

DARYL F. GATES'

P O L I C E Q U E S T [®]

SWAT [™]



T E C H N I C A L
M A N U A L

INTRODUCTION	2	Alert/LASH Button	8	Police Academy Range	15
INSTALLATION	2	Alert.	8	Small Arms	15
Windows	2	LASH	9	The Selector Lever	16
Windows® 95	2	Assaulter LASH	9	The Pact Timer	16
DOS	3	Element Leader LASH	9	Reloading	16
THE ICON BAR	3	THE INTERFACE	10	Leaving the Range	17
Information Button	3	Cursors	10	Combat	17
SWAT Logo Graphic	3	Directional Arrows	10	The Drills	18
Assaulter Graphic	4	Space Bar	10	Reloading	18
Sniper Graphic	4	PLAYING THE GAME	11	Leaving the Range	18
Hand Signals	4	Main Menu	11	Angeles Range	18
Interface Box	4	Careers	11	First Training Session	18
Inventory Panel	4	New Career	11	Data Book	19
Hand Signals Panel	5	Previous Career	12	Zeroing the Rifle	19
Room Entry Panel	6	Control Panel	12	Subsequent Training Sessions	20
Control Panel Button	7	Credits	12	Sniper Qualification Test ..	21
Save Mission	7	Quit	12	CALL-UPS	21
Restore Mission	7	Metro Division	12	Grease Board	22
Play	8	Tactical Education	12	DATA BOOK CHARTS	23
Quit	8	Interactive Profiles	13		
Sierra Logo	8	Travel Map	14		
Question Mark	8	SHOOTING RANGES	14		
Sliders	8	Gear Galleries	14		





INTRODUCTION

Welcome to *Police Quest: SWAT*. As the newest member of LAPD's Special Weapons and Tactics team you're about to find yourself in the thick of urban turmoil. Successfully resolve these civic conflicts and you'll be awarded with medals and career advancement. Promote to the position of Element Leader and it will be your turn to call the shots. If sharpshooting interests you, train and attempt Qualification. Pass and you'll be eligible to be called up as a sniper.

Remember, *SWAT* is founded on a team concept and it will be up to you to play by the rules. To do just that read the following information contained in this manual. Become familiar with SWAT's interface and what to expect on the shooting ranges, training sessions and during call-ups.

INSTALLATION

WINDOWS INSTALLATION

1. Put the *SWAT* CD disk #1 into your computer's CD-ROM drive.
2. Start Windows™.
3. Click on [File].
4. Select [Run].
5. On the command line, type the letter of your CD drive followed by :\\SETUP. For example, if the letter of your CD drive is "D", type D:\\SETUP and press the [Enter] key on your keyboard.
6. Follow the on screen instructions.
7. Once the game has been installed, you will have the option of reading the "Read Me" file. This file contains all the latest information about *SWAT*, including compatibility issues discovered during testing.

WINDOWS® 95 INSTALLATION

1. Start Windows® 95.
2. Put the *SWAT* CD disk #1 into your computer's CD-ROM drive.
3. Appearing on the computer screen will be the question, "Do you wish to install *SWAT* at this time?" Click on the "Yes" button underneath the question.
4. Follow the on screen instructions.

DOS INSTALLATION

If during the Windows installation you received a message suggesting you should run *SWAT* in DOS, or you prefer to run your games in DOS, follow these installation instructions.

1. Put the *SWAT* CD disk #1 into your computer's CD-ROM drive.
2. Change to the CD-ROM drive by typing the letter that corresponds to your CD-ROM drive, followed by a colon. For example, if the letter of your CD-ROM drive is "D", type D: then press the [Enter] key on your keyboard.
3. Type the word "Install" and then press the [Enter] key on your keyboard.
4. Follow the on-screen installation instructions.

THE ICON BAR

The Icon bar is the panel at the bottom of the screen. Its appearance and functionality depend on your location in the game. The Icon bar consists of the following features:

- Information/Travel Button
- Interface Box with four sides, featuring:
 - Cover Panel
 - Inventory Panel
 - Hand Signals Panel
 - Room Entry Panel
 - Control Panel Button
 - Alert/LASH Button

These features are described below in more detail.

INFORMATION / TRAVEL BUTTON

The Information button is located on the left side of the Icon bar. Depending on where you are in the game, clicking this button will call up travel options or crisis scenario information. You will also view hand signals in this window. The button's functionality at any given time is depicted by one of three graphics. These graphics, and what they represent, are described below.



SWAT Logo Graphic

This graphic appears when you are not on a call-up. Clicking on the SWAT logo brings up a window with travel options. Click on a listed destination to go there immediately. If you change your mind about going anywhere, click on Cancel to return





to your current location. Click on Quit to stop playing the game. Note that travel options will vary depending on your location and the situation.



Assaulter Graphic

This graphic appears when you are on a call-up as an assaulter or the element leader. Click here to see a text synopsis of the emergency.



Sniper Graphic

This graphic appears when you are on a call-up as a sniper. Click here to see a text synopsis of the emergency.



Hand Signals

When you are on a call-up, you may use hand signals to communicate with

your teammates. If you select a hand signal from the Hand Signals panel the cursor changes into the hand signal cursor. Click the cursor in the game window to use that hand signal. The corresponding animation plays in the Information button window. Note that if a team member gives a hand signal, the animation for that signal also appears in the Information button.

INTERFACE BOX

During non-sniper scenarios when the interface box is active, you can rotate it to access three interface panels: the Inventory panel, the Hand Signals panel, and the Room Entry panel. The fourth side of the box is a name plate that appears when none of the other options are available. To rotate the box, click on either the up or down arrows to the right of the box.

When you select an inventory item, a hand signal, or the Slice Pie room entry, the cursor changes to indicate your selection. Left click the cursor on the screen to use the selected item or action. Cycle between these special cursors and the default arrow cursor by clicking the right mouse button.

Inventory Panel

Inventory items are selected from the Small Arms or Sniper Gear Galleries (see the Gear Gallery section on page 14 for more information).



To Quick Select the Inventory panel, press “1” on the keyboard.

You may also click the arrows to the right of the cycling box until the

Inventory interface rotates to the front. Scroller arrows appear on each side of the Inventory panel when it is active. Click on the arrows with the left mouse button to scroll through the Inventory items.

To select an inventory item from the Inventory panel, left click on the item. The cursor changes to a predetermined cursor for that item. Left click the Inventory cursor on the screen where you want to use the item.

You can cycle between the selected inventory item and the other available cursors by right clicking. Note that, unlike the cursors for hand signals or Slice Pie, the cursor for the inventory item remains active even after it is used in the game.

To return an inventory item to the inventory, left click that item on the Inventory panel. The inventory cursor

will disappear and the item will reappear in the panel. You may now select another inventory item. Note that you cannot pick up another item if one is already selected.

Hand Signals Panel



To Quick Select the Hand Signals panel, press “2” on the keyboard.

As an alternative method, access the hand signals by clicking the up or down arrow to the right of the Interface box until the Hand Signals interface rotates to the front. The hand signals, shown as labeled buttons, allow you to communicate with your team during a call-up. The eight hand signals are Hold, Cover, Hurry, Suspect, Attention, Look, Clear, and Stop.

When you click on one of the hand signals the cursor changes to represent the selected hand signal. Click the hand signal cursor on the screen and you will see animation of that hand signal within the Information button area. Note that if a team member gives a hand signal, the animation for that signal also appears in the Information button.

The key words and graphics for each hand signal are described on page 6.

You can cycle between the selected hand signal and the other available cursors by right clicking. Note that the hand signals cursor is only active until you use it in the game. Then it disappears until you select another hand signal.



**GRAPHIC TEXT****HOLD**

Fist.

**COVER**

Flat hand, horizontal.

**HURRY**

Fist with arm at right angles.

**SUSPECT**

Hand with all fingers spread.

**ATTENTION**

Snapping fingers.

**LOOK**

Index finger pointing.

**CLEAR**

Thumb up.

**STOP**

Flat hand, vertical.

Room Entry Panel

The Slice Pie command is accessible from the Room Entry panel during call-ups only. Slicing the pie is a tactical maneuver that enables you to safely enter a room or round a corner.

To Quick Select the Room Entry interface, press “3” on the keyboard.

You can also access this command by clicking the up or down arrow to the right of the Interface box until the Room Entry panel rotates to the front.

Select the Slice Pie button to access the Slice Pie cursor. Move the cursor over the screen. When the cursor passes over a “sliceable” corner, room entrance, or piece of furniture, the cursor will rotate so that its tip

points left and/or right. Click on that spot to make your move. Note that the Slice Pie cursor is inactive when the tip points straight up.

You can cycle between the Slice Pie cursor and the other available cursors by right clicking. Note that the Slice Pie cursor is only available until you use it in the game. Then it disappears until you click on the Slice Pie button again.

CONTROL PANEL BUTTON



To access the control panel, click the button labeled Control Panel in the lower right corner of the Icon bar.

The Control Panel is where you'll find the buttons enabling you to save or restore your game, and look at the game credits. Two sliders allow you



to adjust game features and are explained in greater detail below.

Save Mission

The Save Mission button saves the game at your current point of play under the appropriate career name. When you click on the Save button, you will access the Previous Call-Ups menu for this career (officer). Type in the name under which you wish to save the game.

Restore Mission

When Restore is chosen from the Control Panel, a small window appears which reads:



If you click on the Yes button, the Control Panel is replaced by the Previous Call-Ups menu for the current officer. Select the game you wish to restore. If you click "No", the Control Panel is replaced by the Previous Career Identification menu. Highlight a name on the list and click the Restore button. The Previous Career Identification menu changes to the Previous Call-Ups menu. Select the game you want to restore. If you change your mind and wish to





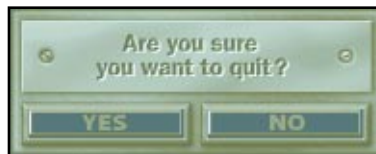
return to the game in progress, click on the Cancel button in the Previous Career Identification or Previous Call-Ups menus.

Play

When you've made your changes to the Control Panel, click on the Play button to resume game play at the point you left off.

Quit

When you click on the Quit button, a small window appears which reads:



Click on Yes to stop game play and return to Windows or DOS. Click on No to return to the game.

Sierra Logo

This graphic represents the About Screen button. Click it to see the credits for *Police Quest: SWAT*.

Question Mark

The Question Mark is the Help button. When you click on it, the cursor turns into a question mark. Move the cursor over any Control Panel feature (Save Mission, etc.) and leave it there to hear an explanation of that feature. If you move the cursor off the feature before the explanation is complete, the narration will stop. Click the left mouse button to change back to the standard arrow.

Sliders

Slider bars allow you to adjust the game's settings by clicking on the up or down arrows to increase or decrease the levels, respectively.

ALERT/LASH BUTTON

Alert



The Alert/LASH button is the small gray rectangle above the Control Panel button. When in Alert mode, it flashes red and an alarm sounds when a call-up (crisis scenario) is about to begin. After the Alert button goes off, you hear the dispatcher announce a description of the crisis. Then you go to the Command Post for the operation briefing.

LASH



During a call-up, the Alert button becomes the LASH interface button. LASH stands for Los Angeles SWAT Headset. Each SWAT officer wears one during a call-up to communicate with other members of the team. A throat mike picks up and transmits barely audible speech so the team won't be overheard by the suspects. Click the button when it reads LASH to access the LASH interface. A table of words appears. This table will vary depending on the scenario. Two examples of the LASH interface are shown here.

Assaulter LASH

If you're playing an assaulter during a call-up, the LASH interface appears as the following table:

L A S H									
ENTRY TEAM A	ENTRY TEAM B	ENTRY TEAM C	ENTRY TEAM D	ENTRY TEAM E	ENTRY TEAM F	ENTRY TEAM G	ENTRY TEAM H	ENTRY TEAM I	ENTRY TEAM J
ENTRY TEAM A	ENTRY TEAM B	ENTRY TEAM C	ENTRY TEAM D	ENTRY TEAM E	ENTRY TEAM F	ENTRY TEAM G	ENTRY TEAM H	ENTRY TEAM I	ENTRY TEAM J
ENTRY TEAM A	ENTRY TEAM B	ENTRY TEAM C	ENTRY TEAM D	ENTRY TEAM E	ENTRY TEAM F	ENTRY TEAM G	ENTRY TEAM H	ENTRY TEAM I	ENTRY TEAM J
ENTRY TEAM A	ENTRY TEAM B	ENTRY TEAM C	ENTRY TEAM D	ENTRY TEAM E	ENTRY TEAM F	ENTRY TEAM G	ENTRY TEAM H	ENTRY TEAM I	ENTRY TEAM J
ENTRY TEAM A	ENTRY TEAM B	ENTRY TEAM C	ENTRY TEAM D	ENTRY TEAM E	ENTRY TEAM F	ENTRY TEAM G	ENTRY TEAM H	ENTRY TEAM I	ENTRY TEAM J
ENTRY TEAM A	ENTRY TEAM B	ENTRY TEAM C	ENTRY TEAM D	ENTRY TEAM E	ENTRY TEAM F	ENTRY TEAM G	ENTRY TEAM H	ENTRY TEAM I	ENTRY TEAM J
ENTRY TEAM A	ENTRY TEAM B	ENTRY TEAM C	ENTRY TEAM D	ENTRY TEAM E	ENTRY TEAM F	ENTRY TEAM G	ENTRY TEAM H	ENTRY TEAM I	ENTRY TEAM J
ENTRY TEAM A	ENTRY TEAM B	ENTRY TEAM C	ENTRY TEAM D	ENTRY TEAM E	ENTRY TEAM F	ENTRY TEAM G	ENTRY TEAM H	ENTRY TEAM I	ENTRY TEAM J
ENTRY TEAM A	ENTRY TEAM B	ENTRY TEAM C	ENTRY TEAM D	ENTRY TEAM E	ENTRY TEAM F	ENTRY TEAM G	ENTRY TEAM H	ENTRY TEAM I	ENTRY TEAM J
TRANSMIT									

Click on the words to make a sentence or command. When you're done, click on "Transmit" to send your message to your fellow officers. Keep your messages brief and to the point.

Element Leader LASH

If you're playing the element leader during a call-up, the LASH interface appears as the following table:

L A S H									
ENTRY TEAM A	ENTRY TEAM B	ENTRY TEAM C	ENTRY TEAM D	ENTRY TEAM E	ENTRY TEAM F	ENTRY TEAM G	ENTRY TEAM H	ENTRY TEAM I	ENTRY TEAM J
ENTRY TEAM A	ENTRY TEAM B	ENTRY TEAM C	ENTRY TEAM D	ENTRY TEAM E	ENTRY TEAM F	ENTRY TEAM G	ENTRY TEAM H	ENTRY TEAM I	ENTRY TEAM J
ENTRY TEAM A	ENTRY TEAM B	ENTRY TEAM C	ENTRY TEAM D	ENTRY TEAM E	ENTRY TEAM F	ENTRY TEAM G	ENTRY TEAM H	ENTRY TEAM I	ENTRY TEAM J
ENTRY TEAM A	ENTRY TEAM B	ENTRY TEAM C	ENTRY TEAM D	ENTRY TEAM E	ENTRY TEAM F	ENTRY TEAM G	ENTRY TEAM H	ENTRY TEAM I	ENTRY TEAM J
ENTRY TEAM A	ENTRY TEAM B	ENTRY TEAM C	ENTRY TEAM D	ENTRY TEAM E	ENTRY TEAM F	ENTRY TEAM G	ENTRY TEAM H	ENTRY TEAM I	ENTRY TEAM J
ENTRY TEAM A	ENTRY TEAM B	ENTRY TEAM C	ENTRY TEAM D	ENTRY TEAM E	ENTRY TEAM F	ENTRY TEAM G	ENTRY TEAM H	ENTRY TEAM I	ENTRY TEAM J
ENTRY TEAM A	ENTRY TEAM B	ENTRY TEAM C	ENTRY TEAM D	ENTRY TEAM E	ENTRY TEAM F	ENTRY TEAM G	ENTRY TEAM H	ENTRY TEAM I	ENTRY TEAM J
ENTRY TEAM A	ENTRY TEAM B	ENTRY TEAM C	ENTRY TEAM D	ENTRY TEAM E	ENTRY TEAM F	ENTRY TEAM G	ENTRY TEAM H	ENTRY TEAM I	ENTRY TEAM J
ENTRY TEAM A	ENTRY TEAM B	ENTRY TEAM C	ENTRY TEAM D	ENTRY TEAM E	ENTRY TEAM F	ENTRY TEAM G	ENTRY TEAM H	ENTRY TEAM I	ENTRY TEAM J
TRANSMIT									

This LASH interface is composed of four sections and a Transmit button. Click on the buttons to highlight them. The upper two sections allow you to give Entry Team A one command and Entry Team B another command.





The third section consists of the three buttons labeled “In Position”, “Compromised”, and “Trailer”. You can activate only one of these buttons per message.

The fourth section allows you to inform your team of suspect and hostage conditions. Select either “Suspect” or “Hostage” and then click one of the three boxes directly below: “In Control”, “Down”, or “Coming Out”.

When you have finished forming your message(s), click “Transmit” to send it to your element.

If you change your mind about sending a particular message, re-click on the buttons to un-highlight them. If you want to clear the entire message for either the A Team or the B Team, you can take a short-cut by clicking on that Entry Team button.

All the buttons in that section will return to their normal state.

If you change your mind about sending any message at all, click the Transmit button while no other buttons are highlighted. This will cancel the LASH interface and return you to the game.

THE INTERFACE

CURSORS

There are no traditional Hand, Walk, Talk, or Look icons in *Police Quest: SWAT*. You use a default arrow cursor and specific inventory, hand signal, and movement cursors to interact with the game. Click the left mouse button to use the cursors. Click the right mouse button to toggle between cursors. See the sections on Inventory, Hand Signals,

and Room Entry for further explanation of cursor use.

DIRECTIONAL ARROWS

During crisis situations, if you move the default arrow cursor to the sides of the screen, it may change into a directional arrow. This arrow indicates that you can move off the screen in that direction.

SPACE BAR

If you’ve already seen a particular conversation or movie sequence and wish to skip over it, hit the Space bar to terminate that segment. Note that this command is not functional for every conversation or movie sequence in the game.

PLAYING THE GAME

MAIN MENU

After the opening sequence, the Main Menu appears. Now you have control over the game. Options available from the Main Menu are New Career, Previous Career, Control Panel, Credits, and Quit. These options are explained below.

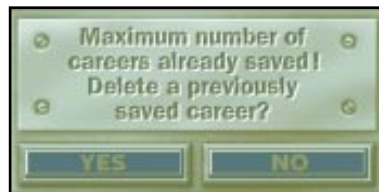
Careers

When you begin the game, you start a new career and assign to it the name of your officer. You can save the game (called a “call-up”) and then restore to continue playing from that point. Or you can start a new game, replaying the same officer under different circumstances. Or you can begin a new game with a new officer. The game will save twenty call-ups for each of ten careers.

New Career

Click New Career to create a new character. You will see the SWAT Mission Statement. A commanding officer welcomes you and gives you some background about the Special Weapons And Tactics unit. When he is done talking, “sign” the Mission Statement by typing a name for this particular officer (career) in the box below the text. Backspace to erase. When you enter this officer’s name, you automatically go to Metro Division, SWAT headquarters in downtown Los Angeles. If at this point you want to return to the Main Menu, access the Control Panel, or quit the game, click on the SWAT logo in the upper left corner. If you click on the Sierra logo in the lower right corner, you will go to Metro as Officer SWAT Pup, the default name.

If you already have created ten careers, when you try to create another character, a small box will appear with the following text and buttons:



Click on “Yes” to bring up the Saved Game box containing the names of the previously saved careers. You can choose which career to delete by highlighting that name and then clicking on the Delete button. You will return to the New Career menu and can now create a new character. Click “No” and you will go back to the Main Menu.





Previous Career

Click here to resume the identity of a previously created character. Select the officer you want to play by highlighting his name. If you want that officer to start a new game from scratch, click on the SWAT logo in the upper right corner to access travel options including Metro, Control Panel, Main Menu, Cancel, and Quit. Click on Metro and you will go directly to SWAT headquarters.

If you want to continue the officer's career from a saved call-up, click on the Restore button after you've selected his name. A list of that officer's saved call-ups appears. Highlight each call-up to see the cumulative medals awarded to the officer at that particular point in the game. Click on the Restore button to play the highlighted call-up.

Control Panel

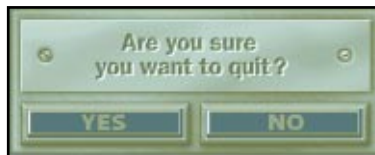
Click here to access the Control Panel. For a description of the features available in the Control Panel, see the section entitled Control Panel button on page 7.

Credits

Click here to see the credits for *Police Quest: SWAT*. Press the Space Bar to return to the game.

Quit

When you click on the Quit button, a small window appears which reads:



Click on "Yes" to stop game play and

return you to Windows or DOS. Click on "No" to return to the Main Menu.

METRO DIVISION

The SWAT unit is based at Metro Division in downtown Los Angeles. Here in the Metro classroom, you'll hear lectures, study Tactical Education material, and access the Interactive Profile interviews with real SWAT sergeants. When you are ready to leave, click on the classroom door to go to the Travel Map.

Tactical Education

The Tactical Education section is accessible by clicking on the blackboard in the Metro classroom. A close-up view shows the topic categories. Pick one. Depending on which category you select, you will see one of two interfaces.

If you select Training Bulletins, Commendations, D Platoon, or Tactical Considerations, you will see a text box on the left and a photo window on the right. The topic selection box is centered beneath them.

If you select Tactical Movement or Sharpshooter Considerations, you will see one window with the topic selection box centered beneath it.

To select a topic, click on the up/down arrows on the right side of the topic box. When the topic you want is highlighted, click on the red arrow to the left of the topic box.

Read the information and look at the visuals. Use the scroll bar if it is available. When you're done, use the topic selection box to pick another topic. Click on the Information button (SWAT logo) and select Metro

or Tactical Education to return to either the classroom or the blackboard, respectively.

Interactive Profiles

The Interactive Profiles are accessible from the Metro classroom. Click on the TVs or the VCR. Follow the narrator's instructions to access the interactive interviews.



The Interactive Profile interface consists of a window on the left containing photos of each officer,

and a text box on the right. To see the officers, click on the right or left arrows beneath the window. When you see the officer you want to interview, click on the bar marked Interview. The door on the right rolls up, revealing the question list. Use the scroll bar to move through the list. Click on a question that interests you and then click the Play button (represented by a right arrow) on the bottom of the window. There you will also see icons for Stop (a square), Fast Forward (two right arrows), and Reverse (a left arrow). These buttons function like VCR controls. Watch the officer's response and then select another question or another interviewee.

When you want to return to the game, click on the Information button (SWAT logo) and select Metro as your destination.





Travel Map

Access the Travel Map by clicking on the door in the Metro classroom, or click on the Information button (the SWAT logo) and then select Travel Map.

There are three destinations on the Travel Map: Metro, the Police Academy, and the Angeles Range. Click on the desired destination and you will be transported there immediately.

SHOOTING RANGES

GEAR GALLERIES

Access the Gear Galleries by clicking either the Police Academy or the Angeles Range on the Travel Map. You will go directly to the Gallery pertaining to the range selected.

The same interface is used for both the Police Academy Gallery and the Angeles Range Gallery; however, the collection of available gear differs as is appropriate for either small arms shooting or sniping, respectively.



It's important to know each piece of equipment and how it operates. Select an item for examination by positioning the highlight frame over it. When the highlight frame moves to a new item, the narrator will identify that piece of equipment. There are two ways to move the highlight frame around the window. Use either the directional arrows to the right of the window or click the arrow cursor directly on the inventory item of choice. Use the scroll bar to the right of the window to access additional rows of equipment.

To get a closer view and a detailed description of an object, highlight it and then click on the Detail button.



The Detail screen comes up over the Gallery window. Click on each of the four directional arrows to the right to move between the item's four quadrants. Accessing each quadrant will provide additional information about the selected item. To return to the Gallery window, click the button labeled Gear.

Clicking the square in the center of the directional arrows interrupts the narrator's description of a particular item.

When you're ready to move onto the firing range, click the Select button.

With just one click, all the gear you need is placed in your Inventory box at the bottom of the screen. You can click the Select button in either Gear or Detail mode.

Please note that you do not have to study and memorize every piece of equipment the first time you visit the ranges. Any time you go to either range, you pass through the Gallery on your way to the firing line. If you're eager to shoot, just click Select to collect your gear immediately.



To leave the Galleries, click the Information button (SWAT logo). You will be given a list of possible destinations. If you are at the Police Academy, the options are the Small Arms Range, the Combat Range, Metro, Travel Map, Main Menu, Cancel, and Quit. If you are at the Angeles Range Gear Gallery, the options are the Angeles Range, Metro, Travel Map, Main Menu, Cancel, and Quit. Please note that if you choose to leave the Academy or the Angeles Range, the SWAT nameplate appears over the Inventory box, rendering it inactive.

POLICE ACADEMY RANGE:

Small Arms

When you first enter the Small Arms Range area, you will be greeted by Sergeant Pauldon. After introducing



you to your fellow SWAT officers, he directs you to Lane 13. The seven-yard firing line appears in first-person perspective. You should see the target and the Pact timer.

The first training session is with the MP5 at seven yards. It consists of a sequence of six drills. Pauldon instructs you to make ready with your weapon. Select the MP5 from the Inventory. The MP5 sight appears along with an inset of the Selector lever.





The Selector Lever

The Selector lever has three settings: safety, semi-auto, and automatic fire. The safety setting is a graphic of a bullet with an X through it. Semi-auto is one bullet. Automatic is a stream of bullets.

Pauldon calls out each drill twice before the start whistle sounds. When he calls out the drill the first time, click the selector lever to the appropriate setting. Click outside the selector box. It will disappear if set correctly.

Pauldon will call out the drill again. There is a one-second pause and then the whistle will sound to start the drill.

The Pact Timer

The Pact Timer appears as an inset in the upper left corner of the screen. The par time appears on the left side of the Pact timer, indicating

the amount of time allotted for the drill. After you take your shots, check the number on the right side of the Pact timer for your time.



There are four buttons on the top of the Pact timer. The furthest button to the left cycles through your rounds, showing the elapsed time between each shot. The second button shows how long it took you to fire your first shot after the whistle. The third button shows how many shots were taken after the par time. The red button resets the timer and sets up the next drill. Note that it is not necessary for you to manually set up the drills. After a few seconds, the next drill sets up automatically.

Reloading



The MP5 and M16 load thirty bullets at a time. The Colt .45 holds eight bullets plus one in the chamber. The shotgun holds seven shells and one in the chamber. Keep track of the rounds fired so you will know when to reload. You can reload the weapon during a drill or between drills.

There are two ways to reload. The first method is to click the weapon back into the Inventory and then click the magazine on the weapon. Re-select the weapon for the next drill. Or you can rapid load by simply clicking the weapon cursor on the magazine in the Inventory panel. Either way you will never run out of additional full magazines while you're at the range.

Leaving the Range

If you want to leave during a training session, click on the Information button (SWAT logo) and select a travel destination.

After the series of six drills, Pauldon will tell you to put the weapon on safe and let it hang. If you are shooting with the MP5, put the selector lever on the safety setting. You return to a third-person view of the Small Arms Range. If you wish to leave at this time, either click on the Information button (SWAT logo) to see your travel options, or click on the back doors to access the Travel Map.

If you just stand around doing nothing for five seconds, you will go back to the firing line and Pauldon will tell you to make ready for the next drill.

Note that if you click any weapon on

the target building on the right you will re-enter the last visited yard line and the drills for that particular weapon will begin. If you click your arrow cursor on either yard line you will enter that yard line and drills will begin.

POLICE ACADEMY RANGE:

Combat

If you have completed the first drill at the Small Arms Range, the Combat Range becomes accessible from the Police Academy. When you enter the Combat Range as an assaulter, Officer Pacmeyer will be the drill instructor.

Three different drills are selected at random during your visit to the range. The three drills are called the Dozier, the Presidente, and the Combat. All three use the Colt .45.



Officer Pacmeyer

A drill may be repeated multiple times during each visit to the range.

After the officer in charge has told you about the drill, you will see the Combat Range. Depending on the drill, targets may or may not be set up. The officer will tell you to make ready with the .45. Select the .45





from the Inventory. The .45 cursor appears in a low ready position.

The Drills

The Dozier drill consists of five pepper popper targets lined up at ten yards. You shoot at all five targets as many times as necessary until they fall. Reload your weapon during the drill if you have to. The par time is five seconds but the drill lasts twenty seconds before the officer in charge will call for guns at low ready.

The Presidente drill consists of three paper silhouette targets. Starting from either the right or the left, shoot the first target once, the second target once, and the third target twice. Then shoot the second target once and the first target once. Speed load and repeat. Par time is ten seconds

though the drill lasts twenty seconds.

The Combat drill shows no targets before the whistle. Shoot the moving paper targets when they pop up. Reload as necessary. Because this is a reflex drill, there is no par time, but the drill will be called after twenty seconds.

Reloading

The Colt .45 holds eight bullets in the magazine plus one in the chamber. You can reload your weapon during or between drills. Click the weapon back into the inventory, click the .45 magazine on the weapon, and re-select the weapon for the next drill. Or rapid load by simply clicking the weapon cursor on the .45 magazine in the Inventory panel. You will never run out of extra ammunition during the drills.

Leaving the Range

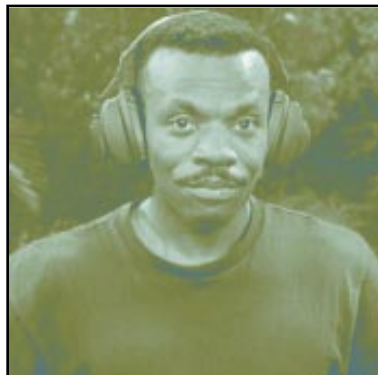
If you want to leave during a training session, click on the Information button (SWAT logo) and select a travel destination. At the conclusion of a drill, you can leave by clicking the Information button (SWAT logo) and choosing another location from the travel options presented.

Angeles Range: First Training Session

To get to the Angeles Range, select it from the Travel Map. If you haven't completed the first training session at the Small Arms Range, Officer Tello will send you packing.

If you come to the Angeles Range after completing the initial small arms training session, you will be greeted by JD Saunders. He will be your sniping partner, also known as

an observer. Follow Saunders into the Sniper Gallery to pick up your gear.



JD Saunders

Take some time to study the equipment in Detail mode. When you are familiar with the gear, click on the Select button to put the Gallery arsenal in your Inventory box. With just one click, you now have access to everything you need.

Select the Information button (SWAT logo). Choose the Angeles Range to go back outside. Saunders introduces you to Sergeant Pruett, the officer in charge of sniper training. Click on the tables or just wait until the scene changes to a first-person view in which you see Saunders, the target area, and a flag indicating wind speed and direction.

Saunders introduces you to your Robar SR60 .308 bolt action rifle. He suggests that before you zero your rifle, you should check out the information in the data book. Click on the rifle to start the drill or click on the data book in Inventory.

Data Book

Look at the data book by clicking on it in Inventory. Turn the pages forward by clicking on the top right

corner. Turn pages back by clicking on the dog-eared top right corner. Exit the data book by clicking off of the book.

Tables and charts take up the first six pages of the data book. The next three pages record your shooting information. When you have filled these three pages, they will be recycled.

Click on the shot numbers in the row along the bottom of the record page to call up the information for individual shots. On the right side of the page you'll see the silhouette target showing shot placement.

Zeroing the Rifle

Click on the rifle to bring up the rifle scope. Through the scope you will see a one-inch square target at a range of 100 yards. Saunders tells





you about the adjustment knobs on the scope. At this time, do not make any adjustments. Center the crosshairs on the target by moving the mouse. When you're confident of your aim, click the mouse to get the arrow cursor back, then click the arrow on the stock of the rifle to fire. If you miss, reload by selecting the ammo from inventory and then clicking it on the rifle stock. Aim and fire again.

After you shoot, Saunders will tell you how to adjust the Bullet Drop Compensator (BDC) and the Windage knob to zero your rifle. Make the adjustments, reload, aim, and fire again. Saunders will continue to prompt you until you get it right or leave the range. If you wish to leave the range, click on the Information button (SWAT logo) and choose another destination.

Subsequent Training Sessions

When you return to the Angeles Range, you will find yourself in the Sniper Gallery. Select your gear, then click the Information button (SWAT logo) to go out to the shooting range.

Saunders offers to spot for you. He will call a series of random drills. Before firing, you need to make adjustments based on distance and



windage conditions. Use your zero settings (recorded in the data book) as a point of reference.

Target distance varies from 25 to 500 yards. No matter what the range, you need to compensate for it with the BDC (see the Range Estimation charts in the Data Book Charts section beginning on page 23). Once you've zeroed your rifle for a certain distance, no further BDC adjustment will be necessary when shooting at that distance.

The wind will be a random factor although it remains constant during each training session. If the distance is 100 yards or greater, you need to compensate for the wind (see the Windage charts in the Data Book Section). Adjust the windage knob depending on the speed and direction of the wind.

The drills are randomly selected from the following:

Five-shot group at 25, 50, 75, and 100 yards.

Nine targets, nine bull's-eyes at 25, 50, 75, and 100 yards.

Three balloon targets at 25, 50, 75, and 100 yards (call the color).

Silhouette at 100, 200, 250, 300, 400, and 500 yards (call the shot placement).

At the end of each drill, you'll return to the third-person perspective. If you do nothing for ten seconds, you go back to the firing line to continue with subsequent sniper drills. If you wish to leave, click on the Information button (SWAT logo) and choose another destination.

Sniper Qualification Test

When you visit Metro after two training sessions at the Angeles Range, Officer Pacmeyer asks if you

want to take the sniper qualification test. If you say "yes", then the next time you go to the Angeles Range, you will take the test. You need to shoot 100% in the qualification round before you can be called up as a sniper.

The sniper qualification test consists of the following three drills:

At 100 yards:

- Cold barrel shot.
- Five-round group in a one-and-a half-inch square target.
- Nine rounds into nine one-and-a-half-inch square targets.

If you miss any of the shots, you fail the qualification test. Return to the range for two more practice sessions, then go back to Metro where Pacmeyer will give you another

chance. If you hit all your shots, you pass the qualification and are eligible to be called up as a sniper.

Note that you may leave the qualification session at any time by way of the Information button (SWAT logo); however, if you choose to do so you will not be able to come back and pick up where you left off. Just as if you had failed the test, you will need to participate in two additional sniper training sessions before you get another chance to qualify.

CALL-UPS

Once you've reached a certain level of proficiency in SWAT tactics, you become eligible for call-up during a crisis situation. When an emergency occurs, the alarm sounds and the alert button flashes red. You stop





whatever you're doing and go to the scene for briefing.

Until you qualify as a sniper or element leader, you will play the role of an assaulter during the call-ups. Listen carefully to the team leader and follow his instructions to the letter. Failure to do so will result in disciplinary measures at least, and the real possibility of fatalities.

During the call-ups, you have access to the appropriate gear inventory, hand signals, the Slice Pie room entry technique, and the LASH interface. See the Icon Bar section beginning on page 3 for further description of these options.

When you become the element leader, you will call the shots, directing your team's movement and actions during the call-up. Use the LASH interface to give instructions

and communicate with your team (see the section on the LASH interface for details). During the briefing, you also need to determine and explain your entry strategy to the team by using the grease board.

GREASE BOARD

When Rooker asks you to decide where to enter the building, you'll see a close-up of the grease board.



Your entrance choices flash red. Pick one by clicking on it. Then confirm your choice by clicking on

“Enter”. Rooker will continue to ask you questions about entry tactics. Your possible choices flash red. Click on one of the flashing items to select it. Make your decisions thoughtfully as the tactics you choose will determine the outcome of the call up.

TACTICAL RIFLE DATA BOOK



ORGANIZATION/DEPARTMENT LAPD SWAT

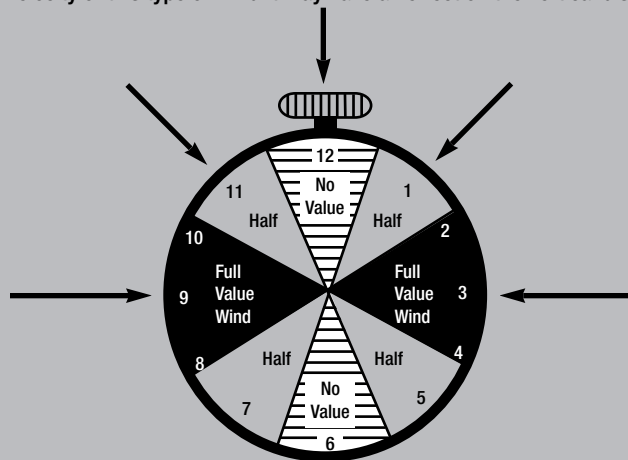
RIFLE TYPE Robar SR-60 .308





WINDAGE INFORMATION

Since the shooter must know how much effect the wind will have on the bullet, he must be able to classify the wind. The accepted method is by use of the clock system. A half value wind will affect the strike of the bullet approximately one half as much as a full value wind of the same velocity. A wind velocity corrected in this manner is called the "effective wind." The so called "no value" wind has a definite effect on the bullet at the long ranges if it is not blowing directly from 6 or 12 o'clock. This is the most difficult wind to fire in due to the switching or "fishtail" effect which requires frequent sight changes. Depending on the velocity of this type of wind it may have an effect on the vertical displacement of the bullet.



WIND MAY BE ESTIMATED USING THE BELOW GUIDES

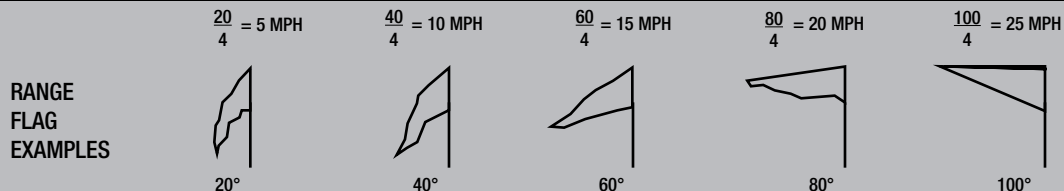
- (a) A wind under 3 miles per hour can hardly be felt, but does cause smoke to drift.
- (b) A 3 to 5 mile per hour wind is felt lightly on the face.
- (c) A 5 to 8 mile per hour wind keeps tree leaves in constant motion.
- (d) An 8 to 12 mile per hour wind raises dust and loose paper.
- (e) A 12 to 15 mile per hour wind causes small trees to sway.

After determining wind direction and velocity, the windage correction to be placed on the sights will be based on the following formula:

$$\text{The formula for .308 cal rifle: } \frac{R \times V}{15} = \text{number of 1 minute clicks for a full wind.}$$

For half value winds simply divide the answer by two. In this formula, R = range in hundreds of yards and V = velocity of the wind in miles per hour. The constant 10 or 15 was arrived at mathematically considering the bullet weight, density of the air, velocity, air resistance, distance to the target, rear sight movement, etc.

EXAMPLE: The wind is blowing from 9 o'clock at 10 miles per hour. The range is 300 yards; using the wind formula, R=3 and V=10.





Range Estimation Formula Method

This method requires the use of either binoculars or telescopic sight equipped with a mil scale. To use the formula, the sniper must know the average size of a man or any given piece of equipment and he must be able to express the height of the target in yards.

The formula is:
$$\frac{\text{SIZE OF OBJECT (IN YDS.)} \times 1,000}{\text{SIZE OF OBJECT (IN MILS)}} = \text{RANGE OF TARGET}$$

For example: A sniper, looking through his scope, sees a man standing. He measures the size of the man, using the mil scale on the reticle, and sees that the man is 4 mils high. He knows that the average man is 6 feet tall. To convert 6 feet to yards, he divides by 3 and finds that the man is 2.0 yards tall.

Using the formula:
$$\frac{\text{SIZE OF OBJECT (IN YDS.) } 2.0 \times 1,000}{\text{SIZE OF OBJECT (IN MILS) } 4} = \frac{2,000}{4} = 500 \text{ YARDS}$$

Once the formula is understood, he needs only to be able to estimate the actual height of any target and he can determine the range to that target extremely accurately.

Limitations: While this formula can be extremely accurate, it does have several limitations.

- 1) At long ranges, measurement in mils must be precise to the nearest half mil or a miss will result. Careless measurement could result in a range estimation error.
- 2) This formula depends entirely on the sniper's ability to estimate the actual height of a target in yards.

ELEVATION			MOVING TARGET LEADS					WIND DRAFT		
Distance In Yards	Trajectory in inches	Comeups 1/4 MOAs						(in inches)		
			Walking (3 MPH)					5 mph	10 mph	
100	Zero		7"	13"	21"	29"	37"	100	0.4	0.8
		9 Clicks	100 Yds	200 Yds	300 Yds	400 Yds	500 Yds			
200	+2.2		12.6"	26.4"	40.8"	57.0"	73.2"	200	1.5	3.1
		12 Clicks								
300	+5.3		Running (6MPH)					300	3.7	7.4
		14 Clicks								
400	+8.9		REMEMBER: Oblique movement is 1/2 value!					400	6.8	13.6
		16 Clicks								
500	+13.0		UP/DOWN COMPENSATION					500	11.1	22.2
		18 Clicks								
600	+17.5		(data for 45 degrees Up/Down angle)					600	16.7	33.3
		20 Clicks								
700	+22.6							700	23.6	47.1
		23 Clicks	0.8"	3.4"	8.0"	15.0"	25.0"			
800	+28.4							800	32.0	64.1
		26 Clicks	100 Yds	200 Yds	300 Yds	400 Yds	500 Yds			
900	+35.0		REMEMBER: Always compensate by aiming LOW!					900	42.1	84.2
		29 Clicks								
1000	+42.2							1000	53.7	107.5
FED 308M										





RANGE ESTIMATION TABLE OF MILS FOR OBJECTS

FEET	3	4	5	6	7	8	9	10	11	12	13	14	
YARDS	1	1.3	1.7	2	2.3	2.7	3	3.3	3.7	4	4.3	4.7	
MILS	2	500	650	850	1000	1150	1350	1500	1650	1850	2000	2150	2350
	2.5	400	520	680	800	920	1080	1200	1320	1480	1600	1720	1880
	3	333	425	566	666	766	900	999	1100	1230	1332	1433	1566
	3.5	285	371	486	571	657	771	855	943	1057	1140	1229	1343
	4	250	325	425	500	575	675	750	825	925	1000	1075	1175
	4.5	222	289	378	444	511	600	666	733	822	888	950	1044
	5	200	260	340	400	460	540	600	660	740	800	860	940
	5.5	182	236	309	362	418	491	543	550	673	724	782	855
	6	167	217	283	334	383	450	500	508	617	668	717	783
	6.5	154	200	262	308	354	415	462	471	569	616	662	723
	7	143	186	243	286	329	386	429	440	529	572	614	671
	7.5	133	173	227	266	307	360	399	413	493	532	573	627
	8	125	163	213	250	288	338	375	388	463	500	538	588
	8.5	118	153	200	234	271	318	351	367	435	468	506	553
	9	111	144	189	222	256	300	333	347	411	444	478	522
	9.5	105	137	179	210	242	284	315	330	389	420	453	495
	10	100	130	170	200	230	270	300	314	370	400	430	470
	10.5								300	352	381	410	448
11	1) Estimate height of target and locate across top									336	367	390	427
11.5	2) Measure height of target in Mils and locate down the side									322	348	374	409
12	3) Move down from the top and right from the side to find the range									308	333	358	392
	$\frac{\text{Height of TGT (yards)} \times 1000}{\text{Height of TGT (Mils)}} = \text{Range}$												

$$\frac{\text{Height of TGT (yards)} \times 1000}{\text{Height of TGT (Mils)}} = \text{Range}$$

TABLE FOR 6' MAN

HEIGHT IN MILS	STANDING In Yds.	SITTING In Yds
1	2000	1000
1.5	1333	666
2	1000	500
2.5	800	400
3	666	333
3.5	571	286
4	500	250
4.5	444	222
5	400	200
5.5	364	182
6	333	167
6.5	308	154
7	286	143
7.5	267	133
8	250	125
8.5	235	118
9	222	111
9.5	211	105
10	200	100

TABLE FOR 5'6" MAN

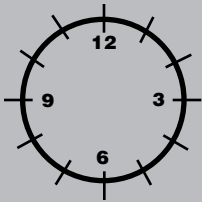
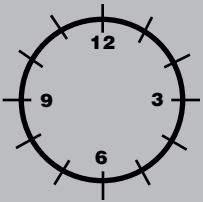
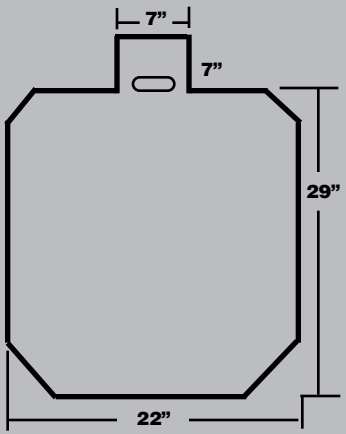
HEIGHT IN MILS	STANDING In Yds.	SITTING In Yds
1	1800	900
1.5	1200	600
2	900	450
2.5	750	375
3	600	300
3.5	514	257
4	450	225
4.5	400	200
5	360	180
5.5	327	164
6	300	150
6.5	277	139
7	257	129
8	225	113
9	200	100
10	180	90



**TRAJECTORY TABLE, FEDERAL MATCH .308 BOAT-TAIL HOLLOWPOINT**

Trajectory by Yards, Expressed in Inches

Zero Range	100	200	300	400	500
100 Yards	Zero	-4.5	-15.9	-35.5	-64.6
200 Yards	+2.2	Zero	-9.15	-26.5	-53.3
300 Yards	+5.3	+6.1	Zero	-14.3	-38.1
400 Yards	+8.9	+13.3	+10.8	Zero	-20.1
500 Yards	+13.0	+21.5	+23.1	+16.5	Zero

YARD SILHOUETTE TARGET											POSITION:	
RANGE	RIFLE	DATE	ELEVATION								WINDAGE	
			Used				Correct				Used	Correct
AMMUNITION		TEMP		ZERO								
LIGHT		HOUR		100 YARDS								
LIGHT  Direction			WIND 			ELEVATION						
					WINDAGE							
REMARKS												
SHOT	1	2	3	4	5	6	7	8	9	10		
WIND												
WIND VELOCITY											USPSA.1PSC TM 102 ☐ GROUP	

