

INSTRUCTIONS

# SNIPER

## ART OF VICTORY



## 1. INSTALLING THE GAME INSTRUCTIONS

Insert the SNIPER: ART OF VICTORY CD into your CD ROM drive.

If the installation screen does not appear, follow these steps:

### WAY #1:

1. Click on START.
2. Click on RUN.
3. Type D:\SETUP.EXE (where 'D' is the letter of your CD ROM drive).
4. Press 'OK' button.
5. Follow the on-screen instructions.

### WAY #2:

1. Choose your CD ROM drive by double-click on its icon.
2. Double-click on the file setup.exe.
3. Follow the on-screen instructions.

During the installation you will be asked to put into your CD ROM drive second CD of SNIPER: ART OF VICTORY to finish installation. This will happen only if you have 2 PC CD version of the game SNIPER: ART OF VICTORY.

Before installing SNIPER: ART OF VICTORY, make sure that all running programs are closed (anti virus, email client, web browser, file sharing, instant messaging). Most installation problems can be avoided by closing running programs.

## 2. START PLAYING THE GAME

### New Game

By selecting "Play Game" you can start a new game. Next you have to choose the game difficulty. As the difficulty increases, enemies will be more accurate and the player will take more damage.

### Load / Save

By selecting "Load / Save" the player can continue a previous saved game. After loading a game the player is continuing his mission from the place he ended last time.

## 3. HINTS AND TIPS

- Use the lean mode and cover to spot and kill enemies safely.
- Crouching allows you to move slower and more cautiously when entering new areas.

- If you are running low on ammo, remember to search bodies and the environment for more.
- If your primary weapon isn't right for a certain situation, try switching to either your pistol or explosive weapons.
- Use the zoom function to get a better view of your enemies.

## 4. STORYLINE

It is autumn of 1942. Stalingrad is under siege of the 3rd Reich armies. The Soviet commanders order a counter offensive. In November, Marshall Zukov rallies approximately a million people around Stalingrad, together with 1 500 tanks, 2 500 heavy cannons and three aircraft armies. His plan is to surround and cut off the 6th Army of General Friedrich Paulus and a part of the 4th Panzer Army. This way, the besieging armies will be surrounded themselves...

## 5. KEYBOARD

- W** – Move forward
- S** – Move backward
- A** – Strafe left
- D** – Strafe right
- Left mouse button** – Fire
- Right mouse button** – Snipe mode (not for all weapons)
- Space bar** – Jump
- Shift** – Sprint / Hold Breath
- B** – Binoculars
- Z** – Prone toggle
- Left Ctrl** – Crouch
- R** – Reload
- F** – Use/Get In
- Mouse wheel up or [** – Previous weapon
- Mouse wheel down or ]** – Next weapon
- M** – Map
- 1** – Mauser 98K rifle
- 2** – Luger Pistol
- 3** – Knife
- 4** – Picked Up Gun

- 7** – Grenade
- G** – Throw Grenade
- TAB** – Display objectives
- L** – Message log
- F5** – Quick Saves
- F8** – Quick Load
- X** – Melee attack (not for all weapons)
- Q** – Lean Left
- E** – Lean Right
- ESC** – Pause / Resume Game | Go to Menu

## 6. MINIMUM SYSTEM REQUIREMENTS

- Supported operating systems are Windows 98/ME/2000/XP.
- DirectX 9.0 or higher (included on CD)
- 1,6 GHz CPU
- 512 MB of RAM
- ATI Radeon 8500 or GeForce3 class gfx card (or better recommended)
- 16-bit DirectX 9 compatible sound card
- 2 GB Hard Disk Space
- Keyboard
- Mouse

Before installing SNIPER: ART OF VICTORY, please ensure your computer meets the following minimum system requirements. Installing the game on a computer that does not meet the minimum system requirements is not recommended and not supported.

## 7. CREDITS

### CEO

Marek Tyminski

### Director of Development

Michal Sokolski

### Project Director

Piotr Pawlowski

### Lead Game Designer

Michal Sadowski

### Art Director

Damian Zielinski

### Technical Director

Pawel Mrochen

### Knowledge Manager

Zbigniew Ledwon

### Shared Services Manager

Karol Cieslukowski

### Asset Manager

Wiktoria Witkowska

### Producer

Michal Sroczyński

### Lead Level Designer

Marcin Bawolski

### Level Designers

Michal 'M@jkel' Mazur

Mikolaj Pawlowski

Marian Jarmoszek

Marcin Micinski

### Lead Content Artists

Maciek 'Iolo' Matusik

### Content Artists

Piotr 'PiniO' Cieciora

Mieszko 'MieszAs' Czarnecki

Jaroslaw 'Koshu' Koszewski

Jaroslaw Krawczyk

Sebastian 'S.M.-art.' Milosek

Zbigniew 'Siatek' Siatecki

Jerzy Rogalski

### Environment Artists

Dominik Gajewski

Marcin Kalemba

Krystian 'KryHoo' Pawlik

### Lead Tech & FX Artist

Dominik 'domel' Misiurski

### Tech & FX Artists

Robert Samoraj

### Lead Animator & Character Artist

Lukasz Sopata

### Character Artists

Krzysztof 'Rork' Deoniziak

Daniel 'Gerudir' Komuda

Pawel 'seg' Sekal

Grzegorz Surdykowski

### Lead Programmer

Marian Jarmoszek

### Programmers

Tomasz Tkaczuk

Mieszko Zielinski

**Lead Sound Designer**

Pawel 'Grafu' Daudzward

**Sound Designer**

Przemyslaw Moszczynski

**Cinematics Editor**

Krzysztof 'Krisq' Zdanowicz  
Storyline Michal Sadowski

**Localization Manager**

Marzena Wierzbicka

**Localization Programmer**

Grzegorz Konczyk  
Localization Kit  
Marcin Micinski

**Localization**

Effective Media

**VO recording**

Effectove Media,

**Financial Director**

Krzysztof Bujak  
Bozena Kielczewska

**HR Manager**

Katarzyna Szymanczak

**HR Section**

Monika Dankowiakowska  
Katarzyna Pienkowska

**Marketing Manager**

Anna Anisimowicz

**Marketing Copywriter**

Marcin Kruszynski

**Cover Artwork**

Michal Kaleniecki  
Grzegorz Pedzinski

**Desktop Publishing**

Malgorzata Firgolska  
Szymon Sobanski

**International Business Manager**

Marcin Kwasnica

**Distribution Support**

Paulina Kwiecinska

**Junior Business Manager**

Joanna Blazinska

**Product Director**

Adam Szymczak

**QA Manager**

Lukasz Misiurski

**Testers**

Daniel Koszewski  
Lukasz Misiurski  
Mikolaj Pawlowski  
Rafal Rej

**Special thanks**

Techland

## 8. SUPPORT

Support can be found online by visiting our web site at:

<http://www.cigames.com/>

or e-mail at:

[support@cigames.com](mailto:support@cigames.com)

## 9. FEATURES

- Real WW II battles
- Realistic sniper rifles: Mosin-Nagant PU and Mauser98KS
- Faithfully reproduced uniforms and equipment of the Third Reich soldiers
- Numerous vehicles: Tiger and Panzer IV tanks; Messerschmitt 109 and Henkel 111 aircrafts
- Realistic locations rendering the atmosphere of Russia and Italian Peninsula during the war
- 8 levels, providing hours of excellent entertainment

## 10. COPYRIGHTS

© 2007-2013 CI Games S.A., Published by CI Games S.A. SNIPER: ART OF VICTORY is a trademark of CI Games S.A. product contains the Chrome® Engine licenced from Techland® Chrome and the Chrome logo are trademarks of Techland.

