

The background of the cover is a dynamic, fiery illustration of a World War II battle scene. In the upper right, a German Stuka dive bomber is shown in mid-dive, trailing flames. The middle ground features a line of German tanks, including a prominent Panzer III on the left, engaged in combat on a battlefield with smoke and fire. Soldiers in German uniforms are visible in the foreground and middle ground. The lower half of the cover is dominated by a large, dark naval ship, possibly a battleship or cruiser, firing its main guns, with massive plumes of smoke and fire erupting from the barrels. The overall color palette is dominated by oranges, reds, and yellows from the fire, contrasted with the dark greys and blues of the military hardware and smoke.

# BLITZKRIEG 2

**NIVAL**  
INTERACTIVE

**MANUAL**

**cdv**

**DO YOU NEED HELP?  
SEE PAGE 4**



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# SAFETY INFORMATION

## Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games.

These seizures may have a variety of symptoms, including light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## SUPPORT

Please write down all important specification information for your computer (see below) as well as an exact description (when, how and where the error occurred; what exactly were you doing?), before contacting our technical support. This guarantees that we can help you in a fast and efficient way.

**Please provide us with the following information:**

### Personal details:

- E-mail address
- If you are contacting us from outside of Germany, please provide us with information on your location and the language version of the program you are using.

### Computer details:

- Computer make and model Windows version
- Speed and manufacturer of the processor
- Speed and manufacturer of the CD ROM drive
- Total System RAM
- Video card make and model
- Sound card make and model
- Mouse and driver information as well as information on any further peripherals (e.g. joysticks)

In order to get this information, please go to "Run" in your Windows-start-menu and type "dxdiag" in the command line before confirming it by pressing the Enter key. Now the DirectX diagnostic program will start. It mainly shows all the relevant driver files of your system components. In order to receive a text file of this information, simply click the button "Save All Information". You can then place a text file with all the relevant data on your hard drive in order to send it via e-mail or keep it for future reference.

### Contacts:

You can find our online support form on [www.cdv.de/support/english](http://www.cdv.de/support/english)

Please do not direct support requests to our company address or phone number as staff cannot answer any technical questions.

### Register Online:

[www.cdv-online.com/english/register](http://www.cdv-online.com/english/register)

### More Information and Updates:

[www.BLITZKRIEG2.com](http://www.BLITZKRIEG2.com)



# INSTALLATION AND SYSTEM REQUIREMENTS

## Installing the game

Please insert the DVD into your DVD drive. After a few moments the autorun menu should appear on the screen. Please follow the onscreen directions to install the game.

**NOTE:** If autorun feature is disabled on your computer, please launch Autorun.exe file on the DVD.

## Uninstalling the game

To uninstall the game, insert the DVD into your DVD drive and wait for the autorun menu to appear on the screen, or launch Autorun.exe file on the disk manually. Then click on Uninstall/ Repair and choose Uninstall in the dialogue window. Alternatively, click on Uninstall (Reinstall) command in Blitzkrieg 2 program group in the Windows Start menu.

## Launching the game

**Option 1:** insert the DVD into your DVD drive and wait for the autorun menu to appear on the screen, then click on Start Game.

**NOTE:** If autorun feature is disabled on your computer, please launch Autorun.exe file on the DVD.

**Option 2:** insert the disk into the drive and click on the Start Game command in the Blitzkrieg 2 program group in the Windows Start menu.

# SYSTEM REQUIREMENTS

## Minimum configuration:

<b>CPU:</b>	Pentium III/Athlon, 1.0 GHz
<b>RAM:</b>	320 MB
<b>Graphics Card:</b>	GeForce 3 / Radeon 8500 class graphics 3D accelerator, 64 MB RAM, T&L
<b>Sound card:</b>	DirectX-compatible sound adapter
<b>DVD drive:</b>	DVD drive
<b>OS:</b>	Windows® 98/ME/2000/XP
<b>HD free space:</b>	2.5 GB free hard disk space
<b>DirectX:</b>	DirectX 9.0c
<b>Internet:</b>	Broadband for Multiplayer (optional)

## Recommended configuration:

<b>CPU:</b>	Pentium IV/Athlon, 2.4 GHz
<b>RAM:</b>	512 MB
<b>Graphics Card:</b>	GeForce FX / Radeon 9700 class graphics 3D accelerator, 128 MB RAM, T&L
<b>Sound card:</b>	DirectX-compatible sound adapter
<b>DVD drive:</b>	DVD drive
<b>OS:</b>	Windows® 98/ME/2000/XP
<b>HD free space:</b>	3 GB free hard disk space
<b>DirectX:</b>	DirectX 9.0c
<b>Internet:</b>	Broadband for Multiplayer (optional)



# INTRODUCTION

Blitzkrieg 2 is a military strategy game based on historical events from World War 2. It includes three campaigns (playing for each participant in the war - Germany, the Soviet Union and the USA), and covers the period from 1940-1945. Each campaign is divided into four chronological chapters. Each chapter describes a frontline operation in a particular theatre. Depending on the side you play for and the historical period, you will see action in Europe, North Africa, the Pacific islands, etc.

Each chapter includes a number of missions: a few preliminary ones and one final mission. The final mission represents a largescale historical WW2 battle that takes place in the appropriate theatre of operations; it must be accomplished to successfully complete the chapter. The final mission only becomes available after you accomplish several preliminary missions. The latter provide a chance to show your tactical abilities and gain unique experience. Preliminary missions may be taken in any order; however, there's a recommended sequence to accomplish the missions, following historical developments and facilitating your preparation for the final mission. After the few "compulsory" missions, you may want to try some of the additional ones as well, so as to gain more experience and receive bonus reinforcements.

Combat operations generally take place on the ground, with air forces offering support. The game also includes several naval operations that involve the use of landing parties, defense of coastal positions and the escort of sea convoys.

In each combat operation, you'll be commanding a military formation. Your task is to successfully accomplish all missions and ultimately complete all campaign chapters. Your formation may include various troops: artillery, armor, different types of infantry (including snipers) and air forces (in naval operations you'll also be commanding warships). At the beginning of each mission you will be given specific objectives depending upon the type of operation involved. Offensive operations typically involve attacking enemy positions, capturing townships or strategic locations, defeating enemy forces and seizing bases. Defensive operation objectives typically include holding fortified positions. You will be able to control all combat units under your command and in some missions you'll be acting jointly with allied forces. The mission is considered won when all mission objectives are accomplished. If all your forces are defeated or you fail to achieve compulsory key objectives, the mission is considered a failure.

## Reinforcements and commanders

In each chapter, you'll be able to call reinforcement troops of various types. There will be several dozen reinforcement calls available for the chapter (the exact number depends on the chapter's difficulty). During the first missions you will have access to only a few reinforcement types; then, as you accomplish more missions, this number will increase.

At the beginning of the mission you will only have a few units - the bare minimum needed to achieve the first mission objective. After that, you will decide how many reinforcements you will need, what kind of troops, and where and when they should be delivered. In preliminary missions the number of reinforcement calls is limited, however in the final mission you'll be able to use all reinforcement calls left from previous missions of the current chapter (your reserve).

You start the campaign as a lieutenant. As you gain more experience you'll earn promotions, and each new rank allows you to appoint commanders to two reinforcement types. If you fight successfully, by the final mission of Chapter 4 you might have commanders in each reinforcement type.

A commander is a character who commands all units in the particular reinforcement type. The commander doesn't fight on the battlefield, but controls the units from a headquarters positioned outside of the map. Between missions, the commander can replenish all losses of their personnel. A commander's main task is to make sure their units gain new experience. Commanders are promoted for their troops good performance, while the troops move on to the next level and acquire new tactical abilities (e.g., common infantry will be able to use grenade clusters, artillery will be able to cover specific areas with defensive fire, tanks will fire their main gun on the move, aircraft will fly in bad weather). There are four unit levels in the game: green, regular, experienced and veteran. Specific tactical skills and abilities depend on the branch the units belong to, and their specialization.

### Notes

To spare the player unnecessary routine tasks, combat in the game is somewhat simplified compared with actual warfare. Thus there is no civilian population; only regular troops and special forces take part in operations. You cannot surrender, nor can you take prisoners. You can capture and use enemy artillery and defenses during missions, but not other combat units. Ammunition and spare parts to repair vehicles are supplied from depots; the supply is unlimited. Unlike in the original Blitzkrieg, in Blitzkrieg 2 you cannot replenish your losses in combat (but you can call reinforcements). There are no medical cars and infantry cannot be healed. You cannot build new bridges and protective barriers and minefields are simpler than in the original game.



# MAIN MENU

When you launch the game you can watch the intro movie (if you want to skip it, just press the <□> key). After the movie the Main Menu screen is displayed, with a number of buttons on the right:



## Single Player

Starts a new game.

## Multiplayer

Play a multiplayer game via Nival.net server or your LAN. You can join an existing game or create a new one. Please see Multiplayer Game section for more.

## Options

Opens access to various game options.

## Load MOD

Activate external Modifications of Blitzkrieg 2.

## Credits

Displays a list of people who created Blitzkrieg 2.



## Encyclopedia

Opens the game's Weapons Encyclopedia.

## Exit

Quits the game and exits to Windows.

## Single Player

Clicking on this command calls up the next level menu:

### Play Game

Takes you to the beginning of the game's story. You'll find yourself in the Campaign screen and must choose one of the three sides (participants in WW2) to play for.

### Tutorial

This command gives access to a number of specially designed training missions with easy objectives, complete with tips and hints. These will help you to get the hang of the game's interface, learn to manage individual units as well as groups and master combat tactics. During the tutorial you'll have the opportunity to accomplish special training objectives, and receive all the necessary explanations and hints. You'll be able to save games and load them again. Having completed the tutorial successfully, you'll feel much more confident in real missions. It's strongly recommended that you complete the tutorial before starting a campaign!

### Load Game

You can save the game during gameplay; also after the mission is completed, the game is saved automatically. This command calls up the screen with the list of all saved games; you can choose any of them to load and continue. The button is disabled when there is no saved game.



## Custom Mission

Load external custom Missions.

## Custom Campaign

Load external custom Campaigns.

## Profile Manager

Use this command to enter your player's name. Several people can play a single player game on one computer, and each can specify his own difficulty level and choose the campaign he prefer. All game options and saved games are stored separately for each player.

## Back

Return to the Main Menu.

# CAMPAIGN MENU

The campaign menu screen allows the choice of one of the three storylines - playing for Germany, the USA or the Soviet Union. The screen displays a brief description of objectives for each of the sides at the beginning of the campaign.

You can play the campaigns in any order. To start, you may want to choose the country you find closer to you, or more interesting in terms of historical, military or some other criteria. To choose the side to play for, click on the appropriate flag.



## Difficulty level setting

There are 4 difficulty levels in the game: Easy, Normal, Hard and Very Hard. The difficulty level determines how skilled all combat units in the game will be (accuracy of fire and hit probability), and affects the balance of forces in the game. The Hard setting is the closest to historical reality (recommended for experienced players). People with little or no experience with military strategies might want to set the game to Easy or Normal. Use the pull-down menu at the bottom of the screen to set the difficulty.



The <=> button at the lower right corner brings you to the first campaign screen; the <=> button at the lower left corner returns you to the Single Player menu. If you've just started the game and are reading this manual for the first time, you might want to skip the Options and Encyclopedia sections and move directly to the Campaign Screens.

# OPTIONS

Clicking on the Options command in Main Menu calls up the game options screen. There are several groups of options that can be adjusted; please use the buttons on the left to switch between them (the Video Options screen is shown here as an example). Options can be adjusted via switches and sliders.

- Switches allow you to toggle between several possibilities-left-click on the one you like;
- Sliders allow you to adjust a numerical value smoothly. "Grab" the slider with the mouse cursor and drag it along the scale. The extreme left position means minimum value, extreme right-maximum.

Buttons at the top of the screen have the following functions:

- ☒ accept changes and back to main menu
-  restore all values to default settings;
-  back to previous screen. (s changes)



## Video settings

Setting	Default	Description
Resolution	1024x768	Sets screen resolution for mission screen (other screens are always set to 1024x768 resolution). The list includes all options supported by your video card.
Image Quality	Very Low	Sets general picture quality. Very High quality is recommended for most of the modern video adapters, Low quality for video systems described in the Minimum Configuration section.
Set Texture Quality	High	Sets quality of textures. Low quality is recommended for video systems described in the Minimum Configuration section.

<b>Toggle Anisotropic Filtering</b>	Off	<b>Affects the appearance of textures on surfaces</b> positioned at a sharp angle to camera. Switching this option off speeds up the game (recommended for slower systems).
<b>Toggle 32 Bit Mode</b>	On	Sets color depth for combat screen: 32 bits (On) or 16 bits (Off). Switching 32-bit color off speeds up the game on some systems.
<b>Highlight Units</b>	Off	Determines whether combat units' silhouettes will "shine through" landscape objects behind which they Silhouettes are positioned.
<b>Gamma correction</b>	50%	Sets Gamma correction of the monitor.
<b>Brightness</b>	50%	Sets picture brightness.
<b>Contrast</b>	50%	Sets picture contrast.

## Gameplay

<b>Keyboard layout</b>	Original	Original, Classic - two available options for game control keys layout. "Original" is the scheme designed for Blitzkrieg and Blitzkrieg 2 games: the button field of the Commands panel is projected on QWER, ASDF and ZXC keys. "Classic" is "mnemonic" layout, the same as used in many RTS games.
<b>Auto-Show Reinforcements</b>	On	Off, On: determines if the Reinforcements panel should open automatically as soon as the next reinforcement call becomes available.
<b>Mouse Pitch Invert</b>	Off	Off, On: reverse the direction of camera pitch when using the mouse.
<b>Mouse Zoom Invert</b>	Off	Off, On: reverse the direction of zooming in/out when using mouse wheel.
<b>Camera Sensitivity</b>	50%	Sets the speed of mouse cursor on the screen.

## Sound options

Toggle 3D Sound	Off	Switches 3D sound for speech and SFX on/off. Requires appropriate sound processor
Music Volume	50%	Volume of music.
SFX Volume	50%	Volume of various sound effects.
Voice Volume	50%	Volume of dialogue and lines spoken by characters.

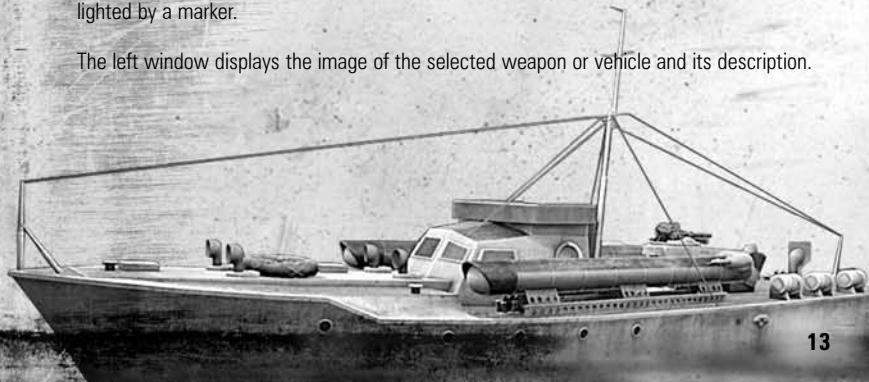
## ENCYCLOPEDIA

The included game encyclopedia describes all weapons, combat machines and vehicles used in the game (except light firearms). Use this Main Menu command to call up the encyclopedia.

The encyclopedia screen consists of four windows. The upper right window allows you to switch between sections: use buttons with flags of countries taking part in the war to choose whose weapons you want to read about, and icons with various images to choose the weapon type. Hold the cursor over each button to view the tooltip describing its function. The left buttons in both groups open all sections and display the full list of weapons for each country or for each type. Both groups can be adjusted independently.


The list of weapons in the selected group is displayed in the lower right window. Use the vertical ruler or the mouse wheel to scroll through the list. The selected entry is highlighted by a marker.

The left window displays the image of the selected weapon or vehicle and its description.





## CAMPAIGN SCREENS

At the beginning of the game and at the start of each new chapter, a briefing window will be displayed on top of all others, describing the main objectives for the current chapter. Read them and click on the  button below to close the window.

### Chapter screen

The chapter screen includes several windows. The top section displays the chapter name, location and time of the events.

Most of the screen is occupied by the chapter map. The field with information about the missions and available reinforcements is at the right, control buttons are positioned below.



### Chapter map

The map shows the operations theatre for the current chapter. Flags of the opposing sides are displayed at opposite sides. The current front line is displayed in red; its position changes according to the actions you and the opposition take. The area controlled by your troops is displayed in a reddish color; the enemy-controlled area is blue. Interactive icons show mission locations. Missions recommended by the High Command are marked by white-edged icons. To view mission names, place the cursor over the mission's icon and read the tooltip. The final historical mission has a distinct icon and appropriate tooltip. White obelisks on the map mark completed missions.

To select a mission, left-click on its icon. Red arrows will show the direction of your troops' strike at the enemy; the right section of the screen displays information for the selected mission. Please note that you must accomplish a few compulsory preliminary missions to be able to choose the final mission. To select another available mission, simply click on its icon. When the final mission becomes available, its icon will be highlighted in red. After accomplishing the final mission you get a reward and move on to the next chapter.

### Information field

Several information windows in the right screen section display information about the selected mission.

The top window shows the number of reinforcement calls that will be available until the end of the chapter (i.e., your reserve) in case you use up all the reinforcements for the current mission. This counter is useful after accomplishing all "compulsory" missions, when you have a choice: go for the final mission or complete one or two more voluntary ones. A large reserve of reinforcements increases your chances to accomplish voluntary missions successfully and gain more experience.

Below the counter which shows how many reinforcement calls you have until the end of the chapter, the name of the current mission is displayed, and below it, the number of reinforcements available for the current mission.

The large window in the middle of the information area displays the types of available reinforcements. During the initial missions you won't have many different kinds of troops available, but as you move on along the campaign scenario this number increases. Place the cursor over the reinforcement's icon to view its type. To view more detailed information (strength and weapons), click on the icon and a description window will pop up (see below for more). In some missions question marks might be displayed instead of icons. This means that though this reinforcement was allocated by the High Command for this mission, you won't actually be able to call it. This is because you didn't accomplish objectives necessary to use reinforcements of this kind. However, theoretically you can accomplish these objectives later and meanwhile start the mission with limited resources.

The bottom section of the information area displays reinforcements you get for accomplishing this mission. Click on the icon to move on to the Upgrade screen (see below for more). For accomplishing the final mission of the chapter you get a reward.

### Control buttons

Button	Description
(arrow)	Back to Campaign selection screen (you'll need to confirm this action). Please note that the current game situation will not be saved automatically!
(diskette)	Saves the current game situation (calls up Save Game screen).
(loudspeaker)	Displays Commanders' promotion screen.
(medal)	Calls up the player's Statistics screen.
(combat)	Moves on to the mission start. If you select a mission you cannot start at this stage, the button will be unavailable (dimmed).



Generally, we recommend going for the mission suggested by default (the one highlighted). However, if you prefer to follow your own strategy you can choose another mission. It is strongly recommended to take a look at the Commanders' screen (the loudspeaker button) and see if you can appoint new commanders for your reinforcement units.

### Reinforcements screen

Click on the reinforcement's icon in the Available Reinforcements window on the Chapter screen to view the details about the selected reinforcement. The squad name will be displayed at the top of the screen, with its icon in the top left corner.



Reinforcements may include several various combat units (up to four different types). Each type is represented by an image in a separate window; the currently selected kind is marked by frame. The number in the top left corner of the window shows how many such combat units there are in the group. For infantry, squads (or Special Forces) are considered to be units; the number at the top left corner indicates how many squads/groups are available. The green bar with a number at the bottom of the window indicates the amount of damage received for vehicles, or the number of soldiers left for infantry squads. Numbers inside the image describe armor protection (depending on the combat unit type). Typically, they indicate armor strength (thickness) for the front, rear, sides and top of the combat machine.

The lower window displays the name of the selected combat unit and its weapons parameters. For example, main and secondary weapons (cannon and machinegun) properties are displayed for tanks. Small icons next to the weapon image indicate the shell's (bullet's) damage and armor-piercing values, and ammunition reserve. To view parameters for another combat unit, left click on its image.

### Upgrade screen

This screen shows what reinforcements you will receive for accomplishing this mission successfully. To call it up, click on the reinforcement's icon in the lower window in the Chapter screen's information area. At the upper section of the screen the unit name is displayed; its icon is in the top left corner.

You can get a new kind of troops for reinforcements as your reward or upgrade one of the available units (e.g., replace a group of obsolete light tanks for more advanced ones).

If your unit has a commander, it will keep its experience and level after the upgrade.

The left section of the screen displays old combat machines in the selected unit; the right section displays new ones. If the reinforcement includes various unit types, use the vertical ruler on the right to scroll through them. If you opt for new reinforcements, the old units' section will be empty (or display question marks). Digits indicating the number of combat units in the group and their armor and weapons parameters are displayed as on the previous screen.



## Commanders screen

The Commanders' screen allows you to view all currently available reinforcements, their level and tactical skills, and the parameters of their commanders. To switch to this screen, click on the loudspeaker button in the Chapter screen.



Appointing a commander enables reinforcements to gain experience and move on to higher levels. Please note that we are not talking about a specific unit or group here, but about reinforcement as a whole. Experience gained by any one unit in the reinforcement is automatically shared with all other units in it.

The level reflects the units' training, which in turn affects their combat potential. There are four unit levels in the game: rookies, regular forces, experienced and veterans. To gain experience, combat units must destroy enemy personnel and vehicles. The amount of experience gained depends on the target: killing one personnel unit (infantry squad, artillery crew, etc.) brings one experience point while destroying combat machines brings more experience, depending on the vehicle type.



When a reinforcement gains a certain amount of experience, it moves on to the next level and its commander is promoted to the next rank. A new level means all combat units in the reinforcement gain a new tactical ability. If a reinforcement doesn't have a commander, it cannot gain experience and doesn't acquire new abilities; only the player gets experience for the enemy units destroyed by this reinforcement.

You can appoint two commanders at the beginning of the game, and one more every time you get promoted to the next rank.

The right section of the screen displays a list of available reinforcements; use the vertical ruler at the right to scroll through it. Each line has an icon to indicate the reinforcement's type, then the name and availability of commander. The selected reinforcement is highlighted by a marker.

You may allow High Command to automatically assign commanders for you. In this case, when you have a vacancy for commander, you'll be prompted to fill them every time you activate this screen. You can reject the High Command's advice and appoint other commanders to other units, to upgrade the reinforcements you consider more important for your strategic plan.

The left screen section displays properties of the selected reinforcement. The top section shows the reinforcement's icon, its name and current level. Next there's a picture of the commander and personal information about him. If the reinforcement doesn't have a commander, instead of the picture there's a button; click on it to appoint a commander. You'll be prompted to choose a name; note that the entry field will suggest a name in accordance with historical data. You can change the suggested name if you wish.

A commander's current properties include experience accumulated by their reinforcement (according to the current level), rank, losses their reinforcement suffered and enemy units destroyed. The lower screen section displays the list of tactical abilities the reinforcement can acquire. The abilities the reinforcement already has are represented by colored icons; the ones not yet active, by gray icons. Names of the abilities are displayed to the right of the icons.

The Back button at the bottom of the screen returns you to the Chapter screen. The Cancel button becomes active only if you've appointed a commander to some reinforcement. Click on it to cancel all appointments and make new choices. To cancel only one appointment, click on the commander's picture again.





## The Player's Statistics screen

The Player Informations screen shows your results from the start of the campaign. Click on the medal button in the Chapter screen to call up the Statistics screen.

The left window displays your player's name. The image shows your current rank (with the insignia of the country you're playing for). Statistics are displayed to the right of the image: your promotion indicator for the campaign; current experience and experience needed for the next promotion; current rank; number of destroyed enemies; losses of your troops; elapsed game time; and the preferred reinforcement type. The right window displays list of your rewards. The marker allows you to select any of them to view a larger image and detailed description in the lower left-hand window. Rewards are given for winning battles and for distinguished service. Rewards for battles are historically authentic. Usually the High Command rewards you for winning the final battle of the chapter (but not exclusively for that). Rewards for distinguished service are given at Command's discretion.



## MISSION SCREENS

This section describes the interface elements connected with Combat screen. Initially it will suffice to read about the game cursors and move on to the next section which describes the Combat screen.

### <ESC> menu

While in the Combat screen, you can press the <ESC> key at any time to call up the game menu. It gives access to various game services, in particular:

**Save:** saves the current game. You can use the default name for a saved game, or enter your own name (alternatively, you can save the game quickly without calling up the <ESC> menu by pressing <F5>).

**Load:** loads a previously saved game (alternatively, you can load the last quick save without calling up the <ESC> menu by pressing <F6>).

**End Game:** calls up the menu to end the mission (see below for more).

**Help:** calls up Help screen with information about game controls (alternatively, just press <F1>).

**Options:** switches to the Game Options screen (same as the one described



above in the Main Menu, Options section). Please note that some of the options here are for information only.

**Return to game:** close the <[Esc]> menu and return to the game.

After you load a previously saved game, the game automatically pauses. This gives you a chance to take a good look at the current combat situation and issue appropriate commands, then return to real-time mode. Press the <Space> bar to toggle the Pause mode on/off.

## End Mission menu

This menu appears on the screen after you click on the End Game command in the <[Esc]> menu. It has the following commands:

**End Mission:** end the current mission and switch to Statistics screen (the command becomes available only after the mission is accomplished).

**Restart Mission:** start the mission again, with the same initial conditions.

**Exit to Chapter Menu:** stop the current campaign and return to the Main Menu. Please note that the current situation won't be saved automatically.

**Exit to Windows:** stop the game and exit to Windows.

**Back ([Esc]):** return to the <[Esc] Menu>.

## Load Game and Save Game screens

These two screens allow you to save the current game situation or load any of the previously saved games. These screens can be called up from the Main Menu, Chapter screen and via the <[Esc]> menu during the mission (i.e., from any menu with the appropriate buttons). These screens are very similar to each other; the Save Game screen is shown below as an example.



The left screen section displays the list of saved games. On the Save Game screen, the current line usually is not selected; but on the Load Game screen, it's highlighted by a marker. The list has two columns: game name and date of saving. The list is sorted by date in descending order. Use the vertical ruler at the right to scroll through long lists. Below the list there's a field for entering game names (Save Game screen only).

The right section of the screen displays a thumbnail image of the current game screen

(when you save games) or of the saved game highlighted by a marker (when you load previously saved games). Below the image the name of the saved mission as well as a brief description are displayed.







At the bottom of the screen there are three control buttons: Back to previous screen, Delete the highlighted entry, Save the current game (Load the highlighted game).

### **Load game**


Select the appropriate game in the list and click on the Load button.


### **Save game**

Enter the name of the game in the field below the list. Usually a default game name is suggested, but you can change it.

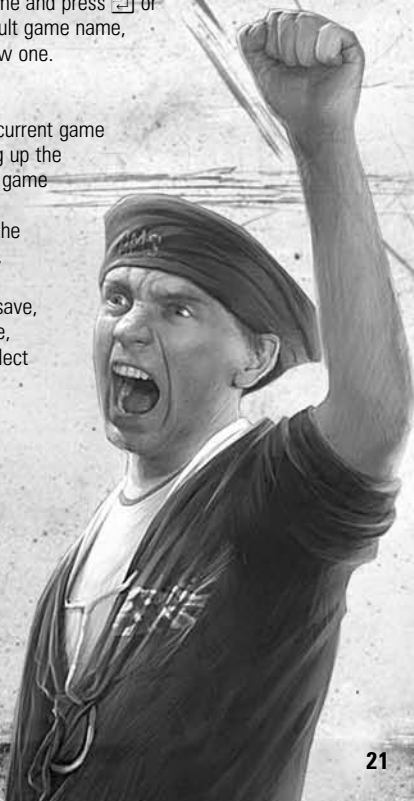
You can use any letters, digits and characters suitable for file names, except the  (tilde) and  these keys are reserved for the game. The name of the game automatically suggested in the entry field will be deleted as soon as you press any character key or , so if you wish to change it, press the  or  arrow key first. Enter the name of the game and press  or click on the Save button. If you use the default game name, the old entry will be overwritten with the new one.

### **Quick Save and Autosave**

The Quick Save feature allows to save your current game quickly on the Combat screen without calling up the Save Game screen. Press  to save your game quickly.

A game saved in this way will always have the name "Quick 01" when you quick save again, another quick-save will automatically named "Quick 02" and so on. To load the last quick save, press . If you wish to load any other one, please call up the Load Game screen and select the appropriate entry in the list.

The game is saved automatically every time you end a mission. The automatically saved game is named according to the completed mission.



## Mission Statistics screen

The Mission Statistics screen is displayed automatically after you accomplish each mission, to show your results.

The top section of the screen shows your promotion indicator, current experience and experience needed for the next promotion (please see the Player's Statistics screen). On the right, the elapsed game time for the current mission and the campaign is displayed.



The window in the center of the screen shows (in separate lines) statistics for the actions by the opposing sides: your forces, your allies and the opposition. Losses, number of destroyed enemy units and number of reinforcement calls are displayed for each side.

If the mission is accomplished, the lower section of the screen shows information about the new reinforcement made available to you as a reward. The button in the bottom right corner closes the Statistics screen and brings you to the Chapter screen. Orders about your promotion and decorations are displayed in the same screen in separate information windows.

If the mission failed, you won't receive any new reinforcements. The bottom section of the screen will have additional buttons allowing you to:



- Return to the Chapter screen just before that mission started. For example, you might want to try another mission and then replay this one again.
- Switch to the Load Game screen. This will be handy if you saved your progress during the mission and accomplished a few objectives.
- Restart the mission. Combat develops randomly, and there's a chance this time you'll get lucky.

## Game cursors

To make managing your troops easier, there are many context-sensitive cursors on the Combat screen. Usually the cursor changes shape when you place it over various objects, indicating what action you can take by clicking the right mouse button. Possible actions also depend on the selected unit or group of units (all units in the group must be able to carry out the command; otherwise the cursor doesn't take the appropriate shape).

The table below lists cursors for various game situations, divided into groups:

### Information



If no unit is selected the Common cursor means there's no default command for this situation. It also allows you to use menus and various interface elements. After a unit is selected on the Combat screen, the default command is move.

### Movement using vehicles



The "Move" cursor indicates one or more units are selected and you issue them the move-command.



The "Follow" cursor appears if you point a unit to follow for selected mobile unit (e.g., point a tank to be followed by infantry squad).



The "Move aggressively" cursor appears after you issue the attack command to selected units or group of units. Moving to a specified point, the unit(s) will attack all enemies they see; if need be, they can temporarily stray from the direct route.



The "Get in" cursor appears if you select infantry and place the cursor over a structure or fortification that can be occupied (e.g., a house or trench), or over a vehicle that can carry infantry.



The "Leave" cursor appears if you select a structure or vehicle with infantry in it. It allows you to indicate where the infantry should go after they get out of the structure or vehicle.



"Attach Gun" cursor appears after you select the "Attach" command to a towing vehicle. You must specify the gun to be attached.







The "Detach Gun" cursor appears after you issue the "Detach" command to the towing vehicle; allows you to specify where the gun should be positioned. After that you usually need to rotate the gun toward the enemy.



The "Capture Gun" cursor appears when you place the mouse over a gun whose crew was killed. Such a gun can be captured by regular infantry.

### Attack, support, scouting



The "Attack" crosshairs cursor appears when you place the mouse over enemy units or structures where enemy infantry is taking cover; right-click to attack.



The "Zero in" cursor appears after you choose the appropriate command in the gun menu; allows you to indicate the point to zero in on. If a visible target appears in the vicinity of that point afterwards, there will be a greater chance to hit it, and with fewer shots, as well.



The "Attack Ground" (area attack) cursor appears after you select the appropriate command in the gun menu; allows you to indicate an area to hit with defensive fire (the area can be outside the crew's field of vision).



The "Turn Sector" cursor appears when you issue the selected unit or group a "Turn Sector of Fire" command. Right-clicking causes the combat unit to turn so the specified point would be at the center of the sector. Units with a circular sector of fire will turn toward the specified point when they receive this command.



The "Watch" cursor appears after you issue the "Watch" command via the infantry menu (squad commander with binoculars or sniper with optical sight); allows you to set a direction for the troops to look at. Binoculars or optical sight enables you to see farther, but within a narrow sector.

## Fortifications, engineering



The "Entrench" cursor appears after you select the appropriate command in the engineering vehicle menu; allows you to indicate where to dig trenches. Left-click first on the starting point, then on the end point of the trench (please refer to the Commands Panel section).



The "Lay Mines" cursor appears after you issue one of the Lay Mine commands in the engineering vehicle menu; allows you to indicate where mines should be placed.



The "Clear Mines" cursor appears after you choose the Clear Mines command in the engineering vehicle menu; allows you to indicate where sappers should go to work.

## Supplies



The "Supply Ammo" cursor appears after you select the Supply command to the supply truck, or by just placing the cursor over a combat machine. It allows you to specify where the truck should go to start supplying ammo to all combat units and infantry within its field of vision.



The "Repair" cursor appears after you issue the Repair command to an engineering vehicle. It allows you to specify where the vehicle should go to repair damaged units, or points to a damaged structure that can be repaired.

## COMBAT SCREEN

The Combat screen is displayed after you select a mission in the Chapter screen. Before the mission begins, a window with the mission name, background information and the objectives you must accomplish to complete the mission are displayed.

The Combat screen shows the area where the current mission takes place.



The terrain is shown from above. In the lower section of the Combat screen you can see the mini-map, the information window with control panel and the Reinforcements panel. All panels except the mini-map can be switched on/off, to increase the amount of space on the Combat screen.

### Terrain and field of vision

You can view any part of the terrain and take a good look at fields, trees, rivers, roads, bridges, structures and enemy fortifications. You can see all combat units under your control and all objects positioned within their field of vision. You can also see your allies' troops. Enemy ground troops, weapon emplacements and pillboxes, and lost combat machines can be seen only as long as they are positioned within your troops' field of vision, or if your aircraft can see them (reconnaissance, bombers, ground attack or para-trooper-carriers). The same goes for determining which structures are taken by the opposition. Your fighter aircraft can only see air targets, not enemy ground troops. Your troops can always see all enemy aircraft on the whole map.

The area within your troops' field of vision is displayed in a brighter color; areas beyond are covered by "fog." Please note that if you didn't discover enemies within the field of vision area it doesn't guarantee they are not there-the enemy might be setting up an ambush using their camouflage ability.

At night your troops' field of vision is reduced, as well as their accuracy of fire and probability to hit targets.

### Camera controls

When you enter the game zone, the camera takes a standard position. Some of the camera controls can be changed in the Options screen.

To move the camera, bring the mouse cursor to any screen edge or corner and move the mouse. Alternatively, use arrow keys (left, right, up and down). To move the camera diagonally, press both keys for desired direction simultaneously, e.g., pressing <←> + <↑> arrow keys will move the camera towards the top right screen corner.

The camera can also be moved via the mini-map (see below for more).

To zoom in/out, use the mouse wheel or <←>/<→> keys. Generally the camera is positioned at a standard distance from the ground, but you can bring it "lower/higher." Zooming in allows you to take a good look at individual combat machines or infantry squads. This is a good mode for controlling individual soldiers, e.g., squad commanders or snipers. Zooming out gives a chance to see the area from a "bird's eye view." It's difficult to control individual combat units in this mode but it enables you to see the big picture the situation on the battlefield as a whole, or in a large area. That's the only way to see aircraft operations and issue commands to your aircraft. Turning and tilting the camera allows you to find the best view of your own or enemy troops. Use arrow keys (left, right, up and down) while pressing and holding <Ctrl>. Alternatively, press and hold the middle mouse button (wheel) and move the mouse. The direction the camera moves in when controlled via the mouse can be changed in the Options screen.

## **Combat units**

Combat units are the most basic concept in the game. Combat units include combat machines, artillery pieces, support vehicles or small groups of soldiers controlled as individual units. The game features the following combat units: combat machines (tanks, SPGs, rocket launchers, APCs etc.); artillery pieces (e.g., cannons, mortars, stationary machineguns); any automobile, aircraft or ship.

Infantry combat units include all kinds of infantry squads and Special Forces. A Squad consists of several soldiers and an officer; Special Forces comprise various numbers of people in various countries' armed forces. Infantry squads are considered individual units, with enlisted men and the officer carrying out the same orders.

Artillery and combat machines' crews are part of their machines and cannot act on their own. Losing a crew means the machine cannot be used any longer and is considered lost (doesn't belong to any side). This equipment can be captured by regular infantry units of any country; in particular, you can capture artillery pieces lost by the opposition and use them in combat (first you'll need to bring ammo and repair them if necessary).

## **Damage bar**

A framed color bar is displayed above combat units, showing their current state in hit points (HP). For combat machines it's the amount of damage the machine can sustain; for infantry squads it's the full number of staff. The bar's length (compared to the frame) indicates how many HPs (soldiers) are left. When the bar disappears it means the unit was destroyed. The only exception is the sniper: its damage bar shows its current HP value (as for individual units).

If an infantry squad or artillery crew is inside an automobile or structure, there are two bars displayed above it: the top one shows the current state of the squad/crew; the bottom one shows the current state of the machine/structure. If there are several squads in the structure, there will be an appropriate number of damage bars displayed above it.

The bar color indicates who owns the unit; it doesn't change when the unit suffers damage. Your troops' bars are green, opposition's are red, allied are blue and lost combat equipment bars are grey.

## **Repairs**

If a combat machine isn't completely destroyed, it can be repaired. Ground vehicles are repaired by engineers, however, aircraft and ships cannot be repaired during a mission. Unit personnel losses also cannot be replaced during missions.

## **Structures**

Structures are artificially constructed objects on the terrain. Structures include buildings (e.g., houses in towns and villages, factories, railway stations, churches); bridges; fortifi-



cations (e.g., pillboxes, fortified weapon emplacements, watchtowers, field depots, coastal defenses). Each structure has an HP limit and can be damaged or destroyed. Damaged but not completely destroyed structures can be repaired by engineers.

There might be ground defenses on the battlefield: trenches and entrenchments. Engineers and infantry squads can make them during missions. Ground defenses are not considered structures and do not have HP limits.

### **Using structures**

Buildings and fortifications have protection properties similar to combat equipment armor. Infantry can use buildings to take cover, and as weapon emplacements. Buildings unoccupied by infantry are considered neutral, as well as those buildings about which may or may not be occupied by the opposition - until you find out. Structures without interiors (bridges, walls, etc.) are always neutral.

Occupied structures have a color bar displayed above them; the color indicates who is currently holding them.

### **Depots and supplies**

During missions you get your supplies from depots. Each depot is initially owned by one or the other side, but they can be captured.

Please note that depots are just access points to supplies. Losing or capturing a depot doesn't affect the actual amount of available supplies, as long as you have at least one depot left. Ground reinforcements you call during missions arrive to points located near depots (deployment points). If you have several depots, reinforcements will arrive to the deployment point closest to the destination point specified.

Supplies include ammo, spare parts, mines and construction materials for building defenses. You can obtain an unlimited amount of supplies from depots. Only ground troops under your command can use supplies. You cannot bring supplies to aircraft, ships, or to allied ground troops.

Your troops won't automatically have access to depots at the beginning of each mission; sometimes you'll have to capture enemy depots to get supplies. If you do have a depot available from the start of the mission, this depot is considered a starting point, and supply trucks are usually parked next to it.

Ammo is brought to units by supply trucks; engineering supplies and spare parts are delivered by engineering vehicles. At the beginning of the mission all supply vehicles are fully loaded; when the vehicle uses up all its cargo, it automatically goes to the nearest depot for more supplies.



**Key objects and landmarks**

Orders and missions you receive from the High Command, as well as the position of your (and the opposition's) troops, usually have references to specific locations on the terrain. Key objects and landmarks normally serve as such references. A key object is an object you need to capture or hold (defend from enemy attacks). The normal supply of troops is interrupted and reinforcements don't have deployment points to arrive to, if all depots are lost. Another kind of key object is a building used for military or administrative purposes (e.g., headquarters). Sometimes the main mission objective is to capture such an object.

There's usually a flagpole on the terrain next to a key object; on the mini-map they are marked by flags. A capture area i.e., the area combat units must reach in order to take control of the object is marked by a dark circle (this appears after you place the mouse cursor over the object). To capture the object, you must bring any combat unit into the circle and have it there for a few seconds. After that the flag on the pole and the mini-map changes to your own.

Landmarks references to the current mission objectives are marked by large green rotating marker arrows; on the mini-map their positions are marked by lilac arrows. Please note that these are just landmarks; the actual operations area can be quite large and the front line quite extended. You don't need to try to bring all your troops to a landmark.

**Mini-map**

The game panel in the lower screen section consists of three main components: the mini-map at the left, two information windows at the center and the Commands panel at the right. The Reinforcements panel may be displayed above the Commands panel. Please refer to the appropriate section of this manual for more on the Commands panel.

The mini-map displays a scaled-down version of the terrain. You can see forests and lakes, fields, rivers, roads. The brighter-colored areas indicate zones within your troops' field of vision. Colored arrows show where mission objectives' landmarks are positioned; flags indicate locations of key objects. Your units are displayed as green dots, visible enemy units as red dots, allied forces as blue dots. The area currently visible on the Combat screen is marked on the mini-map by a colored rectangle. The mini-map can be used for moving around the terrain: left-click on any point on the mini-map and the camera will move on there and display the immediate area around that point. To take a look at the terrain, move the mouse cursor in the mini-map while pressing and holding the left mouse button. The mini-map rotates together with the camera.



### How events are displayed on the mini-map

Important events that happen during missions are displayed on the mini-map in a special way.

#### Concentric circles indicate the current objective:

- **lila:** location of the current objective;
- **green:** the current objective is completed;
- **dark red:** failed objective.

#### Rotating triangles show key objects:

- **bright green:** the opposition's key object currently captured by you;
- **bright red:** key object you lost.

Dispersing circles indicate the approximate position of the enemy artillery (when the guns start firing you'll receive reports from your acoustic reconnaissance units):

- **orange:** long-range enemy artillery;
- **bright red:** AA enemy artillery.

Bright green rotating squares show your arriving reinforcements.

### Control buttons

There are three control buttons around the mini-map. The <ESC> (ESC) menu button is on the left; it pauses the game and calls up the game menu (please see the Mission Screens section for more). The button with a sheet of paper at the right displays the mission objectives window. The small button with an exclamation mark above it allows you to set markers in a multiplayer game (not available in campaign mode). Markers allow you to draw your allies' attention to a specific point on the map: a border, attack target, position of enemy troops, etc.

## INFORMATION WINDOWS

The central part of the lower screen section has two multipurpose information windows that display an image of the currently selected object and the properties of their weapons. These windows can be toggled on/off (together with the Commands panel) by clicking on the rectangular button above the large window.

The windows can be used in one of two modes: display information about individual units or display information about groups.

## Information about units



This is the default mode for these windows: when a unit is selected, or the cursor points at an object on the terrain (a structure or enemy unit).

The left window displays an image of the selected object. The numbers on the image describe the object's armor (depending on the unit type). For combat equipment, thickness of front, rear, side and top armor is usually indicated. The color bar in the lower section of the window indicates current HP value for combat equipment and the amount of personnel left for infantry squads. Please note that "health" of individual soldiers is not indicated here (except for sniper).

Bar color	Ownership
Green	Your units
Red	Opposition
Blue	Allies
Grey	Lost vehicles

Aircraft have a fuel bar displayed above their damage bar. Aircraft burn fuel all the time and when they run out of it, they must return to base. Bombers and transport planes have sufficient fuel to perform their missions. However, fighters and ground attack aircraft usually spend much more time over the target area, so this indicator allows you to see how much flight time they have left and call new reinforcements when the need arises.

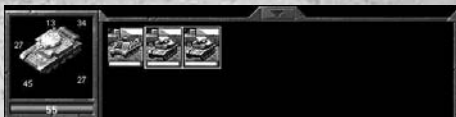
The large window at the right displays the name of the selected object. If it's a combat unit you can view information about their weapons and other parameters here: damage potential, armor piercing ability, current and maximum ammo reserves. Current and maximum supply load is displayed for supply trucks and engineering vehicles.

If the selected object is a transport vehicle for moving around infantry squads or artillery crews, or if the cursor points at a structure occupied by infantry, this window will display the troops' icons. To move soldiers out of the building/vehicle, click on the 'squad's icon.



## Information about groups

If you select several units, information windows switch to group information mode.



Instead of weapons' parameters, the large window now displays icons of all units in the group. The color bar under each icon indicates its current damage level. One or more icons of the same type will be frame-selected. Icons of the same type represent identical units in the group (referred to as a subgroup).

The left window displays the image and parameters of the frame-selected combat unit. If a subgroup of identical units is selected, the left window will display maximum parameters inside the subgroup. For example, the fuel indicator will display the maximum amount of fuel among all selected aircraft (use the Aircraft button to select aircraft). This value tells when the last aircraft will have to leave the map.

To view parameters for another unit, click on its icon in the right window (the actual group will remain selected on the terrain). Please note that the Commands panel (at the right) now has buttons for commands available for the selected units. Click again on the frame-selected icon to deselect the group; after that, the right window will display weapons parameters for this unit (now it will be the only one actually selected on the terrain).

In addition to displaying combat units' parameters, information windows can show the composition of your reinforcements. To see that, open the Reinforcements panel (see below for more) and left-click on the selected reinforcement's icon. The large window will show the reinforcement's name and composition unit types and numbers. Clicking on a selected unit's icon displays its parameters in the information windows. To view the reinforcement's composition again, click on its icon on the Reinforcements panel.

**Tip:** to have a good unhurried look at the parameters of various units, reinforcements, structures etc. you might want to pause the game (press <Space bar>).

## Armor and weapons parameters

### Armor

This parameter describes the object's defensive properties the ability to withstand damage inflicted by shells and firearms. The Armor value depends primarily on the properties and thickness of material the object is made of, and for combat equipment, it depends on the armor plates' shape and the angle they are placed at. Objects without defensive properties do not have armor value. When a shell hits armor, the object (and people behind

the armor) will not suffer damage if the armor value is higher than the shell's armor piercing value (taking into account chance factors).

Objects can have different protection from different sides, so different armor values are used for an object's front, sides, rear, and top. Usually combat units' armor values for different sides vary greatly. Buildings mostly have identical armor values for all sides except the roof. Interaction between shell and armor depends on various chance factors; the information window displays average armor values. If the armor value equals the shell's armor piercing value, the probability of the shell destroying the object equals 1/2.

### **Weapons properties**

All weapons have two main parameters: Damage and Armor Piercing.

Damage is the amount of damage inflicted when object is hit: Health (in case of people) or HP (in case of combat equipment or structures) values will be reduced by this value. Weapons parameters indicate average damage value; in reality it may be higher or lower. It depends primarily on the place at which the object is hit, and on several chance factors.

Armor Piercing is a bullet's (or shell's) ability to pierce an object's armor. If there is no armor or its value is lower than the shell's armor piercing value, the object will suffer damage. Weapons parameters indicate average armor piercing value; actual results of the shell hitting an object may vary depending on chance factors.

Any combat unit carries a certain amount of ammunition: shells, cartridges, etc. The speed of spending ammunition during combat depends on the weapon's rate of fire. When ammunition is very low, a special icon appears above the unit. To avoid running out of ammunition, replenish it by using supply units.

Many kinds of armored vehicles are equipped with several kinds of weapons, e.g., tanks usually have a cannon and one or two machineguns. The cannon is considered a main weapon, and a machinegun a secondary one.

### **Firing modes, radius and arc of fire**

A weapon's ability to hit the target also depends on its range of fire. There are two firing modes for ground targets: ballistic fire and direct fire. With direct fire, the shell goes straight at the target at the same level; with ballistic fire the shell goes along an arched trajectory. The firing mode depends on the gun's type:

AT cannons can fire only in direct mode, mortars only use ballistic mode, heavy cannons and howitzers can fire in both modes. Defensive fire (area attack) always requires ballistic firing mode. There are minimum and maximum ranges for each weapon type and each firing mode. Minimum range is relevant in close combat: infantry can fire at pointblank range, but artillery pieces have a certain "dead zone" around them. Direct fire range is usually limited to a combat unit's field of vision. With ballistic fire, range can be much longer than the crew's field of vision, so spotters are required for targeting.





Spotters should be positioned in such a way the opposition forces don't see them, e.g., an officer with binoculars, sniper, camouflaged infantry or recon aircraft.

To increase long-range accuracy, you might want to zero your gun in on a specific point on the map, by firing a few shots (this requires the appropriate tactical ability). After that, you'll be able to hit targets around that point with minimum number of shots. However, zeroing in allows the opposition to establish your gun's approximate location (through acoustic reconnaissance).

AA guns that can also hit ground targets have three range values: minimum and maximum range for ground targets, and maximum range for airborne targets. They also have another specific parameter the top altitude at which they can hit an enemy aircraft.

A gun's arc of fire is determined by the angles to which the gun barrel can be rotated for targeting. Infantry firearms, weapons installed on armored vehicles and AA guns have a 360 degree arc of fire. They can choose any target within range and are always combat-ready. Field artillery have a limited arc of fire; while the gun is being aimed at a target outside the current arc of fire, it cannot fire. Entrenched SPGs also have limited arcs of fire.

Infantry in the field can fire their weapons at any target. When infantry is inside structures, their arc of fire is limited by what they can see from windows or firing positions.

To view selected **unit's range** and arc of fire, press the <Alt> + <F> keys (both on the main map and mini-map):

Range or arc of fire	Indicated by
Maximum and minimum range for direct fire	Red circles
Maximum and minimum range for ballistic fire	Green circles
Maximum range for airborne targets	Blue circle
Arc of fire for direct fire	Red sector
Arc of fire for ballistic fire	Green sector









### Unit states

Above the combat unit and below the damage bar, special icons can be displayed on the screen, indicating units' current states. Some icons are only used for armored vehicles and automobiles; others can be displayed above all units, including infantry. Also, all units above Rookie level have icons indicating their current level displayed above them. If you created a group of units and



then selected the group, its number will be displayed to the left of the damage bar (please see the Selecting Combat Units section below for more).

The table below lists all possible unit states and appropriate icons:

Icon	Description
	Combat unit's level: one stripe for regular forces, two stripes for experienced, three stripes for veterans. Level is not indicated for rookies or units without a commander.
	"Hold Position". Combat unit is holding its current position; it will not pursue enemies who come within its field of vision.
	"Aggressive Movement". This icon is displayed after you issue the Aggressive Movement command. The unit will proceed to a specified point, engaging all enemies it can see along the way.
	"Precise Shot". This icon indicates that a special firing mode is activated, allowing it to hit specific parts of combat equipment (e.g., tank tracks). Requires appropriate tactical ability.
	"Camouflage", "Ambush". This icon indicates the unit was switched to one of these modes (the appropriate button on the Jira Bugs: 806,798,799,804,801,800,803 is highlighted).
	"Wait". The unit is busy and cannot fire right now (e.g., it is changing its arc of fire for artillery). To issue a new command you'll have to wait until the current operation is completed.
	"Low Ammo". The icon indicates the combat unit has 1/3 or less of its default ammunition reserve left, or has run out of ammo completely. For combat equipment, it means main weapon only.
	"Damaged Track". This means that the vehicle's track or wheel is damaged and it cannot move. Can be repaired by engineering vehicle.

## Commands panel

The Commands panel displays commands the selected unit or group can carry out. The panel includes 12 buttons; their functions depend on the selected object and can vary. Place the cursor over a button and read the tooltip describing its function.



## Keyboard

Q	W	E	R
A	S	D	F
Z	X	C	V

## Infantry



## Tank



## Buttons

Active buttons are brightly colored; these are commands the selected combat unit (group) can carry out. Inactive buttons are dimmed; the selected combat unit (group) cannot carry out these commands at this time. Some buttons work as top level menus: click on them and a new set of buttons appears on the panel, offering various options for selected command (e.g., clicking on the Formation command to infantry brings up buttons with various formation types: marching, combat, etc.). To return to the regular set of commands, click on the button with a red cross.

## Frame selecting

Some buttons remain locked after you press them, indicating the mode activated for the unit (e.g., camouflage). These buttons are highlighted by a solid yellow frame. Click on them again to switch this mode off (the unit returns to default state).

## Moving frame

Buttons that indicate combat units' specific abilities are highlighted by moving frame. For example, infantry squads can automatically attack enemies with grenades; if you activate this ability you won't need to issue the specific command every time. When the unit's special ability is activated, the button is highlighted by a moving frame. If you don't want the unit to act automatically any longer, right-click on the button; the moving frame will be replaced by a solid one. Now to attack the enemy with grenades, you'll have to issue a specific command to the squad (press <G> key or left-click), then click on the target.

## Using keyboard

In many cases it's convenient to use the keyboard to issue common commands (see image). Please note that two top rows of buttons issue the same commands to combat units of various branches, to make it easier to give orders to mixed unit groups.

**Note:** you can switch the keyboard layout from default "original" to "classic." Then the above scheme will no longer apply; commands could be issued via keys commonly used in RTS games (<A> for Attack, <F> for Follow etc.). Please see buttons' tooltips for help.

## Elapsed time counter

Some commands cannot be carried out immediately and require time, e.g., entrenching or camouflaging a combat vehicle. During this time, the crew cannot repel enemy attacks on

their own, and if you issue them a different command, the current one will not be completed. The elapsed time is displayed on the red clock-shaped counter; when it disappears, it means the command has been carried out; the unit is now combat ready and you can issue new commands to it.

### **Command types**

Simple commands are carried out immediately, and do not require any additional instructions. For example, the Stop command halts all selected units while Cancel cancels any previously issued command. Such commands are carried out immediately after you click on the appropriate button.

More complex commands require you to specify a target. For example, when you issue the Turn Arc of Fire command you must show the gun crew a point within the new arc of fire (directly on the terrain or on the mini-map). The Follow command requires you to specify a combat unit to follow (e.g., infantry squad should follow a specific tank). When you click on these commands' buttons, they disappear until you set the target. The cursor changes shape accordingly. Make a left-click to proceed with the command; right-click to cancel.

Finally, some commands require you to specify an area on the terrain, e.g., Dig Trench. After you select this command in the engineering vehicle menu, you must set the starting point of the trench (left-click on the terrain). Then move the cursor towards the end point; a color bar will appear, indicating where the trench will go. Left-click where you want it to end and the unit will start carrying the command out. If you right-click instead, the command will be cancelled.

### **Mouse buttons functions**

Both the left and right mouse buttons are used to control combat units. Sometimes there are two ways to issue commands. Clicking the "wrong" button either has no consequences at all, or cancels the current command. Please try to remember two simple rules to avoid clicking the wrong button:

The right mouse button is used to issue default commands without activating the Commands panel buttons (via the mouse or keyboard). Right-clicking sends units to specified points on the map. If the cursor changes shape when you place it over an object, right-click to perform the appropriate action. Finally, the right mouse button allows you to toggle automatic unit mode on the Commands panel.

The left mouse button allows you to use all static elements of the Combat screen interface. Left-click to set the target for the command issued via the Commands panel (or via keyboard); note that the cursor changes shape depending on the command issued, no matter what object it is placed over.

The middle mouse button (or wheel) is used exclusively to control the camera.



### Reinforcements panel

There's a telephone-shaped button above the Command panel that toggles Reinforcements panel on/off (alternatively, use <[ ]> key). To the right of the button, there's a counter displaying how many times you can call reinforcements during the current mission.

The panel has buttons for the reinforcements available for the mission. At the beginning of a campaign you don't have many of them, but as you successfully accomplish missions, more reinforcements become available.

At the bottom right corner of the reinforcement's icon, its current level is displayed (no stripes are displayed for rookies; regular troops, experienced and veterans have one, two and three stripes, accordingly). The bar at the lower part of the icon shows how much experience the reinforcement has within its current level: the filled section of the bar means available experience; the empty section indicates the amount needed to move on to the next level. This bar is the same as the experience bar in the Commanders' screen. Note that this bar is only shown if a commander is assigned for this type of unit.

To view the reinforcement's name, place the cursor over the appropriate icon. You can also take a closer look at the reinforcement's composition (you might want to pause the game before doing that). Left-click on the icon and the information windows will display data on all units that make up this reinforcement. To view parameters of individual units, click on them in the information window.

Select the reinforcement you prefer (the icon will be highlighted by a frame) and left-click on the point on the terrain where you want it to go. Please note that only paratroopers can land exactly where you specify. Ground troops will be delivered to the nearest deployment point (usually next to a depot) and will have to go to the point you specified on their own. The enemy may try and stop them on the way.

Every time you call reinforcements the counter reduces by one. The next reinforcement call becomes available only after a while. The waiting time is displayed as a circle on the button that toggles the panel on/off. When you don't have any reinforcement calls left (the counter shows zero or you have lost all your deployment points), reinforcement icons become dim and the panel toggling button becomes red.

The Show Reinforcements Automatically parameter in the game Options allows you to turn on the reinforcement panel every time another reinforcement call becomes available.

### Selecting combat units

When the cursor is placed over an object (combat unit, structure or building), the object's name and parameters are displayed in the information windows. Objects under your control include your combat units and groups of them. To select a combat unit, click on it. To select a group of combat units, click on any unit in the group. The color bars above the



selected units, showing their damage level, will be displayed in a brighter color than those for unselected units.

### Selecting units of the same type

To select all combat units of a particular type (model), double-click on any such unit. It's a convenient way to select, for example, all artillery to start simultaneously firing at enemy targets.

### Frame selecting

You can select one or more combat units directly on the terrain by using a "rubber frame." Imagine a rectangle covering the units you want to select. Then place the cursor over one of the rectangle's corners, press and hold the left mouse button and move the mouse along the diagonal to the opposite corner. The selected area will be displayed inside the rectangle with a darker background. When you release the left mouse button, all units within the rectangle will be selected. If a unit belonging to a predefined group happens to be within the rectangle (e.g., one or more soldiers of an infantry squad), the whole group will be considered selected (in this example the entire infantry squad).

### Adding units to a group

To add a combat unit to a selected group, press and hold the left <Shift> key and click on the new unit. When you finish adding new units, release the <Shift> key.

### Assigning number to group

A convenient way to issue commands to a group and perform various tactical maneuvers is to assign it a number. To do that, select a group of combat units and press any of the following key combinations: <Ctrl> + <1> through <Ctrl> + <0>. The selected group will be assigned a number ranging from 1 to 0; the number will be displayed above all group members. You can set up to 10 independent groups (each combat unit may belong to one group only). To select any of such groups at a later time, press the appropriate number key (<1> - <0>). Assigning numbers to combat units does not prevent you from giving them individual commands or including the unit in any current group.

### Centering groups

To locate a remote group quickly double press the <1> key; the area where this group is positioned will be displayed with the selected group in the center of the screen.

### Selecting aircraft

To use your air forces more efficiently, you might need to issue commands to individual aircraft. This is usually the case with recon planes, fighters and ground attack planes. Bombers and paratrooper aircraft generally carry out their orders automatically, and then return to base.

There are two ways to select aircraft (or a squadron): using the mouse, like selecting any other combat unit, or via aircraft selection buttons at the right screen edge. In the first



case you need to point the camera at the aircraft first. Aircraft are represented by green dots quickly moving across the mini-map. You might wish to zoom the camera out as much as possible (use the mouse wheel or <+> key). We also recommend pausing the game (<Space bar>) when selecting aircraft.

A much easier way is to use special buttons (displayed at the right screen edge during all the time your aircrafts are present in the mission). There's a special button for every aircraft type. Click on one to display all aircraft of this type, regardless of whether or not you can see them at the moment or not.

After an aircraft or squadron is selected you can view their current parameters (e.g., weapons and fuel reserve) and issue them appropriate commands.

### **Issuing and carrying out commands**

You manage your units by issuing commands to them. First select a combat unit or a group; when they receive a command, they'll do their best to carry it out. If it turns out to be impossible you'll not get a report explaining the reason for this (this information will also not be displayed in the message line).

### **Uniform groups**

A group of identical units can carry out all commands available to such unit. For example, you can select several guns and click on the Turn Arc of Fire command; after that, all gun crews will rotate their guns in such a way that their arcs of fire will be centered on the point you have specified.

### **Mixed groups**

If all units in the group can carry out a command, an appropriate button will be available on the Commands panel; you won't have any problem issuing it. However, some commands may be unavailable for mixed groups comprised of units from various branches. For example, if you select a gun and a tank, the Defensive fire command will be unavailable, since tanks cannot fire in such a way. To issue this command to this particular group, you'll need to have gun commands displayed on the commands panel first. You can disband the group and select just the gun - but that's not the best way: toggling command sets while keeping the group intact is much better.

Use the large information window with icons for all group members. At any given time, the Commands panel displays buttons of commands available to the currently selected unit or subgroup (the one whose icon is frame-selected). Left-click on another (unselected) icon to select it and the Commands panel will show another set of buttons-commands available for this combat unit. Now you can issue the command you need, and keep the group intact.

### Command sequence

Combat units can "remember" several commands and carry them out sequentially. For example, you can order a gun crew to move the gun to a specified point and then open fire at a target that is currently outside the gun's range. To do that, press and hold <Shift>, then click the appropriate command buttons in your desired sequence. When you're finished, release <Shift>. To cancel the command sequence, issue any other command to the combat unit without pressing <Shift>. Please note that some commands (the ones which require "external" events, like Ambush) can postpone or block subsequent commands.

### Autonomous actions

Combat units can perform certain actions by themselves, by following certain army regulations and using their intellect. If a combat unit or group capable of opening fire spots an enemy within its range, it will attack without waiting for your commands and will pursue the enemy. To stop your troops from attacking on their own initiative (e.g., when they are in a defensive mode), issue the Ambush command to them. The Hold Position command forbids units to pursue the enemy.

If a combat unit cannot see the enemy (regardless of its weapons range), the enemy will not be attacked. The enemy spotted by a unit commander using binoculars or by a sniper using optical sight won't be attacked automatically either (you'll have to issue the appropriate command).

If you specified a target outside the unit's range (to view unit's range and arc of fire, press the <Alt> + <R> keys), the unit will move to the nearest point within range and attack. If the unit cannot move on its own (e.g., the gun cannot be moved by the crew or the tank's track is damaged), the command won't be carried out.

If you order your combat units to move to a specified point, they'll attack all enemies they encounter on the way but will try not to diverge from the route. The Aggressive Move command tells the units to pursue enemies as far as possible, and then proceed to the destination point. Please note that during WW2, armored vehicles were unable to fire their cannons on the move; only machineguns could be used. To fire the cannon, the vehicle needed to stop. However, more skilled crews could fire their main gun even while moving.

If the target is outside your combat unit's field of vision but within range of fire (e.g. long-range gun) and some other unit (e.g. spotter) can see it, the target can be attacked - just issue the appropriate command. If the target is moving the spotter will adjust the gun's fire. Reconnaissance aircraft can also act as a spotter.

Infantry can automatically use grenades against armored vehicles. If the infantry squad has the appropriate tactical ability they will use grenade clusters (these can stop medium or even heavy tanks by damaging their tracks).



Attack aircraft also can act on their own: fighters can locate enemy aircraft within their patrol range, but if you specify enemy location the target will be destroyed more quickly. Bombers and attack aircraft can target their bomb or missile strikes; for example, they can attack enemy tanks or artillery located close to the point you have specified as the attack target.

### Adjusting game speed

While you perform scenario missions, the game speed can be adjusted within a wide range (10 steps to increase and 10 steps to decrease the standard game speed are available). You can also pause the game. When you change the game speed, all events on the Combat screen will be sped up or slowed down accordingly. To adjust the game speed, use the number pad keys and <Space bar>:

- <Num +> increase speed by 1 step;
- <Num -> decrease speed by 1 step;
- <Space> pause the game.

Information about the adjusted game speed is displayed in message line; when the game is paused, appropriate message is displayed at the center of the screen. While the game is paused you can take a look at the terrain, select combat units and give them orders (e.g., specify points to move to or assign attack targets). This mode is convenient for issuing command sequences (please refer to the Issuing and Carrying out Commands section of this document).

You may want to speed the game up if your units have to perform some non-combat and/or routine tasks which don't involve direct contact with the enemy (e.g., build trenches and position infantry while you are in defense, bring your main troops from initial positions closer to the area where the enemy concentrated their forces along a previously explored route). Before you engage in actual combat, it's advisable to return the game to normal speed. It might be useful to slow the game down when you manage large numbers of combat units or when the front line is very long, so you need to move from one flank to another all the time to keep an eye on your subordinates' actions.









## Pause mode

In many cases you might find it convenient to issue commands and command sequences when the game is paused. Press <Space bar>, issue commands to your units and press <Space bar> again. Pausing the game allows you to take a good look at the battlefield, assess the situation, make your tactical decisions and give appropriate orders. Issuing commands to aircraft and assigning them targets without pausing the game is very difficult; in real-time mode, aircraft move very quickly.

## Icons and message lines

Information about all important mission events is displayed in the left section of the screen above the mini-map; these messages are announced by sound signals. At the beginning of the message line an icon is displayed, to indicate message type (subject); the actual message appears to the right. New lines are displayed above the old ones; the latter move down, and after a while, disappear.

Many important events have references to specific locations and require quick response (e.g., you might receive information that one of your units is under attack). Click on the icon and the area where the event took place will be displayed on the screen.

Icon	Subject line
	"Objective": new objective received, current objective accomplished (failed). For more details call up the Objectives screen. On the mini-map the objectives are marked by concentric circles.
	"Enemy": your troops spotted new enemy units. Click on the icon to see where.
	"We are under attack": one of your units outside your field of vision is under attack. Click on the icon to see where.
	"Key object": your troops captured key object from the enemy, or the opposition captured your key object. On the mini-map, these objects are marked by flags; events are marked by converging triangles.
	"Reinforcement": new type of reinforcement is available for the mission (displayed at the beginning of the mission).
	"Weather": weather has changed, affecting air force operations: rain, sandstorm etc., or weather has improved.



## OBJECTIVES SCREEN

Click on the Objectives button to the right of the mini-map to call up the Objectives screen (or press <□>). Under the title showing the name of the current mission, a list of mission objectives is displayed. These must be completed to accomplish the mission. Your objectives' status is shown at the left of each line: completed objectives are marked by checks, failed ones by crosses. To read the objective, click on its line in the list; the text will appear in the window below.



Objectives descriptions may include tips and hints on how to accomplish them with minimum losses and avoid unnecessary risks. The field at the top right corner of the window also shows the objective's status. Please note that new objectives can be given to you during the mission after you deal with previous ones, so you should take a look at this screen regularly. You'll be notified about new objectives by a message in the message line and by a sound signal.

## REINFORCEMENT TYPES

To fight successfully and employ reinforcements efficiently, you'll need to have a good idea about the uses and tactical capabilities of various reinforcement types as well as their strengths and weaknesses. The following information will help you to choose the best reinforcements for a particular combat situation, and establish good coordination between various military branches. Since the opposing sides' reinforcements' personnel and weapons varied at various periods of the war - both in terms of quantity and quality, - we'll just describe their main properties here. You can view the actual strength and weapons of any reinforcement in the Reinforcements screen between missions, or in the Information windows on the Combat screen. The list of tactical abilities can be accessed via the Commanders screen.

### Infantry

Infantry's strengths include the ability to move on terrain inaccessible to heavy vehicles, and use ground defenses to stop superior enemy forces. Infantry can play a major role in capturing individual buildings or towns. It can efficiently suppress enemy artillery positions. An infantry squad leader can take a look at (scout) areas via binoculars and spot opposition at a longer range than other ground units (you can also use Snipers for the

same purpose). Infantry's main drawbacks are its vulnerability on open ground, and slow speed. Handheld weapons do not have sufficient firepower, and grenades are only efficient in close-range combat.

### **Main Infantry**

Main infantry is used primarily for defense. Compared with other infantry reinforcements, these units comprise the largest number of soldiers. Infantry squads are armed with rifles, submachine-guns, and hand grenades. Reinforcements may also comprise crews armed with large-caliber heavy machineguns or light mortars. These crews carry their weapons disassembled, and assemble them again when they stop. Positioned in buildings and fortifications, main infantry is efficient against enemy infantry; and when in trenches in open ground, it can attack enemy armor at close range, using grenades.

### **Assault Infantry**

Assault infantry is mostly used for attacks. Assault infantry has more HP than main infantry, higher accuracy and speed. Assault infantry squads are armed with submachine-guns and hand-held machineguns. Assault infantry uses more powerful grenades, and have more of them than main infantry does. These reinforcements may also comprise independent crews armed with AT weapons and flamethrowers. Soldiers carry these weapons disassembled and assemble them again when they stop. Assault infantry are efficient against opposing main infantry of equal numbers (and even against slightly numerically superior forces). It's also more efficient against enemy armor than main infantry.

### **Elite Infantry**

This kind of infantry is mostly used for stealth movement and surprise attacks. Elite infantry has a larger field of vision and better camouflage abilities than all other infantry. It also has a higher speed than assault infantry. These squads don't have any special AT weapons but elite infantry can set up mines. They are efficient against enemy infantry and artillery crews, due to their high accuracy of fire. Some elite infantry groups may comprise paratrooper carrying aircraft to bring reinforcement to specified points on the map (please note these aircraft can be attacked by the enemy).

### **Artillery**

Artillery can inflict heavy damage to enemy forces - until it comes in direct contact with them. AA artillery can make life very hard for the enemy's air force. Assault artillery is efficient against long-range enemy artillery and fortified weapon emplacements. AT artillery is the most specialized one and poses a serious threat to an enemy tank attack. Ordinary artillery drawbacks include poor protection of crews from enemy fire as well as from enemy infantry and problems with movement. A general weakness common to all artillery is heavy dependence on ammunition resupply: Stationary artillery units include trucks for towing the guns and bringing ammunition to them. After guns are in position the supply trucks can be used to bring ammunition for all ground units, and to transport infantry.



### **Assault Artillery**

These reinforcements are mostly used to destroy enemy weapon emplacements, artillery and low mobile armor by ballistic (curved) fire. It can be deployed in open areas to support attacking troops, or during defense. Compared with tanks, its direct fire accuracy is lower and its arc of fire is smaller, but the firepower is higher. Unlike tanks, practically none of SPGs (self-propelled guns) have machineguns, which makes them much more vulnerable to enemy infantry.

### **Long-Range Artillery**

It is mostly used to destroy fortified weapon emplacements, strategic installations and groups of enemy armor and infantry, and for area attacks. Long-range artillery has a longer range and higher accuracy than assault artillery. The speed of changing arc of fire is much lower than that of assault artillery, and vulnerability to enemy artillery fire is much higher. Long-range artillery does not have sufficiently high hit probability to target moving targets, even with direct fire, but if it does score a lucky hit it inflicts much heavier damage. The crews can be quickly taken out by enemy counter-battery fire or infantry attacks. It is recommended to place the guns at some distance from each other when positioning long-range artillery batteries, to increase protection from counter-battery fire or aircraft attacks.

### **Anti-Tank Artillery**

This kind of reinforcement is mostly used against enemy tanks and other armoured vehicles. It is more readily available than heavy tanks and tank destroyers. The guns can be moved by their crews, though much more slowly than by trucks. AT artillery can only fire in direct-fire mode. It has a narrower arc of fire than assault artillery, but has a higher accuracy. It is efficient against enemy armor and artillery at medium range but because it cannot fire in the ballistic mode it is not very efficient against infantry, especially if the latter is inside ground fortifications. AT artillery is mostly used for defence. Thanks to its range, it can also be used during attacks to make gaps in frontline enemy defenses. A major drawback is its poor crew protection from enemy fire.

### **Light Anti-Aircraft artillery**

In addition to its main use, defending positions from enemy aircraft, it can also be used against enemy infantry due to its high rate of fire. These guns can only fire in direct-fire mode. Light AA artillery has high accuracy and a reasonable range. It is efficient against fighters and ground attack aircraft but is not efficient against high-altitude bombers with good armor. When used against ground targets, light AA artillery can stop attacks by enemy infantry and light armor. A major drawback is poor crew protection, especially from attacks by enemy ground forces.

### **Heavy Anti-Aircraft Artillery**

Mostly used to defend positions from enemy aircraft, and against medium and heavy enemy armor. Can only fire in direct-fire mode. It has a lower rate of fire than light AA

artillery, but higher firepower and armor-piercing ability. Rate of fire at enemy armour is higher than AT artillery's. Heavy AA artillery is efficient against enemy aircraft, primarily against relatively slow bombers, paratrooper, and transport planes; much less efficient against ground attack aircraft and fighters. When used against ground targets it is effective against medium and heavy armor.

## **Tanks**

Armor can play a major role in attacking and defending operations during direct contact with the enemy. High speed and maneuverability, high firepower and good protection of crews are qualities common to all tanks. Tanks are most effective when used jointly with infantry, both during attack and defense. Drawbacks include poor off-road capabilities especially over soft ground and wooded bridges may be an obstacle to medium and heavy tanks.

Please note that WW2 tanks didn't have stabilisers to allow their main gun to fire on the move, and had to stop to fire it. Only the most highly skilled crews could effectively fire on the move.

## **Light Tanks**

Light tanks are mostly used against enemy infantry and for reconnaissance. Their strengths include high mobility (high speed of movement and maneuvering), wider field of vision than that of other tanks and higher accuracy of machineguns used against infantry. They are efficient against enemy infantry and providing good support during offensive operations at medium and long range. Additionally they are relatively efficient against light enemy armor and artillery, including AT artillery (due to their high speed). Light tanks are not effective against medium and heavy tanks and SPGs. Another drawback is that these tanks are easily damaged in close-range combat because of their relatively poor armor protection.

## **Medium Tanks**

Medium tanks are the main striking force of ground troops, both during offensive and defensive operations. They are effective against enemy infantry and armors (except heavy tanks and heavy SPGs) and can destroy light defenses. Their strengths include relatively high mobility (slightly less than that of light armor but higher than heavy tanks'), and the fact that these vehicles can be used for many various purposes (against enemy infantry, armor and stationary artillery). They provide excellent support to infantry during offensive operations. However, they are not effective against heavy armor in open combat nor can they efficiently operate in townships or against enemy infantry at close range without infantry support.

## **Heavy Tanks**

These tanks are mostly used against enemy armor and fortified weapon emplacements. Their advantage is high protection from light and medium tanks and AT artillery. Also they are better protected from grenades and other infantry AT weapons than other tanks. The



number of units in this group is not high though. Heavy tanks' mobility and main gun targeting speed are much lower than that of medium tanks. Their machinegun fire is also less efficient because of their reduced mobility. That's why heavy tanks are not particularly suitable good against enemy infantry in close-range combat.

### **Tank Destroyers**

These are primarily used against enemy armor, including heavy armored vehicles. Tank destroyers have higher accuracy and range than heavy tanks. They can only fire in direct-fire mode, using armor-piercing shells. Due to the shells' small damage radius and the lack of machineguns, tank destroyers are not effective against infantry. In defensive operations they are as good as AT guns and during attacks they can be used against enemy tanks and SPGs.

### **Air force**

Various kinds of aircraft take part in combat operations, used against various ground targets and to counter enemy air force. One of the main drawbacks of air forces is their dependence on weather. In bad weather aircraft cannot take off, and the ones already in the air cannot carry on with their missions and have to return to base. However, the most highly skilled crews can fly in all weather conditions.

Available reinforcements include fighters, ground attack planes and bombers. In some missions you'll also have access to reconnaissance aircraft and paratroopers-carrying planes to bring in elite infantry squads.

### **Fighters**

Fighters are the most highly specialized aircraft; they are designed exclusively for use against enemy aircraft. Fighters have high speed and maneuverability, which makes them less vulnerable to AA fire. Fighters are used to provide air cover. If you call for fighters as soon as you spot enemy aircraft, they might be able to save your troops from a bombing. Fighters are also effective against ground attack aircraft, and to deter enemy fighters. It makes good sense to have your fighters in the air before you call up other kinds of air support.

### **Ground Attack Aircraft**

Ground attack aircraft are mostly used to strike specific enemy targets from the air - e.g. weapon emplacements, long-range artillery, tanks and SPGs. They are slower than fighters, but this is partly compensated by their armor and weapons. Ground attack aircraft are very effective against enemy artillery. If the opposition has strong AA artillery, using ground attack aircraft will not be efficient. Compared with bombers, ground attack planes have less firepower, so using them against stationary defenses won't be nearly as effective. They're not particularly good against light AA artillery either.



## **Bombers**

Mostly used for bombing areas with stationary enemy installations and large concentrations of troops. Air dropped bombs are very powerful and can damage targets within a large radius. Good armor, machineguns and cannons mounted on certain bomber models give them a chance to repel attacks by enemy fighters. However, low speed (necessary for precision bombing) makes them vulnerable to heavy AA artillery fire. Bombers are especially effective for hitting known enemy fortifications and for creating gaps in enemy defensive lines. Using bombers without preliminary reconnaissance, without suppressing enemy AA artillery and without fighter support is not a good use of these assets.

## **Support units**

Support units are available to you in many missions and include reconnaissance aircraft, supply trucks and engineering vehicles. Unlike combat units, these have practically no armor or defensive weapons, and are not designed for fighting.

Reconnaissance aircraft have a slow speed. They are used for general evaluation of the combat situation, to determine positions of enemy forces, their weapon emplacements, spot targets and adjust artillery fire. The lack of weapons (only a few such aircraft had firearms) and practically a total lack of armor made them easy targets for enemy fighters and AA artillery.

Supply trucks are used to bring ammunition from depots, tow artillery pieces, move their crews, and to transport infantry. These trucks can be used to tow any stationary artillery. After an artillery piece is in position you can use the supply truck as you see fit. These vehicles can supply ammunition to all your units the vehicle can see. When the truck uses up all its ammunition it will automatically go to the nearest depot for more, and then come back to the battlefield.

Engineering vehicles are used to transport engineers, engineering equipment, mines and spare parts to repair combat machines and structures. Engineers can perform all sorts of tasks - repair damaged units, build trenches, set barriers, obstacles and minefields, disarm mines, rebuild damaged bridges and buildings. To repair/rebuild things they'll need resources brought from depots. To save their vehicle from blowing up on mines, engineers leave the truck at some distance from the minefield and start looking for mines on foot. Discovered mines will be marked with flags, and after a while disarmed. Please remember to bypass these flags when moving around your units until the mines are disarmed.



## MULTIPLAYER GAME

The Blitzkrieg 2 game provides two variants of playing via networks with several partners (multiplayer mode). You can play via Internet (connecting up to the Nival.net server) or via local network (LAN). The multiplayer games are played on special maps; 2 to 8 players can join.

Playing on the Nival.net server requires the player to register his individual code, which is included in the game package. There are two variants of playing on the server: usual (Custom) game and rating game, with each player's results stored at the server in the latter case. The Rating game is based on a special "Ladder" system that keeps track of each player's results, conferring a certain rating level on him, which allows automatically selecting players with similar ratings to play with each other, and creates the overall table of achievements. When you play the Custom game at the Nival.net server, as well as in local network, the game results are not stored, nor is the players' rating kept.

Each player is to join one of the two warring sides before the game starts. All players who have joined the same side, whatever it is, become allies to each other automatically, and all the other side's players being their adversaries. Each player may choose the military equipment of one of the three countries playing the most active role in World War 2 (Germany, the Soviet Union or the US). All the players are to agree on one of the 4 technical development levels corresponding to the periods of 1939-41, 1941-43, 1943-44 or 1945-46. In a Custom game, the number of players on the warring sides may differ, while in a Ladder game, there must be equal number of players on both sides, with the Nival.net server taking care of that.

The network game is a client-server model. In the Custom game, one of the players creates a server on his computer, and the others connect up to it as clients. The player whose computer is the server may adjust some of the game's initial parameters. In the Ladder game, all the players have equal rights. The players may chat while selecting opponents and creating a new game as well as during the game itself.

The reinforcements system in a multiplayer game is, in general, like that in scenario missions. Each player occupies a key departure point (a depot), which simultaneously serves as the new reinforcements' deployment point. All the key points on the map are marked out with flags of the side they are currently held by. There is no preset limit for the number of reinforcement summons in the game. There is, however, a minimal limit of time between calling for reinforcements of the same type (the cycle time) and a minimal limit of time between summoning any reinforcements. Besides usual reinforcements corresponding to the selected historical period (i. e. technical development level), you may also bring in field engineer vehicles. These play an important role in the game by restoring demolished depots, which then serve as additional key points.

The players score points for destroying enemy units. Seizing a neutral or enemy-held key

point gives the player an additional possibility to call for reinforcements while losing a key point deprives the player of some points and additional reinforcements. Any player's loss of all his key points prevents him from summoning any reinforcements. A side's loss of all its key points makes the game end with this side defeated.

The game may end in a number of ways: one of the sides' winning, total amount of time assigned for the game running out (in which case the highest point total would determine the winner) or the players' unexpected disconnection.

### **System requirements**

Playing multiplayer game in local network (LAN) is possible in standard Ethernet 10 or 100 Mbit/sec network under TCP/IP protocol. All the players' addresses must be within the subnet mask. If there is a local network firewall on the PC, the 4201 UDP port must be opened. You may also let the program use all UDP ports to optimize the performance. To play on the Nival.net server, you need to be connected to the Internet with at least a 56.6 Kbit/sec modem (to play on a 2-player map). A broadband connection is recommended. When you connect to the Internet through a firewall or an address translator, you need at least to open the outgoing port 4200 UDP for an IP-address corresponding to the domain name server.nival.net. It is even better to let the program use all outgoing UDP ports.

### **Some technological background**

The multiplayer mode in Blitzkrieg II is based on dispersed technology which all the players exchanging data with each other. In such an environment, the notion of "server" is extensively relative, used only as a synonym to "the one who creates the game". The player who creates a new game in the local network or a separate game at Nival.net server takes priority in setting the initial conditions, as well as being able to disallow some players from participating in this game. When the players enter the map, they all become equal in rights, and having one of them disconnected from the game does not make it end (the disconnected player loses the game). In Laddertype rating games, all the partners are equal in rights from the beginning.

### **Playing on local network**

Before you start playing, it is advisable to select your profile or create a new one for the multiplayer mode.

In the Multiplayer menu, select the LAN mode. You will see the games list screen. After the program polls the servers in the LAN, you will be shown a list of created sessions, which includes games in the process of enrolling players. When the players proceed to the map, the session becomes closed, and you cannot connect up to it. You may only join an open session while the number of players in it is less than the declared limit. The same screen allows you to proceed to creating a new game.



The sessions list includes the following parameters: game name, map name, game type, technical level, map size, and current/maximal number of players. The icons in the list's header allow sorting it by a chosen parameter: left-clicking on an icon makes the lines sort cyclically in ascending or descending order of this parameter. To select a line from the list, left-click on it. The button in the bottom right serves to join the selected session, while the one to the left of it is for creating a game of your own. The button in the bottom left brings you back to the multiplayer type selection menu.



### Creating a new game

This screen lets you create a new game. In the left window, there is a list of maps available on your PC. The list includes the following parameters: map name, game type (not used in the original version), map size, and maximal number of players. You can left-click on an icon in the list's header to sort it by a particular parameter.



In the right window, there is a mini map of the game area and the new session's settings. You need to enter a new game's name and set the maximal number of players and level of technological development. You can also modify the time assigned for the game (60 minutes by default) and time to establish a key point seizure (30 seconds by default). The playing time limit may vary from 5-999 minutes. The one who creates the game can also set its speed (0 by default, which more or less corresponds to the speed in scenario missions). The buttons in the bottom of the screen allow starting the game, returning to the previous menu, or invoking the "Advanced settings" screen. These settings include the units' gaining experience in the game and becoming more powerful over the course of one match (on by default), the players' random allocation on the map (on by default), and a field to enter the password needed to join the ses-

sion (the password is off by default). Having made all the settings, you proceed to the game room, where other players may connect up to the created session.

## Game room

There are two ways to get to the game room: either by creating a new game as a server or by joining one of the open sessions as a client. In both cases, the screen will look similarly, but the interface facilities will differ a little. The screenshot shows the game room screen as seen by a server (who created a game).



On the right, in the top window, there are the map name and mini-map image. The game session settings (its name, maximum number of players, technical development level, time limit, time to seize key points, and speed) are in the bottom window. These are only shown for reference and cannot be modified.

The list of players connected up to the server is in the top left. The top line always shows the server's player, while the other lines are open to be filled by other players. The total amount of positions equals the maximum number of players. If the expected number of players is known to be less than the maximum number of players allowed by the map, using the switches in each line can close the unused positions. The server's player may also kick a player who has already connected up to the session, if his presence is objectionable.

The connected players' names are displayed in the pull-down window. The racket-like activity icons are to the left of the names. Green icons indicate that the player is active, while grey ones mean that the position is unfilled or the player disconnected. Icons also allow seeing the player's response time (ping): bring your cursor over it and wait for a bubble help appearing.

Each player is to select three parameters: country to use its military equipment, one of two sides (teams) to play for, and an individual color to mark his flags and units on the map.

- The country may be selected randomly (dice icon) or chosen from the countries most active in WW2 (Germany, the Soviet Union, or the US).
- The party (team) is defined by the common flag's color; you may choose red or green. There must be at least one player on each side: otherwise the game cannot be started.





- The player's individual color may be chosen from the common list of colors, provided that it does not coincide with the colors already taken by other players.

After having set his parameters, the player is to confirm his readiness to start the game by clicking on a check marker in the end of his line in the list. No more parameter modifications may be made after that. If you want to change something (like a country or a side), remove the readiness flag, make your new choice and confirm readiness again. After all the players have confirmed their readiness, the server can start the game (using the button in the screen's bottom right).

The bottom left window serves for the players in the game room to chat. To send a message, type your text in the entry field and strike the <[envelope]> key or press the envelope icon. All messages show in the common window; you cannot send messages to your team members only.

The buttons in the bottom of the screen allow starting the game, returning to the previous menu, and invoking the window of advanced settings set before (for reference only).

## Gameplay

While the map loads, the window shows a large overview map and on top of it a mini map with the starting point for each player. Each player has his own flag. It looks like a rectangle of the chosen individual color with a team banner (red or green) in it. The flags' distribution on the mini map shows the players' initial key points. The player's name is displayed near his flag.

When the map is loaded, the game starts. All the players' objective is to seize as many key points as possible while destroying all the enemy's units. Eliminating all the opponent(s)' units gives the victorious team a sweeping victory. If none of the parties managed to do that in the assigned time, the winner is the team that gained the most points by destroying more enemy units and maintaining more key points under its control.

In the beginning of the game, there are some key points held by neither of the players on the map. These points cannot be used right away: they are heavily damaged and require repair. The no man's key points have special marks of large wrenches over their buildings. The player, after seizing such a point, must restore it by using an engineer unit. Each player in the beginning of the game is given a small detachment of forces and one field engineer vehicle. Unlike the campaigns, in the multiplayer mode the engineer troops are listed with the reinforcements and can be summoned if needed. A seized key point comes under the player's control after some "holding period" (30 seconds by default). The player's flag appears near it, as well as at the mini map. Having been repaired, a key point can be used as a deployment point for newly summoned reinforcements. If a key point suffers considerable damage from an enemy attack it slips out of the player's control, thus becoming a deployment point no more, and needs to be renewed again.

Each new key point gives the player an additional reinforcement summoning possibility and decreases the waiting time for a new reinforcement. Every key point lost has this bonus eliminated. The number of seized key points is considered in determining the game's results as well as affecting the player's tactical possibilities. The reinforcements in multiplayer mode are called for more or less similarly to those in the campaigns. Each reinforcement type has its own "cycle period", during which no reinforcements can be summoned again. More valuable reinforcements have greater cycle periods. The cycle is shown as a sector against the reinforcement's icon. Also, depending on the number of key points you hold, there are periods of time, depicted by an indicator appearing as a tooltip on the reinforcements' number counter, between your receiving additional reinforcements.

If the units' gaining experience option is on, their commanders become more skilful with each enemy unit destroyed. With time, they may increase in rank and receive new tactical abilities. The engineering troops, being an exception, have the maximum ("Veteran") rank from the beginning and gain no experience in the game. If the units' gaining experience option is off, all the units enter the game with the maximum rank and all tactical abilities available.

In the top right of the screen, the current statistics show the number of key points held by both sides, the total score of the team and the time until a team's loss after all of its key buildings have been lost. This data allows an evaluation of the current battle status. There are two reasons for each team to lose the game before the time limit has expired. The first of them is disconnecting from the network for more than 1 minute. All the units controlled by that team will remain on the map but act on their own. Another reason is the player losing all its key points. From the moment of the last key point lost, the team is given 1 minute to use the available forces to seize a new one. Failing to do that, the team leaves the field.

The players may exchange text messages, shown in the screen's top left. The message entry window is invoked by hitting the <Enter> key. To end entering the message and send it, strike <Enter> again. To have only your fellow team members see the message, use the <Ctrl> + <Enter> combination.

## Results screen

Once the game ends, the players see the Action Report screen:

This screen shows the total results of the game and each team's parameters. These include the casualties suffered, the number of enemy units destroyed, as well as tactical and strategic efficiency. The

Action Report				
Mission Success				
Current Progress	Mission Time	Units Lost	Units Killed	Reserves
Experience for Next Rank	Total Campaign Time			
	23:12:00 / 30:00			
Officer in Command				
Shirley Lymond Player	35	51	1	
General Victor Gustafson	97	48	1	
General George Chabon	9	45	2	
New Reinforcements Available				
Heavy Tanks				

tactical efficiency is determined by the ratio of destroyed enemies versus suffered casualties. The strategic effectiveness depends on the share of key points seized. These two values form the total game result for each of the parties (not stored in LAN games).

### Playing on Nival.net server Registering at the server

To connect up to the Nival.net master server, each player must register. The registration is performed at the server's connection screen:



The registration screen for Nival.net. It features a title bar 'Nival. net: Registration'. Below it are several input fields: 'User Name' with the value 'Slava', 'CD Key' with '123456789', 'Password' with 'oooooooo', 'Confirm Password' with 'oooooooo', 'E-mail' with 'slava@nival.com', and 'Confirm E-mail' with 'slava@nival.com'. At the bottom, there are two buttons: 'Back' and 'Next'.

To register, enter your in-game name, the individual game number enclosed with your game (online key code), a password and an email to be used for contacting you. The registration process takes several seconds if your connection to the server is stable. You may be denied it registration of the in-game name you have chosen is already taken or if you have entered a wrong online key. Change the data and repeat registration.

Your email is not part of the registration process and is only used to recover forgotten passwords. Nival Interactive commits itself to never using your email for any other purposes or give it to any third party.

The server's rules allow a player to register a number of in-game names, with separate statistics for each of them.

### Lobby

Having entered the server, you find yourself in the Nival.net Lobby. This screen has a dialogue (chat) window on the left and the players' list on the right. Buttons to select game type and show statistics are in the bottom of it.

The players' list includes the names of all players present in the lobby and their current



The Nival.Net Lobby screen. It has a title bar 'Nival.Net Lobby'. On the left is a large chat window with the text 'You entered chat channel Command'. Below it are buttons for 'Clear channel' and 'Command'. On the right is a list of players with columns for 'Name' and 'Status'. One player, 'Kadell', is listed. At the bottom, there are buttons for 'Game type' and 'Statistics'.

status icons. Clicking on the icon, you may see the player's parameters: his rating level, rank, etc.

The chat is used for the players to communicate before they start the game; it consists of a window with the messages list in the top and the text entry field in the bottom. The chat may also have a number of channels. The Common channel is always present at the server. Any player may organize a channel of his own, which will remain active until he leaves the Lobby. To create or select a channel, use the entry field conjoined with the channels list. It is not unreasonable to create new channels when the Common channel is overloaded or if you want to have a conversation within a limited circle of players.

The two buttons in the screen's bottom right are used to select the game mode: the ladder button brings you to Ladder (rating) game, while the map button is for a Custom game. Custom games on Nival.net master server are organized similarly to those on LAN and thus are not described here in detail. You may use Custom games to play against players you know or to train for a Ladder game.

The diagram button shows your current rating and Nival.net statistics:

The common statistics (to the left) include your current experience, rating level, rank, number of games played (including those won and lost) and playing time. The advanced statistics (to the right) includes your results (individual and team) in various types of games for various countries, as well as average effectiveness and personal preferences.

Nival.Net Ladder Statistics			
Profile		Advanced Statistics	
XP	1000	Win	Lost
Level	14	Team Summary	0 4 66%
Rank	Leadership	Germany	6 2 75%
Total Battles	13	USA	2 0 100%
Win / Lost	9/4	USSR	0 2 0%
In Game Time	0:24:40	Team Summary	1 0 100%
		Germany	0 0 0%
		USA	1 0 100%
		USSR	0 0 0%
		Total	0 4 66%
		Germany	6 2 75%
		USA	2 0 100%
		USSR	0 2 0%
		Average Effectivity	

## Ladder (rating) game

When you press the ladder button, the game settings screen is invoked. To start a game, the server selects players with certain coinciding parameters. The server chooses some of these parameters, such as maximum difference between the players' rating, automatically. Others are for you to manage. The more exact the settings you specify are, the longer you will have to wait for the server to find appropriate partners for you.

In the left of the screen, there is a list of the maps available at the server (the current version of Nival.net does not provide for automatic downloading of new maps: you need to



download the corresponding game add-on manually to add a new map). This list looks like that one for a usual game; the check fields to the left are to include or exclude the maps from those which the server may use to select partners. The mini map shows to the right, with the game parameters under it. You may choose the military equipment for yourself to use (Any, USSR, US, Germany), players number (Any or from 1 vs. 1 to 4 vs. 4)



and the use of historical opponents option. Once the parameters you want to choose are set, use the button in the bottom right to send a request to the server for selecting partners for you.

After that, you find yourself at the waiting screen. It looks similar to the game room screen in a local network, with the exception that the unused positions cannot be closed. When the partners are selected, the game will start automatically.

### Summing up results

The Ladder (rating) game has generally the same rules as a usual LAN game, but its results are put in the total table stored at the server and affect your position in the players' rating.

The Nival.net rating has 100 levels. Players whose positions in the rating differ within  $\pm 5$  can play together. The winners gain bonus points, increasing their ratings, while the losers are deprived of some of their points, which drive their ratings lower. The number of points per player is given according to the following table:

Opponent's level	You win	You lose
+5	165	-35
+4	155	-45
+3	145	-55
+2	130	-70
+1	115	-85
0	100	-100
-1	95	-105
-2	90	-110
-3	85	-115
-4	80	-120
-5	75	-130



In team vs. team games, the player's personal level is compared to the average level of the opposing team.

Participants of the Nival.net rating system advance in military rank and can be awarded decorations. Their ranks correspond to their current rating level and can move higher or lower depending on the shown results. Decorations are awarded once and forever, with their list put in the player's personal statistics. The main conditions of awarding them are eliminating certain numbers of enemy units, certain ratio of suffered vs. caused casualties (tactic efficacy) and playing a series of sessions without losing any of them.

**Good luck!**



# NIVAL INTERACTIVE CREDITS

## EXECUTIVE PRODUCER

Sergey Orlovskiy

## DIRECTORS OF DEVELOPMENT

Dmitry Devishev

Alexander Mishulin

Andrey Goulin

Andrew Supryaga

## PROJECT MANAGER

George Ossipov

Alexander Tikhonov

## ASSISTANT PROJECT MANAGER

Alexander Veselov

## LEAD DESIGNERS

Pavel Eliseev

## LEAD PROGRAMMER

Yuri Blazhevich

## LEAD ARTISTS

Andrew Chernyshov

## DESIGN

### GAME DESIGN

Dmitry Kazimir

Ilya Stremovsky

### INTERFACE DESIGN

Dmitry Kazimir

Ilya Stremovsky

### MISSION DESIGN

Alexander Vinnikov

Dmitry Butkevich

Sergey Kozlov

Ivan Klevakichev

Ivan Myakishev

Alexey Gladkov

Alexander Smirnov

## MANUALS

Yaroslav Tchegotarev

Alexey Postnikov

## WRITERS

John Bloomersshine

Rick Gush

Ilya Moshansky

Erik Ratzmann

Ilya Stremovsky

## HISTORIAN

Ilya Moshansky

## LOCALIZATION MANAGER

Ilya Stremovsky

## PROGRAMMING

### GRAPHICS PROGRAMMING

Andrew Goulin

Vladimir Egorov

Andrey Plakhov

Ivan Chelubeev

### AI PROGRAMMING

Alexander Veselov

Stanislav Pougatch

Ivan Ogorodov

### INTERFACE PROGRAMMING

Dmitry Uvarov

Stanislav Pougatch

Alexander Veselov

### SOUND PROGRAMMING

Alexander Veselov

### SPECIAL EFFECTS PROGRAMMING

Vladimir Egorov

### NETWORK PROGRAMMING

Vitaly Berov

Anton Khokhlov

**MULTIPLAYER PROGRAMMING**

Anton Khokhlov  
Stanislav Pougatch  
Ivan Ogorodov

**ARTWORK****CONCEPT ARTISTS**

Vsevolod Martynenko

**2D ART AND TEXTURES**

Vadim Frolikov  
Anna Magieva  
Marat Moukhamedkhanov

**3D MODELING**

Alexey Melnichouk  
Andrew Chernyshov  
Vadim Bakhlychev

**3D ANIMATION**

Boris Korshunov  
Sergey Sevaev  
Olga Baulina

**SPECIAL EFFECTS**

Sergey Sevaev  
Daniil Shipitsyn  
Andrew Chernyshov

**MUSIC, SFX, VOICE OVER****SOUND DIRECTOR**

Vladimir Matyunin  
Yuri Lenin

**MUSIC**

Andrey "Archont" Fedorenko

**SFX**

Vladimir Matyunin  
Denis Borzenkov  
Yuri Lenin

**SOUND ENGINEERING**

Yuri Lenin  
Larisa Tsyplenkova

**ACKNOWLEDGMENTS**

Ilya Mamontov  
Andrey Belov  
Ilya Stremovsky

**ADMINISTRATION**

Mike Allenson  
Alexander Ivanov  
Valerya Chebotareva  
Sergey Sinitsyn  
Elena Rubanova  
Olga Fedeshova  
Stanislav Chernyavsky  
Anastasia Orekhova  
Alina Khodykina

**EXTERNAL**

Voiceproduction UK/US  
Side UK

Voiceproduction Ger  
Translocacell



# **CDV CREDITS**

## **DEVELOPMENT**

### **DEVELOPMENT DIRECTOR**

Dirk Weber

### **PRODUCER**

Elmar Grunenberg

### **LOCALISATION MANAGER**

Thomas Kröll

Johannes Bickle

Christoph Weinstein

## **QUALITY ASSURANCE**

### **QA DIRECTOR**

Peter Oehler

### **SENIOR QA MANAGER**

Thomas Heil

### **LEADTESTER**

Daniel Schömperlen

### **CO-LEADTESTER**

Gregor Bellmann

Andre Dordel

Sebastian Reichert

### **QA TESTER**

Alexander Zeiß

Bernd Heumann

Bogdan Trifan

Christian Oly

Christian Schaffer

Christian Schüpff

Christoph Seel

Daniela Grebe

Daniel Pathmaperuma

Eric Schreiber

Hanno Schneider

Janosch Pfister

Matthias Löble

Michael Fochler

Pascal Renschler

Pedro Pinto

Roger Joswig

Roland Thimister

Stefan Ernst

Stefan Kostov

Stefan Pröll

Stefan Schreiber

Thomas Heilbronner

Thorsten Of

Thorsten Zastrow

Torsten Biller

Werner Aron

Yasmin Mueller

## **MARKETING & PR**

### **MARKETING & PR DIRECTOR**

Eric Standop

### **INTERNATIONAL MARKETING & PR MANAGER**

Evelyn Reina

### **PR MANAGER**

Michel Judt

### **MARKETING MANAGER**

Randy Dohack

### **CHIEF GRAPHIC DESIGNER**

Oliver Krainhöfner

### **GRAPHIC DESIGNER**

Monika Gola

Silvija Svetec

Oliver Moritz

### **WEB DEVELOPER**

Stefan Schwoebel

Sascha Köhler

**SPECIAL THANKS**

Erik Ratzmann  
Nico Zettler  
Christopher Schmitz  
Achim Heidelauf  
Daniel Jänsch  
Daniel Grunder

**CDV USA CREDITS**

**PRESIDENT AND CEO, CDV USA**

Tom Gross

**DIRECTOR OF PR AND MARKETING,**

North America / Associate Producer  
Mario Kroll

**OPERATIONS AND PRODUCTION  
MANAGER**

Wendy Beasley

**QA AND CUSTOMER SERVICE  
MANAGER**

David Green

**PUBLIC RELATIONS ACCOUNT  
MANAGER**

Ted Brockwood

**MARKETING AND ADVERTISING  
PLACEMENT**

TangibleMedia

**PRINT ADVERTISING AND BOX DESIGN**

FactorE

**SPECIAL THANKS**

Stephen Poole  
Greg Borisko  
James Cobb  
Steve Butts  
Mike Eckenfels  
Jeff Vitous and  
William Smeed





# ATTACHMENTS

## Game controls

### Legend

Key combinations are indicated by the "+" sign; to activate the command, press and hold the first key and then press the second.

## Mouse controls

Symbol	Description	Action
<L_click>	Left-click	Press and release the left button
<R_click>	Right-click	Press and release the right button
<Dbl_click>	Double-click	Press and release the left button twice in quick sequence.

## General commands

<F1>	Help on control keys
<F5>	Quick-save current game
<F8>	Load last quick save
<Print Screen>	Make screenshot (file shot####.tga saved in data\screenshots folder)

## Combat screen

<ESC> or <F10>	Calls up the <☰> menu
<Space>	Pause mode on/off (you can issue commands to units)
<Num +>	Increase game speed
<Num ->	Decrease game speed
<SHIFT>	Add command to command sequence (command sequence will be carried out as soon as you release <Shift> key)
<Backspace>	Delete informational messages
<~>	Toggle Console window (commands history and chat with players)
<Page up> <Page down>	Scroll through the list in Console window

<ENTER>	Type message/Send message (in Multiplayer game)
<CTRL>+<ENTER>	Send message to allies only (in Multiplayer game)

## Commands panel interface

<I>	Toggle Reinforcements panel on/off
<O>	Display information window with the latest mission objective
<Q><W><E><R>	4 top buttons in Commands panel
<A><S><D><F>	4 middle buttons in Commands panel
<Z><X><C><V>	4 bottom buttons in Commands panel

## Camera controls

### via Keyboard

<Up>	Move camera forward
<down>	Move camera back
<left>	Move camera left
<right>	Move camera right
<page up>	Zoom in
<page down>	Zoom out
<CTRL>+<left>	Turn camera left
<CTRL>+<right>	Turn camera right
<CTRL>+<up>	Tilt camera down
<CTRL>+<down>	Tilt camera up



**via Mouse**

<Wheel>	Zoom in/out
Move left+ <MMB>	Turn camera left
Move right+ <MMB>	Turn camera right
Move forward+ <MMB>	Tilt camera down
Move back+ <MMB>	Tilt camera up

**Combat units controls**

<L_Click>	Select unit or group on screen; when command was selected on commands panel: carry out command
<DbI_click>	Select all units of this type
<R_click>	Issue default command (move to point, attack target etc.)
<CTRL> + <R_click>	Issue forced "Attack" command
<ALT> + <R_click>	Issue alternative command, e.g., enter occupied buildings
<SHIFT> + <L_Click> on a unit	Add unit to current selection
<CTRL> + <0>...<9>	Assign group number 1-9 to selected units
<0>...<9>	Select group 1-9
<Tab>	Next sub-group

**Display active area**

<ALT> + <R>	Show ranges and arcs of fire
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


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## MOUSE CONTROLS

	L-CLICK	select unit or group
	DOUBLE L-CLICK	select all units of this type
	R-CLICK	issue default command
	R-CLICK	issue forced attack command
	R-CLICK	issue alternative command
	L-CLICK ON A UNIT	add unit to current selection

## GENERAL COMMANDS

	reinforcements panel on/off		increase game speed
	display mission objectives		decrease game speed
	add command to sequence		top buttons in com. panel
	delete info messages		
	quick-save		
	quick-load		
			middle buttons in com. panel
			
			
			
			bottom buttons in com. panel
			
			
			
			console window

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