# MEN OF WAR

## MISSION BRIEFING

## Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

## PIRACY

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The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

**3+**  **7+**  **12+**  **16+**  **18+**

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age rating of the game reflects the intensity of this content. The icons are:-

**VIOLENCE**  **BAD LANGUAGE**  **FEAR**  **SEXUAL CONTENT**  **DRUGS**  **DISCRIMINATION**  **GAMBLING**

For further information visit **http://www.pegi.info**

# INDEX

# INSTALLATION

## SYSTEM REQUIREMENTS

**Minimum:**
OS: Windows XP (SP1)
CPU: P4 2.6GHz (Athlon 3000+)
RAM: 1GB
Video: GeForce 6200 (Radeon 9600) 128Mb
DirectX 9.0c
DVD-Drive
5 GB of free HD space

**Recommended:**
OS: Windows XP/sp1 (Windows Vista)
CPU: Core 2 Duo 2.33GHz (Athlon X2 5000+)
RAM: 2Gb
Video: GeForce FX 8600 (Radeon HD2600)
256Mb
DirectX 9.0c
DVD-Drive
5 GB of free HD space

## 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 must have the original installation disc in your drive to run this game. The game will not run otherwise.

To launch the game, click the [icon] icon on your desktop, or select Start – Programs – Men of War (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\Men of War \profiles\.
You can select an existing profile or create a new one via the Change Profile item on the Main Menu.

Profile Screen

**Profile**

Enter profile name

Player1

Player

Next
Delete

# MAIN MENU



Single Player – begin, continue or load a new mission.

LAN – join a multiplayer game on a local network.

Internet – join an Internet multiplayer game using GameSpy servers.

Options – modify game settings.

Credits – view the list of people who worked on the game.

Exit – return to Windows.

# SINGLE PLAYER

Selecting the Single Player 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
The Continue Menu item will allow you to return to the game currently in progress and continue playing.

Mission Selection



## SELECT MISSION
This item will allow you to select campaigns, missions and difficulty settings.

Load Game Screen



## LOAD GAME
This item allows you to load a previously saved game. To load a save, select it from the save game list, review all pertinent information (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.
Launching this menu pauses the game.

Back – Returns to game

Save – Saves the current game

Load – Loads a previous save

Restart – Starts the current
mission again

Options – Opens the game settings

Exit – Returns to the Main Menu

### SAVING THE 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

This is the main game screen for Men of War. It represents a 3D view of the game world, which you can navigate with the in-game camera.



1. Main Screen
5. Mission Objectives
2. Minimap
Window of the game
3. Quick Unit Selection Panel
4. Message History
6. Control Panel

## 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 | Bar and the left mouse button | - |

*This section describes basic game functions.

## 2. MINI-MAP

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

| 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 via the control sliders.
Enabling the Controls option will allow you to move the mini-map, and to move the camera to specified spot by right-clicking the mini-map.

**Map setup**

| Size | |
|---|---|
| Transparency | |
| Management | ☑ |

Mini-map Legend:
- Dot: Person
- Triangle: Vehicle
- Yellow circle: Objective
- Blue: Player controlled units
- Green: Allies
- Gellow: Neutral
- Red: Enemy

Minimap

## 3. SQUADS - QUICK UNIT SELECTION PANEL

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

## 4. MESSAGE HISTORY

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

## 5. MISSION OBJECTIVES

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

## 6. 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. Ammunition

**COMMAND PANELS:**
6. Central panel
7. Orders panel

# INFORMATION PANELS
Units, primary, and secondary weapons



Unit and Weapon information panels (vehicle: left; infantry: right)

This panel shows information on the currently selected unit.
If a vehicle is selected, the panel will display the vehicle's blueprint, any battle damage, as well as its main characteristics and fuel state.
The weapon panels will display any weapons currently installed on the vehicle and the ammunition currently loaded.
If an individual is selected, the panel will display his portrait, class, name, health (red bar) and stamina (blue bar).
If a squad is selected, then the panel will display the squad commander's information.
For an individual, the weapon panels will display any currently equipped weapons, the individual's skill with current weapons and ammunition.

## SQUAD MEMBERS

This panel shows an overview of the currently selected squad: squad commander, overall number of members and their respective class, weapons and health.



## AMMUNITION

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.
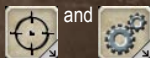


# COMMAND PANELS

### CENTRAL PANEL



The central panel can be filled with order icons as needed. To move an order from the orders panel to the central panel, drag and drop it with the right mouse button to the desired spot.

## ORDERS PANEL

This panel contains a set of order and command buttons which can be used on the central panel. You can access additional commands via the [ ] and [ ] buttons.

# CONTROLS*

The game is controlled with the mouse and keyboard.

## SYSTEM COMMANDS

| COMMAND | MOUSE, KEYBOARD | Panel Button |
|---|---|---|
| Game Speed | Backspace | - |
| Pause / Unpause | Pause | - |
| Take Screenshot | Print Screen | - |
| Game Menu | Esc |  |
| Objectives | O |  |
| Message History | H |  |
| Inventory | I |  |
| Toggle Direct Control Mode | End |  |
| Highlight Ground Items | Tab |  |
| Highlight Dead Bodies | V |  |
| Highlight Silhouettes | - |  |

## UNIT CONTROL

| COMMAND | MOUSE, KEYBOARD |
|---|---|
| Select Unit | Left mouse button |
| Deselect Unit | Left mouse button |
| Group units into Squad | Drag a frame around units with LMB |
| Previous Unit | < |
| Next Unit | > |
| Assign Squad | Shift+1, Shift+2, Shift+3, Shift+4, Shift+5, Shift+6, Shift+7, Shift+8, Shift+9 |
| Switch to Squad | 1, 2, 3, 4, 5, 6, 7, 8, 9 |

**12**

*This section describes basic game functions.

# 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. |
| Delete unit from squad | Left-click the unit while holding Shift. | Left-click the unit while holding Shift. |

# GAME CONTROLS

## UNIT COMMAND BUTTONS

| INTERFACE BUTTON | COMMAND | MOUSE, KEYBOARD | NOTE |
|---|---|---|---|
|  | Throw anti-personnel grenade | F1 | Attack enemy personnel |
|  | Throw anti-tank grenade | F2 | Explodes on 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. |

# GAME CONTROLS

## UNIT COMMAND BUTTONS

| INTERFACE BUTTON | COMMAND | MOUSE, KEYBOARD | NOTE |
|---|---|---|---|
| | 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 to the unit. |
| | Suppressive Fire | F5 | Fire non-stop at selected area. |
| | Attack | F6 | - |
| | Melee Attack | F7 | - |
| | Heal | F8 | Wounded personnel 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). |

# GAME CONTROLS

## UNIT COMMAND BUTTONS

| INTERFACE BUTTON | COMMAND | MOUSE, KEYBOARD | NOTE |
|---|---|---|---|
| | 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 | - | - |
| | Commander | K, Double-click | - |
| | Attack Ground | - | Units only fire at the specified area. |
| | Reload weapon | Numpad + | Any firearm can be reloaded or unloaded. |
| | Unload weapon | Numpad - | The unit will unload its weapon, placing spare ammunition in the inventory. This order can be given to an individual or a squad. |
| | Turn | R | Select this command and specify the turn direction. |
| | Examine Inventory | X | - |
| | Drop item | D | Place currently held item on the ground. |
| | Deploy a hedgehog | - | Deploys a static anti-tank obstacle. |

# GAME CONTROLS

## UNIT COMMAND BUTTONS

| INTERFACE BUTTON | COMMAND | MOUSE, KEYBOARD | NOTE |
|---|---|---|---|
| | Plant Bush | - | The inventory of each artillery piece contains several camouflage bushes which can be used to mask its location. |
| | Inject Morphine | - | Morphine can be used in a multiplayer game to revive fallen soldiers. |
| | Use 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 | - |

You can select several object placement areas (anti-tank hedgehogs, bushes, mines, etc) by holding down the Shift key while clicking.

# 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, then release the LMB. The grenade will then be thrown.



Aiming Reticle in Direct Control

The aiming reticle 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 armour penetration

# CONTEXT COMMANDS

Depending on situation, the game cursor will change 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 weapon |
| | Take cover |
| | Jump over obstacle |
| | Drop current item on the ground or place into specified container |
| | Examine object |
| | Pick up weapon or object |
| | Repair vehicle |
| | Enter vehicle, take control of static weapon |
| | Operate railroad switch |

# INFANTRY

All squads are controlled by their commanders. All squad members will follow the commander and execute his orders.

Selected units are highlighted differently based on 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 engage enemy personnel at long range. When in Direct Control mode, snipers will even spot enemy scouts hiding in bushes. A sniper also keeps several camouflage bushes in his inventory.

Snipers and engineers have their own camouflage items.

### OFFICERS

These units are best used to spot enemy units at long range. With the use of binoculars, they can also spot enemy infantry hiding in bushes or long grass. Even a camouflaged scout can be spotted in this manner.

### 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 armoured 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 armoured vehicles as well.

### WEAPON SKILLS

Each soldier has his own individual weapon skill with different weapon types. An individual's skill with an individual weapon is shown with diamond icons in the primary weapon slot. Higher weapon skill means improved accuracy.

### DISABLING ARTILLERY PIECES

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

# MULTIPLAYER-ONLY UNITS AND

### ENGINEER

Camouflages or sets obstacles along likely approach routes in order to confuse the enemy and to prevent armoured vehicles from moving through.

### ROCKET LAUNCHER INFANTRY

These units are very effective against armoured 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.

### ASSAULT INFANTRY
Assault infantry are elite units of well-equipped heavy infantry. Ballistic vests protect the wearer from small arms fire and shrapnel and anti-tank grenades in the inventory make assault infantry effective against armoured vehicles.

### ANTI-SABOTEUR TACTICS
Even a single saboteur can inflict considerable damage on your defences. To minimise 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.

### MINESWEEPER
Using a special flail, this unit can detonate all mines in an area quickly and without any danger to itself. A team of engineers using minesweepers can locate and deactivate mines. Deactivated mines can be set again later.

# VEHICLES

### VEHICLE INFORMATION
Vehicle information is displayed whenever your units occupy a vehicle.
Damage levels are highlighted in different colours 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, armour thickness and state, number of crew positions, top speed and fuel state.


Tank Damage

Heavy tank KV-1
76mm F32
DT-29
35 - 100
4 (13)
16
580.0

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

### PENETRATING ARMOUR
Use armour-piercing shells to attack armoured vehicles. Factors such as your weapon's calibre, enemy armour thickness, hit angle and distance to target are all important in determining whether your shell penetrates or bounces off. Smaller calibre shells are less effective against thicker armour. 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.
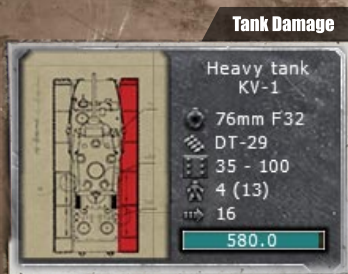
## ARMOURED VEHICLES

Light vehicles are used for reconnaissance, infantry support or rapid offensive operations in enemy rear. Medium tanks are fairly fast and well armed and are cost-effective. Heavy tanks carry the heaviest weapons and their armour can withstand a great deal of punishment. However, their weight negatively impacts their manoeuvrability.

## VEHICLE CREWS

A vehicle can be crewed by 1 to 5 men. Some vehicles can also transport up to 10 passengers. The crew panel displays each crew member's health state and the crew position they hold (e.g. commander, gunner, driver, and loader).

If a vehicle does not have a full crew compliment, existing crew members will automatically switch positions as needed. For example, if a tank is manned by a single crewman, he will switch between driving, loading and firing, but will not be able to do two things at the same time.

## 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 calibre 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

Armour and heavy weapons come at a cost: serious diesel mileage. If you run out of diesel, your vehicle will become immobilised 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.

## 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 Space-bar. 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

## SELECTING AND SWITCHING WEAPONS

To switch weapons, left-click the weapon icon in the weapons panel and select the desired weapon from the pop-up list.



Selecting primary (left) and secondary (right) weapons

## ARMOUR-PIERCING SHELLS

AP rounds are used to disable armoured 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.

## HEAVY MACHINE GUNS

Heavy machine guns are often used defensively to halt advancing infantry.
Rapid-firing AAA guns, such as the PKP, Flak 38 and the Oerlikon, are effective against light armoured vehicles as well as personnel.

## MORTAR

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

## ANTI-TANK GUNS

Anti-tank guns are effective against armoured vehicles and are widely used in defensive operations. Apart from being relatively cheap, these weapons have a good rate of fire and, are effective at long range.

## HOWITZER

Howitzers are heavy artillery pieces 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 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 armour 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.

If you wish to get rid of an item, drag and drop it beyond the inventory windows and release the left mouse button over the game world. The item will be dropped on the ground next to the currently selected unit.
In a squad, the commander will automatically distribute ammo, grenades, med kits and other items as needed.

# USING ITEMS

### FUEL BARREL / FUEL CAN
These containers can be filled with fuel. Equip a fuel container and stand next to a vehicle with fuel in the tank. This can be a tanker or a regular vehicle from which the fuel can be

siphoned. Left-click the vehicle. The cursor will change into  . The currently selected soldier will then proceed to fill the container with fuel, after which the cursor will change

into  and you can use the container to transfer fuel to another vehicle.

### EXPLOSIVES
In order to set a mine, press the  button, and click a spot along a likely enemy route. 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.
Cover 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 armoured 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.

# OTHER FEATURES

### 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.



Enemy Field of View

### CALLING 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 reinforcements panel.

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

### 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.

### GIVING UNITS TO AN ALLY

You can give any of your units to your ally at any time by selecting the units you wish to give and left-clicking the button in the upper right-hand corner of the screen.



Reinforcements Panel

# MULTIPLAYER - LAN

Before joining a LAN game, please enter your name in Main Menu – Options – Multiplayer.
By default, each user is given the name of 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 lower left corner.

### 2. PLAYER LIST
This 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 window which pops up, 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 nations for which the teams will fight and other parameters such as the reinforcements options, victory conditions, fog of war, friendly fire, vegetation regeneration 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.

**Account creation**

*To sign up for the new account, please fill all fields.

*Account is based on GameSpyID. If you already have a GameSpyID account, you can use the email and password from it

*Username should be unique on GameSpy

*Be sure to provide your real e-mail address - it will be used for password recovery purposes.

email

Username

Password

Confirm password

☐ Remember password

**Create    Cancel**

## 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 (i).

## 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.

# OPTIONS

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

## Options

| Video | Audio | Game | Controls | Multiplayer | MODS |
|-------|-------|------|----------|-------------|------|

| | | Current video card |
|---|---|---|
| Video card | NVIDIA GeForce 7600 GT [HAL] | |
| Current mode | 1280 x 1024 x 32 (75 Hz) | |
| Resolution | Use desktop settings | |
| Anti-aliasing | None | |
| Full screen | ☐ | |
| Vertical sync | ☐ | |
| Textures detail | Maximum quality | |
| Shadows | Ground only shadowmap | |
| Texture filtering | Anisotropic 2x | |

**Apply**

**Cancel**

## 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.
Please refer to the README file on the Men of War installation disc for more information.

## AUDIO

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

## GAME

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.

## CONTROLS

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

## MULTIPLAYER

This section allows you to change your in-game name, server name and see a list of IP games containing information about the search location for multiplayer game sessions.

# CREDITS

This section will introduce you to all the people who worked on this game.

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www.bestway.com.ua

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# 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@1cpublishing.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:
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