



© 2006 1C Company. Developed by Dark Fox. All rights reserved. This product contains software technology licensed from Nival Interactive. © 2006 Nival Interactive. Nival, the Nival logo and the Enigma Engine logo are trademarks of Nival Interactive. All rights reserved. Uses Bink Video. Copyright (C) 1997-2006 by RAD Game Tools, Inc. Other products and company names mentioned herein are trademarks of their respective owners.

manual

## Epilepsy warning

Please read before using this game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had an epileptic seizure. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child should experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion while playing a video game, discontinue use **IMMEDIATELY** and consult your doctor.

## Precautions During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

## 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.

### Contacts:

Via e-mail at: [support@cenega.co.uk](mailto: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:  
[www.cenega.com](http://www.cenega.com)

## Table of Contents

Epilepsy warning	2	Status Signs	24
Technical Support	2	Information Panel	25
Introduction	4	Combat Unit Parameters	
Installation and Startup	4	Indicator	25
System Requirements	4	Minimap	25
Installation	5	Game Control Buttons	26
Starting the Game	5	<b>Command Panel</b>	26
Uninstall	5	Types of Commands	27
<b>Game Description</b>	5	Using the Keyboard	27
<b>Main Menu</b>	6	Selecting Combat Units	28
New Game	7	Selecting One Combat Unit	28
Load Game	8	Adding Units to a Group	28
Options	8	Selecting Units of One Type	28
Settings	9	Using the Frame	29
Game Settings	10	Assigning Number to a Group	29
Sound Settings	10	Group Centering	29
Graphics Settings	11	Cancel Selection	29
Exit Game	12	Issuance and Execution	
<b>Game Screens</b>	12	of Commands	29
<b>Campaign Screen</b>	12	Command Sequence	30
<b>Chapter Screen</b>	13	Independent Actions	30
<b>Mission Screen</b>	13	<b>Cursors</b>	31
<b>Personal File Screen</b>	14	<b>Game Menu</b>	34
<b>Weapons and</b>		<b>Mission Objectives Window</b>	
<b>Armament Encyclopedia</b>	15	<b>and Current Objective Window</b>	36
<b>Campaign stats</b>	18	Mission Objectives Window	36
Combat Interface	18	Current Objective Window	36
View	19	<b>Message Window</b>	
Combat Units	20	<b>and Console</b>	37
Reversible and Irreversible Losses	20	Message Window	37
Buildings	21	Console	37
Structure Belonging	21	Controlling the Game Speed	37
<b>Object Parameters</b>	22	Mission ending Menu	38
Armor	22	<b>Control Keys</b>	38
Weapons Characteristics	22	Legend	38
Firing Modes, Radiuses,		Background	41
and Fire Sectors	23	<b>Credits</b>	42
Damage Level	24		
Main and Additional			
Ammunition	24		



# Introduction

World War I (WWI) is a real time strategy based on the modified Blitzkrieg RTS-engine, developed by Nival Interactive. The players will take part in the events of World War I (1914 – 1918), taking command of the Russian, German, and the Entente troops.

## Key game features:

Possibility to represent any of the three sides presented in the game: the Russians, the Entente (France and England) or the German Army, which also includes the Austro-Hungarian troops.

A large number of combat units of different branches including heavy, siege, field and trench artillery units, cavalry, infantry, tanks, aircraft, engineers and paramedics.

The possibility to take part in actual historical events of World War I, such as for instance the Osovets battle or the Brusilov Breakthrough.

# Installation and Startup

In order for the game to run on your computer, your system must correspond to the following requirements.

## System Requirements

### Minimal configuration:

- Windows 2000/XP
- DirectX 8.1 (or higher)
- Pentium III 500 MHz
- 128 Mb RAM
- 3D-videocard with 32 Mb of memory
- 800x600 monitor
- 4x CD-ROM
- Soundcard
- 1620 Mb of free disk-space (plus some 500 Mb for Windows swap-file and game-save files)

### Recommended configuration:

- Windows 2000/XP
- DirectX 8.1 (or higher)
- Pentium IV 1.6 GHz
- 256 Mb RAM
- 3D-videocard with 64 Mb of memory
- 1024x768 monitor

- 32x CD-ROM
- 1620 Mb of free disk-space (plus some 500 Mb for Windows swap-file and game-save files)

## Installation

1. Insert disk 1 into your CD-Rom drive to install the game.
2. If the Autorun function is on, the setup menu will appear.
3. Follow the instructions of the install wizard.
4. If the Autorun function is off – double-click on My Computer icon on the Windows Desktop, then open the CD-ROM directory and double-click on Setup.exe. Follow the install wizard instructions.
5. In the course of the installation the game files will be installed onto your computer and a program group will be created in the Windows Start menu, allowing you to run the game, visit the related web-resources, uninstall the game and view this file.
6. Insert the game disk 2 into your CD-Rom drive before you start the game.

## Starting the Game

Once the installation is complete insert disk 2 into your CD-ROM drive and run the game by selecting “Start game” from the program group (by default “\1C\WWI”). Press “New game” in the main interface of the game to start a new game.

## Uninstall

To remove the game from your hard-drive select «uninstall» from the program group in the Start menu.

## Game Description

The game consists of three campaigns – one for each side involved in the conflict: Germany, Russia, and the Entente. After selecting one of the three available campaigns the player will be able to take part in various operations such as for instance: defend the fortress of Osovets or lead the Brusilov Breakthrough offensive, etc.

The action moves through the chapters in chronological order. The time and place of the game is tied to the maps and is close to the actual events of WWI. The battlegrounds engulf the territories of Germany, France, Russia, Poland, and other countries in the period between 1914 and 1918.



The game allows certain simplifications compared to actual combat, making the playing process more comprehensive and interesting and does not require the player to distract from the game to solve secondary tasks.

It is possible to capture and use enemy artillery and defense fortifications in the game. Ammo supplies and replenishments of lost troops are carried out through conditional storage facilities and depots.

As compared to other similar games, the combat in WWI is mostly positional. Another key feature that radically changes the combat strategy is the use of cavalry.

From the historical viewpoint the game uses actual weaponry and materiel that existed at the time and place of battles, including experimental and limited edition samples.

The overall gameplay time is approximately 30 to 50 hours.

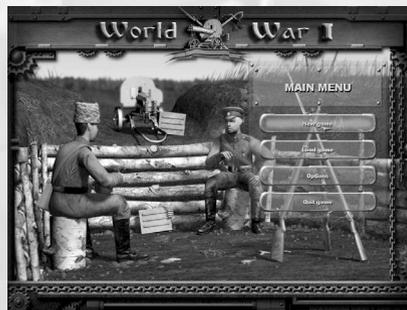
### **Key features:**

- Real-Time Strategy dedicated to the war that changed the world
- Airplanes, cavalry, first tanks and much more
- 30 missions spread over 3 campaigns for the Entente, Russia, and Germany
- Bonus chapter: "Intervention into the Soviet Russia"

## **Main Menu**

After you start the game and watch the introduction video, you will be taken to the main menu:

The majority of main menu buttons will open other submenus. Their structure and designation are provided below.



*Main menu*

## **New Game**

Press **New Game** to open the game selection menu:

It contains the following buttons:

### **Campaigns**



*Campaign selection menu*

Press this button to open the campaign selection menu:

Select one of the three sides involved in WWI and proceed to the game interface and start your way through the scenario. Or press **Back** to return back to game selection menu.

### **Additional missions**

Press this button to open the additional missions menu:

Here you can select one of the available additional campaigns, chapters, or missions not related to the main scenario. Each of the three top buttons opens a corresponding selection window:

Press **Back** to return back to game selection menu.



*Additional missions menu*



*Player profile menu*

### **Player Profile**

Press this button to open the player profile window:

Here you can type in your name or nickname, select the game difficulty level, as well as choose the violence display level.

Press **Back** to return back to main menu.



## Load Game

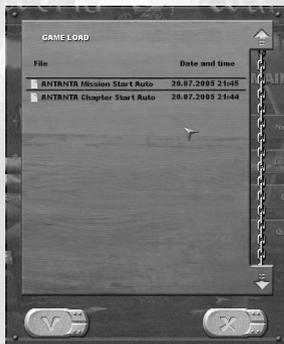


Game load menu

Press Load Game to open the game load menu:

This menu contains the following buttons:

## Load saved game



List of previously saved games

Press this button to go to the list of previously saved games.

Press **Back** to return back to main menu.

## Options

Press **Options** to open the options menu:



Options menu

Through this menu you can access different game settings and some additional features. It contains the following buttons:

### Settings

This button opens the game settings window described below in the corresponding section.

### Credits

Press this button to view the list of companies and people involved in the making of the game.

Press **Back** to return back to main menu.

## Settings

The settings window contains four groups of parameters. Use the buttons in the left part of the screen to switch between those.

One of the following control elements is used to set each of the parameters:

### Switch

Allows to select one of the available values. Values are changed in cycles when you left-click on the switch.

### Text field

Contains a numeric or text value. To change the parameter left-click on the field, type in the new value and press **Enter**.

### Slide bar

Allows smooth changing of the parameter value. To move the slider across the bar left-click on it and drag it across the bar. The left side of the bar is minimal value, the right side - the maximum value.

Each of the parameters has a pop-up hint explaining its designation. Switches have additional pop-up hints, explaining the possible parameter values.

The  button in the top right corner of the screen serves to show the help window about this particular screen; similar buttons appear in all the game interface screens. You can also press F1 to open the help window.

**The buttons at the bottom part of the screen have the following meaning:**



restores the default parameters preset by the game developers;



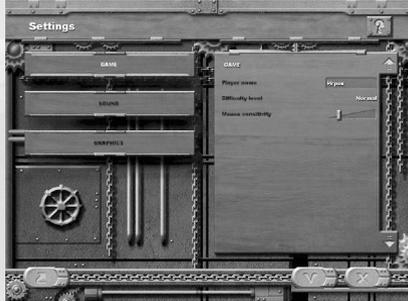
saves all changes and takes you back to the options menu;



does not save changes and takes you back to the options menu.



## Game Settings

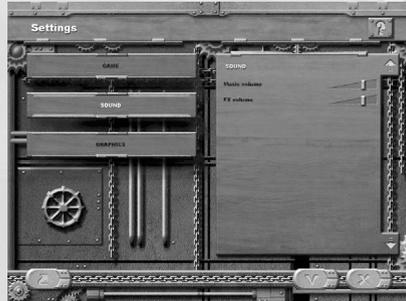


Settings screen: Game

Parameter	Default setting	Notes
Player name	Player	Player name shown on the campaign screen
Difficulty level	Normal	Affects the level of enemy preparation; with «Deadly» difficulty level you will only be able to save the game in-between the missions. Other values: «Low», «Normal», «High», «Deadly»
Mouse sensitivity	25%	Sets the speed of the mouse cursor on the screen

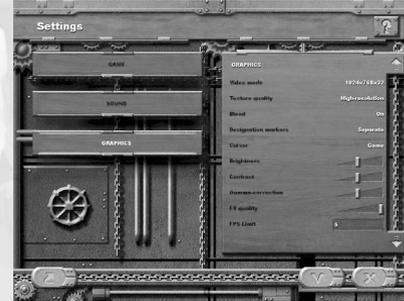
## Sound Settings

Parameter	Default setting	Notes
Music volume	70%	Sets the background music volume
FX volume	70%	Sets the sound effects volume



Settings screen: Sound

## Graphics Settings



Settings screen: Graphics

Parameter	Default setting	Notes
Video mode	1024x768x32	Full list of video modes: (dots in line) x (number of lines) x (color bit-rate).
Texture quality	High resolution	Sets the quality of displayed textures. Available values: «High», «Low», «Compressed»
Blood	On	Violence display in combat. Possible values: «on», «off»
Designation markers	Separate	Determines the method of marking the destination point after the «move» command: one marker per each unit or one common marker for a group of units. Possible values: «Separate», «Common»
Cursor	Game	Allows to set the shape of the game cursor. Possible values: «Game», «System»
Brightness	50%	Image brightness
Contrast	50%	Image contrast
Gamma-correction	50%	Monitor gamma correction
FX quality	100%	Allows setting the quality of video effects with regard to video system productivity.
FPS limit	5	Sets the minimal frames per second rate, below which the game speed will be reduced automatically. 0 removes the limit



## Exit Game

Exit game and go back to Windows.

## Game Screens

Game screens are used to select a certain operation within the game scenario, develop a strategy and prepare your troops for the mission after familiarizing with the territory maps and your combat objective. Once the operation is complete you will find here an independent evaluation of your achievements.

In each game screen you will see the  button in the top right corner that opens the help file on this screen. You can also access the help file by pressing F1.

## Campaign Screen

After selecting a campaign (in the campaign selection screen at the start of the game) and during the intermissions in-between the chapters you will be taken to the campaign screen.



Campaign screen

The screen title will show the name of the campaign you selected.

In the left part of the screen you will find a description of actual historical events of the current campaign. It includes the information on the disposition and numbers of troops, objectives of each party, the process and the results of the campaign. Use the side-bar to scroll the text.

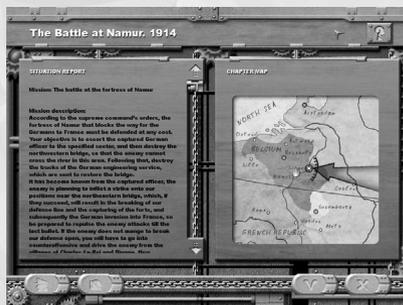
The map on the right shows the WWI seat of war.

The buttons at the bottom of the screen have the following functions:

-  opens the inbuilt «Weapons and Armament Encyclopedia»;
-  opens the current chapter screen to select a mission;
-  back to main menu.

## Chapter Screen

The chapter screen will appear after you start a new campaign and each time after you complete a mission.



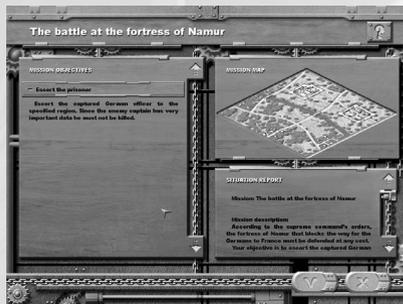
Chapter screen

The buttons at the bottom of the screen have the following functions:

-  opens your personal file with an evaluation of your skills and a list of your awards;
-  opens the save game window, allowing to save the current state of the game;
-  opens the selected missions screen;
-  takes you back to the campaign screen.

## Mission Screen

The mission screen will appear after you select a mission in the chapter screen.



Mission screen

The screen title shows the name of the current mission.

In the left part of the screen you will see a window with a list of combat objectives, which must be completed during the mission. In order to ensure a successful mission accomplishment, you have to fulfill all the key objectives dealing with the elimination of enemy forces and capturing their positions, or gaining new positions



and reaching new frontiers. You are free to choose the order of completion of your combat objectives.

To read a detailed mission description – click the panel with the mission title. To hide the description click the mission title panel once again. To scroll through the text use the sidebar in the right part of the window. A mission description would often contain useful hints on how to complete some of the mission objectives with minimal losses or avoiding unnecessary risks.

In the right part of the screen you will see a sketchy tactical map of the area. It shows the relief, forests, fields, rivers, roads, bridges, populated areas, etc. Key objective locations are marked with purple arrows. If there is an objective highlighted in the list on the left, its arrow on the map will have an additional marker.

The map does not show the positions of your troops, the enemy forces, or fortified lines. Nonetheless, studying the map carefully may provide you with some very valuable information, prior to starting the mission. For instance you can identify the locations best suited for ambushes (road bend, closed forests) or paths that you can use to stealthily advance your troops to an inhabited locality captured by the enemy.

Under the map you will see a text window with the mission description. Usually it includes the description of the type of the mission, its difficulty level, provided combat objectives, and the current events in this sector of the front, the enemy forces, and their weak points. Use the scroll-bar on the right to scroll through the text.

The buttons at the bottom of the screen have the following functions:



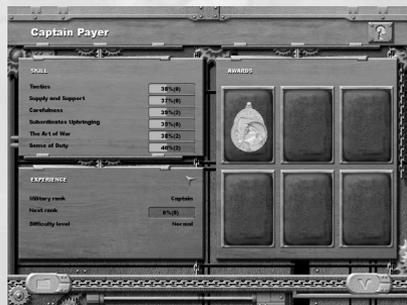
starts the mission (after pressing this button, the mission is loaded, and you are taken to the combat screen);



takes you back to the chapter screen.

## Personal File Screen

The personal file shows a list of the player skills required for troops management and successful combat, as well as your achievements since the start of the current campaign (in a graph).



Personal file screen

This screen also shows a list of your awards and your current military rank.

So what are the qualities your command evaluates you with?

**Tactics** – the ability to inflict maximum damage to enemy manpower and materiel, with minimal losses on your own side.

**Supply and Support** – the ability to deliver the resources needed for your troops in minimal time. This also includes the ability to use aviation support.

**Carefulness** – the ability to destroy enemy buildings and fortifications with minimal losses on your own side.

**Subordinates Upbringing** – the ability to manage your troops in such a way, as to keep them alive and increase their potential.

**The Art of War** – this one is directly dependent on how fast you accomplish all the objectives with a minimum number of game loads.

**Sense of duty** – this one is determined by your aspiration to carry out all of your objectives.

The command may also mark your combat merit with orders and medals. You may also get some awards for taking part in historical battles. The most valuable orders are given for special military leadership merits in strategy and tactics, when you inflict maximum damage to the enemy with minimal losses on your own side.

The buttons at the bottom of the screen have the following functions:



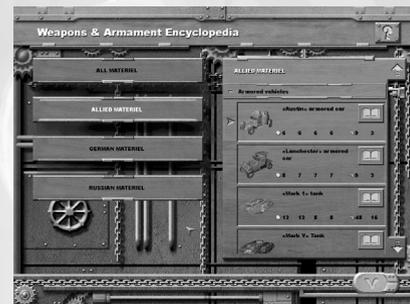
opens the stats screen of the current campaign;



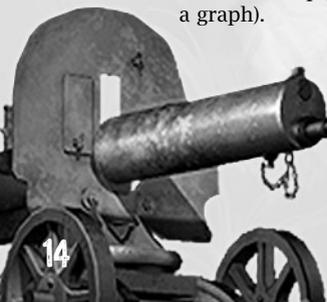
takes you back to the current chapter screen.

## Weapons and Armament Encyclopedia

This screen contains the contents of the inbuilt weapons and armament encyclopedia, describing all weapon types, materiel units and means of transportation featured in the game with the exception of firearms.



Weapons and Armament Encyclopedia screen



To view the encyclopedia you must press the corresponding button on the campaign screen. You can also access some of the articles directly from the mission results and rearmaments screens, by pressing the *details* button to the right of the selected weaponry or materiel item.

In the right part of the screen is the list of armament and equipment, grouped by type. To open a certain section of the list, click the panel with its name. Use the scrollbar on the right to view the list.

The list includes the following types of armament and materiel:

**Transports** — trucks and cars not equipped with any armament;

**Artillery** — cannons, howitzers, mortars, hi-caliber machineguns, and AA guns;

**Armored materiel** — armored cars and tanks;

**Aviation** — all types of aircraft;

**Trains** — armored trains and railway artillery units.

The large buttons in the left part of the screen are used to sort and filter the encyclopedia articles:

**All Materiel** — opens a full list of weapons and materiel of all countries involved in WWI.

**Allied Materiel** — opens a list of weapons and materiel used by the Entente countries.

**German Materiel** — opens a list of weapons and materiel used by the German troops.

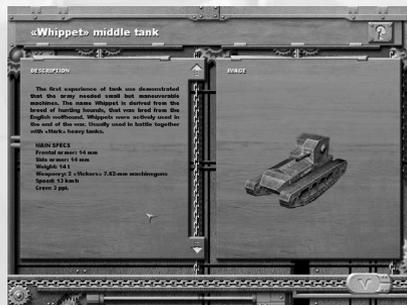
**Russian Materiel** — opens a list of weapons and materiel used by the Russian troops.

Select the item from the encyclopedia, which you want to read detailed information on and press the  button on the right, to open the weaponry description screen:

The screen title shows the name of the weaponry/materiel unit described in the article. The text of the article is found in the left part of the window.

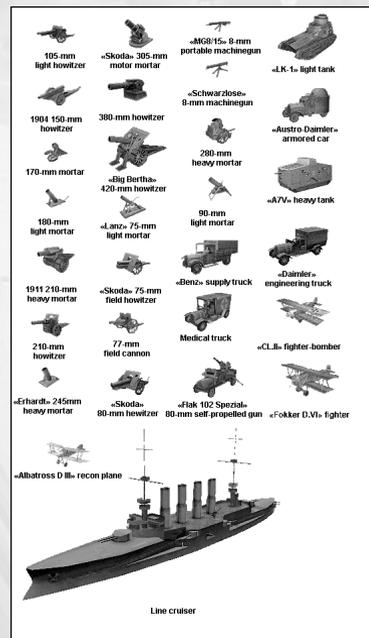
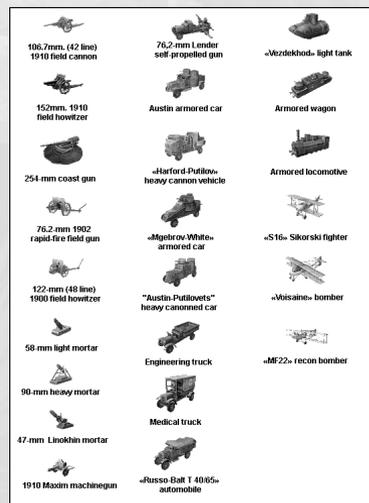
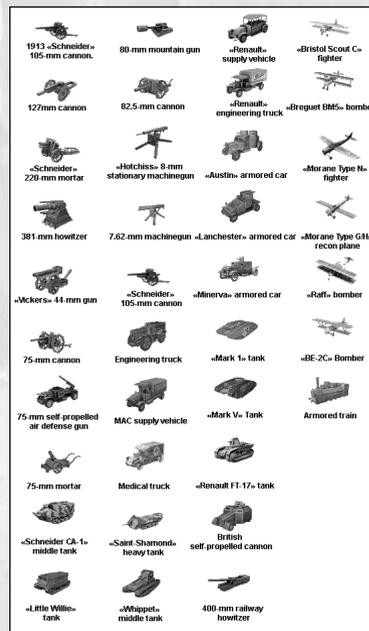
Usually the article contains the

designations of the unit, its historical background and comparison to similar units used by the armed forces of other countries. The technical specifications are listed at the end of the article. On the right, you can see a large picture of the unit.

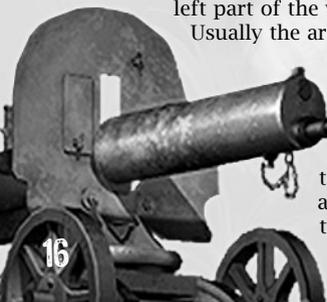


Weaponry description article

The  button at the bottom of the screen will take you back to the contents of the encyclopedia.

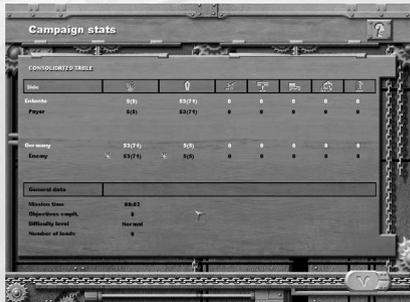


opens the mission stats screen;



# Campaign stats

The campaign stats screen contains a table with statistical data.



Stats screen



takes you back to the chapter screen.

The screen title shows the type of the statistics displayed: when you come to this screen from the chapter screen, you will see your results starting from the beginning of the chapter — «Chapter Stats». If you open the stats screen after completing a mission, the results of this mission (“Missions Stats”) will be displayed. A similar screen is used to display the results of a net-

work game (see section “Ending the Game”).

**Damage** — the number of destroyed enemy units (with the experience points gained shown in brackets; the number of experience points is depending upon the value and class of the destroyed enemy unit).

**Losses** — irrecoverable losses among your own troops (with the experience points gained by the enemy for their destruction shown in brackets).

**Trophies** — the number of captured enemy units.

**Aviation** — the number of air strike calls.

**Resources** — the amount of resources and reinforcements delivered to the troops.

**Destruction** — number of buildings destroyed.

## Combat Interface

The larger part of the combat screen is occupied by the actual game screen that shows the part of the combat area, where the mission is being carried out. In the upper left corner of the screen you will see text messages concerning all game events and combat unit reports.



Combat screen

In the lower left corner of the screen you will see the interface panel, comprised of three main parts: a minimap with control buttons, indicators with combat unit parameters under the minimap and the command panel on the right side.



Interface panel

The minimap allows you to look after the action on the battlefield and control your troops over the entire mission territory. On the indicators you will see the necessary data on the selected combat units. The command panel will help you give orders to your units.

To the right of the interface panel you will find an information panel that provides data on the parameters and status of the object your mouse cursor is pointing at (or active objective, if the cursor is pointing at an empty space or the interface panel).



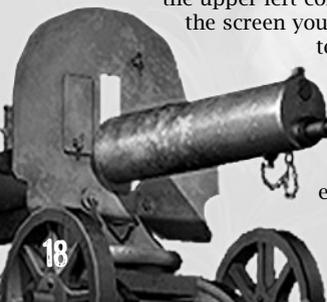
Information panel

You can minimize/maximize the panel using the arrow button to the right of the command panel or use **B** key. You will not be able to access the information panel if the combat screen resolution is set to 640x480.

## View

The screen shows the part of the terrain where the mission is taking place. To view the terrain you can move the camera using the arrow keys or the mouse (move the cursor to the side of the screen or left click on a spot on the minimap).

When you move the camera, you can see the entire terrain, the overall relief, trees, rivers, roads, buildings, etc., as well as warehouses and permanent fortifications of the enemy. At the same time you can only see the enemy troops, their combat units, firing points, earth fortifications and building occupied by the enemy if they are located within the field of vision of your own forces or within the field of vision of your recon, bombing, or landing aviation.



## Combat Units

A combat unit is an armed group of minimal size or fighting vehicle that can receive separate orders. In WWI a combat unit is an artillery unit (cannon, mortar, etc.), armored vehicle (tank, fighting vehicle, etc.), or automobile.

An infantry or cavalry detachment (conditionally corresponding to the size and armament of a platoon) consists of several soldiers and an officer. As rule a platoon is considered a separate combat unit and carries out commands as one separate entity. If necessary you can disband a platoon and give orders to each separate soldier or officer, and then regroup the platoon back, keeping the manpower regulations (see Section «Strategy and Tactics» for more details). You cannot reform infantry and cavalry detachments at will. A sniper (recon unit) is also a separate combat unit.

Artillery guncrews are considered as a part of the artillery unit and cannot act independently of those. Losses in an artillery guncrew (complete or partial) can be replenished, if the artillery unit itself has not been destroyed. If the entire squadron is lost you will not be able to control the artillery unit, until you form a new squadron. An artillery unit without a guncrew can be captured and used by the opposing combatant — in particular, you can capture unmanned enemy units and restore their combat ability, by sending your own squadron there and repairing it if necessary.

### Damage

Over the combat units in the game field you will see a framed colored bar that shows the unit's status in hit-points. For people that would be their health level and for vehicles it is the amount of mechanical damage that this unit can take. The length of the colored bar corresponds to the remaining amount of health or mechanical damage points, while the color of the bar is determined by the level of damage: green for no damage or small damage, yellow and brown for middle damage, and red for critical damage. The bar is not shown over infantry and cavalry units, guncrews and engineers that have maximum health and are not selected.

All damage that did not result in the destruction of a combat unit is considered reversible and can be recovered overtime. Engineering troops can repair damaged materiel, while the wounded are treated by the paramedics (in the field) or other military personnel (the wounded have to be placed in buildings of sufficient size).

### Reversible and Irreversible Losses

Manpower losses suffered by the player in the course of combat can be recovered with the help of supply trucks that can transport personnel (there will be a corresponding button in the controls menu of such a truck). Losses in an infantry or cavalry platoon can be recovered while there is at least one survivor left from the platoon.

Guncrews can be recovered (fully or partially) as

long as artillery unit itself has not been destroyed. If the player loses all supply vehicles or if they are unavailable, manpower losses cannot be recovered. Losses among engineers are recovered automatically while you still have engineering vehicles at your disposal.

If in battle you lose a combat unit that has suffered irreversible damage and is completely destroyed it is considered as an irreversible loss. After you complete the mission the lost combat unit will be replaced with a new identical one with a complete crew, however its level will be reduced to 1, and its experience will correspond to the initial value of this level.

## Buildings

A building is an artificial structure on the terrain. Structures consist of residential houses, public buildings, agricultural structures, production facilities, train stations, churches, etc.; fences; bridges; fortifications: pillboxes, bunkers, watchtowers and warehouses. Just like combat materiel, each structure has a certain amount of mechanical damage points and can be either damaged or destroyed. Damaged structures can be repaired by engineering troops.

Also on the terrain you may find earthworks such as trenches and barrage constructions (barbwire lines and block obstacles). These can be built by engineering troops over the course of the mission. Trenches are not structures; they have no mechanical damage points, and cannot be destroyed. Obstacles are not considered as structures either, but they can be destroyed with bombs, artillery shells and by armored vehicles and cannot be repaired.

### Structure Belonging

Thanks to their defensive properties buildings can be used by the infantry as shelters or firing points. The belonging of buildings as well as fortifications depends upon whose infantry is inside. Non-occupied buildings are considered neutral. Same would apply to those buildings of which it is not known, whether they are occupied by the enemy or not (unless the enemy is exposed by your own troops). Structures that do not have inner premises (bridges, walls, fences, etc.) are always neutral. Each depot initially always belongs to either of the parties, but can be captured by the opposing party. A depot is considered captured if your forces have occupied the adjacent territory; moving your infantry troops inside is not required (unless there is enemy infantry inside).

When a building is occupied you will see a column of colored health bars next to it, with the number of bars corresponding to the number of people inside. Enemy infantry is shown with red bars, your own infantry with green ones.



# Object Parameters

## Armor

This parameter shows the defensive properties of an object, its ability to withstand damage inflicted by shells and firearms. The size of the armor is determined primarily by the properties and thickness of the material of which the object is made of as well as the rational selection of armor form and the armor sheet angle. Objects that do not have defensive properties, have a zero armor value. When a shell hits the armor the object (and manpower behind the armor) will receive no damage if the armor value is higher than the level of the shell's armor penetration capacity (taking into consideration the random factors).

Objects can have different defensive properties on different sides, that is to say, that the game does take into account the difference between front, side, rear, and top armor. Usually armor values of combat units are significantly different depending on the side. Buildings, on the other hand, would normally have identical armor value on all sides, save for the roofing. The game uses a simplified shell vs. armor model: the hitting angle is not considered. The shell/armor interaction depends on a number of random factors and the parameter panel shows the average value of the armor. If the armor value is equal to the level of the shell's armor penetration characteristics, the damage probability will be 1/2

## Weapons Characteristics

Any weapon in the game has two basic parameters:

**Damage** is the amount of damage inflicted onto an object if hit: a unit health level or the number of mechanical damage points if materiel (buildings) will be reduced by that value. The weapon parameters show the average damage value, while the actual damage may be lower or higher. This primarily depends on the shot accuracy and a number of random factors.

**Armor penetration** is the ability of a bullet or shell to break through the armor. If there is no armor, or if its value is lower than the armor penetration value, the object will be damaged. The weapon parameters show the average armor penetration value, while the actual value may be lower or higher. This is determined by a number of random factors.

For combat units that have several weapons (e.g.: tanks) the parameters panel will show the values of the most powerful one, i.e. cannon.

## Firing Modes, Radiuses, and Fire Sectors

The weapon's ability to hit a target also depends on the effective firing range.

There are two types of firing against ground targets — ballistic firing and direct firing. With a direct shot the shell trajectory does not exceed the height of the target, while with ballistic fire the shell goes higher than the target. The firing type is determined by the type of the weapon: antitank guns can only fire with direct shots, while mortars are only suited for ballistic fire, heavy cannons and howitzers can do both. Defensive fire (or area shelling) can only be of a ballistic type.

For each weapon and firing mode there is a minimum and maximum range.

The minimal firing range is important in close combat: for instance infantry can fire point-blank, but heavy cannons have a so-called dead zone. The direct shot firing range is usually within the field of vision of a combat unit. With the ballistic firing the range can be a lot larger than the effective field of vision of the squadron, so the firing units would need spotters to correct the firing accuracy. In order to make the ballistic fire more efficient, you may want to shoot-in your weapon to a certain terrain point. In that case, a target, noticed by the spotter within a certain radius from that point (in other words within the shot-in area) can be hit with higher efficiency and without giving your squadron any additional orders - the spotter will automatically correct the fire.

Anti-aircraft (AA) units capable of hitting ground targets have three range parameters: minimal and maximum ground radiuses and a maximum air target radius. Another parameter related to AA weapons is the maximum altitude, at which they can reach a flying enemy aircraft. Planes in their turn are flying at their "ceiling" altitudes to avoid AA units.

The fire sector is determined by the weapon's design. Infantry small arms, mortars, tank-mounted cannons and AA guns have an all-round fire sector and can lock on any target within their effective radius. The fire sector of field artillery units is limited and in order to re-aim the target somewhere outside its current sector, it will have to be disabled for some time.

The fire sector of infantry units, located inside a building is limited by the view from the windows and positions suitable for fire. In order to see the available firing areas you must first select a building, where the infantry is hiding, and the select one of the infantry icons in the upper left corner of the screen and press **Alt+R**.

Current firing radiuses and fire sectors of selected combat units can be viewed by pressing **Alt+R**:

**Red circles** — indicate the minimum and maximum direct firing radiuses;

**Green circles** — indicate the minimum and maximum ballistic;



**Blue circle** — indicates maximum firing radius for air targets;  
**Red sector** — indicates the direct firing fire sector;  
**Green sector** — indicates the ballistic firing fire sector;  
 To view the shoot-in area of the selected weapon press **Alt+Z**.

## Damage Level

This parameter shows the remaining health level (for infantry and cavalry) or the remaining amount of mechanical damage points (for materiel and structures). Aside from the colored bar located directly above the object, the damage level is shown on the left colored indicator line at the bottom part of the interface panel. For infantry units located in buildings or vehicles, the health level is shown in vertical columns.

## Main and Additional Ammunition

Every combat unit has a certain amount of ammunition — shells, cartridges, mines, etc. The speed of ammo consumption depends on the weapon's firing rate. When the amount of ammunition closes to zero a special yellow sign appears above the combat unit. Once the unit completely runs out of ammo the sign turns red. A unit with a red sign cannot fire at all.

In order to avoid situations when your units run out of ammunition, you should regularly replenish their ammo with supply detachments.



*Ammo required*

Artillery and infantry units use different types of ammo: shells and cartridges accordingly. This ammunition is considered as primary. The majority of armored materiel has two types of weapons, for instance, a cannon and a machinegun. The shells for the cannon are considered as primary ammo, while the cartridges are the secondary ammo. The ammunition of the main and secondary weapons is shown as two colored bars in the middle of the interface panel indicators. For supply vehicles these indicators display their current supplies stock.

## Status Signs

Aside from ammo level signs, other signs displaying the current status of combat units may appear over them: for instance a shovel sign indicates that the artillery unit or armored vehicle is being dug in, a track sign indicates that one of the armored vehicle's tracks has been dam-

aged, an exclamation sign indicates an ambush, etc. The status of a combat unit can be viewed in a pop-up hint, if you select the unit and point the cursor at the corresponding sign on the information panel.



## Information Panel

The information panel shows the parameters of the object, which the mouse cursor is pointing at. When the cursor is pointing at an empty area on the terrain or at the information panel it will display the parameters of the selected object.



*Information panel*

While open the information panel displays:

- The object rank sign and its commander name (only for combat units, that are part of a "permanent" detachment);
- Four armor parameter figures (front, side, rear, and top) and two figures indicating the characteristics of the main weapon (damage and armor penetration);
- Object name.

## Combat Unit Parameters Indicator

The combat unit parameter indicators are the three colored bars at the bottom of the interface panel. These describe the following parameters (left to right):

- Damage level (health);
- Primary ammo or supply stock;
- Secondary ammo;

The length of the colored bar corresponds to the current parameter value with respect to its normal value. The color of the line also depends on the value of the parameter: green — normal or close to normal, yellow and brown — for average values, red — for low values.

## Minimap

The minimap shows a downsized scale of the terrain landscape (forests, fields, rivers, roads).

The brighter areas on the minimap indicate those regions, which are located within the view of your troops. Purple arrows indicate combat objective locations. Your forces are shown in green color, the



*Minimap*



visible enemy forces are displayed in red. The current area shown on the game field is displayed on the minimap in a highlighted rectangle.

The orange expanding circles indicate the approximate location of long-range enemy artillery (once they start the bombardment you will start receiving messages from the sound ranging intelligence). Blue circles will appear when you press **Aviation Support** button or the **CapsLock** key; this will show the location on the map border from where the planes will be coming in.

The minimap can also be used for movement. Left-click on a spot on the minimap, and the game field will center on it. To explore the area you can press and hold the left mouse button moving the cursor across the minimap.

## Game Control Buttons

Under the minimap you can see four control buttons:

 **Game Menu** — opens the game menu and pauses the game; you can also open the game menu by pressing **Esc** or **F10**.

 **Current Combat Objective** — opens the information screen with the last received combat objective; you can also use the **O** key to open this screen.

 **Air Support** — calls in air support if available in the current mission. After pressing this button on the command panel, a new set of buttons will appear indicating the types of air support available in this mission. In the lower part of each button you will see the availability indicator: if the button is currently unavailable, the indicator will show the remaining time till this type of air support is available again. You can also use **CapsLock** to summon the aviation.

## Command Panel

The command panel shows the list of commands that can be carried out by the currently selected combat unit or a group of selected units. The panel consists of 12 buttons, the designation of which depends on the selected object and may vary from one unit type to another. For a command description drag the mouse cursor over a button and read the text in the appearing hint window.

The available at the present moment are yellow - they correspond to the commands that can be carried out by the selected unit or group. When the picture on the button turns gray, the button becomes unavailable, this means that the selected unit or group of units cannot carry out this type of commands.

Some of the buttons operate as upper level menus opening a set of option-buttons available for this

command. For instance the infantry **Change Formation** command button would open a set of options, corresponding to different formations — **March**, **Double-Quick**, **Crawl**, **Situation-depensing**. To go back to previous command menu press the **Cancel Option Selection** button (bottom right of the command panel).

## Types of Commands

Simple commands are carried out immediately and do not require any additional indications: for instance the **Hold Position** command would bring all selected units to a halt, while **Belay** would cancel any previously given command. With simple commands, pressing the corresponding button leads to immediate action.

More complex commands would require the player to point at an object. For instance after giving the **Turn-around** command to a squadron or a crew, the player will need to specify a point on the terrain which must be covered by the new fire sector. When giving the **Attack** command you must specify the target to be attacked. When you press the button of a command of this type it will be highlighted in red and will remain highlighted until you specify the required object. At the same time the shape of the cursor changes depending on the command. Rightclicking executes the command while a left-click would cancel it.

Finally there are commands that require you to specify the location of extended objects on the terrain, — for instance, you want your troops to dig a trench or install a barbed wire fence. After selecting this command from the engineering truck menu, click the object start-point on the terrain, press and release the right mouse button, and move the cursor in the direction of the end-point. A red line will appear in the location of the future object. Once you come to the desired end point of the object, right-click again, and the order will start being executed. Left-click cancels the command.

## Using the Keyboard

In many cases it is much more convenient to use the keyboard for those commands that you use frequently. The button columns on the command panel always correspond to the keys on the left side of the main set:

### Keyboard

Q	W	E	R
A	S	D	F
Z	X	C	V



### Panel (infantry)



### Panel (tank)



Note that the two upper lines of buttons correspond to the same commands for different types of combat unit. This makes commanding mixed groups of combat units easier.

## Selecting Combat Units

When the cursor is positioned over an object (be it a combat unit, building or structure), the name of this object and its parameters are shown on the parameter panel. The objects you can control are the combat units and groups belonging to you.

## Selecting One Combat Unit

Left-click on a combat unit to select it. The colored bar above the selected unit indicating its damage level will be brighter compared to those located above other combat units.

## Adding Units to a Group

To add a certain combat unit to a selected group, press and hold **L-Shift**, and then left click on the unit you want to add to the group.

## Selecting Units of One Type

To select all combat units of a certain type (brand) appearing on the screen, simply double-click on one of them. This option is very convenient say when you want to select all artillery units on the screen before starting artillery preparation against enemy targets.

To select all combat units of one type located on the current map, left-click on one of them while holding **Ctrl**.

## Using the Frame

To select one or several combat units on the game screen you can also use the expanding frame. To do that imagine a rectangle surrounding the units you would like to select, then left-click on an angle of this rectangle and move the cursor diagonally to the opposite angle holding the left mouse button. The selected part of the screen will be marked with a darker background with a light frame. After you release the left mouse button all units within the rectangle will be selected.

## Assigning Number to a Group

If you assign a number to a group it will be much easier to command it and execute tactical maneuvers. To do that, select a group of units, and then press a **Ctrl+0...Ctrl+9** key combination. The group will be assigned a number from 0 through 9, which will be shown above all participants of the group. This way you can create up to 10 independent groups (note that each separate unit can only be part of one group).

To select one of the designated groups, press the key with the number corresponding to this group (**0...9**).

Assigning a combat unit to a group does not prevent you from giving it separate commands and moving it to a different group.

## Group Centering

For a quick search of a remote group with an assigned number use the **Alt+0...Alt+9** combination, which will center the screen on this group.

## Cancel Selection

To cancel the selection of a combat unit or group, left-click on an empty space on the terrain. To remove a combat unit from its current group press and hold **Shift** key and left-click on this unit.

## Issuance and Execution of Commands

You can control your detachments by giving them certain commands. To do that you must first select the desired unit or group of units. The list of the available commands depends on the type of the selected unit or the composition of the selected group.

A group comprised of identical combat units can carry out all commands available to one of the units. For instance you can select several artillery



units and order them to **Turn Around** each of the guncrews will then turn its cannon in such a way so that its fire sector faces the specified point.

A group comprised of different combat units can only carry out common orders. For instance if you have a cannon and a tank selected in one group, you cannot order them to **execute continuous fire**, since a tank cannot do that.

Once given a command, a combat unit or a group will proceed with it, using all available means. When a command cannot be executed you will receive a negative report with an explanation, with a respective text message on the screen.

## Command Sequence

Combat units can «memorize» several commands and execute them sequentially. For instance you can order an artillery squadron to move their cannon to a certain location and attack a target currently outside its firing radius. To do that press and hold **Shift** and then click the buttons on the command panel in the required sequence and release **Shift**. In order to stop the sequence, give this unit any other command.

## Independent Actions

Combat units can carry out certain actions independently, guided by the regulations and using their AI. For instance any combat unit capable of moving and carrying fire, will move in and attack any enemy in sight. In order for your troops to stay in their positions (for instance, in defense), you must order them to **Hold Position**.

Likewise, if an enemy is located outside the field of vision of your unit, it will not be attacked, even if it is within this unit's firing radius. An enemy spotted through the binoculars or a sniper optical scope, also be ignored unless you command to attack it.

If you order a unit to attack an enemy outside of its firing radius (firing radius and fire sector can be viewed by pressing **Alt+R**), the unit will close in on the enemy and attack them. The command will not be carried out if this unit cannot move independently - for instance if a cannon cannot be moved only by means of its crew or if a tank has a damaged track.

When you order your combat units to **Move** to a certain location, they will attack any enemy they may encounter on the way, but will do their best to keep on the route. If you order your troops to **Move on Alert**, your combat units will pursue the enemy as far as they can, and only after that, resume their way to the set location.

If a target is located outside of the field of vision of your combat unit (e.g. a long-range cannon), but within its firing radius, and if, at the same time, some other of your units (e.g. a sniper) sees that target, you can attack it. The sniper will then assume the role of the spotter, correcting the fire. A recon-plane can also be a spotter.

Attack aviation is also capable of independent action: fighters can spot an enemy plane within their patrolling radius, however if you specify the exact location of the enemy, it will take less time to destroy them. Bombers and fighter-bombers can correct their strikes themselves: for instance they can attack an enemy tank or a pillbox if it is located not far from the initially specified attack point.



## Cursors

The shape of the cursor on the battle screen depends on the situation. As a rule, when pointed at an object, the cursor will show the default action that can be performed with a right-click.



**Regular cursor** indicates that there is no object selected or no default action available at the present moment, this cursor is also used in all menus and interface elements. After you select an object on the combat screen the shape of the cursor will change.



«**Select**» cursor - hand-shaped - means that the object you are pointing at (combat unit or building) can be selected.



«**Enemy**» cursor - skull-shaped - will appear when you point your cursor at an enemy unit or a building occupied by the enemy (no default action).



«**Neutral**» cursor appears when you point to a neutral structure, or at a building, on which you do not have information on the presence of enemy units inside (no default action).



«**Move**» cursor shows that the currently selected unit or group can be given a command (default action — move to the specified location).



«**Follow**» cursor appears if you selected a mobile unit and are pointing on another unit that can be followed by it (for instance order an infantry platoon to follow a tank).



«**Fall in**» cursor means that the selected group of units must line up in a compact formation once it reaches its point of destination (usually the group will try to restore its initial formation). For that you issue a move order while holding the **Alt** key.



«**Move on Alert**» cursor will appear when you give a corresponding command to the selected combat unit or group. When moving to the specified location your troops will attack any enemy in sight and may temporarily deviate from their course in order to pursue the enemy.



«**Attack**» cursor - crosshair-shaped - will appear when you point the cursor at enemy units or buildings with enemy units in them: right-click will start an attack.





«**Shoot-in**» cursor opens when you select the corresponding command from an artillery unit's menu and serves to specify the point where you want to shoot-in.



«**Continuous fire**» cursor opens when you select the corresponding command from the menu of an artillery unit and serves to specify the area at which you want to concentrate your continuous fire (this area may be outside of the field of vision).



«**Turn Sector**» cursor will appear when you order the selected unit or group to **Turn Around**. Clicking the right mouse button will cause the weapon to turn so that the indicated point is in the center of the new firing sector.



«**Dig in**» cursor appears when you point at the selected combat unit. The default action will order the unit's crew to dig the unit in.



«**Survey**» cursor appears when you order the unit to survey the area through binoculars (applies to platoon commanders and snipers) and serves to specify the direction of the survey. Binoculars or an optical scope allow seeing the area at larger ranges but with a narrower sector.



«**Air Support**» cursor appears after you summon the aviation and serves to specify the target for the aircraft: recon area, bomb strike sector, fighter plane interception area or targets for fighter-bombers.



«**Occupy**» cursor appears when you have a selected infantry unit and point at a building or materiel unit that can be occupied, or if you point at a transport unit.



«**Abandon**» cursor appears when you select a building or vehicle currently occupied by your infantry troops and order them to abandon their current location. It serves to specify the location where you want the troops to move after they leave the building or vehicle.



«**Supplies**» cursor appears when you order the supply truck to replenish ammo and serves to specify the location where you want the truck to go to start supplying the troops located nearby.



«**Reman**» cursor appears when you select a transport vehicle that can carry personnel. It serves to specify the location where you want the truck to go to reman the detachments.



«**Replenish Supplies**» cursor will appear if you select a supply truck and point at one of your supply depots. Choosing this option will send the truck to the depot to replenish the spent supplies (ammo, personnel, etc.).



«**Repair**» cursor will appear are you select **Repair** from the engineering vehicle menu and serves to specify the location where you want the vehicle to go to repair the damaged combat units or buildings/structures.



«**Dig Trench**» cursor will appear when you select the corresponding option from an engineering vehicle's **Build** menu and serves to specify the location to dig a trench at. (Use the right mouse button to specify the start- and end-points of the trench).



«**Antipersonnel Fencing**» cursor will appear when you select the corresponding option from the **Build** menu of an engineering vehicle. It is used to specify the location where to set barbwire fencing (Use right mouse button to specify the start and end-points of the trench).



«**Antitank Obstacles**» cursor will appear when you select the corresponding option from the **Build** menu of an engineering vehicle. It is used to specify the location to set antitank hedgehog at.



«**Build Bridge**» cursor will appear when you select the corresponding option from the **Build** menu of an engineering vehicle. Building a bridge across the river is only possible in certain locations — look for a semi-transparent bridge contour between the two banks.



«**Detach Cannon**» cursor will appear after you select the **Deploy Artillery** command for a transport with a trailerized cannon. It serves to specify the location for the deployment of the weapon.



«**Hitch Cannon**» cursor will appear over a cannon if you have a tow-car selected. Serves to specify which cannon to take in tow.



«**Capture Cannon**» cursor will appear when you point at a lost cannon the crew of which has been killed in action (it can be your own or the enemy's weapon). You can either capture the cannon with infantry or assign a new crew by sending in a supply truck.



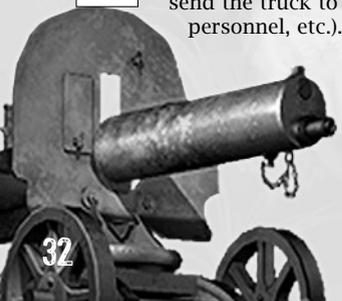
«**Lift Mines**» cursor will appear when you select the corresponding option from the menu of an engineering vehicle. It serves to specify the location for the engineers to left the mines off.



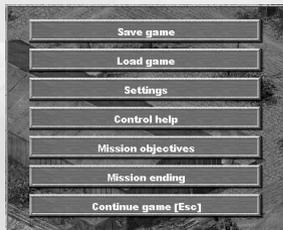
«**Set Mines**» cursor will appear when you select the corresponding option from the menu of an engineering vehicle. It is used to specify the location for the engineers to set the mines at.



«**Wait**» cursor shows that the game is currently not in interactive mode, and that all commands are unavailable.



# Game Menu



Game menu

You can access the game menu at any time by pressing Esc. The game menu contains the following options:



Game save window

**Save game.** Opens the game save window.

For each saved game you can either use the name suggested by default, or type in your own name. Game save filenames can use all Latin characters, numbers and other Windows' supported symbols, except for "space", "~" (tilde) and "'" (left apostrophe). You can use one of the existing filenames as an example. If you choose the name of an existing game the old file will be overwritten.

You can also use F5 for «quick save» (save game without opening the game menu). A game saved this way will always have the word «quick» in its name, and will be replaced next time you press F5. To load a quick-save file press F8.

Finally the game has several auto-save options. The game will be auto-saved at the start of each new chapter, and at the start and end of each mission. Auto-save filenames are preset and cannot be changed, which is why these files are periodically renewed. With the help of these files you can always restart a chapter or a failed mission. On the «Deadly» difficulty level normal and quick-save functions become unavailable so you can only use auto-saves or manual saves between missions.

**Load game.** Opens the list of previously saved games.

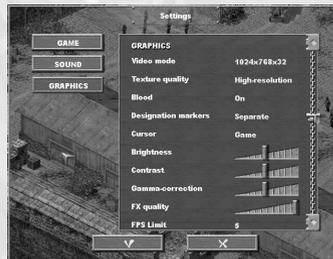
Select the desired filename from the list and press the button at the bottom of the window. To



Load game window

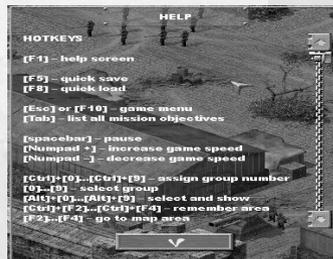
scrolls through the list use the scrollbar on the right. Note: each time you load a saved game it becomes known to your command and it will seriously affect their evaluation of your combat abilities...

To load the latest quick-save file press F8.



Settings window

**Settings.** Opens the Settings Window which is similar to that of the Main Menu (See Section «Settings» of «Main Menu»).



Hotkey reference window

**Control help.** Opens the hotkeys reference window.

You can also access this window by pressing F1.

**Mission objectives.** Opens the mission objectives window (see next part).

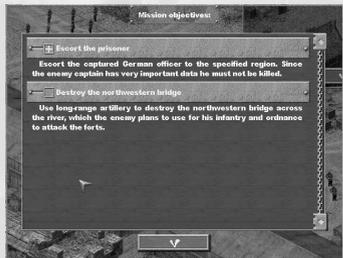
**Mission ending.** Ends mission and open the Mission ending menu (see «Mission ending Menu» below). Note: exiting to main menu will interrupt the game without saving.

**Continue game.** Closes the game menu and takes you back to the game.



# Mission Objectives Window and Current Objective Window

## Mission Objectives Window



Mission objectives window

To open the mission objectives window click the **Mission Objectives** button of the game menu or press **Tab**. The contents of this window are identical to those of the list of objectives on the mission screen (see «Mission Screen» in «Game Screens»).

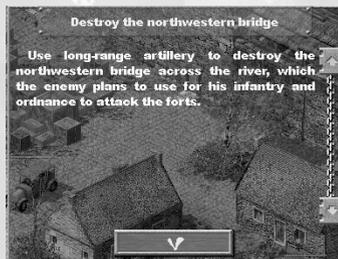
The panels with the titles of your mission objectives will have the detailed descriptions of objectives: the «+» sign to the left of the title indicates that the objective can be opened by left-click. Press

on the panel again to close the description. Next to the title you will see an indication of the current objective status: completed objectives are marked with a check-mark, failed objectives are marked with a cross-sign. The button at the bottom closes the window and returns you back to the combat screen.

## Current Objective Window

The current objective window is located in the upper left corner of the combat screen and contains the description of your latest received objective. The window is opened at the beginning of the mission when you receive the main part of your objectives. Press the button at the bottom of the window to close it.

You can also always access this window by clicking the **Current Combat Objective** button (second left under the minimap) or by pressing **O**.



Current objective window

Note that some of the objectives will be issued during the mission, so it is advisable to take a look at this window every once in a while. The information on a new objective will be shown in the message line and vocalized with a sound alert.

# Message Window and Console

## Message Window

Information on all important events in the game is shown in the upper left part of the screen. Once a new message arrives the old lines are moved upwards and will with time disappear from the screen altogether (they are saved in the console window).

**The color of the message depends on the type:**

**green** — information on completed objectives, system messages (game load/save, game speed change, etc.);

**yellow** — received objectives;

**red** — everything related to the enemy (enemy aircraft takeoff, long range artillery attacks, etc.).

## Console

To open the console window press **~** (tilde). The console window stores all messages received throughout the mission. The color of lines in the console window matches that in the message window. To view the message log use **PgUp** & **PgDn**. To exit the console press **~** one more time.

## Controlling the Game Speed

You can change the speed of the game in a wide range (10 steps up and 10 steps down from normal speed), as well as pause the game. When you change the game speed, the speed of all the action taking place on the combat screen will decrease or increase proportionally.

**To change the game speed use numpad keys and the spacebar:**

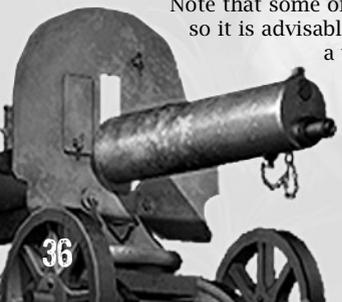
**Num. +** — increase speed one step;

**Num. -** — decrease speed one step;

**spacebar** — pause game.

Game speed change notifications are shown in the message window and stored in the console, game pause notification appears in the center of the screen. When the game is paused, you can still explore the terrain, select combat units and give commands to them, specifying movement locations and targets. This mode is very convenient for giving sequences of commands to your units.

Speeding up the game is quite useful when your detachments need to perform some routine tasks with no direct interaction with the enemy — for instance, when you dig trenches to fortify your defense lines and put infantry into the trenches, or when you need to lead a detachment via a preliminarily explored route from their initial positions closer to the enemy forces, etc.



Before starting direct operations it is strongly recommended to return back to normal speed. Slowing the game down may be useful when you control multiple combat groups or when the frontline is rather long and you have to move a lot from one flank the other correcting the action of your subordinates. It is also recommended to pause the game every once in while for better evaluation of the current combat situation.

**Note:** decreasing the game speed may be necessary with a low processor or video card performance, when the calculation of object locations on the map and scenery display take up the larger part of the resources, and there isn't enough resources left for calculating the object behavior models and their interaction. At that controlling the game becomes rather difficult as the system response time increases. If it is the case decreasing the game speed may in fact enable the objects on the screen to move faster and decrease the system response time, since the algorithms of the game model will receive more resources. If you have set a minimal FPS rate (the default value is '5') in the settings menu then if under critical conditions the speed of video output decreases significantly the game speed may be reduced automatically. Once the critical moment is over, you can boost the speed back manually. If for some reason you do not want to use the auto-decrease function you can switch this feature off by setting the value to '0'.

## Mission ending Menu

To open this screen, press the Mission ending button in the game menu. The menu contains the following options:



Mission end menu

**End mission.** Ends current mission and opens the stats screen (available only after you win the mission).

**Restart mission.** Restarts the mission with the same initial conditions.

**Go to main menu.** Interrupts the current campaign and opens the main game menu.

**Exit to Windows.** Closes the game and takes you back to Windows.

**Back.** Takes you back to the combat screen so that you can continue your current mission.

## Control Keys

### Legend

Names of separate keys are shown in square brackets. EG: **Caps Lock**.

Key combinations are shown with a «+». This means you have to press the first key, hold it, and press the second key. EG: **Ctrl+Enter**.

Mouse commands are denoted as follows:

L-click	Press and release the left mouse button
R-click	Press and release the right mouse button
2-click	Double click the left mouse button



## Combat Screen Interface

F1	Help screen
F5	Quick save
F8	Quick load
F9	Save screenshot (creates a shotXXXX.tga file in the /screenshots folder)
Esc or F10	Display game menu
Tab	Open the list of all combat objectives
spacebar	Pause on/off (you can still give commands to your troops in this mode)
Num.+	Increase game speed
Num.-	Decrease game speed
Shift	Add command to sequence (for instance you can specify several patrol areas for a plane, etc. Commands are added to the queue while shift is pressed. Once you release the key the commands are executed);
Backspace	Delete all messages
~	Show/hide console (message/chat log)
PgUp, PgDn	Scroll up/down in the console

## Command Panel Interface

B	Show/hide info panel
O	Show current combat objective
Caps Lock	Call for air support (the air support type is selected with option buttons on the command panel)
Q, W, E, R	Four top buttons on the command panel
A, S, D, F	Four middle buttons on the command panel
Z, X, C, V	Four bottom buttons on the command panel



## Camera Controls

<b>up</b>	Move camera forward (NW)
<b>down</b>	Move camera back (SE)
<b>left</b>	Move camera left (SW)
<b>right</b>	Move camera right (NE)
<b>Ctrl+F2... Ctrl+F4</b>	Remember current position on map
<b>F2...F4</b>	Return back to previously saved position

## Combat Unit Controls

<b>L-click</b>	Select object (to cancel selection click on an empty area)
<b>2-click</b>	Select all units of this type on the screen
<b>R-click</b>	Default action (move, attack, etc.)
<b>Ctrl+R-click</b>	When clicking on an object: attack this object (you can attack any object on the map including your own combat units); when clicking on the terrain: march on alert
<b>Alt+R-click</b>	When clicking on terrain: proceed to location ignoring all enemy troops, fall in formation upon arrival; When clicking on a building or defense fortification (for infantry): besiege or occupy building
<b>Shift+L-click</b>	Add this unit to selected group
<b>Ctrl+0...Ctrl+9</b>	Assign number to group
<b>0...9</b>	Select a group assigned earlier
<b>Alt+0...Alt+9</b>	Select a group assigned earlier and center the screen on it
<b>Alt+R</b>	Show firing radius/sector of selected units
<b>Alt+Z</b>	Show shoot-in area (for artillery)

## Background

On June 28, 1914, a Serb patriot, named Gavrilo Princip assassinated the Austrian Archduke Franz Ferdinand in Sarajevo.

Following the advice of German Emperor William II, a month later – on July 23 – Austro-Hungary delivered an ultimatum to Serbia in a rude form in order to provoke the Serbian diplomats to respond similarly.

Although the Serbs restrained themselves from returning the insult, their response still did not please the Austro-Hungarian Government. On July 28, the Empire declared war on Serbia and the Austro-Hungarian artillery started shelling Belgrade.

On July 30, the Russian Government announced all-hands mobilization, and the next day the Germans demanded from Russia to stop the mobilization. The Tsarist government ignored this ultimatum.

On August the 1<sup>st</sup> Germany declared war against Russia and two days later against France.

War broke out.

World War I became an event of paramount importance. Its scales and consequences have never been repeated through the entire history of humankind. The war lasted for 4 years and 3 months, involving 38 countries, where about three fourths of the Earth's population lived. Millions of armies were involved in operations, equipped with the latest state-of-the-art weapons and arms.

The results of the war were devastating: 10 millions killed (equal to the number of all people killed in all European wars over the previous millennium) and 20 million wounded.

On June 28, 1919 the winning countries (namely the US, England, France, Italy, etc.) on one side, and Germany on the other, signed a peace agreement that ended the war. The final conditions of the agreement were developed in 1919–1920 at the Paris Peace Conference. Germany has lost considerable territories, took the obligation to observe the independence of Austria, Poland, and Czechoslovakia, pay the reparations, cancel the all-nation draft, dismiss its General Staff, limit its armed forces to 100,000 men... Germany was not allowed to have heavy artillery, tanks, and military aviation.

The conditions of the Treaty of Versailles were hard and humiliating to the German pride, but strange as it is, very good for the country itself. It kept its main values: the nation, the land, and the independence.

Should the Treaty of Versailles cause the reverse, that is to oblige the exhausted Germany to maintain a 2–3 million strong army, supply the armed forces with heavy artillery, etc., no one knows whether the Germans would be able to rise from the ashes and start another war 20 years later.



# Credits

## \*\*\* Dark Fox \*\*\*

**Producer and Project Manager:**  
Pavel Nazarov

**Lead Programmer:**  
Anton Korzunov

**Interface Programming:**  
Andrey Kislov  
Andrey Ignatyev  
Andrey Ovsyannikov

**Lead artists:**  
Alexander Ivakhin  
Elena Kaskova

**Concept Art:**  
Elena Kaskova  
Alexander Ivakhin

**2D-Graphics and Textures:**  
Alexander Ivakhin  
Elena Kaskova  
Alexander Kuzmin  
Maksim Aksyonov

**3D-modeling:**  
Alexander Kuzmin  
Maksim Aksyonov

**3D-animation:**  
Alexander Kuzmin  
Maksim Aksyonov

**Interface:**  
Alexander Ivakhin

**Special FX:**  
Andrey Ignatyev  
Andrey Ovsyannikov  
Alexey Nazarov

**Video Director:**  
Dmitry Gusenkov

**Videos:**  
Alexey Nazarov

**Lead Game Designer:**  
Vladimir Kislov

**Mission Design:**  
Vladimir Kislov  
Andrey Kislov  
Alexey Nazarov  
Dmitry Larin

**Historical Consultant:**  
Andrey Kislov  
Dmitry Gusenkov

**Texts:**  
Andrey Kislov

**Tech Writer:**  
Dmitry Gusenkov

**Sound Director:**  
Sergey Kutzebov

**Music:**  
Boris Yakovlev  
Nikolay Saburov

**Arrangement:**  
Boris Yakovlev  
Nikolay Saburov

**Recording, Mixing, Mastering:**  
Boris Yakovlev  
Nikolay Saburov

**Recorded by:**  
Composite Students' Philharmonic of  
the Russian Music Academy

**Conductor:**  
Boris Yakovlev  
Recorded, mixed and mastered at Nicr  
Sabur Habib Records in 2004.

**Dialogues:**  
Dmitry Gusenkov

**Internal Testing:**  
Andrey Ignatyev  
Andrey Ovsyannikov

**Special thanks to:**  
Composite Students' Philharmonic of  
the Russian Music Academy, Boris  
Yakovlev  
Nikolay Saburov

**Beta-testers:**  
Andrey Ignatyev  
Andrey Ovsyannikov

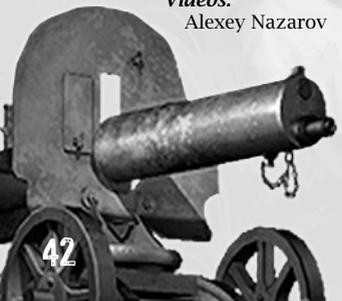
## \*\*\* 1C Company \*\*\*

**Producers:**  
Andrey Grishchenko  
Pavel Krutov

**Marketing & PR:**  
Nikolay Baryshnikov  
Anatoly Subbotin  
Alexey Artemenko

**Layout:**  
Sergey Konovalov

**Testing:**  
Alexander Shishov  
Alexander Trifonov  
Dmitry Kiyatkin  
Sergey Kiyatkin  
Dmitry Savin  
Konstantin Shavruk  
Alexander Latyshev



© 2006 1C Company. Developed by Dark Fox. All rights reserved.  
This product contains software technology licensed from Nival Interactive.  
© 2006 Nival Interactive. Nival, the Nival logo and the Enigma Engine logo  
are trademarks of Nival Interactive. All rights reserved.

## *Notes:*

The game uses FMOD music and sound system.  
Copyright © Firelight Technologies, Pty, Ltd. 1994–2006. Used under  
license.

The game uses the Bink video display system.  
Copyright © 1997–2006 by RAD Game Tools, Inc. Used under license.

The developers of WWI want to thank the developers of all freeware and  
technologies used in the game.

Lua scenario language developed by Waldemar Celes, Roberto Ierusalimsky  
& Luiz Henrique de Figueiredo.

Lua Copyright © 1994–2000 Tecgraf, PUC–Rio. All rights reserved.  
[www.lua.org](http://www.lua.org).

Ogg Vorbis Copyright © 2002, Xiph.org Foundation.  
[www.xiph.org](http://www.xiph.org).

Libpng Copyright © 2000–2002 Glenn Randers–Pehrson.  
[www.libpng.org](http://www.libpng.org).

Zlib Copyright © 1995–2002 Jean–loup Gailly & Mark Adler.  
[www.gzip.org/zlib](http://www.gzip.org/zlib).

