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For DOS / Windows 95 +

Nam / Napalm FAQ and walkthrough.
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Music: I listened to the following Mp3 files to finish the end of the walkthrough:

Godzilla, by Blue Oyster Cult;
I Get Knocked Down, by Chumbawumba;
Higher, by Creed;
But MOST of all, I Want to Get Away, by Lenny Kravitz.

Date:

Version 1.0: 12 March, 2001

I count my dates from when I send them in, not when I write them.

Thank you for deciding to read this. :)

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=====/--Updates--\

Version 1.1.

I added legal info, copyright info etc, and put some more contact info at the bottom. I also moved this very update info, and made the ToC more legible.

Nam / Napalm Explanation:

Nam. Napalm. Hmmm.

I live in Athens, Tennessee. Tennessee is awful, but there are good parts.

Knoxville to the north, and Chattanooga to the south. In fact, I lived on the highway between them, right in the middle.

This highlight of every drive was a visit to the 'McKays Used Books and CD's'.

Each one had a game department, and each one had a copy of Nam/Napalm.

Problem was, one had Napalm, and one had Nam! Everything on the boxes was the same except minor changes to accommodate the names.

I thought I was either dreaming or crazy. You can see how this would be dreamy and déjà-vu like. Oh well, since they were both in boxes I could have pressed my parents to buy me both- then I would have had SOME coffee table conversation starter! I did buy the 'Napalm' game however, and this is important to the explanation.

Anyway, GT decided to name their game 'Nam', but later changed it to 'Napalm'.

You can see this when you open the CD of the 'Napalm' game- the icon is 'Nam'. The name change does carry over into the game and the manual, however. If I had a choice, I'd get 'Napalm', because it would be a later version than 'Nam'.

For my purposes, 'Napalm' will be the name I use from now on.

Napalm claims to be,

"The first all-action, 3D shooter to realistically bring the true experience of war to life."

Note that they make no mention of bringing,

'The true experience of the Vietnam war to life', this is probably to avoid lawsuits.

Example: you can fire a M-60 machinegun for hundreds of rounds continuously, with no need to change your barrel. Overall, the 'experience' of war is rather poor.

Nam claims to be made with the assistance of the official Doom conversion for the Marine Corps. If this is true, our marines are in trouble, or at least were until Unreal Tournament showed up :).

T o C

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Gameplay:

The game is rather dumb. I liked it because I can play with an M-16A2 and claymores. The claymores are probably the best part of the game.

The game is made using the aging Duke Nukem 3D engine, licensed by 3D Realms.

It can use crosshairs and mouse aiming to some degree.

The detail is very poor, so I suggest playing the game on a very small size to get the right look. Screen size is sizeable but as you go to the last biggest sizes, the first removes all but your health and ammo, and the second makes for a screen with no info at all, but it is certainly still playable.

There are lots of buildings with doors, but apparently to save level space the doors (most of them anyway) are inoperable.

You run around shooting people, getting to helicopters and APCs, and picking up health serum. Speaking of which, if the health serum is so secret, why is it scattered around VC hideouts? You also will be required to solve minor 'get from here to here' puzzles. It is a standard FPS that is mostly like a bad Duke Nukem 3D user-created mod.

A.

Terminology:

APC = Armored Personnel Carrier.

Serum = Replacement for health pick-ups.

VC = Vietcong guerillas, the standard enemies in Vietnam.

Huey = Helicopter type.

B.

Thank you's / Credits / Sources:

I played the game for the walkthroughs, and I read the little booklet manual in the CD box door for key info and weapons. Cheats are courtesy GameSages.

Kao Megura, for the Legal Layout.

CAG1226 and Michael Halwey, for the cheats on GameSages.

CJayC for hosting this on GameFAQs.

C.

Contact me:

My e-mail is pyrovulcanus@yahoo.com. E-mail me if you have anything to say, hints, expansions to guides etc, you will get credit. I also want you to tell me if you see this anywhere else but GameFAQs or the specified allowed sites.

1.

Story:

Here is my paraphrasing, and below is the actual quote:

You are Sgt. Alan 'the Bear' Mason, and it is 1966, and the center of the Vietnam War.

You are the 'toughest, most deadly' guy the US has, mainly because the CIA has experimented with a new experimental drug on you, one that can heal you, stimulate you (snicker) and kill your pain.

Your 'mission' is to perform standard operations alone or with stupid AI grunts, always against awful odds. You must survive two tours of duty- War Sucks.

Actual Quote:

NAPALM places you in the center of the Vietnam War in 1966. Sgt. Alan 'the Bear' Mason is the most deadly weapon in the US arsenal. He is a Marine Sergeant that the CIA has 'taken under its wing'. The Bear is the toughest, most deadly one-man wrecking crew in Vietnam. His secret lies in an experimental serum that is a healing agent, a pain killer, and stimulant all rolled into one bad-ass cocktail. His mission is to perform standard military operations, acting alone or in small teams, but always against overwhelming odds. He is the test case for a new type of stealth (HAH!!!) infantryman. His mission (didn't they just say that?) is to survive a couple of tours of duty... (my teacher would freak over this grammar!) just to see if he can live through the side-effects of the drug. War is Hell.

The serum crap is to explain how you make health pick-ups.

For a game that REALLY does a good job of explaining health and armor pick-ups, see Nuclear Strike.

Controls:

The controls are similar to Duke Nukem 3D.

Default:

Arrows: Move

Shift: Run

CapsLock : RunLock

1 to 0 : Weapons

; and ' : Next / Last weapon

Scroll Lock : Holster Weapon. When you holster the M-16, it loads a new clip

A : Jump

Tab : Map

Z : Duck

Ctrl : Fire

[and] : Inventory select

- and = : Shrink and grow screen size

Alt : Strafe

Spacebar : Open / Use

Enter : Use inventory item

Backspace : 180 degree turn (so you face where you were facing away from)

U : Turn on mouse aiming

I : Turn on crosshair

Keypad 5: Center view

Home / End : Aim up / down

(Note: Aiming up / down stays that way until you move it back, but look up / down bounces back when released)

PgUp / PgDn : Look up / down

Ins / Del : Peek left / right

Pause : Pauses the game, holding shift when you pause will avoid the message.

Esc : Back to main menu

F1 : Help

F2 : Save Game

F3 : Load Game

F4 : Sound / music settings

F5 : JukeBox

F6 : Quick Save

F7 : Chase View

F8 : Toggle messages on / off

F9 : Quick load

F10 : Quit to DOS

F11 : Brightness

F12 : Make a PCX screen-shot

M : Medikit

N : Night-vision Googles

A.

Options:

From the Main Menu select Options.

Detail, high or low (or awfully low / low)

Shadows, on or off

Screen when you die, on /off
Screen size, slider
Brightness, slider
Mouse sensitivity, slider
Mouse aiming flip, on or off
Record, on or off, use this to make demos

Difficulty:

Easy / Boot
Medium / Grunt
Hard / Salty
Nightmare / Locked On

B.

Sound Options:

Sound, on or off
Sound volume, slider
Flip Stereo, on or off
Music, on or off
Music volume, slider

3.

Weapons and inventory items:

A.

Standard Weapons:

My only beef is that I can't get an AK-47, like all the REAL soldiers in Vietnam did, and why my M-16 doesn't jam up like crazy, like real ones in Vietnam did.

1. Ka-bar combat knife. Useless for stealth attacks as the goobers turn to see you whatever direction you come from.
2. M-16A1 5.56mm Assault Rifle. Fires hundreds of rounds with out over-heating (HAH!!!). An OK weapon, and the reason I bought the game. (I'm not kidding)
Clip: 20 rounds, Max Ammo: 180 rounds.
3. Remington 870 Assault Shotgun. A one shot kill. Handy. Ammo Pack: 10 shells, Max Ammo: 40 shells.
4. M-60 7.62MM General Purpose Machine Gun (GPMG). The best gun in the game. It's barrel doesn't melt and it's accurate as hell. (GT Boss: 'To PHOOIE with realism!') Belt: 150 Rounds. Max ammo, 150 rounds.
5. M72 66mm Light Anti-tank weapon. Of all the times to be realistic, they chose this. These are one-shot disposables.
6. M26A1 Fragmentation Grenade. Did I mention this game has no grenade throwing physics at ALL? Crate: 3 grenades, Max Ammo: 6 grenades.
- 7a. M79 'Bloopers' 40mm grenade launcher. Ammo Pack: 3 grenades, Max Ammo: 6 grenades.
- 7b. M14 Sniper Rifle with telescopic sight. It narrows your view by over half but you can't zoom as far as I know. Ammo Pack: 20 Rounds, Max Ammo: 20 Rounds.
8. Rocket Launcher. Multiplayer only, in either Tank or Helicopter modes.
9. M18A1 APERS (Anti-personnel) "Claymore" mine. Mounted on walls etc. and

sends a tripwire out. If you have a clear line of sight you can send a trip wire along the entire map! When the trip wire is tripped it doesn't just explode at the mine- it explodes down the entire wire!

Ammo Pack: 1 Mine, Max Ammo: 4 Mines.

Ø. Flamethrower. Dangerous. Ammo Pack: single unit (50 units of napalm), Max Ammo: 50 units of napalm.

B.

Stationary weapons

Stationary weapons have unlimited ammo, but when you walk away, you need to get another box of ammo.

M2 Browning .50 cal Heavy Machinegun, this is always in a turret position, usually on M113 APC's. You will need the ammo in your special items inventory, then just press open / use to fire. You can also fire any other weapon at the same time, and they will both fire at the same point.

M-60 GPMG. This doesn't need your normal M-60 ammo. It is sometimes on helicopters, but not anywhere ELSE. This one doesn't require a box of ammo.

60mm Mortar, this is found in certain firing positions. You must have the 60mm mortar shells in your special items inventory, and then you must walk up to it and press open / use. To select the range you must press duck and press open / use multiple times to adjust the angle of the mortar tube.

C.

Inventory items:

Medikit, This is an inventory item that will provide a maximum of 100% health units. When your health is low, select this to bring it back up to 100%.

Shortcut: M.

Night-vision Goggles, These do a color shift and amplify the enemy troops sprites. The goggles batteries hold 100%, but they slowly tick down as you use them. On some missions you will be given goggles with 450% battery life. For a really good night vision illusion, check out Terminator: Future Shock, and use the icantsee cheat.

D.

Special inventory items:

You can hold only one of these at a time, and picking up one deletes the other. Go figure.

All of these items appear as a green crate in your inventory, so you will need to remember what you are carrying. the manual says that the 'percentage numbers beside the crates are for classified military use only'.

(in other words, these items don't work off a percentage system, but it's coded to put a percentage there, so we made it so you need to know the percentage numbers to identify the items)

Here is a helpful key I made, but later I found a similar one in the booklet.

Trip Flares 10% - 15%
APERS Mines 20% - 25%
M2 Ammo : 60% - 61%
Mortar Ammo : 63% - 65%
Mine Detector : 50%
C-4 : 30%

These you have to activate to use.

Trip Flare, activated on contact when it is walked over, it shoots a flare straight up which then hovers for a while before going out. Useful only in multiplayer.

APERS Mines, activated on contact when walked over. You will hear a click, and you can try to disarm them by pressing open / use. Useful only in multiplayer.

C-4 Explosive

Obtainable ONLY from the AI Demolition Man Marine. Get him to place C-4, then pick it up before it explodes.

These are used automatically.

Mine Detector

This prevents all mines you walk on from exploding, except for trip-wire Claymores.

12.7mm ammo for M2 Heavy Machinegun, just walk up to the machinegun and press open / use.

60mm shells for Mortar, just walk up to the mortar and press open / use.

4.

Enemies and Hazards:

Enemies:

AK-47 Soldier:

Black pajamas and fair firepower. The ammo saving design keeps him from firing sustained full-auto at you, unless he wants a burnt hand.

RPD Light Machinegun Soldier:

Deadly. They have a very high rate of fire and can kill you in under 15 seconds.

Satchel Bomber:

Recognizable by the yellow oriental hat. They will walk up to you and commit suicide, detonating their crude bomb. Kill them and they blow up. Useful when they are near other VC.

B-10 82mm Recoilless rifle:

Deadly but slow firing. Appears as a big gun on 2 wheels with a VC crouching behind it. Blows up when killed.

VC Sniper:

Usually in trees. Very annoying and painful. Night vision goggles are always useful for getting rid of these mothers.

DSHK Heavy Machinegun:

Same basic silhouette as the B-10, but no wheels and a thinner, longer barrel.

MiG-21 Aircraft:

These fly over and are supposedly linked to the explosions that appear seconds later.

T-34 Tank:

Big and hard to kill. It can crush you.

Hazards:

Barbed Wire:

This is fairly obvious, and it hurts at a slow rate.

Water:

Going too deep can drown you. You have about 12 seconds of air.

Mines:

Step on one and you will hear a click. Press the space bar quickly and you may disarm it. If you carry a minesweeper all mines will be prevented from going off when you step on them, except for above.

Chemical Mines:

Same as above except there is no explosion, just a cloud of VX gas that seeps out and makes the immediate area dangerous for about 5 minutes. Same minesweeper rules as above apply.

Heights:

If you fall from too high you will injure yourself, and if you fall from *very* high you explode into bloody gibs as you hit the ground.

Fire:

Fire can hurt you at a faster rate than barbed wire, and it is a good idea to get out of it or off of it as soon as possible.

Helicopter Blades:

When you are near a helicopter, do NOT walk into the blades on the back or jump up into the main rotors on top! It is hilarious but frustrating to get to an escape helicopter at the end of a mission and get yourself on the blades.

5.

Walkthrough:

I will work on this soon.

For now, here are mission summaries, and I am tired of paraphrasing so I'm using their descriptions:

Tour of Duty 1:

E1L1,

Base Camp:

You have been inserted into firebase Delta 6 near the DMZ. The base has been attacked by the 4th NVA regiment, but now their pulling back to the north. Get to the M113 APC in the jungle. It will take you 30 klicks north, where we will stage a counter attack.

E1L2,

Assualt:

Search and destroy. Find enemy units and initiate contact.

E1L3,

Hill 104:

Your chopper has crashed and night is approaching. Get to the new extraction point on Hill 104 and find the chopper. Defend the landing zone until the pilot is ready to take off.

E1L4,

Contact Lost:

At 0330 hours, radio contact to company D was lost. Go to the command post of company D and check their situation. If the CP is destroyed, follow the nearby river to the extraction point.

E1L5,

Huey Down:

You've crash-landed again (inventive, aren't they!). Get back to safety.

E1L6,

Search and Destroy:

Find the ammo crates that ahve been transported to the harbor by three NVA ammo trucks. Activate the charges on all three ammo stocks and get back to the M113 ASAP.

Tour of Duty 2:

E2L1,

Good Morning:

You must reach the village located about five miles from the LZ. We sent a patrol in that sector yesterday, but lost contact with them. Intelligence indicates high VC activity.

E2L2

Village Sweep:

There's a chopper waiting for you at the LZ across the river. But be very careful- about 50 VC are between you and the chopper, and they're not playing games. (ironic huh?)

E2L3,

Night Hunters:

Your patrol boat is hit by enemy rockets in an ambush. It's getting dark and time is not on your side. The enemy is hiding in the jungle; (big surprise!) find them quickly or they will notify their friends. break through the jungle and use position Alpha-Lima-3-4-0-9-9 as the extraction point.

E2L4,

Payback Time:

One of our choppers went down this morning. It was flying over Cambodian territory. Sweep the area for any survivors. Intelligence on this area is minimal and unreliable. Expect the worst. We cannot extract you from the nearby clearings because our activities in the area must remain absolutely secret. You will have to use the valley to the north to get to the first acceptable LZ.

E2L5,

Casual Ties:

You and a small team will disrupt the enemy transports coming into South Vietnam. This morning, we intercepted the position of an incoming convoy. We will intercept on one of the bridges. your team is ordered to assist in the ambush by hunting down fleeing VC's. Because it is a munitions convoy, expect heavy resistance. C company has been decimated by an NVA regiment. Find them and get the survivors out of there.

(eh? first its stopping a convoy, then someone else will stop the convoy while we help mop up survivors, then we are told that heavy resistance is expected even though we aren't attacking right away- or are we? then we are told about something that looks like something they left out of another mission...)

E2L6,

Bloody River:

Our positions are under heavy fire- use maximum force to drive the VC back. Two artillery fire bases will support your counter-attack. Drive them (the artillery??? ;-) back and waste everything in sight. Be extra careful, the enemy has serious firepower and a lot of snipers.

E2L7,

Platoonium:

We recieved a report that a local VC commander is located in a village nearby. Take him out. Nothing else matters... It looks like the experiment is working. This mission has been given to you and not the SEALS. Impressive.

E2L8,

Showdown in Saigon:

A group of VCs have stormed the US Embassy and taken hostages. Our counter-attacks have failed, so it's up to you. This is your ticket out. If you succeed it will be the last mission of your tour. Good Luck.

6.

Multiplayer:

Soon I will have descriptions of the maps and game types.

7.

Cheats:

Courtesy GameSages,

Type the cheats in during the game. If you are succesful you will see a confirmation.

All weapons and accesories:

NVABLOOD

Debug mode:

NVADEBUG

Full map:

NVAMAP

God mode:

NVAGOD

Level skip:

NVALEVEL***, where Tour of duty 1, Level 3 is NVALEVEL103

Lock toggle:

NVAUNLOCK

Jump-clipping mode: (you bounce over everything instead of clipping)

NVACLIP

So long!

Nam / Napalm FAQ and walkthrough.

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