Khe Sanh is a game about guerilla warfare in South Vietnam during the Tet offensive in 1968. The elusive North Vietnamese and Viet Cong units, unencumbered by the need to defend military bases, could remain hidden in the jungle until the time to attack was right. The American forces, on the other hand, could only conduct an often futile search for the guerillas to hopefully preempt these attacks. This giant lion baiting game ended in 1972 when the American forces withdraw.

In this game the player is given five platoons of troops and four helicopters to search and destroy two companies of North Vietnamese regulars, controlled by the computer. The NVA1 are invisible. To win, the player must accumulate more points than the computer.

The player is asked how many weeks he wants to play. Five is the standard number. Every week two new Vietnamese units begin at the edge of the screen.
The screen shows a map-board with a military base, four roads leading to it, an airbase, and a nearby Vietnamese village. The American platoons are shown as A through E. Helicopters don't appear until it is their turn to move (they are given a turn every random number of platoon turns). The Vietnamese are there also, but they are invisible. They are placed randomly on a random side of the board, and throughout the game will travel straight across to the other side of the screen.

The Vietnamese might start out on different sides of the screen. The Vietnamese move every time the American platoons move a random number of times from between eight and thirteen. They do not move during helicopter moves.

The letter of the American unit whose turn it is appears on the screen; that unit is ready to move.

2. Terrain
Every once in a while a truck convoy travels down a road to the base. If the road is clear the convoy is successful. If a part of the road is destroyed the convoy will wreck, giving points to the NVA. Thus it is important to fix the roads as soon as possible.

If part of the airbase is destroyed some helicopters will not appear, so fixing this is also important.

The roads, village, airbase, and military base may be blown
up by the Vietnamese.

American platoons
The A, B, C letters for the platoons stand for the
    standard military designations Alpha, Charlie, etc.
    To move a platoon press E for north, S for west, D
    for east, X for south, W for northwest, R for
    northeast, Z for southwest, or C for southeast. Press
    SPACEBAR to not move.
When a platoon moves on an NVA unit a machine-gun sounds and
that NVA unit is destroyed.

Platoons aid in repairing destroyed road and airbase
sections.   An NVA unit landing on a platoon will cause it to
become invisible.

Helicopters
Every once in a while the computer will beep and a helicopter
will appear on the airbase. The helicopters are used to
destroy NVA units, to defoliate the jungle so that NVA may be
spotted, and to repair the roads and the airbase.

To move a helicopter input the coordinates where you want it
to go. Do not press ENTER. The board is 24 spaces vertically
and 32 horizontally. The player must input 0 before one-digit
coordinates; thus, input 0101 for the upper left corner, 0132
for the upper right.

If there is no enemy where the helicopter has gone it
defoliates the jungle there and a new helicopter appears (or
it is time for the platoons to move again). NVA moving over a
marker will cause it to disappear.

If the helicopter has gone to a place where there are
Vietnamese, there is a one in seven chance that it will be
shot down. Otherwise, the enemy will be destroyed.

To repair the road or the airbase requires a co-operation of
arms. First, a platoon lands on an explosion marker, then
moves away, leaving a space. Then a helicopter goes to the
space and leaves a defoliation marker. The road or base is
then repaired. (Exception: if a truck has crashed on an
explosion marker before the Americans have had time to repair
the road it leaves a wreckage marker. The only way to repair
this is to leave a platoon on the marker for the rest of the
game.)

It is good strategy to deploy the defoliation markers in a
pattern to give the Americans early warning of the Vietnamese
locations.

Vietnamese units
The Vietnamese explode everything in their path. When a unit
has exploded something it is generated to a random place from
zero to three spaces away, down and to the left. The unit
continues from there in a straight line.

Remember, since the Vietnamese are invisible and move at a
random rate they are sometimes diabolically unpredictable.

The game ends when both Vietnamese companies are destroyed,
or both escape off the screen, or a combination of these.

Calculation of points

Americans receive points for destroying NVA units and for
successful convoys.

Vietnamese receive points for exploding things, for wrecked
convoys, for destroying helicopters, and
     for escaping off the edge of the screen.