

Index

Installation.....	2
System Requirements.....	2
Installation.....	2
Launching the Game.....	3
Profile.....	3
New features.....	3
Main Menu.....	4
Single Player.....	5
Game Menu.....	7
Game Interface.....	9
1. Main Screen.....	9
2. Minimap.....	10
3. Squads - Panel of Quick Unit Selection.....	11
4. Message History.....	11
5. Mission Objectives.....	11
6. Control Panel.....	11
Controls.....	13
Alternate Selection.....	14
Game Controls.....	16
Direct Control.....	19
Context Commands.....	21
Infantry.....	22
Vehicles.....	22
Weapons.....	25
Inventory.....	26
Using Items.....	28
Cover and Camouflage.....	28
Other Features.....	29
Multiplayer - LAN.....	30
LAN Game Interface.....	30
1. Server List.....	30
2. Player List.....	31
3. Network Chat.....	31
4. Control Buttons.....	31
Creating a New Game.....	31
Connecting to a Game.....	32
Multiplayer - Internet.....	33
Internet Multiplayer Interface.....	33
Player List.....	33
NAT.....	33
Options.....	34
Technical Support.....	35
Contact.....	36
Social Media and Website.....	36
Credits.....	36

Installation

Minimum System Requirements

- Operating System: Windows Vista/7/8
- CPU Single-Core: Intel Pentium 4 3GHz / AMD Athlon 64 3000+
- CPU Dual-Core: 2.0 GHz or better
- Memory: 2GB RAM
- Hard Disk Space: 6.5GB + 1GB Swap File
- Sound Card: any OS compatible
- Video Card: DX10/11 compatible GPU
- DirectX: Version 10/11
- Media Required: 6x DVD-ROM drive, internet connection for Steam activation
- Windows Vista/7/8 compatible mouse and keyboard with latest drivers

This product does not support Windows 95/98/ME/2000/NT/XP.

Recommended System Requirements

- Intel Core 2 Duo 2.33GHz or AMD Athlon 4400+
- DX10/11 compatible GPU with 1024MB VRAM
- Memory: 4GB RAM

Please refer to your hardware manufacturer for 100% DirectX compatibility.

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.

This product requires third-party software (Steam) in order to install data and launch the game.

Launching the Game

To launch the game:

- Use the shortcut created on your desktop
- Launch the game from your Steam Library by clicking Play

Profile

A profile will automatically be created for you when you launch the game. The profile contains the default game settings. The profile is stored in \My Documents\My Games\Men of War - Assault Squad 2\profiles\. Tampering with the content of these files without deeper knowledge is strongly discouraged and may cause your game to malfunction.

New features

Men of War: Assault Squad 2 comes with many new features which make the game more accessible for newcomers and also give an experienced player a better overview of the battlefield along with much more user-friendly squad management.

Each squad or armored unit is now represented by a small hovering icon with a visual representation of the unit's type. The same icon can be also found in the lower left corner, replacing the old set of icons from the previous game. By clicking squad or unit icon, you can quickly select a squad or a unit based on their displayed specialization. If the squad consists of several soldiers, each of them is shown as a small dot next to the icon in the lower left corner of the screen. Depending on the soldier's health, the dot changes the colour or disappears completely. You can also tell whether the squad has a heavy anti-armour weapons (like a bazooka) by looking for an orange stripe at the top of the squad icon. AT-rifle is represented by a yellow stripe. If your unit is under attack, an orange/red dot starts flashing in the squad icon.

You can also use squad icons to quickly merge

soldiers into squads using a combination of Shift + Left mouse click. More information can be found in the Game Interface section of this manual.

Soldiers are now able to share their ammunition and other supplies among a single squad. Once you open a storage box and add ammunition to your inventory, notice the yellow flashing icon above the heads of your soldiers showing the distribution of supplies. Total number of different types of ammunition is shown on the right side of the main panel. When a unit runs out of ammo a flashing red icon is displayed.

Men of War: Assault Squad 2 comes with a new experience system, which allows you to level up by collecting experience points (EXP). These are awarded for unlocking achievements and playing multiplayer games via Matchmaking. The Matchmaking service takes your level into consideration and pits you against similarly skilled players. As you will notice during the first hours with the game, some units are locked by default and you can access them only after reaching a certain level. The purpose is to give a newcomer a chance to understand the purpose of certain basic units, before moving onto advanced ones. On the other hand, more experienced players will be able to unlock all the units quite quickly depending on their skill. This functionality can be disabled in custom multiplayer games.

Main Menu

- Skirmish** - begin, continue or load a new mission.
- Multiplayer** - join a multiplayer game on a local network, or join an Internet multiplayer game using Steam servers.
- Bonus Content** - Purchase new downloadable content from the developers or download content created by the community.
- Options** - modify game settings.
- Credits** - view the list of people who worked on the game.
- Exit** - return to Windows.



Single Player

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

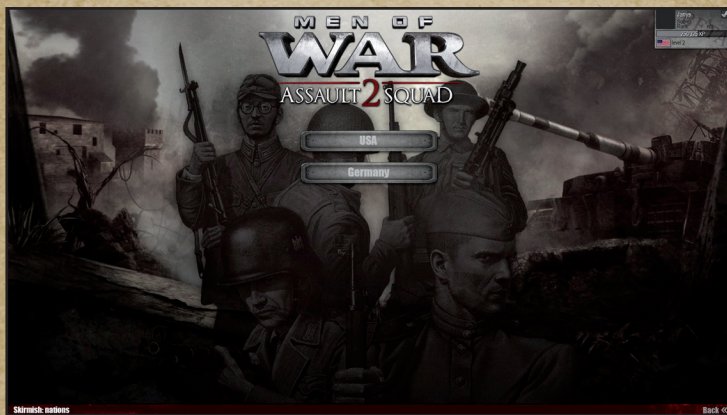


Continue

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

Select Mission

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




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.

Please note that some saved games might not work after updating the game to a newer version.



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.

Controlling the Camera



Command	Mouse
Zoom In	Mouse Wheel Down
Zoom Out	Mouse Wheel Up
Move Forward	Move cursor to upper edge of screen
Move Back	Move cursor to lower edge of screen
Move Left	Move cursor to left edge of screen
Move Right	Move cursor to right edge of screen
Free Rotation	Move mouse while holding down the middle mouse button

* This section describes basic game functions.

2. Mini-map

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

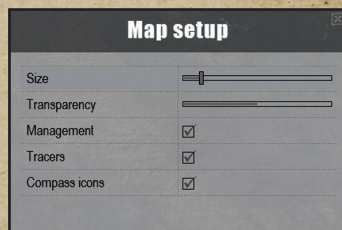
Controlling the mini-map

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 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.



Mini-map Legend:

- dot -> person
- arrow -> vehicle
- triangle -> stationary gun
- yellow circle -> objective
- blue -> player controlled units
- green -> allies
- yellow -> neutral
- red -> enemy



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. Double-click on the icon to center the camera on the unit or press the F key.

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



Vehicle information panels.



Infantry information panels.

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), stamina (blue bar) and kill count statistics.

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 / Resume	Pause	-
Take Screenshot	F12 (Steam)	-
Game Menu	Esc	
Objectives	O	
Message History	H	
Inventory	I	

** This section describes basic game functions.

Toggle Direct Control Mode	E	
Highlight Ground Items	C	
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+9
Switch to Squad	1, 2, ..., 9

Alternate Selection

There are two selection modes in the game: squad selection and non-squad selection. The selection mode is set in the game **Options**, under the **Game** section.

The standard mode automatically creates a new squad

from all selected units.

The squad selection mode will not modify any existing squads.











Alternate Selection Commands











Command	Disable squad selection (on by default)	Enable squad selection
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.
	Smoke Grenade	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.
	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	G	-

	Cancel Current Orders	Shift+F	-
	Stand	Q	Cycle stances by pressing PgUp.
	Crouch	Left Alt	When crouched, a unit is less visible and fires more accurately.
	Prone	Shift+Q	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	-	-
	Attack Ground	-	Units only fire at the specified area.

	Turn	R	Select this command and specify the turn direction.
	Examine Inventory	X	-
	Drop item	B	Place currently held item on the ground.
	Deploy a hedgehog	-	Deploys a static anti-tank obstacle.
	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	Shift+Q	Used with towed weapons such as field guns, heavy machine guns, and mortars.
	Towed Position	Shift+Q	A weapon cannot be fired from the towed position. It can be transported by a prime mover or pushed into position manually.
	Attach Gun	Shift+Q	-
	Detach Gun	Shift+Q	-

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	E
Direct Control Modifier	hold Ctrl
Move / Turn	W A S D
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	Space
Toggle active machine gun	Shift+ Space
Draw /Holster weapon	Shift+double Space

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 then be thrown.









The aiming reticule 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.

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
	Enter vehicle, take control of static weapon
	Examine object
	Pick up weapon or object
	Repair vehicle



Drop current item on the ground or place into specified container



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 white circles. Selecting a squad commander will automatically select all squad members as well.

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 medium and long 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.

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.

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 star icons in the primary weapon slot. Higher weapon skill means improved accuracy.

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.

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

The 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.

Penetrating Armor

Use armor-piercing shells to attack armored vehicles. (AP against soft armored, APCR against heavily armored vehicles) Factors such as your weapon's caliber, enemy armor thickness, hit angle and distance to 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.

Armored 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 armor can withstand a great deal

of punishment. However, their weight negatively impacts their maneuverability.

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 caliber and make sure that new ammunition is compatible with the vehicle's weapons. Pay attention to shell types. HE shells are marked with green projectile heads, AP shells with grey projectile heads, APCR shells with black heads and Smoke shells with white heads.

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.

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 by clicking on the corresponding icon in the interface. 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 corresponding icon in the interface. 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 weapons



Selecting secondary weapons



Armor-Piercing Shells

AP/APCR 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 shell types quickly by pressing the **Space** 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 armored vehicles as well as personnel.

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.

Anti-Tank Guns

Anti-tank guns are effective against armored 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 unit 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. Ammunition and grenades are shared between squad members.

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 . Right-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 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.

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.



Calling Reinforcements

You will be able to call in reinforcements. When reinforcements are available, the right-hand side of the screen will display the amount of different type of units available per menu. Manpower (MP) is accumulated depending on the multiplayer settings or the strategic zones you captured in a skirmish match.

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.

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 - Multiplayer**.

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 game setting, units, reinforcement setting, score to win and in advanced options 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 **Info** 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 - Multiplayer.

Internet Multiplayer Interface

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

Player List

Players can be sorted:



alphabetically



by rating



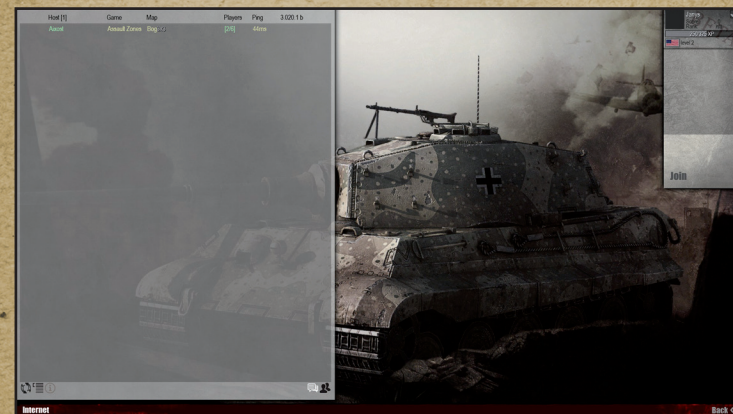
or by rank



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

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 optimize 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.

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.

Bandicam

Men of War: Assault Squad 2 uses Bandicam, a third-party software for recording game screen. Bandicam can record video from the game in real time, while keeping the video quality close to the original and maintaining good performance of the system. You can start recording video any time during the game by pressing the **F11** key.

Recorded videos are located in \My Documents\My Games\Men of War - Assault Squad 2\videos. Please note that additional codecs might be required to play the recorded video.

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.

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

Social Media and Websites

Check the following websites for the latest news:

<http://www.facebook.com/1CCompany>

<http://www.youtube.com/user/1CComp>

http://twitter.com/1C_Company

<http://www.facebook.com/Menofwargame>

<http://www.digitalmindsoft.eu>

Credits

Men of War: Assault Squad

Digitalmindsoft

www.digitalmindsoft.eu

Managing Director

Christian Kramer

Project and Game Design

Lead

Christian Kramer

Programming

Daniel Guttenberg

Art

Anton Gulega

Vasily Galynskiy

Caspar Helling

Anna Rotenberg

Martin Milz

Vitaliy Shtokolov

Mission Design

Peter Maliszewski

Map Design

Ville Troivonen

Martin Kihl

Aleksandar Cokorilo

Alexander Strigl

JuanFrancisco Miralles

Tora

Marcus Barnes

Vasily Galynskiy

Ryogo Oyama

Pawel Kaliński

Joel Nallo

Localization

Jonathan Dearborn

Promotional videos

Anguel Delidjakov

Music

Dynamedion

Sound

Dynamedion

Loran Kornis (in memory)

QA

Jonathan Dearborn

Tyler Venegas

Tim Bakema

Special thanks to:

Our supporters, our friends and families

DevCubeStudio

www.devcubestudio.com

Lead Programming

Vladimir Sukhorukov

Programming

Anton Dukhanov

Valentin Plyasinov

Dmitriy Kiriliuk

BEST WAY

www.bestway.com

Based on Men of War

developed by Best Way

1C Company

www.lcpublishing.eu

Producers

Denis Maltzev

Sergey Gerasev

PR

Anatoly Subbotin

Voice Actors

Matt Nichol

Jonathan Guss

Matt Hermann

1C Publishing EU Managing Director

Daniela Ravin

Sales Team

Lukas Paroulek

Tomas Stromsky

Graphic Design & DTP

Lubos Bachura

Production and Localization

Jan Olejnik

QLOC s.a.

www.q-loc.com

General Manager

Adam Piesiak

Localization Director

Michał Cegiełka

Paweł Ziajka

Localization Project Manager

Alan Orman

© 2014 1C Company. Developed by Digitalmindsoft. All rights reserved. This product is based on the software technology licensed from Best Way. GEM 2 © 2009-2014, Best Way. All rights reserved. Uses Miles Sound System. Copyright © 1991-2014 by RAD Game Tools, Inc. MPEG Layer-3 playback supplied with the Miles Sound System from RAD Game Tools, Inc. Steamworks © 2014 Valve Corporation. Steamworks and the Steamworks logo are trademarks and/or registered trademarks of Valve Corporation in the U.S. and/or other countries. Bandicam Copyright © 2008-2014 Bandisoft. All rights reserved. MPEG Layer-3 audio compression technology licensed by Fraunhofer IIS and THOMSON multimedia. GJK Engine A Fast and Robust GJK Implementation Copyright © 1998 Gino van den Bergen.