

Cossacks

—The Art of War—



Manual



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Cossacks

The Art of War

You can choose to either play the original Cossacks: European Wars or the new Cossacks: The Art Of War. Once you have installed the add-on, both items will appear in your start menu. Please note that Cossacks: The Art of War cannot load saved games from Cossacks: European Wars - and vice versa.

Important: You must have the original Cossacks: European Wars installed on your computer in order to install Cossacks: The Art of War.

Please always place the CD ROM of the add-on in your CD ROM drive whenever you want to play Cossacks: The Art of War.

1. Technical Information

1.1. Minimum System Requirements

Cossacks requires a Pentium 233 MHz processor or higher, 32 MB of RAM, a DirectX compliant video card with at least 1 MB of memory, a DirectX compliant sound card and a mouse. Using this configuration, the game will run at an acceptable speed with a resolution of 800 x 600 pixels and an average amount of units. (However, your monitor and video card should support a 1024 x 768 resolution to launch the game.)

1.2. System Requirements for Large Maps

To use the new 16 times larger maps you should play the game using a Pentium III 500 MHz PC with 256 MB of RAM, in order to guarantee that the game will run smoothly despite the exceptional size of the map. Furthermore, when playing on 2 x 2 or 4 x 4 maps, make sure your computer has 150 to 200 MB of additional hard drive space available, as these maps require a lot of memory.



2. Main Menu



You will start your game from the Main Menu, where you can find multiple game functions.

2.1. Single Player

Left-click on this option to play a single player game. This will take you to a screen where you can enter your player name and the Single Player menu, where various single player options are available.

2.2. Multiplayer

This is where you will start from when playing a network game. Click here to reach a name selection screen and the Cossacks Multiplayer menu.

2.3. Load/Replay

This option enables you to load a previously saved game or replay a recorded game.

2.4. Options

This will allow you to adjust various game settings, as well as set your game to be recorded for replaying later on.

2.5. Editor

Click on this scroll to access the map and mission editor included in Cossacks.

2.6. Exit

Left-click here to quit the game.

3. Single Player Menu



Choose one of the new campaigns or missions or play on an improved random map.

3.1. Campaign Menu



Having selected a new campaign, you will be able to launch the first mission of that campaign. The next mission will not become available until you have completed the current one.

3.2. Single Mission Menu



3.3. Random Map Menu

A number of new options have been added for random maps. These include the option to set your AI opponents' difficulty levels, an option for creating teams, additional map options for larger maps and a number of other start and map options. For a more detailed description of the new possibilities please see chapter 5 ("New Random Map Options").

4. Recording a Game

Apart from the options you already know (scrolling speed, game speed, etc.) the add-on provides an additional Save Replay option.

4.1. Save Replay

You now have the option to record a game with a **virtual camera** and view the replay later on. To do this, access the Options menu. Select the **Save Replay** option by left-clicking on it (see picture).



4.2. Assign a Name

Now enter a name you want your replay to be saved under. The filename will automatically receive the extension REC. Once you have done this, click on OK to return to the Main Menu. You can now launch a single or multiplayer game as usual. When this game ends, you can view the replay. Go to the Main Menu and click on the Load/Replay button.

4.3. Load/Replay

You will access another menu where a list of your saved and recorded games is shown. Find the game you recorded (marked ".rec") and click on it to see it highlighted. Then left-click on Load in the bottom of the menu to load and replay the game.

While replaying the game you can click on the menu icon in the middle of the upper panel of the game interface to access the following replay options:



1. **Normal Replay:** Click here to have your recorded game replayed at normal speed.
2. **Fast Replay:** Left-click here to replay your game at a higher speed.
3. **Very Fast Replay:** Click on this option to have your game replayed at top speed.
4. **Replay without Fog of War:** Click here to reveal the entire map of the game that is being replayed.
5. **Select Current Colour:** Click on the coloured boxes to choose a colour and find out how the player of that colour performed.

5. New Random Map Options

Please note: The functions and start options that are provided for random maps can also be applied to multiplayer games!

5.1. Alliances, Difficulty Levels and Changing Colours

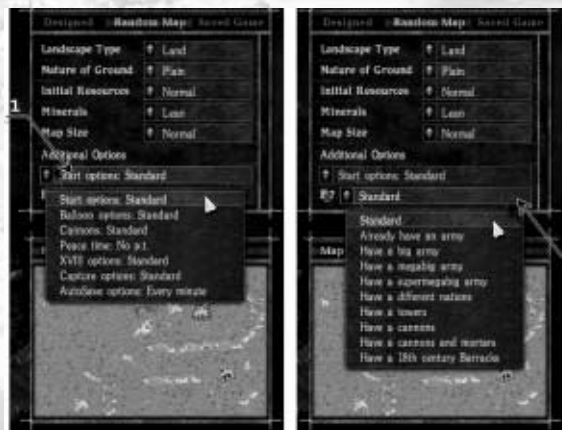
You can now change the colour your nation plays under in the Random Map menu, set difficulty levels for the AI nations, form alliances with the computer and play in teams.



- 1 - Select a **level of difficulty** for **AI-controlled nations**. Left-click with your mouse on the list box to see the different levels available (Easy, Normal, Hard, Very Hard).
- 2 - Determine your **alliances**. Click (multiple times) in the Team column to set a team number. Nations with the same number in this column become allies, i.e. they belong to the same team.
- 3 - Select a **flag** in the Colour column to assign this colour to the various nations. Simply click on a flag to change its colour. There are seven different colours available. **Important note:** Players in opposing teams must not have the same colour assigned to them, otherwise you will not be able to launch the game.
- 4 - Players of the same team can select the **same colour** in a multiplayer game. This means they will play for the same nation ("Two-in-one-Nation"). Note: This mode is particularly useful if players are planning to share the responsibility. Thus, one player could manage resources and matters of state while the other takes control of the military.

5.2. Two New Menu Items

The Random Map menu contains two new interactive lines **above the map**. The above line lists various categories, while the lower contains alternative settings for the selected categories. First, click on the upper line and select a **category** from the list (e.g. Start Options). Then click on the lower line and select an **alternative** from the popup menu (e.g. start with a Big Army). You can modify and combine the available options as you like to make the game and your tactics totally different each time you play.



1. Click on the upper line and select a category from the list (e.g. Start Options).
2. Click on the lower line and change the settings (e.g. Start Options).
Choose between Army, Tower, Cannon, etc.

5.2.1. Start Options

The options in the upper line allow you to set your degree of readiness for battle at the beginning of a game: You can either start from scratch, i.e. with only a group of peasants, or with a complete battle-worthy army that will take you straight to the moment of combat.

The following start options are available (lower line):

- **Default** - Begin your game as you did in the original Cossacks, i.e. with only a small group of peasants.
- **Army** - This option allows you to start a game with more peasants and two cohorts of soldiers.
- **Big Army** - Start with three dozen peasants and a greater number of troops.
- **Extensive Army** - Begin your game with the same number of peasants as in the previous alternative, but with more troops.
- **Peasants-Army** - Select this alternative to begin your game with an immense number of peasants.
- **Different Nations** - This lets you start with various nations, which means both you and your opponent(s) will receive a mixed group of peasants consisting of members of all the nations involved. Thus, you can all erect the same buildings, even if they don't normally belong to your nation. This in turn lets you create units from all the nations in the game.
- **Towers** - Start your game with a group of peasants and a few towers at your base.
- **Cannons** - Select this alternative to begin your game with a group of peasants and a battery of cannons.
- **Cannons and Howitzers** - If you select this option, you will start out with a group of peasants and a battery of cannons and howitzers.
- **18th Century Barracks** - This will provide you with an 18th century barracks at the start of the game. Nations which cannot progress to the 18th century in the game (Ukraine, Algeria, Turkey) are given a number of 17th century barracks if this option is selected.

5.2.2. Balloon Options (upper line)

These options control the Montgolfier and fog of war within the game. The following alternatives are available (lower line):

- **Default** - This setting is identical to that of the original Cossacks. At the beginning, you will be able to view only a small area surrounding your base, while the rest of the map is hidden by the fog of war. You can reveal the map bit by bit by sending scouts in various directions and hiding them in the scenery to keep these areas of the map visible. To reveal the whole map, you must carry out the Montgolfier upgrade in your Academy.
- **No Balloon** - The Montgolfier upgrade will not become available to you throughout the game, so you will always need to spread your units around the map to see different areas.
- **Balloon** - The whole map is revealed from the very beginning of the game.

5.2.3. Cannons (upper line)

This option regulates the game's **cannon policy**. Unlike the original Cossacks, Cossacks: The Art of War will let you build only 5 cannons per artillery depot. As soon as that limit is reached, the depot will stop producing cannons, even if you have ordered many more to be built. However, the depot will 'remember' how many cannons you ordered, and if you lose one or several cannons, it will build more. The following alternatives can be selected (from the lower line) for the category Cannons:

- **Default** - Cannons will cost you less resources than in the original Cossacks. However, you can only build five of them per artillery depot.
- **No Cannons, Towers and Walls** - This option prevents you from building cannons, towers and walls in the game.
- **Expensive Cannons** - Select this option to make cannons cost a fortune. This option is useful for players who prefer to minimize the number of cannons used in the game.

5.2.4. Peace Time

This special option is available in both single and multiplayer games. Setting a Peace Time will bring about a **temporary truce** during which you can build up your economy and army before going to war. You can select the duration of the truce yourself. It can last for almost anything from 10 minutes to 4 hours. The longer the truce, the further you will be able to develop your nation. You can also choose not to have any peace time at all. The timer marked P.t. above the mini-map in the game will let you know how much longer the truce is going to last.

Each played is confined to a certain area of the map. The area of your domain is marked by frontier posts (see picture). State borders which run through the sea are denoted by a lighter shading of the water. The peace time prevents all attacks. You and your enemies will be able cross each other's borders, BUT every attempt to attack or capture a unit or building will result in the immediate destruction of the attacking units! Once the peace time is over, you can wage war on enemy territory without having to fear that your soldiers will die without honour.





- 1 - Check here to see how much peace time you have left.
- 2 - This game timer shows you how much time has already elapsed.

You can set the peace time for a single player game in the Random Map menu. For multiplayer games, the host can specify the peace time in the Multiplayer Options menu. The duration of the peace time may range from 10 minutes to 4 hours. You can play without peace time too.

5.2.5. 18th Century Options:

These allow you to alter settings for the 18th century in the game. The following options are provided:

- **Default** - Selecting this option means you will have to develop your nation throughout the 17th century and progress to the 18th when a certain level of economy is achieved, the same as in the original Cossacks.
- **Never** - Choosing this option makes it impossible to progress to the next technological epoch. This means you will only be able to play with 17th century troops and economy.
- **Immediate** - Select this option if you want 18th century technology and troops to be available to you and your opponent from the very beginning.

5.2.6. Capture Options:

The following options determine what captures may be performed in the game:

- **Default** - Peasants and civilian buildings can be captured, just as in the original Cossacks.
- **No Peasant Captures** - If you opt for this alternative, it will be impossible to capture peasants in your game. You will, however, still be able to capture civilian buildings.
- **No Centre or Peasant Captures** - This means neither peasants nor civilian buildings can be captured.
- **No Captures** - Only artillery may be captured.

5.2.7. Autosave Options

These allow you to specify how often your game is automatically saved. You can have your game saved once a minute, every two, four, six, eight or ten minutes. There is also a Never option to enable you to deactivate the Autosave function altogether.

5.2.8. Log Cabins

Log cabins are **defensive structures** which hold 10 shooting units. Unless you started your game using the Default or Towers start option, you will begin it with log cabins. This means that, when you start the game with an army (of any size) or an 18th century barracks, you will not only have peasants and troops, but also 2 log cabins in your base. When starting with the Different Nations option, you and your opponents will have 4 log cabins each.



Log cabins are specially designed buildings with 10 shooting units in them. The use of log cabins makes early rush tactics ineffective.

Please note: The functions and start options that are provided for random maps can also be applied to multiplayer games!

6. New Cursors

6.1. Animated Cursor

Animated cursors will appear when you issue certain orders to your units. The following new animated cursor is provided in Cossacks: The Art of War:



Whenever you click on an area of the map with your right mouse button to order your units to move there, these red arrows will appear, indicating the exact position your units will relocate to.

6.2. Attack Ground Cursor



This cursor represents the Attack Ground command for **artillery**. It indicates that your cannons will shell enemies with a multitude of small cannonballs, scattering splinters in every direction. The attack order is directed at a certain location rather than a unit or building, which means the latter do not have to be in the precise spot you are aiming at. Thus, you will be able to keep an area under constant fire. Your artillery will take longer to prepare for this attack, but your patience will be rewarded, for the range of fire is considerably greater. The accuracy of this firing mode is low, but its destructive power is impressive (see chapter 7.4.).



6.3. Guard Cursor



These are the cursors for the **Guard command**. Your units can now guard a certain place or other units. The above picture shows the cursor in its original form. It will change to the lower cursor to indicate that an object you are pointing at with your mouse can be guarded. You will only be able to issue a Guard command if the cursor has changed its colour (from blue to brown).

6.4. Patrol Cursor



This is a special cursor for the **Patrol** order. It will appear when you click on the Patrol button in the unit's options window. The cursor will help you to make sure your selected unit(s) will patrol the specified area (for more information see also chapter 7.2. "Guard and Patrol").

6.5. Embark Cursor



This cursor indicates that your troops are about to embark a **ferry**. Select the unit(s) you want to transport and then point the cursor at the ferry to see this symbol. Right-click to send the units aboard. (Note: Your **ferry must be properly moored**, i.e. when you select it, a red cross should flash on land, otherwise your units will not be able to embark the vessel.)

7. New Commands



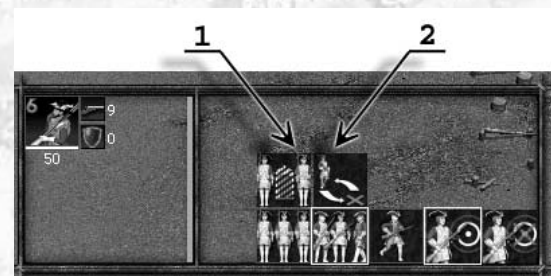
7.1. Giving Orders in Pause Mode

Unlike in the original Cossacks, you can now issue commands in a single player game while the game is paused. To do this, press the key assigned to the Pause function to temporarily interrupt the game. You can now issue commands to your units. These will be carried out when you continue the game by pressing the pause key again.

7.2. Guard and Patrol

Your units now have two new commands available: **Guard and Patrol**. This means a unit or group of units can be ordered to guard a building or **another unit**. However, these options are not available for formations (with officers and drummers). Your units will guard a building by remaining near it or a unit by following behind it. It is particularly advisable to guard cannons and artillery. Use the Patrol command to keep a certain area of the map under close observation.

Both these commands can be found as unit order icons in the lower left corner of the screen.

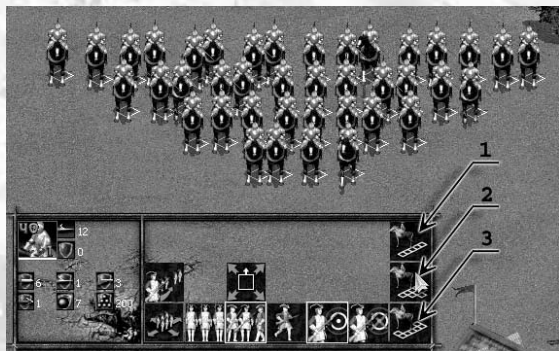


- 1 - Left-click with your mouse to **activate the Guard mode**. A special cursor will appear. Point the cursor at a building or unit (the cursor's colour changes) and left or right-click with your mouse to issue a Guard command.
- 2 - Click on the **Patrol** icon and the respective cursor will appear. Now left or right-click on the map. Your selected unit will now begin patrolling the area between its current position and the target location you have just set. It will continue to move back and forth within the area indicated, and be ready for action should an enemy appear.



7.3. Cavalry Formations

Slow-moving cavalry units can be arranged into formations. No commanders or drummers are needed. Special formation icons will appear in the lower left part of the screen when you select a slow-moving cavalry unit (e.g. a rider).

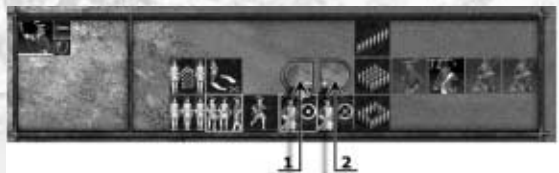


- 1 - **Assume Rank Formation.** A rank formation can consist of 40, 90 or 160 mounted units.
- 2 - **Assume Wedge Formation.** A wedge formation can consist of 40, 90 or 160 horsemen.
- 3 - **Assume Column Formation.** A column formation can consist of 40, 90 or 160 units.

Apart from the geometric (positional) bonus, formations for 17th century cavalry units provide a variety of defence/attack bonuses for the horsemen. 18th century cavalry formations basically possess the geometrical bonus only.

7.4. Select Formations

This option enables you to arrange, for example, two infantry formations of 36 units each instead of one formation of 72 soldiers. Thus, when you have enough units to create one large formation, you can opt to create several smaller ones instead. However, you will need several officers and drummers to do so. You can find this option among the officer's order buttons.



- 1 - Click here to arrange a smaller formation. In this case it will consist of 36 units. Clicking on this button again will arrange a formation of 15 units.
- 2 - Click here to arrange a larger formation, but make sure you have enough units to do so.

You will find the number of soldiers you are arranging in one formation to the right of the above mentioned icons.

7.5. Replenishing Formations

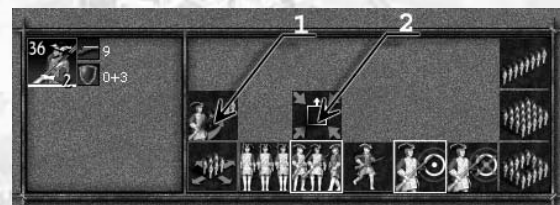
Cossacks: The Art of War provides you with a special function that allows you to replenish a formation which has suffered heavy unit losses. This enables you to skip the tedious process of dismissing one formation and creating another.

- 1 - Left-click on this icon to add new units to a damaged formation.

Note: You should have new forces nearby to replenish a formation.

- 2 - Click on this icon to turn several formations into a group (see also chapter 7.6. "Grouping/Ungrouping Formations" below).

7.6. Grouping/Ungrouping Formations



Another important function in Cossacks: The Art of War is the possibility to join formations into groups. This function allows various kinds of formations located freely about the map to be joined into one group at the press of a button. This set of formations (group) becomes a single combat unit, i.e. it is selected with a single click, moves and fights as one unit.

This function opens up unlimited possibilities for making all kinds of formations out of simple ones and single units. You can contrive the most refined tactical and strategic schemes - send a column of heavy infantry in front, a line of riflemen behind them, heavy cavalry at the flanks, etc. You can then turn this complex formation into a single group and control it with a single key like a regular formation.

Find the Group icon in the lower left corner of the screen when you have several formations selected (e.g. press and hold the Shift key while clicking on units to select them).



- 1 - Select multiple formations. Then click on this icon to group the selected formations. The icon will now change (see below).
- 2 - Left-click on this icon to ungroup the formations you previously joined.

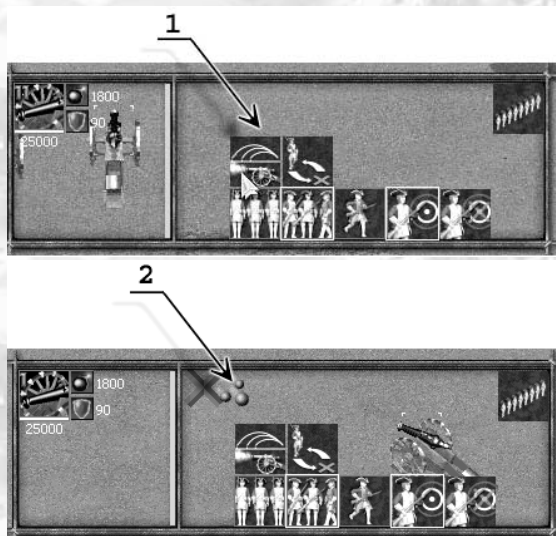


7.7. Attack Ground

Cannons have acquired the new function Attack Ground. This allows you to fire at any location on the map without having to target and lock on to enemy units or buildings. It also acts as a long-range fire function for your cannons. However, it takes time to set your artillery units up for this firing mode, which makes them launch cannonballs at the target that explode on impact, scattering splinters all around. Though this mode of firing lacks accuracy, its effect is deadly. Your cannons will continue to fire at the targeted location until they are moved elsewhere. This function is only available in random map and multiplayer games.

Notice the **new cursor** (see also chapter 6.2.). This will appear when the Attack Ground command is available.

You will find this function among the cannons' order icons in the lower left corner of the screen.

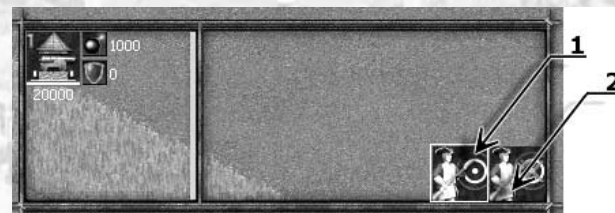


- 1 - Left-click with your mouse to activate the **Attack Ground** command (a special cursor will appear). Then select an area for this special attack and left or right-click to begin shelling the area. To cancel the attack, simply move your cannons elsewhere.
- 2 - Watch out for the **new cursor** for the Attack Ground command.



7.8. Deactivate Tower Attack

You can order your towers not to fire. Select a tower and you will see the following buttons in its orders menu:



- 1 - Click here to activate the tower's attack function.
- 2 - Click here to deactivate the tower's attack function.

8. Multiplayer Menu

8.1. General

Basically, all the commands (chapter 7), options (chapters 4 and following) and (new) random map functions (chapter 5) described above are also available for the multiplayer game. Additionally, there are other possibilities, such as being able to play in the same nation as another player and thus share the responsibility (see chapter 5.1.4.).



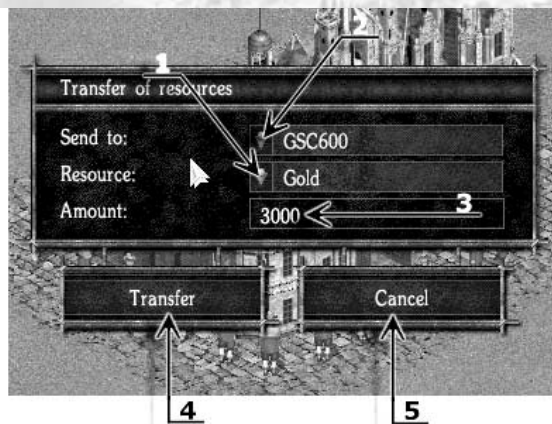
8.2. Kick Option

One more feature is now available for multiplayer games: The host can **kick players** from his/her game with a single click of a mouse button. To kick a player, click on the list box beside the name of the player and then click on the Kick Player option in the list.



8.3. Resource Transfer

A special new option allows you to **transfer your resources** more easily than in the original Cossacks. This option is located in the popup menu in the middle at the top of the screen. Click on Resource Transfer to enable this function.



- 1 - Click here to select the **resource** you want to transfer.
- 2 - Click here to select a **player** you want to transfer resources to.
- 3 - Type in the **amount** of units of the selected resource you want to transfer.
- 4 - Click here to **complete** the transfer.
- 5 - Click here to **cancel** the transfer.

9. Internet Game

Cossacks: The Art of War provides players with facilities for maximum enjoyment when playing through the Internet. With the introduction of the **Global Rating System** (see "Global Rating System" section), each player now stands a chance to climb the ladder of success in Cossacks' Internet mode. Please note: You must be connected to the Internet to launch this game mode.

9.1. Internet Game Login

As soon as you click on the option for the **Internet** in the menu where you choose a connection for your multiplayer game, you are taken to the Internet Game Login menu. You will always start your Cossacks Internet games from this menu.



Player Name

Here you can select a nickname to play under. (The selection is limited to the profile names registered in the Cossacks data base.)

Password

Enter the password to your personal account. This will be entered automatically in future if you enable the Remember Password function.

Remember Password

Left-click with your mouse to tick the box to the right of this option. If you don't place a tick here, your password will not be remembered automatically and you will have to type it in again next time.

Bypass Information Form Anonymous Login

This option, when activated, allows you to skip your personal information form and log in to the game's master server at once.

Tick this option to log in to the master server as an anonymous player. No personal information about you will be displayed, you can log in under any nickname you want. Note: If you log in as an anonymous player, the information on your game(s) will not be registered in the Global Rating System.

Retrieve Password by E-mail
Login

Left-click on this option to have your password sent to you by e-mail.

Click here to log in to the master server or be transferred to your personal account forms.

New

Click here to register a new profile name (nickname) or create a new personal account.

Cancel

Click here to return to the Main Menu.

Note: If you do **not** have a personal account yet, see the following Login Information Form section.

9.2. Login Information Form

The Cossacks Internet game server stores data on every player who competes. Therefore, you must create a **personal account** before playing through the Internet. To do this, click on New in the Internet Game Login menu. This will automatically take you through the stages of creating an account.

Start creating your personal account by typing your **e-mail address** in the window provided. Then click on Next to proceed to two more Login Information Form windows, where you will be requested to specify **personal information**. Once you have provided all the necessary data for your account, you are taken to the master server of the game. Here you can **chat** with other players, **create or join** a game, view **players' information** and more (see "Internet Game Menu" below).



Now that you have created your personal account you can log in to Cossacks Internet games using the nickname and information you have specified. If you want to modify your personal information (for example to change a nickname or information about yourself), left-click on **New** in the Internet Game Login menu to go to your Login Information Form and edit the required data.

9.3. Internet Game Menu

You will enter this menu after logging in to the Internet server of the game. Here you can create or join an Internet game of Cossacks, view information on fellow players and games and much more.

You will find the following icons in the Internet Game menu:



- 1 - Click on this icon to **view** a list of Internet **games** currently being played or created.
- 2 - Here you will find **Information** on the best Cossacks Internet players. Click here to bring up a table listing the top 100 players as well as information about them and the games they played in (see also "Global Rating System" below).
- 3 - Click on this icon to obtain a player's **personal information**. Note: You must select a player first (see "Player's Personal Information" below).
- 4 - If you click on this icon with your left mouse button, you can **send a personal message** to the player you have selected.
- 5 - Clicking on this button allows you to **Mute** the selected players. Click first on a name in the list and then on this icon. The selected player's name is now crossed out in red. To receive further messages from a player you have muted, select him/her in the list and click on the same icon again. This will cancel the Mute option and the player's message will henceforth be visible again.
- 6 - Join a game from this player



10. Global Rating System

10.1. World Rankings

From now on all Internet players of Cossacks can compete for the leading positions in the **Global Rating System**. Your efforts and military successes will be rewarded thanks to a special system developed entirely for Cossacks: The Art of War. Each player will have his or her own coat of arms which must be embellished step by step. Initially your coat of arms is quite bare: Every player participating in a rated game (Deathmatch) will have points added to or deducted from his/her score after the game.



Please note: If you log in to the Cossacks Internet server **anonymously**, your game will not be registered in the global data base.

Please note: If a player quits or is disconnected during an Internet game, an **uncompleted** game will be registered among his/her personal data, unless the game is continued with the same cast of players within a day using a saved game file.

Player Description: In this part of the screen you can view detailed information on a player and the games (s)he has played.

To access information on a player's coat of arms and games played, click on the player's Personal Information icon in the Internet Game menu (see "Player's Personal Information" section below) or select a player you want to view information about and press the I key.

10.2. Titles

Apart from scores, players will also receive **titles** for their games. These and the **decorations for coats of arms** are bestowed for a certain amount of points. The score system is flexible: If a player of a lower rank defeats one of a higher rank, this will yield a greater number of points than if the opponent is equally situated. This also means that a player of a higher rank will receive less points when winning against a lower ranked player. The higher the title, the greater the amount of points needed to obtain a new decoration for your coat of arms and a new title.

The following titles are available in the game:

1. Esquire
2. Nobleman
3. Knight
4. Baron
5. Viscount

6. Earl
7. Marquis
8. Duke
9. King

You will begin your path to fame in the Global Rating System as an Esquire, and you will have to complete many battles to become King.

10.3. Scoring

The table below explains how many points are added for victory or taken away for defeat. The player's rank is given in the **left-hand column**, that of his opponent in the **row along the top**. The first number refers to the points a player will obtain for victory over a player of the given rank, the second number shows how many points he will lose if defeated.

	1	2	3	4	5
1	5/-2	10/-2	20/-2	30/-2	40/-2
2	5/-2	5/-2	10/-2	20/-2	30/-2
3	5/-10	5/-2	5/-2	10/-2	20/-2
4	5/-15	5/-10	5/-2	5/-2	10/-2
5	5/-20	5/-15	5/-10	5/-2	5/-2
6	5/-25	5/-20	5/-15	5/-10	5/-2
7	5/-30	5/-25	5/-20	5/-15	5/-10
8	5/-35	5/-30	5/-25	5/-20	5/-15
9	5/-40	5/-35	5/-30	5/-25	5/-20

	6	7	8	9
1	50/-2	60/-2	70/-2	80/-2
2	40/-2	50/-2	60/-2	70/-2
3	30/-2	40/-2	50/-2	60/-2
4	20/-2	30/-2	40/-2	50/-2
5	10/-2	20/-2	30/-2	40/-2
6	5/-2	10/-2	20/-2	30/-2
7	5/-2	5/-2	10/-2	20/-2
8	5/-10	5/-2	5/-2	10/-2
9	5/-15	5/-10	5/-2	5/-2

Whether you will play a rated game (and have the results transferred to the global data base) or a non-rated one is entirely up to you and your fellow players. In the Internet Game menu,





- 1 - This symbol indicates that the **game is being rated**, i.e. the results will be stored in the data base.
- 2 - These are the **icons of Cossacks clan players**. From now on you can distinguish players more easily.

It is up to the host of the Internet game to decide whether it shall be rated or not. (**Note:** Only Deathmatch games can be rated. You cannot play a rated game with computer opponents.) Click on the **Create Game** button for the following screen to pop up: Click on **Game Type** to see the options Deathmatch, Battle and Rated Deathmatch. Left-click on the option you prefer, make other necessary settings in this window and then click on Create to create a game with the options you have set.



You can see whether a game is rated in the game interface as well:



- 1 - This icon indicates that the **game is rated**.
- 2 - This icon indicates that the game is being **recorded**.



Within the first 10 minutes of a rated game you can still vote NOT to rate the game due to a slow connection or for other personal reasons.

1. Find the **question mark** near the Rated Game icon within the first ten minutes of the game. This means you can still vote against registering this game.
2. **Vote against rating** this game here.

If one of the players clicks on **Don't rate this game**, the following message pops up in the centre of the screen:



The other players are asked to vote on whether to rate the current game or not. Press the **Y key** if you agree not to register the game and the **N key** if otherwise.

The game will only not be registered if ALL the players vote not to do so!

10.4. Player's Personal Information



Clicking on a player's Personal **Information** icon will load details **about** the selected **player**. These include contact and personal information as well as detailed data on all the rated games (s)he has taken part in.

Move the scrollbar under the entry **Player Description** to look through the information about a player's games.



11. Hot Keys

The game now has many more hot keys than the original Cossacks, thus enabling quicker access to game functions and processes. Apart from the hot keys you had in the original version of the game, the following hot keys are available in Cossacks: The Art of War:

Peasant:

C -	build town hall
S -	build stable
D -	build dwelling
B -	build 17th century barracks
R -	build artillery depot
K -	build 18th century barracks
T -	build storehouse
N -	build mine
H -	build church
F -	build shipyard
E -	build market
Y -	build mill
X -	build wooden paling
W -	build stone wall
V -	build tower
J -	build academy

Hot keys for 17th century barracks:

S -	train musketeer (Austrian, European, Polish); archer; strelets; serdiuk; janisary; Spanish rifleman; Dutch musketeer
B -	train drummer
F -	train officer
P -	train pikeman
L -	train roundshier
H -	train light infantryman

Hot keys for 18th century barracks:

S -	train Highlander; musketeer (European, Saxon, Danish, Bavarian, Prussian)
B -	train drummer; bagpiper; pandur
F -	train officer
G -	train grenadier

Hot keys for stable:

S -	train 17th century dragoon; Tatar; 17th century French rifleman
D -	train 18th century dragoon; French dragoon
R -	train 17th century heavy cavalry
K -	train 18th century heavy cavalry
T -	train light Polish rider; Croat; Sich Cossack; King's Musketeer
F -	train hetman
G -	train hussar

Hot key for church:

S -	create priest
-----	---------------

Hot keys for shipyard:

B -	build boat
P -	build ferry
G -	build galley
F -	build frigate; xebec
L -	build battleship
Y -	build yacht

Hot keys for artillery depot:

R -	build mortar
H -	build howitzer
P -	build cannon

Hot keys for academy:

K -	repair cannons
J -	heal units

Hot keys for upgrades:

N -	upgrade mine
Y -	upgrade at mill
V -	upgrade tower

Hot keys for individual units:

S -	stand ground
V -	cancel stand ground
D -	disable attack
E -	enable attack
P -	patrol
G -	guard/don't guard

Hot keys for formations:

R -	infantry column formation; cavalry wedge formation
K -	infantry square formation; cavalry column formation
F -	reinforce formation
G -	group/ungroup
L -	infantry rank formation; cavalry rank formation
J -	dismiss formation

Hot keys for market:

Shift + resource amount button (100, 1,000, 10,000 or 100,000)
- multiply amount by 100.

Other hot keys:

L - open/close gates
V - disembark ferry
F11 - screenshot
Ctrl + Right - better alignment of units. This function provides a better view of the location of, e.g., several unit formations.
mouse-click

12. New Units

12.1. New Ships

18th Century Ship of the Line

The "Victory", Admiral Nelson's famous flagship, served as a prototype to the new 18th century ship of the line. It was launched in 1769 and was a 100-cannon ship of the line typical of the late 18th century. This is the most powerful and expensive vessel in the game. The ship represents the next development stage for the ships of the line already existing in the game.

Life: 65500
Creation time: 2500
Cost: 65500 wood, 45050 gold, 53000 iron, 47200 coal
Upkeep: gold (workers in mines/1000 units): 18750
Shots: 30 (cannonball)



18th Century Frigate

The prototype for the 18th century frigate was the well-known French frigate "Flora". This vessel was used for cruising service and was a typical representative of this class of ships. It will match the power of 17th century battleships in the game, but will much exceed them in speed. These ships will oust the 17th century frigates and considerably reinforce the naval power of their owner.

Life: 65500
Creation time: 1000
Cost: 17500 wood, 150 gold, 1700 iron, 900 coal
Upkeep: gold (workers in mines/1000 units): 625
Shots: 45 (cannonball)



Cutter

A cutter was used mainly for patrols and possessed a fairly good speed and seagoing abilities. It was a single-mast ship with quite an advanced rigging. On the upper deck were about 18 to 20 guns or carronades. Its characteristics allow the cutter to outmanoeuvre any yacht and make it the logical next step up among warships. The player will be unable to use it in major battles for domination at sea, but it is well suited to control vast sea communications and destroy the obsolete (17th century) enemy ships.

Life: 21000
Creation time: 1000
Cost: 4500 wood, 150 gold, 150 iron, 100 coal
Upkeep: gold (workers in mines/1000 units): 62
Shots: 30 (cannonball)



Venetian Galleass

The Venetians were trendsetters in the field of building and use of rowing vessels. Their fleet included numerous galleys and one of the most powerful and expensive rowing vessels - the galleass. Galleasses were larger than galleys. They could be up to 70 metres long, with a crew of up to 1200 sailors. The baptism of fire for the galleass took place in the Battle of Lepanto in 1571 and brought about the victory of the Christians over the Ottoman fleet. Galleasses made use of their advantage over other types of vessels under calm conditions, when their oars allowed them to gain quite a good speed. However, their manoeuvrability left much to be desired, and they were useless in a storm, which meant they never put out to sea under bad weather conditions.

Life: 65500
Creation time: 3000
Cost: 11500 wood, 1100 gold, 1000 iron
Upkeep: gold (workers in mines/1000 units): 937
Shots: 100 (bomb, cannonball)



Upgrades

Creation speed
Academy: Train carpenters (w 10)

Speed

Academy: Design new rigging types

Fire accuracy

Academy: Research new sighting devices for artillery (+35%)
Academy: Develop mathematics (+35%)

Fire accuracy

Academy: Research improved additions to gunpowder formula (+5%)
Academy: Design new barrel types: unicorn, carronade (+10%)

Turkish Yacht

Turkish flotillas included a large number of various exotic single or two-mast Mediterranean vessels. They were used both by the military fleet as patrol and messenger ships, and by pirates for their vigorous raids on the Christians' sea communications.

Life: 35000
Creation time: 300
Cost: 900 wood, 450 gold, 150 iron, 200 coal
Upkeep: gold (workers in mines/1000 units): 1875
Shots: 30 (cannonball)



Ketch

A new type of ship aimed at shelling coastline fortifications and seaside settlements from the sea emerged in the 18th century. These vessels were equipped with only two masts: a main-mast with upright sails and mizzen-mast with fore and aft sails. In place of a foremast, they possessed a platform with one or two powerful mortars. The fire of these ships could cause substantial damage to fortification walls, and they were indispensable in large-scale landing operations.

Life: 40000
Creation time: 1150
Cost: 5000 wood, 50250 iron, 45150 coal
Upkeep: gold (workers in mines/1000 units): 937
Shots: 790 (bomb), 30 (cannonball)



12.2. New Units

Musketeer, 18th century (Bavarla)

Life: 100
Creation time: 225
Cost: 35 gold, 80 food, 45 iron
Shots: 55
Attack: 9 (pike)



Upgrades

Attack

Barracks, 18th century: Conduct a fencing drill 2 (+1) g 700, f 900
Barracks, 18th century: Conduct a fencing drill 3 (+1) g 800, f 1600
Barracks, 18th century: Conduct a fencing drill 4 (+1) g 900, f 2500
Barracks, 18th century: Conduct a fencing drill 5 (+1) g 600, f 2000
Barracks, 18th century: Conduct a fencing drill 6 (+1) g 1000, f 3500
Barracks, 18th century: Conduct a fencing drill 7 (+1) g 800, f 3000
Academy: Improve firearms: rifled barrel (+10%)
Academy: Develop granular gunpowder (+15%)
Academy: Research new sulphur rectification methods (+20%)
Academy: Research new nitre rectification methods (+30%)
Academy: Design bayonet (+7 pike)
Academy: Research new steel grades (+25% pike)
Blacksmith: Forge bayonets and broadswords for infantry (+5 pike)

Defence

Barracks, 18th century: Conduct a physical training 2 (+1) g 350, f 3500
Barracks, 18th century: Conduct a physical training 3 (+1) g 1350, f 11230
Barracks, 18th century: Conduct a physical training 4 (+1) g 4000, f 35706
Barracks, 18th century: Conduct a physical training 5 (+1) g 4350, f 36556
Barracks, 18th century: Conduct a physical training 6 (+1) g 1350, f 30060
Barracks, 18th century: Conduct a physical training 7 (+1) g 1350, f 37600

Rate of fire

Academy: Design wheel lock (+35%)
Academy: Design paper cartridge and iron ramrod (+35%)

Creation cost

Academy: Design flintlock (-50%)

Musketeer, 18th century (Denmark)

Life: 100
Creation time: 150
Cost: 195 gold, 90 food, 85 iron
Shots: 60
Attack: 24 (pike)



Upgrades

Attack

Barracks, 18th century: Conduct a fencing drill 2 (+1) g 700, f 900
Barracks, 18th century: Conduct a fencing drill 3 (+1) g 800, f 1600
Barracks, 18th century: Conduct a fencing drill 4 (+1) g 900, f 2500
Barracks, 18th century: Conduct a fencing drill 5 (+1) g 600, f 2000
Barracks, 18th century: Conduct a fencing drill 6 (+1) g 1000, f 3500
Barracks, 18th century: Conduct a fencing drill 7 (+1) g 800, f 3000
Academy: Improve firearms: rifled barrel (+10%)
Academy: Develop granular gunpowder (+15%)
Academy: Research new sulphur rectification methods (+20%)
Academy: Research new nitre rectification methods (+30%)
Academy: Design bayonet (+7 pike)
Academy: Research new steel grades (+25% pike)
Blacksmith: Forge bayonets and broadswords for infantry (+5 pike)

Defence

Barracks, 18th century: Conduct a physical training 2 (+1) g 350, f 3500
Barracks, 18th century: Conduct a physical training 3 (+1) g 1350, f 11230
Barracks, 18th century: Conduct a physical training 4 (+1) g 4000, f 35706
Barracks, 18th century: Conduct a physical training 5 (+1) g 4350, f 36556
Barracks, 18th century: Conduct a physical training 6 (+1) g 1350, f 30060
Barracks, 18th century: Conduct a physical training 7 (+1) g 1350, f 37600

Rate of fire

Academy: Design wheel lock (+35%)
Academy: Design paper cartridge and iron ramrod (+35%)

Creation cost

Academy: Design flintlock (-50%)

Musketeer, 18th century (Prussia)

Life: 100
Creation time: 225
Cost: 240 gold, 95 food, 45 iron
Shots: 55
Attack: 24 (pike)



Upgrades

Attack

Barracks, 18th century: Conduct a fencing drill 2 (+2) g 700, f 900
Barracks, 18th century: Conduct a fencing drill 3 (+3) g 800, f 1600
Barracks, 18th century: Conduct a fencing drill 4 (+4) g 900, f 2500
Barracks, 18th century: Conduct a fencing drill 5 (+5) g 600, f 2000
Barracks, 18th century: Conduct a fencing drill 6 (+6) g 1000, f 3500
Barracks, 18th century: Conduct a fencing drill 7 (+10) g 800, f 3000
Academy: Improve firearms: rifled barrel (+10%)
Academy: Develop granular gunpowder (+15%)
Academy: Research new sulphur rectification methods (+20%)
Academy: Research new nitre rectification methods (+30%)
Academy: Design bayonet (+7 pike)
Academy: Research new steel grades (+25% pike)
Blacksmith: Forge bayonets and broadswords for infantry (+5 pike)

Defence

Barracks, 18th century: Conduct a physical training 2 (+1) g 350, f 3500
Barracks, 18th century: Conduct a physical training 3 (+2) g 1350, f 11230
Barracks, 18th century: Conduct a physical training 4 (+3) g 4000, f 35706
Barracks, 18th century: Conduct a physical training 5 (+4) g 4350, f 36556
Barracks, 18th century: Conduct a physical training 6 (+5) g 1350, f 30060
Barracks, 18th century: Conduct a physical training 7 (+6) g 1350, f 37600

Rate of fire

Academy: Design wheel lock (+35%)
Academy: Design paper cartridge and iron ramrod (+35%)

Creation cost

Academy: Design flintlock (-50%)

Hussar (Prussia)

Life: 250
Creation time: 650
Cost: 5 gold, 110 food, 3 iron
Attack: 8 (sword)



Upgrades

Attack

Stable: Conduct a fencing drill 2 (+1) g 2800, e1600
Stable: Conduct a fencing drill 3 (+2) g 4800, e1400
Stable: Conduct a fencing drill 4 (+3) f10200, e4000
Stable: Conduct a fencing drill 5 (+2) f42000, e3000
Stable: Conduct a fencing drill 6 (+3) f29200, e7500
Stable: Conduct a fencing drill 7 (+4) f40000, e7000
Blacksmith: Forge new broadswords and sabres (+5)

Defence

Stable: Conduct a physical training 2 (+1) g 1250, f 150
Stable: Conduct a physical training 3 (+2) g 4450, f 3200
Stable: Conduct a physical training 4 (+3) g 6350, f 3600
Stable: Conduct a physical training 5 (+2) g 13350, f 6000
Stable: Conduct a physical training 6 (+3) g 19350, f 9000
Stable: Conduct a physical training 7 (+4) g 42150, f 48000

Creation speed

Blacksmith: Forge harnesses for horses (+300% faster production of cavalry units)

12.3. New Buildings

Bavaria

Town Hall

Creation time: 500
Life: 4030
Cost: 700 wood, 700 stone



Artillery Depot

Creation time: 1000
Life: 40000
Cost: 350 wood, 1000 stone, 1400 iron



Academy

Creation time: 2000
Life: 63000
Cost: 1450 wood, 900 stone



Barracks, 17th century

Creation time: 300
Life: 40000
Cost: 100 wood, 300 gold, 100 stone



Barracks, 18th century

Creation time: 25000
Life: 55000
Cost: 1700 wood, 12500 gold, 2950 stone



Blacksmith

Creation time: 300
Life: 5500
Cost: 100 wood, 50 gold, 640 stone



Diplomatic Centre

Creation time: 1000
Life: 4500
Cost: 4900 wood, 1700 stone



Dwelling

Creation time: 100
Life: 4000
Cost: 50 wood, 50 stone



Stable

Creation time: 500
Life: 10000
Cost: 3750 wood, 950 gold, 850 stone



Church

Creation time: 500
Life: 4200
Cost: 100 wood, 100 stone, 50 iron



Denmark

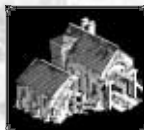
Town Hall

Creation time: 500
Life: 4030
Cost: 700 wood, 700 stone



Artillery Depot

Creation time: 1000
Life: 40000
Cost: 350 wood, 1000 stone, 1400 iron



Academy

Creation time: 2000
Life: 63000
Cost: 1450 wood, 900 stone



Barracks, 17th century

Creation time: 300
Life: 11000
Cost: 100 wood, 300 gold, 100 stone



Barracks, 18th century

Creation time: 25000
Life: 55000
Cost: 1700 wood, 12500 gold, 2950 stone



Blacksmith

Creation time: 300
Life: 5500
Cost: 100 wood, 50 stone, 640 iron



Diplomatic Centre

Creation time: 1000
Life: 4500
Cost: 4900 wood, 1700 stone



Stable

Creation time: 500
Life: 10000
Cost: 3750 wood, 950 gold, 850 stone



Church

Creation time: 500
Life: 4200
Cost: 100 wood, 100 stone, 50 iron



13. Editor

Use the editor included to create your own maps.

13.1. Editor Interface

Firstly you should become accustomed to the interface of the editor you are going to create maps with. In the left part of the screen you will see a bar with a set of buttons (this is called the **left toolbar**). The upper buttons enable you to switch between various editor modes (editing the surface of water, trees etc.).



The button allows you to **deactivate** any of these modes. If none of the modes is active, you can control units, attack enemies, construct buildings, etc. in the editor the same as you would in the game.

In the **lower part of the left toolbar** are a set of buttons which allow you to access **various menus** or switch between the editor modes.

In the right part of the screen is a bar with a number of coloured rectangles on it (called the **right toolbar**). This is where information regarding the editor modes is displayed.



1. Left toolbar
2. Selected mode highlighted by yellow frame
3. Right toolbar
4. Upper scrollbar (defines brush radius in water editing mode)
5. Lower scrollbar (defines coast width in water editing mode)
6. Select nation's colour here
7. Brush radius (indicates the size of the area which will experience changes)
8. Coast width indicator (for water editing mode)
9. Mini-map

Using the **F12 key**, you can access the **Main Menu of the editor**, where you can save or load a map, change game settings, or return to the Main Menu of the game.

Pressing **F11** will let you take a **screenshot**, which will be saved as screenX.bmp (where X is the screenshot's number; this will increase if you take several screenshots).

13.2. Creating Landscapes

Naturally, the first stage of making a map is to create a landscape. Decide where to place mountains, plateaus or hills, and where to have vast seas or rivers winding their way through the scenery. (To make this part easier, you can sketch your future map on paper first.)



When you have finished this part, click on the button in the editor interface. This will open a relief generation window where you can add basic landscape elements to your map.



Note that left-clicking adds a relief to the map while right-clicking removes it.



Clicking on the button will enable you to **add hills** to your map. These are marked white on the map.



The button activates the **water editing mode**. (Water is marked blue.)



The button allows you to apply **slopes** to the map. Slopes are mostly added to the edges of white areas, as they create a path of ascent for your units to reach a plateau on your map. Slopes are depicted red.

Using the **upper scrollbar** you can change the **size of the brush** in any of these modes.



You can use the button to add **forests**. These are represented by green specks on your map. The **lower scrollbar** enables you to choose how dense you want your forests to be.



Clicking on the button changes the **height** of the hills generated. Point your cursor at a hill and hold down the right mouse button. The white area underneath your cursor will become darker. The darker the colour, the lower the hill. The lower scrollbar in this mode alters the radius of the dark area.



The button allows you to **undo any changes** you have made.

Click on **Save Bitmap** to save images created in this way. To load a previously created image, click on the **Load Bitmap** button. Click **Generate** to create a map based on your image.

Note: Generating this map will delete all objects previously located on the map. If you do not want to create a map, click the **Cancel** button.

13.3. Relief Editing

Now that the basic landscape elements have been created, it is high time to change the map relief. Using the editor tools, you can create steep mountains or slanting hills, small ravines or fathomless pits.



The button activates the **altitude changing mode**. Point your cursor at a map area you want to change the height of. Press the left mouse button to raise an area or the right button to lower it. Holding down a mouse button and smoothly moving the cursor across the scenery creates a mountain ridge or a ravine. On the panel in the right part of the screen is a scrollbar you can use to change the size of the brush.



Another altitude changing mode can be activated by clicking the button. The difference between this and the previous mode is that this one creates an elevation with a flat summit.



The button activates the **area levelling mode**. Point your mouse cursor at the map area you want to level, and press the left mouse button. The whole area under your brush will be transformed into a plain equalling the central point in height. In this mode, you can use the right mouse button to add random irregularities to the landscape. Press the right mouse button to see the area of the map under your brush gradually be covered by small elevations and slopes.



The **smoothing mode** turned on using the button gives the area a more natural appearance. Smoothing allows you to get rid of sharp angles and lessen slopes that are too steep. Point your mouse cursor at an area you want to smooth and left-click. The area under the brush is gradually smoothed. Pressing the right button in this mode creates ledges on mountain slopes.



The button activates the **relief area editing mode**. Left-click on the edge of the area you want to change. A yellow line will expand as you move the mouse cursor away from the place where you clicked. By left-clicking you can encircle the area you want to select with the yellow line. To end the selection of a map area, close the polygon or click with the right mouse button.

An action selection menu will appear on the screen:



Cubic - Create a slanting hill in the area within the yellow line. You can specify its height in the lower menu string.

Squad - Create a steep hill in the area within the yellow line. You can specify its height in the lower menu string.

Smooth - Smoothen the area within the yellow line.

Road1, Road2, Road3 - Draw one of three types of road along the yellow line.



You can make use of one more handy instrument for relief editing by clicking on the button. A screen showing the altitude map of the area (green - lowlands, yellow-brown - hills, brown-grey - mountains) will pop up on the screen. A set of scrollbars allows you to regulate the parameters of the elevations generated:



Height of Eminence - the height of the eminence
Radius of Eminence - hills' radius
Width of Crossing - the length of the slope
Number of Jags - the number of ledges
Depth of Jags - ledges' length
Phase of Jags - the phase of ledges

The lower buttons are divided into several groups:

Type of Jag - the type of slope. You can select one of the types of slopes available:



regular



concave



convex



tapering



uneven

Pressure Type - the method of surface decline



sharp eminence



smooth



smooth incline



smooth decline

Brush - select hill type



smooth



with ledges

Height - measure altitude of the area under cursor



Having made the settings needed, left-click on the changed map area. You will see the colour of the map change under your cursor. Using your cursor like a brush, you can create mountain ranges or oblong hills. Click the **Generate** button to apply all the changes you have made to the map. You can optimise the map surface using the **Smooth Hills** button. In this case, the rear boundaries of all mountains and hills will be smoothened to allow faster work with the map in future. Select **Cancel** if you want to undo all the changes you have made.

13.4. Water Editing

If you want to change the generated water surfaces or create new reservoirs manually, you can use the water editing buttons.



Clicking on the button activates the water drawing mode. Two scrollbars will appear in the right toolbar. Using the upper one, you can change the size of the brush, while the lower one allows you to adjust the width of the surface line. Left-click to fill the area under your brush with water.

Make sure the area you are filling with water is even and not above the zero line to avoid flooding.



Click on to **remove water**. In this mode, the water will be removed from the area under your brush if you left-click with your mouse.

Manually created water zones have a somewhat unnatural look due to the absence of sunlight glistening on them. The brightness and size of **light spots** can be adjusted using the scrollbar in the right toolbar. Left-click on the surface of the water to create a reflection centred on the position your cursor is pointing at.



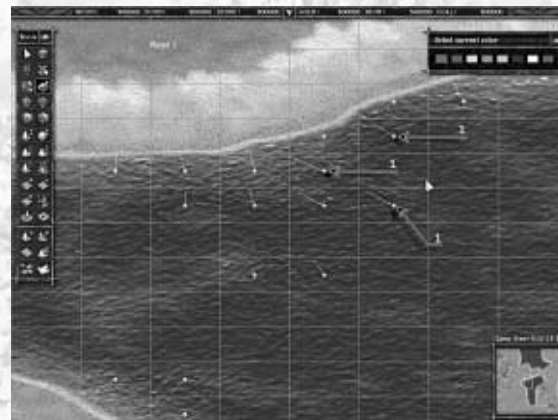
You can **delete glints** in the water darkening mode, which is activated by clicking on the button. In this mode, a left-click will delete any water glints under the mouse cursor. You can adjust the size of the area darkened with the scrollbar in the right toolbar.

If you need to create reservoirs or rivers with **Intensive current**, you can use the current editing mode.



Click on the button. You will see lilac grid pop up on the screen. Each section of the grid allows you to specify the direction of the current. Select one of the sections above the water surface and left-click inside it, at the point you want the water to flow towards. An arrow will appear in the middle of the selected section, pointing in the direction you specified. Clicking with the left mouse button lets you move the arrow in any direction. By right-clicking you can delete the current arrow in the section needed.

Note: Currents can be set not only for the **sea**, but for other **water structures** as well.



1. Set currents as displayed above.

13.5. Applying Textures

Now that you have placed water and eminences, it's time to cover the land with various sorts of territories. Let green grass thrive in valleys, stones cover mountain slopes, and sand lie on the steeps. A realistic set of textures allows you to create the world as you like.



Click the button to activate the **texture mode**. In the lower part of the right toolbar a set of various applicable textures appears. The editor allows you to use a blend of different textures, randomly applied from the set indicated.

In order to cover an area with a texture, left-click on the texture you want to use (this frames it). Then left-click on the map area to paint the surface under your brush with the texture selected. With the scrollbar located in the right toolbar you can change the size of the brush. If you want to attain a mix of textures, you can select several by clicking on them while holding down the Ctrl button. Numbers will appear in windows of the corresponding textures. These numbers signify the probability of this texture appearing during the filling process.

By clicking on a texture with the left mouse button, you can increase the probability of its appearing. Alternatively, you can use the right mouse button to decrease the probability. Having set the required number of textures, fill the area needed by left-clicking. To preserve your sets of textures, find the special Texture Set list. If you are considering using the set of textures created again at a later date, select a Texture Set with any number and assign it to your set. You can now always select this set of textures from the list.

Selective **texturing settings** will allow you to quickly fill the required areas with textures. Setting minimal and maximal altitudes enables you to cover all the map areas whose altitude matches the framework set with textures (for instance, mountain peaks), while the other parts of the map will not have this texture applied to them. By setting corners of filling, you can cover slopes and areas alike with certain textures.

If you need to fill an area of a **complex shape with a texture**, hold down the Shift key while you left-click. The cursor will be followed by a line which you must use to encircle the area you want to fill. Clicking with your left mouse button without holding down the Shift key will fill the selected map area.

Sometimes elevations can block your view of areas you want to apply textures to. In this case you can use the **flat mode**.



Clicking on makes all the mountains on the map flat, so that you can freely texture the map in the areas that were hard to reach so far. A second click on this button will return the map to its initial appearance.

1. Select a combination of textures.
2. Vast deserts are just a matter of several clicks.

13.6. Placing Objects of Nature

Having placed textures you need to add various natural objects to the map. These are the sources of your resources in the game.



Trees can be placed on the map by clicking on . In the lower part of the right toolbar images of various trees will appear. Select a tree you are going to place on the map and left-click on it. If you'd like to put different types of trees on the map, you can select several by holding down the Ctrl key and clicking on them. Thus, the selected trees will be framed. If you want to deselect a tree, click on it with your right mouse button. To place trees on the map, left-click on the respective area. The part of the map under your brush will be filled with the trees selected by you. The size of the brush can be adjusted using the scrollbar in the right toolbar.



Click on the button to turn on the stone and deposit placing mode. In the lower part of the right toolbar, images of **stones** and **deposits** will appear. Select a stone or deposit to place on the map and left-click on it. If you want to place different stones on the map, you can select several of them by clicking on them while holding down the Ctrl key. The selected stones will be framed. Right-click on a stone or deposit to deselect it. Having picked the required set of stones, place stones on the map by left-clicking on the respective areas. You can adjust the size of your brush using the scrollbar located in the right toolbar.

Note that the game is **not** designed for massive blocks of stones, which means an excessive number of stones on a map can lead to undesired consequences.



1. Adding stones is child's play.
2. Adding resource deposits is no problem at all.



Click on the button to turn on the object deleting mode, where you can **delete unnecessary trees, stones or deposits**. Point the mouse cursor at an object you want to delete and left-click on it. All the natural objects under your brush will be deleted. The size of the brush can be adjusted using the scrollbar located in the right toolbar.

Apart from placing environmental objects, you can make use of the ready-made components. The library contains a **multitude of finished landscape items** - hills, forests, mountains, ravines etc.



To use a library element, click on the button. In the lower part of the right toolbar, a list of objects will appear. Click on one of the objects with your left mouse button to see its image in the centre of the map screen. Pick the element you require, select a place on the map where you want it to be set and left-click.

13.7. Accessibility Editing

Your map has been created and you can prepare for the game. The accessibility of map areas is a highly important issue for any map, and this section will give you a hint on how to change map accessibility.



First of all, click on the button, which allows you to adjust the **accessibility settings** for the map landscape. Thus, you can make inaccessible zones accessible.



The button turns on the **blocking mode**. In this mode, left-click with your mouse to make an area under your cursor impassable (it is marked with a red cross).



The button turns on the **unblocking mode**. In this mode, left-click to make an area under the cursor passable (it is marked with a green cross).



The button activates the **default blocking mode**. Left-click with your mouse in this mode to make a map area under your cursor accessible or inaccessible, depending on the relief (deletes red and green crosses).

When editing the accessibility, try to avoid **narrow passageways**, as units may often become stuck in such places. If a narrow passageway has been created, place flags on either side to make it easier for your units to find their way (the flag is the last element in the list of trees, see section 5). Crosses and flags are for editing only, and will not be displayed during the game.



1. Create inaccessible zones.
2. This indicates the position of the next unit obstacle.

13.8. Placing Units, Starting Conditions

Once the accessibility has been set, the map is fully prepared for playing. The only thing left to do is to populate it. In the editor, you can create simple starting conditions for players by allocating a group of peasants to each side, building up towns and fortresses, or placing immense armies.



Click on the button to turn on the **unit placing** mode. From the right toolbar, select a colour the created units will belong to. Under the colour bar is a pull-down list of nations you can add to the map. Further below is a list of units and buildings. Select a unit or building you want from the list and click on it with the left mouse button.



The selected icon will be framed white. After that, left-click on the map area where you want the object to be placed. If several units are to be set, continue clicking the mouse - each time you click a unit will appear on that spot.

1. Find the available units here.
2. Place units on the map.

If a unit or a building does not appear when you click, make sure you have enough resources for creation (if not, add resources using the 'Money' cheat code). A building may not be placed on the map if there are surface irregularities or objects (stones, trees, other buildings) in the way. In the editor, it is useful to erect buildings with peasants, as in the game itself. You can build walls and palings with peasants only.



If you need to place several units of different colours nearby, you should turn on the **peace mode** by clicking the button. If you omit to do this, the units will begin attacking each other. A second click on this button will turn off this mode. Take into account that when loading such a map, the peace mode must be switched on before the map is loaded.



Apart from placing units for each of the opposing sides, initial resources should be set. The **resource** setting menu is accessed using the button. Here you can allocate a set of resources for each side to start the game with. The same sets of resources are given to every side when the map is loaded in the editor.

If you are considering having the AI control one side in the game, ensure the following conditions have been met for this nation:

Place peasants on the map. Their location will serve as a starting point for the AI to begin building up its base.

The starting point should be located in an open area, so that the AI has enough space for building.

There should be wood and stone close to the starting point, and at least one deposit of iron and gold. It is best to place 2 deposits of each kind.

The AI develops poorly in enclosed areas. You should also try not to create too narrow passageways on the map. For your AI to work normally you should provide it with a lot of food (about 5000 units).

13.9. Hot Keys for Editor

Ctrl+O	display right toolbar
Ctrl+ T	display left toolbar
M	toggle mini-map modes
Outline an area and Ctrl + C	create pattern
Ctrl + V	insert pattern
S	switch between forced blocking, default blocking, forced unblocking modes
V	toggle map illumination modes
N	delete an object
G	screenshot of one screen
H	screenshot of the whole map
C	water placing mode (Ctrl + (1-9) - set width of coast)
F2	texturing mode (hold Ctrl and click on textures to select several)
F3	surface changing (Num Pad: '/' - level surface; '-' - lower surface; '+' elevate surface; '*' - smooth surface)
F4	stone and deposit placing mode
F5	field placing mode
F6	relief editing mode
F7	remove mountains and rivers
F8	tree editing mode
F9	set sun glints on water
F10	remove sun glints on water
1-9	set a mode/area to implement change within (for all F modes)

CREDITS

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Tool Programmer	Serguei Ivantsov
Lead Artist	Dmitry Zenin
Artist	Andrew Zenin
Artist	Roman Nesin
Historical Adviser/Artist	Andrew Zavolokin
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Sound Engineer/Composer	Andrew Prishchenko
Sound Engineer	Ilya Ivashchenko
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Localisation	Effective Media

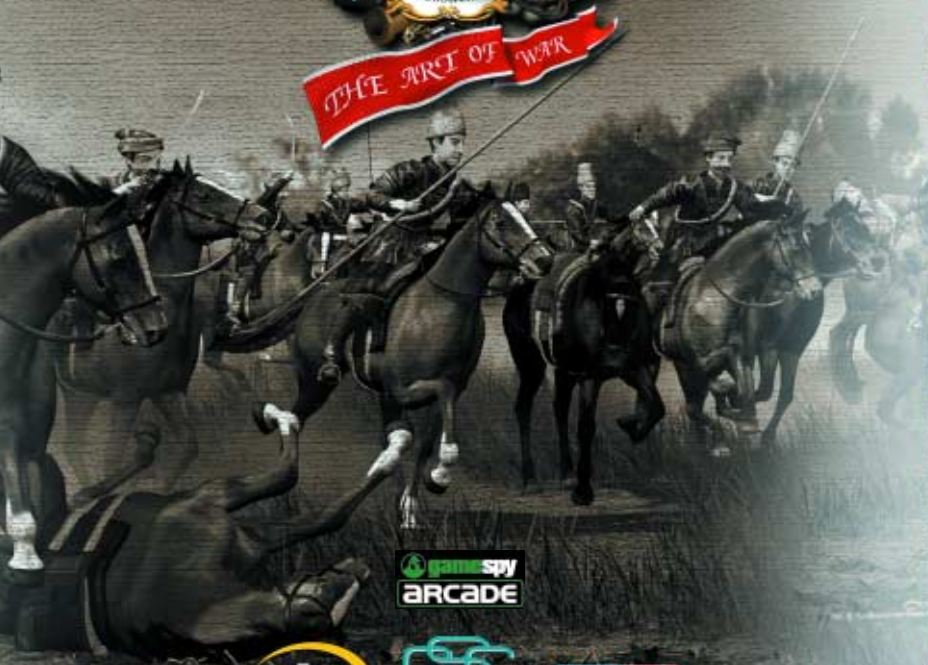
NOTES

An aerial photograph of a city, likely Vienna, showing a river (Danube) and a bridge. The image is overlaid with horizontal lines for writing.



Cossacks

— The Art of War —



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