

America's Army 3

Frequently Asked Questions (FAQ)

Table of Contents

GAMEPLAY	2
SYSTEM REQUIREMENTS	13
STEAM	14
SERVERS	18
PUNKBUSTER.....	22
<i>AMERICA'S ARMY 3.2 TRANSITION</i>	24
<i>AMERICA'S ARMY 3.2 TRANSITION: DEPLOY CLIENT</i>	25
<i>AMERICA'S ARMY 3.2 TRANSITION: GENERAL</i>	25
<i>AMERICA'S ARMY 3.2 TRANSITION: WEB SITES</i>	26
<i>AMERICA'S ARMY 3.2 TRANSITION: AA2</i>	26
<i>AMERICA'S ARMY 3.2 TRANSITION: INSTALL / UNINSTALL</i>	27
<i>AMERICA'S ARMY 3.2 TRANSITION: GAME FEATURES</i>	27
PARENTS INFO.....	27

GAMEPLAY

1. WHAT IS THE DIFFERENCE BETWEEN "CREATING AN ACCOUNT" AND "CREATING A SOLDIER"?

Answer:

An account is your primary login. A Soldier is the account you will play *America's Army* with. Each account can have multiple Soldiers associated with it. Once you login with your account credentials, you'll be prompted to create a Soldier. From there, after each login, you'll be asked to choose the Soldier you wish to play and accrue experience with. Each new Soldier created will have to go through Enlistment and Training. Experience and achievements will only accrue to the current Soldier being played. To change a Soldier, go to the Main menu and select Exit -> Change Soldier. Soldiers cannot be changed while in game. Soldiers can also be deleted in the Soldier Selection screen.

2. HOW DO I CREATE AN AA3 ACCOUNT?

Answer:

To create an account, do the following:

- In the in-game menu, click "Create New Account"
- Enter the desired username and click "Check Availability".
- Enter the desired password, confirm the password and enter, click "Next".
- Enter your e-mail address and birth-date. Click "Next".
- If you have an *America's Army* account, enter the credentials to validate.
- Confirm all information and click "Finish".
- Enter desired Soldier name and check availability.
- Click "Next" and then "Finish".

2. WHAT IS ROE (RULES OF ENGAGEMENT)?

Answer:

In AA3, the Rules of Engagement system will be integrated into the Integrity value scoring category. Integrity, which is defined as "Doing what is right, legally and morally", is a natural fit to host the Rules of Engagement scoring rule set. By using the Integrity value scoring category, we're building a solid profile metric to learn about the choices a player makes during gameplay, in essence; how ethically a player plays the game. Players who 'Do the right thing, legally and morally' will have a higher Integrity value over those who regularly violate the ROE and whose overall choices indicate a lack of integrity.

Actions that are considered a violation of the Rules of Engagement for AA3 are as follows:

- Damaging any official Army personnel (Drill SGTs, Instructors, etc.).
- Damaging any civilians (non-combatants).
- Damaging any friendly forces (alive or incapacitated teammates, Indigenous Forces, etc.).
- Damaging any official Army equipment or mission objectives.
- Damaging any incapacitated enemies (exception: grenade damage)

3. DO I NEED TO COMPLETE TRAINING TO PLAY ONLINE?

Answer:

No. If you wish, you can start playing immediately. However, you will find that your experience in the game will be greatly enhanced as you work through the Basic Combat Training (BCT) .

4. WHAT DO THE MARKSMAN , SHARPSHOOTER AND EXPERT QUALIFICATION LEVELS MEAN IN TRAINING?

Answer:

Marksmanship qualification means the player has met the minimum standard to be qualified on that level of training, and can now access any "perks" unlocked by successful completion of that training level. For example: a player must hit at least 23 of 40 targets on the Basic Rifle Marksmanship (BRM) rifle range to be qualified Marksman and pass that training level.

Qualifying Sharpshooter means a player has demonstrated his skill in a particular training level by scoring significantly above the required minimum score for that training level. Using the BRM example again, a player is required to hit 30 of 40 targets to be qualified as Sharpshooter. Qualifying Expert on a training level means the player has thoroughly mastered the training level. This is the most difficult level of qualification to achieve, but it is also the most sought after. Returning once again to the BRM example, hitting at least 36 of 40 targets is required to qualify Expert on the BRM course. Players who qualify Expert on the BRM range are also awarded the Expert Marksman Badge (Rifle Bar).

5. WHAT DO THE AIT TRAININGS GET ME?

Answer:

The Advanced Rifleman will unlock the M4A1 Weapon. The Grenadier will unlock 40mm Smoke Grenades. The Automatic Rifleman will unlock the Softbag Ammo (which is smaller, lighter, and quieter than the normal Ammo Box). And the Squad Designated Marksman unlocks the ACOG 4x RCO Optic.

6. DO I GET ANYTHING EXTRA BY QUALIFYING HIGHER THAN "PROFICIENT" QUALIFICATION IN TRAINING?

Answer:

By obtaining a "Proficient" or "Expert" status in training your Soldier will achieve extra Advancement Points and allow you to unlock new training for the chance to qualify and unlock new items for use during online play. Medals are also awarded depending on qualification level. These medals are viewable in the Soldier achievements tab of the main menu.

7. HOW CAN I RE-QUALIFY ON A TRAINING MISSION?

Answer:

It is possible to re-qualify on any training already done to attempt to improve on your previous score. After logging in with your soldier name, click the training tab on the left side of the main menu.

For basic training click once on the checked box that you would like to re-do. A new selection box will appear in the lower right corner showing retry training. Click on retry and proceed with the training session as done originally. After finishing the session, you will be given the option to save your updated score. If your new score is lower than previous attempts, it will not be lowered in your achievements record. You can try as many times as you would like to retrain.

For Infantry MOS Advanced Individual Training (AIT) click training as above and then click on Infantry MOS (Military Occupational Specialty). Next click on the training session that you would like to re-do as

above, and click retry training in the lower right corner. Your new score will be recorded after completing the training.

8. IS THERE ANY WAY TO SKIP PAST THE NPC DIALOGS IN TRAININGS?

Answer:

Normally, this isn't recommended as the instructions are crucial. However, if you're re-qualifying it is possible to skip the audio instruction dialog. When the session begins, click your 'use' button (default space bar) and the instruction should stop. Your player's position will be forwarded to the point in time normally found immediately after the instruction to proceed with training. If the instruction does not stop you have the option to listen to full instruction and proceed as usual, or, click escape, click leave mission, re-enter the training session, and attempt to skip dialog again.

9. DO I NEED TO COMPLETE ANY INFANTRY MOS TRAININGS IN ORDER TO PLAY THE GAME?

Answer:

No, Infantry MOS trainings are for extra weapons and special modifications to your current weapons and ammo.

10. I'VE COMPLETED THE PRE-REQUISITE BCT TRAINING YET I STILL AM UNABLE TO UNLOCK SOME OF THE TIER ONE TRAININGS DUE TO AN "INSUFFICIENT AP" MESSAGE. WHAT DOES "INSUFFICIENT AP" MEAN?

Answer:

"AP" stands for Achievement Points. The "Insufficient AP" message is telling you that you need to earn more Achievement Points before you can unlock the Tier One Level that you wish to play. Additional Achievement Points can be earned by playing on-line.

11. WHAT ARE ADVANCEMENT POINTS AND HOW DO I ACHIEVE THEM?

Answer:

Advancement Points (AP) are used to unlock training. Advancement Points are awarded each time you raise your Honor level.

12. DO I NEED TO COMPLETE ANY TRAINING PRIOR TO UNLOCKING THE "INFANTRY MOS" LEVELS?

Answer:

Yes. In order to unlock the "Infantry MOS" levels you must first complete all five of the "Basic Combat Training" levels, which are; "Fit To Win Obstacle Course", "Basic Rifle Marksmanship", "Weapons Familiarization", "Combat Lifesaving" and the "MOUT Course".

13. WHAT IS LDRSHIP AND WHAT DOES IT MEAN?

Answer:

LDRSHIP is an acronym detailing what is required to progress through *America's Army 3*. Each letter stands for one of the Army's core values, they are:

LOYALTY - Bear true faith and allegiance to the U.S. Constitution, the Army, your unit and other Soldiers. Bearing true faith and allegiance is a matter of believing in and devoting yourself to something or someone. A loyal Soldier is one who supports the leadership and stands up for fellow Soldiers. By wearing the uniform of the U.S. Army you are expressing your loyalty. And by doing your share, you show your loyalty to your unit.

DUTY - Fulfill your obligations. Doing your duty means more than carrying out your assigned tasks. Duty means being able to accomplish tasks as part of a team. The work of the U.S. Army is a complex combination of missions, tasks and responsibilities - all in constant motion. Our work entails building one assignment onto another. You fulfill your obligations as a part of your unit every time you resist the temptation to take "shortcuts" that might undermine the integrity of the final product.

RESPECT - Treat people as they should be treated. In the Soldier's Code, we pledge to "treat others with dignity and respect while expecting others to do the same." Respect is what allows us to appreciate the best in other people. Respect is trusting that all people have done their jobs and fulfilled their duty. And self-respect is a vital ingredient with the Army value of respect, which results from knowing you have put forth your best effort. The Army is one team and each of us has something to contribute.

SELFLESS SERVICE - Put the welfare of the Nation, the Army and your subordinates before your own. Selfless service is larger than just one person. In serving your country, you are doing your duty loyally without thought of recognition or gain. The basic building block of selfless service is the commitment of each team member to go a little further, endure a little longer, and look a little closer to see how he or she can add to the effort.

HONOR - Live up to Army values. The Nation's highest military award is The Medal of Honor. This award goes to Soldiers who make honor a matter of daily living — Soldiers who develop the habit of being honorable, and solidify that habit with every value choice they make. Honor is a matter of carrying out, acting, and living the values of respect, duty, loyalty, selfless service, integrity and personal courage in everything you do.

INTEGRITY - Do what's right, legally and morally. Integrity is a quality you develop by adhering to moral principles. It requires that you do and say nothing that deceives others. As your integrity grows, so does

the trust others place in you. The more choices you make based on integrity, the more this highly prized value will affect your relationships with family and friends, and, finally, the fundamental acceptance of yourself.

PERSONAL COURAGE - Face fear, danger or adversity (physical or moral). Personal courage has long been associated with our Army. With physical courage, it is a matter of enduring physical duress and at times risking personal safety. Facing moral fear or adversity may be a long, slow process of continuing forward on the right path, especially if taking those actions is not popular with others. You can build your personal courage by daily standing up for and acting upon the things that you know are honorable.

14. WHAT ARE LDRSHIP POINTS AND HOW DO I ACCUMULATE THEM?

Answer:

LDRSHIP Scoring System:

LOYALTY

Definition: "Bear true faith and allegiance to the U.S. Constitution, the Army, your unit and other Soldiers"

Scoring: Use teamwork, stick together, operate as a unit!

DUTY

Definition: "Fulfill your obligations"

Scoring: Complete mission objectives, mission first!

RESPECT

Definition: "Treat people as they should be treated"

Scoring: Respect your fellow Soldiers, follow the plan!

SELFLESS SERVICE

Definition: "Put the welfare of the Nation, the Army, and your own subordinates before your own"

Scoring: Treat injured Soldiers, leave no man behind!

HONOR

Definition: "Live up to Army Values"

Scoring: The average of all other attributes, excel in all six!

INTEGRITY

Definition: "Do what's right, legally and morally"

Scoring: Don't violate the Rules of Engagement, play fair!

PERSONAL COURAGE

Definition: "Face fear, danger or adversity (physical or moral)"

Scoring: Engage the enemy, take calculated risks!

15. WHAT ARE COINS, RIBBONS AND MEDALS? HOW DO I ACHIEVE THEM?

Answer:

Coins: Coins are achievements which are awarded in real-time to the player and noted in each round/match after action review (AAR). They are awarded on a round by round basis, and can be earned multiple times. Coins are "game" awards, such as completing a certain number of objectives.

Ribbons: Ribbons are achievements that fall between coins and metals. These are awarded for actions such as playing a map a certain number of times or completing certain types of missions. These are generally long term commitment or achievements.

Medals: These are awards the player can earn once. Medals are earned for special and exceptional actions.

Once coins, ribbons and medals are earned, they are placed in the player's personnel jacket.

Achievements for 3.0

Coins:

- Hawkeye: Neutralize 5 enemies in one round (awarded on after enemy is confirmed).
- Deadeye: Neutralize 3 enemies in a row without leaving sights.
- Tag & Bag: Confirm 50 enemies.
- Mr. Zipcuff: Secure 50 enemies.
- Walk it Off: Complete an objective after being revived.
- Avenger: Neutralize 20 enemies after being revived that had incapacitated you earlier in the round.
- Against all Odds: Win the round while the last man left on your team and outnumbered.
- Ultimate Sacrifice: Dive on a live grenade saving at least one teammate from certain death.
- Distinguished Rifleman: Win 50 rounds as a Rifleman.
- Mission First: Complete 50 objectives as a Rifleman.
- Distinguished Automatic Rifleman: Win 50 rounds as an Automatic Rifleman.
- Suppressive Results: Damage at least 2 enemies with a single trigger pull 50 times as an Automatic Rifleman.
- Distinguished Squad Designated Marksman: Win 50 rounds as a SDM.
- The Consummate Professional: Neutralize 50 enemies with sighted headshots as a SDM.
- Distinguished Grenadier: Win 50 rounds as a Grenadier.
- Two-Birds, One Stone: Neutralize two enemies with one grenade as Grenadier (awarded on after enemy is confirmed).
- Follow Me: Win 50 rounds as Squad Leader.
- Got your Back: Be linked to a teammate when they complete an objective 50 times.
- No "I" in Team: Stay linked to a teammate the entire round.
- Up and at 'Em: Revive 50 teammates.
- Very Important Player: Extract 50 times as the VIP.
- Not on my Watch: Neutralize the VIP 50 times.
- Security Specialist: Capture 50 Take & Hold objectives.
- Recovery Specialist: Recover and Extract 50 carryable objectives.
- Defense Specialist: Win 50 rounds while playing Defense (Defend, Ambush, or Counter).
- Assault Specialist: Complete 50 Activated objectives.
- Stick to the Plan: Complete 30 Squad Leader assigned objectives.
- Spotless Record: Complete 30 consecutive rounds without any ROE violations.
- "V" for Victory: Win 100 matches (any mission/map).
- One Man Army: Win a match without ever being neutralized.

Ribbons:

- Army Service Ribbon: Graduate from Basic Training.
- Czervenia Campaign Ribbon: Accumulate 20 hours of online play.
- Veteran Service Ribbon: Player verifies AA 2.x Account (minimum 20 honor).
- Dedicated Service Ribbon: Player participated in the Beta program.
- Army Overseas Service Ribbon: Play a match on every map (any mission).

Medals:

- Weapons Qualification: Marksman - Achieve 23 hits in BRM.
- Weapons Qualification: Sharpshooter - Achieve 30 hits in BRM.
- Weapons Qualification: Expert - Achieve 36 hits in BRM.
- Weapon Bar: Rifle - Qualify on BRM.
- Weapon Bar: Carbine - Qualify Expert with the M4 in Tier 1 Advanced Rifleman.
- Weapon Bar: M320 - Qualify Expert with M320 in Tier 1 Grenadier.
- Weapon Bar: Auto. Rifle - Qualify Expert with Auto. Rifle in Tier 1 Automatic Rifleman.
- Weapon Bar: M16DMR - Qualify Expert with M16DMR in Tier 1 Squad Designated Marksman.
- Physical Fitness Badge - Qualify Expert on the Obstacle Course.
- Expert Weapons Badge - Qualify Expert on every station in Weapons Familiarization.
- Expert Life Saver Badge - Qualify Expert on the Combat Life Saving course.
- Expert Infantryman Badge - Qualify Expert on MOUT.
- Army Commendation Medal - Qualify Expert on all training missions (BCT & AIT).
- Combat Infantryman Badge - Accumulate 2 hours of playtime in each MOS role.

16. WHICH CONSOLE COMMANDS CAN BE USED IN AA3 AND WHAT DO THEY DO?

Answer:

General Commands:

Say [text] - Shows specified text in global chat

Teamsay [text] - Shows specified text in team chat

FOV [degrees] - Changes the Field of View to the specified degrees

Slomo [speed] - Alters the speed of the game to the value specified. Values above 1 speed up the game, values below 1 slow it down

Showhud - Toggles whether to display or hide the HUD

Togglescreenshotmode - Toggles 'screenshot mode' which removes all text, the HUD and your gun

Setbind [Key,Command] - Binds the specified command to the specified key

Setsensitivity [value] - Changes your mouse sensitivity to the specified value

Shot - Takes a screenshot in .BMP format

Exec [filename] - Executes a file under the \Program Files\Unreal Tournament 3\Binaries directory

Brightness [value] - Changes the brightness to the specified value

Contrast [value] - Changes the contrast to the specified value

Gamma [value] - Changes the gamma to the specified value

Demorec [demoname] - Starts recording an in-game demo with the name specified

Demostop - Stops recording a demo

Demoplay [demoname] - Plays back a demo with the name specified
Switchlevel [mapname] - Changes the level to the map specified
Switchteam - Toggles you to the other team
Suicide - Kills your character
Open [mapname or IP] - Loads up the specified map, or joins the specified IP address
Reconnect - Reconnects to the last connected server
Disconnect - Disconnects from current server
Exit, Quit - Exits the game to desktop immediately

Information Commands:

Stat FPS - Toggles the display of your framerate
Stat Net - Toggles the display of network statistics including Ping
Stat Audio - Toggles information about the audio system
Stat Engine - Toggles information about the rendering system
Stat Game - Toggles information about the game engine

Cheat / Fun Commands:

Behindview - Toggles between 1st and 3rd person view
God - Makes your character indestructible, toggles on or off
Fly - Allows your character to fly
Ghost - Allows your character to fly and move through solid objects
Walk - Switches off Fly and Ghost modes
Allweapons - Gives you all weapons
Allammo - Gives you maximum ammo for all your weapons
Loaded - Gives a combination of all weapons and all ammo
Playeronly - Freezes all bots
Addbots [number] - Adds the specified number of bots to the current game
Killbots - Kills all bots in the game
Giveweapon [itemname] - Gives you a weapon with the specified name.

17. CAN I USE MY AA ACCOUNT IN AA3?

Answer:

No. AA3 introduces an entirely new account system and everyone will need to create a new account. However, you can link your existing AA account with your AA3 account.

18. WHAT DO I GAIN BY LINKING MY AA ACCOUNT TO MY AA3 ACCOUNT?

Answer:

The Veteran Service Ribbon can be obtained by linking accounts. Please note that your AA account needs to have had least 20 honor points.

19. HOW DO I CONNECT DIRECTLY TO A SERVER IF I KNOW THE IP?

Answer:

If you know the IP, you can connect directly to a server. Go to the console (hit ESC to get out of the menu, then hit '~') and type "open 123.45.67.8" Where 123... is the IP address of the server you are trying to get to. If there is a password add to the end of the command "?password=xxxx" so the full command would be open 123.45.67.8?password=xxx

20. HOW DO I GET THE M68 AIMPOINT SCOPE?

Answer:

You must successfully complete the MOUT Shoothouse training.

21. HOW DO I GET THE ACOG 4X SCOPE FOR DESIGNATED MARKSMANSHIP POSITION?

Answer:

You must successfully complete the Tier 1 MOS for the Designated Marksmanship MOS.

22. HOW DO I GET THE SOFTBAG AMMO FOR THE M249?

Answer:

You must successfully complete the Tier 1 MOS for the Automatic Rifleman MOS.

23. HOW DO I GET THE SMOKE GRENADES FOR THE M320?

Answer:

You must successfully complete the Tier 1 MOS for the Grenadier MOS.

24. HOW DO I GET THE M4A1 MWS?

Answer:

You must successfully complete the Tier 1 MOS for the Advanced Rifleman MOS.

25. WHAT DOES IT MEAN WHEN IT SAYS "COMING SOON" ON RAIL SLOTS OR TRAINING LEVELS ETC?

Answer:

It means that feature or training level is still being developed. Expect to see these slots filled as new updates for the game become available!

26. HOW DO I OPEN MAPS IN SINGLE PLAYER?

Answer:

To open a map in single player you will have to load the Persistent Level name in the console (~ = short console, F12 larger console with log). The command for this is as follows:

Open

The following Persistent Levels are playable in single player:

- Alley_Day_Cloudy
- Bridge_Night_Clear
- Impact_Day_Cloudy
- Pipeline_Dawn_Clear
- Ranch_day_fog

27. WHAT ARE THE DEFAULT CONTROLS?

Answer:

Movement:

Walk Forward: W

Walk Backward: S

Strafe Left: A

Strafe Right: D

Lean Left Q

Lean Right E

Crouch: C

Prone: X

Sprint: While walking forward (W) press ALT (Hold for 1 sec)

Vault/Mantle: Space (Only in areas that have a Vault/Mantle volume placed)

Use: Space

Weapon Operation:

Select Primary Weapon: 1

Select M67 Frag Grenade: 2

Select M83 Smoke Grenade: 3

Select M-84 Flash Bang Grenade: 4

Fire: Left Mouse Button

Change Firing Mode: Middle Mouse Button

Toggle Combat/Tactical Mode: Shift

Bring Up Sights: Right Mouse Button

Deliberate Reload: R

Melee Buttstrike: Left CTRL

Throw Grenade: Left Mouse Button

Cook Grenade (Frag and Flash only): Middle Mouse Button (While holding Left Mouse Button)

Toggle Throw/Lob Grenade: Right Mouse Button

Zoom in on Blue Force Tracker: Mousewheel Up

Zoom out on Blue Force Tracker: Mousewheel Down

Tab: Full Size Map/BFT View

Radial Menus:

Open Radial Menu: Hold the radial menu key (any of the following)

Close Radial Menu: Release the radial menu key

Open Weapons Radial Menu: F (Hold)

Select Item and Close Weapons Radial Menu: Right Mouse Button

Open Grenade Radial Menu: G (Hold)

Select Item and Close Grenade Radial

Open Communications Radial Menu: Z (Hold)

Select Item and Close Communications Radial Menu: Right Mouse Button

Open Reload/Weapon Mods/Fix Jams Menu: R (Hold)

Select Item and Close Reload/Weapon Mods/ Fix Jams Menu: Right Mouse Button

Additional Keybinds:

Give M4A1: Backspace
VOIP: V

28. WHERE ARE THE GAME FILES LOCATED?

Answer:

Steam game files are located in the following directories:

Windows 32bit Users: C:\Program Files\Steam\steamapps\common\America's Army 3\AA3Game\

Windows 64bit Users: C:\Program Files (x86)\Steam\steamapps\common\America's Army 3\AA3Game\

29. ARE THERE ANY INVALID CHARACTERS FOR SOLDIER USERNAMES?

Answer:

As it stands, the following characters are invalid for Soldier names:

% \$! ' ~ \ | ' ; " " : / ? , and spaces.

30. HOW DO I TAKE AN IN-GAME SCREENSHOT? WHERE ARE THEY STORED?

Answer:

To take a screenshot, simply press the F9 key. To view your screenshots, navigate to the following directories:

Windows 32bit Users: C:\Program Files\Steam\steamapps\common\America's Army 3\AA3Game\Screenshots

Windows 64bit Users: C:\Program Files (x86)\Steam\steamapps\common\America's Army 3\AA3Game\Screenshots

31. WILL I BE ABLE TO RUN A SERVER AND A CLIENT ON THE SAME MACHINE?

Answer:

Yes. The server and client can run on the same machine, however, both will suffer in performance if you do so. This is only recommended if your computer exceeds the recommended specifications for AA3.

32. WHY CAN'T MY SOLDIER VAULT / MANTLE / RUN OVER 'THIS' SMALL OBJECT?

Answer:

AA3 items have to be flagged with the capability to be vaulted/mantled over. Not all small items have been given this attribute.

33. HOW DO I EDIT MAPS IN AMERICA'S ARMY 3?

Answer:

Currently it is not an option to edit maps. It is planned in the future to allow a person to edit maps and play online in unauthorized mode. That time and date is to be announced later.

34. WHAT IS THE BEST WAY TO GET MY PASSWORD STRENGTH TO "HIGH"?

Answer:

For the most secure password to protect your account there are a few things to consider:

The more characters in the password the more secure it will be. A good mix of numbers, letters, and even symbols will make the password more secure. Stay clear of using birthdays, names, and other words or phrases associated to you.

35. ARE THE MILITARY BRANCH ICONS STILL AVAILABLE IN AA3? HOW TO I OBTAIN ONE?

Answer:

If you would like to have an icon added to your game account, please send a request to aacm@americasarmy.com with a subject line of "In Game Icon". Be sure to send the request from your AKO email account. Include in your email:

1. The Email Account Used Registering for AA3

2. AA3 Game Account Name

Once the AKO/DKO account has been checked for authenticity you will receive an email which must be replied to before the Military icon can be authorized.

PLEASE NOTE: Only those players who possess a valid AKO (.mil) email account are eligible to receive avatars. No other proof of service, including form DD-214, is acceptable.

SYSTEM REQUIREMENTS

1. WHAT ARE THE MINIMUM AND RECOMMENDED SYSTEM REQUIREMENTS FOR AMERICA'S ARMY 3?

Answer:

The minimum and recommended system requirements are:

Minimum Requirements:

Microsoft Windows XP (with Service Pack 2)

Processor (CPU)

3.0+ GHz Single Core CPU

Memory (RAM)

1GB RAM

Video Card

Direct X 9.0c compliant, Shader 3.0 enabled video card with 256MB RAM (NVIDIA 6600 or better/ATI X1300 or better)

Sound Card

Direct X 9.0c compliant sound card (Minimum)

Hard Drive Space

5GB free hard drive space

Network

Broadband Internet Connection

DVD-ROM

4x DVD-ROM (Disc Copies Only)

Recommended Requirements:

Microsoft Windows Vista

Processor (CPU)

2.4+ GHz Dual/Quad Core CPU

Memory

2GB RAM

Video Card

Direct X 9.0c compliant, Shader 3.0 enabled video card with 512MB RAM (NVIDIA 7950 or better/ATI X1950 or better)

Sound Card

Creative EAX 4.0 compliant sound card (Audigy 2, X-Fi series)

Hard Drive Space

5GB free hard drive space

Network

Broadband Internet Connection

DVD-ROM

4x DVD-ROM (Disc Copies Only)

STEAM

1. WHAT IS STEAM AND WHY DO I NEED IT?

Answer:

Steam is gaming community software that offers players pay to play and free games. Steam is also a good way to download AA3 free. Not only does Steam offer all sorts of other games; they also offer ways of staying up to date in the gaming community. You can in-game chat and also use Steam's VOIP (voice over internet protocol). Steam also offers an easy way to keep all of your games organized on your computer and keep them up to date. So, stop by Steam and setup your free account and start gaming with others that have the same desire about gaming. <http://www.steampowered.com>

2. DO I HAVE TO PAY FOR STEAM OR A STEAM ACCOUNT?

Answer:

No, you do not. Steam may be downloaded free of charge from <http://www.steampowered.com>. Once you have installed Steam, you may create a free Steam account from the window that opens when the Steam client is started.

3. IS MY STEAM ACCOUNT LINKED IN ANY WAY WITH MY AA3 ACCOUNT?

Answer:

No, your Steam account is only used to gain access to download and update AA3 through the Steam client. There is no connection to your AA3 game account.

4. WHICH PORTS DO I NEED TO OPEN ON MY ROUTER FOR STEAM?

Answer:

Your network must be configured to allow Steam access to the following ports (in order from highest to lowest priority for QoS users):

Steam Client:

- UDP 27000 to 27015 inclusive (Game client traffic)
- UDP 27015 to 27030 inclusive (Typically Matchmaking and HLTV)
- TCP 27020 to 27050 inclusive (Steam downloads)

Dedicated or Listen Servers:

- TCP 27015 (SRCDS Rcon port)

5. HOW DO I GET NEW UPDATES FOR AA3 USING STEAM?

Answer:

Answer: Steam offers an update feature for every game that they host. By default, all games will automatically update when Steam is started. If you are the kind of person that leaves their computer on all the time with Steam on, then by the time you get home from work, school, or play; *America's Army 3* should be already updated and ready to play.

How to ensure that *America's Army 3* is auto updating:

1. Open Steam.
2. Go to the "My Games" tab.
3. Right click on the *America's Army 3* icon.
4. Select the properties option.
5. A popup box appears and you will select the "Update tab".
5. In the drop down box you will have two selections. Select the "Always keep this game up to date". This is the default option through Steam.
6. Press close.

Now *America's Army 3* will look for updates every time Steam is started.

NOTE: If you have a slower internet connection or are using a wireless connection; you may find that you will want this option turned off. This is because Steam can start updating *America's Army* or any other game(s) while you are playing. This could possibly cause issues with latency (lag).

6. HOW DO I INSTALL AA3 ON A DIFFERENT HARD DRIVE OR IN A DIFFERENT LOCATION THAN THE DEFAULT?

Answer:

Steam installs to the following folder by default:

C:\Program Files\Steam

And files for AA3 are stored in the following folder by default:

C:\Program Files\Steam\SteamApps\Common*America's Army 3*

During the installation of Steam, you have the option to install Steam to a location other than the default. Since Steam relies on the AA3 game files residing in the SteamApps\Common*America's Army 3* folder, your game files will go to whatever folder you have Steam installed in. The game files must be in the SteamApps\Common*America's Army 3* folder in order to function.

7. HOW DO I MOVE MY STEAM INSTALLATION?

Answer:

Warning: It is highly recommended that you create a backup of your SteamApps folder before attempting this process. Neglecting to do so may result in a loss of all of your game content should something go wrong.

If you're low on space on the drive you have Steam installed, you can move the Steam folder to a different location. Here's an example of how to move the Steam installation between two hard drives:

- Log out and exit Steam
- Navigate to the folder where Steam is installed (by default: C:\Program Files\Steam\)
- Delete all of the files and folders except the SteamApps folder and Steam.exe

- Cut and paste your Steam folder to the new location, for example: D:\Games\Steam\
- Launch Steam
- Steam will briefly update and then you will be ready to play
- All future game content will be downloaded to the new folder D:\Games\Steam\SteamApps

8. HOW CAN I TRANSFER AA3 TO ANOTHER COMPUTER IF I USED STEAM

Answer:

Steam offers a convenient backup system with their client. You will need approximately 5 gigs of space in order to transfer the program.

To Backup the Game:

- With the Steam Client open, go to "File" and select "Backup Games..."
- Select "*America's Army 3*" and click next.
- Select the location where you wish to store the game for the transfer.
- Click Next again to chose a name for the file backup. This step also allows you to break the backup into smaller parts. You can break them down into separate CD's, DVD's or by entering a custom size that is bigger than the size of the game, it will be compressed into a single file. (Ideal for using removal storage devices)
- Click Next again to start the backup process.

To transfer the Game:

Once the backup is complete, you are given the option to view the backup folder where you stored the file. Open up the folder you created to reveal folders labeled "Disk_#". Each folder listed is how many different allocations you separated the game into. Each one of these folders needs to be transferred to the same directory on the new computer.

To restore the game on the new computer:

- Confirm that all of the allocation folders are in the same directory on the new computer.
- Open the folder labeled "Disk_1" and launch the file "steambackup.exe".
- Select "Restore ". This will launch a new window with prompts
- On the new window select Next to give you options with creating shortcuts to the game.
- Clicking next one more time will initialize the restoration process. After the process is finished you should now have the game in the steam client of the new computer.

9. HOW CAN I PROTECT MY STEAM ACCOUNT?

Answer:

Steam Friends:

- Steam Support does not contact users over the Friends network - decline Friends requests from users you do not know.
- Steam Support will never need your password for any reason. Ignore any password request you receive.
- Remember, anyone can attempt to add you to their Friend's list

- Simply by observing your in-game nickname, or if they know your account's contact e-mail address - for this reason we recommend that you keep in mind that the users who have added you may not be people you have spoken with before.
- Users can change their Friends nicknames at any time.

Account Phishing:

Attempting to trick other users into providing password information is commonly called "phishing" - unfortunately, some individuals are using deliberately-deceptive Friends nicknames to request password information from other users. Steam Support does not use the Friends network to contact users, nor will we request CD Key information or credit card purchase information unless you have contacted us for assistance by using the Steam Support System.

Things to Watch Out For:

Account hijackers have several common methods of attack, most of which rely upon misinformation or deception. Your account cannot be stolen if you refrain from sharing your account and be aware of the following:

Requests for login and password information -

- Deny requests for login and password information from other users. Do not share your account login information with anyone. No reputable gaming clan will ask for your login information to join. Game server administrators do not need your Steam account information.

Unsolicited messages from "Steam Support" (Phishing Scams) -

- Ignore unsolicited messages from "Steam Support" unless the message originates from the support.steampowered.com domain.

Malicious programs in downloads -

- It is common for executable (.EXE) files, dynamic link libraries (.DLL files), and batch (.BAT) files being offered as parts of "mods" to contain malicious software designed to steal Steam account login information. Hacks are another very common source of malicious programs.

Examples of hijacking attempts - :

- A list of recent scams is maintained on the www.steampowered.com forums in the Hijacking Alerts thread.

General Security Recommendations:

Select a Strong Password -

- A strong password is a necessary first step toward ensuring the security of your account. Your password should meet all of the minimum requirements listed below:
 - Use at least 6 characters
 - Use a combination of uppercase and lowercase letters.
 - Include at least one number within the password
 - Do not use a name, a word that could be found in the dictionary, or a series of letters as it appears on the keyboard ("qwerty" and "12345" are not secure passwords)
 - Use unique passwords
- Make sure you are using a different password for your Steam account, your Steam Support account, and your contact e-mail address.
- If you participate in any gaming forums, make sure that your username and password on the forum site is different from your Steam username and password.

Scan your computer -

- Regularly scan your computer for viruses, key loggers, spyware, and other malicious code with a virus scan utility that has the most recent virus definitions.

Avoid insecure computers -

- Avoid accessing your Steam Account from internet cafes or shared computers - if you must use an internet cafe or shared computer, make sure it has been scanned for viruses, trojans, and keyloggers.

Always log out of your account on shared machines -

- If the machine you use to access Steam has multiple users, be sure to exit and log out of Steam when you are done using the machine (if the "Remember Password" option is checked or if Steam is minimized to the System Tray but not fully closed another user may be able to access your account).

SERVERS

1. HOW DO I RUN MY OWN AA3 SERVER?

Answer:

Starting an AA3 Server

In order to start an AA3 server, you will need to download the *America's Army 3* Dedicated Server which

is located on the steam "Tools" tab.

Note: the path of the dedicated server is as follows

C:\Program Files\Steam\steamapps\common\recon dedicated server - beta\Binaries

Once the dedicated server is downloaded you will be able to launch it by double clicking.

Once launched, you will see a command window with a prompt to choose the desired map for the AA3 game server. Select the desired map by entering the corresponding number and hit ENTER.

Once a level is selected you can choose the mission type for the AA3 game server. Select the mission type by entering the corresponding number and hit ENTER.

You've started an *America's Army 3.0* server!

2. WHAT ARE THE AMERICA'S ARMY 3.0 SERVER COMMAND LINE OPTIONS?

Answer:

The game's working directory must be the /Binaries.

The basic command line is:

```
aa3game.exe server BaseMapName[Options] [MULTIHOME=x.x.x.x] [--CONFIGSUBDIR=]
```

BaseMapName

The following maps are shipping with AA3.0 and can be put in the "BaseMapName" portion of the server command line:

- Alley_day_cloudy
- Bridge_night_clear
- Impact_day_cloudy
- Pipeline_dawn_clear
- Ranch_day_fog

Options -

Options are placed immediately after the "BaseMapName" and will begin with a questions mark option.

System Options/Features – System options and features let you control such things as VOIP, server authorization, game server time and player counts. They include:

- ?EnableTS3=Y/N – Enables/Disables TS3. The default is set to enabled in the INI file.
- ?GLOBAL - Enables official/authorized server. This option is mutually exclusive with the ?LAN option.
- ?LAN - Starts a Local Area Network(LAN) server that does not authorize with the authentication system. It enables the LAN MBS system. It is mutually exclusive with the ?GLOBAL option

- ?MaxSpectators=## - where ## is a number 0 through 6, inclusive. Controls how many spectators may watch the game.
- ?MaxPlayers=## - where ## is a number between 2 - 26, inclusive. Controls how many players may join the server.
- ?TimeLimit=## - where ## is a number for how long rounds are in minutes.

Mission Options – mission options control the game type and variants that can be played during a mission. They include:

- ?MissionType=[type of mission].
- ?MissionVariant=[xxxx] - - Name of the mission variant. Variant of missions are dependent on their appropriate.
- ?MissionSize=[size] - Sizes are small, medium and large. For AA 3.0 only large maps are available.
- ?MissionTourID=inf - Only infantry missions are available with AA 3.0.

Mission Types describe the manner of game play and include:

- CLASSIC : Classic Objective – Classic game play from AA version 2.x
- CO : Carry-able Objective - Each team must retrieve and extract an item (like a suitcase)
- TAH : Take and Hold - Each team must take and hold one of more objective areas on the map
- VIP : VIP Escort – One team escorts a VIP for extraction while the other team tries to stop them
- AO : Activated Objective – Each team must activate an objective
- AD : Assault Defense – One team assaults a position while the other team defends it (NOTE: this can also denote classic game play).

Mission Variants allow for future versions of AA3 to change the layout of a Base Map (NOTE: this is for a future release). Mission types are Base map dependant and Mission Variants are Base map and Mission Type dependent. Available mission type/mission variant combinations are for each base map are:

Base Map	Mission Type, Mission Variant
Alley_day_cloudy	CO, dev TAH, east VIP, dev
Bridge_night_clear	classic, dev1 AO, dev1 CO, dev1
Impact_day_cloudy	AO, dev1 TAH, dev

	VIP, dev
Pipeline_dawn_clear	classic, AD TAH, dev VIP, dev1
Ranch_day_fog	AO, dev1 CO, dev1 VIP, dev1

Authentication Support for Global Servers

- ?AuthServerPassword=xxxx - where xxxx is the password for your AA3 authorized or official server account.
- ?AuthServerUserName=xxxx - where xxxx is the user name for your AA3 authorized or official server account.
- ?AuthServerIP=x.x.x.x - where x.x.x.x is the IP address for your AA3 authorized or official server account.
- ?AuthServerPort=x - where x is the port used for your AA3 authorized or official server account. The default is 8777 and typically this is not used for standard installations.

Multihome Support (Multiple Server Instances)-

Add "MULTIHOME=x.x.x.x" (where "x.x.x.x" is the IP Address to bind the server to) to the end of the server line (be sure to put a space prior to the "MULTIHOME" after the last server option.

Custom Configuration Files

America's Army 3.0 uses the UnrealEngine 3 standard of completely unique sets of configuration files stored in separate subdirectories for those wishing to specify custom configurations on the command line. Each subdirectory must be created under the AA3Game/Config directory (create a subdirectory of the primary "AA3Game/Config" subdirectory). You do not need (nor should) put the entire path as the value for this option.

Example: To store a customer specific configuration file for the customer "JohnsServer" you would create a subdirectory "[AA3 Installer Directory]/AA3Game/Config/JohnsServerConfig" and then add this to your server's command line:

- CONFIGSUBDIR=JohnsServerConfig

- If the directory does not exist the game will automatically create it and populate it with the default configuration values.

Typically this would be used in conjunction with the MULTIHOME option or to run custom configuration options.

PUNKBUSTER

1. DO I HAVE TO USE PUNKBUSTER?

Answer:

No, as before, it will remain optional. However, some servers may require that you have PB enabled.

2. WILL PUNKBUSTER STILL BE INTEGRATED INTO THE GAME?

Answer:

Yes. Integration means that PB will operate directly from within the game.

3. WHAT IF I'M INCORRECTLY DETECTED BY PB AND FLAGGED AS A CHEATER?

Answer:

We do our best to prevent this such occurrences. However, if this does happen, players are should contact us at support@evenbalance.com as soon as possible. We will conduct direct testing to determine if there was a false violation. Then, we will attempt to fix the problem and make a news announcement informing administrators to give players the benefit of doubt.

4. DOES PB CAUSE LAG?

Answer:

In general, no. Unless you have a very low bandwidth connection, you should not experience any lag. If you are on a slow connection, PB may indeed influence your game play, especially if your PB software is being updated or a screenshot is being requested.

5. DO I HAVE TO UPDATE MY HARDWARE TO BE COMPATIBLE TO PB?

Answer:

In general, no. If your PC is running under the minimum specs of the game there could possibly be some issues. You are welcome to contact us and we'll see if it's possible to fix this in some way.

6. WHY DON'T CHEATERS JUST HACK PB AND MAKE IT USELESS?

Answer:

PB has the advantage of automatically updating when new versions are available. The PB System is designed so that PB Servers request and download new PB versions from PB Master Servers, and distribute these new versions to every client that is connected. This auto-update works in the background so you will usually not notice any effect to game play. So even if some cheaters spend their time hacking PB... we can put out a new version very quickly and detect such hacks. Cheaters caught modifying PB hacks will also be globally banned and not be able to play again.

7. DOES PB SCAN MY HARD DISK?

Answer:

PB does not scan your hard disk. PB scans your memory, and if it finds a working cheat there you will be busted.

8. DOES PB SEND ANY PRIVATE DATA SOMEWHERE?

Answer:

PB will not send any private data from your PC to any server. The only things it will send is:

- a) screenshots if requested by the server
- b) PB violations (something like "hey, this punk is using a cheat, bust him") which will result in you being kicked from the server

9. I STILL DON'T TRUST YOU... HOW CAN I BE SURE THAT YOU ARE NOT SENDING OUT PRIVATE DATA?

Answer:

Unlike most freeware programs, PB takes their privacy very serious. PB is an industry trusted anti-cheat software system integrated into many games, as a paid service. PB has been around for several years now and consistently enforces policies to prevent such unwanted transmission of private information. PB has a privacy statement published on their website. And, you still have the option not to use PB.

10. I STILL HAVE MANY QUESTIONS ABOUT PB, CAN I READ MORE ABOUT IT?

Answer:

There is documentation available for both clients and admins on their website at <http://www.evenbalance.com>

11. I WOULD LIKE TO REPORT A POTENTIAL CHEAT OR HACK, CAN I?

Answer:

Sure. You can email them at research@evenbalance.com and they will look into it.

12. HOW DO I KNOW IF I MUST UPDATE PUNKBUSTER MANUALLY?

Answer:

Most time PunkBuster updates automatically. If you can't connect to a server it might be a PunkBuster related issue. Contact the support staff to get more information.

AMERICA'S ARMY 3.2 TRANSITION

1. DO I HAVE TO DOWNLOAD AND INSTALL STEAM TO PLAY THE LATEST AND FUTURE VERSIONS OF AA3?

Answer:

Yes. To ensure that you always have the latest version, and to take advantage of everything AA and Steam have to offer, you need to download, install and allow Steam to keep you updated.

2. HOW DO I CREATE A STEAM ACCOUNT?

Answer:

Following the instructions for "Installing Steam" in the "AA3 Steam Transition Guide" document located on the steam transition section of the AA forums at

<http://forum.americasarmy.com/viewforum.php?f=39>

3. AFTER I TRANSITION TO STEAM, WILL I BE ABLE TO SEE ALL OF MY SCORES AND ACHIEVEMENTS?

Answer:

Yes! After AA3 installs, the software will guide you through the import process. This will allow you to transfer up to 24 soldiers into your Steam Account.

4. AFTER I INSTALL THE GAME THROUGH STEAM, CAN I UNINSTALL STEAM AND STILL PLAY THE GAME?

Answer:

No. You must be logged into your Steam account to play *America's Army*.

5. IS THERE AN AA FORUM ON STEAM?

Answer:

Yes. The Steam AA forum is located at

<http://forums.steampowered.com/forums/forumdisplay.php?f=613>

6. WHAT IS THE AMERICA'S ARMY STEAM GROUP AND HOW DO I JOIN IT?

Answer:

In the Steam community, joining a group keeps a player up to date on any news the game developers publish for the community. Please visit <http://steamcommunity.com/games/aa3>, and click the JOIN button at the upper right of your screen.

7. WHERE CAN I GET HELP WITH STEAM?

Answer:

Please visit <https://support.steampowered.com/>. If you need help with *America's Army*, please visit <http://www.americasarmy.com/support/> or email us at aacm@americasarmy.com.

8. WHERE CAN I LEARN MORE ABOUT STEAM?

Answer:

Please visit <http://store.steampowered.com/about/> to learn all there is to know about Steam.

9. WHY DO I HAVE TO REGISTER A NEW ACCOUNT TO CONTINUE PLAYING AA3?

Answer:

We have switched over to using Steam Authentication Services. This means that users that have been using the Deploy Client will have to create a new account with Steam in order to transfer current player scores and achievements to the new authentication.

10. I HAVE A PROBLEM WITH MY GAME, NOT STEAM. WHERE CAN I GET HELP?

Answer:

If you need help with the transition from the Deploy Client to Steam, please visit <http://www.forum.americasarmy.com/>. If you need general *America's Army* assistance, please visit our Support home page located at <http://www.americasarmy.com/support/>.

AMERICA'S ARMY 3.2 TRANSITION: DEPLOY CLIENT

1. IF I USED TO PLAY AA3 USING THE DEPLOY CLIENT, DO I HAVE TO DOWNLOAD THE WHOLE GAME AGAIN?

Answer:

Yes. Unfortunately there is no way for Steam to utilize the Deploy Client's AA installation files. As such, you'll need to allow Steam to complete a new installation for you. The good thing is that Steam will always ensure that you have the latest version.

2. HOW DO I UNINSTALL THE DEPLOY CLIENT?

Answer:

Please follow the procedure found here, <http://forum.americasarmy.com/viewtopic.php?f=39&t=3129>

AMERICA'S ARMY 3.2 TRANSITION: GENERAL

1. WHY IS AMERICA'S ARMY SWITCHING SOLELY TO STEAM FOR DISTRIBUTION?

Answer:

Using Steam exclusively reduces the number of steps in our production pipeline by only requiring the delivery of the game to one primary distributor so it will take less time to get the game to the players. In addition, Steam will allow AA users the ability to store up to 24 different Soldiers with unique names in the Steam Cloud, and the ability to merge multiple AA3 accounts into one Steam account. It will also standardize the interface tools that are accessed via the client so all AA3 players will see same overlay and leaderboards.

2. WAS THIS DECISION A RESULT OF AN ISSUE WITH PRAGMATIC'S PERFORMANCE?

Answer:

No. We have been partners with Pragmatic for a long time and we appreciate their dedication to the program. The decision regarding the change to the backend and distribution service is not a reflection on Pragmatic or their performance. We made this decision as we plan for the future of the AA brand. Using Steam exclusively reduces the number of steps in our production pipeline by only requiring the delivery of the game to one primary distributor so it will take less time to get the game to the players. Discontinuation of authentication support for AA2 will allow us to redirect our resources to future development efforts.

3. HOW DOES THIS AFFECT THE HONOR PROGRAM?

Answer:

As of December 19, there will be no honor bearing servers for AA2. There will continue to be honor servers for AA3, however we are reworking the way the honor server program is run. We are working with AA2 and AA3 honor providers to determine the best course of action moving forward and will let the community know of changes to the program once it's finalized. We appreciate everyone's patience as we incorporate these changes.

AMERICA'S ARMY 3.2 TRANSITION: WEB SITES

1. WILL MBS BE DISCONTINUED AS WELL?

Answer:

Yes. As we discontinue authentication support for AA2 there will be no need for MBS.

2. WILL MISSION DEPOT REMAIN ONLINE?

Answer:

No, Mission Depot will be discontinued.

3. WILL WE STILL HAVE COMBAT MAPS, HIT MAPS AND ALL THE OTHER FEATURES ON AMW?

Answer:

In an effort to consolidate all the *America's Army* websites, all information will be distributed the main webpage www.americasarmy.com. At this time, the features will not be replaced but we are looking to add features to the website in the future. Therefore we will be discontinuing AMW.

AMERICA'S ARMY 3.2 TRANSITION: AA2

1. WHY IS AA2 IN FREE-PLAY MODE AND WHY CAN'T I EARN HONOR POINTS ANYMORE?

Answer:

As of December 19, 2011 we will no longer be supporting authentication for AA2, and as a result points will no longer be accrued. You may still play AA2 though, just without the points.

2. WILL AA2 EVER GO BACK TO HAVING HONOR POINTS?

Answer:

No. We've decided that it would be in the best interest of the game to focus all our resources toward future development of AA.

3. CAN MY AA2 STATS STILL BE TRACKED IF THERE IS NO AUTHENTICATION SUPPORT?

Answer:

No.

4. IS AA2 SHUTTING DOWN COMPLETELY?

Answer:

No, the game will remain available in free-play mode.

5. WITH NO MORE AUTHENTICATION SUPPORT FOR AA2, WILL THERE STILL BE SERVERS TO PLAY ON?

Answer:

That will depend entirely on the community and will last as long as someone is interested in hosting an AA2 server.

6. DO I NEED TO INSTALL STEAM TO CONTINUE PLAYING AA2?

Answer:

No. The AA2 series is not supported by Steam.

AMERICA'S ARMY 3.2 TRANSITION: INSTALL / UNINSTALL

1. HOW DO I UNINSTALL THE DEPLOY CLIENT?

Answer:

Please follow the instructions in the "AA3 Steam Transition Guide" found here, <http://forum.americasarmy.com/viewtopic.php?f=39&t=3129>

2. HOW DO I UNINSTALL THE DEPLOY CLIENT VERSION OF AA?

Answer:

Please follow the instructions in the "AA3 Steam Transition Guide" found here, <http://forum.americasarmy.com/viewtopic.php?f=39&t=3129>

3. WHY DO I NEED TO UNINSTALL THE DEPLOY CLIENT?

Answer:

Uninstalling Deploy and installing Steam will ensure you always have the most current version of *America's Army*.

AMERICA'S ARMY 3.2 TRANSITION: GAME FEATURES

1. WHAT HAPPENED TO THE IN-GAME NEWS?

Answer:

All the in-game news is now found within the new game loader.

PARENTS INFO

1. WHAT IS THE *AMERICA'S ARMY* GAME?

Answer:

An accurate portrayal of Soldier experiences .

The *America's Army* game provides civilians with an inside perspective and a virtual role in today's premier land force: the U.S. Army. The game is designed to provide an accurate portrayal of Soldier experiences across a number of occupations. In the game, players will explore progressive individual and collective training events within the game. Eventually players advance to multiplayer operations in small units.

2. WHY HAS THE ARMY CREATED THIS GAME?

Answer:

It is part of the Army's communications strategy.

The Army's game is an entertaining way for young adults to explore the Army and its adventures and opportunities as a virtual Soldier. As such, it is part of the Army's communications strategy designed to leverage the power of the Internet as a portal through which young adults can get a first-hand look at what it is like to be a Soldier. The game introduces players to different Army schools, Army training, and

life in the Army. Given the popularity of computer games and the ability of the Internet to deliver great content, a game was the perfect venue for highlighting different aspects of the Army.

3. IS THIS A RECRUITING TOOL?

Answer:

It provides young adults with virtual insights about the Army.

The game is designed to provide young adults and their influencers with virtual insights into entry level Soldier training, training in units and Army operations. As in the past, the Army's success in attracting high-potential young adults is essential to building the world's premier land force. The passage of time, elimination of the draft and reductions in the size of the Army have resulted in a marked decrease in the number of Americans who have served in the Army and from whom young adults can gain vicarious insights into the challenges and rewards of Soldiering and national service. Therefore, the game is designed to substitute virtual for vicarious experiences. It does this in an engaging format that takes advantage of young adults' broad use of the Internet for research and communication and their interest in games for entertainment and exploration.

4. SHOULD CHILDREN 13+ BE EXPOSED TO WHAT THE ARMY DOES?

Answer:

Young adults can see how our training builds and prepares Soldiers to serve in units in defense of freedom.

In elementary school kids learn about the actions of the Continental Army that won our freedoms under George Washington and the Army's role in ending Hitler's oppression. Today they need to know that the Army is engaged around the world to defeat terrorist forces bent on the destruction of America and our freedoms. The game provides a virtual means to explore a variety of Soldier experiences in basic training, advanced training, and training missions in real world Army units, so that young adults can see how our training builds and prepares Soldiers to serve in units in defense of freedom.

5. WHAT MAKES AMERICA'S ARMY DIFFERENT FROM OTHER ACTION GAMES IN THIS GENRE?

Answer:

We emphasize teamwork, values and responsibility as means to achieving goals.

In *America's Army* we emphasize teamwork, values and responsibility as means to achieving the goals. We believe that several factors make *America's Army* different from other games.

Training & Teamwork

First, the game mirrors the Army in terms of the progression of game play and experiences. Just as new Soldiers must complete basic and advanced training before joining Army units, gamers must complete training to advance to online multiplayer missions. Additionally, success in the Army is a team effort. Consequently, the game reinforces this emphasis on teamwork by creating online teams. The game provides realistic situations in which mission accomplishment becomes a function of team effort.

Responsible Play

Just as is the case with the Army, the game has a firm grounding in values. For example, the game establishes Rules of Engagement and imposes significant penalties for violations of these rules. Players who violate these rules or who engage in activities such as intentional friendly fire, can find themselves

in a virtual representation of the Army's jail at Fort Leavenworth or thrown out of the game. People will also be able to play the role of a combat medic, and the team will be awarded points for completing the mission with everyone still alive versus other games that do not reward the preservation of life.

Missions

In the game members of a team always see themselves as being U.S. Army Soldiers. In contrast members of the opposing team look like hostile forces. Hence, in reality everyone playing the *America's Army* game is actually playing the role of a U.S. Soldier.

Player and Army Privacy

Finally privacy is a big concern for us. Players register under a userid and gameplay information cannot be traced to an individual's real identity. The game puts the player in the role of a Soldier but does not incorporate expert knowledge with regard to Army tactics, techniques or procedures. All game play is conducted using the player's own tactics and procedures so as to protect the security of Army operating procedures.

6. WHAT IS GAMEPLAY IN THE GAME LIKE?

Answer:

The game mirrors the Army in terms of the progression of game play and experiences.

In *America's Army* we emphasize teamwork, values and responsibility as means to achieving the goals. The game reinforces teamwork in creating online teams and through its application of realistic situations in which mission accomplishment and achieving the game objective becomes a function of team effort. People are also able to play the role of a combat medic, and with this position the team will be awarded points for completing the mission with everyone still alive vs. other games that do not reward life. Players who disregard the rules are penalized or thrown out of the game. The game is designed to show young adults what the Army is all about and that the route to success in the Army entails internalizing a system of "noble" character traits (selfless service, teamwork, duty, loyalty, courage, honor, and integrity.)

7. HOW ARE YOU ENCOURAGING TEAMWORK IN THIS GAME?

Answer:

Mission accomplishment, achieving game objectives and progressing in the game becomes a function of team effort.

The Army is a team effort, and the game reflects this team focus by structuring online play around teams in which mission accomplishment, achieving game objectives and progressing in the game becomes a function of team effort. The team play concept has been implemented in a strategic and innovative way as gamers always play in a team and are bound by the laws of land warfare, Army values and realistic Rules Of Engagement (ROE). In squad versus squad operations gamers will always perceive that they are on the U.S. Army team, regardless of which team they join. Therefore, a player's comrades are always in U.S. Army uniforms - but to the opposite team, the player and his teammates look like the enemy. This way no one can take on the role of an enemy during non-training mission. In order to emphasize the importance of teamwork and rules of engagement, players who engage in fratricide or who violate their rules of engagement incur significant penalty points. At a certain threshold, these penalty points result in a player being removed from gameplay to a virtual version of the Army Disciplinary Barracks at Fort Leavenworth.

8. HOW ACCURATE IS THE TRAINING IN THIS GAME?

Answer:

Training missions provide players an opportunity to familiarize themselves with Army training facilities, materiel, communications procedures and game controls.

Basic training missions include the rifle range and an obstacle course to show players what infantry training is really like, and teach players how to use the game's controls. Additionally, these missions provide players an opportunity to familiarize themselves with Army training facilities, material, communications procedures and game controls before going online. The game environments were created based on their real life counterparts on Army bases such as at Fort Benning, Georgia. Therefore when new Army recruits go to the obstacle course or the rifle range in basic training they will be able to immediately recognize their surroundings from the *America's Army* game, even down to the trees in the area.

9. HOW GRAPHIC IS THE VIOLENCE IN THIS GAME? HOW ARE KILLS DEPICTED?

Answer:

The *America's Army* team built the game to provide entertainment and information without resorting to graphic violence and gore.

The *America's Army* game falls well within the parameters of a teen rating as established by the Entertainment Standards Rating Board (ESRB). This rating provides parents with guidance as to the age appropriateness of the game and is based upon the game's portrayal of the use of force and the fact that game characters show a small puff of blood when injured. We built the game to provide entertainment and information without resorting to graphic violence and gore. When a Soldier is killed, that Soldier simply falls to the ground and is no longer part of the ongoing mission. The game does not include any dismemberment or disfigurement.

10. DOES THE GAME ENCOURAGE PLAYERS TO KILL OTHER GAME PLAYERS?

Answer:

Violence merely for the sake of violence is not part of the Army and therefore is not rewarded within the game.

Not at all. Success in the Army's game depends upon factors such as teamwork, situational awareness and navigating life challenges by balancing goals, resources and values. Violence merely for the sake of violence is not part of the Army and therefore is not rewarded within the game. Among other things, the game depicts the Army's sanctioned use of armed force in defense of freedom. This use of force occurs in the game, as it does in the Army, within rules of engagement and the laws of war. Violations of these rules and laws can result in a player's character spending a round in a virtual jail cell or being permanently banned from the game. Therefore, if you shoot an innocent civilian or a friendly force Soldier in the game, you will see the consequence: you will go to a virtual jail. Moreover, operations against hostile forces are only a portion of a Soldier's experience and therefore, only a portion of the Army's game. Less than 15% of the missions in the game depict training with weapons, roughly one-fifth depict training in units with our laser-tag systems, and one-fourth depict training in which there are no weapons. Team based combat missions are approximately only 40% of the game. In addition, those Soldiers who do a good job protecting other Soldiers who are achieving the objective will gain points.

11. HOW HAVE YOU DESIGNED THE GAME SO THAT HONORABLE GAMEPLAY IS ENCOURAGED?

Answer:

If they fail to operate as a member of a team that is operating towards achievement of a U.S. Army objective, then they will have a hard time advancing in the game.

Within the game, actions are linked to consequences. If players violate rules of engagement, if they fail to safeguard noncombatants, if they shoot friendly players, if they fail to operate as a member of a team that is operating towards achievement of a U.S. Army objective, then they will not advance in the game. Rather they will lose standing, or spend a round in a virtual jail cell at Fort Leavenworth. Your game character can be permanently banned from the game if you exhibit a pattern of conduct that is at odds with Army values.

Self Disciplined Play

The game establishes a "records jacket" for each player, much as the Army has a personnel record for each Soldier. This record will be the player's training and service record to include acts of fratricide, violations of Rules of Engagement and other information that attests to a game player's performance as a member of a team. Other team players will be less likely to choose you as a teammate if you have a history of friendly-fire violations or low standing in honor points.

In addition, a combat effectiveness meter gauges the player's ability to hit the target in different situations and also how responsible the player is in combat. This too will affect a player's ranking.

12. HOW DO PLAYERS EARN AND LOSE HONOR POINTS?

Answer:

Violations of Army values or norms of behavior incur substantial penalties that result in a loss of honor points.

Your character advances in the game by achieving objectives like protecting the Alaskan Pipeline, rescuing a prisoner of war, and preventing the sale of Stinger missiles to terrorists. Alternatively, your game character loses points for failing to operate within rules of engagement or for violating the laws of war or failing to safeguard noncombatants. In the game, players start with ten honor points. Violations of Army values or norms of behavior incur substantial penalties that result in a loss of these honor points. When a player's character reaches zero honor points, it is banned from the game. In addition a combat effectiveness meter gauges the player's ability to hit the target in different situations and also how responsible the player is in combat. This too will affect a player's ranking. Loss of points also reduces your standing in the game in that you will be less likely to be a team leader in online play or to pick your favorite positions in a virtual squad, and other online game players can see your standing and will be less likely to choose you as a teammate if you have a history of friendly-fire violations or low standing in honor points. In addition, players who wish to play the role of Special Forces Soldiers must have an honor rating of 15 as part of their qualifications. In the Army's game, your game character can spend a round in a virtual jail cell for behavior that would land you in jail in real life.

13. AT ONE STAGE OF THE GAME, PLAYERS ARE INSTRUCTED ON THE FUNDAMENTALS OF BASIC RIFLE MARKSMANSHIP. DOES THIS TEACH YOUNG ADULTS HOW TO SHOOT A WEAPON?

Answer:

There is no way that manipulating a keyboard and mouse, as players do in the Army's game, can provide vital cues on key elements of marksmanship

We included the rifle range because that is a basic and obvious part of military training - something a new recruit will immediately become familiar with. While the game introduces players to the look and procedures of marksmanship training, clicking a mouse is absolutely not applicable to actual marksmanship training.

When we qualify Soldiers as marksmen we send them to a rifle range. We put a rifle in their hands, not a keyboard and mouse. There are a lot of physical mechanisms entailed in mastering a firearm that cannot be replicated in a game. Indeed, there is no way that manipulating a keyboard and mouse, as players do in the Army's game, can provide vital cues on key elements of marksmanship such as trigger pressure, weapon cant and body position. In the Army, under the guidance of expert coaches, our Soldiers first learn how to align their sights. They then fire many rounds to become accustomed to the recoil of a rifle and to learn how to acquire a good sight picture.

Even today, in an age when computer games are ubiquitous, teaching rifle marksmanship is a major hurdle in basic training and a major element of Army refresher training for Soldiers in the force. If games taught Soldiers to become marksmen, Army training would be greatly simplified. However, games don't teach our Soldiers how to shoot so we train them with real weapons and ammo on real rifle ranges.

Games may simulate the real world but they do not recreate it. No one would believe that a child could master a racecar by playing a racing game. Likewise, clicking a mouse, as a player does in the Army game, will never teach a person how to shoot.

14. HOW ARE YOU MAKING SURE THAT YOU ARE PUTTING OUT A RESPONSIBLE GAME?

Answer:

We designed and built the game from the ground up to ensure that it comports with our role as a public institution.

Army Responsibility

From the outset, we wanted to ensure that the overall game effort fit with Army values, the Army's role in society, as well as with our role as a public institution. This meant protecting players' privacy and Army operations security. Importantly, we also wanted to emphasize that the Army is a team-based institution by incorporating incentives throughout the game to play as a member of a team.

We take our public trust very seriously. Therefore, we designed and built the game from the ground up to ensure that it comports with our role as a public institution. We conducted an in depth review of concerns raised about Internet privacy and game violence and took these concerns into account when we designed the Army's game.

Entertainment Software Association Ratings

Throughout the development effort we discussed *America's Army* objectives and content with the computer and video game industry trade association, the Entertainment Software Association (ESA). In keeping with trade practices, the game has secured a Teen rating from the Entertainment Standards Rating Board (ESRB). This rating provides parents guidance as to the appropriateness of the game and is based upon the game's portrayal of the use of force and the fact that game characters show a small puff of blood when injured.

The Army game falls well within the parameters of a teen rating. We built the game to provide

entertainment and information without resorting to graphic violence and gore. Blood is only marginally visible. The game does not include any dismemberment or disfigurement.

15. HOW ARE THE ARMED MISSIONS CONDUCTED AND HOW DOES FORCE AND VIOLENCE PLAY A ROLE IN THEM?

Answer:

Operations within the laws of land warfare and within mission specific rules of engagement (ROE) have been incorporated into the game. There is no dismemberment or glorification of violence.

The Army is an armed force and as such it is organized and sanctioned to employ force incident to combat operations on land. Therefore, any representation of the Army within a game will include representations of the use of armed force. In the game, multiplayer action is conducted in a force-on-force setting without the use of enemy artificial intelligence. Thus, the tactics employed by players are their own. Under the Army sanction to employ armed force, it trains Soldiers to conduct operations within the laws of land warfare and within mission specific rules of engagement (ROE) which have been incorporated into the game. Hence, players whose game conduct is at odds with these rules can experience a variety of penalties. These penalties range from being admonished by a drill sergeant during training for an ROE violation to sitting out a game round in a virtual representation of the Disciplinary Barracks at Fort Leavenworth for more untoward acts. There is no dismemberment or glorification of violence and blood is depicted by a puff of red.

16. WILL A RECRUITER GET MY INFORMATION IF I PLAY THE GAME?

Answer:

Recruiters will not have any information about the players unless players purposefully identify themselves and request information.

Player privacy is protected in a number of ways to ensure that the Army will not know the names and addresses of players. Recruiters will not have any information about the players unless players deliberately identify themselves and request information. Within the game players operate under a nom-de-guerre or nickname that protects their anonymity. There is no way for the Army to connect this nom-de-guerre to an individual or an address. This veil of anonymity is only raised at such time that players may wish to provide their names for the purpose of obtaining more information about the Army or Army career opportunities.

17. WILL THE GAME PUT COOKIES ON MY COMPUTER?

Answer:

The game does not use cookies or other methods of accessing information from your computer through a Web browser.

The game was designed to protect user privacy. The game does not use cookies or other methods of accessing information from your computer through a Web browser. The only information retained on your computer is game state information such as your progress in the game or the special training you may have completed in the game. This information is exchanged with our web servers when you play online so that you obtain credit for progress you have made in your virtual Army career. When players log into our online game system, they do so by creating and using a userid or nickname and a password of their choosing. Our entry server then authenticates this information as well as the player's game state information. At log in, the player's Internet Protocol (IP) address is also checked against a list of banned addresses to screen out disruptive players or players that exhibit inappropriate behavior. After authentication, the IP address is disassociated from the nickname and game play data, such as statistics

and the players' 'record jacket' of gameplay details, is only logged under this player moniker and password. Therefore, the Game is not designed to collect information on players' web browsing habits, nor will the Game be used for such a purpose.

18. HOW DO I INITIATE CONTACT WITH AN ARMY RECRUITER?

Answer:

There are web links through which players can connect to the Go Army homepage.

In the *America's Army* game there are web links through which players can connect to the Army of One homepage. On GoArmy.com you can explore Army career opportunities or contact a Recruiter. Of course, you can always call your hometown Recruiter directly.

19. WILL THE ARMY KNOW WHETHER OR NOT I'M A GOOD PLAYER?

Answer:

The Army will not be able to identify you individually unless you choose to reveal your personal information.

No. The Army will not be able to identify you individually unless you choose to reveal your personal information. Prior to any point at which you provide sufficient information for an association to be possible between your game data and your name, you will encounter an advisory dialog box from which you can back up. Players who request information AND reveal their nom-de-guerre to Recruiters may have their gaming records matched to their real-world identities for the purpose of facilitating career placement within the Army. Data collected within the game such as which roles and missions players spent the most time playing could be used to highlight Army career fields that map into these interest areas so as to provide the best possible match between the attributes and interests of potential Soldiers and the attributes of career fields and training opportunities.

20. COULD THESE TEAM MISSIONS ACTUALLY HELP SOMEONE LEARN HOW TO PLAN AN ATTACK?
COULD PEOPLE USE INFORMATION GARNERED FROM PLAYING THE GAME TO STAGE ATTACKS?

Answer:

The game does not include any information that could be used against U.S. forces.

No. Just as the game is designed to protect user privacy, it is also designed to protect Army operational security. By design, the game does not include any information that could be used against U.S. forces. Operational missions are played in a force-on-force setting in which game characters are under the control of players. Also, while players are provided guidance by virtual drill instructors during training missions, no confidential Army information is disclosed. Indeed, due to game design, player tactics and procedures are their own.

The scenarios are not set within specific locations or buildings that someone might want to attack. Rather the settings are amalgams from Army operations. Almost all of the operational missions depicted in the game are drawn from Army experience in the conduct of and preparation for homeland defense and operations in defense of freedom. Also, the game embodies certain limitations that are not found on the battlefield or real life. For example, in urban combat Soldiers maneuver through windows, doorways or if necessary, create passages using explosives. Within virtual worlds, such as the Army's game, the random placement of openings in walls or ceilings, through explosive breaching, is not possible. Therefore, in some ways, relying on the game to plan an attack would be foolish.

21. COULD SOMEONE LEARN TO SAVE A LIFE WITH THE COMBAT MEDIC MODULE?

Answer:

Players are learning some basics of lifesaving.

In the Combat Medic training, which takes place at Brook Army Medical Center, players sit through lectures in a classroom setting where they learn how to assess a medical situation, control bleeding, and treat shock. Players are then tested on the medical info. The information given is directly from an actual Army medical center and is medically accurate. So, in actuality players are learning some basics of lifesaving.

22. IS THE *AMERICA'S ARMY* GAME THE ONLY ONE SANCTIONED BY THE ARMY?

Answer:

The *America's Army* game is the only official game of the U.S. Army and only games distributed under that registered trademark are part of the *America's Army* series.