VALOR IN THE PACIFIC!

In early 1942, Marine Colonel James "Bulldog" Barringer was ordered by the joint Pacific War commanders, Admiral Nimitz and General MacArthur, to form a unit ready and willing to take the war to the Japanese. After carefully selecting 12 men from the Marine Corps and Navy, Barringer's new unit was given the designation "1st Special Naval Force" and began training for commando-style missions in the swamps and beaches of the Florida Keys. The training was intense with the men getting little rest while eating and sleeping in conditions that would make most men cringe. Barringer's 1st Special Naval Force was not for the weak — neither physically nor mentally. After six months of intensive training, the 1st Special Naval Force was shipped out to Hawaii to continue their training. Upon seeing these men, Admiral Nimitz commented that Barringer's men looked more like "ragged bums" than soldiers, but their fighting ability would surely "scare the hell" out of the Japanese! The "take-no-prisoners, no-holds barred" attitude reminded Admiral Nimitz of Army Major Maxwell's commando
group operating in Europe and North Africa. Nimitz turned to Barringer and said, "Well, I guess Ike has his Deadly Dozen misfits and we have ours." Barringer replied, "My men are the real deal when it comes to jungle fighting. They are at home in the sweltering rainforest, on the sun-baked coral beach or stinking mangrove swamp. Like the tiger, shark or crocodile, they are the top predator in these environments. They are cold as steel and strike without warning. These men are war fighters, Admiral, and they will strike fear into the heart of the enemy. Maxwell may have a good collection of characters — but I'd take my 'Deadly Dozen' over his any day of the week when it comes to making war."

THE 1ST SPECIAL NAVAL FORCE (1942-1945)

The 1st Special Naval Force was formed under the orders of General MacArthur and Admiral Nimitz in March, 1942. Colonel James Barringer of the United States Marine Corps was appointed as commanding officer. A veteran of numerous "small wars" in the Caribbean and Central America, Colonel Barringer is an expert in unconventional jungle warfare and commando/raider tactics. The 1st Special Naval Force is a highly classified special operations unit trained and equipped specifically for unconventional/commando style warfare in a jungle environment. Under Barringer's command, the 1st Special Naval Force began classified operations against the forces of Japan in the Pacific in 1942. The unit fought with distinction throughout the Pacific War, although no direct mention of the unit ever appeared in official news reports or correspondence. Much of the unit's activities during the war are still classified and the men themselves disappeared into obscurity after the unit was officially disbanded sometime in late 1945. Colonel Barringer retired from the Marine Corps in 1947 in order to join the Defense Intelligence Agency (DIA). Working for the DIA, Barringer was involved in covert operations during the Korean War and other crises during the 1950s. Barringer was actively involved in the Vietnam War, operating with American Special Forces, CIA and indigenous personnel involved in covert warfare in Laos against the North Vietnamese. His correspondence became somewhat irrational and deeply critical of the handling of the covert war against the Pathet Lao and North Vietnamese in Laos. Barringer began to see enemies everywhere outside of his command, becoming increasingly hostile to any outside interference with "his war." He wanted complete control of the war in Laos in order "to wipe the North Vietnamese and Pathet Lao off the face of the earth."

It was during this time that Barringer, who had developed something of a cult of personality with a handful of American Special Forces personnel and ethnic Chinese Nung mercenaries, disappeared into the jungle with his American Special Forces and Nung mercenary followers, who numbered well over one hundred fighting men. He was classified as "missing in action, presumed dead" in 1965 when a captured North Vietnamese soldier told of a battle between a large group of "Nung fighters led by white Nungs" and the North Vietnamese along the Laotian-North Vietnamese border. According to the captured soldier, many of the "white Nungs" were killed or wounded before they retreated back into the jungle. The blood-stained dogtags of a man named "Berringar" were later found at the site of the battle and given to North Vietnamese intelligence officers.

System Requirements

Operating System: Windows® 98/Me/2000/XP
Processor: Pentium® II 550 MHz or higher (Pentium® III 900 MHz or higher recommended)
Memory: 128 MB RAM
Hard Disk Space: 550 MB Free
CD-ROM Drive: 8X Speed
Video: 32 MB Windows® 98/Me/2000/XP-compatible video card* (64 MB Windows® 98/Me/2000/XP-compatible video card* recommended)
Sound: Windows® 98/Me/2000/XP-compatible sound card*
DirectX®: DirectX® version 8.1 (included) or higher
Multiplayer: Ethernet card and LAN with TCP/IP protocols for LAN play. Internet access for GameSpy play
Internet Access: 56K Internet connection (DSL, Cable, or other High Speed connection recommended)

* Indicates device should be compatible with DirectX® version 8.1 or higher.

SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP. Close all other programs.
2. Insert the Deadly Dozen 2 CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, an Install screen will appear. Click on the Install button. If AutoPlay is not enabled, double-click on the My Computer icon on your Windows® desktop. Then, double-click on your CD-ROM drive icon. If the Install screen still does not appear, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. Note: If your CD drive is assigned to a letter other than D, substitute that letter.
4. Follow the on-screen instructions to finish installing Deadly Dozen 2.

Installing DirectX®
Deadly Dozen 2 requires DirectX® version 8.1 or higher in order to run. If you do not have DirectX® 8.1 or higher installed on your computer, click "Yes" when prompted to install it.

SAVING AND LOADING

To save a game, click on Save Game in the Pause menu, enter a saved game name, and click on OK. To load a previously saved game, choose Load Game in the Main menu. You can quick-save while playing by hitting F9 at any point during a game. To quickload a quick-saved game, press F10 while playing.

MAIN MENU

When the program starts, you will see the Main menu, where you can choose from the following options:

New Game
Select this to start a single-player campaign. It's you and your squad of commandos against the CPU-controlled enemy in missions that encompass the entire Pacific Theater campaign of World War II!
Note: You can adjust the difficulty of a single-player in the Options menu. It is recommended that you start on the easiest difficulty setting in arcade-style gaming. The arcade game setting allows for a more "Hollywood movie" style of gameplay, where your commandos can absorb more damage and still keep going.

Single Mission
Select this option to start a single-player game on a particular mission. This allows you to play any mission from the original campaign, or play add-on missions created by the users or developers when they become available.

Multiplayer
Multiplayer will allow you to play Deadly Dozen 2: Pacific Theater with your friends over the Internet, GameSpy or a LAN. (For more information on setting up a multiplayer game, see the Muliplayer section.)

Load Game
Load a previously saved single-player campaign.

Tutorial
Deadly Dozen 2 offers a quick "basic training" tutorial that will help familiarize you with the various key commands, equipment, vehicles and weapons found in the game.

Options
Change the controls, game difficulty settings, performance and audio. These can be adjusted to accommodate faster or slower PCs or your specific gaming preferences.

Exit
Quit the game.

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OPTIONS

GAMEPLAY OPTIONS

Difficulty – Choose between Easy, Medium and Hard difficulty levels (default is Medium).

Damage Realism – Choose between Arcade and Realistic.

Show Command Helper Text – If enabled, a text message appears to inform players of objects that can be picked up and used during the game.

Default Camera Mode – Set default camera to either first- or third-person.

Crosshair Type – Toggle through a selection of in-game cursor crosshairs.

Always Show Squad Status – Turn the squad status display in the game ON / OFF.

Automatic Reload – Turn auto reload function ON / OFF.

Show 1st-Person Weapons – When playing in first-person, choose whether or not to show the weapons in front of you.

Invert Inventory Scrolling – Inverts up / down inventory scrolling.

Realistic Tracers – Only show tracers for guns that would realistically have them, rather than all guns.

Accuracy Indicators – If enabled, small red lines around the crosshair in-game will show your shot accuracy.

Show Firing Enemy Direction – If enabled, when an enemy begins to attack you, a small arrow will point in their direction.

Friendly Fire – Turns the ability to damage your squad with friendly fire ON or OFF.

GRAPHICS OPTIONS

Resolution – Choose your screen resolution. The game will default to an optimal setting based upon your system. Higher resolutions will require faster hardware and more resources.

Bit Depth – The game runs faster in 16-bit mode but looks better using the 32-bit mode.

Brightness – Adjust the screen brightness in the game.

Anti-Aliasing – Defaults to OFF. Anti-Aliasing should only be used on faster systems with video cards that support this feature.

View Distance – Adjust the distance that can be viewed in-game, resulting in more objects being drawn. For slower systems a LOW setting is recommended.

Detail Objects – Turn ON / OFF small detail objects like posters, telephones, and wall maps, to increase frame rate and overall game speed.

Detail Object View Distance – Adjust how much object detail is drawn at distance.

Fog – Turn fog/haze ON / OFF. Turning fog OFF will increase frame rates on slower systems.

Terrain Shadows – Turn shadows cast by trees, buildings and vehicles ON / OFF.

Character Shadows – Toggle between simple or complex. Simple shadows require less system resources than complex shadows. Complex shadows may not be available on all systems.
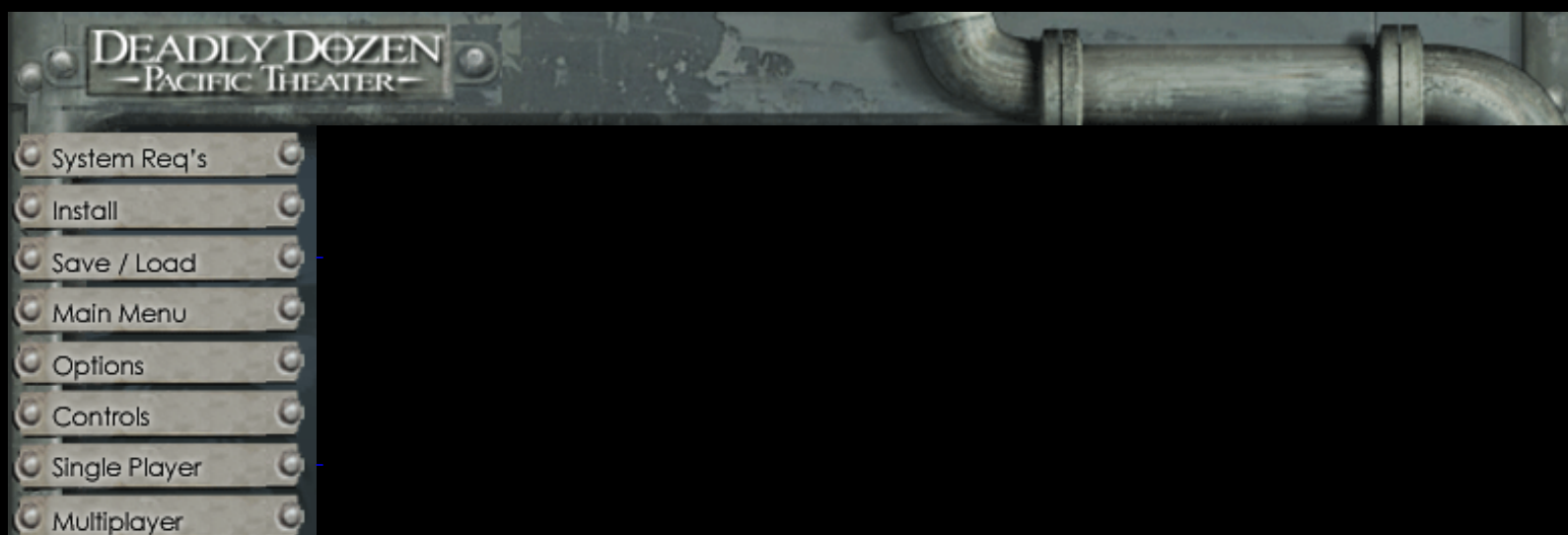
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CONTROLS

Default game controls are listed below. You can change any control to fit your personal preference in the Options menu.

ACTIONS

Primary Item Action	Left Mouse Button
Secondary Item Action	Right Mouse Button
Reload Weapon	Spacebar
Use Item	Enter
Select Previous Item	Page Up / Mouse Wheel Up
Select Next Item	Page Down / Mouse Wheel Down

MOVEMENT

Move Forward	Up Arrow
Move Backward	Down Arrow
Move Left	Left Arrow
Move Right	Right Arrow
Turn Left / Right	Delete / End
Look Up	Mouse Up
Look Down	Mouse Down
Stand	Ctrl
Crouch	/
Prone	Alt
Run	Shift

SQUAD COMMANDS

Change Active Character	Tab
Order to Hold Position	H
Order to Follow / Move Out	F
Order to Hold Fire	J
Order to Fire At Will	G
Order to Fire At My Target	A
Order Single Member	K (press and hold) + Order Key
Change Formation	Q

OTHER FUNCTION KEYS

Toggle 1st / 3rd Person View	C
Quick Save During Game	F9
Quick Load	F10
Change Current Objective	O
Show Squad Status	Z (press and hold)
Inventory Items	1-0 number keys

MULTIPLAYER COMMANDS

Send Global Message	'
Send Team Message	;
Send Single-Player Message	L
Show Multiplayer Statss	S

DEADLY DOZEN
—PACIFIC THEATER—

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SINGLE-PLAYER MODE

There are two ways to play a single-player game: Single Mission or Campaign. Campaign takes you through each mission in sequence. Single Mission lets you jump right into any mission you have previously unlocked in Campaign mode. To start a campaign, click on New Game at the Main menu. To play a single mission, click on Single Mission, then click on the mission you'd like to play. Setting up for either game mode is identical after this point. The first thing you'll see is the Mission Briefing screen. This contains a scrolling report about what's to come. Click on Continue to go to the Intel screen.

INTEL SCREEN

The Intel screen contains an intelligence briefing, list of objectives, and an interactive map. Click on a circled area on the map to display more information, such as reconnaissance photos and maps. Click on the Objectives tab at the bottom of the screen to display your overall, primary and secondary objectives. Click on Continue to go to the Squad screen.

SQUAD SCREEN

This is where you select and equip a team of four Deadly Dozen members for the upcoming mission. Carefully consider the mission objectives as you select squad members — one mission might require a sniper's stealth, while another will need heavy firepower or explosives expertise. To choose a squad member, either click on an empty portrait box or click on the Change button below the portrait of an existing squad member. This will bring up a screen containing all twelve Deadly Dozen members. Move your mouse cursor over a portrait to display that soldier's stats. Click on a portrait to assign that member to the squad for the upcoming mission. Note: Remember that if you lose a Deadly Dozen member, he won't be available for the remainder of the campaign. So, you might want to think twice about taking an irreplaceable explosives expert along on a mission that doesn't entail demolition.

Click on the Bio button below a squad member's portrait to display a biography of that character. Click on the X button to remove that soldier from your squad. Each soldier is equipped and ready to roll when you add them to your squad. You can change his equipment, however, by clicking on his portrait. This displays the soldier in the center of the screen, along with his five gear and weapons slots. To give the soldier a new weapon, click on the Weapons button on the right side of the screen, which will display all available weapons. Simply drag a weapon from the right side of the screen into either the Primary or Secondary weapon slot to equip it. To change the soldier's gear, click on the Items button, which will display all available items. Drag an item into one of the three Items slots below the soldier. Keep an eye on the soldier's weight total as you equip him, which is located below the Items slots. If the weight turns red, that means your soldier is encumbered, which can affect his speed and endurance on the mission. Click on the Start button to begin the mission.

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MULTIPLAYER MODE

Multiplayer mode lets you play against or alongside other players from around the world. You can play on a Local Area Network (LAN), the Internet, or on GameSpy Arcade (see Gamespy tab for more details). Click on the Multiplayer button at the Main menu to begin. At the Multiplayer screen you can choose whether to join or host a game, change your multiplayer name, and turn the profanity filter ON / OFF. To change a setting, click on it. To join or host a game, click on the Join Game or the Host Game button.

JOINING A GAME

The Join Game screen lets you get a listing of Deadly Dozen 2 game servers on the Internet or on your LAN. You can also type in an IP address of a server on the Internet if you know that IP address. Click on the Get New List button to completely rescan your LAN or the Internet for Deadly Dozen 2 games. (See page 25 for information on how to join or host a game on GameSpy.) Click on Refresh to rescan the listed games for new information. Click on a game and then click on Server Info to display details about that game.

The buttons along the bottom of the screen let you switch between LAN and Internet games, and let you filter the games displayed by Game Type, Show Full (YES / NO), and Show Empty (YES / NO). Click on a button to change the setting. Games are displayed in the center of the screen. Information listed includes server name, map, type of game, number of players, and ping (the connection speed — lower is better). Click on the IP Address number to enter an IP number for a game being hosted on the Internet. You must get this number from the host.

HOSTING A GAME

Click on Host Game to host to display the Host Game screen, where you can start a server on your machine that others can join. This will display a screen with the following options:

Dedicated Server – This option starts a game on your computer that you cannot join from that computer, which makes the game run faster.

Allow 3rd Person – Allow players to use third-person view. (Players can still use first person
if they choose.)

Block Respawn Mining – Do not allow players to place mines within 10 feet of respawn points.

Indiscriminate Mines – Mines will kill both friendly and enemy troops.

Friendly Fire – You can hurt teammates with direct-fire weapons, such as guns.

Friendly Fire Area Damage – You can hurt teammates with indirect fire weapons, such as grenades.

Auto-Balance Teams – Don't allow players to switch to or join teams with more players. This will not force players out of teams that are already unbalanced.

Disable Enemies – Remove all non-critical enemies from maps that contain them.

List on GameSpy – List your server on the GameSpy Arcade network for others to join.
(See the Gamespy tab for more information.)

Allow Duplicate Names – Allows more than one player to use same name. If unchecked,
players who choose the same name will have a number appended to their name.

Server Name – (Optional) Put your server name here. This is what shows up on the ingame
server browser.

Server Message – (Optional) Put your message of the day here. This message is what
players first see when they join your server.

Game type – Set the game type.

Defaults – Reset options to default settings for the currently selected mode.

Map / Mission list – Lists the maps or missions you have selected to use and the order in which you want to use them. Click the "+" button to add more maps or missions. Select an item and click the "–" button to remove it. Select an item and click the up or down arrows to move it up or down in the list. Note: You cannot change this option mid-game.

Max Players – Set the maximum number of players that can join your server. More players can be more fun, but requires a greater output bandwidth. Note: With this and the other number-based options below, left-click to increase the number, and right-click to decrease it.

Time Limit – Set the time limit per game.

Score Limit – Set the game's score limit. For most modes, score is equal to kills. For some modes, such as capture the flag, scores can rise very quickly because of flag captures, so you should raise the limit accordingly.

And / Or – Set whether the game is won when both the score and time limit are met, or when just the score is met.

Respawn Delay – Set how many seconds players are forced to wait after death before they can respawn. Note: There is always a minimum delay, even if this is set to 0. Lives Per Round – Set how many lives each player gets. You usually want to set this to unlimited.

Enemy Lives Per Round – Set how many lives each enemy gets. You usually want to set this to 1.

Max Squad Members – Set how many squad members players can bring along.

Dropped Item Deletion Time – Set how long to wait before deleting items dropped by players. This also sets the time before dead vehicles respawn. Note: Set this to unlimited with caution. The game can quickly become unplayable when the map is filled with dropped objects.

Game Start Delay – Set how much planning time (in seconds) players have before a new game starts. Note: There is always a minimum delay of 10.

Rounds Per Map – Set how many games to play on each map before cycling to the next map in the map list, if there is one.

Number Of Teams – Set how many teams to allow, if any. Certain modes have a fixed number of teams — for those modes this setting cannot be changed.

Connected Players – The names of the players who have joined your server are listed at the bottom of the screen. Click on the Start button to begin the game. Players will be able to join the game in progress.

COMMAND LINE OPTIONS

Command line options that you can use during a multiplayer game, such as banning a
disruptive player, changing your name, and changing the server name.

Deadly Dozen: Pacific Theater has extensive command-line options. These can be used to set up a server, or join a game without even entering the menus. It is recommended you use in-game interfaces to setup games. The in-game interfaces for the most part keep you from selecting server setting combinations that don't work together. The command line settings assume you know what you are doing and it is possible to start games that cannot be completed by using them.

-map <mapname>
such as
-map maps/small.mpb
Note you must use the ingame setup screen to choose lists of maps. This will only choose 1 map. If you don't choose a map and do choose to start as a server the game will not load.

-s <0-32>
To start the server supporting from 0 to 32 players

-c <ip>

To connect to a client with the specified IP. To connect to yourself (assuming you are running a server) use -c 127.0.0.1 . If you use the -s option without using the -c option you will start a dedicated server and will not be able to play.

-squad <0-8>
Client only, to pick what team # you want to be on. 0 means no team. (This is optional and may be overridden by server settings in the game anyway.)

-profanityfilter
Server and client, if specified profane words will be scrambled. Otherwise they won't.

-name <Your name, client only, no spaces allowed>

-motd <Message of the day, server only, no spaces allowed>

-servername <Server name, server only, no spaces allowed>

-respawnrate <#>
Server only, how many ms to pass before a dead player can respawn. Use 0 to disallow respawning. Server only.

-looseitem <#>
Server only, how many s to pass before a dropped item is deleted. Use 0 to specify never. Server only.

-listongamespy
-donotlistongamespy
Server only, do or don't perform query reporting for gamespy (i.e list your server on gamespy) . If nothing is specified it uses whatever you picked last time, if nothing was ever picked it doesn't list.

-indiscriminatemines
Server only, if specified mines will blow up everyone. Otherwise they won't hurt your teammates.

-no3rd
Server only, if specified you must play in first person mode. Otherwise both 3rd and first person are allowed

-friendlyfire
Server only, if specified you can hurt teammates with bullets. Otherwise you can't.

-friendlyfireareadamage
Server only, if specified you can hurt teammates with area weapons. Otherwise you can't.

-nominespawnradius
Server only, how many feet around a spawn point mines are not allowed.

-cycletime
Server only, how many minutes before ending the current game

-cyclescore
Server only, how many points before ending the current game

-rounds
Server only, how many rounds to play per map.

-intermission
Server only, how many seconds to wait before letting people leave spectator mode at the start of a new game

-maxAI
Server only, how many AI controlled teammates you can have on your squad

-lives
Server only, how many lives each non-AI controlled guy gets

-enemylives
Server only, how many lives each AI controlled guy gets

-gametype <#>
Server only, which game mode to play in
0 = Deathmatch
1 = Cooperative
2 = Mission Based
3 = CTF

-numteams <0-8>
Server only, How many teams to allow. 0 is equivalent to FFA, 1 is equivalent to one team FFA and one team who cannot hurt each other, and so on to 8. Certain gamemodes may override this parameter, such as cooperative which only allows 1 team and does not allow a FFA team

-noenemies
Server only, if specified enemies will not load with the map. Selecting this and certain game modes which require enemies, such as cooperative, may make for a pointless game so use with caution

-autobalanceteams
Server only, don't allow players to switch teams in such a way that teams would be unbalanced.

Enhanced /tell

Formats:
/tell{<Duplicate Name Index>} <Name><ENTER><string>
/tell <Name without spaces> <string>
/tell <playerID> <string>

Also, you can do
/tell <ENTER> which will fill out the name of the last person you sent a private message to as long as you did it with any format other than playerID, or the last person who sent a private message to you

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CAST OF CHARACTERS

The Chief
James "Bulldog" Barringer, from Durham, N.C. (Colonel, USMC)

The Leathernecks
Jackie Boyle, from Boston, Mass. (Medic, USMC)
Eddie "The Wall" LeJeune, from Baton Rouge, La. (Machine Gunner, USMC)
Salvatore "Salvo" Varriale, from Brooklyn, N.Y. (Demolitions Specialist, USMC)
Michal "Mickey" Zadrozny, from Waukegan, Ill., (Flame Thrower Specialist, USMC)
Vernon Banks III, from Switchback, W.V. (Rifleman, USMC)

The Dogfaces
Diego DeSantos, from Fort Myers, Fla. (Sniper, US Army)
Frederick Madison, from Thermopolis, Wyo. (Scout, US Army)
Elijah "Cherry" Appelbaum, from New York, N.Y. (Radio Specialist, US Army)
Yiorgios Kontoyannis, from Atlantic City, N.J. (Artillery Specialist, US Army)
Saburo Takahashi, from Honolulu, Hawaii (Intelligence, US Army)

The Swab-Jockeys
Danny Fisk, from Redondo Beach, Calif. (Covert Operations, US Navy)
Robert Egan, from Chilmark, Mass. (Covert Operations, US Navy)

CHARACTERS

James "Bulldog" Barringer
Colonel, USMC
Age 42 – 5' 11" – 182 lbs.
Anglo-American Methodist from Durham, North Carolina Two-time recipient of the Navy Cross, Barringer has seen action on three continents. The fourth in a line of decorated military officers, Barringer is the greatgrandson of August "Fightin' Mad" Barringer, a famed cavalry commander under Lee at Gettysburg. Barringer received his own nickname as a Captain in Nicaragua, when he refused to call off an assault on a heavily fortified hilltop despite direct orders to fall back. His company took the objective with a loss of only thirteen men and turned the tide of the campaign. In 1941, as relations with the Japanese declined, Barringer conceived, recruited and trained the 1st Special Naval Force with the direct support of Admiral Nimitz and General MacArthur.

Jackie Boyle
Medic, USMC
Age 36 – 6' 3" – 223 lbs.
Irish-American Catholic from Boston, Mass. A hard drinker and fierce fighter, Boyle joined the Marines because he found life as a Navy Medical Corpsman too soft. He is a staunch Irish Catholic and serves as the company Chaplain. Well liked by the men — who affectionately call him "Pop," "Doc" and "Preacher" — Boyle is the oldest man in the unit and treats the other men like his grown sons.

Eddie "The Wall" LeJeune
Machine Gunner, USMC
Age 23 – 6' 4" – 228 lbs.
Anglo-American Baptist from Baton Rouge, La. While not the sharpest knife in the company drawer, this Marine Corps Champion Heavyweight never learned how to go down. He's big, quick and deadly with his fists, and he's good with a machine gun, so look no further when you need a volunteer to single-handedly take out an enemy pillbox.

Salvatore "Salvo" Varriale
Demolitions, USMC
Age 25 – 5' 11" – 183 lbs.
Italian-American Catholic from Brooklyn, N.Y. This demolitions expert and former hoodlum chose the Marine Corps over the Mafia. A specialist in high explosives, he's nearly as good with artillery, as he is with a knife. An amateur opera singer back in New York, Varriale can belt out a battle-cry that'll make a man bleed from the ears.

Michal "Mickey" Zadrozny
Flame Thrower Gunner, USMC
Age 29 – 6' 1" – 192 lbs.

Polish-American Atheist from Waukegan, Ill. An orphan and convicted arsonist unfit for civilian life, Zadrozny has little left to lose. An expert with a flamethrower and a fine machine gunner, he's a good man to throw at an enemy bunker.

Vernon Banks III
Rifleman, USMC
Age 19 – 5' 6" – 130 lbs.

Anglo-American Baptist from Switchback, W.V. This short and wiry West Virginia miner logged countless hours beneath the West Virginia and Kentucky hills before signing up with the Corps, where he barely passed the height requirement. Able to squeeze through holes too small for most GIs, he can navigate and creep silently through man-made tunnels and natural cave systems. Good with grenades and explosives, and a crack shot with the .45, this is your man to chase someone down a hole.

Diego DeSantos
Sniper, USA
Age 26 – 5' 10" – 162 lbs.

Cuban-American Catholic from Fort Myers, Fla. This soft-spoken Cuban American is one of the best marksmen in the American Armed Forces. A former gardener and amateur naturalist in his home state of Florida, he can find and identify tropical native plants with mild healing and anti-toxic properties. Cross-trained as a field surgeon, he serves as the company's back-up medic.

Frederick Madison
Scout, USA
Age 27 – 5' 10" – 165 lbs.

Half-Shoshone from Thermopolis, Wyo. An Army scout and hunter, Madison makes less noise on a trail than a breath of wind. A dead shot with his rifle and skilled with a knife, he's the perfect man on point in the jungle. A seasoned tracker, he can also identify and follow enemy tracks and blood trails.

Elijah "Cherry" Appelbaum
Radio Specialist, USA
Age 24 – 5' 9" – 172 lbs.

Jewish German-American from New York, N.Y. This short-wave radio and electronics enthusiast can service, repair and operate just about any radio in production. He can track enemy transmissions, and has developed a working knowledge of Japanese sufficient to interpret them. He's also good with explosives, and serves as the unit's backup demolitions expert.

Saburo Takahashi
Intelligence Officer, USA
Age 34 – 5' 6" – 142 lbs.

Japanese-American from Honolulu, Hawaii A martial artist and sword master, this slight and bespectacled Japanese- American Intelligence Officer can fight with deadly effect with his katana and wakizashi (the Japanese long and short swords). A Fourth degree black belt in Okinawan karate, he is nearly as effective with his bare hands. A skilled intelligence officer, Takahashi speaks six languages fluently (English, Japanese, Mandarin, German, French and Russian) and is a master of Japanese regional dialect and accent.

Yiorgios Kontoyannis
Artillery & Heavy Weapons, USA
Age 29 – 6' 1" – 182 lbs.

Greek-American Atheist from Atlantic City, N.J. This former mechanic, car thief and artillery expert spent his first two years in the Army with an Armored Division. He can jumpstart anything with an engine, and serves as the unit's backup radio operator.

Danny Fisk
Covert Operations, USN
Age 23 – 6' 0" – 178 lbs.

Anglo-American Atheist from Redondo Beach, Calif. The most naturally gifted waterman in the Navy, Fisk can hold his breath on the bottom of a pool for twelve minutes. A surfer, free diver and former lifeguard who grew up in the surf line of southern California, he could swim faster and farther on one breath than anyone in his unit.

Robert Egan
Covert Operations, USN
Age 25 – 6' 1" – 182 lbs.
     Anglo-American Methodist from Chilmark, Mass. Equally comfortable in special operations on land and sea, this Navy combat swimmer became the model for the modern day SEAL. Smart, tough and skilled in all areas of covert operations, this superb commando has been cross-trained as a field surgeon and would serve well on any conceivable mission.

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SKILLS AND ABILITIES

Toughness – The ability to sustain wounds and resistance to poison and disease.
Infiltration – Stealth, including the ability to move silently and hide in shadows.
Blades – Accuracy and speed handheld knives, machetes and bayonets.
Side Arms – Accuracy, kick and reload times with handguns.
Riflery – Accuracy, kick and reload times with rifles.
Machine Guns – Accuracy, kick and reload time with light and heavy machine guns.
Sniping – Accuracy, kick and reload time with sniper rifle.
Grenades – Range and accuracy of thrown grenades.
Explosives – Accuracy and damage of planted explosives or thrown satchel charges.
Flame Throwers – A unique weapon that requires special training.
Medicine – Controls ability to stabilize and treat the wounded.

WEAPONS

UNITED STATES OF AMERICA

M-1 Garand Semi-Automatic Rifle
The M-1 Garand is the standard firearm of the United States military, replacing the M1903 Springfield. The Garand is a semi-automatic rifle capable of rapid fire and deadly accurate in the hands of a skilled marksman. The Garand fires a heavy .30 caliber round housed in a 8 round strip clip that automatically ejects from the rifle when the last round is fired.

M-1 Carbine Semi-Automatic Rifle
The M-1 Carbine is a light rifle designed as a side arm with longer range than the M1911A1 pistol, the standard side arm of the United States military. The M-1 Carbine fires a light .30 caliber round in a 15-round magazine.

Thompson Submachine Gun
The famous "Tommy Gun," the Thompson is a fully automatic submachine gun. Firing a heavy .45 caliber round, the Thompson can really "toss lead," but is inaccurate at long range. At close range, it is a devastating weapon. It has a 30-round magazine.

1903A4 Springfield Bolt-Action Sniper Rifle
The old standard rifle of the United States military, the Springfield has seen action in conflicts even before World War I. A bolt-action rifle with an internal magazine that holds five .30 rounds and a telescopic sight, the Springfield is a highly accurate and deadly long-range weapon.

Browning Automatic Rifle (or BAR)
The BAR has seen action for just about as long as the Springfield bolt-action, but don't let its age fool you! This is a devastating weapon, firing the same .30 caliber round as the Garand and Springfield — but at a much faster rate of fire. The BAR is the typical squad automatic weapon of the American military. The BAR's only drawback is its high rate of fire combined with its 20-round magazine.

M1911A1 Automatic Pistol
Known better as the ".45 Auto," the M1911A1 is the standard side arm of the United States military. The M1911A1 fires a .45 caliber round that has incredible stoppingpower. This pistol uses a 7-round magazine.

Fragmentation Grenade
A standard "pineapple" style of fragmentation grenade.

Flamethrower
Heavy, bulky and dangerous in the hands of the untrained, the flamethrower is a fearsome weapon.

M1A1 Bazooka
The standard anti-tank weapon of the United States military, the bazooka fires a rocketpropelled armor-piercing round.

Machete
U.S. government issue machete, which can be used to clear trails through thick vegetation.

Knife
Standard-issue fighting knife.

Demo Charge
An explosive pack capable of blowing up all sorts of vehicles and structures. The Demo Charge has a fuse that can be set to various amounts of time to allow the demolition expert the chance to clear out before the charge explodes.

IMPERIAL JAPAN

Arisaka Bolt-Action Rifle
The standard rifle of the Imperial Japanese military. The Arisaka is a bolt-action rifle that fires a 7.7mm round from a 5-round internal magazine.

Type 100 Submachine Gun
The most common submachine gun in the Japanese inventory. Fires an 8mm round from a 30-round magazine.

Type 99 Light Machine Gun
Standard squad light machine gun. Fires a 7.7mm round from a 30-round magazine.

Nambu Pistol
Luger-style side arm of the Imperial Japanese military. Fires an under-powered 8mm round from an 8-round magazine.

Officer's Sword
Samurai-style officer's sword — a deadly weapon in the hands of a trained warrior.

Type 4 Anti-Tank Weapon
Japanese version of the U.S. bazooka.

Type 97 Grenades
Japanese pineapple-style grenade. Has smaller blast radius than its American counterpart.

DEADLY DOZEN 2 ON GAMESPY ARCADE

You can play Deadly Dozen 2 online through GameSpy Arcade, which comes conveniently bundled with the game. If you haven't done so already, insert your Deadly Dozen 2 CD and install Arcade now. Then, to play Deadly Dozen 2 online, just follow these simple instructions:

Launch GameSpy Arcade and Go to the Deadly Dozen 2 Room: Click on the GameSpy Arcade link in your Start menu. When the software starts, you'll see a list of games and more along the left-hand side. There's plenty to do, but there's time for that later: Click on the Deadly Dozen 2 button on the left to enter the Deadly Dozen 2 room. Find and Join a Deadly Dozen 2 Server: Once you're in the Deadly Dozen 2 room, you can meet or greet other players and find servers. The top half of the application will list all of the available servers, including the number of people playing and your connection speed (measured by something called "ping" — the lower your ping, the better). Doubleclick on a server of your choice to join. Deadly Dozen 2 will launch and automatically connect you to the server you selected. Let the fun begin!

Problems? If you have problems using Arcade, whether installing the program, registering it, or using it in conjunction with Deadly Dozen 2, consult our help pages, located at http://www.gamespyarcade.com/help/ or e-mail us by using the form located at http://www.gamespyarcade.com/support/contact.shtml. GameSpy Arcade is an independent gaming service run by GameSpy. Infogrames does not control, and disclaims any responsibility or liability for, the functioning and performance of GameSpy Arcade and any content on or available through GameSpy Arcade.

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http://www.ina support.com Through this site you'll have access to our FAQ (Frequently Asked Questions) documents, our FTP (File Transfer Protocol) area where you can download patches if needed, our Hints/Cheat Codes if they're available, and an E-Mail area where you can get help and ask questions if you do not find your answers within the FAQ. Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above. Help Via Telephone/Fax or Mail in the United States & Canada For phone assistance, call Infogrames, Inc. Tech Support at (425) 951-7110. Our Interactive Voice Response and Faxback system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately. Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's Tech Support Access Number when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's Tech Support Access Number is 24098. When prompted by the Automated System, enter the product's Tech Support Access Number. Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). Note: We may be closed on major holidays. Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:• System Make and Model

• Processor Type

• Operating System, including version number if possible (such as

Windows® 98; Windows® Me)

• RAM (Memory)

• Video and sound card data and drivers

• Any screen or error messages you've encountered (and where)

You may also fax in your Technical Support questions or problems to: (425) 806-0480, or write to the address below. Product Return Procedures in the United States & Canada In the event our technicians at (425) 951-7110 determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames, Inc.

Attn: TS/CS Dept.

13110 NE 177th Place

Suite # B101, Box 180

Woodinville, WA 98072-9965

RMA #:

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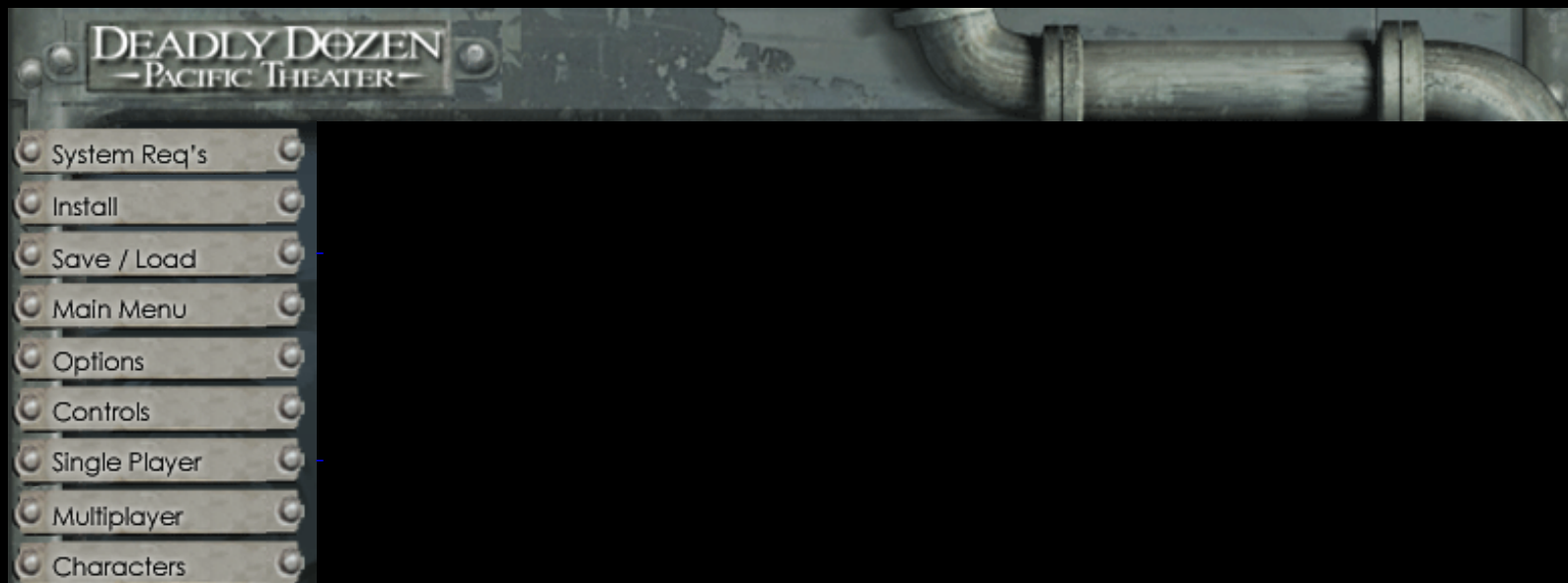
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DEADLY DOZEN
—PACIFIC THEATER—

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Extras

Concept Art:
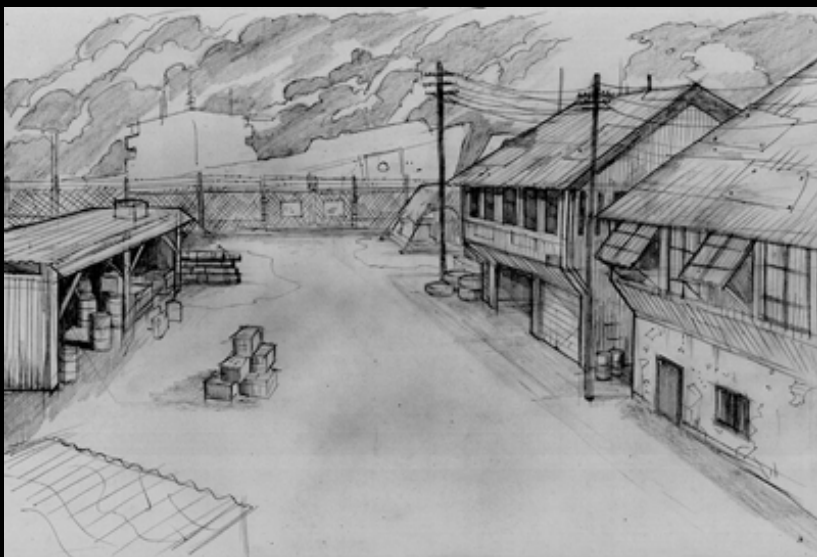
Cheat Codes:

You must first bring up the chat command line by pressing the Global Chat key (defaults to '). Then type in /cheatcheat to enable cheats. After cheats are enabled type the following to activate various cheats:

/stats - render game statistics (FPS, polys, etc)
/godmode - makes user and his squad invincible
/ammo - guns will no longer use ammo
/fly - user can fly
/invis - enemies won't see or hear anything the player and his squad does
/winmission - automatically wins mission
/losemission - automatically loses mission
/give # - gives any item in the game to the current player (item numbers are 0 through 44)
/fovs - render enemy's field of view

Cheats are not available in multiplayer.