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MEN OF WAR VIETNAM



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INSTALLATION

Minimum System Requirements:

OS: Windows XP SP1
CPU: P4 2.6GHz (Athlon 3000+) or better
RAM: 1GB
Video: GeForce 6600 (Radeon 9600) 128MB RAM
DirectX 9.0c
DVD-Drive
3 GB of free HD space

Recommended System Requirements:

OS: Windows XP/SP1, Windows Vista
CPU: Core 2 Duo 2.33GHz (Athlon X2 5000+)
RAM: 2 GB
Video: GeForce FX 8800 (Radeon HD3850) 256MB RAM.
DirectX 9.0c
DVD-Drive
3 GB of free HD space

Multiplayer Requirements


- Internet (TCP/IP) or LAN (TCP/IP) play supported
- Internet play requires broadband connection and latest drivers
- LAN play requires network interface card with latest drivers

Installation

Please close all applications before installing the game. Insert the installation disc into your DVD drive. If your machine has Auto Insert Disc Notification enabled, the installation will start automatically. If Auto Insert Disc Notification is turned off, then double-click the My Computer icon on your desktop, locate the Men of War DVD icon there and double-click it with your mouse.

After the installer launches, follow the on-screen instructions to set the game up on your computer.

Launching the Game

You should have a game serial to activate and run this game. The game will not run otherwise. To launch the game, click the icon  on your desktop, or select Start - Programs - 1C Company - Men of War: Vietnam (by default).

Profile

A profile will automatically be created for you when you launch the game. The profile contains the default game settings and can be modified if necessary. The profile is stored in \My Documents\My Games\mow_vietnam\profiles\. You can select an existing profile or create a new one via the Change Profile item on the Main Menu.



MAIN MENU



- Singleplayer** - begin, continue or load a new mission.
Cooperative - join a multiplayer game on a local network or in the Internet.
Options - modify game settings.
Credits - view the list of people who helped to develop the game.
Quit - return to Windows.

SINGLEPLAYER

Selecting the **Singleplayer** item on the Main Menu will allow you to continue a game in progress, start a new game or load a previously saved game.



Continue game

The **Continue** game item allows you to return to the game currently in progress and continue playing.



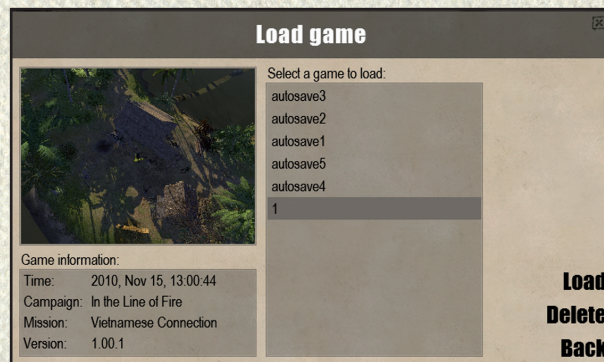
Select Mission

This item will allow you to select a campaign, a mission or/and difficulty settings.




Load Game

This item allows you to load a previously saved game. To load a game, select it from the save game list, review the date and time when the game was saved, relevant campaign or mission and then click the **Load** button.



Game Menu

You can access this menu while playing the game by pressing ESC or selecting the  button on the main interface.

Click this menu to pause the game.



Back - resumes to game

Save - saves the current game

Load - loads a previous save

Restart - starts the current mission again

Options - opens the game settings

Quit - returns to the Main Menu

Saving a game

In order to save the current game, open the Game Menu and select the **Save** option. The Save Game window will open.

Enter a name for your save and click the **Save** button.

Deleting a Save

In order to delete a previously saved game, open the Game Menu and select the **Save** or **Load** option. The Save or Load Game window will open.

Select a save you no longer need and click the **Delete** button.



GAME INTERFACE



1. Main Screen

The main game screen of Men of War: Vietnam is set in 3D world. You can easily navigate it with the help of the in-game camera.

Controlling the Camera



Command	Mouse	Keyboard
Zoom In	Mouse Wheel Down	Numpad 3

Zoom Out	Mouse Wheel Up	Numpad Del
Move Forward	Move cursor to upper edge of screen	Numpad 8
Move Back	Move cursor to lower edge of screen	Numpad 5
Move Left	Move cursor to left edge of screen	Numpad 4
Move Right	Move cursor to right edge of screen	Numpad 6
Rotate Left	-	Numpad 7
Rotate Right	-	Numpad 9
Free Rotation	Move mouse while holding down the middle mouse button	-
Free Move	Move mouse while holding down the Space-bar and the left mouse button	-

2. Mini-map

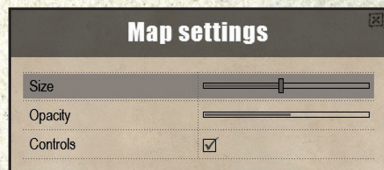
The mini-map gives you a quick overview of the battlefield.

Controlling the mini-map

Command	Mouse or Keyboard	Interface button
Show Mini-map	M	
Mini-map Options	Ctrl+M	
Move Mini-map	Drag with left mouse button	-
Move Camera to Mini-map Position	Right-click in mini-map	-

Mini-map options

Mini-map size and transparency can be modified with the help of the sliders. Enabling the **Controls** option will allow you to move the mini-map, and



to move the camera to a specified place by right-clicking the mini-map.

Mini-map Legend:


- dots - soldiers
- triangle - vehicles
- yellow circle - mission objective
- blue - player units
- green - allies
- yellow - neutral
- red - enemy




3. Quick Unit Selection Panel

The quick unit selection panel allows you to quickly access a unit (a soldier or a squad), regardless of its position on the map.

4. Message History

All dialogues and other important messages are stored in the message history. You can review old messages by pressing the **H** key or .

5. Mission Objectives

You can review the current mission objectives at any time by pressing the **O** key or .

Completed objectives are marked with a green flag; failed objectives are marked with a red cross. If an objective is marked with a binoculars icon, it means that you can visit the linked map area by clicking the binoculars.

CONTROL PANEL

The control panel is a combination of interface elements used to review unit information, as well as to issue commands.



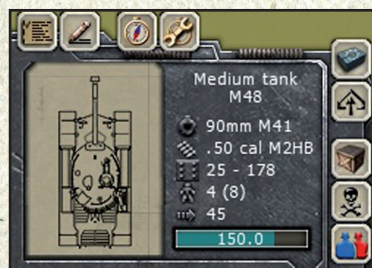
Information Panels:

1. Unit information
2. Unit's primary weapon
3. Unit's secondary weapon
4. Squad members

5. Ammo counter
- Command Panels:
6. Central panel
7. Orders panel

Unit panels

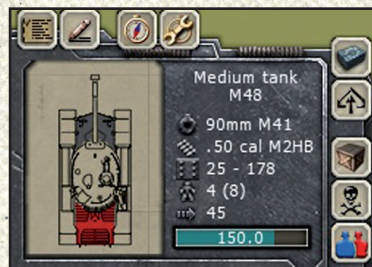
Units, primary and secondary weapons



Vehicle



Infantry



This panel shows information on the currently selected unit. If a soldier is selected, the panel will display his portrait, military occupation, first and last name, health (red bar) and stamina (blue bar). If a squad is selected, then the panel will display the squad commander's information. If a vehicle is selected, the panel will display the vehicle's blueprint, its damage scheme, the damage scheme shows different types of damage in colors: red - repairable, grey - unrepairable. There is a short description of the vehicle, its designation and model, armor thickness and its status, crew capacity, maximal speed and fuel level status.

Primary and Secondary Weapons

The weapon panels displays e.g. a shell type a tank or a gun is loaded with, the weapons the soldier is armed with, soldier skill level with this weapon and the amount of ammo. To toggle between the primary (on the left) and secondary (on the right) weapons



click its image on the weapon panel with the LMB and make a choice from the pop-up list. A right-mouse click on the image will remove this item from item from unit's inventory.



For infantrymen



For vehicles



The amount of golden diamonds in the cell of a particular weapon indicates the skill weapon level of the chosen unit. The more diamonds, the higher is the skill level and shooting accuracy.

Squad Members

This panel shows an overview of the currently selected squad: squad commander, current squad capacity number of members and their military occupations (gunner, sniper, etc.), weapons and health.

You can select any member of the squad by clicking its image on the squad panel. The vehicle crew panel additionally shows the military occupation of the crew members (commander, gunner, driver, etc.) Any crew usually includes up to 5 members. Some vehicles can give place for up to 10 soldiers additionally. Units

without special designation are passengers. If a crew is undermanned, soldiers automatically exchange places for the optimal efficiency. For example, if a tank crew consists only of a single soldier, it will be acting either as a driver or as a gunner depending on the order, but never two functions simultaneously.

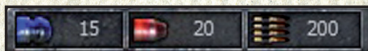


For infantrymen



For vehicles

Ammunition



For vehicles



For infantrymen

This panel shows all ammunition available to the currently selected unit. The vehicle ammo panel is shown on the left; the individual ammo panel is on the right.



Command Panels

Quick Bar

The quick bar can be filled with the icons of frequently used orders as needed. To move an icon from the orders panel to the quick bar, drag and drop it with the right mouse button to the desired place.



Orders Panel

This panel contains a set of order and command buttons, which can be used on the quick bar. You can access additional commands via  and  buttons.








CONTROLS

The game is controlled with the mouse and keyboard.

System Commands

Command	Mouse, Keyboard	Panel Button
Game speed change	Backspace	-

Enable/Disable pause	Pause	-
Take Screenshot	PrintScreen	-
Game Menu	Esc	
Open list of the current objectives	O	
Open the message history	H	
Inventory	I	
Toggle Direct Control Mode	End	
Highlight items	Tab	
Highlight Dead Bodies	V	
Highlight Silhouettes	-	










Unit Control











Command	Mouse, Keyboard
Select Unit	Click a Left Mouse Button (LMB)
Deselect Unit	Click a Left Mouse Button (LMB)
Group Units into Squad	Hold down the LMB and drag a frame around the units

Previous Unit	<
Next Unit	>
Assign Squad #	Shift+1, Shift+2, ..., Shift+9
Switch to Squad	1, 2, ..., 9

Game Controls

Interface Button	Command	Mouse, Keyboard	Note
	Throw anti-personnel grenade	F1	Eliminate manpower.
	Throw anti-tank grenade	F2	Explodes after an impact. Effective against vehicles. Due to their weight, anti-tank grenades have a shorter throw distance; however a direct hit on the engine will disable even a heavy tank.
	Aimed shot	F3	High stopping power. Effective at long range.
	Use Rocket Launcher	F4	The number next to the icon shows the number of rockets available for the unit.
	Suppressive Fire	F5	Fire non-stop at selected area.
	Attack	F6	Attack on the enemy or a movement to a specified point with a consequent attack.
	Melee Attack	F7	Hand-to-hand combat.

	Heal	F8	Wounded soldiers use bandages to treat wounds and cannot move or fire while being bandaged. A number next to the icon shows the number of bandages available to the unit.
	Drop off crew	E	-
	Cancel Current Orders	S	-
	Stand	Space, PgUp	Cycle stances by pressing PgUp.
	Crouch	PgUp, PgDn	When crouched, a unit is less visible and fires more accurately.
	Prone	Space, PgDn	An infantryman in the prone position gains a number of advantages. He becomes less visible, more accurate and is partially protected against shrapnel and small arms fire.
	Move at will	[Units will move at will, depending on the situation (retreating or advancing, chasing down enemies, etc).
	Hold Position]	Units stay put, only moving when their life is in immediate danger (grenades, moving vehicles, etc).
	Fire at will	-	Units will automatically open fire on spotting an enemy.

	Hold fire	-	Units will not open fire under any circumstances. This is helpful when trying to mask movement, or to conserve ammo.
	Return fire	-	Units start firing back when attacked by enemy.
	Assign squad commander	K, Double-click	-
	Disband squad	Shift + K	A selected squad disbands into separate units.
	Attack Ground	-	Units only fire at the specified area.
	Reload weapon	Numpad +	Any firearm can be quickly loaded, reloaded or unloaded.
	Unload weapon	Numpad -	The unit will unload its weapon, placing spare ammunition in the inventory. This order can be given to a soldier or a squad.
	Turn	R	Select this command and specify the turn direction.
	Examine Inventory	X	Unit approaches an item and opens its inventory.
	Drop item	D	Place currently held item on the ground.

	Plant Dynamite	-	-
	Mine	-	Use anti-personnel and anti-tank mines to defend approaches to your position.
	Sweep for Mines	-	-
	Repair Vehicle	-	The repair kit can be used to repair damaged vehicles. Only components marked in red can be repaired in field conditions. Components marked in black are destroyed, and cannot be repaired.
	Firing Position	Space	Used with towed weapons such as field guns, heavy machine guns and mortars.
	Towed Position	Space	A weapon cannot be fired from the towed position. It can be transported by a prime mover or pushed into position manually.
	Attach Gun	Space	-
	Detach Gun	Space	-

Context Commands

Units execute commands upon an order given with the help of a RMB click, or LMB click, if specified in the mouse settings. Depending on situation, the game cursor changes its shape. Here are some of the cursor types you will encounter while playing the game.

Cursor Description

Symbol	Command
	Move to specified area; double-click to run
	Attack
	Fire a rifle
	Fire a submachine gun
	Fire heavy weapon
	Fire a gun
	Take cover
	Jump over obstacle
	Enter vehicle, take control of static weapon
	Examine object
	Pick up item or a dead body
	Repair vehicle
	Drop down a current item (dead body) on the ground or place into specified container
	Operate a railroad switch
	Attach/Detach a gun
	Open/Close a door/gates

DIRECT CONTROL

Direct Control mode gives the player complete control over an individual unit, allowing you to move, aim and reload the unit's weapons directly.

Direct Control Commands

Command	Mouse, Keyboard
Toggle Direct Control Mode	END
Direct Control Modifier	hold Ctrl
Move / Turn	←→↑↓
Aim	Move mouse
Fire / Attack	Left Mouse Button
Toggle Primary / Secondary Weapon	Right Mouse Button
Toggle Auto-Aiming	Shift + A
Toggle between HE and AP shells	Numpad 0
Toggle active machine gun	Insert
Draw /Holster weapon	Enter

When using Direct Control mode, you can delay throwing a grenade, fine-tuning the amount of warning you give your enemies. To do this, enter Direct Control mode, click your target and continue holding the left mouse button. Wait as long as necessary, and then release the LMB. The grenade will be thrown then.



The sight in Direct Control mode displays additional information about the area currently in the crosshairs. White circle around reticule - shells / rounds spread. Number to the left - distance to target. Number to the right - current weapon's armor penetration.

Alternate Selection

There are two selection modes in the game: alternate and non-alternate. The selection mode is set in

the game **Options**, under the **Game** section.

Alternate selection mode automatically creates a new squad from all selected units. Non-alternate selection mode will not modify any existing squads.

Alternate Selection Commands

Command	Alternate Selection (on by default)	Non-alternate selection (by unit)
Create Squad	Drag and drop a frame around units.	Drag and drop a frame around units which are not currently in a squad.
Select Squad	Select any unit with a frame.	Select the commander or several squad members.
Assign new squad commander	Select a squad and unit within the squad, then press K or double-click the selected unit.	Select squad and unit within the squad, then press K or double-click the selected unit.
Disband ground	Select a squad and press Shift+K .	Select squad commander and press K .
Add a unit to selected squad	Select a unit that does not belong to a squad and, while holding Shift , left-click the unit.	Select a unit that does not belong to a squad and, while holding Shift , left-click the unit.
Add several units to squad	Drag and drop a frame around units while holding Shift .	Drag and drop a frame around units while holding Shift .
Remove a unit from squad	Left-click the unit while holding Shift .	Left-click the unit while holding Shift .

Multiple commands

A squad of infantrymen can execute some of the commands simultaneously. If you need to throw grenades at a selected area, give several commands "Throw grenade" or press **F1**, clicking a mouse in several points of this zone.

Waypoints

Your units will normally attempt to find the shortest route to their destination. If you wish to order a unit

to move along a more complicated route, you can assign a sequence of waypoints by holding down the **Shift** key and clicking the ground.

Two ways of making a turn in the game: turning at a place, turn after a move.

Turning at a place. If you locate the cursor over a unit, hold down the right-mouse button and move the mouse in the required direction, a yellow arrow will appear showing the turn direction.

Turn after a move. Select a unit, click with the right-mouse button any place on the game field, hold down the button, move the mouse into the required direction. A yellow arrow will appear showing the turn direction.



TYPES OF UNITS AND THEIR ABILITIES

Infantry Squad

Squads consist of separate units controlled by their commanders. All squad members will follow the commander and execute his orders. Selected units are highlighted differently based on their status. Commanders are shown as yellow triangles and squad members as green triangles. Selecting a squad commander will automatically select all squad members as well.

Sniper

Snipers eliminate enemies at long range. When in Direct Control mode, snipers will even spot enemy scouts hiding in bushes. Snipers and engineers have their own camouflage items in the inventory, which include several bushes.

Riflemen

A rifleman is an average infantryman, armed with a rifle and a pair of anti-personnel grenades. Riflemen are effective against soft targets at close and medium range.

SMG infantry

These infantrymen are well suited to assaulting enemy positions and defending field guns and armored vehicles. Submachine guns are especially effective at close and medium range and keeping anti-tank grenades in their inventory will make SMG Infantry effective against armored vehicles as well.

MG infantry

They provide a fire support to other infantrymen and represent a serious danger to enemy manpower. While firing from a hideout they mount their weapons on special devices, which results in a significant increase of fire accuracy and fire density.

Rocket Launcher Infantry

These units are very effective against armored vehicles. Even though propelled grenades are equally effective at distance, they are best used at short or medium range. Aiming accuracy with shoulder-fired rocket launchers greatly decreases with range.

Flamethrower Infantry

These units are best used against personnel taking cover in buildings or behind other obstacles. However a hit on the soldier's gas container is dangerous, not only for the wearer, but also for other personnel in the vicinity.

Protective equipment

A helm and an armored vest can save a soldier from a hit at a tragic moment of the battle.

Anti-Saboteur Tactics

Even a single saboteur can inflict considerable damage on your defenses. To minimize damage from sabotage, position your infantry near tanks and field guns, while also mining likely approach routes to your positions. Use officer skills. With their binoculars, they can spot a well-camouflaged scout.


Disabling Artillery Pieces



It is often easier to neutralize the gunners than to disable the gun itself. Infantry is well suited to the former task. If you cannot flank a gun, use grenades.



Fighting against tanks


Tanks are a dangerous weapon for the infantry, but they can easily turn from hunters into a prey for camouflaged rocket launchers or soldiers with AT-grenades. Such a soldier can even disable a heavy tank by destroying its tracks and the barrel. Anti-tank and minefield obstacles are a perfect weapon of a psychological war.

Planting explosives, dynamite and obstacles

In order to set a mine, press the  button,

and double-click a place the direction and the length of the mine line. Press Shift to plant single mines. Anti-tank hedgehogs , barricades  and barbed

wire  are mounted in the same way. Your selected unit or squad will then proceed to mine the entire area from their current position to the spot you click. To search for enemy mines, use the minesweeper .

Unlike mines, which have a contact fuse, dynamite  explodes on a timer.

Cover and Camouflage

Practically any object can be used as cover. In order to take cover, move the cursor over the object. The cursor will change into a silhouette shape, left-click the cover. Covers will not only protect your men from small arms fire, but will also lessen the effect of HE shells and grenades that go off in the vicinity. Use fences and other barriers, as well as building walls, to provide additional protection for your armored vehicles.

Camouflage makes your men harder to spot. Bushes, long grass and other vegetation will make your soldiers invisible to the enemy until your men open fire.

Vehicles

Vehicle Information

Vehicle information is displayed whenever your units

occupy a vehicle.

Damage levels are highlighted in different colors based on severity. Red can be repaired but grey cannot. Additional information to the right of the damage display shows the vehicle name and type, armor thickness and state, number of crew positions, top speed and fuel state.

Tank Armor

Engine is the most vulnerable part of a tank; hits on frontal armor are usually less effective. If you are unable to penetrate the armor from the front, try to knock out a track and flank the vehicle. Your vehicle's armor is shown in the information window; enemy armor will be displayed when you aim at an enemy vehicle.


Armor Strength

Use armor-piercing shells to attack armored vehicles. Factors such as your weapon's caliber, enemy armor thickness, hit angle and distance to a target are all important in determining whether your shell penetrates or bounces off. Smaller caliber shells are less effective against thicker armor. Glancing hits are less effective than hits at straight angles and, as a shell's speed goes down with range, they become less effective at a distance.

Ammunition and Equipment

Your soldiers can access a vehicle inventory in a similar way to searching dead bodies. They can add shells, ammo belts and other items to a vehicle. When loading additional ammunition, pay attention to the caliber and make sure that new ammunition is compatible with the vehicle's weapons. Pay attention to shell types. HE shells are marked with red paint and AP shells are marked with blue.


Repairing Vehicles


Your soldiers can repair broken vehicle components by using a repair kit. There are several ways to do this. You can highlight a soldier, press the Repair button , and click the damaged vehicle you wish to repair.

Alternatively, you can highlight a vehicle currently manned by your soldiers, and press the Repair button.

In that case, one of the crewmen will unload and begin the repair process.

At the Pump

Armor and heavy weapons come at a cost: serious diesel mileage. If you run out of diesel, your vehicle will become immobilized and, as such, will be an easy target. Your men can add fuel to vehicles at any time if they have a fuel container such as a barrel or a jerry can and, of course, some spare fuel. You can get fuel from any vehicle in the game that's not burned out. Take a canister or a barrel, come to a vehicle with fuel, click on it with the LMB, the cursor will change into .

The soldier will fill the container and the cursor will change into  and the soldier will be able to tank another vehicle.

Capturing Enemy Vehicles

To gain advantage on the battlefield, capturing enemy vehicles is often essential but you will need to dispose of the previous crew and repair the vehicle if it was damaged. Your men can crew any empty vehicle on the battlefield.

Transporting Artillery

Each artillery piece in the game has two positions, towed and firing. You can switch between them using the spacebar. Double-clicking any area on the map with an artillery piece selected will move the piece into the towed position and will take it to the specified location. You can also use a prime mover to tow things faster. To do this, move a compatible vehicle to the artillery piece and press the Space-bar. It will be hitched up to the vehicle and ready to move.

Weapons

Shells

There are two types of armor: armor-piercing and high explosive. AP rounds are used to disable armored vehicles. High Explosive shells contain a large explosive warhead that detonates on impact. They are effective against personnel and soft targets and can also destroy buildings. You can switch between these two shell types quickly by pressing the Insert key.

Small arms

Mounted machine guns are used against attacking infantry. Rapid-fire small-caliber AA guns are very efficient against lightly armored vehicles and manpower.

Mortar


Mortar is an indirect fire muzzle-loaded weapon, capable of engaging targets with high-arching ballistic trajectories. This weapon's recommended position is behind cover, out of direct fire range.

Howitzer


Howitzers are heavy artillery units firing high-explosive shells at trajectories with a steep angle of descent. Their low accuracy is compensated for by long range and exceptional lethality. However, howitzers have a limited traverse angle. If you wish to change your aiming direction, you might need to reposition the howitzer itself by using the "R" key to turn.





Inventory

Each combat vehicle in the game (key I or button ) has its own inventory, which contains various relevant items such as shells and ammunition, individual equipment such as helmets and vests, and so on. Individual armor can prove useful in a firefight, saving

a soldier's life in a critical moment.

When you search dead bodies, containers or vehicles, two inventory screens will open. The window on the left-hand side contains the currently selected unit's inventory and the right-hand side contains the inventory of the object you are currently searching. To open the Object Transfer window, select one of your soldiers, then press the X key (the cursor will then look like ) and click on another one of your men or

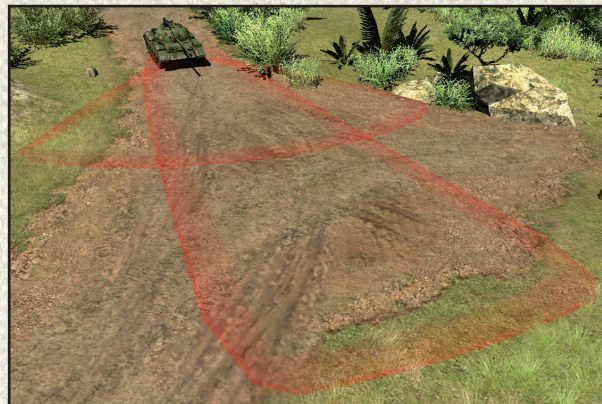
on an object you wish to search.

Items currently used by a soldier will be highlighted in blue. To move an object, right-click it, or drag and drop it with the left mouse button. You can also exchange items via the "Take All"  and "Give All"  buttons.

Automatic distribution of items

You can take weapons and ammo for the whole squad. Click any unit of this squad and take all items from the inventory. In the squad, ammo, grenades, med kits and other items will be distributed automatically.

Field of View



Each combat unit has its own field of view, within which it can spot enemy units and take appropriate action. In order to lock a unit's field of view, use the **Turn** command (R key) in conjunction with the **Hold Position** command.

To see an enemy unit's field of view, deselect any of your units first, and then left-click the enemy unit. The enemy field of view will be shown in red. To exit the enemy field of view, left-click an empty spot on the ground.



Accuracy of fire

The white circle indicates the maximal shooting dispersion. The dispersion depends on the firing distance and the firearms type. The firing accuracy depends on the weapon skill of a particular infantryman as well as on the firing posture. Infantrymen acquire additional accuracy, while shooting from a hideout. The accuracy of guns depends on the shell type: HE-shells have a larger dispersion at long ranges.

Dynamic scattering of impacts

When a tank is moving or rotating its barrel for further targeting, the shot accuracy is decreasing. Tanks with vertical gun stabilization (Sherman) have an advantage before ordinary tanks as they don't need to make a full halt before making a shot, their firing accuracy on the run is much higher. Thus the values of dynamic scattering of various battle vehicles and guns differ and depend on the technical characteristics.

Shooting-in

The shooting-in helps to achieve the maximal accuracy of the tank or artillery guns. Each next shot into



the same place decreases the radius of the sight. It results in increasing accuracy till the maximal value is reached.

Summoning Reinforcements

You will be able to call for reinforcements in some missions. When reinforcements are available, the right-hand side of the screen will display a reinforcement panel.

Reinforcement points are accumulated based on game settings. In a continuous reinforcements mode these will be awarded periodically.

OPTIONS

We recommend setting all options to optimize the gameplay prior to playing the game.



Video

Select optimal resolution and graphic quality and other 3D engine settings. If the game appears choppy with low frame rate, or you encounter graphical artifacts, try selecting a lower resolution or turning off some or all of the graphic effects.

Audio

This section allows you to individually set the volume of sound effects, voices and music. You can also modify sound engine settings.

Gameplay

This section is used to modify the difficulty level,

fog of war and subtitle options, as well as changing camera movement speed and other options.

1. Difficulty. Set one of three difficulty levels: easy, normal or hard corresponding to your skill.
2. Fog of war. Specify if you wish the fog of war to be displayed.
3. Subtitles. Enable/disable the subtitles according to your liking.
4. Invert mouse wheel. Enable/disable the mouse wheel inversion.
5. Auto-targeting. Enable/disable the automatic targeting in the Direct Control mode.
6. Camera speed. Customize the camera movement speed in the game world.
7. Alternative selection. Toggle between the automatic system of squad formation and standard selection system. See details in the section Unit control, page 14.
8. Hints. Enable/disable hints on command buttons and units.
9. Left-mouse-button orders. Enable/disable the issuing of commands with the help of left-mouse button.
10. Enemy markers. Enable/disable the displaying of enemy markers outside the field of view.

Controls

This section contains the list of all game commands with their currently assigned keyboard combinations, which can be modified if needed.

MULTIPLAYER - LAN



Before joining a LAN game, please enter your name in **Main Menu - Options - Multiplayer**.

By default, each user is given the name "Player". To start a LAN game, select the **LAN** option in the **Main Menu**.

LAN Game Interface



1. Server List

Each server's entry contains its name, the number of current players, the maximum number of players, map name, etc. You can refresh the list or filter unavailable servers via the buttons in the left bottom corner.

2. Player List

This section contains the names of all players who are waiting, launching or playing the game. You can refresh or filter the list.

3. Network Chat

You can use the chat window to locate a game you wish to join, modify settings, discuss future strategy or talk about anything else. All players connected to the server or present on the local network can use this chat window.

4. Control Buttons

New Game - allows you to create a new game. Game's creator is called a Server.

Connect - join an existing game in the list.

Creating a New Game

To create a new game, select the **New Game** button.



In the pop-up window select the game type, map and the maximum number of players. If you enter a password, only the players who know the password will be able to join your game. After entering all settings as desired, click the **Create** button.

In the Options window you will be able to select the fighting factions for the teams and other parameters such as reinforcements options, victory conditions, fog of war, friendly fire, vegetation growth and network traffic options. Maximum traffic maintains the best connection quality with the least amount of lag; minimal traffic is an economy option intended for use when playing on channels with limited connectivity.

In addition to these options, the player can also change his or her name.

When all the players press the **Ready** button, you will be able to **Start** the game.

If, for any reason, you wish to remove a player from

the game, select that player and press the button with a strike-through silhouette to kick the player.

To see a brief overview of the rules for the selected game mode, click the **Rules** button.

Connecting to a Game



To connect to an existing server, select it from the list and click the **Connect** button.

To begin the game, select your team (A or B) and then press **Ready**. All other options can only be changed by the host.

MULTIPLAYER - INTERNET

To play a multiplayer game over the Internet, select Internet in the Main Menu.

Account

When first launching the game, you must create a GameSpy account by entering your e-mail address, username and password with confirmation then pressing **Login**.

If you already have a GameSpy account, you can select your login from the list.

If you're having trouble creating an account, try using a different e-mail address or modifying the username, as it can already be in use.

Internet Multiplayer Interface

The Internet multiplayer interface is similar in appearance to the LAN game interface, with a few differences.

Hall of Fame

The best 10 players in each game mode are listed in the Hall of Fame.

Player List

Players can be sorted:



alphabetically



by rating



or by rank



You can review the each player's statistics in the list by pressing.

GameSpy login

*Enter unique username and password to login to GameSpy

*If you do not have a GameSpy account, click 'Create account'

*The CD-KEY will be assigned to the account. Only one account is permitted per CD-KEY.

*Username and password are case-sensitive

Create account

Username

Password

Remember password

Enter **Cancel**



Ranked Game

When a game is started, the ranked game option can be enabled by setting the flag, in which case the game results will affect the player's standing in the overall ranking.

Ranked games can only be played when each team has an equal number of players.

New game options cannot be changed in a ranked game.

Exiting a ranked game is also a statistic that's tracked in the player's rating.

NAT



If the icon is shown next to a server in the list, it means that the host does not have a physical IP address and connection will not be direct. Connecting to these servers is not recommended.

TECHNICAL SUPPORT

If you encounter problems while installing or playing the game, do the following before you contact us:

- Choose "Run" in the "Start" menu.
- Type <dxdiag> in the dialog window and press "Enter" to run Microsoft DirectX Diagnostic Tool.
- Pass all tests.
- Having passed the tests, press "Save All Information".

- Send the text file obtained and a description of your problem to our technical support.

Information Required

- Game version (installed updates)
- Operating system
- Processor brand, type and clock speed
- RAM volume
- Sound card type
- Video adapter model and parameters
- CD/DVD-ROM drive type
- Mouse type and driver version
- DirectX version
- Detailed description of the problem that you faced

CONTACT

Via e-mail at: support@lcpublishing.eu

Please use the e-mail address provided. All support enquires to the company address or phone number(s) cannot be answered by our staff.

For more information and updates please visit:
www.lcpublishing.com

REGISTRATION

Join the 1C community by registering on our website www.lcpublishing.com and receive all the latest news on 1C games, events, contents etc.

CREDITS

1C Company

Design Lead

Andrey Kislov

Project Manager

Nikita Altman

Art Director

Alexey Vakhrushev

Lead Artist

Konstantin Loskutov

Producers

David Philippov

Programming

Gleb Gushchin

2D and 3D Artists

Vladimir Skorodumov

Aleksey Glinsky

Maxim Volkov

Sergey Krupa
Sergey Yakovlev

Yelena Teplitskaya

Konstantin Antipov

Yelena Sablina

Oleg Sukhanov

Alexander Ryzhenko

Pavel Klimashin

N-Game Studios

<http://www.ngsdev.com>

PIPE Studio

<http://www.pipestudio.ru>

Game Design

Andrey Kislov

Nikita Altman

Mikhail Luzhbin

Nikita Kareev

Alexey Polezhaev

Sound artist

Sergey Nechitailo

Voice artists

Chan Tkhan Tung

Kao Din Chong

Le Khoang Lin

Music

Composer

Vladimir "Mooze" Frey

Guitar

Igor "Gar_Lumen" Mamayev

Sound Producer

Sergey Nechitailo

Studio Orange

Composer

Piotr Salnikov

Sound artist

Vladimir Greznev

Guitar

Trofim Akopov

Historical adviser

Ivan Sliva

QA Lead

Alexander Shishov

QA Group

Andrey Moshkov

Alexander Lobanov

Andrey Shumakov

Oleg Suslov

Internal QA

Dmitry Anufriev

PR and Marketing

Nikolay Baryshnikov

Anatoly Subbotin

Anna Sheglova

Localization

Oleg Mironov

Autorun Artist

Konstantin Shavruk

Design and Pagination Artists

Mikhail Ryapolov

Alexander Mayorov

Alexander Repev

Yelena Grozovskaya

Alexey Orlov

Game web site

Alexander Abramov

Alexey Vakhrushev

Konstantin Loskutov

BEST WAY

Project Lead, Design Lead

Dmitry Morozov

Producer

Maxim Kamensky

Lead Programmer

Vladislav Dotsenko

Programming

Maxim Kamensky

Alexander Golub

Mikhail Burakhin

Vladimir Sukhorukov
Andrey Roska
Grigory Tarakanov
Alexander Bobrov

Lead Artist

Viktor Paterilo

2D and 3D Artists

Sergey Kutsenko
Igor Diulin
Andrey Ubrashaev
Nikolay Butyvsky
Oksana Zhyulps
Alexander Klimenko
Alexander Tregub
Evgeny Sergienko
Oleg Gorbachik
Ekaterina Kuslivaya
Anton Gulega
Yiliya Romanova
Anatoly Maruev
Dmitry Popov
Denis Shurtsov
Alexander Sharamov
Alexander Guryev

Game Design

Anton Gulega
Denis Kolosov

Animation

Igor Diulin
Viktor Paterilo
Yevgeny Sergienko
Yevgeny Yurov
Andrey Ubrashaev
Anatoly Maruev
Kirill Udovenko

Special thanks to:

Yuri Miroshnikov
Nikolay Baryshnikov
Sergey Gerasev
Alexander Gurin
Sergey Makeev

Vyacheslav Gordeev
Sea Wolf Studio

1C UK

Peter King
Darryl Still

1C Publishing EU

Sales Team

Daniela Buryankova
Tomas Stromsky
Lukas Paroulek

Localization and Production

Manager

Jan Olejnik

Marketing & PR, Graphical

Design

Andrea Sladkova
Karel Drda
Lubos Bachura

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