Essential Keys:

Camera Controls:

Forward | Reset Camera
Q W E | Right | Backspace | Page Up | Move Up
A S D F
Page Down
Left | Z | Backwards | Move Down

Interface Controls:

Enable/Disable Unit Markers | Pause
E R T | Pause Game
Caps Lock | D | Toggle Fire-Range
X C | Toggle Cinematic Camera

Company Controls:

Attack | Attack Ground
S D F G H J K
Z X C V B N M
Stop | Move

Mouse Controls:

- Select unit
- Double-click to focus on unit
- Summon reinforcements
- Click the battlefield to unselect unit/cancel order
- Click interface buttons

- Confirm order
- Select rally point for selected unit

- Move camera vertically, hold to rotate camera

ORDER OF WAR™
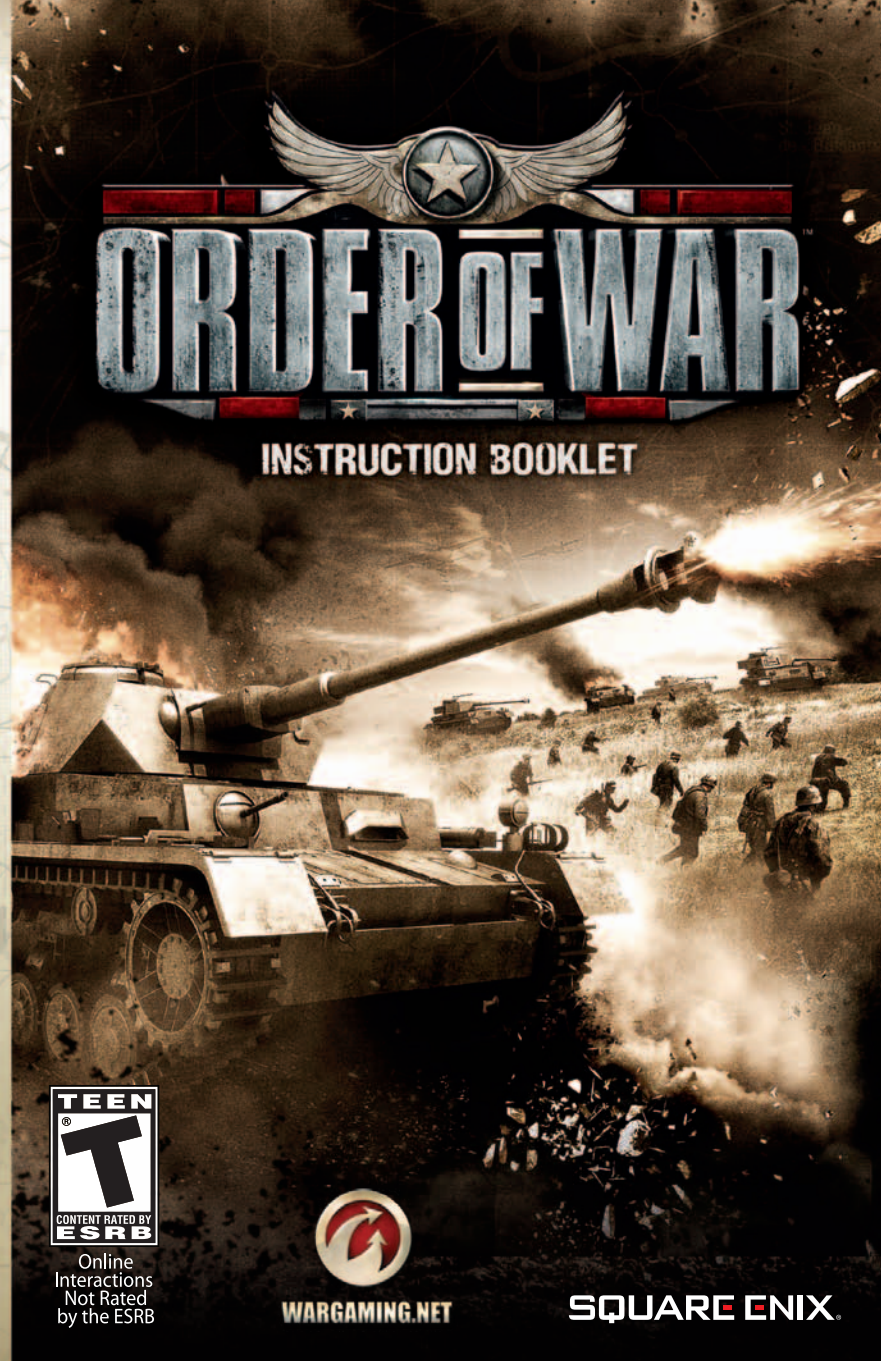
INSTRUCTION BOOKLET

SQUARE ENIX®

www.square-enix.com/na
Published by Square Enix, Inc.
999 N. Sepulveda Blvd., 3rd Floor
El Segundo, CA 90245

WWW.ORDEROFWAR.COM

STEAMWORKS

POWERED BY gamespy

speedtree

THE WAY NVIDIA
IT'S MEANT TO BE PLAYED

PhysX
by NVIDIA

BINK VIDEO

PLAYS BEST ON
ALIENWARE.COM

TEEN
T
CONTENT RATED BY ESRB

Online
Interactions
Not Rated
by the ESRB

WARGAMING.NET

SQUARE ENIX®

Important Health Warning About Playing Video Games

Photosensitive Seizures

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

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

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

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

TABLE OF CONTENTS

GETTING STARTED

Before you install the game, make sure that your computer has the latest hardware drivers installed. Out-of-date drivers can stop the game from working.

Please note that an internet connection is required for the initial installation.

Registering with Steam

To install the game you must first register an account with Steam (http://store.steampowered.com/) and then install the Steam software.

Please follow the installation instructions below.

✪ Close all other applications before installing ORDER OF WAR. Insert the ORDER OF WAR DVD into your DVD-ROM drive. If Autoplay is enabled, the installation process will begin automatically. Click on the INSTALL button and follow the on-screen instructions.

✪ If Autoplay is not enabled, double-click on "My Computer" and then double-click on your DVD drive icon to launch the game installer. Then follow the on-screen instructions.

✪ You must be connected to the internet when you register your account. If you already have a registered Steam account, then proceed to the "Installation" section below.

Installation

Once you have completed your Steam account creation, installation of the game will begin.

Please enter the product code (printed in the back of the manual or on a separate code card) when requested. Please be aware that after the product code has been entered you will be unable to re-register the same copy of the game to another Steam account.

Continue to follow the on-screen instructions to complete installation.

Starting the Game

To start the game, double click on the "ORDER OF WAR" icon on the desktop, which will have been created during the installation procedure.

You can also start the game by launching Steam, selecting the "My games" tab at the top of the screen and double clicking on "ORDER OF WAR."

System Requirements

Requirements	Required	Recommended
OS	Windows® XP SP2	Windows XP SP2/Vista® SP1
Processor	3.0 GHz, DUO 2.0 GHz or better	DUO 3.2 GHz or better
RAM	2 GB	2 GB or better
Video	256MB NVIDIA® GeForce® 7600 or better	512MB NVIDIA GeForce 9800 or better
CD/DVD-ROM	8X	
HDD free space	10 GB free hard drive space	
Sound	Sound Card	
DirectX®	DirectX 8.1	

Increased performance will be noticed on an Alienware Area 51® X58 Desktop.

NVIDIA® GeForce® products recommended to enjoy stunning graphics and other great features in ORDER OF WAR.

NVIDIA PhysX® features can be experienced with NVIDIA GeForce® 8 series and above GPUs.

Updates and Patches

Please note that updates may be automatically installed when you activate the game.

Troubleshooting

Please visit **www.orderofwar.com** regarding troubleshooting and technical support.

INTRODUCTION

ORDER OF WAR – THE STORY SO FAR

In the summer of 1944, the Second World War entered its end-game when the Allies launched two major operations that would drive back German forces on both the Western and Eastern Fronts at once. Their names were Overlord and Bagration.

Overlord famously commenced with the D-Day landings in Normandy and ended in the Liberation of Paris, while Bagration – a far less well-known but far larger Russian operation – crushed the invading German forces in the east, leading to their complete withdrawal from Soviet territory. Had either operation been unsuccessful, history could have been very different.

In the ultimate test of military strategy, ORDER OF WAR will challenge you not only to lead America's finest to victory in the west, but also place you in command of the German forces charged with repelling the Red Army's seemingly unstoppable offensive in the east. Even the keenest military minds will find that it's one thing to make history, but quite another to change it. …Do you have what it takes to command?

ORDER OF WAR is an authentic real-time strategy game set in WWII. The single-player game focuses on two campaigns:

★ American forces vs. the German forces in occupied France.

★ German forces vs. the Soviet forces in Poland and vs. American forces in France.

U.S Army vs. German Army

In the summer of 1944 the Allied forces launched a huge offensive against the German army beginning with the D-Day landings on the 6th June. Nearly 160,000 troops crossed the English Channel in one of the largest amphibious assaults ever conducted.

The battle for Normandy continued for more than 2 months and concluded with the close of the Falaise pocket, the subsequent liberation of Paris and the German retreat across the Seine on the 30th August 1944.

The players objective is to take command of the U.S. army from the Normandy beaches and push back the German forces through Northern France towards Paris and beyond onto German soil, fighting key strategic battles, missions and operations.

In this campaign the U.S. army comes face-to-face for the first time with the monstrous power of the German King Tiger tank divisions, known for their destructive firepower and impregnable armor.

German Army vs Soviet Forces

The Belorussian offensive known as Operation Bagration started on June 22nd 1944, this was a massive Soviet attack which led to the complete annihilation of the German Army Group Centre. Yet this mammoth offensive has for years been completely overshadowed by the Normandy campaign, which was unleashed just three weeks prior to Bagration along the shores of northern France.

The player's objective is to take command of the German army and its vast numbers of King Tiger tank battalions and repel the attack of the Soviet forces fighting key strategic battles, missions and operations in the hope of turning the tide against the enemy.

In this campaign the German army's biggest asset is the monstrous power of the German King Tiger tank divisions, known for their destructive firepower and impregnable armor.

THE FACTIONS

✪ USA

When World War I broke out in 1914, the United States remained neutral but eventually joined the Allies in 1917. Again, in the early stages of World War II, the Unites States remained neutral. However, a surprise attack on Pearl Harbor spurred the United States into joining the Allies.

✪ Germany

In 1939, Germany launched an attack against Poland, which resulted in a declaration of war from Great Britain and France, effectively marking the beginning of World War II.

✪ Soviet Union

Although there was a German-Soviet Non-aggression Pact, Germany broke the treaty and invaded the Soviet Union in 1941. The Red Army stopped the German offensive in the Battles of Moscow and Stalingrad then counterattacked from Eastern Europe through to Berlin.

PLAYING THE GAME

Basic Controls

ORDER OF WAR is a WWII tactical strategy game where the player uses the mouse and keyboard to command a huge number of units on a large-scale environment.

The mouse is the central tool, and using the mouse alone, the player can select the units and issue the commands necessary to command all the forces at their disposal.

Control Guide

Please see the Control Guide on the back of the manual for all in-game controls.

Note: In many cases, units will choose the proper targets wisely. For example, anti-tank guns prefer to fire at hard targets rather than infantry, but if the player issues a direct order to attack infantry, the guns will ignore tanks.

Note: Anti-aircraft guns will automatically switch to aerial targets if they are not directed to another target by player.

MAIN MENU

Continue Campaign
Resume the war where you left it by automatically loading your last Campaign game.

New Campaign
Begin your historic Campaign.

Single Scenario
Relive your victories and fight on any of the missions that you have completed in the Campaign.

Tutorial
Learn the basics to set you on the road to victory.

Skirmish
Take part in one-off battles against AI controlled opponents.

Internet
Play multiplayer games over the internet.

LAN
Play multiplayer games over a local area network.

Load Game
The road to victory can be long and arduous, the game will allow you to save your progress so that you can fight another day.

Options
Adjust game settings here.

✪ **Graphics:** This menu allows you to adjust the various graphical settings in the game. Please note that some of these settings will be dependent on the hardware configuration of your PC.

✪ **Audio:** This menu allows you to adjust the various audio settings in the game.

✪ **Controls:** This menu allows you to configure the controls for the game. The default controls are shown on the Control Guide at the back of the manual.

GAME MODES

✪ **Campaign**
The single-player game features two epic campaigns:
- Americans vs. Germans in occupied France.
- Germans vs. Soviets in Poland and vs. Americans in France.

Upgrades: After each mission you will be rewarded with Victory Points (please see Victory Points pg.13) which can be used to bolster your armed forces capabilities.

Awards: Medals will be awarded for bravery and heroic achievement so ensure you perform well on the battlefield.

✪ **Skirmish**
Play against AI controlled opponents if in open warfare and hone your skills before you take on the world.

✪ **Internet/LAN**
Order of War has a number of multiplayer game modes, and can support up to 4 players simultaneously.

If there are less than 4 human players available, players can still engage in large-scale battles by assigning the AI (artificial intelligence) to take control of specific forces.

From the Main menu, select whether you wish to play via the Internet or across a local area network (LAN).

Multiplayer and GameSpy
To play the multiplayer modes over the internet, you will need to be online, and have a GameSpy account. If you do not have a GameSpy account, the game will help you create one, just follow the onscreen instructions.

BASIC GAMEPLAY

Combat

War is much more than amassing as many units as possible and then storming towards the enemy. To succeed, the player will need to understand the strengths and weaknesses of their own forces, and those of the enemy, and use guile, teamwork, strategy and tactics to ensure that the battle is won.

Here are some tips:

The units in ORDER OF WAR are based on real unit types from WWII. Intimate knowledge of the strengths and weaknesses of these unit types will give the player a huge advantage, so read up on your WWII history. Choose your battles, and strike the enemy where they are weakest.

Controlling movement is vital. It is possible to overcome a seemingly superior enemy by flanking or evading their field of vision. The environment and topography become crucial, and the commander who is able to make the most of this stands the best chance of victory. Knowledge of real strategies that were deployed during WWII will give the experienced player a huge advantage.

Reinforcements

Even the best commander will suffer loss of units. This is inevitable during heated battle, so reinforcements are a key part of ORDER OF WAR.

When resources are available you can call for reinforcements. Some reinforcements will be available only at specific points in the game or when certain Control Points are secured.

Capturing Control Points will result in your stored resources increasing and enabling you to call for reinforcements.

Reinforcements can come in the forms of armed units or as 'Air Support' (please see Air Support pg.15)

Currently available resources

Available reinforcements

Reinforcement cost

`0059`

Global Resource

The global resource is the total available resources of the Control Points that you have captured.

Each Control Point only has a certain amount of resources so it's vital that you capture as many Control Points as possible to increase your resource pool.

Currently Available Resources

You can only call for reinforcements if you have the available resources.

It takes time to generate the resources for reinforcements so plan ahead the troops you will need.

The more Control Points you have the faster the resources will be generated.

Control Points

Control Points are critical when playing ORDER OF WAR. Control Points are key positions in the battlefield that must be taken and controlled. Control Points are captured when units occupy the space in their perimeter. Note that enemy forces will also be trying to take control of Control Points to gain the advantage.

As previously mentioned, these Control Points can also result in reinforcements being available so ensure you keep a close eye on these tactical positions.

Fortifications

Across the landscape, the player will come across buildings, bunkers and trenches that can be occupied by infantry. These offer a strategic advantage, so infantry in the fortifications will have increased firepower and defenses.

However, when a fortification is destroyed, most of the infantry inside will also be destroyed!

Victory Points

Victory Points are earned by the player after every successful mission. To earn the maximum number of Victory Points, the player needs to succeed while taking the smallest number of casualties and completing tasks.

Victory Points can be used to upgrade units in between missions.
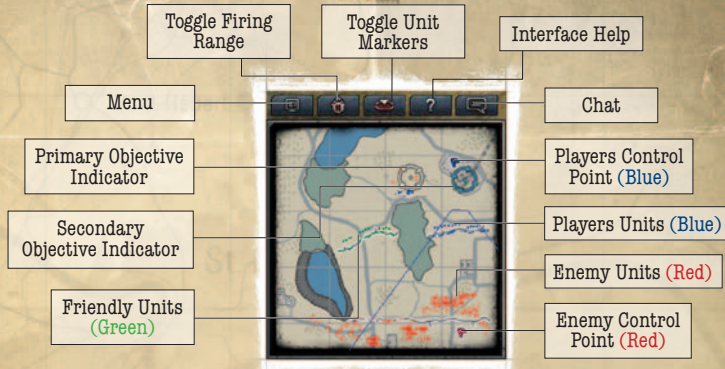
THE INTERFACE

The Head-Up Display

Cinematic Cam

Air Support

In Game warnings

Reinforcements

Resources

Mini-Map

Control Point

Command Menu

Company List

The Command Menu

Load Transport

Emergency Unload

Leave fortification

Unload Transport

Stop

Attack Ground (G Key)

Please see the Full Control Guide on the back of the manual for detailed controls.

The Mini-Map

The mini-map gives the player a very quick overview of what is happening all over the battlefield. The player can quickly get to any part of the battlefield by clicking on the map with their mouse.

Toggle Firing Range

Toggle Unit Markers

Interface Help

Menu

Chat

Primary Objective Indicator

Players Control Point (Blue)

Secondary Objective Indicator

Players Units (Blue)

Enemy Units (Red)

Friendly Units (Green)

Enemy Control Point (Red)

Air Support

When resources are available, and at key moments in the game, Air Support will become ready for decimating enemy formations.

These come at a resource cost so use them wisely and ensure that your own units are not also destroyed!

Amongst the types of Air Support are:

★ **Air Strikes** - These quick and devastating attacks can easily raze enemy troops.

★ **Off-map Artillery** - Safe from anti-aircraft units, this continuous bombardment is ideal for obliterating forces and checking their advance.

★ **Paratroopers** - These fearless infantry can be dropped deep into enemy territory.

AMERICAN UNITS

✪ Tanks

Light Tank
M5A1 "Stuart"

Medium Tank
M4A3(76)W
(Sherman)

Heavy Tank
M26
(General Pershing)[1]

✪ Self-Propelled Guns

M12
155mm GMC

Anti-Tank
SPG M36

Self-Propelled
Howitzer M7
Priest

M10
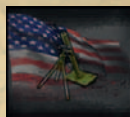tank destroyer

✪ Artillery

Anti-Tank Gun
M1 57mm

Howitzer
M2A1 105mm

Multiple Rocket
Launcher
Calliope T34

81 mm (3.1 in)
M1 Mortar

✪ Anti-Aircraft

M16
Half-Truck GMC

Anti-Aircraft Gun
M1A1 90mm[2]

✪ Aircraft

Martin B-26C
Marauder

P-47D
Thunderbolt

✪ Infantry - Regular Army

- **Thompson** Sub-Machine Gun
- **M1918A2** Machine Gun (Browning Automatic Rifle)
- **M1** Garand Rifle
- **M9** Bazooka

✪ Infantry - Rangers

- **Thompson** Sub-Machine Gun
- **M1918A2** Machine Gun (Browning Automatic Rifle)
- **M1** Garand Rifle
- **M9** Bazooka

✪ Infantry - Paratroopers

- **Thompson** Sub-Machine Gun
- **M1918A2** Machine Gun (Browning Automatic Rifle)
- **M9** Bazooka

✪ Off-map artillery

M115
203mm howitzer

✪ Transport
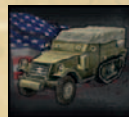
M2
Half-Track Tractor

C-47
Skytrain

[1] Available in Deathmatch only
[2] Immoveable, used as Anti-Tank too
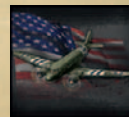
GERMAN UNITS

⊛ Medium Tanks

PzKpfw III
Ausf. M

PzKpfw IV
Ausf. H

PzKpfw V
Ausf. A (Panther)

⊛ Heavy Tanks

PzKpfw VIE
(Tiger)

King Tiger

⊛ Self-Propelled Guns
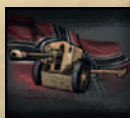
Self-propelled gun
StuG III

Self-propelled gun
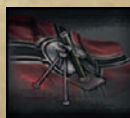**StuG IV**

Self-propelled
Howitzer
Wespe

⊛ Artillery
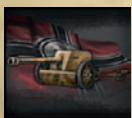
Anti-Tank Gun
PAK40 75mm

Howitzer
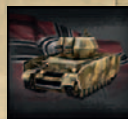**leFH 18** 105mm

Multiple Rocket
Launcher
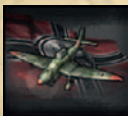**Nebelwerfer-42**
210mm
(5-barrel)

80mm **sGrW 34**
Mortars

⊛ Anti-Aircraft

Anti-Air Gun
FlaK 18/36
88mm

Anti-Air Gun
Flakpanzer IV
Wirbelwind

⊛ Aircraft

Dive-Bomber
Ju-87D-5
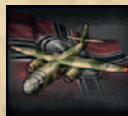
Arado
234b-2
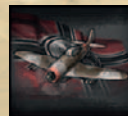
Focke-Wulf 190
(with Rockets)

⊛ Base Infantry

- **MG-42** Light Machine Gun
- **MP40** Sub-Machine Gun
- **Mauser K.98K** Rifle 7.92mm carabine

⊛ Advanced Infantry

- **SG44** Assault rifle
- **Mauser K.98K** Rifle 7.92mm carabine
- **Panzerfaust 30**
- **MG-42** Light Machine Gun

⊛ Off-map artillery

Kanone 18
170mm

⊛ Transport

Sd. Kfz. 251
Half-Truck

Opel Blitz
Truck

SOVIET UNITS

✪ Tanks

Medium Tank
T-34-76

Medium Tank
M4A2 Sherman
(Land Lease)

Heavy Tank
IS-2

Medium Tank
T-34-85

✪ Self-Propelled Guns
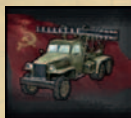
SU-85
Tank Destroyer

ISU-152

✪ Artillery
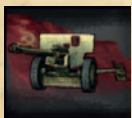
Anti-Tank Gun
ZIS-3 76.2mm

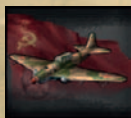Howitzer
D-1 152mm

Multiple Rocket
Launcher
BM-13 Katyusha

✪ Anti-Aircraft

M17
Multiple Gun
Motor

Anti-Aircraft Gun
52-K 85mm

✪ Aircraft

IL-2 Sturmovik
(IL-2m3)

Pe-2

✪ Infantry - Regular Army

- **PPSh** Sub-machine Gun
- **Degtyarev** Machine Gun (7.62mm)
- **Mosin** Rifle

✪ Infantry - Marine

- **PPSh** Sub-machine Gun
- **Degtyarev** Machine Gun (7.62mm)
- **Mosin** Rifle

✪ Off-map artillery

M1939 (Br-18)
305 mm Howitzer

✪ Transport

Studebaker US-6
Truck
(Land Lease)

CREDITS

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- 4GB Dual Channel DDR3 Memory* at 1067MHz
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WARRANTY

The following warranty and support information applies only to customers in the United States and Canada, and only to original consumer purchasers of products covered by this warranty.

LIMITED WARRANTY

Square Enix, Inc. ("SEI") warrants to the original purchaser of the enclosed product (the "Product") that the media containing the Product (which includes any replacement media provided under this warranty) will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase (the "Warranty Period"). SEI's entire liability and your exclusive remedy under this limited warranty shall be, at SEI's option, repair or replacement, without charge, of the whole or affected portion of any Product that proves to be defective in material or workmanship during the Warranty Period.

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This warranty applies only to defects in factory materials and factory workmanship. Any condition caused by abuse, unreasonable use, mistreatment, neglect, accident, improper operation, destruction or alteration, or repair or maintenance attempted by anyone other than SEI is not a defect covered by this warranty. Parts and materials subject to wear and tear in normal usage are not covered by this warranty.

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Under state or provincial law, you may be entitled to the benefit of certain implied warranties. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, WILL CONTINUE IN FORCE ONLY DURING THE WARRANTY PERIOD. Some states and provinces do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

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HOW TO OBTAIN WARRANTY SERVICE

To obtain warranty service, please send the defective Product, together with a copy of your original sales receipt, your return address, name and telephone number, should contact be necessary, and a brief note describing the defect to SEI at the following address: Square Enix, Inc., Customer Warranty, 999 N. Sepulveda Blvd., 3rd Floor, El Segundo, CA, 90245.
THE DEFECTIVE PRODUCT MUST BE POSTMARKED WITHIN NINETY (90) DAYS FROM THE DATE OF PURCHASE. PROOF OF PURCHASE IN THE FORM OF A DATED RECEIPT MUST BE INCLUDED TO OBTAIN WARRANTY SERVICE.
The shipping costs for sending the defective Product to SEI is a sole responsibility of the Customer. SEI will not be liable for any damage or loss that occurs during shipping. To minimize loss during shipping, you may opt to use a tracking method when shipping.

CUSTOMER SUPPORT

If you have warranty questions, or require technical or customer support, please visit:

www.square-enix.com/na/support

There you will be able to contact a representative live through our chat support system, view our hours of operation and review additional support details. You can also contact Customer Support at 310-846-0345. Please note that toll charges do apply when contacting us through phone support. For toll free service, please contact us through chat support or email.

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WWW.SQUARE-ENIX.COM/NA**