

VETERAN



COMBAT

GAME GUIDE

Veteran Combat

Minimum system requirements

- DirectX 9 compatible video card - ATI RADEON 9200 or eq. with 128MB integrated video RAM
- 512MB system RAM
- 1Ghz processor
- 1GB free disk space
- CD-ROM

Please note that integrated and mobile video chipsets are not supported.

LAN multiplayer requirements

- network interface card with the latest drivers installed
- TCP/IP, UDP protocol support

Installation Instructions

1. To install Veteran Combat please double-click the file named "VeteranCombatInstall.exe" located in the root folder of your CD-ROM. If you have downloaded the game from the Internet then execute the file from your download folder.
2. Follow the step-by-step instructions. The installer will install Veteran Combat to your computer in the location you request.
3. To play the game select Veteran Combat icon that appears in your start menu under Programs/Veteran Combat if you have accepted the default settings. Otherwise navigate to the Veteran Combat folder of your choice.

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About Veteran Combat

Classification

Veteran Combat is a 2D side-scrolling (arcade) fighting game for PC.

Background

Be the leader of a small military unit from the 1940s. By defeating fifteen opponents, your goal is to convince the other members of the team that you are the one in charge. The fighting takes place in a tournament consisting of twelve scenes.

Characters

In Veteran Combat twelve selectable characters and three hidden main opponents await the player. Playable characters include Igor the grenadier, Julia the nurse, Rony the radio operator, Captain Ballast the sailorman, Dr. Bloodpressure the field surgeon, Natasha the spy, as well as several others emerging from the milieu of the 1940s. See further details on page 10.

Fields of Battle

The fighting takes place on twelve exciting locations, such as the wings of a plane flight, the top of a traveling train, or even the dizzy heights of a viaduct. See further details on page 8.

Music

All the scenes of the game are filled with the musical ambience of the 1940s, be it in a smoky pub or the dubious and fishy piers.

The Fight

Apart from the regular punches and kicks, several combo movements can be called forth.

Through hidden key combinations ten kinds of extra attacks and wizardry, peculiar to almost each character, can be involved.

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Game Menu

Extras

Play Intro

Plays the introductory cut scene, which reveals the history of the Tournament.

Play Outro

Plays the concluding cut scene, which depicts the events surrounding the end of the game. This cut scene can only be viewed if the tournament has been successfully played through and finished.

Video Recording

With this option the automatic recording of each match can be activated. The recorded tracks can be replayed later on.

Replay Video

Recorded fights can be played backed by picking them from the displayed list. Up to ten tracks can be stored. Saving another track always overwrites the oldest one.

Options

Effect Volume

Sets the volume of the in-game effects.

Music Volume

Sets the volume of the menu and in-game music.

Difficulty

Sets the skill level of the computer-controlled opponents (options are easy, medium and hard).

Film Effect

It turns on and off the old film-like effect (the moving vertical stripes) appearing in the screen.

Player 1/2 Keyboard

Player 1 or player 2 keyboard configuration.

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Start Game

Tournament

You have to select three characters in order to start the championship. Depending on the difficulty level, you must fight the following opponents on the listed fields of battle:

Easy Level

You have to defeat eleven contestants and one main opponent. The intelligence level of the opponents is novice.

Medium Level

You have to defeat twelve contestants and two main opponents. The intelligence level of the opponents is intermediate.

Hard Level

You have to defeat twelve contestants and three main opponents. Now the intelligence level of the opponents is a real challenge. One of the main opponents is unlocked if you finish all levels.

Upon successfully finishing the game on any of the difficulty levels, you can watch the concluding cut scene.

Locked playable characters can be unlocked by completing the following fields of battle:

To unlock Rony, cross the Croaking River.

To play with Helga, defeat the enemy at the Warfront Wrecks.

To have Tom in your team, win Over the Kith two times.

To turn the Doctor on your side, pass the Hoary Hangars.

To enable Sonja, win the Tournament on hard level.

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Face to Face

You can fight against a friend on the same computer using the same keyboard.

Team Fight

Form two teams (each consisting of three playable characters), one for yourself and one for your friend, and fight against each other on the same computer using the same keyboard.

Instant Fight

You can match your fighting skills with a computer-controlled character of your choice.

Training with the Master

You can fight against a computer-controlled character. Here you have the option to set the opponent's skill level. Selectable parameters include:

- | | |
|----------------------|--|
| Reaction time | - how fast the opponent reacts |
| Combo attack | - the frequency of the combo attacks performed by the opponent |
| Extra skills | - the frequency of the extra actions performed by the opponent |
| Blocking attacks | - how often the opponent blocks your attacks |
| Punch in the face | - how often the opponent delivers a punch |
| Kick in the buttocks | - how often the opponent delivers a kick |
| Average skill | - it shows and sets the average difficulty level by meaning up the parameters listed above |
| Preset | - preset difficulty level |
| Map | - you can choose one of the first five fields of battle where you train with the master |

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Fields of Battle

There are eleven scenes you can fight on during the Tournament.

These are:

1. The Battered Bitty Road
2. Harbor of Filthy Feelings
3. Tavern to the Thirsty Throat
4. Over the Kith
5. Crossing the Croaking River
6. Seeking the Sobering Steam
7. Warfront Wrecks
8. Wobbly Woods
9. Flying Fields
10. Hoary Hangars
11. Lusty Lava Lake



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Extra Movements

Each character has their own set of movement combinations, which activates combos or extra actions and movements. Pressing the appropriate keys quickly in the correct order makes your character deliver a hidden attack against your opponent.

Some of the combos and extra attacks require your character to stand close to the opponent in order to activate them after the first punch, while others can be triggered from a distance.

Some movement combinations are the same in case of all playable characters, but certain combos and extra actions may differ.

common movement keys: **gag 1**

extra, extra, extra, high-kick

gag 2

extra, extra, extra, low-kick

gag 3

extra, extra, extra, low-punch

extra strength (if you have an extra slot)

extra, down, extra, down

god mode (if you have an extra slot)

back, down, back, down

extra slots

You can hold at most 3 extras in your extra slots. If you deliver 6 hits in a row you can have an extra slot enabled. After using an extra slot it's power will hold for 15 seconds.

god mode - invulnerability

extra strength - extra hit damage



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IGOR IGORJEVITS

Before the war, Igor had been working in a matryoshka doll factory. In the army, his brothers-in-arms liked him. However, no one was willing to share the same barrack with Igor, since it was futile to explain to him not to dismantle a hand grenade at night, because there is no smaller grenade inside.

extra movement keys:

grenade crush

extra, high-kick, extra, low-kick

grenade crush 2

extra, low-kick, low-kick, high-kick

teleport charge

block, block, extra, low-punch

wave impulse

down, down, low-punch, up

bomb planting

back, down, forward, low-punch

bomb shot high

back, extra, high-kick

bomb shot low

back, extra, low-kick

force shield

down, back, up

dart

extra, forward, high-kick

ninja jump

extra, forward, low-kick



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von IRONCROSS

Von IronCross was an extraordinary soldier. Upon joining the army, he was immediately promoted to be an officer of high rank. He insisted that he was able to fly and duplicate himself at his will. Unfortunately, these skills were never proved in the army, thus von IronCross became an inhabitant of the field lunatic asylum. No one seems to know where and how he got the endless war stories he keeps telling all the time and the tremendous amount of decorations.

extra movement keys:

charge

extra, forward, forward, extra

charge 2

extra, down, down, high-kick

teleport charge

block, block, extra, low-punch

magnetic attraction

down, back, extra, back

teleport

down, extra, extra, up

alter-ego shot high

back, extra, high-kick

alter-ego shot low

back, extra, low-kick

force shield

down, back, up

dart

extra, forward, high-kick

ninja jump

extra, forward, low-kick



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JULIA KISSINGER

Julia has always been doing her work faithfully, though there were occasions when her patients did not realize this. She managed to bring her special “attracting the opponent first, then defeat him in a deadly counter-attack” technique to perfection. Her smile has put itself on records, however her kisses live on only in faint legends.

extra movement keys:

pussy-cat claw

forward, forward, block, high-punch

whirret

down, extra, extra, up

teleport charge

block, block, extra, low-punch

electric buttocks

forward, forward, back, back

nut-cracker

forward, extra, extra, low-punch

stardust high

back, extra, high-kick

stardust low

back, extra, low-kick

force shield

down, back, up

dart

extra, forward, high-kick

ninja jump

extra, forward, low-kick



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SERGEI TANKOWSKI

Unfortunately Sergei's tank was destroyed during his first battle. Since then he charges the enemy with a wooden hammer he fetched from a nearby barn. He has successfully frightened away several enemy troops with his dauntless battle cries.

extra movement keys:

hammer crush

block, high-punch, block, forward

hammer crush 2

block, high-punch, down, down

teleport charge

block, block, extra, low-punch

hammer shock

high-punch, block, block, down

surprise attack

back, back, block, up

anvil shot high

back, extra, high-kick

anvil shot low

back, extra, low-kick

force shield

down, back, up

dart

extra, forward, high-kick

ninja jump

extra, forward, low-kick



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CAPTAIN BALLAST

Captain Ballast is a distinguished seafarer, though no one has ever seen his ship. There are rumors about his legendary relationship with the creatures of the sea, and, allegedly, one of his parents was a shark.

extra movement keys:

fist crush

high-punch, low-punch, extra, high-punch

shark attack

block, extra, block, down

teleport charge

block, block, extra, low-punch

shark summoning

down, down, extra, block

assault ship

extra, block, back, extra

anchor shot high

back, extra, high-kick

anchor shot low

back, extra, low-kick

force shield

down, back, up

dart

extra, forward, high-kick

ninja jump

extra, forward, low-kick



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NATASHA NAUGHTY

Natasha is one of the most secret secret agents of the world. She is so secret that no one has been able to justify this, though her favorite pastime is telling spy stories about herself.

extra movement keys:

pussy-cat claw

block, extra, extra, high-punch

nut-cracker

forward, extra, extra, low-punch

teleport charge

block, block, extra, low-punch

imprisoning attack

extra, extra, down, up

teleport

back, back, forward, block

cannon-ball shot high

back, extra, high-kick

cannon-ball shot low

back, extra, low-kick

force shield

down, back, up

dart

extra, forward, high-kick

ninja jump

extra, forward, low-kick



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STAN STINKY

Stan has never been able to understand why everyone dislikes his own homemade perfume. Once he managed to smoke out a whole regiment with the help of his weapon, which he had personally developed in a hog-raising farm. However, later on, it turned out that Stan accidentally attacked his own brothers-in-arms.

extra movement keys:

cannon charge

down, block, back, down

charge

back, extra, block, high-kick

teleport charge

block, block, extra, low-punch

suction weapon attack

extra, block, back, down

gas attack

extra, block, forward, down

gas-ball shot high

back, extra, high-kick

gas-ball shot low

back, extra, low-kick

force shield

down, back, up

dart

extra, forward, high-kick

ninja jump

extra, forward, low-kick



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JOHNNY CRASHER

Actually, Johnny has never seen a plane from up close before, but ever since he fell from the roof of a barn when he was a just a kid, he thinks he is a pilot. He insists that he dived (and crashed) into the hordes of enemy troops on several occasions. Those with jealous eyes contradict this.

extra movement keys:

sword crush

back, down, forward, low-punch

sword crush 2

back, forward, extra, high-punch

teleport charge

block, block, extra, low-punch

airstrike

down, block, extra, up

hurricane attack

back, back, forward, up

rocket shot high

back, extra, high-kick

rocket shot low

back, extra, low-kick

force shield

down, back, up

dart

extra, forward, high-kick

ninja jump

extra, forward, low-kick



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RONY RADAR

Rony, due to the lack of other possible candidates, was the best radio operator in his unit. His fellow troopers never understood why the requested transport aircraft always landed several kilometers away, though Rony insisted that he had given the right co-ordinates.

extra movement keys:

radio crush

high-punch, extra, low-punch, extra

radio crush 2

high-kick, extra, low-kick, extra

teleport charge

block, block, extra, low-punch

invisibility

extra, down, back, forward

thunder attack

block, extra, extra, up

electric shot high

back, extra, high-kick

electric shot low

back, extra, low-kick

force shield

down, back, up

dart

extra, forward, high-kick

ninja jump

extra, forward, low-kick



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Fraulein HELGA

Helga became a nun in a monastery. It took her months to realize that not a sister wore clothes like hers and the prioress should not be called "Madame".

extra movement keys:

boxing crush

low-punch, high-punch, extra, forward

whirret

down, extra, extra, up

teleport charge

block, block, extra, low-punch

angel touch

down, extra, block, up

nut-cracker

forward, extra, extra, low-punch

soul shot high

back, extra, high-kick

soul shot low

back, extra, low-kick

force shield

down, back, up

dart

extra, forward, high-kick

ninja jump

extra, forward, low-kick



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TOM BLUNT

Tom's greatest assets are his sharp mind and quick judgment. These are only surpassed by his quickness of speech. Once he put a whole squad to sleep while telling his summer adventures. His bazooka is everything to him, this is what he uses for cooking, cleaning, and, sometimes, to shoot something for supper.

extra movement keys:

charge

block, extra, high-punch, forward

charge 2

back, extra, down, down

teleport charge

block, block, extra, low-punch

giant trample

down, extra, extra, up

giant leap

back, extra, back, forward

bazooka shot high

back, extra, high-kick

bazooka shot low

back, extra, low-kick

force shield

down, back, up

dart

extra, forward, high-kick

ninja jump

extra, forward, low-kick



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Dr. BLOODPRESSURE

The doctor is a dreadful field-surgeon. Many times he was ordered to infiltrate the enemy lines to “heal” the enemy, because his commanding officers realized that he had a talent for removing internal organs he deemed unnecessary.

extra movement keys:

fist crush

high-punch, block, extra, forward

charge

high-kick, block, extra, forward

teleport charge

block, block, extra, low-punch

ghost trampling

extra, down, back, forward

ghost car

back, back, forward, extra

electric shot high

back, extra, high-kick

electric shot low

back, extra, low-kick

force shield

down, back, up

dart

extra, forward, high-kick



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SONJA in a red dress

Sonja disappeared from the public eye for a long time after last year's tournament. Rumor had it that she returned to the volcano she had been born from more than a thousand years ago. She reappeared recently only to submit her nomination to this year's tournament ten minutes before the expiration of the deadline. Ill-tongued rumors attribute this forgetfulness to her advanced years.

extra movement keys:

lava kiss

block, block, high-punch, high-kick

nut-cracker

forward, extra, extra, low-punch

teleport charge

block, block, extra, low-punch

teleport

back, back, back, up

electric lava shot high

back, extra, high-kick

electric lava shot low

back, extra, low-kick

force shield

down, back, up

dart

extra, forward, high-kick





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