BRIGADE E5
NEW JAGGED UNION

APEIRON

1C COMPANY

manual

BRIGADE E5
NEW JAGGED UNION

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§ 1. Introduction

Brigade E5: New Jagged Union allows you to control a small group of up to six mercenaries. This tactical RPG will allow you to explore modern-day Palinero, a small war-torn tropical state in desperate need of someone to bring order to its troubled people. As mercenaries, your hand-picked team will be out to make some money… and there is money to be made here in Palinero. Along the way, you may find that for someone with the right instincts and talents, there is more than money to be found in Palinero… there is power.

You will be asked to choose a main character (hero), when you begin the game. Your hero finds himself in a difficult situation; he is totally alone in a foreign country - a country that finds itself in the midst of a political crisis. The only reasonable solution is to do what you are good at. In other words, hire yourself out to the highest bidder. Along the way you'll meet some like-minded individuals to help you.

The mercenaries, whom you can invite to your group, most often can be encountered in bars or other public houses in Palinero's larger communities. The cost of a contract will depend on the mercenary's qualifications and talents. You can hire up to 5 mercenaries at any one time. You can equip your team in any weapon store. You can also repair your weapons there. Hospitals are also found in large towns. It will probably be necessary for you to visit often to have your team patched up.

Finding jobs to do in Palinero is a simple matter of asking the right people. It is highly advisable to pay special attention to the mayors of various towns, to local mob leaders and to other 'respectable' people. Barkeeps are also a good source of information. They always have their ear to the ground and know the local news, and rumors.

If you want to have your extra money work wisely for you, then you should go to the local banks, where you can open accounts, make deposits and gain interest. You can also keep valuables in bank lockers.

You and your team can make your way around Palinero by any route you wish, finding work and making money. If you are trying to make your way surreptitiously, try to avoid large settlements and open ground, but if your time is short, it is better to march on roads. An even better solution for getting around quickly is to invest in a car or other vehicular transportation.

While moving around Palinero you may encounter and be attacked by various enemies, usually groups of bandits or unfriendly patrols. Such engagements can be extremely dangerous for your group, but on the other hand, your mercenaries gain battle experience and trophies, which can be used or sold in any shop.

The missions you undertake for the citizens of Palinero can vary greatly. Usually they all call on you to use your 'professional' skills, such as, assassinations, escorting and protecting VIPs, patrols, etc. But you will also be asked to use other means to complete some missions where brute force may not be the best option.

Usually employers will pay you in hard cash for a completed mission, but sometimes they will give you rare weapons. Money can be used for signing or extending contracts with your team members, purchasing equipment, repairing weaponry and paying for medical treatment.

Gradually, the civil war in Palinero starts a-new and you and your group find yourself right in the center of it, between three powerful opposing forces. Your actions may well determine the future of this tiny tropical nation… they certainly will determine yours.

§ 2. Installation and support

§ 2.1 Game set

Compact disk: 2 pcs.

§ 2.2 System requirements

Minimal configuration:

Windows 2000/XP, DirectX 8.0; Intel Pentium III or AMD Athlon 1GHz; 384 MB RAM; Graphic 3D processor nVIDIA GeForce 4MX class; CD Drive; DirectX compatible sound card; Mouse; 2GB of hard drive space

Recommended configuration

Windows 2000/XP, DirectX 8.0; Intel P4 or AMD Athlon 2 GHz; 1 GB RAM; Graphic 3D processor nVIDIA GeForce FX class; CD drive; DirectX compatible sound card; Mouse; 2 GB of hard drive space

*Windows 98 is no longer supported by Microsoft. At time of manufacture, this title functioned on these systems, but future compatibility is beyond the control of CENEGA PUBLISHING and cannot be guaranteed.

§ 2.3 Installation

Insert **Brigade E5: New Jagged Union** "CD 1" into your CD or DVD drive.

If Autorun is enabled the title screen should appear.

Note! Some PCs may have auto insert disk notification turned off. In this case, proceed to game's root directory and launch Autorun.exe.

The following menu options will be available:

• **Install** – install the game;
• **Manual** – open electronic game manual;
• **Exit** – close the autorun window.

Choose the **Install** option to run the game installation wizard. Follow the on-screen instructions. The installation wizard will ask you to choose a directory for installation. The default directory is C:\Program Files\1C Company\Brigade E5

After installation is complete, you will find a Program group 1C Company\Brigade E5 in the Start menu. There you will find shortcuts to start the game, to change the game settings, to view the game manual, to Uninstall the game, as well as shortcuts to the Brigade E5: New Jagged Union official website and 1C Company's website.

§ 2.4 Uninstall

In order to uninstall **Brigade E5: New Jagged Union** select the **Uninstall** option in the autorun game menu, or in the program group folder 1C Company\Brigade E5 of the Start menu, or in the program group folder 1C Company > Brigade E5 from the Start menu

§ 3. Game Screens

§ 3.1 Main menu

The main game menu resembles two man-sized targets. On the left there are menu items allowing you to start a new game **(New Game)**, load a saved game **(Load)**, save current game **(Save)**, continue a game in progress **(Continue)**, and exit the game **(Exit)**.

The right target has options allowing you to see the intro movie **(Replay Intro)**, to see the results of the previous games **(Hall of Fame)**, to view the credits **(Credits)** and to adjust additional game settings **(Options)**.

Some Hotkeys are active in the main menu and will activate several game modes: **M** – starts a network game, **N** – starts a new game (then, **T** – starts training and **C** – starts campaign, **F** – open screen for server location and **H** – set a new server). Pressing the **ESC** key while in-game brings you to the main menu.

§ 3.1.1 New Game

In order to start a new game, left-click on the **New Game** option in the main menu. This opens a sub-menu where you can choose to start training, a campaign or a network game. You will have

to select the difficulty level (easy, normal and difficult) or click the random difficulty icon. Once the introductory movie has played, you will have to choose and modify the profile of your main character by answering a questionnaire.

§ 3.1.2 Load Game

This **Load game** option is only available if there is at least one saved game. You can browse by file name and date of when the files were saved. Choose the file you wish to load and press the **Load** button. This is also where you can view any in-game movies you have recorded.

Files can also be identified by the screenshot on the right, which is automatically taken at the time the game was saved. (Use the camera allocation feature during the game save and it will facilitate your orientation through saved files).

In order to delete a file, select a save game and press the **Delete** button. A confirmation window will appear. (Note that once been deleted, files cannot be restored!) Close the window with the **ESC** or **Close** key.

§ 3.1.3 Recording and playback of the game trailers

Click the **Replays** tab to view a list of any in-game movies you have recorded. Select any of the files you have recorded to view them.

After the trailer is loaded, you can use the game-play interface to fast-forward, set the playback speed, control the camera and make all characters on that level visible. You can also re-record the camera movement and make your own movie.

§ 3.1.4 Save Game

While in-game press the **F5** button to access the Save menu or access it through the Main menu (press **ESC**).

In the pop-up window you can change the default file name of your save game. You can use any character while naming the file.

In order to save the game, click the **Save** button. You can delete any file from here as well.

Close the window with the **ESC** or **Close** button.

§ 3.1.5 Settings

The Settings screen has 4 tabs (System, Game, Events, and Controls) where you can define game settings, game difficulty level, camera reaction on various game events and change game control buttons.

System settings

The System Tab allows you to adjust audio and visual options.

AUDIO SETTINGS
You can adjust Sound Effect volume (blasts, gunshots and other similar sounds), Music volume, and Ambient volume (environmental sounds - birds singing etc).

You can click and drag the volume bar in any of the fields to change its value.

VIDEO SETTINGS
The Gamma field allows you to adjust picture color scale to set the brightness and contrast levels that are preferable for you.

The **Shadows** field allows you 1 of 4 preset shadow levels - from moving objects to no shadows at all. If shadows are not supported by your video card, you will get a warning when you try to activate this field.

Note! Turning on shadows may impact your system's performance.

Your video card should support shaders ver.1.3 in order to show shadows.

The **Resolution** field allows you to adjust your screen resolution.

There are four resolutions supported: 800x600, 1024x768, 1280x960 and 1600x1200. 1024x768 is recommended.

In order to change the screen resolution, choose the resolution you wish and press **Accept**. The changes will take effect after a system re-boot.

Note! Change of screen resolution may seriously impact your system's performance.

The **Custom** field allows you to adjust the quality of the surface flares. Your video card should support vertex shading; otherwise this will be emulated by the program and result in decreased performance. Also you can choose to activate tri-linear filtering and quality textures (higher resolution textures will be loaded).

You can return to the original settings by clicking on the **Default** button.

In order to confirm the changes, click on **Accept** button.

Game Settings

Selecting a **difficulty level** ("Easy", "medium" or "hard") will affect the game settings.

• **No misfire** – weapons will not misfire, even worn-out weapons (applies to player characters and NPC's).
• **Full armor** – Body armor will protect the entire body.
• **No critical hit** – player cannot suffer a critical hit.
• **Advanced med-kit** – med-kits heal to full health.
• **Low adrenaline** – impact of adrenaline on troopers is greatly decreased.
• **Slow energy drain** – movement requires less energy.
• **Freshness** – troopers do not require sleep while on the march.
• **Easy money** – items bought and sold at the same price, mission rewards increased and cost of hiring mercenaries decreased.
• **Slow enemy reaction** – enemies do not react immediately.
• **Dummy enemies** – AI works in simple patterns only.
• **Show hit probability** – when aiming the game engine will show hit probability.
• **Slomo** – turn on/off time delay when shooting.

The **Autosave** settings allow you to customize when your game is automatically saved (every hour, at the beginning of an encounter and/or at the end of an encounter).

You can return to the initial settings by clicking the **Default** button.

In order to confirm the changes, click on **Apply** button.

Events

The **Events** tab allows you to set the behavior of the game in relation to in-game events. From here, you can determine how the camera and the game itself will react when certain events happen in-game.

Activating the Camera field for an event will result in the camera moving to that event when it happens in-game. Activating the Select field for an event will result in automatic selection of the trooper in question when an event happens in-game. Activating the Pause field will automatically pause the game when the event happens. Activating the Shortcut field will cause the appropriate avatar to appear on screen if the event happens

For example activating the Camera, Select, Pause and Shortcut fields for the Out of Actions events event will result in the following: if a member of you team has no orders assigned to him, the game will pause, the camera will move to show the character, the character will automatically be selected, and the character's portrait will appear on screen.

• **Out of actions** – a character has run out of orders and is not switched to 'wait' mode.
• **Exploded** – someone in the group spots an explosion out of the camera's visible range.
• **Wounded** – a trooper in your group is wounded
• **Encountered new enemy** – someone from the group spots a new enemy.
• **Encountered an old enemy** – known enemy is spotted.
• **Under fire** – someone of your group is attacked by enemies.
• **Killed enemy** – one of your troopers killed an enemy.
• **Fires** – one of your troopers opened fire.
• **Grenade** – someone has spotted a flying grenade.
• **New sound** – a suspicious sound is heard.
• **No target** – a trooper lost the target.

Controls

The Controls tab allows you to re-assign controls to different key-strokes. Choose an action and press the corresponding key you wish to re-map it to.

Key combinations and system buttons are excluded from this process (**Print Screen, Scroll Lock, Pause** and **Num Lock**, Windows buttons, as well as additional and non-standard buttons of various keyboards). Also it is impossible re-assign mouse buttons or the mouse wheel.

If you assign an already assigned key, it over-writes the previous function and former field turns red. You will get a notification that one or more fields do not have hotkeys when confirming your changes.

You can return to the initial settings by clicking on the **Default** button.

In order to confirm the changes, click on **Apply** button.

§ 3.2 Main character selection
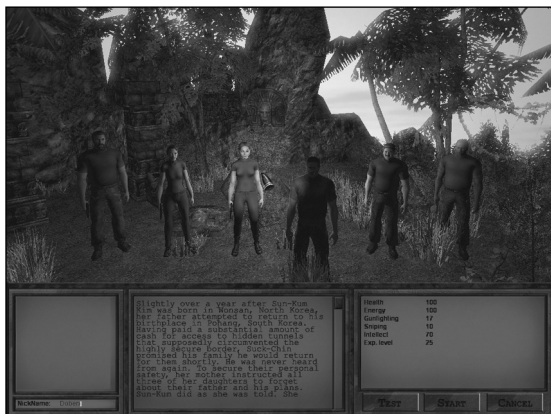
You can choose one of six game characters when starting a new game. Notice that different characters hold different weapons. The weapons they are holding are the ones you will start your new game with.

To start a new game – choose one of the characters (they will move towards you). Choose the character's specialty and enter a nickname. This will activate two buttons in the right side of the screen: **Test** and **Start**.

Clicking the **Test** button allows you to answer a series of questions that will determine your basic character skills.

The **Start** button (or just press **Enter**) allows you start immediately, without undergoing any testing. Your character's basic skills will be determined by their specialty.

Starting a game immediately will also randomly assign to a faction in the Palinero power struggle. If you decide to go through testing, you will be allow to select which faction you wish to join at the start of the game.

Faction selection mainly defines who your enemy will be, but this is not fixed. There will be plenty of opportunities to work for all factions in the game.

§ 3.3 Tactical screen

The most important element of the tactical screen is the character control panel.

The interface of the bottom part of the screen is split into three parts.
The information panel (left) – show info on the selected character.
The weapon control panel and Inventory quick pockets (center).
The character and game control panel (right)

§ 3.3.1 Information panel

The character information panel shows the selected character's portrait and description of the current action, along with the time needed to perform that action. The character's adrenaline read-out is also visible. The pulsing heart meter reflects the correlation of health, energy and adrenaline level. The faster it blinks, the worse your trooper feels.

The character's silhouette can be partially or fully colored grey. This represents the camouflage level. The character's skills are also listed here.

The red and blue bars correspond to health and energy levels. If a trooper has a bleeding wound, the red column will partially turn dark-red. This will show the size of the bleeding wound. Bleeding wounds continue to cause damage if they are not tended. Use a first-aid kit to stop hemorrhaging.

§ 3.3.2 Weapon controls and Hand-to-hand combat

The weapon control panel allows you to choose the fire mode of a weapon and work with various inventory objects.

Combat mode buttons, in the left upper corner of the weapon control panel, change depending on the type of weapon selected. If you are fighting with bare hands, you can only go into hand-to-hand combat. If you have cold steel, you can stab or throw knives at the enemy. Knives can be thrown by default, simply left-click on the enemy. In order to stab, press and hold Ctrl, and left-click on the enemy.

In order to throw a grenade, put it into the hand slot, right-click and hold to target (green spot under the cursor). Once the grenade is thrown, find cover to avoid grenade fragments. If the target is out of range you will not see the green dot under the cursor arrow. You can throw the grenade, but it will not hit the target. If the cursor arrow goes through an obstacle, your grenade may or may not be blocked by the obstacle.

The control panel changes when you have firearms in your hands. The button in the left upper corner will change depending on the last chosen fire mode. To adjust the fire mode, click on this button and choose a suitable fire mode. If a weapon has a sub-barrel grenade launcher or tube gun, switch to them this way.

The "Hand" slot shows the weapon you are holding. The picture of the weapon may change if the weapon stock is folded or not. A green star in the right upper corner means that additional accessories were mounted on your weapon.

The "hand" slot also shows the amount of ammo in the magazine. The first figure shows the number of cartridges. When two numbers are shown, X/Y, X refers to the amount of primary fire cartridges, and Y refers the amount of secondary fire ammo (sub-barrel launcher cartridges or shotgun buckshot).

Misfires, breakage and overheating
The words "misfire", "broken" or "overheat" may appear above the weapon picture.

When a weapon overheats, the possibility of misfire increases, and accuracy and bullet speed decrease (damage inflicted decreases). A weapon cools down on its own at a rate of (1 point of tube heat/game second). Every weapon has its own overheating threshold. A weapon usually overheats in automatic fire mode. Some types of weapons, such as the M-60 machine gun, can have their barrels changed so that you can replace the tube and continue shooting.

If a weapon misfires, you must clear the breach before firing again. Right-click on the weapon picture and choose "clear the breech" in the context menu. You may have to do this several times depending on the weapon wear level and tube clogging level (clean and repair your weapons to keep them functioning). Even brand new weapon may misfire. The probability of misfire differs for every type of weapon, and increases with the tube wear, clogging and overheating.

If an object or weapon is broken, it can be repaired at the nearest shop.

Accessories control
Most firearms allow for the installation of various accessories. Some of them must be activated in order for them start working. Control over all activated accessories is located in the right

bottom corner of the "hand" slot and its context menu. You can do the following, depending on which accessories you have:

• Activate tactical light;
• Activate laser aiming device;
• Activate night-vision device.

Quick Pockets.
To the right of the "hand" slots you can see small panels for quick access to the inventory. Time for relocating objects here is minimal.

Inventory

A modular inventory system is used in the game. Objects have specific slots to occupy and thus enlarge your inventory by containing other objects (ie – a backpack). Such items can be taken off and given to another trooper or left on the ground with all the items inside.

The entire inventory is arranged by cells. Only one item can be located in one cell. Each item requires a specified number of free cells. An item can occupy up to five cells in width and two cells in height.

A character's basic inventory space consists of two pockets (2x2 cell), and slots for "hands", left and right "shoulder", "neck", and also a row of specialized areas for various other items.

• The "Hand" slot allows you to carry any item. In order to use an item you have to place it into the hand slot.

• The neck and shoulder slot hold fire arms only (except for handguns).

• The trouser pockets hold any object that fits (2x2).

• You can place body armor on the "chest" slot.

• The Belt slot allows you to keep magazine cases, grenades, knives, bullet boxes and other small items (size), as well as two pouches, which can hold additional items.

- The inventory screen also has special slots for webbed gear and a backpack. You gain inventory space when these are equipped. Configuration of new pockets depends on the type of body armor or backpack.

- There are 2 slots reserved for the head. This allows a helmet and night-vision goggles to be equipped.

In order to open a character's Inventory, select the trooper and press I. This screen allows you access to the entire inventory, but some of the pockets are shown separately on the character control panel (such as quick-pockets). This makes access to the inventory easier. Keep things that you will need quick access to in the quick-pockets.

Item trading
Use the following method to quickly trade items between characters; position the characters near each other, click and drag an item to the portrait of the character you wish to have the item.

Release the left mouse button when the cursor changes. The game controls will switch over to the other (selected) trooper. Now you can place the item in his inventory.

Item pick-up
You can pick up items from the ground in several ways. For quick pick-up, move the cursor over any item on the ground and, left-click on it while holding the **Ctrl** button. Your character will pick up the item you need.

When the **Ctrl** button is pressed, all items in the character's sight range are highlighted in yellow. If it is highlighted in red, the item has not yet fallen to the ground and you cannot pick it up. When you move the mouse cursor over the item, you can see its name displayed. If there is more than one item lying in one place, a small context menu will pop up and will let you choose the item you want to pick up.

You can also throw out any item. To do this, take it with cursor in the inventory screen, and move it out from the inventory screen borders. The cursor will change to an arrow. Select where you want to throw the item. An item in your hands can be quickly thrown out by pressing the D key or with the help of the context menu (paragraph "**Throw out an Item**").
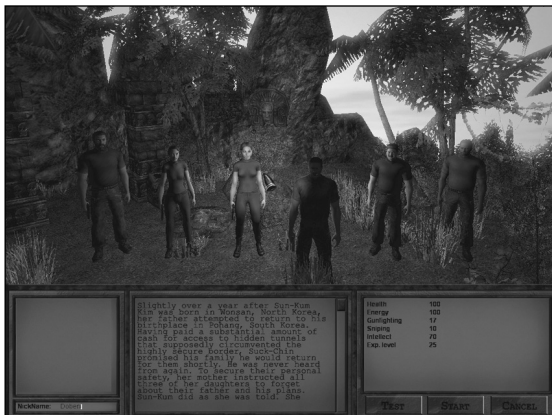
If you need to do several operations with items on the ground or search a body, it is easier to use the ground screen. To do this, open a character's inventory screen and/or press the **G** key. The pop-up panel shows you items and bodies lying within several meters of the selected trooper. When there are no enemies in the area, you will see all items in the area visible to your troopers in this screen. You can pick them up without losing any time searching, if they are not blocked by something.

In order to pick up an item from ground, drag it into your inventory. You can put items on the ground the same way. If you want to search a dead body, right-click on it and choose from the context menu. A secondary pop-up screen will appear showing the equipment on the body. You can look inside backpacks and other containers using the same method.

Game controls.
The game control panel is located in the right part of the screen. Here you can choose what movement mode and position a selected character uses. You can change trooper movement position and mode, but only if the mode is not temporarily disabled. The buttons located on the main game control panel allow you to:

• pause / resume the game (or press **SPACEBAR**)

• switch character into the wait mode or cancel all current actions, depending on the current button status

• switch the cursor into Use mode (or press **Ctrl**)

• open trooper inventory screen (or press **I**)

• open sector map (or press **M**) - used for orientation

- open screen for ground search around a trooper (or press **G**) - use for quick search through bodies and items lying on the ground

- raise a weapon (or press **P**) - shot preparation time is decreased in this mode

- locate a target (or press **A**)

Trooper selection

You can scroll sequentially through them members of your team with the **Tab** key or by using the number keys - **1** to **6** (depending on the game settings).

All group members are shown in the left upper corner of the tactical screen on special cards.

The card shows the character's portrait and name, health and energy bars, and time remaining to complete the current action. If the portrait becomes grayed-out, you are not able to issue orders to that character - e.g. the character has fainted.

Left-clicking on a trooper card will select that character. A second left-click will move the camera to the selected trooper. If a character dies their card disappears, and they are dismissed from your group forever.

Other important screen elements.

Occasionally you will see system notices in the upper part of the screen. These include most important game events that happen - e.g., your trooper has killed an enemy. These notices gradually disappear over time, but the more important notices are kept in the event log, which can be viewed on the strategic map.

During an encounter you may see a numbered red marker in the right bottom part of the screen (above the game control panel). These indicate visible enemies. If the markers are red, the selected trooper sees the enemies. The numbers show the distance to the enemies. Grey markers represent enemies that have been spotted by other members of your group.
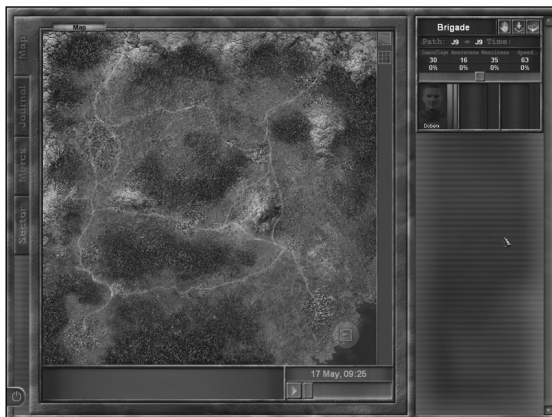
§ 3.4 World map

Press the M key and select the Map tab to bring up the strategic map. It can also be seen when leaving a sector. Find the leave sector area and select Leave.

Not all settlements are shown on the strategic map. As a newcomer to Palinero, you are only familiar with the location of its biggest cities. All other locations you will have to explore on your own, or learn about them from speaking with the locals.

Your team has some group abilities based on the individual stats of all group members. Camouflage affects the group's invisibility to enemy units. Alertness affects the trooper's sight range. Stamina affects how long they can march without resting. Speed defines the velocity of maneuvering. You can adjust these parameters by moving their sliders, and applying the necessary movement speed and stealth combination rate. The route shown on the map will change. If a stealthy route is requested, the longer and closer-to-the-woods it will be. If you require faster travel, your route will be planned accordingly – using roads and open areas.

You can divide and combine groups that are in the same location. Choose the troopers and assign them their movement route. They will become one group.

Group movement is done from one point to another, but you can also extend the route. Press and hold the Shift key, then select points on the map. At the end of the route, left-click once again on the destination point and the game engine will determine the movement route.

You can cancel selected group movement at any given movement by clicking on the raised palm button in the group panel or by pressing Backspace.

If the destination point is a sector of a settlement, you will be asked to enter once you reach it.

§ 3.5 Vehicles

If you are lucky enough to find or purchase a vehicle, you can use it to accelerate the movement of your group. Vehicle speed differs according to terrain, speed and tonnage.

A vehicle is added to the strategic map as a group member. If you move a vehicle to another group, the group members will automatically get into it. If you leave the vehicle unattended and would like to take it later, you will have to go back to the place you left it.

Vehicles can be used for cargo transportation. You can open the inventory of a vehicle only in the tactical screen. Select the vehicle on the ground map, right-click on it and open the luggage locker/cargo compartment of the vehicle via drop-down menu.

§ 3.6 Map meetings

While traveling the countryside you may encounter other troopers/groups. Patrols will appear in different colors depending on their faction. General Tormens' army will appear as red, the NDF army as blue, and those affiliated with the smugglers as yellow. If any of the sides is hostile to you, the patrol may start pursuing you – you will have to fight.

§ 3.7 Sector map

Along with the strategic map, you have a Sector map screen, which has a schematic display of buildings, and enemies in the area. Characters controlled by the player are displayed as green triangles, civilians as white triangles, and enemies as red triangles. Move the mouse over any of these to see the character's name. Important locations (hospitals, banks, churches and shops) are displayed as white squares on the map. Sometimes special areas important to the completion of your mission may be marked on the map.

§ 3.8 Shop

Only troopers standing near a merchant can enter the 'shop'. When talking to a merchant, the stats of the character that opened the dialogue are used. (You cannot buy anything with characters which were added to your group temporarily to complete a special mission).

§ 3.8.1 Rules of trade

Shop inventory is divided with tabs in:

• **Weapons** – all firearms available

• **Ammo** – magazine cases, boxes with cartridges and grenades for sub-barrel grenade launchers

• **Gear** – all additional devices - cold steel, mines and grenades

• **Other** – various other items - body armor, helmets etc.

In the **Sold** tab you can see all items you have sold and in the **Bought** tab, all items bought during a "quick buy" session.

If you need to buy several items at the same time, and then you want to distribute them in different pockets, use the quick buy mode. Press and hold the **Shift** key, move the cursor to the item you want and left-click. One of the items disappears from the counter and is added to the **Bought** tab, which will flash yellow a couple of times.

The purchase is instantaneous. You can put any item in the inventory apart from those highlighted red (items you do not have money for).

The balance of the purchases/sales is monitored in the line above the **OK** button. This will help you to monitor your money.

If you hold a weapon, switch to the tabs with cartridges and other devices. Move the cursor on any of the devices and you will see complimentary items highlighted - for example, all cartridges suitable for the weapon, magazine cases and additional devices. Use this highlight to easily find any items suitable for your weapon.

The **OK** button ends the trade – this sells all items or buys all items from the sold/purchased tabs and deducts or adds money from/to your account. If the **Cancel** button is pressed, you will be asked for confirmation that you want to leave the shop and cancel all trade results.

§ 3.8.2 Item information

Any item has a set of specs. The number in the left upper corner stands for amount of items on the counter. If it is a weapon, the number of cartridges in the magazine case is in the lower corner as is the price. An asterisk in the right upper corner means that additional devices are mounted on the weapon.

If you need more detailed information, move the cursor over to the item. A pop-up help window will appear with the name of the item and list of additional devices mounted on it. Non-purchased items are highlighted with blue in the inventory.

You can get more detailed information on an item, if you right-click on it. You will see the item title in the opened window. If it is a weapon, then you will see its caliber in brackets opposite the

title (for other items you will find coupling type). This is accompanied by a short text description and some specs.

Firearms have a precision stat. Press it to access weapon accuracy diagrams for various aiming modes. All diagrams, except for the black one, are drawn in compliance with trooper skills. Diagrams will alter slightly in the hands of different characters.

You can repair worn-out items in the shop. Right-click on the item and if you have enough money, you will be asked to confirm the repair.

§ 3.9 Log

When you open the log, you can get information on all the missions you have. Missions are displayed in the right part of the screen, grouped by city where they were given. The mission icons differ, depending on the status.

🔲 active mission.

🔲 completed mission.

🔲 failed mission.

🔲 person, connected to the mission.

🔲 bank account.

You can get additional information on any mission; right-click on a mission to read the mission description. The mission details include who gave you the mission, where to go to complete the mission, when you got the mission, and how long you have to complete the mission.

As a rule, you can fail a mission if you kill the person who gave you that mission or if you are not able to accomplish the mission in time or if you breach any other mission conditions.

Any of your mercenaries can get additional missions and rewards for successfully completing local characters' missions, but plot missions can be given only to the main player and only he can be rewarded for their accomplishment.

Reward amounts depend on how well you ended the mission and how fast you returned to report it completed. The longer a mission takes the less money you will get at the end.

§ 4. Game mechanics

§ 4.1 Game system

There two game systems used in **Brigade E5** – real-time mode and SPM (Smart Pause Mode). Real time is active when there are no enemy units in the area. As soon as enemies appear (you entered the sector, occupied by enemy troops, or you assaulted someone), the game automatically turns to SPM.

In classic turn-based games each side takes an action in turn within a given limit of action points. The game looks like this:

• Player's turn: the player moves his troops, until his action points used up;

• Computer's turn: AI moves its troops, until their action points used up.

As a result, when one side's troops are moving, shooting etc, the other side's troops cannot do anything.

In SPM troops of both sides act simultaneously.

When paused, game time stops, both friendly and hostile units are frozen. The player can can re-do or cancel any orders to any party member, give new orders, find info on objects/quests/mercenaries, etc… In other words, perform any action without worrying much about the enemy. But unlike classic real-time games, orders given by the player during the Pause are not executed immediately, but queued. They are performed only after the player gets his turn.

The game is paused when at least one trooper has no orders.

The game also pauses (and time stops) in case any of the following events takes place (depending on the settings):

• an explosion nearby;

• a trooper is hurt;

• new enemy spotted – pause under standard settings;

• known enemy spotted;

• under fire;

• enemy killed;

• a trooper is shooting;

• a flying grenade is spotted – pause under standard settings;

• a suspicious sound;

• a target is lost – pause under standard settings

The Player needs to clearly state he wants to end his turn, i.e. by clicking on **Continue** button.

If necessary, the Player can pause at any given moment by clicking on **Pause** button. In this case one should use the **Continue** button to end the turn.

SPM uses event icons to help you understand what event took place and what should be taken care of during your turn. An icon appears in the right upper corner of the screen along with the trooper's portrait. If you click on the icon, or press **Enter**, camera will move to this trooper or to the place of action.

The icons can be as follows:

No actions

Appears when one of your troopers has no orders assigned and the game is paused. Press **Enter**, or click on the icon to move to this trooper and give a new order.

An explosion nearby

An explosion witnessed by a character. If you are going to change orders for this trooper, press **Enter**, or click on the icon, to move the camera to him, or press **Spacebar** or **Continue**.

A trooper is hurt

One of your troopers is hurt. If you are going to change orders for this trooper, press **Enter**, or click on the icon, to move the camera to him, or press **Spacebar** or **Continue**.

New enemy spotted

One of your troopers spotted an enemy. If you are going to change orders for this trooper, press **Enter**, or click on the icon, to move the camera to him and also to see the new enemy, or press **Spacebar** or **Continue**.

Known enemy spotted

One of your troopers re-spotted an enemy. If you are going to change orders for this trooper, press **Enter**, or click on the icon, to move the camera to him and also to see the new enemy, or press **Spacebar** or **Continue**. *(No icon under standard settings).*

Under fire

One of your troopers is under fire. If you are going to change orders for this trooper, press **Enter**, or click on the icon, to move the camera to him, or press **Spacebar** or **Continue**.

Enemy killed

One of your troopers killed an enemy. If you are going to change orders for this trooper, press **Enter**, or click on the icon, to move the camera to him, or press **Spacebar** or **Continue**.

A trooper is shooting

One of your troopers is shooting. If you are going to change orders for this trooper, press **Enter**, or click on the icon, to move the camera to him, or press **Spacebar** or **Continue**.

A flying grenade is spotted
One of your troopers spotted a flying grenade. If you are going to change orders for this trooper, or see where this grenade is, press **Enter**, or click on the icon, to move the camera to him, or press **Spacebar** or **Continue**.

A suspicious sound
One of your troopers has heard a suspicious sound. If you are going to change orders for this trooper, or see where the source of the sound is, press **Enter**, or click on the icon, to move the camera to him, or press **Spacebar** or **Continue**.

A target is lost
One of your troopers lost his target, and didn't have time to shoot at it. If you are going to change orders for this trooper, press **Enter**, or click on the icon, to move the camera to him, or press **Spacebar** or **Continue**.

Icons disappear from the screen if you click on them, or press **Enter**.

§ 4.1.1 Actions / Orders

In SPM every order takes some time to complete (as opposed to traditional action points). The completion of some actions (body position change, reload, shot etc.) is more-or-less fixed and depends only on trooper or weapon characteristics. The time needed for other actions depends on outer factors. For instance, the time needed for relocation from one area to another on the map depends directly on the distance between those two locations.

Actions are also divided into "discontinuous" and "continuous". All actions that can be interrupted at any given moment fall under the first category (movement, targeting, turning etc.) If a "continuous" action is begun started, it should be completed,. Such actions are - reload, shoot, relocating of an item from one pocket to another etc.

Troopers can perform the following orders:

Discontinuous:
• wait
• go
• turn
• jump from round the corner
• climb a vertical ladder
• throw a knife
• heal
• leave sector
• rejoice

Continuous:
• raise a weapon
• target
• shoot
• shoot from grenade launcher;
• reload
• roll the breechblock
• punch
• mine
• de-mine
• change body position
• throw an item
• pick up an item
• drop an item
• change an item
• use an item
• open the door
• switch the light on/off
• talk
• wake up

Shock is a continuous non-cancelled action, which is automatically added when adrenaline levels reach a certain point.

Any discontinuous or not-yet-started continuous order (or set of orders) can be cancelled by clicking **Cancel** or pressing **Backspace**.

§ 4.1.2 Movement

If you want to move a trooper to a given location on a map, select him and left-click on the destination point. A red circle with a line through it means the way is blocked and the trooper cannot move to that location.

Every step requires energy. The following table for one step energy consumption is valid for zero a trooper with zero load:

Position/Type of movement	Step	Run	Fast run	Step	Sidestep	Bound	With weapon ready	With weapon ready (fast)
	1	3	15	1.5	1	None	2	3.5
	1.5	6	None	2	1.8	None	4.5	7
	1.2	None	None	None	None	3.8	None	None

These values can change depending on the amount of equipment carried by a character.
Energy is recovered while the character is static or with the help of special medicines.

Characteristic features of several types of movement:

• a trooper is less visible to the enemy when lying down in low visibility conditions

• body position defines corner dimensions of a trooper - this directly affects the   possibility being hit by the enemy

• fast run costs a lot of energy but covers large distances in a short period of time – a moving target is more difficult to hit

• movement with raised weapon decreases targeting time and initiative - angle of sight is narrowed in this movement mode

• The faster a trooper moves, the easier it is to spot him –a crawling trooper is less visible

• the faster a trooper moves, the more noise he produces

Orders to move can be given to individuals or to a group. If several characters are selected, then all the troopers move to the given location, considering all current types and modes of movement. Orders for body position affect all selected troopers.

Apart from the basic movement modes there are also additional types:

• move backwards – press **Alt** and select a destination behind a trooper

• strafe - press **Alt** and select a point to the left or right of a trooper - change location without changing the direction of sight

• Side bound – faster movement than strafe, but cannot be done with a backpack. Side bound can only be done lying down

• Sudden leap from round the corner – you can leap from round the corner and leap back. Such a move can be much unexpected for an enemy and will increase your chances to make a first shot or dodge fire. Stand near a corner and with Alt pressed select a point around the corner. You can also do the same action backwards in order to hide quickly.

§ 4.1.3 Shooting, hits, throwing grenades etc.

If your character is not holding anything, they can only take part in hand-to-hand combat. To hit an enemy, left-click on an enemy. Continue clicking until you kill the enemy. If you do not want to hit any neutral character, click the button in the upper left corner of the "hand" slot to change the cursor into combat status. Hand-to-hand combat can be done with firearms in your hands, if a bayonet is attached.

To open fire at the enemy click the button shown at the drawing. Choose the necessary fire mode and type of targeting in the new window. Firearms allow you to fire in various modes with different type of targeting.

The weapon control button changes depending on the type of selected fire mode and type of targeting. After the button is pressed, you will see a new window with all fire/targeting modes available.

In this window the upper icons depict type of fire, and the left, type of targeting. If a cell on the crosshairs of the required modes is not empty, it means that you can make a shot in the given mode. Move the cursor to the cell and left-click on it.

Some types of fire depend on the body position. For example, you cannot shoot from the hip while lying on the ground.

Single-shot fire

Single-shot fire allows for accurate and economical fire, but it is quite time-consuming. It is highly recommended to use this fire mode in the most cases.

Automatic fire

A lot of firearm models allow for automatic fire. Automated fire can be held at a point, at the enemy, and also cover a given sector.

If you want to cover a sector with automatic fire, choose the automatic fire mode, move the cursor to an area left-click and hold it and move the cursor and release the mouse button. The trooper starts to fire from one border of the sector to the other. All cartridges shot are distributed almost evenly in the given sector and can hit several enemies simultaneously.

Automatic fire at a sector can be used to suppress the enemy, because the fire attack will result in increased adrenaline levels.

You may adjust the length of a salvo. Open the fire mode selection window and set the salvo length with the help of horizontal slider. The set value will not be precise (the amount rounds shot may be a bit less or more). Failure in identifying fire interruption depends on the salvo length. A character learns to interrupt the fire more precisely as his combat experience grows.

Automatic salvos can be interrupted at any given moment by pressing **Backspace** or clicking **Cancel**.

Automatic fire accuracy depends on many factors:

• Shooter position (most stable position - lying)
• Technical features and weight of a weapon (heavier types of weapons give higher fire accuracy)
• Distance to the target
• Weapon class
• Amount of the unused trooper energy
• Availability of bipod on the weapon
• Length of salvo (the longer it is, the less accurate it becomes towards the end)
• Level of addiction to a weapon
• Combat experience
• Shooting skill level

Types of targeting

The effectiveness of any type of targeting depends on shooting skill, the health status of the trooper, the special physical conditions of the trooper (wounds in the arm and other serious consequences of wounds), the amount of energy left, and adrenaline level.

Fire from the hip
Recommended for light weapons, which are quickly combat-ready (for example, guns or shotguns that may cover larger areas!). While shooting from the hip accuracy is greatly reduced even at distances up to 5-m. The fast fire skill is important for this type of targeting.
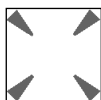
Snap shooting
Snap shooting is fire with minimal time for targeting - effective at small and average distances. This type of targeting is quite often used when the enemy is well-seen (it is highly advisable to use this type of targeting when shooting at standing and sitting enemies at the distance of 20 meter and less).

The fast fire skill is important for this type of targeting.
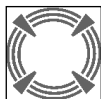
Accurate fire
Accurate fire takes a long time to aim, but can be precise at long distances. This fire mode is recommended when you are out of the enemy range - for example, if you shoot from behind cover.

The effectiveness of accurate fire depends on the shooting skill level.

Accurate fire with optical sight
The use of an optical sight greatly increases the possibility of hitting an enemy along with a considerably high sniper skill level. This type of targeting increases the time necessary for making one shot and narrows vision angle.

Your sniper may fall a victim of flanking maneuver due to vision angle being narrowed.
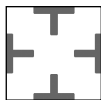
Shoot from sub barrel weapon
Many types of weapons allow for the installation of a sub-barrel grenade launcher. They can be used to hit an enemy outside of your trooper's sight (under cover or a group of enemies). The targeting mode defines a grenade flight path (aimed shots make the trajectory flat - increased accuracy). A high trajectory but decreases accuracy and increases the time the needs grenade to reach the target.

Hit probability.
The probability of hitting a target depends on the following:

• **General targeting effectiveness** – this is a combination of various factors, such as targeting type, targeting skills, trooper health, energy, experience, and adrenaline level

- **Corner dimensions of the target** - depends on the target position (standing, sitting, or lying) and the distance to it, as well as how well the target is covered
- **Quantity of surrounding light** – time of day and quality of local light surrounding the target
- **Target movement type** – it is harder to hit a moving target
- **Other factors** – adjustment of fire at the target (every subsequent shot slightly increases the probability of hitting the target if at the same location), the condition of the weapon, and also the availability and usage of auxiliary devices (scope, laser pointer and tactical flash-light). Also important are the individual characteristics of weapons and ammunition

Injuries, shock and adrenaline
Health is a character's most important stat. The higher it is the better! But sooner or later your troopers will take damage and you should know what kinds of injuries are possible and what their effects are.

Wounds can be of different severity and they differ by the amount of pain shock received.

Wound severity	Damage in HP	Shock damage
Light wound	1-5	Light
Usual wound	6-10	Light
Heavy wound	11-25	Heavy
Very heavy	26-30	Very heavy
Critical	31-40	Very heavy
Lethal	More than 40	Very heavy

Health points are immediately taken at the moment of contact and more HP are taken if nothing is done to treat the wound. For example, 20 HP of damage are inflicted, 5 are lost immediately, and 15 will be lost eventually. Every 10 seconds, 35 per cent of the total HP's to be taken is lost, until it completely bleeds out or the bleeding is suppressed with special medication.

If the shock damage is very high then the trooper may faint or even die from shock. The shock from the wounds and its results can be accumulated.

If the amount of damage is higher than the amount of HP's a trooper has, then he is destined to die immediately.

Critical hits depend on the body part that was injured, the characteristics of the round used and other factors. Critical hit modifiers for various body parts are taken into consideration while calculating the critical hit value. Most critical hits are injuries to the head, followed by those to the body. There is very slight chance of a critical hit in the leg or arm.

There is a possibility of inflicting special damage (depending on the body part). For example, if a trooper is concussed, he loses 50 per cent of auditory and visual senses for the next 100

seconds. If a trooper is hit in the arm, he may drop his weapon and sustain prolonged arm damage, which cannot be healed by conventional medicine and affect his firing accuracy.

Special injuries can be healed only by first-aid kits that are specific to the injury, or by a doctor. Special injuries are shown by red spots in the tactical interface on the schematic trooper doll.

Any wound can be healed with first-aid kits. This will stop the bleeding. The effectiveness of a first-aid kit depends on the medical skills of the doctor.

If a trooper has open wounds, he will be affected by shock, and it will decrease his accuracy and overall combat effectiveness.

You will only suppress bleeding with first-aid kits, but will not recover lost HP's. Full recovery can be only done at hospitals. HP's will slowly regenerate over time. You can increase the speed of recovery by using medicines.

You can also use other materials than first-aid kits to treat your characters. Water from a flask will help you to recover energy more quickly. Morphine will lower adrenaline levels and the effects of shock, and Benzedrine will boost your energy.

In critical situations, when a trooper faces unexpected events, adrenaline levels in his blood increase, leading to some behavioral changes.

The higher the adrenaline level is, the faster and less accurate the trooper's actions become. At peak levels the trooper starts to move very fast, but the accuracy of his actions is extremely low. For example, trying to accurately fire under such conditions is nearly impossible.

Adrenaline levels even out as time passes. Recovery speed and adrenaline efficiency of a trooper depends on his experience. A more experienced trooper will get experience lower shock values and will be less susceptible to adrenaline, than a rookie.

The following events affect adrenaline:

• being wounded
• enemy detected
• enemy attack
• a series of other events

Sporadic fire at the enemy (to cover your assault) will increase their adrenaline level, and that will result in a decrease of their combat characteristics. Bear in mind that the enemy can use the same tactics. Adrenaline levels decrease at rest or after using of morphine.

Protection and defense
Individual defense is very important. When engaged in combat, try to keep at a distance from the enemy. Do not allow him to come too close to you and try to occupy tactically advantageous locations (towers, hideouts behind rocks, corners etc.) and avoid open spaces.

Along with these tactics, the use of body armor and helmets is essential. Body armor has various protective features and comes in different weights. The amount of protection offered by body

armor is dependent on its composition. The three materials used in body armor are the following in increasing order of effectiveness: steel, Kevlar and titanium. All materials have various stopping characteristics. Body armor is not homogeneous. It consists of protection zones and covers a given percentage of the body. The zones are divided into frontal, back, and lateral. Each of them has its own resource, providing for a percentage of damage absorbed.

Body armor guarantees full or partial protection from firearms depending on the bullet type and damage caused. Body armor provides good defense against regular and expanding bullets, but is vulnerable to armor-piercing bullets.

Some body armor can be enhanced with additional armored panels. Metal-armored panels can withstand several bullet hits, but offer less protection. Ceramic-armored panels provide good protection, but are subject to fast deterioration.

A helmet protects a trooper's head, but slightly increases his corner dimensions, thereby slightly increasing the chance of being hit. Similar to body armor helmets do not provide ful head protection, but only partial protection, by zone.

§ 4.2 Role-playing system

Your main character, team members, civilians and enemies all use the same role-playing system, which consists of dynamically-developing attributes and skills. AI-controlled troopers do not have any advantages over the player and his mercenaries.

Each mercenary has a set of attributes and professional skills. Attributes directly affect behavior and the effectiveness of the character's actions in the game world. The higher an attribute value the more beneficial the effect of its usage. For example, a high strength will allow you to make longer throws, carry heavier loads, and inflict more damage in hand-to-hand combat. Professional skills reflect the ability of a character to use his physical characteristics and experience in specific fields of military service.

Health
Health defines the maximum amount of damage which a character can take. The attribute can be increased by +10 points from its original value.

Health recovers over time and after medical treatment.

Energy
Energy allows a character to do any actions dealing with movement. If the character depletes his energy, he faints.

Eyesight
Sharpness of sight affects the speed of object detection in low visibility conditions and the accuracy of aimed fire.

Hearing

Hearing determines the distance at which your character will be able to locate the source of a noise.

Strength

Strength affects throwing, carrying loads, and damage in hand-to-hand combat, as well as shooting with heavy armament. The value can be increased by up to 30 points.

Minimum value - 50- Can be increased by movement with loads.

Stamina

Stamina determines the speed of energy recovery.

Agility

Agility determines the velocity of the character's movement and affects weapon preparation time. It can be increased by up to 15 points.

Dexterity

Dexterity affects weapon preparation time in combat.

Can be increased by movement

Reaction

Reaction affects the amount and length of shock. This can be increased by up to 10 points.

Increased by experiencing shock situations

Intellect

Intelllect determines the speed of learning gaining skills.

Trade

Trade skill determines the discount and markup placed on the items being purchased and sold in the shops.

Exp. Level

Exp. Level is accumulated during the adventure and directly affects all professional skills.

Increased by active combat actions (for example, shooting at enemies)

Charm

Charm affects how other characters look at you and their reactions to your character (may define the path the dialogue will develop or the sum of the deal).

§ 4.2.1 Professional skills

Professional skills are of great importance for characters. They affect the use of weapons, med-kits and other situations. Professional skills are increased through usage. If you want, you can make a very good miner from sniper – everything depends on education, time, and practice.

Shooting
Determines your overall effectiveness at shooting from firearms

Gunfighting
Determines the effectiveness of targeting while shooting from the hip or snap shooting

Sniping
Determines the effectiveness of shooting a weapon with an optical scope mounted

Heavy weapons
Determines the effectiveness of shooting with machine-guns and grenade launchers

Throwing
Affects the accuracy of throwing grenades and knives

Melee
Determines the effectiveness of the hand-to-hand combat

Medicine
Affects the speed of healing with the use of first-aid kits and other medicines

Camouflage
Affects quietness and stealth of trooper movements

Sapper
Determines the speed of detecting enemy mines and success of laying of mines and trip wires

§ 4.3 Game characters

Cameron Steadman.

Born in a primitive cabin in the Louisiana Bayou, Cameron grew up accustomed to hardship and conditioned for survival. Though Honey Island Swamp is located only 45 minutes southeast of New Orleans, it might as well be a million miles away from cellular service. Stedman wanted out of the backwaters. Playing high school football was a start. It presented his first chance to travel. Later, he would join the Reserves, allowing him to spend weeks away from home. None of that compared to getting on the bus for Fort Benning, Georgia with the rest of the US Army Ranger candidates. That day confirmed he'd never have to look back again.

As a Ranger, Cameron saw action as a sniper for the first time in the Gulf War. His mental toughness stood out, even amongst the toughest of men, and his platoon members looked up to him for it. During the 1990's, he kept busy conducting highly classified CIA initiatives in the Middle East. When Stedman enlisted, he promised himself that he would leave the military before reaching the age of thirty. True to his word, he was granted an honorable discharge a month before his birthday. Within days, a well-known American executive security firm recruited Cameron.

Alexey Ivanov.

Ivanov was born in Volgograd, a city better known by its pre-1961 name of Stalingrad. It is a proud city, and many historians believe the tide of World War II changed there, ultimately leading to the downfall of the Third Reich. Alexi knew its history firsthand from his machinist grandfather who took up arms and survived to tell the tale of one of the bloodiest battles of the war. His heroic stories of determination and desperation instilled a sense duty in his impressionable grandson. Alexi could barely wait for the occasion to serve his country in the same manner.

After high school, Ivanov was accepted to the Ryazan Higher Airborne College where he trained to be an elite soldier and learned the lessons of leadership. Upon graduating, he joined the Airborne Assault Troops (VDV) and was stationed in Chechnya as a squad leader. When most of his squad was arrested for selling plastic explosives and grenade launchers to Chechen fighters without Alexi's knowledge, the Kremlin ordered his unit be disbanded. Aware that his desire to serve his country with distinction was now impossible, Ivanov decided to desert rather than return to his homeland. As a consequence, he has spent the past eighteen months in Sierra Leone working for the highest bidder.

Kurt Herrmann.

Born in Dresden, Germany, Herrmann spent his teen years living a double life. He was an excellent student in school, but he always found trouble outside of it. He was caught only once, shortly after he graduated from high school. Everyone concerned agreed the incident was best resolved by a long stint in the Army. After five years of service, Kurt applied to GSG-9, or Grenzschutzgruppe 9, which translates to "Border Control Group 9" in English. It is a well-respected German counter-terrorism force and was created in 1973 in response to the Munich Massacre in 1972.

Herrmann was accepted to Central Services, where he maintained the weapons and devised explosives for the Special Forces. After a year, he was transferred to GSG-9/1 as a demolition and forced entry expert in a rapid response unit. Two years later, he was asked to wear civvies and infiltrate a terrorist cell operating in Austria. Eventually, however, his handlers felt they no longer controlled him and recommended he be placed in civvies permanently. Discharged, Herrmann was hired as head of security for a military contractor involved in a top-secret project. While there, he subcontracted his services to a foreign intelligence agency for suitcases full of cash.

He left before being exposed. Kurt was always too smart for his own good, showed little patience for those who weren't and bored easily.

Genevieve Lambert.

Genevieve Lambert spent her preschool years in Lyons. Her parents, dedicated enthusiasts of the culture and traditions of the French Republic, enrolled Genevieve in fencing at the age of three. When it was time for her to enter kindergarten, Lambert's finesse with a foil impressed her local instructors to such an extent that they recommended her enrollment in the famed Club d'Escrime de Paris. Enthusiastically, the entire family moved to there to support her. By twelve, she was the club champion. At sixteen, Genevieve won the Nationals. Five weeks before her eighteenth birthday, she won the World Championship.

Lambert's international popularity and the freedom with which she moved amongst foreigners attracted the attention of the French Direction Generale de la Securite Exterieure (DGSE). Having done an intensive background check, the French Foreign Intelligence Agency knew the best way to recruit her was through her parents. It worked, but Genevieve quickly grew tired of the sex required to sway foreign dignitaries. She wanted to take her sport to the next level and spill some real blood. With or without a sword, this woman is a terminal threat to anyone naēve enough to get within striking distance.

Syun Kum Kim.

Slightly over a year after Sun-Kum Kim was born in Wonsan, North Korea, her father attempted to return to his birthplace in Pohang, South Korea. Having paid a substantial amount of cash for access to hidden tunnels that supposedly circumvented the highly secure border, Suck-Chin promised his family he would return for them shortly. He was never heard from again. To secure their personal safety, her mother instructed all three of her daughters to forget about their father and his plans. Sun-Kum did as she was told. She immersed herself in her education and completed her medical degree.

Upon graduation, the Ministry of People's Armed Forces (MPAF) drafted her. Sun-Kum was trained in martial arts, firearms, political indoctrination and foreign culture at the Kumsung Military Institute. Three years later, Kim was a North Korean Special Forces operative and sent across the Demilitarized Zone. Sun-Kum's innocent looks, her family ties in the South and her apparent eagerness for a new life made crossing the border rather easy. Besides, she wasn't lying. Once in South Korea, she was free. Kim traversed the country and boarded the first available boat to Japan. Having accepted her father's death, Dr. Sun-Kum Kim was ready to make a new life for herself. Any life!

Sanjai Babu.

Born in Panaji, a major seaport and the capital of Goa, India, Babu spent part of his youth catering to the needs of hippie tourists on Anjuna Beach. His unique comical character drew them to him, but over time, his lack of "mellowness" made him unwelcome and feared. When he could no longer work the beach, Sanjay found an outlet for his untapped aggression in the Indian Army where his physical conditioning and proficiency at prowling and throwing projectiles were noticed immediately.

Babu was transferred to the National Security Guards (NSG), otherwise known as the Black Cats because of their black coveralls and balaclavas or helmets. They are also known as one of the top counter-terrorist units in all of Asia. During his two years of service with the Special Action Group, a division of the NSG, Babu became a veteran of many operations in Pakistan and Kashmir. However, his morbid sense of humor and his hunger for horrific hemorrhaging eventually resulted in a dishonorable discharge from the Indian Army. Promptly, private interests in need of his services in Sri Lanka and Nepal approached Sanjay Babu. Currently, he awaits his next engagement with eager anticipation.

During testing you will finalize the characteristics of your main character with a question-answer session.

§ 5. Battle System

§ 5.1 Weaponry

There are about 80 firearm models in the arsenal of **Brigade E5**.

Firearms are divided into the following "families": pistols, sub-machine guns, rifles (assault rifles, machine guns and carbines), sniper rifles, machine guns and smooth-bore weapons. Each type of firearm has its own advantages and disadvantages and is designed for resolution of given tactical missions on the battlefield.

The following should be taken into account for more effective usage of the firearms:

• Each type of weapon uses its own type of ammunition and clips

• If two different weapons use cartridges of the same caliber, it does not mean that you can use a clip from one rifle in another

• Combinations of similar cartridges with different rifles give different effectiveness- the same armor-piercing cartridge can be less effective if shot from a rifle with a shorter barrel

Firearms have the following set of individual parameters and characteristics:

• **Accuracy** – composite rating – the possibility of hitting a man-sized target within the weapon's effective range

• **Damage** – composite rating - minimal and maximal damage to a non-protected target

- **Effective range** – minimum distance at which a shooter has a 90% chance of hitting a target

- **Maximal effective range** - distance at which a shooter has a 25% chance of hitting a target

- **Weight** –in the weapon information window - for a loaded weapon with all additional devices installed. The change of weight for a weapon affects the weapon's equilibrium. Weight is important for calculation of the general load on the trooper. Weight also affects accuracy of automatic and single-shot fire;

- **Balance** – assessment of weapon equilibrium (mass distribution along the length of the weapon), calculated in nominal units from 0 to 100. The higher this attribute the more balanced the weapon is. The weapon equilibrium can be seen primarily at automatic fire.

- **Prepare time** – time in seconds to prepare the weapon for shooting. The lower the attribute the faster you can shoot at the enemy

- **Rate of fire** – time in seconds – time spent for a shot in single-shot and automatic fire mode.

- **Mode of fire** – depending on the structure and model of a weapon, it may be single rate of fire, automatic or with a fixed burst length

- **Weapon caliber** – defines types of rounds which can be used in this weapon

- **Wear** – percentage - The higher the ageing the more the possibility for a misfire.

Some weapon models have a folding stock that decreases the amount of space the weapon occupies and facilitates carrying it in the combat backpack. When the stock is folded, some weapon attributes (balance and effective range) are decreased.

Although overheating and cleanliness are not specific weapon attributes, they can affect a weapon's effectiveness. Overheating can decrease a weapon's accuracy and bullet speed thereby resulting in lower damage. Chances of misfire increase drastically if the weapon is dirty. Right-click on the item and choose **Information** from the drop-down menu to get the full information on the item.

§ 5.1.1 Pistols and revolvers

Pistols and revolvers are light weapons. They can be quite effective when using armor-piercing bullets, especially in the close combat, where high reaction speed and minimal weapon preparation time is required. These weapons are recommended in ranges up to 50 meters.

As a rule, you may install silent-flameless shooting attachments (silencers), tactical lights and laser target markers on pistols. The majority of pistols allow only single-shot fire (exception – APS and APB automatic pistols).

The distinctive feature of revolvers is the absence of misfires and high barrel resource. Keep in mind that revolvers have a small number of rounds and are quite slow.

§ 5.1.2 Submachine guns

Submachine guns are automatic weapons designed to use pistol rounds and fall between machineguns and pistols in classification. Submachine guns have a good rate of fire, and are light weight (compared to machineguns), but their stopping power decreased (pistol rounds). Submachine guns are recommended for distances of less than 100 meters.

As a rule, you may install silent-flameless shooting attachments (silencers), tactical lights, laser target markers and various other targeting devices on submachine guns. Submachine guns allow single-shot and automatic fire, and some have a fixed burst length interrupter.

§ 5.1.3 Rifles

The rifle family of firearms includes rifles, carbines and machineguns with various calibers. Rifles are quite heavy and occupy a lot of space in the Inventory, but can be accurate for distances up to 200 meters.

It is possible to mount a great variety of additional devices (bipods, aiming devices, silencers, sub-barrel grenade launchers, tactical lights and laser target markers) to rifles. Depending on the model, rifles can allow single-shot or automatic, and sometimes have a burst length interrupter.

§ 5.1.4 Machine guns

Assault rifles are designed for active automatic fire at the enemy. They are heavy, rarely overheat, and have large clips. As a rule, assault rifles allow for automatic fire only, although some models can also have single-shot fire. Effectiveness with assault rifles depends on the heavy weapon handling skill.

§ 5.1.5 Sniper rifles

Sniper rifles stand out in a class by themselves by virtue of one major attribute – high accuracy fire at long distances (more than 200 m).

As a rule, sniper rifles allow single-shot fire only. Sniper rifles are greatly limited when it comes to the use of additional devices and, as a rule, allow for mounting of bipods and various types of aiming devices only. Effectiveness with sniper rifles depends on the sniper skill.

§ 5.1.6 Smooth-bore weapons

Smooth-bore rifles use special 12 caliber cartridges with various killing elements. These rifles are distinguished by high fire power, but small effective ranges (up to 100 meters). They are limited when it comes to the use of additional devices.

§ 5.1.7 Grenade launchers

Grenade launchers are used to hit well-covered enemies or crowds. Some examples are the single-shot RPG-18 reactive antitank grenade launcher, the six-round RG-6 hand grenade

launcher (with 40-mm grenades), and the RPG-7 reusable reactive antitank grenade launcher (hi-explosive or fragment ammunition).

There are also a number of sub-barrel grenade launchers that can be installed on some types of weapons. Grenade launchers are very effective weapons and are affected by the heavy weapon handling skill.

§ 5.1.8 Explosive and grenades

Hand grenades
Hand grenades are categorized by classes: defense and offensive grenades, smoke, hi-explosive-fragment and shock action.

Defensive grenades are heavy and expel a large number of killing elements and fragments that disperse to a range that exceeds the maximum throw distance. **Be sure** that the trooper who uses a defensive grenade is out of killing zone at the moment of explosion.

Offensive grenades are lighter and less dangerous than the defensive grenades. They have smaller killing zones and less killing elements.

Smoke grenades emit a thick smoke that affects visibility in an area. They are used to confuse the enemy and mask movement.

Hi-explosive fragment and *shock grenades* are designed to neutralize enemies without killing them. They are also known as flash-bang grenades.

Mines and tension wires.
You can set traps with tension wires with the help of a special kit and any of the aforementioned grenades.

You can also set land mines and controlled land mines. There are two types of mines – time-activated mines that detonate a given time after being set and remote-control mines that are set off with the use of a remote control device.

Set mines by placing them in the hands slot, then select **Use** in the context menu and with the help of the new cursor indicate the location where you want to set the mine.

In order to set a remote-controlled mine, select the remote control with the cursor, and point it at the mine. Now set the mine as you would a regular mine. To detonate the mine, place the remote control in the hands slot and "use" it through the context menu. The remote control can be assigned to several mines at the same time. Only the mines it is connected with will explode if the remote control is "used".

§ 5.2 Ammunition

In **Brigade E5** you will work with various types of ammunition. Rounds of various calibers have different characteristics.

Pistol cartridges – used for various pistols or submachine-guns. Cartridges have quite heavy bullets, and they lose speed quite fast. The optimal distance to hit with pistol cartridges is 50 meters or less.

Intermediate cartridges –These cartridges were developed specially for assault rifles. The most common type of cartridges for automated weapons in **Brigade E5**.

Rifle cartridges – used in rifles and machineguns, and allow you to damage a target at long distances.

Shotgun cartridges – 12 caliber cartridges that can have different fillings - buckshot, finned metal arrows and bullet. Cartridges of this class have the best kill potential, but have a limited range.

Pay special attention to descriptions when choosing cartridges. Cartridges of the same caliber can differ by the bullet type. Apart from the usual full jacketed bullet, there are expansion bullets (low armor-piercing effect, but big damage), and Armor-piercing bullets (good against armor, but inflict relatively small damage).

When you are choosing what cartridges to use, you should pay attention to the following characteristics (among one cartridge class):

• **weight** – the heavier the bullet is, the more damage it causes

• **start speed** – the higher the initial speed (muzzle velocity), the longer the bullet will keep its efficient kill potential

• **damage HP** – what part of the bullet energy will go into direct damage to health

• **shock** – what part of the bullet energy will turn into shock effect

• **penetration** – defines what part of the bullet energy will be lost for passing through obstacles (for example, piercing body armor plates)

§ 5.3 Equipment

Weapons in **Brigade E5** can be modified with various additional devices. Each gives the weapon new characteristics or modifies the existing weapon parameters.

Silent-flameless shooting attachments (silencers) – decrease or almost completely eliminate sound of shot, thus making it more difficult to detect the shooter by sound (especially at night time). A silencer decreases bullet speed, thus decreasing the damage and shooting distance

Optical scopes – a scope is required for accurate sniper shooting at long distances. Different scope models alter the effective weapon range and decrease the shooter's sight range differently. The effectiveness of scopes depends on the time of day and visibility conditions

Night sight – similar to optical scopes, but designed for night use and inefficient at daytime

Collimator – an effective substitute for a weapon's open barrel sight, it increases the effective shooting range, especially at snap shooting

Laser target marker – decreases the targeting time

Tactical light – the tactical light provides illumination in low visibility conditions

Bipod – used to stabilize a weapon when shooting from the lying position, thus improving firing accuracy

Bayonet – can be used as a hand-to-hand weapon on its own, or when mounted onto a firearm

Sub-barrel grenade launcher – support weapon that can be installed under the barrel of an assault rifle. Depending on the type of the grenade launcher, various 40mm caliber grenades can be used

Sub-barrel gun - used as an auxiliary weapon and allows you to shoot 12 caliber cartridges at small distances

Magazines cases and Clips – every weapon family uses their own magazine cases, which differ in capacity and cannot be interchanged with other types of weapons. For example, all Kalashnikov 7.62x39mm caliber assault rifles use the same magazine cases, but they cannot be used with the other types of weapons with the same caliber. Weapons are sold in shops with a standard magazine case, but you can also find larger capacity magazine cases.

Various devices on different weapon types can block or exclude the possibility of mounting other devices. For example, mounting a bipod excludes simultaneously mounting a sub-barrel grenade launcher. Only one type of targeting devices can be mounted on any weapon.
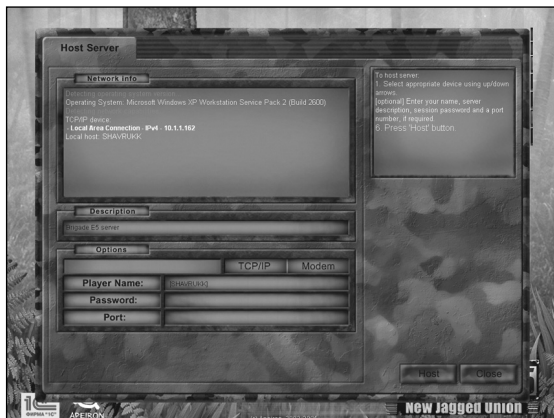
§ 6. Network game

Brigade E5's Network game mode is supported by TCP/IP protocol (local network or Internet) and by modem.

To start a new game, choose **New Game** (or press **N**) in the main game menu or **Network game** (or press **M**).

To launch the game server, choose **Host server** (or press **H**).

§ 6.1 Host server

You will find full information on your system in the new window. The **Network Info** section will give you a list of all available TCP/IP devices and modems. With the help of the **up/down** buttons, you can choose the one you need to create a server. You may set a description, enter a name and, if necessary, specify a password for access to the server.

After entering all necessary parameters press **Host**.

In order to connect to an existing game server, choose **Find Server** (or press **F**).

§ 6.2 Find a server

By default, the search for a server is done within the local network. In the **Address** line you can enter the server location on your own. It can be either the name of a PC in the local network or its IP address (for TCP/IP protocol), or phone number (in case of direct modem connection). You can use additional modifiers (p, w and t) in the phone number.

You can control the server search with the help of **Find**, **Stop** and **Reload** buttons.

In the **Found** table you will get the results of the search – names of the found servers, their descriptions and ping information. Press the **OK** button to connect to the server of your choice or double-click on the server name.

Once you have started a new server or connected to an existing one, you will be transferred to the Network Game Settings screen.

§ 6.3 Settings

The **Game Options** tab will show a list of players, information on the selected scenario and current base rules.

The **Scenarios** tab allows you to choose a scenario for your game. It is available for the player-server only.

At the bottom of the **Selected Brigade** panel you will find information on the team, highlighted in the Brigade table. This information includes troopers' portraits, their names and pictures, etc…

In the right upper corner you will see a mini-map of the sector for the scenario you have chosen, as well as the teams' positions displayed on it.

Players can talk to each other via the chat window. Place the cursor in the typing field, type a message and press **Enter**. Your name and the message will be shown in the line below.

§ 6.3.1 Scenario Selection

A player-server can choose a scenario for the game. Left-click on the **Scenario** tab and choose a scenario from the list of the available scenarios. The list has the name of the scenario, the name of the sector and maximum number of players allowed.

§ 6.3.2 Role Selection

A game scenario suggests a number of roles available (2-8) in the scenario. A player can choose any of the roles, not selected by other players. The name of the role is written to the right of the

team name. You will get a drop-down list of roles available, by clicking on the name of scenario, and you can either choose a role that suits you the most or become a by-stander.

A player-server can add AI-controlled teams to the scenario. Choose the AI level (Beginner, Experienced or Elite) and press **OK**

§ 6.3.3 Troopers Selection

Each team can have up to six troopers. Choose which troopers are in your team by left-clicking on the trooper's portrait in the bottom of the screen.

§ 6.3.4 Allies Selection

Each scenario team has its own color. Teams having the same color are allies. The player-server can change the color of any team. To do this – left-click on the color circle to the right of the team name.

§ 6.3.5 Additional Parameters

In the right part of the screen you will find additional game settings fields. The player-server can adjust the time of day, total competition time limit and pause time (available for every player). Instead of the pause you can opt to use the Slo-mo mode (ratio can be adjusted by the corresponding slider).

The player-server must press **Start** to start a game.

§ 6.4 Useful features

You can talk to other players during the game. Bring up the console (press the ~ button) and type in one of the following commands:

• say – say to all (**T**);

• say team – say to allies (**Ctrl** + **T**);

• ap – add pause time;

• sp – share pause time with a player.

Any player can check game statistics by pressing the **Q** button.

§ 7. Game control

Button Function

Tab	Switch to the next group member.
num 1	Switch to aimed single shot mode (if possible).
num 2	Switch to aimed burst fire (if possible).
num 3	Switch to aimed automatic fire (if possible).
num 4	Switch to single rough aim fire mode (if possible).
num 5	Switch to rough aim burst fire (if possible).
num6	switch to the salvo fire in rough aim mode.
num 7	Switch to single fire snap mode (if possible).
num 8	Switch to burst fire snap mode (if possible).
num 9	Switch to automatic fire snap mode (if possible).
0	Select all.
+/-	Time acceleration/delay.
E	View through the eyes of the selected trooper.
[	Cycle fire modes (left).
]	Cycle fire modes (right).
A	Attack a neutral character.
B/V	Forced pause/pause cancel.
D	Throw an item on ground.
J	Clear the breechblock (available only after misfire).
L	Lay down.
P	Walk with weapon ready.
S	Stand up.
R	Run.
W	Switch between automatic and manual modes of level removing.
X	Put the item from hands on the shoulder.
Z	Record actions.
:	Fast run.
Delete/Insert	Remove/show the house level (in manual mode).
Backspace	Cancel all orders.
Alt	When Alt is pressed, the order is given to the entire group.
1…6	Switch to the trooper with the corresponding number in the group.
Ctrl	In the world – open a door or perform any action (pick up an item).
	In the inventory – replace one item in the slot with another, without combining them.
I	Open/close the inventory of a selected trooper.
G	Open/close ground window.
M	Open strategic map.
F	Continuous switch between viewing visibility zone and fire zone.
****	Aim at a point.
End	Lower camera level.
Home	Raise camera level.
Left	Move camera to the left.
Right	Move camera to the right.
Down	Move camera forward.
Up	Move camera back.
Shift	Accelerated camera movement mode.
F5	Quick save.
F6	Open save game screen.
F8	Screenshot. .jpg file will be placed in .../Shots/ subdirectory in the game folder.
F9	Quick load.
F10	Open load game screen.
Spacebar	Pause/resume game.

§ 8. Credits

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Apeiron company expresses its gratitude to:

AGFC forum members and visitors for support and participation in project development

DTF editor department for the interest to the project and support

All editorial offices and members of games devoted mass media, which showed interest in our project.

Lanit Tercom management and employees

Mr. G.A. Leonov, Warden of Mathematic mechanical department of the St. Petersburg State University.

All the participants of the game title discussion, especially /Tailor/.

We would also like to thank the following people:

/Abirva1G/, /Balor/, /Kvill/, /Claw/, /Thunders/ /SZlodey/, /Kiralse/, /jack7277/, /Dirdor/, /Cruiz/ /MiLit/, /maniac kbp/, /peachgabba/, /BabyWolf/ /Killer/, /brammator/, /Wild Weasel/, /jack7277/, /Roghir/, /jsl/, /Semenov/, /desants/, /ArtemR/, /Petr Lad/, /Zona/, /Alex84/, /DarkMadMax/, /romur/, /Fox Mulder/, /Formatoid/, /romanvlad/, /Tanto/ /Viking/, /stoik/, /unnamed/, /John/, /Clayman/, /Glucka/, /Susami/, /COBRA/, /Serj_PSG/, /Sherhan/, /Dmut/, /Novik/, /Vint08/, /McLay/, /RomanL/ /zed/, /Krylaty/, /vaflya/, /jack_dead/, /rin/

§ 8.1 Technical Support

Before contacting our technical support, please prepare a detailed specification of your computer and exact description of the problem.

It will help us to provide you with support in a fast, efficient way.

Information Required:

Computer model (CPU, CDROM, RAM, Video/Sound card, DirectX version, Windows version).

In order to get this information, please go to "Run" in your Windows Start menu and type 'dxdiag' in the command line then press the enter key. The DirectX diagnostic program will start.

This will show you all the relevant driver files installed on your system. In order to receive a text file of this information, please click the button 'Save All Information'.

You can then save a text file with all the information we require on your hard drive. You will then be able to send this information to us via e-mail.

Contacts:

Via e-mail at: support@cenega.co.uk.

Please use the email 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:

http://int.games.1c.ru/e5

http://www.cenega.com

Warning: To Owners of Projection Televisions

Still pictures, or images may cause permanent picture-tube damage, or mark the phosphor of the cathode ray tube. Avoid repeated, or extended use of video games on large-screen projection televisions.

NOTES