in CONFIG.SYS

PROBLEM: Game locks, freezes or dots appear at top of screen.

SOLUTION: Free conventional memory needs to be 590K, Extended (XMS) needs to be 2048K and Expanded memory (EMS) needs to be 128K.

PROBLEM: Unable to Dial out in modem play.

SOLUTION: In the modem options, the initialized string needs to be **Q0v1**.

PROBLEM: Game will not play over the network.

SOLUTION: Make sure that no two computers have the same network address.

PROBLEM: My game sounds are distorted and I have enough memory.

SOLUTION: The digitized sound effects will often be cut off mid-play if there is any type of interrupt conflict. The original default for SoundBlaster cards was IRQ 7. The optimum performance is achieved at this setting. If using the SoundBlaster emulation of Pro-Audio Spectrum card, make sure that the Pro-Audio Spectrum and SoundBlaster interrupts are different.

PROBLEM: My joystick will not move left or center properly.

SOLUTION: You must center the joystick before playing the game. Use the centering program that comes with most joysticks for a perfect centering. Some Flightsticks have been known not to work if a mouse driver has been loaded. Unplug your mouse, re-boot your computer and try running the program again.

If you get an error you do not understand and cannot solve, please write down the exact error and contact our Customer Service Department, Monday through Friday, between 9 a.m. and 6 p.m., Eastern Standard Time. Before you do, please make sure you're near your computer and that it's up and running.

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Operation:
BODY COUNT



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