



QUICKSTART GUIDE

- Step 1. Download Game from www.americasarmy.com/downloads
- Step 2. Install Game
- Step 3. Create new account at login.americasarmy.com
- Step 4. LOAD new account from PERSONNEL JACKET
- Step 5. Complete BASIC TRAINING, load results.
- Step 6. Click DEPLOYMENT, then INTERNET. Select a server.

I. BASIC CONTROLS

A. Movement

W = ↑ S = ↓ A = ← D = → SHIFT = Run/Walk
COMMA = Lean Left PERIOD = Lean Right SPACE = Jump
ALT or Double Tap W = Sprint C = Crouch X = Prone

B. Combat

LeftMouse = Fire RightMouse = Toggle Zoom R = Reload
H = Supported Mode MiddleMouse = Secondary Fire F = Fix Jam
1 = Rifle or Swamp Weapons 2 = M67 Grenade 3 = Smoke Grenade
4 = Flashbang Grenade 5 = Thermate Grenade 6 = Door Breacher
P = M9 Pistol V = Night Vision BACKSPACE = Drop Weapon
E = Action/Use B = Binoculars O = Set Mission Objectives
MOUSE WHEEL UP = Range Up MOUSE WHEEL DOWN = Range Down
G = Cycle Communications T = Type Message Y = Team Say
U = Report In M = Call Medic F6 = Votekick L = Suppressor

C. In-Game Menus

F1 = Scoreboard F2 = Class Selection F3 = Team Selection
F4 = Show Objectives Tilde(~) = Console F9 = Screenshot

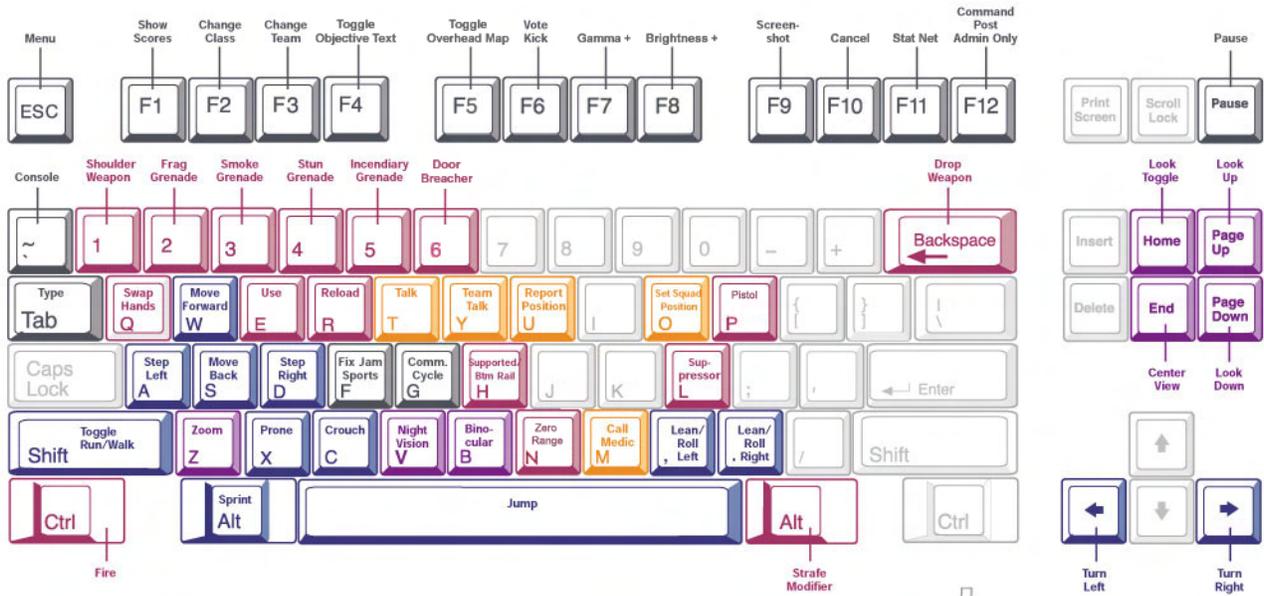
***NOTE FOR MORE INFORMATION, REFER TO TRAINING MANUAL**

II. HEADS UP DISPLAY



1. **Chat icon:** Shows your current communication mode (e.g.: shout, global, hand signals, etc). This feature is discussed in Chapter 3 of the Training Manual
2. **Messages:** Player messages, and server messages are displayed here.
3. **Compass:** The compass displays your heading, and also displays icons pertaining to your teammates.
4. **Objectives:** Mission objectives are shown here.
5. **Rank/Time/Location:** Your rank relative to your squad mates, mission time and current map location is shown in this corner.
6. **Inventory:** Accessories in your inventory are displayed here. (e.g.: NVG's)
7. **Stamina and CEM:** Your stamina meter, and combat effectiveness meter (CEM) are shown here. CEM is discussed in Chapter 3 of the Training Manual.
8. **Stance and Health Indicator:** Your stance is shown here. It will indicate if you are standing, crouching or prone. The color of this soldier image also tells you your health. **GREEN** = healthy, **YELLOW** = wounded, **RED** = critically wounded. Additionally a flashing blood drop will appear over this image if you are bleeding.
9. **Grenade Inventory:** Shows how many grenades you have.
10. **Target ID:** When your crosshairs are over a target, the target description is shown here. You need to be close enough to the target for this to appear. This includes displaying if a target is breachable or not.
11. **Weapon Status Indicator:** Your primary weapon is shown here. Ammunition, modes of fire are shown as well. The current weapon is always the one with the biggest icon.
12. **Crosshair:** Use this to aim your weapon or actions.

America's Army Keyboard Map



- Game Options
- 1st Person Controls
- Character Movements
- Weapons
- Communication Options

