



Games  
for Windows™

## HOT KEYS

### GLOBAL COMMANDS

Ping	Ctrl + A
Cycle Through Event Cues	Space Bar
Cycle Through Builders	,
Cycle Through Infantry	.
Cycle Through Vehicles	/

### SYSTEM COMMANDS

Cancel	Escape
Accept	Enter
Queue Orders	Shift
Pause	Pause
In-Game Menu	F10
Company Commander	Ctrl + Z

### UNIT COMMANDS

Attack	A
Build	B
Retreat	T
Repair	E
Reinforce	R
Attack Ground	G
Halt	H
Rally	Y
Unload	U
Scuttle	Delete
Select Headquarters	F1

### MULTIPLE SELECTION HOTKEYS

Focus on Primary Selection	Ctrl + Tab
Next Primary Selection	Tab
Previous Primary Selection	Shift + Tab
Remove Selection	Ctrl

### CAMERA COMMANDS

Default Camera	Backspace
Camera Rotation	Hold Alt + Move Mouse
Zoom in/out	Middle Mouse Scroll Wheel

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Company of Heroes: Tales of Valor Install Code  
Don't Lose This Number! This Product key is required to fully use this product!

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

117427



### Important Health Warning About Playing Video Games

#### Photosensitive Seizures

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

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

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

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

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# GETTING STARTED

## Installation

Insert the *Company of Heroes: Tales of Valor* DVD-ROM into your DVD-ROM drive. When the start-up screen appears, click Install and follow the instructions on the screen.

If the start-up screen does not appear, double-click on the My Computer icon on your desktop, then double-click the DVD-ROM drive containing the *Company of Heroes: Tales of Valor* DVD-ROM. Locate and double-click on Setup.exe to launch the start-up screen. Click Install and follow the instructions on the screen.

## Enter the Product Key

You will be asked to enter the unique Product Key located on the back of the manual. You must have a valid Product Key to complete the installation process and play the game.

Protect your Product Key – do not give it to anyone else or allow anyone else to use it. Put the game case in a safe, secure place; it will be required if you need to reinstall the game.

## Updates and Patches

Check the *Company of Heroes: Tales of Valor* website [www.companyofheroesgame.com](http://www.companyofheroesgame.com) or [www.thq.com/support](http://www.thq.com/support) for any updates or patches prior to playing the game. Please note that patches and updates may be automatically downloaded and applied when you login to the online game.

## DirectX 9.0c Required

You are required to have DirectX version 9.0c (included on the installation DVD) or later to play *Company of Heroes: Tales of Valor*.

## Troubleshooting

Please refer to the Readme.txt file included on the DVD for the latest information regarding troubleshooting and technical support.

## Family Settings

Family Settings in Games for Windows – LIVE complement Windows Vista® parental controls. Manage your child's access and experience with easy and flexible tools. For more information, go to [www.gamesforwindows.com/live/familysettings](http://www.gamesforwindows.com/live/familysettings).

# PLAYING THE GAME

## The Main Menu

The Main Menu is where you can launch a Tutorial session, begin a new Single-Player campaign, continue an existing Single-Player campaign, engage in a CPU Skirmish, start or find an Online Multiplayer or Operations game, and / or change the Game Options. Press F10 to activate a limited menu when playing the game.

- Select **Campaign** to begin one of the three new battle-sized campaigns.
- Select **Multiplayer** to play an online game using your Relic Online account.
- Select **Operations** to play a custom online co-op or competitive game mode.
- Select **Skirmish** to play a single match against the computer.
- Select **Tutorial** to begin a training session.
- Select **Options** to adjust video, audio, and other important settings.

## Campaign

The Single-Player Campaign allows you to play one of the three campaigns of *Tales of Valor*: Tiger Ace, La Fiere Causeway, or Falaise Pocket. See the New Campaigns section on page 09 for a description.

## Skirmish

Skirmish allows you to play against computer-controlled opponents on a variety of different multiplayer maps.

## Multiplayer

Clicking on Multiplayer from the Main Menu offers the following options for multiplayer online gaming:

- **Online** – Host / Join an online game through the *Company of Heroes: Tales of Valor* Multiplayer Lobby, which provides multiplayer gaming features such as automatching, ladder ranking, etc.
- **LAN** – Host / Join a game on your Local Area Network

## Operations

Clicking on Operations from the Main Menu allows you to play one of the three Operations for either co-op or competitive online play. See page 10 for more information about the new operations.

# GAME OPTIONS

## Gameplay

Input your player name, adjust mouse scroll speed, and change other in-game options.

## Graphics

Modify graphical options such as screen resolution, texturing details, and run a performance test.

## Audio

Modify audio options such as volume levels, character speech levels, and system speaker configurations.

## Using the Mouse and 3D Camera

The camera is your main means of controlling your units. There are four camera options:

- **Rotate** – Hold the ALT key and move the mouse to rotate the camera's perspective on both horizontal and vertical axes. To return the camera to its default position hit the BACKSPACE key twice.
- **Zoom** – Scroll the mouse wheel up to zoom the camera perspective in or down to zoom the perspective out.
- **Pan** – Pan the camera perspective forward, backward, left, or right by moving the cursor to the edge of the screen or by using the arrow keys.
- **Squad Selection** – In *Company of Heroes: Tales of Valor*, you select entire squads to command rather than individual units. To select a squad, click on it by pressing the left mouse button while highlighting a squad. You can assign a hotkey to a squad by hitting CTRL plus the number keys [1-0] to assign that squad a hotkey designation.

Note: Remember that Help Text is available throughout the game to explain how to use the game features and functions. For a better understanding of the basics of *Company of Heroes: Tales of Valor*, be sure to play through the Tutorial.

# BASIC GAME CONCEPTS

## Strategic Points and Territory Sectors

By capturing Strategic Points, you will gain control of a Territory Sector. Territory Sectors in your control will appear outlined in blue on the Tactical Map. The more Territory Sectors you control, the more Resources you will accumulate for creating and deploying units, purchasing upgrades and building structures.

- **Strategic Points** – Holding a Strategic Point will increase the rate at which you accumulate Resources.
- **Territory Sector** – Holding a Territory will mark that particular area on the map as being in Allied control.

## Resources and Population Cap

In *Company of Heroes: Tales of Valor*, there are three Resources: Manpower, Munitions, and Fuel.

**Manpower** is the Resource that lets you create and deploy units. Your amount of manpower will increase according to the total number of Strategic Points you control. If you lose a Headquarters or Territory Sector, your Manpower will increase at a slower rate.

**Munitions** is used for buying upgraded weapons for your units and using special unit abilities, such as Throw Grenade. Your Munitions total will constantly increase depending on the total number of Munitions Points you currently control. Losing a Munitions Point will slow the rate at which you accumulate Munitions.

**Fuel** is used for deploying heavy vehicles, building structures and purchasing global upgrades. Your Fuel amount will constantly increase according to the total number of Fuel Points your control. Losing a Fuel Point will affect the rate at which your Fuel total accumulates.

**Population Cap** indicates the maximum number of units you can have. The number of Territory Sectors you control determines the Population Cap. The more Territory Sectors you capture and take control of, the more units you will be able to create and deploy.

All Territory Sectors that contain Resource Points must be territorially linked to your Headquarters; otherwise the Territory Sectors are considered Out of Supply. When captured Resource Points are Out of Supply, they will not contribute Resources to your accumulated total. To accumulate the Resources, you must capture and control additional Territory Sectors so that your Resource Points are territorially linked to your Headquarters.

# BASIC GAME CONCEPTS

## Securing Resource Points

Resource Points are valuable to both Allied and Axis forces. If you capture a Resource Point, you can secure it with fortifications to make it more difficult for an enemy to capture. Securing a Resource Point will also increase the amount of resources that Point will contribute to your total.

## The Mini-Map and the Tactical Map

The Mini-Map displays all Resource Sectors available to control. The Tactical Map provides a more in-depth view of the map, including the location and value to Resource Sectors, as well as the location of all Strategic Points.

In Multiplayer games, you can also use the Mini-Map and Tactical Map to send orders to your teammates. The orders you can send are:

**Attack Here!** indicates a point on the map that you wish your allies to attack.

**Defend Here!** indicates a point on the map that you wish your allies to defend against enemy attacks.

**Capture Here!** indicates a point on the map where you wish your allies to capture any nearby Resource Points.

## Technology Upgrades

As you create units and vehicles and deploy them in the field, you will get the opportunity to outfit them with better weapons and equipment. Upgrading some units will give you access to new weapons, the ability to build additional structure types as well as new abilities. All upgrades must be purchased with accumulated Munitions.

## Squads

The basic infantry unit in *Company of Heroes: Tales of Valor* is a squad. While squads are made up of more than one soldier, they respond to your orders as a single entity.

On the battlefield, Squads can be reinforced with additional troops in the event of casualties, as well as upgraded with new weapons and equipment. Some troops do not deploy as squads, such as Snipers, who exist only as single entities.

## Cover

In *Company of Heroes: Tales of Valor* cover can mean the difference between life and death and comes in the following categories:

- **Light Cover** – Indicates that units are protected from some enemy fire and threats. All objects that provide light cover are indicated with yellow dots when moving your units. Units in light cover will also be highlighted with a yellow shield indicating their cover level.
- **Heavy Cover** – Indicates that units are well protected from most enemy fire and threats. All objects that provide heavy cover are indicated with green dots when moving your units. Units in heavy cover will also be highlighted with a green shield indicating their cover level.
- **Exposed** – Indicates that units are vulnerable to all weapons fire and threats. Exposed areas are indicated by red dots when moving your units. Units that are exposed will be highlighted with a red shield indicating that they have no cover protection.

## **NEW GAMEPLAY MECHANICS**

### **Direct Fire**

Direct Fire is the brand-new feature that has been introduced to Company of Heroes. Rather than watching your soldiers battle-it out on the battlefield, you can now take direct control of their weapons and can determine when and where to shoot their guns.

Direct Fire integrates the player more heavily into the action, making him feel that not only do his strategic choices matter, but also his tactical choices on the battlefield. Now the player can pass his strategic view to the soldiers within the game by helping them set up appropriate ambushes, or anticipating an enemy waiting around a corner.

## **NEW CAMPAIGNS**

Players will gain access to three battle-sized campaigns. The focus of these campaigns is to make the gameplay a lot more intimate with the story and tactically focused. Each campaign takes place in one location. Each campaign also provides a persistent company commander throughout the campaign.

### **Tiger Ace**

Control your Tiger tank and become a Tiger Ace as you battle the British Desert Rats within Villers-Bocage. Not every battle ends in victory though. Soon your tank is laid to ruin and you and your crew must escape the town with nothing but your wits and some Lugers. Return to Villers-Bocage with a new Tiger and seek revenge on the battlefield.

### **Causeway**

D-Day minus one, you are part of an 82nd Airborne plan to drop into Normandy and assume control of the La Fiere Causeway. Without this land bridge, the boys coming up the beach will not be able to pass into Normandy. Command an elite platoon of the 505th PIR as you charge the La Fiere causeway and complete your mission.

### **Falaise Pocket**

Welcome to the Falaise Pocket. A hundred thousand of your fellow German troops have been almost completely encircled by the Allied forces. Their only hope is to make it through a small gap between Trun and Chambois. It is your duty to keep Trun standing and give your comrades a chance.

## **NEW MULTIPLAYER MODES**

Tales of Valor introduces a number of new multiplayer modes that let players enjoy Company of Heroes with different objectives, units, and control schemes.

### **Operation Panzerkrieg**

When two opposing tank forces converge, conflict is not far behind. Operation Panzerkrieg, or "Tank War," is the clash between six epic tank types in a battle to the last. Use the varied abilities and tactics of a heroic Sherman, Churchill or M18 Hellcat to enact the German's ruin; or command a Hotchkiss, Panzer IV, or a mighty Panther to wipe the smirk off of the Allied Commander's face. Be wary, these tanks are not your stock war machines; they have been modified by their owners and have more than a few surprises for whoever dares meet them in the field of battle. Launch into battle with the full force of your metal beast, control the battlefield, and return your enemy's tank back to scraps and bolts.

### **Operation Stonewall**

The walls are closing in as the enemy pours through the streets. There is one option left, and that is to fight. Operation Stonewall drops you into the middle of a full scale invasion, with only a pittance remaining of your full force. You must defend a town against total annihilation at the hands of the enemy by utilizing what remaining forces you have left to the best of your commanding ability. Trade resources for helpful upgrades and demand new units from field command as you continue to fight on. Within this small town there are a few valuable resources that will greatly affect the success of your holdout against the invasion. Capture and hold key buildings in order to utilize their innate abilities of healing, manpower collection and increased population capacity. Lose these valuable assets and lose their powerful affects. This is Operation Stonewall, and you have one objective, keep the enemy out.

### **Operation Assault**

A month ago two enemy forces met in open field warfare. Not wanting to risk a loss in number, both sides began to dig in instead of risking warfare in an open field. Months passed with little action seen from either side of the divide, save for the few intimidating mortar barrages. Now the order has come in to pierce through the enemy lines and continue on with marching orders. The months have left each side with ample time to set up defenses; dutifully barricaded into their entrenched position. Line

after line your heroes must clear the enemy fortifications in order to allow their fellow brothers in arms to tear away at the enemy mass. Pick one of the heroes and utilize their unique skill-set on the field in order to give your side the leg up in battle; but beware, the enemy has a bevy of equally skilled and deadly heroes at his beck and call. Your enemy might be fiercely dug in to position, but you will root him out or die trying.

## NEW MULTIPLAYER UNITS

Players will be granted access to a number of new vehicles for each army. Rather than adding each vehicle to the army, players will have to make a choice before they play a game about which vehicle they want brought into the game.

### American

#### T17 Armored Car:

**Role:** Light Armor  
**Replaces:** M8 Armored Car  
**Army:** American  
**Weapons:** 37 mm M6  
**Upgrades:** White Phosphorus Rounds  
**Abilities:** White Phosphorus Rounds  
**Description:** A heavy duty armored car, the T17's primary usage is the destruction of enemy infantry. Quickly moving across the battlefield, the T17 is a reliable and safe countermeasure against agile enemy units.



#### M18 Hellcat:

**Role:** Tank Killer and Anti-Infantry  
**Replaces:** M10 Tank Destroyer  
**Army:** American  
**Weapons:** 76 mm M1A1 gun, .50 cal M2HB machine gun  
**Upgrades:** None  
**Abilities:** Ambush Lock-Down  
**Description:** Topping out at over 50 mph, the M18 Hellcat was the fastest armor fighting vehicle on the battlefield. Lightly armored, but heavily armed the Hellcat was a feared tank killer.



### British

#### Kangaroo Carrier:

**Role:** Troop Transport and Anti-Infantry  
**Replaces:** Cromwell Tank  
**Army:** British  
**Weapons:** 50.cal Browning MG M2HB  
**Upgrades:** None  
**Abilities:** Hull Down  
**Description:** An armored personnel carrier using a converted tank chassis of the Canadian Ram, the



Kangaroo provides the perfect marriage of safety and maneuverability. If a soldier had to make it across a battlefield in one piece, there was no safer bet than the Kangaroo.

#### Staghound Armored Car:

**Role:** Recon and Command Car  
**Replaces:** Cromwell Tank Commander  
**Army:** British  
**Weapons:** 37 mm M6  
**Upgrades:** 30 cal MG  
**Abilities:** Hull Down  
**Description:** Adopted from the American's T17, the Staghound Armoured Car's primary usage is the destruction of enemy infantry. Quickly moving across the battlefield, the Staghound is a reliable and safe countermeasure against agile enemy units.



### Wehrmacht

#### Schwimmwagen Type 166:

**Role:** Scouting  
**Replaces:** Motorcycle  
**Army:** Wehrmacht  
**Weapons:** Light Machine-Gun 42  
**Upgrades:** None  
**Abilities:** None  
**Description:** Introducing the amphibious all-wheel-drive German transport. Literally translating to "the floating car," the Schwimmwagen is a scout vehicle capable of quickly fording rivers, and keeping you apprised of enemy actions.



#### Geschutzwagen H39:

**Role:** Long Range Anti-Tank  
**Replaces:** Stug  
**Army:** Wehrmacht  
**Weapons:** 75mm Cannon  
**Upgrades:** None  
**Abilities:** Rapid Fire  
**Description:** Mixing components from the Tiger II and the French Hotchkiss, this tank was capped with a beastly powerful 75mm gun, the Geschutzwagen truly is a bastion of war. This highly mobile, anti-tank gun quickly became a feared component of the German arsenal.





# NEW MULTIPLAYER UNITS

## Panzer Elite

### Schwimmwagen Type 128:

Role: Scouting and Capturing

Army: Panzer Elite

Weapons: None

Upgrades: None

Abilities: Drop Mine, Mark Target, Scorched Earth (dependent on the Company Commander)

Description: Introducing the amphibious all-wheel-drive German transport. Literally translating to "the floating car," the Schwimmwagen is a scout vehicle capable of quickly fording rivers, and keeping you apprised of enemy actions.



### Hotchkiss:

Role: Troop Transport and Anti-Infantry

Army: Panzer Elite

Weapons: 37 mm SA 18 gun, 7.5 mm Reibel machine gun

Upgrades: Stuka Rockets, Long-barreled 37mm

Abilities: Stuka Rockets

Description: A small and light tank, the Hotchkiss, a converted French tank, could not stand toe to toe with heavy tanks, but did an admiral job at providing light recon and artillery support when needed.



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- Harassing or intimidating other players while chatting or playing this game online or using information obtained while chatting or playing this game to harass or intimidate fellow players outside of the game;
- Using language, selecting names or creating any other content that is racially, ethnically or religiously offensive, sexually abusive, obscene or defamatory, and any content that is commercial in nature such as advertisements, solicitations and promotions for goods or services;
- Using a player name that is the real name of any other person;
- Violating any local, state or national law including but not limited to laws related to copyright, trademark, defamation, invasion of privacy and identity theft.

**16. GENERAL PROVISIONS.** You may not use, copy, modify, sublicense, rent, sell, assign or transfer the rights or obligations granted to You in this Agreement, except as expressly provided in this Agreement. Any assignment in violation of this Agreement is void, except that You may transfer Your Software to another person provided that person accepts the terms of this License Agreement. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable, and such decision shall not affect the enforceability of: (i) such provision under other circumstances, or (ii) the remaining provisions hereof under all circumstances. THQ's failure to enforce at any time any of the provisions of this Agreement shall in no way be construed to be a present or future waiver of such provisions, nor in any way affect the right of any party to enforce each and every such provision thereafter. The express waiver by THQ of any provision, condition or requirement of this Agreement shall not constitute a waiver of any future obligation to comply with such provision, condition or requirement. Notwithstanding anything else in this Agreement, no default, delay or failure to perform on the part of THQ shall be considered a breach of this Agreement if such

default, delay or failure to perform is shown to be due to causes beyond the reasonable control of THQ. This Agreement shall be governed by the laws of the State of California and the United States without regard to its conflicts of laws rules and You consent to the exclusive jurisdiction of the state and federal courts in Los Angeles County, California. The United Nations Convention on Contracts for the International Sale of Goods shall not apply to this Agreement. This Agreement represents the complete agreement concerning this License Agreement between You and THQ.

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## Limited Warranty

### Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 49391. Please use this code to identify your Product when contacting us.

## Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

### To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.  
Customer Service Department  
29903 Agoura Road  
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

## Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$15.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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