



SOLDIERS™

HEROES OF WORLD WAR II

INSTRUCTION MANUAL

Precautions

- Do not touch the surface of the disc when handling – hold it by the edge.
- To keep the disc clean, wipe gently with a soft cloth. Keep the disc scratch free.
- Keep the disc away from extremes of temperature, direct sunlight or exposure to excessive moisture.
- Never use a cracked or warped disc or one that has been repaired using adhesives. This could lead to operating problems.

Health Warning

WARNING: READ BEFORE USING YOUR COMPUTER GAME.

A very small percentage of individuals may experience epileptic seizures when exposed to certain patterns or flashing lights. Exposure to certain light patterns or backgrounds on a monitor while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no prior history of seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician before playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

Piracy Notice

Copying commercial games such as this, is copyright infringement and a criminal offence.

Copying and re-supplying games can lead to a term of imprisonment.

Think of a copied game as stolen property.

Purchase only genuine software at legitimate stores.

If you are aware of illegal copying or illegal distribution of games and want to help stamp out piracy,
please telephone the ELSPA HOTLINE in strictest confidence on

0990 133405

or provide information anonymously at

www.elspa.com

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INSTALLATION

Place the Soldiers™: Heroes of World War II disc in your DVD-drive and close the tray. Wait a few moments while the DVD-drive is initialised. If you have Autorun enabled on your PC, the game will automatically begin to install.

If you don't have Autorun enabled, go to the Start menu and select RUN. Type D:\setup (replace "D" with the letter of your drive) and hit ENTER

The installation program will initialise; follow the on-screen instructions to progress through the Installation. Soldiers™: Heroes of World War II requires the presence of DirectX 9.0b on your system. You will be given an option to set up DirectX 9.0b during installation.

If you are using a dial-up connection to access the Internet, but do not have this configured to activate automatically on request, you may need to initiate your connection prior to beginning installation if you want to register online.

It is advisable to have no other programs (other than those required to access the Internet) running on your PC during installation.

SOLDIERS™: HEROES OF WORLD WAR II



Briefing: 07:00 hours, all to attend.

Right, now listen up. This war could hinge on the success of these missions. It won't be easy. In fact, a lot of you ain't coming back.

Worse, it gets tougher with every passing mission. You're going to be thrust into some pretty tricky situations, so stay alert. If the enemy find you, and they probably will, they'll throw everything at you, and you'll be limited to the weapons and ammo you carry, or whatever you can scavenge from the fallen.

Commandeer vehicles, take over gun posts, blow up buildings, do whatever you must. If you work as a unit you might just complete your mission.

Sometimes you'll be going in under cover of darkness. Sometimes in broad daylight.

Some assignments are on land, others on water. One thing we can guarantee, there'll be more than a few surprises along the way, so keep your eyes open and your wits about you.

You'll have to adapt quickly to your environment. Study your surroundings. Memorise your mission. Your life depends on it, and no one is going to be there to save your ass.

And finally... many men have given their lives for this treacherous war. We know you'll do them proud.

Good luck – you're going to need it. Move out!

CONTROLS

Soldiers™: Heroes of World War II operates via a combination of keyboard and mouse interactivity. Use these simple commands to direct your soldiers and vehicles during play.

Action	Mouse Control	Keyboard Control
Select individual soldier/vehicle	Left-click	—
Select multiple units	Left-click & drag	—
Select next unit	—	[<] [,]
Select previous unit	—	[>] [.]
Make group of selected units	—	[Ctrl] + [1] [9]
Select group	—	[1] [9]
Deselect units	Right-click away from units	—
Perform action	Left-click (see Context-Sensitive Commands)	—
Switch primary/ secondary weapon	Right-click unit	

Actions

Attack	[A]
Close-quarter attack	[F]
Reload current weapon	[+]
Unload current weapon	[-]
Exit vehicle	[E]
Follow unit	[J]
Rotate unit	[R]
Open map	[M]
View mission objectives	[O]

Stance Controls

Get up/go prone	[Space Bar]
Stance up	[Page Up]
Stance down	[Page Down]

Items & Inventory









Examine (corpse, crate, vehicle, etc)	[X]
Inventory	[I]
Use equipped (non-weapon) item	[U]
Drop equipped item	[D]
Fast-drop equipped item	[/]
Highlight dropped weapons	[Tab] (TAB)

Game Controls

Slow game speed	[Left Arrow]
Pause game	[PAUSE/ Esc]












DIRECT CONTROL

Direct Control allows you to precisely command your unit(s) and vehicles movement and attack. First, select a single unit or vehicle, then activate Direct Control using the controls described below.

Direct Control toggle on/off	—	
Direct Control modify	—	hold 
Move	—	   
Take aim	Mouse	—
Fire/attack	Left-click	—
Switch primary/secondary weapon	Right-click	—
Auto-aim on/off		 + 

CONTEXT-SENSITIVE COMMANDS

The mouse cursor is context-sensitive; as you move the pointer around the Main View, you will see a range of movements, positions and actions available to your troops. For example, soldiers can run for cover, commandeer and enter vehicles, examine fallen troops, and pick up objects all with a click of the mouse. These are just some of the symbols you will see during play:

Icon	Action
	Move here (double-click to run)
	Attack
	Take cover, recce and fire around a pillar/wall/object
	Take cover, recce and fire around both sides of a pillar/wall/object
	Take cover in foliage
	Squat behind walls/pillars/objects
	Climb over walls/obstructions
	Climb into vehicles/mount gun posts
	Examine & loot fallen soldiers/objects
	Pick up weapons or objects
	Repair (requires equipped Repair Kit)

ON THE BATTLEFIELD



1. **MAIN VIEW:** The heart of the action in Soldiers™: Heroes of World War II.
2. **SOLDIER PROFILE:** (not shown) Select a soldier to view his profile here. If more than one soldier is selected, all their portraits will be shown; click an individual portrait to view that soldier's details. See Soldier Profile for more details.
VEHICLE PANEL: When occupying a vehicle, the Vehicle Panel is shown. See Vehicles for further information.
3. **WEAPONS BAR:** The weapons currently being used by the selected soldier. See also Equipping Weapons.
4. **COMMANDS & TACTICS:** Issue commands and set the tactical status of the selected unit(s). Also check out the lay of the land with the minimap and brush up on mission objectives in the notebook. See also Commands & Tactics.

SOLDIER PROFILE



Select soldiers under your command to view their details here. Click on an individual soldier portrait and you will be given information such as his status (Infantry, Armoured Division etc) and level of health.

The Backpack

Left-click your soldier's backpack to reveal the equipment he is carrying. You need to keep a close eye on your soldier's supplies of ammo, first aid and weapons, or (especially in the case of ammo) you could find yourself without any.

Equip your soldier by dragging weapons or usable items from the inventory contents onto the soldier above (see also Equipping Weapons), or simply double-click the weapon/item icon.

Add to your supplies by raiding the backpacks of enemy soldiers as you eliminate them. The more ammo and weapons your soldier can acquire, the more lethal they will be.

Click on a downed enemy with the Examine icon (see Context-Sensitive Commands) and the enemy's backpack will appear on screen. Check what's in it and click on the arrows or double-click an item to transfer equipment from one backpack to the other.



Stamina and Health Levels

Each campaign presents a dangerous and highly energetic challenge for your troops. The Stamina Bar represents your soldier's energy level. It will drop as they expend energy, but will revive after a short while. If your soldier is carrying lots of heavy equipment, his energy will not last as long as one who is only lightly laden. The total weight being carried is shown on the soldier's backpack.

The red bar (also shown in the Main View) represents Health. It will deplete quite rapidly if that soldier is hit, and improve if they rest or are able to patch themselves up with a first aid kit. If too much injury is inflicted and the Health bar runs out, another hero has paid the ultimate price.

To use a first aid kit and regain some health, click the red cross on the selected soldier's profile (only visible if the soldier has some first aid kits in his inventory).

EQUIPPING WEAPONS

The Weapons Bar at the bottom of the screen shows what weapons the selected soldier is holding. The icon on the left shows his primary weapon (rifle, pistol, etc), the icon on the right shows secondary weapons such as grenades or a commando knife. Also shown is the number of rounds or units available.

To put a weapon away, right-click its icon on the Weapons Bar. To re-equip it, double-click the icon.

Click an icon on the Weapons Bar to view what other primary or secondary weapons the selected soldier has in his backpack. Point to one of the weapons in the list displayed and release the mouse button to equip it instead.

You can also equip weapons through the Backpack – see Soldier Profile.

Once your soldier is out of ammo they're going to need to look around for other weapons or ammunition from fallen enemies. See 'Examine' under Context-Sensitive Commands.

Using Items

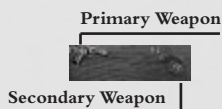
There are certain items that are not strictly weapons, but nevertheless can be used to deadly effect in certain campaigns.

Matches

If your soldier has matches or has acquired some, open your soldier's inventory and drag them to your soldier's hand to equip them. Click the 'Use Item' icon (see Actions & Commands) and you can now set light to dry grass, spreading flames that will rapidly cause mayhem.

Mines/Dynamite

Equip your soldier with mines or dynamite then select the "Use" icon. Look for a good spot on the ground and left-click to set.



COMMANDS & TACTICS

In the bottom right-hand corner of the screen are the Commands & Tactics controls. These allow you to issue commands in addition to those available through the context-sensitive mouse commands.

Tactical Commands

The top three buttons change the offensive/defensive attitude of the selected troops. (Note: if you take Direct Control, these commands are not relevant as you control when your soldiers will fire.)

- Hold Fire:** do not fire a round, no matter what. Use this when stealth is a priority or ammo is in short supply.
- Fire At Will:** in the heat of battle there are times when your troops will need to use their own judgement and fire as and when required.
- Return Fire:** only fire when fired upon.

Remember to watch their ammo supply when things get noisy, or your soldiers could be clicking on empty, leaving them highly vulnerable.

Stance

- Lie Down:** to lie prone and crawl.
- Squat:** take partial cover.
- Stand:** resume a standing position.

Alternatively, you can press the spacebar on your keyboard to switch the selected soldier between a lying and standing position.

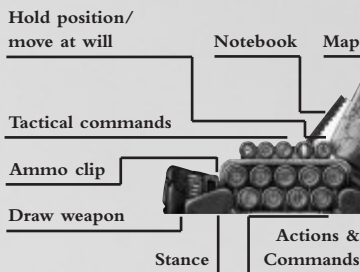
Ammo clip

Click the left clip to reload the selected soldier's weapon or the right clip to unload it as the need arises. Your soldier will automatically reload when he has emptied his clip.

Map

The map shows your immediate surroundings, together with enemy locations (red), your own units (blue), your allies (green) and neutral units (yellow). Study the map carefully before embarking on a mission.










The map will show the movements of both friend and foe as the campaign progresses. Use it as a guide to flushing out small pockets of resistance or oncoming danger. But don't forget to keep a sharp eye on the real time situation.



Notebook

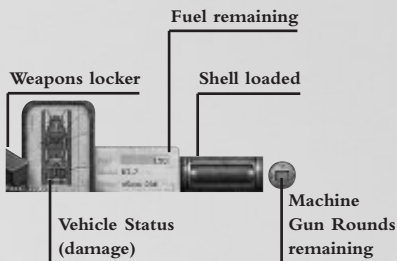
Click on the notebook whenever you need to refer to your mission objectives.

Actions & Commands

- | | | |
|--|------------------------|--|
|  | Attack: | To command the selected soldier(s) to attack a specific target. |
|  | Emit crew: | To evacuate a vehicle or gun post. Alternatively press 'E' on the keyboard. |
|  | Drop item: | To release an object such as a gun or a barrel. Alternatively press 'D' on the keyboard. |
|  | Use item: | Use the currently equipped (non-weapon) item. |
|  | Examine: | Examine an enemy for weapons and supplies. See also Soldier Profile – The Backpack. |
|  | Rotate: | Turn around. |
|  | Unarmed attack: | For close quarter combat with an enemy. Alternatively, press 'F' on your keyboard. |
|  | Follow: | Select a unit, click the Follow icon, then select the unit you want them to follow. Wherever you direct the leader, the following unit will tag along. |
|  | Cancel: | Click this button to cancel an order |

VEHICLES

In some missions the use of a vehicle will be vital for successful completion, such as a tank, a jeep or even a ship. When your soldiers take command, the Vehicle Panel will appear on screen.



Capturing Enemy Vehicles

To give yourself added firepower you could try to commandeer a vehicle such as an enemy tank or armoured car without destroying the vehicle itself. Once you have rid the vehicle of enemy troops, select your soldier(s) and hold the mouse pointer over that vehicle – a down pointing arrow indicates that you can commandeer it (context-sensitive command). Left-click the vehicle and the soldier(s) will walk over (double-click to run) and climb on board.

Vehicle Contents

Click on the Weapons Locker on the extreme left of the Vehicle Panel or click the vehicle with the Examine icon to reveal weapons, ammo supply and tool kit(s) carried.

Vehicle Status

The Vehicle Panel shows an outline of the vehicle your troops are occupying. Should it get hit, red shading represents the location and extent of the damage.

Repairing Vehicles

Any damage that highlights red on the Vehicle Status can be repaired by your soldiers with a Repair Kit. Any dark-grey area has suffered terminal damage and cannot be repaired.

First equip the soldier with the kit (see Equipping), then point to the damaged vehicle – the pointer will change to the Repair Icon. Left-click and the soldier will go to work.

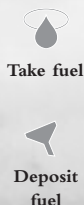
Fuel Supply

Your fuel supply is depicted by a blue bar that will deplete as you travel.

Refuelling

Running low on fuel in a fierce tank battle can place you in grave danger. When possible, your soldiers can refuel by grabbing a fuel container. Once in hand, a counter appears at the bottom of the screen to show how much capacity the barrel has and how much fuel is already in it. If it's empty it will display a zero...for example "0/20". To fill the container, move your pointer over another vehicle and, if it has fuel in it, you'll see the "Take Fuel" icon; left-click the vehicle to siphon off fuel into the container.

Next, point to the vehicle you wish to refuel and you'll see the "Deposit Fuel" icon. Left-click and the vehicle will be re-fuelled.



Ammo

The Weapons Bar at the bottom of the screen shows your vehicle's weapon supply. You can switch between shells and machine gun fire in the same way as your soldiers switch between weapons—left-click the relevant icon on the Weapons Bar or right-click to switch weapons while in Direct Control.

Keep a close watch on ammo reserves. Don't take on a fresh battalion of troops or armoured vehicles if you haven't the ammo to get yourself out of trouble.

Re-arming

Each vehicle has its own inventory of weapons which can be accessed by getting one of your soldiers to Examine it. Left-click the vehicle with the icon; an inventory window will open, then transfer weapons and ammo from your soldier to the vehicle in the same way as from soldier to soldier. Be sure your ordnance is the correct calibre (red shells = high explosive; blue shells = armour piercing) for the cannon or you will not be able to fire.

Crew Complement



Whenever your soldiers are occupying a vehicle, the Crew Complement is shown in the top left hand corner of the screen (not displayed while in Direct Control). Their positions within the vehicle such as Commander, Driver, Gunner etc. will also be displayed. Ensure that vehicles are fully crewed in order to make full use of their capabilities. For example, a tank will not be able to move and fire at the same time unless it has both a gunner and a driver on its crew.

If a vehicle is undermanned, the crew will change positions to compensate for any shortfall. For example, if a tank has only one soldier inside, they will automatically switch position to either drive the tank or fire the gun according to your commands, but cannot do both simultaneously.

Ejecting Troops from Vehicles

If you take a direct hit and too much damage is sustained, quickly eject your troops from the vehicle (not available under Direct Control). Either left-click each soldier portrait in the Crew Complement, or click the Emit Crew icon then click where you want them to rally.

Should a direct hit cause the vehicle to explode or catch fire, you're likely to have a few fatalities on your hands!

MAIN MENU

Single Player

Campaign

Your soldiers are fit and ready for their first mission. As each mission begins, you'll be given your briefing and objectives.

The camera opens on the theatre of war, and pans across the immediate surroundings to show you the lay of the land. This is an opportunity to conduct reconnaissance and discover what the enemy is protecting. The camera then pans back to your soldiers' start point on the mission.

Remember, your soldiers are now in enemy territory. If the enemy see your men they will attack, so have them keep a low profile unless there really is no choice but to come out fighting, or until they're ready to strike.

Avoid the temptation to take pot shots when the enemy is unaware of your soldier's presence. This will raise the alarm, and within seconds there'll be enemy troops out in force, laying down some heavy fire and generally making a tough mission a whole lot harder.

If you play through the Campaign Missions sequentially, the soldiers that survive to the end of one mission will continue through to your next escapade. However, if you play a previously completed mission out of sequence from the campaign, a default set of units will be loaded as you begin.

Bonus Missions

If you're truly the stuff that heroes are made of, and your thirst for death-defying action remains unquenched, there is a series of tough Bonus Missions which will put your troops right back in the thick of it once again.

Load

Click Load and follow the directions on screen to load a saved game.

Back

Click Back to move back to the previous screen.

Multiplayer

Hosting a Game

Multiplayer mode enables several players to simultaneously participate in *Soldiers™: Heroes of World War II* in real time, across a LAN or Internet. For further information on *Soldiers™: Heroes of World War II* multiplayer, please see the README file on your game disc.

To play, select “Multiplayer” from the Main Menu.

Next, enter your chosen username under Player Name.

Click “Create New Game” to enter the Create Game screen and follow the on-screen options to set up your game.

When all joining players have indicated they are ready (look for the plus sign next to the user name of each player) click “Start” to begin the battle.

Co-operative Play

As Host you choose the parameters of the game. In other words, you get to call the shots! When you pick co-operative play, several players can work together as a cohesive unit to defeat a common enemy.

Campaign type:	Select your choice of campaign from the drop down menu.
Games:	Select your chosen battlefield for the game from the drop down menu.
Host name:	Give the game you are playing a name so that you can instruct other players which game to look out for when they log in to play.
Password:	You can enter a password to protect the game so that only chosen players can participate. You will need to inform invited players of your chosen password.

When you have chosen these options click Create.

Or to return to the main menu click Back.

Joining a Game

Click “Multiplayer” on the Main Menu to go to the Multiplayer screen.

The list on the right of the screen shows all games that are currently running across your LAN. If you see no games running, you may need to enter an IP Address in the Host Address box. You should obtain this from the game Host.

You can also connect to an Internet game by entering an Internet IP Address (also to be obtained from the Host).

Enter your player name and double-click the game in the list that you want to join to enter the game lobby. When you are ready to get started, click “Ready”. When all players have indicated that they are ready, the Host can start the game.

Click “Refresh” to update the information in the game list.

Enlisting your Forces

Press the “/” key on your keyboard to buy vehicles and soldiers. A complete list of units available will be displayed. Highlight units in the list and click “Buy”; when you have made all your choices (or as much as your budget will allow), click “Order” to begin the battle.

You have a few seconds of invulnerability once you hit the battlefield in order to get into position before the carnage commences. The period of invulnerability can be set by the Host when creating the game.

Training

No soldier could hope to undertake any of these missions without some serious training in the art of war. So before you start any campaigns, hone your command skill at the training camp. This is where you start to ‘get some in’, as soldiers are put through their paces by some hard-nosed instructors.

There are four training sessions devised to instruct you in all the key disciplines. Just like real life, if you don’t get it right first time you’ll do it again and again until you master it. The instructors are no pussycats. By the time you get through training, you’ll be ready for some real action.

Options

Audio Settings

These include Music, Sound Effects, Speech and Environmental Sounds. To increase or decrease settings, simply move the slider right or left.

Video Settings

Adjust screen/texture resolution, mapping and colour depth. Check the “Use Desktop Settings” box to use your Windows graphics setup.

If you experience reduced performance or stilted animation, reduce screen/texture resolution and/or colour depth. See the README file on the Soldiers™: Heroes of World War II disc for the latest information.

Pause Menu

Press ESC to pause play and open the Pause Menu:

Continue: Return to your mission.

Restart: Return to the beginning of your mission.

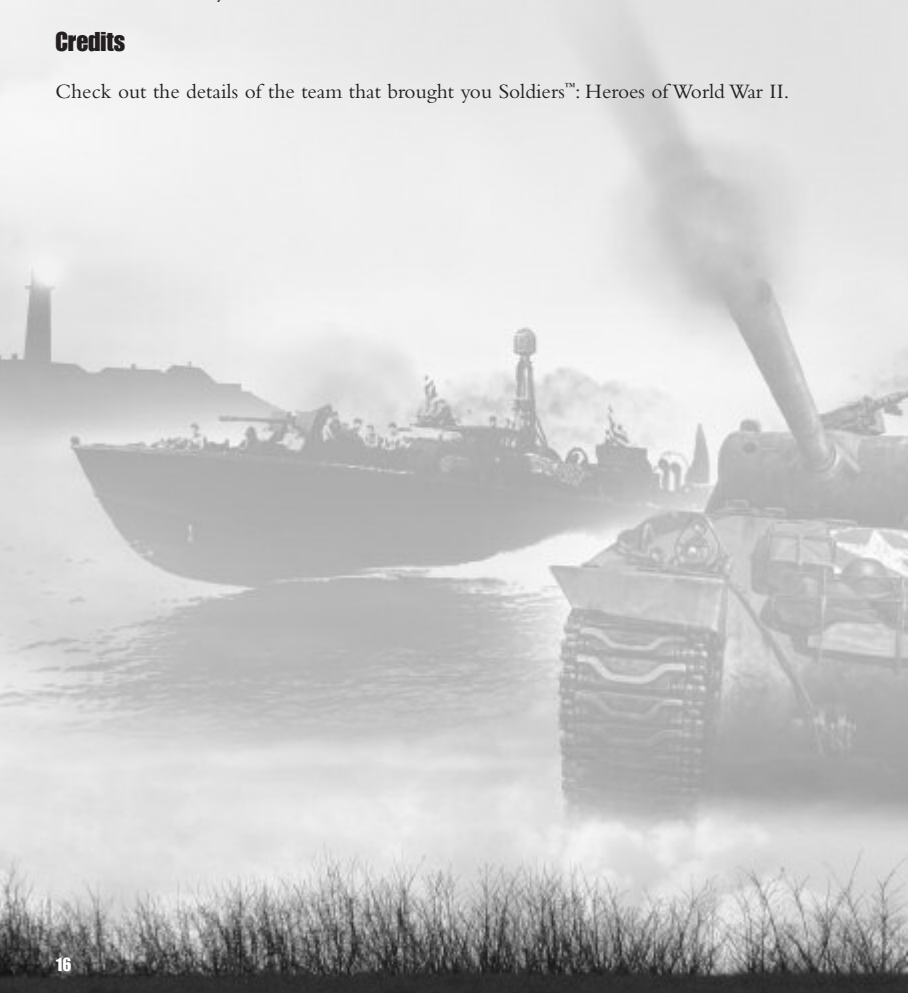
Load: Follow the directions on screen to load a saved game.

Save: Follow the directions on screen to save your progress. The next time you load Soldiers™: Heroes of World War II you can return to the exact point that you left it with all the results you previously accomplished.

Exit: Leave your mission and return to the Main Menu.

Credits

Check out the details of the team that brought you Soldiers™: Heroes of World War II.



CREDITS

Project Leader, Lead game designer

Dmitry Morozov

Lead artist

Vladimir Tsvetnoy

Lead programmer

Vladislav Dotsenko

Core programming

Vladislav Dotsenko

Maxim Kamensky

Andrey Roska

Graphics & multimedia programming

Vladimir Sukhorukov

Vladislav Dotsenko

Multiplayer

Maxim Kamensky

Vitaly Andreev

Vladimir Sukhorukov

User interface

Vladislav Dotsenko

Andrey Roska

Vitaly Andreev

Tool programming

Vladislav Dotsenko

Alexander Golub

Script programming

Vladislav Dotsenko

Maxim Kamensky

Andrey Roska

3D design

Victor Paterilo

Dmitry Danko

Sergey Kutsenko

Igor Diulin

Alexander Shevchenko

2D design

Vladimir Tsvetnoy

Dmitry Danko

Victor Paterilo

Andrey Ubrashaev

Igor Diulin

Elena Shevchenko

Landscape design

Vladimir Tsvetnoy

Dmitry Danko

Andrey Ubrashaev

Svetlana Ageeva

Level design

Dmitry Morozov

Andrey Holoholov

Alexander Tyschik

Sergey Kutsenko

Animation

Evgeny Jurov

Dmitry Danko

Scenario

Dmitry Morozov

Alexander Zorich

Story

Dmitry Morozov

Vladimir Tsvetnoy

Vladislav Dotsenko

Dmitry Danko

Historic consultant

Alexander Zorich



