MEN OF WAR
ASSAULT SQUAD

Index
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Installation
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Minimum System Requirements
- Operating System: Windows XP SP3, Windows Vista SP1, Windows 7
- CPU Processor: Intel Pentium 4 3GHz or AMD Athlon 64 3000+
- Memory: XP - 1 GB RAM, Vista/Windows 7 - 2GB RAM
- Hard Disk Space: 6.5GB + 1GB Swap File
- Sound Card: DirectX 9.0c compatible sound card
- Video Card: Shader Model 3.0 compatible graphics card with 128MB Video Memory
- Media Required: 6x DVD-ROM drive
- Windows XP/Vista/7 compatible mouse and keyboard with latest drivers

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

Recommended System Requirements
- Intel Core 2 Duo 2.33GHz or AMD Athlon 4400+
- Shader Model 3.0 compatible graphics card with 256MB
- Memory: 2GB RAM

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

Multiplayer Requirements
- Internet(TCP/IP) or LAN(TCP/IP) play supported
- Internet play requires broadband connection and latest drivers
- LAN play requires network interface card with latest drivers

Installation
Please close all applications before installing the game. Insert the installation disc into your DVD drive. If your machine has Auto Insert Disc Notification enabled, the installation will start automatically. If Auto Insert Disc Notification is turned off, then double-click the My Computer icon on your desktop, locate the Men of War DVD icon there and double-click it with your mouse.
After the installer launches, follow the on-screen instructions to set the game up on your computer.

Launching the Game
You must have the original installation disc in your drive to run this game. The game will not run otherwise.
To launch the game, click the icon on your desktop, or select Start - Programs - Men of War - Assault Squad (by default).

Profile
A profile will automatically be created for you when you launch the game. The profile contains the default game settings and can be modified if necessary. The profile is stored in \My Documents\My Games\ Men of War - Assault Squad\profiles\.

You can select an existing profile or create a new one via the Change Profile item on the Main Menu.

Main Menu
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Skirmish – begin, continue or load a new mission.
Multiplayer – join a multiplayer game on a local
network, or join an Internet multiplayer game using
GameSpy servers.
Downloadable Content – Purchase new missions
and maps for your game.
Options – modify game settings.
Credits – view the list of people who worked
on the game.
Exit – return to Windows.

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

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

Select Mission
This item will allow you to select campaigns,
missions and difficulty settings.
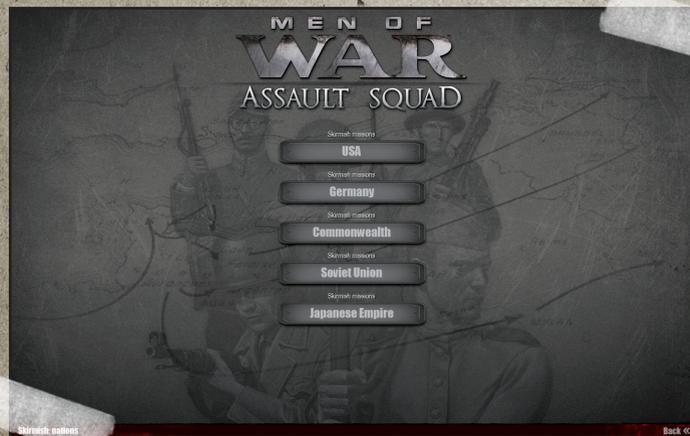
Load Game
This item allows you to load a previously saved
game. To load a save, select it from the save
game list, review all pertinent information (date
and time when the game was saved, relevant campaign
or mission) and then click the **Load** button.

Game Menu

You can access this menu while playing the game by pressing ESC or selecting the 🖥 button on the main interface.
Launching this menu pauses the game.
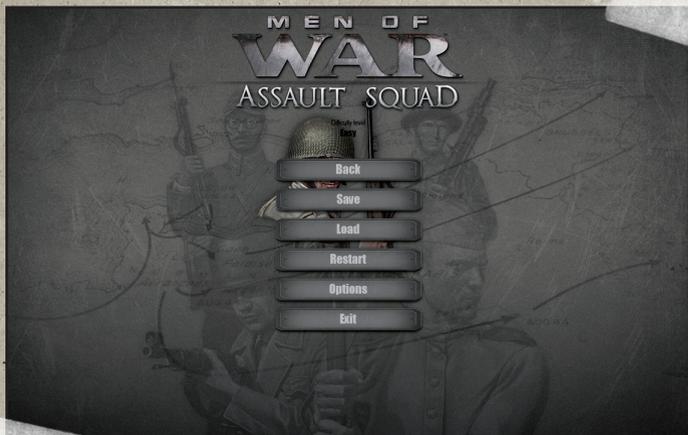
Back – returns to game
Save – saves the current game
Load – loads a previous save

Restart – starts the current mission again
Options – opens the game settings
Exit – returns to the Main Menu

Saving the game
In order to save the current game, open the Game Menu and select the **Save** option. The Save Game window will open.
Enter a name for your save and click the **Save** button.

Deleting a Save
In order to delete a previously saved game, open the Game Menu and select the Save or Load option. The **Save** or **Load** Game window will open.
Select a save you no longer need and click the **Delete** button.

Game Interface *
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1. Main Screen
This is the main game screen for Men of War.
It represents a 3D view of the game world, which you
can navigate with the in-game camera.

Controlling the Camera

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

* This section describes basic game functions.

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

Controlling the mini-map

Command	Mouse or Keyboard	Interface button
Show Mini-map	M	
Mini-map Options	Ctrl+M	
Move Mini-map	Drag with left mouse button	-
Move Camera to Mini-map Position	Right-click in mini-map	-

Mini-map Options
Mini-map size and transparency can be modified via
the control sliders.
Enabling the **Controls**
option will allow you
to move the mini-map,
and to move the camera
to specified spot
by right - clicking
the mini-map.

Mini-map Legend:
- dot – person
- arrow – vehicle
- triangle – stationary gun
- yellow circle – objective
- blue – player controlled units
- green – allies
- yellow – neutral
- red – enemy
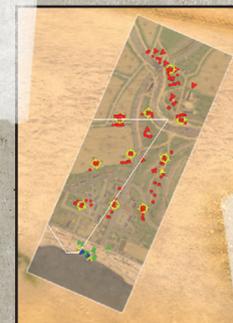
3. Squads - Quick Unit Selection Panel

The quick unit selection panel allows you to quickly access a unit (an individual or a squad), regardless of its position on the map.

4. Message History

All spoken dialogue and other important messages are stored in the message history. You can review old messages by pressing the **H** key.

5. Mission Objectives

You can review the current mission objectives at any time by pressing the **O** key.

Completed objectives are marked with a green flag; failed objectives are marked with a red cross. If an objective is marked with a binoculars icon, it means that you can visit the linked map area by clicking the binoculars.

6. Control Panel

The control panel is a combination of interface elements used to review unit information, as well as to issue commands.

Information Panels:
1. Unit information
2. Unit's primary weapon
3. Unit's secondary weapon
4. Squad members
5. Ammunition
Command Panels:
6. Central panel
7. Orders panel

Information Panels
Units, primary and secondary weapons

Vehicle information panels.

Infantry information panels.

This panel shows information on the currently selected unit.

If a vehicle is selected, the panel will display the vehicle's blueprint, any battle damage, as well as its main characteristics and fuel state.

The weapon panels will display any weapons currently installed on the vehicle and the ammunition currently loaded.

If an individual is selected, the panel will display his portrait, class, name, health (red bar) and stamina (blue bar).

If a squad is selected, then the panel will display the squad commander's information.

For an individual, the weapon panels will display any currently equipped weapons, the individual's skill with current weapons and ammunition.

Squad Members

This panel shows an overview of the currently selected squad: squad commander, overall number of members and their respective class, weapons and health.

Ammunition

This panel shows all ammunition available to the currently selected unit. The vehicle ammo panel is shown on the left, the individual ammo panel is on the right.

Command Panels
Central Panel

The central panel can be filled with order icons as needed. To move an order from the orders panel to the central panel, drag and drop it with the right mouse button to the desired spot.

Orders Panel

This panel contains a set of order and command buttons which can be used on the central panel. You can access additional commands via the and buttons.

Controls **
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The game is controlled with the mouse and keyboard.

System Commands

Command	Mouse, Keyboard	Panel Button
Game speed	Backspace	-
Pause / Resume	Pause	-
Take Screenshot	PrintScreen	-
Game Menu	Esc	
Objectives	O	
Message History	H	
Inventory	I	
Toggle Direct Control Mode	E	

** This section describes basic game functions.

	C	
Highlight Ground Items	C	
Highlight Dead Bodies	V	
Highlight Silhouettes	-	

Unit Control

Command	Mouse, Keyboard
Select Unit	Left mouse button
Deselect Unit	Left mouse button
Group Units into Squad	Drag a frame around units with LMB
Previous Unit	[
Next Unit	]
Assign Squad #	Shift+1, Shift+2, ..., Shift+9
Switch to Squad	1, 2, ..., 9

Alternate Selection

There are two selection modes in the game: squad selection and non-squad selection. The selection mode is set in the game **Options**, under the **Game** section.
The standard mode automatically creates a new squad from all selected units.
The squad selection mode will not modify any existing squads.

Alternate Selection Commands

Command	Disable squad selection (on by default)	Enable squad selection
Create Squad	Drag and drop a frame around units.	Drag and drop a frame around units which are not currently in a squad.
Select Squad	Select any unit with a frame.	Select the commander or several squad members.
Assign new squad commander	Select a squad and unit within the squad, then press **K** or double-click the selected unit.	Select squad and unit within the squad, then press **K** or double-click the selected unit.
Disband ground	Select a squad and press **Shift+K**.	Select squad commander and press **K**.
Add a unit to selected squad	Select a unit that does not belong to a squad and, while holding **Shift**, left-click the unit.	Select a unit that does not belong to a squad and, while holding **Shift**, left-click the unit.
Add several units to squad	Drag and drop a frame around units while holding **Shift**.	Drag and drop a frame around units while holding **Shift**.
Delete unit from squad	Left-click the unit while holding **Shift**.	Left-click the unit while holding **Shift**.

Game Controls

Unit command buttons

Interface Button	Command	Mouse, Keyboard	Note
	Throw anti-personnel grenade	F1	Attack enemy personnel
	Throw anti-tank grenade	F2	Explodes on impact. Effective against vehicles. Due to their weight, anti-tank grenades have a shorter throw distance; however a direct hit on the engine will disable even a heavy tank.
	Smoke Grenade	F3	High stopping power. Effective at long range.
	Use Rocket Launcher	F4	The number next to the icon shows the number of rockets available to the unit.
	Suppressive Fire	F5	Fire non-stop at selected area.
	Attack	F6	-
	Melee Attack	F7	-
	Heal	F8	Wounded personnel use bandages to treat wounds and cannot move or fire while being bandaged. A number next to the icon shows the number of bandages available to the unit.

	Drop off crew	G	-
	Cancel Current Orders	Shift+F	-
	Stand	Q	Cycle stances by pressing PgUp.
	Crouch	Left Alt	When crouched, a unit is less visible and fires more accurately.
	Prone	Shift+Q	An infantryman in the prone position gains a number of advantages. He becomes less visible, more accurate and is partially protected against shrapnel and small arms fire.
	Move at will	[	Units will move at will, depending on the situation (retreating or advancing, chasing down enemies, etc).
	Hold Position	]	Units stay put, only moving when their life is in immediate danger (grenades, moving vehicles, etc).
	Fire at will	-	Units will automatically open fire on spotting an enemy.
	Hold fire	-	Units will not open fire under any circumstances. This is helpful when trying to mask movement, or to conserve ammo.
	Return fire	-	-

	Set squad commander	K, Double-click	-
	Disband squad	Shift + K	-
	Attack Ground	-	Units only fire at the specified area.
	Reload weapon	Space	Any firearm can be reloaded or unloaded.
	Turn	R	Select this command and specify the turn direction.
	Examine Inventory	X	-
	Drop item	B	Place currently held item on the ground.
	Deploy a hedgehog	-	Deploys a static anti-tank obstacle.
	Plant Bush	-	The inventory of each artillery piece contains several camouflage bushes which can be used to mask its location.
	Inject Morphine	-	Morphine can be used in a multiplayer game to revive fallen soldiers.

	Use Dynamite	–	–
	Mine	–	Use anti-personnel and anti-tank mines to defend approaches to your position.
	Sweep for Mines	–	–
	Repair Vehicle	–	The repair kit can be used to repair damaged vehicles. Only components marked in red can be repaired in field conditions. Components marked in black are destroyed, and cannot be repaired.
	Firing Position	Shift+Q	Used with towed weapons such as field guns, heavy machine guns, and mortars.
	Towed Position	Shift+Q	A weapon cannot be fired from the towed position. It can be transported by a prime mover or pushed into position manually.
	Attach Gun	Shift+Q	–
	Detach Gun	Shift+Q	–

You can select several object placement areas (anti-tank hedgehogs, bushes, mines, etc) by holding down the **Shift** key while clicking.

Direct Control

Direct Control mode gives the player complete control over an individual unit, allowing you to move, aim and reload the unit's weapons directly.

Direct Control Commands

Command	Mouse, Keyboard
Toggle Direct Control Mode	E
Direct Control Modifier	hold Ctrl
Move / Turn	W A S D
Aim	Move mouse
Fire / Attack	Left Mouse Button
Toggle Primary / Secondary Weapon	Right Mouse Button
Toggle Auto-Aiming	Shift + A
Toggle between HE and AP shells	Space
Toggle active machine gun	Shift+ Space
Draw /Holster weapon	Shift+double Space

When using Direct Control mode, you can delay throwing a grenade, fine-tuning the amount of warning you give your enemies. To do this, enter Direct Control mode, click your target and continue holding the left mouse button. Wait as long as necessary, and then release the LMB. The grenade will then be thrown.

The aiming reticule in Direct Control mode displays additional information about the area currently in the crosshairs.
White circle around reti-cule – shells / rounds spread.
Number to the left – distance to target.
Number to the right –

current weapon's armor penetration.

Context Commands

Depending on situation, the game cursor will change shape.
Here are some of the cursor types you will encounter while playing the game.

Cursor Description

Symbol	Command
	Move to specified area; double-click to run
	Attack
	Fire weapon
	Take cover
	Jump over obstacle
	Enter vehicle, take control of static weapon
	Examine object
	Pick up weapon or object

	Repair vehicle
	Drop current item on the ground or place into specified container
	Operate railroad switch

Infantry

All squads are controlled by their commanders. All squad members will follow the commander and execute his orders.
Selected units are highlighted differently based on status. Commanders are shown as yellow triangles and squad members as white circles. Selecting a squad commander will automatically select all squad members as well.

Riflemen
A rifleman is an average infantryman, armed with a rifle and a pair of anti-personnel grenades. Riflemen are effective against soft targets at medium and long range.

SMG Infantry
These infantrymen are well suited to assaulting enemy positions and defending field guns and armored vehicles. Submachine guns are especially effective at close and medium range and keeping anti-tank grenades in their inventory will make SMG Infantry effective against armored vehicles as well.

Sniper
Snipers engage enemy personnel at long range. When in Direct Control mode, snipers will even spot enemy scouts hiding in bushes. A sniper also keeps several camouflage bushes in his inventory.

Weapon Skills

Each soldier has his own individual weapon skill with different weapon types. An individual's skill with an individual weapon is shown with star icons in the primary weapon slot. Higher weapon skill means improved accuracy.

Disabling Artillery Pieces

It is often easier to neutralize the gunners than to disable the gun itself. Infantry is well suited to the former task. If you cannot flank a gun, use grenades.

Vehicles

Vehicle Information

Vehicle information is displayed whenever your units occupy a vehicle.
Damage levels are highlighted in different colors based on severity. Red can be repaired but grey cannot.
Additional information to the right of the damage display shows the vehicle name and type, armor thickness and state, number of crew positions, top speed and fuel state.

Tank Armor

The engine is the most vulnerable part of a tank; hits on frontal armor are usually less effective. If you are unable to penetrate the armor from the front, try to knock out a track and flank the vehicle. Your vehicle's armor is shown in the information window; enemy armor will be displayed when you aim at an enemy vehicle.

Penetrating Armor

Use armor-piercing shells to attack armored vehicles. (AP against soft armored, APCR against heavily armored vehicles) Factors such as your weapon's caliber, enemy armor thickness, hit angle and distance to target are all important in determining whether your shell penetrates or bounces off. Smaller caliber shells are less effective against thicker armor. Glancing hits are less effective than hits at straight angles and, as a shell's speed goes down with range, they become less effective at a distance.

Armored Vehicles

Light vehicles are used for reconnaissance, infantry support or rapid offensive operations in enemy rear. Medium tanks are fairly fast and well armed and are cost-effective. Heavy tanks carry the heaviest weapons and their armor can withstand a great deal of punishment. However, their weight negatively impacts their maneuverability.

Vehicle Crews

A vehicle can be crewed by 1 to 5 men. Some vehicles can also transport up to 10 passengers. The crew panel displays each crew member's health state and the crew position they hold (e.g. commander, gunner, driver, and loader).
If a vehicle does not have a full crew compliment, existing crew members will automatically switch positions as needed. For example, if a tank is manned by a single crewman, he will switch between driving, loading and firing, but will not be able to do two things at the same time.

Ammunition and Equipment

Your soldiers can access a vehicle inventory in a similar way to searching dead bodies. They can add shells, ammo belts and other items to a vehicle. When loading additional ammunition, pay attention to the caliber and make sure that new ammunition is compatible with the vehicle's weapons. Pay attention to shell types. HE shells are marked with green projectile heads, AP shells with grey projectile heads, APCR shells with black heads and Smoke shells with white heads.

Repairing Vehicles

Your soldiers can repair broken vehicle components by using a repair kit. There are several ways to do this. You can highlight a soldier, press the **Repair** button and click the damaged vehicle you wish to repair.
Alternatively, you can highlight a vehicle currently manned by your soldiers, and press the Repair button. In that case, one of the crewmen will unload and begin the repair process.

At the Pump

Armor and heavy weapons come at a cost: serious diesel mileage. If you run out of diesel, your vehicle will become immobilized and, as such, will be an easy target. Your men can add fuel to vehicles at any time if they have a fuel container such as a barrel or a jerry can and, of course, some spare fuel. You can get fuel from any vehicle in the game that's not burned out.

Capturing Enemy Vehicles

To gain advantage on the battlefield, capturing enemy vehicles is often essential but you will need to dispose of the previous crew and repair the vehicle if it was damaged. Your men can crew any empty vehicle on the battlefield.

Transporting Artillery

Each artillery piece in the game has two positions, towed and firing. You can switch between them by clicking on the corresponding icon in the interface. Double-clicking any area on the map with an artillery piece selected will move the piece into the towed position and will take it to the specified location. You can also use a prime mover to tow things faster. To do this, move a compatible vehicle to the artillery piece and press the corresponding icon in the interface. It will be hitched up to the vehicle and ready to move.

Weapons

Selecting and Switching Weapons

To switch weapons, left-click the weapon icon in the weapons panel and select the desired weapon from the pop-up list.

Selecting primary weapons

Selecting secondary weapons

Armor-Piercing Shells

AP/APCR rounds are used to disable armored vehicles. High Explosive shells contain a large explosive warhead that detonates on impact. They are effective against personnel and soft targets and can also destroy buildings. You can switch between these shell types quickly by pressing the **Space** key.

Heavy Machine Guns

Heavy machine guns are often used defensively to halt advancing infantry.
Rapid-firing AAA guns, such as the PKP, Flak 38 and the Oerlikon, are effective against light armored vehicles as well as personnel.

Mortar

Mortar is an indirect fire muzzle-loaded weapon, capable of engaging targets with high-arcing ballistic trajectories. This weapon's recommended position is behind cover, out of direct fire range.

Anti-Tank Guns

Anti-tank guns are effective against armored vehicles and are widely used in defensive operations. Apart from being relatively cheap, these weapons have a good rate of fire and, are effective at long range.

Howitzer

Howitzers are heavy artillery pieces firing high-explosive shells at trajectories with a steep angle of descent. Their low accuracy is compensated for by long range and exceptional lethality. However,

howitzers have a limited traverse angle. If you
wish to change your aiming direction, you might
need to reposition the howitzer itself by using
the **"R"** key to turn.

Inventory

Each unit in the game has its own inventory, which
contains various relevant items such as shells
and ammunition, individual equipment such as helmets
and vests, and so on. Ammunition and grenades are
shared between squad members.

When you search dead bodies, containers or vehicles,
two inventory screens will open. The window
on the left-hand side contains the currently selected
unit's inventory and the right-hand side contains
the inventory of the object you are currently
searching. To open the Object Transfer window,
select one of your soldiers, then press the X key

(the cursor will then look like 👁) and click on
another one of your men or on an object you wish
to search.
Items currently used by a soldier will be highlighted
in blue. To move an object, right-click it, or drag

and drop it with the left mouse button. You can also
exchange items via the "Take All" and "Give All"
buttons.
If you wish to get rid of an item, drag
and drop it beyond the inventory windows and release
the left mouse button over the game world. The item
will be dropped on the ground next to the currently
selected unit.
In a squad, the commander will automatically
distribute ammo, grenades, med kits and other items
as needed.

Using Items

Fuel Barrel / Fuel Can
These containers can be filled with fuel. Equip
a fuel container and stand next to a vehicle with
fuel in the tank. This can be a tanker or a regular
vehicle from which the fuel can be siphoned. Left-

click the vehicle. The cursor will change into 🫒.
The currently selected soldier will then proceed to
fill the container with fuel, after which the cursor

will change into 💧 and you can use the container
to transfer fuel to another vehicle.

Explosives
In order to set a mine, press the 🔘 button,
and click a spot along a likely enemy route. Your
selected unit or squad will then proceed to mine the
entire area from their current position to the spot
you click.
To search for enemy mines, use the minesweeper 🪛.
Unlike mines, which have a contact fuse, dynamite
🧨 explodes on a timer.

Cover and Camouflage
Practically any object can be used as cover. In
order to take cover, move the cursor over the object.
The cursor will change into a silhouette shape 🙇.
Right-click the cover.
Cover will not only protect your men from small arms
fire, but will also lessen the effect of HE shells
and grenades that go off in the vicinity.

Use fences and other barriers, as well as building walls, to provide additional protection for your armored vehicles.

Camouflage makes your men harder to spot. Bushes, long grass and other vegetation will make your soldiers invisible to the enemy until your men open fire.

Other Features

Field of View

Each combat unit has its own field of view, within which it can spot enemy units and take appropriate action. In order to lock a unit's field of view, use the **Turn** command (R key) in conjunction with the **Hold Position** command.

To see an enemy unit's field of view, deselect any of your units first, and then left-click the enemy unit. The enemy field of view will be shown in red. To exit the enemy field of view, left-click an empty spot on the ground.

Calling Reinforcements

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

Waypoints

Your units will normally attempt to find the shortest route to their destination. If you wish to order a unit to move along a more complicated route, you can assign a sequence of waypoints by holding down the **Shift** key and clicking the ground.

Giving Units to an Ally

You can give any of your units to your ally at any time by selecting the units you wish to give and left-clicking the button in the upper right-hand corner of the screen.

Multiplayer - LAN
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Before joining a LAN game, please enter your name in **Main Menu – Options – Multiplayer**. By default, each user is given the name of Player.

To start a LAN game, select the **LAN** option in the **Main Menu – Multiplayer**.

LAN Game Interface
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1. Server List

Each server's entry contains its name, the number of current players, the maximum number of players,

map name, etc. You can refresh the list or filter unavailable servers via the buttons in the lower left corner.

2. Player List
This contains the names of all players who are waiting, launching or playing the game.
You can refresh or filter the list.

3. Network Chat
You can use the chat window to locate a game you wish to join, modify settings, discuss future strategy or talk about anything else. All players connected to the server or present on the local network can use this chat window.

4. Control Buttons
New Game - allows you to create a new game. Game's creator is called a Server.
*Connect* - join an existing game in the list.

Creating a New Game

To create a new game, select the **New Game** button.

In the window which pops up, select the game type, map and the maximum number of players. If you enter a password, only the players who know the password will be able to join your game. After entering all settings as desired, click the **Create** button.

In the Options window you will be able to select the nations for which the teams will fight and other parameters such as the game setting, units, reinforcement setting, score to win and in advanced options fog of war, friendly fire, vegetation regeneration and network traffic options. Maximum traffic maintains the best connection quality with the least amount of lag; minimal traffic is an economy option intended for use when playing on channels with limited connectivity.
In addition to these options, the player can also change his or her name.
When all the players press the **Ready** button, you will be able to **Start** the game.
If, for any reason, you wish to remove a player from the game, select that player and press the button with a strike-through silhouette to kick the player.

To see a brief overview of the rules for the selected game mode, click the **Info** button.

Connecting to a Game

To connect to an existing server, select it from

the list and click the **Connect** button.
To begin the game, select your team (A or B) and then press **Ready**. All other options can only be changed by the host.

Multiplayer - Internet
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To play a multiplayer game over the Internet, select Internet in the Main Menu - Multiplayer.

Account

When first launching the game, you must create a GameSpy account by entering your e-mail address, username and password with confirmation then pressing **Login.**
If you already have a GameSpy account, you can select your login from the list.
If you're having trouble creating an account, try using a different e-mail address or modifying the username, as it can already be in use.

Account creation

* To sign up for the new account, please fill all fields.

* Account is based on GameSpyID. If you already have a GameSpyID account, you can use the email and password from it.

* Username should be unique on GameSpy.

* Be sure to provide your real e-mail address - it will be used for password recovery purposes.

email

Username

Password

Confirm password

☐ Remember password

Create   **Cancel**

Internet Multiplayer Interface

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

Player List
Players can be sorted: alphabetically   by rating

or by rank

You can review the each player's statistics in the list by pressing.
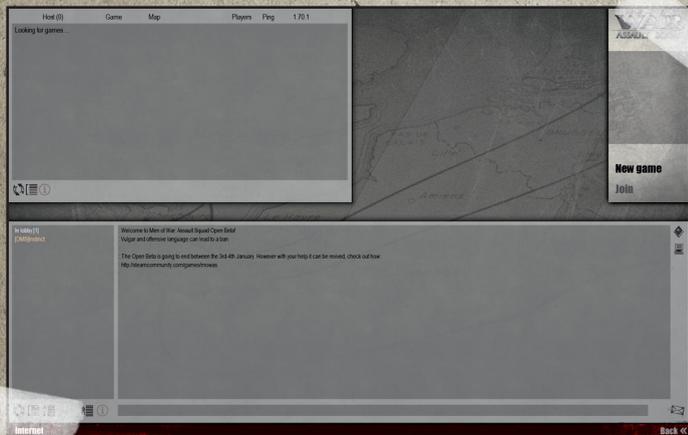
NAT
If the icon is shown next to a server in the list, it means that the host does not have a physical IP address and connection will not be direct. Connecting to these servers is not recommended.

Options
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We recommend setting all options to optimize gameplay prior to playing the game.

Options

Video Audio Game Controls Multiplayer MODS

Video card	NVIDIA GeForce GTX 285 [HAL]	Current video card.
Current mode	1680 x 1050 x 32 (60 Hz)	
Resolution	Use desktop settings	
Anti-aliasing	None	
Full screen	☐	
Vertical sync	☐	
Texture detail	Ultra	
Shadows	High	
Texture filtering	Anisotropic 2x	

Apply

Cancel

Video

Select optimal resolution and graphic quality and other 3D engine settings. If the game appears choppy with low frame rate, or you encounter graphical artifacts, try selecting a lower resolution or turning off some or all of the graphic effects.

Audio

This section allows you to individually set the volume of sound effects, voices and music. You can also modify sound engine settings.

Game

This section is used to modify the difficulty level, fog of war and subtitle options, as well as changing camera movement speed and other options.

Controls

This section contains the list of all game commands with their currently assigned keyboard commands, which can be modified if needed.

Multiplayer

This section allows you to change your in-game name, server name and see a list of IP games containing information about the search location for multiplayer game sessions.

Technical Support
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If you encounter problems while installing or playing the game, do the following before you contact us:

- Choose "Run" in the "Start" menu
- Type «dxdiag» in the dialog window and press "Enter" to run Microsoft DirectX Diagnostic Tool.
- Pass all tests.
- Having passed the tests, press "Save All Information".
- Send the text file obtained and a description of your problem to our technical support.

Information Required
- Game version (installed updates)
- Operating system
- Processor brand, type and clock speed
- RAM volume
- Sound card type
- Video adapter model and parameters
- CD/DVD-ROM drive type
- Mouse type and driver version
- DirectX version
- Detailed description of the problem that you faced

Contact
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Via e-mail at: support@1cpublishing.eu

Please use the e-mail address provided. All support enquires to the company address or phone number(s) cannot be answered by our staff.

For more information and updates please visit: www.1cpublishing.com

Registration

Join the 1C community by registering on our website www.1cpublishing.com and receive all the latest news on 1C games, events, contents etc.

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=======

Men of War: Assault Squad
Digitalmindsoft
www.digitalmindsoft.eu

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Project and Game Design Lead
Christian Kramer

Gamedesign
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Map Design
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Web Development
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Promotional videos
Anguel Delidjakov
Nicolas Mucci

Music
Dynamedion

Sound
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Especially
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Our supporters, our friends
and our families!

BEST WAY
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www.bestway.com.ua

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