

America's Army 3 Quick Start Guide

Downloading and Installing *America's Army 3*

Download

There are two ways to download and install *America's Army 3*. You may choose from either Valve's Steam application or from the *America's Army* Deploy Client. To select the method you wish to download AA3 go to:

1. <http://www.americasarmy.com/downloads/>
2. Choose either Steam or Deploy to download *America's Army 3*.
3. If you selected Steam as your means of downloading you must first create a Steam account.

Installing *America's Army 3*

1. Steam Method: Select *America's Army 3* from the NOT INSTALLED list within Steam, and then select INSTALL. This will download *America's Army 3* and install it on your PC.
2. Deploy Client Method: Open the Deploy Client and click the DOWNLOAD button. Once *America's Army 3* has been downloaded, click the INSTALL button and follow the instructions. Upon completion of installation, the INSTALL button will change to LAUNCH GAME.

Create an *America's Army 3* Account

Create Account

1. Launch *America's Army 3*
2. Select CREATE NEW ACCOUNT at the Account Login window
3. Enter a username
4. Enter a password, then confirm your password
5. Enter a valid email address, then confirm your email address
6. Click NEXT
7. Select the country where you live and the state if applicable
8. Enter your zip code
9. Enter your date of birth
10. If you wish to receive the *America's Army* newsletter, Operations Update, please check the box
11. If you have an *America's Army 2* account and have earned an Honor level of 20 or higher, please enter your AA2 username and password. This will award you a special Veteran Service Ribbon in AA3. Click NEXT to continue or to skip this step.
12. Review your account settings. If any information is incorrect, click BACK to return to a previous step to correct the information. Once satisfied, click FINISH.

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Create Soldier

1. When you log into your *America's Army 3* account, you will be required to create a Soldier which will represent you in-game.
2. From the Soldier Selection screen click CREATE NEW SOLDIER
3. Create a name for your Soldier
4. Select your Soldier's face from the list
5. Click FINISH

Note: A Soldier name must be unique, containing only alpha-numeric characters and file-safe symbols. It must be between 3 and 15 characters in length and it may not contain any spaces.

Movement

America's Army 3 supports two main modes of movement, combat and tactical, within the three main postures: standing, crouching and prone. Combat movement is the default mode. You will move faster than tactical mode but you'll also make more noise. Tactical mode is slow and methodical, reducing noise associated with the player's movement. Each mode affects the posture of the player and serves as a visual queue to other players.

Advanced Movement

Vault/Mantle

Vault: When a player approaches a small object, they may opt to vault over the obstacle by placing a foot on the object and leaping over it.

Mantle: When a player approached a larger obstacle, they may opt to pull themselves up and over the object in one deft motion.

Combat Roll: From the prone position a player may roll left or right by double-tapping the Q or E keys respectively.

Combat Slide/Dive: While sprinting if a player presses the crouch button they will perform a combat slide. Pressing the prone button while sprinting, the player will execute a combat dive.

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Movement Commands

Command	Key 1	Key 2
Tactical/Combat Mode Toggle	Left Shift	Del
Move Forwards/Sprint (Tap Twice)	W	Up
Move backwards	S	Down
Strafe Left/Roll Left (Tap Twice)	A	Left
Strafe Right/Roll Right (Tap Twice)	D	Right
Crouch	C	NUM1
Prone	X	NUM2
Sprint (While Moving Forward)	Alt	End
Lean Left	Q	Ins
Lean Right	E	Page Up
Combat Slide (While Sprinting)	C	
Combat Dive (While Sprinting)	X	
Low/High Ready Toggle	B	Page Down
Action/Use	Space	NUM0

Communication Commands

Action/Command	Key 1
Voice Chat	V
Team Text Chat	T
Global Text Chat	Y
Report Location	U
Call Medic	M
Mark rally Point	P
Enemy Spotted	Z

Combat Commands

Action/Command	Key 1
Fire Weapon	Left Mouse Click
Use Ironsite/Optic	Right Mouse Click
Fire Mode Toggle	Middle Mouse Click
Reload/Fix Jam	R
Weapon Swap/Select (Hold)	F
Frag Grenade/Select (Hold)	G
M320 Fire Mode/Select (Hold)	H
Melee	Left CTRL
Equip Primary Weapon	1
Equip Frag Grenade	2
Equip Smoke Grenade	3

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Radial Menu System

Standard: The standard Radial Menu System requires a player to click to select items. The player will navigate to each blade of the radial menu System and select to move to the next level.

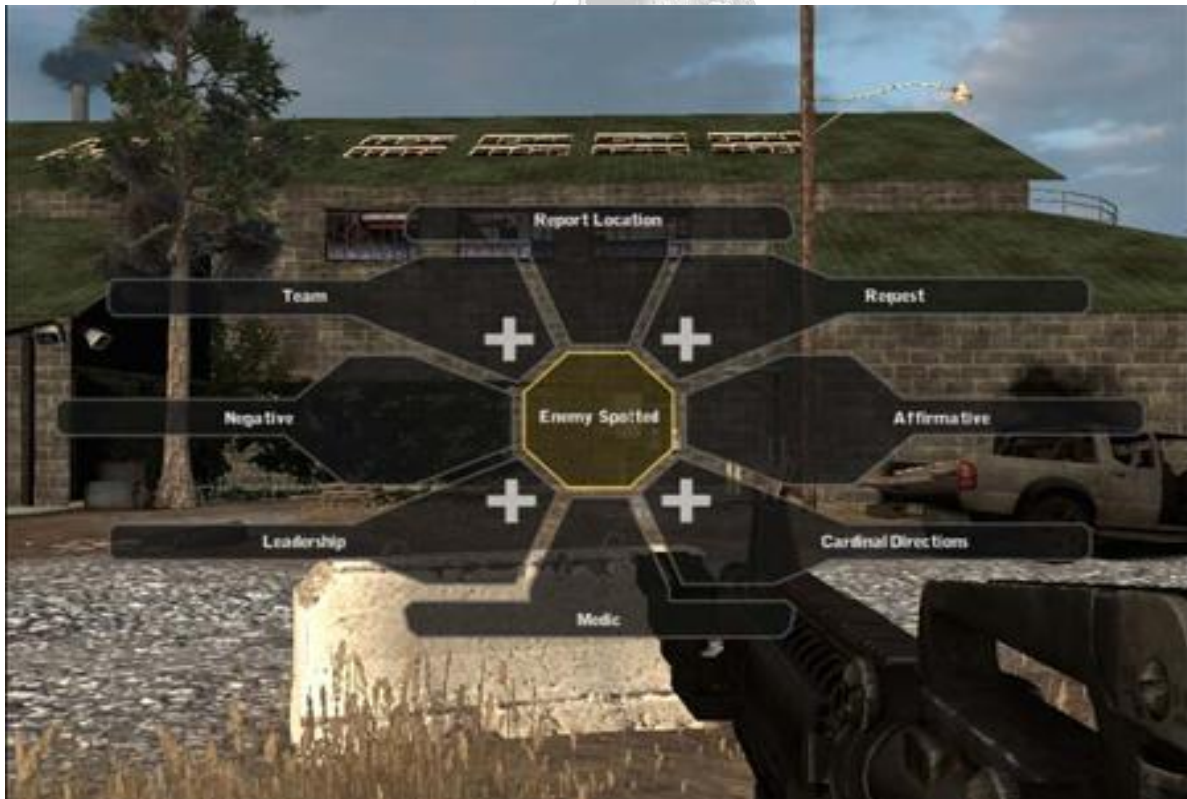


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Gesture: The gesture radial Menu System allows players to highlight the item they wish to select, then release the button to activate it. A player who masters the movement required to select an item can press the appropriate key and gesture in the direction to select the menu option.

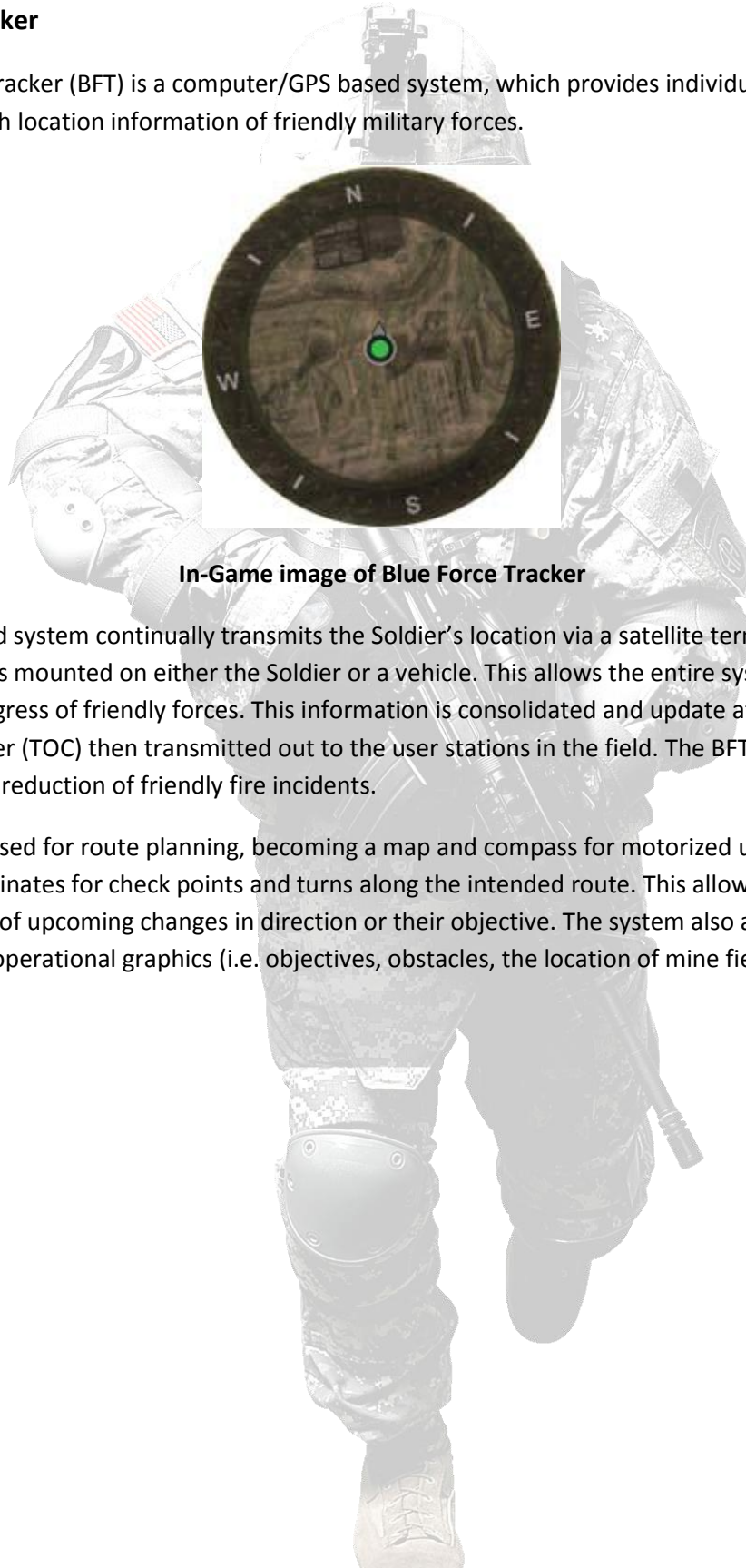


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Blue Force Tracker

The Blue Force Tracker (BFT) is a computer/GPS based system, which provides individual Soldiers and commanders with location information of friendly military forces.

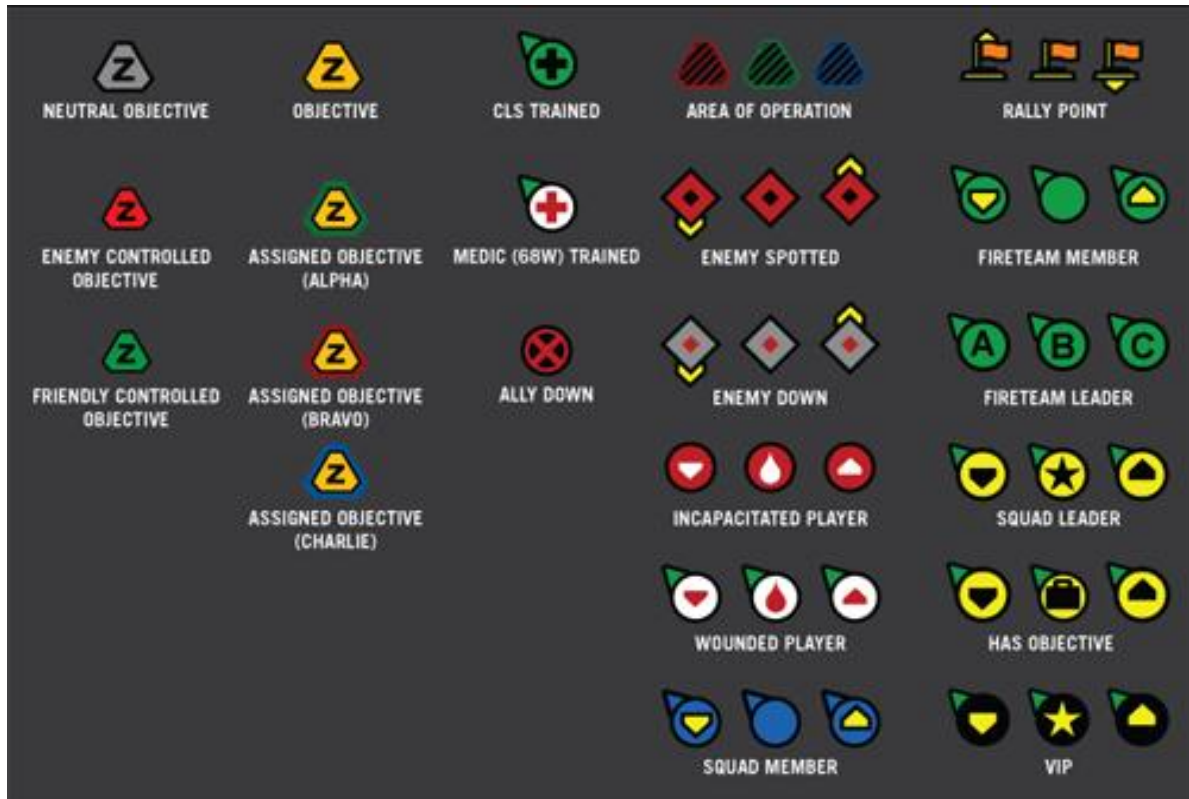


In-Game image of Blue Force Tracker

The Soldier based system continually transmits the Soldier's location via a satellite terminal using satellite antennas mounted on either the Soldier or a vehicle. This allows the entire system to monitor location and progress of friendly forces. This information is consolidated and update at a Tactical Operations Center (TOC) then transmitted out to the user stations in the field. The BFT system is invaluable in the reduction of friendly fire incidents.

The BFT can be used for route planning, becoming a map and compass for motorized units. The user inputs grid coordinates for check points and turns along the intended route. This allows the BFT to warn the vehicle crew of upcoming changes in direction or their objective. The system also allows users to input or update operational graphics (i.e. objectives, obstacles, the location of mine fields, damaged bridges, etc.)

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BFT Icon Guide

The Blue Force Tracker is used by Soldiers to track locations of other Soldiers, objectives, cardinal directions and information vital to success in combat. A Soldier can adjust the viewing distance of the map by rolling the mouse wheel. Icons on the BFT will inform the player of important information.

