

# MEMOIR '44 ONLINE

## Instructions Manual



Welcome to the Instructions Manual! This document will help you get started playing Memoir '44 Online.

This Manual assumes that you are already somewhat familiar with the rules of the board game this Online game is based on. If you are not familiar with the board game, we recommend you take a quick look at video tutorial on <http://www.memoir44-online.com/tutorial> to familiarize yourself with the game's basic concepts.

Then launch the game and play the Pegasus Bridge scenario solo. After this, try to find a playing partner willing to walk you through the game's basics during your next online battles. Plenty of battle-worthy veterans should be willing to lend a hand and share their wisdom and battle-savvy.

## INSTALLATION

Installation follows a classic process. Simply launch the installer and follow the steps. If you installed a previous version of Memoir '44 Online, simply launch your current copy of the game: It will detect automatically a new update if there is one, and install it.

## BASICS CONCEPTS

You should resist your temptation to try the software right away ☺, and read this section first. This will assure an enjoyable first experience with Memoir '44 Online!

### Multiplayer vs. Solo Games

Beginning players will usually start to play Solo games to learn the basics of the game in battles against the AI. But be advised! "Johnny" (the nickname of the AI) is not that easy to beat.

Multiplayer games have the advantage of having a human opponent who can help you get started. You will find that, as a general rule, players in the Memoir '44 Online community are friendly and willing to play. The focus is, and should remain, on "fair-play" first and foremost. Players are often WWII history fans; they will be more than happy to share their passion for the game and for this historical period with newcomers such as yourself. So don't be shy and try the Multiplayer gaming experience as early as possible!

### Officer Ranks



As you play Memoir '44 Online, you will gain experience and begin being promoted as an officer. You start the game as a **Cadet**. To be promoted to **Second Lieutenant**, you need to play and score at least 3 victories against other human players. Conditions to be promoted from one Officer Rank to the next are more and more difficult as you move up the Ranking ladder, but the details of each promotion are still classified information. You will discover them in time...

**Important note:** Only Multiplayer games count toward Officer promotions. Solo games are usually *not* used.

**Officer Insignia and Title:** by default, you get a US Army Officer Insignia and Title. By going in the **Service Records** screen of the game, you may choose another nationality of your choice from the following major combatants in this conflict: British, Russian, French, German, Japanese or Italian. The corresponding Insignia and Title for that Army will then appear next to your name. Note: you will earn your first Insignia when you get promoted to Second Lieutenant, after your 3<sup>rd</sup> Victory against a human opponent. Cadets don't wear any.

## Achievements



Memoir '44 Online also features a sophisticated system of Achievements. Depending on how you perform during games, you may be awarded some badges or medals at the end of the game. There are 3 categories of Achievements: **Honor Badges**, **Specialist Badges** and **Expert Awards**.

Honor Badges are usually pretty easy to get. For example, playing a scenario on the beach side will grant you the "Wet Feet" badge.

Specialist Badges are Achievements that are focused or rely primarily on the mastery of specific features of the game. This rewards raw skill over the social aspects of the game.

Expert Awards are rare Achievements that reward exceptional performance in a battle and/or during the career of a player.

**Important note:** Just like Officer ranks, Achievements can be earned only in Multiplayer games. Solo games are *not* taken into consideration and do not count toward gaining Achievements.

## War Treasure and Gold Ingots



As an officer, you will have to manage your logistics wisely to win your battles and develop a successful career!

Memoir '44 Online can be downloaded freely - all it requires to get started is a Days of Wonder Online account, which you can establish by signing up with your e-mail, if you haven't already done so.

When you enroll for Memoir '44 Online, you receive an initial enrollment bonus of **Gold Ingots** that will provide you with hours of free online play and enough ammunition to fight many battles and familiarize yourself with the game.

Once you run out of your initial Gold Ingots, you will have to purchase more of your own: Various packs of Gold Ingots, of different levels, can be purchased directly from within the game, with volume discounts available for the most frequent players.

These Gold Ingots are used to play battles. Depending on the scenario, you will pay 2 or 3 Gold Ingots to play it. In the future, some new scenarios might cost 1 Gold Ingot or even 4 - although these will be the exception, not the rule.

Note that if your game is interrupted for some reason (network or connection issue, bug, etc.), you will be automatically refunded the Gold Ingots for this game, if you could not resume the game within 15 minutes.



# LAUNCHING YOUR FIRST GAME

OK Cadet, enough talk, let's get ready for some action on the front lines now! You have downloaded and successfully installed the game. Launch Memoir '44 Online and try to play your first Solo game, "Pegasus Bridge". To do so, after entering your Days of Wonder Online login name and password, click on the big "Tutorial" button.



After watching the video, you will enter the **Briefing Room** screen, which will provide you with more details on the battle you are about to play. By default, you should play this battle from the Allies side. Your opponent will be the game's resident AI or bot, known as "Cadet Johnny". Leave all options to their default values and click "Start Game!" at the bottom.

## THE BASICS

There are a few universal rules of thumb to keep in mind when playing the game:

### Right-Click to Get Help!

Doing a right-click and hold your mouse button down over one of the board's hexes will show you all the help cards related to the terrain, obstacles, unit, etc. located in the hex you clicked on. Mac Users who did not configure their mouse for right-click may use the Control key + click instead.

Also, doing a right-click on a card in your hand, at the bottom of the screen, will automatically zoom in and show you this card at full-size.

### Drag-and-drop to Move Things or Battle

Just like in the board game, you drag-and-drop a card from your hand onto the board to play it. Likewise, you will move units on the board by drag-and-dropping them. Last not least, to order one of your units to fire on an enemy unit, click-and-drag your mouse from your unit that is firing toward the target you wish to roll dice against. It is as simple as that.

## Double-Click to Perform Certain Default Actions

To speed things up, you may also use a double-click. For example, you may double-click on a card to play it; you may double-click on an hexagon to retreat, when you are asked to. Likewise, you may double-click on a target to attack it. Or double-click on a unit in barbed wires to remove these instead of battling. Etc...

## Shift-Click on Units to See their Threat Zone



Shift-clicking on a unit will temporarily reveal that unit's firing "threat zone", using color-coded hexes to show the number of dice that will be rolled against a target in these hexes.

Hexagons where you roll 3 dice will be colored in red. Those with 2 dice in orange, and those with a single die in yellow. The computer automatically takes into account the rules regarding line of sights when computing this threat zone, so a target in a hex that is out of sight will remain uncolored. This threat zone display will prove especially useful if you do not remember your units' firing capabilities or terrain rules too well; it is a boon for beginners. So do not hesitate to use it; maximizing the number of dice you roll can often be the difference between a glorious win or a painful defeat!

## Forgot the Special Rules? Use the "i" Info Button!



Many scenarios introduce their own unique Special Rules, which are presented to both players in the Briefing screen, before the start of battle. At any time during the course of a game, if you are not sure you remember the specifics, you may simply click on the Information button marked with an I in a circle, in the upper left corner of the screen, to bring the Special Rules and Historical Context of the scenario back onto the screen.

# PLAYING YOUR TURN

Just like in the board game, your turn is divided into a series of phases played by you in succession, before your opponent then gets a chance to play his own turn. Your game turn is usually made of the following phases:

1. Play a card
2. Order units
3. Move units
4. Battle
5. Take a card

At the end of each phase, you will have to push the "Done" button located at the bottom right corner of the screen to validate the current phase and move to the next one. To save time, you may also use the Enter key on your keyboard as a shortcut, instead of clicking on Done.

## Play a Card



Drag-and-drop a card from your hand onto the board, or double-click on the card of your choice to play it.

## Order Units



If the units ordered by the card you played can be selected without any doubt, the software will do it for you - for example, when ordering all the units in a Section you won't have to select this Section's units individually. All you have to do is to click on the Done button. Otherwise, you must select the units you wish to order by clicking on each of them. Click again on a selected unit to deselect it. Click the Done button once you're satisfied with your selection. If you forgot to select as many units as you were entitled to order, the software will usually remind you there is still some more you could order.

## Move Units



You may move units that have been issued an Order during the previous phase according to the Memoir '44 rules. Click on the unit you want to move. Hexagons that can be reached this turn will be highlighted in green.

Hexes from where the unit will be able to battle this turn will appear in **dark green**, and hexes where the unit can move to this turn but won't be able to battle from will appear in **light green** instead.

You may move your unit by directly drag-and-dropping it onto its destination hex. You may also move it hex-by-hex, via a succession of drag-and-drops. However, once you start moving another unit, you can no longer move the prior unit again.

Likewise once a unit is moved onto an hex, it cannot backtrack for free - Just like in Chess, once a unit is moved, it is moved. Real commanders stick to their orders!

## Battle



Units that can battle this turn will be highlighted in this phase. To battle with a unit that is highlighted, simply click on it. Animated target symbols will appear around the enemy units it can attack. Much like with the earlier threat zone, a Red color will indicate a roll of 3 or more battle dice, orange 2 dice and yellow one die. Click-and-drag from your unit onto your target, or double-click on your target. Battle dice will be rolled for you, and damages applied automatically.

Then proceed to the next ordered unit that can battle, until all your units that can battle have done so.

## Take a Card

At the end of the turn, a new card will automatically be drawn from the top of the Command deck visible on the side of the board, and be added to your hand of Command cards. If you played a *Recon* card, you will be presented with the two cards you need to choose from. Choose a card by clicking on it and push the button in the lower right corner, or double-click on the card.



Julien Delval

# SPECIAL CASES

## Retreating

When your opponent rolls a flag, you may be forced to retreat. Possible retreat hexes will be highlighted in purple. Drag-and-drop your retreating unit to one of these hexes or double-click on the retreat hex itself. If there is only one possible retreat spot, your unit will automatically retreat to that hex: no action is required on your part.

## Using the Ambush Card



The Ambush card is a special card: It is played like an interrupt, during your opponent's turn, not yours.

To prevent network latency, this card is played by "arming" it before you wish to play it. To do so, at any time during your turn or your opponent's turn, simply click on this card in your hand. The card will move up a bit, to indicate it is now "armed" and ready to be triggered when appropriate.

The software will show a little yellow icon on the board, next to the unit it considers the most appropriate to use your Ambush with. This spot (i.e. the unit that will use your Ambush, if given the opportunity) is automatically and systematically re-evaluated by the computer after each attack from your opponent, based on how the on-board tactical situation evolves.

Depending on your situation in the game (such as whether you lead or not, and by how much), the game's Artificial Intelligence will make a more offensive or more defensive choice regarding how to best play this Ambush. The type and health of the attacking and defensive units in play are also taken into consideration by the computer during this evaluation. While this does not give you the same control as in the board game, you will see with practice that the computer is really good at comparing – and taking advantage of – probabilities, and you may learn a few neat tricks as a consequence. Try it, it's a blast and really fun to play!

If you are an experienced Memoir '44 player, and you wish to retain complete control over when your Ambush cards are triggered, you may still do so – though we still don't recommend it – the computer's AI is usually more adept at figuring the odds. To do so, before playing, go to your Settings screen and in the Game Options section, choose "Manual Ambush". This setting is global; once made, it will apply to *all* your games going forward, for as long as this setting is kept.

Just as in the AI-assisted mode, you choose to "arm" your Ambush card ahead of time by clicking on it. From this moment on, every time an enemy unit performs a Close Combat attack, a dialog will appear asking you if you would like to play your Ambush card or not: very simple.

Make sure you don't wait too long before answering Yes or No to this confirmation dialog: a long delay might tip-off your opponent to your Ambush card!

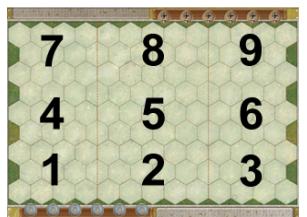
## ZOOMING AND PANNING

If you play on a small screen, you will find the zoom features handy.

**To zoom-in or out:** use the mouse wheel to zoom in – or out - of the area where your mouse pointer is located. If your mouse does not have a mouse wheel, use the + and - keys on your numerical keypad.

If your mouse is equipped with a mouse wheel, moving from one area of the map to another is really fast and easy: zoom out with the wheel, move your mouse pointer above the map area, and zoom back in.

If you have one, your **numerical keypad** will also work like a mini-map: the 1 to 9 keys instantly focus on a specific area of the battle map.



- Keys 1 to 9 center and zoom the view quickly on the corresponding portion of the map, as shown on the diagram to this left
- The + and - keys zoom in and out.
- The 0 key fully zooms out, to show you the entire map.

**Panning** (scrolling) can be done in several ways. You can use the arrow keys of your keyboard. You can move your mouse cursor to the edges of the map. You can hold the space bar key down and click-and-drag on the map to move it around. Or if your mouse has a mouse wheel that can be pressed, hold it down and move your mouse around.



# PLAYING MULTIPLAYER GAMES



Once you are done with your first Solo Game, it's time to play against a real opponent!

Go back to the Main Screen, and click on the Play button.

## The Headquarters screen

First, take some time to look in more details at the **Headquarters** screen (also nicknamed "the Lobby" or "the Officers' Mess" by players). It is divided in two lists.

The Headquarters screen is divided into two main sections. The left section, titled 'Choose a Scenario', lists available scenarios. The right section, titled 'Commandant Yann', lists other players currently logged in.

**Scenarios List (Left):**

Name	Rating	Front	Date
Pegasus Bridge	70%	West.	Jun. 44
Gallabat & Metemma	70%	Med.	Nov. 40
NADR test	-	West.	Jun. 44
Matanikau River	65%	Pac.	Oct. 42
Slopes of Mount Austen	63%	Pac.	Jan. 43
The Meat Grinder	31%	Pac.	Feb. 45
Sugar Loaf and Half Moon	72%	Pac.	May. 45
Guam Landings	66%	Pac.	Jul. 44
Japanese Counterattack	66%	Pac.	Jul. 44
Wake Island	27%	Pac.	Dec. 41
Guam Landings	52%	East	Dec. 41

**Players List (Right):**

Name	Battles	Honor	Skills
Commandant Philoo	151	*****	1,494
Commandant cedrox	338	*****	1,494
Commandant Gillouelambe	142	*****	1,494
Sotto Tenente altsoldat4	30	*****	1,494
Lieutenant Colonel gheintze	705	*****	1,494
Cadet player741522	2	***	1,494
Second Lieutenant player/38	26	****	1,494
Major player690161	166	*****	1,494
Lieutenant testaccio	46	*****	1,494
Cadet Johnny J	2	***	1,494
Lieutenant sergeant-hartman	141	*****	1,494

On the left, the **Scenarios List** shows the scenarios that can be played. By default, scenarios with open games are listed at the top of the list, and have their names highlighted in **bold green** text. It means that there is someone waiting for another player to join in. To join this game, simply click on the scenario and push the Play button. You may also double-click on the scenario's name as a quick shortcut. Doing so does not let you select who will play against but a real officer should feel confident enough to face off whomever fate puts against him on the battlefield!

On the right, the **Players List** shows the list of *all* players currently logged in on the server - wherever they are currently playing a Battle or waiting like you in the Headquarters.

## Playing a Scenario

Playing a scenario is very easy: select the scenario of your choice by clicking on it in the list, then click on the Play button - or simply double-click on the scenario's name itself!

If there is already someone waiting for an opponent in this scenario, you will automatically join his game in the **Briefing Room** (see next chapter). If there is nobody yet, you will also be directed to the Briefing Room and wait there for an opponent.

Note that as long as nobody has joined your game, you can keep on using the Chat box to communicate with other players including all those who are still in the Headquarters. As soon as someone joins your game, all your communications become private.

## Inviting Someone to Play a Scenario



Sometimes, you may want to play against a specific player rather than face off whomever fate sent against you. To do so, select the scenario in the Scenarios List on the left and the opponent player of your choice in the Players List on the right. At the bottom of the panel, an Invite button will appear, next to details about the player you selected. Click on the Invite button. This will pop a

waiting message on your screen, and an invitation message on your opponent's screen. You will both be directed to the Briefing Room as soon as your opponent accepts your invitation. If your opponent declines your invitation, you will automatically be back to the Headquarters screen you were in.

## Discovering More Scenarios ("Aren't there more than 3 scenarios?")

When you start your officer career with Memoir '44 Online, only a few scenarios appear in the list at first. For example, after playing your first game, you will see only "Pegasus Bridge", "Sword Beach" and "Juno Beach" in the list. Don't worry, there are many more!

The game reveals new scenarios in a progressive manner, to help you learn new concepts and rules smoothly. The more experience you gain, the more advanced the battles that you will be presented with might be.

Note that this progressive display is simply performed using preset filters (see Filters below). If you are a veteran player of the boardgame and really want to see everything at once, select "All" from the "Show" pop-up menu located above the scenario list.

But beware! Don't play scenarios from the Eastern Front, Pacific Theater or Mediterranean Theater if you don't already have a solid experience with the online or the board game. If you are new to the game, you will have a much better gaming experience if you follow the automatic progression built into the game and enjoy the new scenarios as they come up to gain experience and move up the Officer Ranks. Once you make it to Major, all battles will be displayed for you to play on, regardless of their complexity.

Veterans who don't want this progressive display can simply go to the Settings screen and turn it off in the Game Options section (see the Settings chapter).

## Filtering and Sorting in the Scenarios List

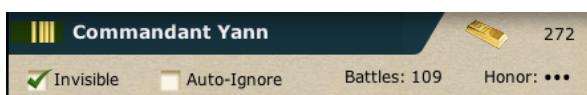


At the top of the Scenarios List panel, you can use **filters** to help reduce the number of scenarios displayed and sort them. Using the

Search box, you can look for specific words in the scenario titles. You may also restrain your search to a specific Front or Year of the war.

You may also change how the scenarios are sorted by clicking on the table headers. For example, to sort scenarios alphabetically, click on "Name". Click again for a descending sort order. Click a third time to restore the default sort (i.e. scenarios with open games appear first).

## The Invisible check box



In the Players List, just under your name, you can find a check box titled "Invisible". Clicking on it removes you from the List of Players

visible to all other players. Use this feature when you want to play Solo and be left alone.

Note that when Invisible you still see the conversations in the chat area, but you won't be able to participate in those. If you try to play a Multiplayer game, or begin to type a message, you will be reminded that you are invisible, and be offered to become visible again.

Also note that you will never see yourself in the List of Players, much like you never see yourself in the real world. Instead, all of the information relative to your status is displayed permanently above the List of other players in the lobby. Be assured that (unless you clicked on Invisible) all other players see you in their own List of players, however!

## Filtering and Sorting Players



When there are many players in the Player List, you can reduce the number of players displayed to help find

those you want to play against. The Show pop-up menu can be used to show only your Buddies, or only the players who are not fighting in a Battle yet. The Language pop-up allows you to exclusively select players who speak your own language.

Like with the Scenarios List, you can sort the Players List. Click on a table headers to sort the list according to that criteria. By default, players are sorted by status, showing players currently in the Headquarters first.

## Information about a Player



When you select a player in the list, more details about him automatically appear in a panel at the bottom of the list. The information displayed include that player's:

- Avatar, Officer Insignia and Rank, and Login Name.
- The number of Standard Battles he fought.
- His Honor and Skill values (see details below).
- His language and time zone.
- His Buddy/Ignored status.

## Adding a Player to your Buddy List or to your Ignore List

The two icons in the player information panel indicate if the selected player is part of your Buddy List or of your Ignore List. To add the player to your Buddy list, simply click on the Buddy check box. We recommend that you do this with players that you like, it will become easier to find them again during your next session: in the Player List, you have a filter to show all your Buddies only.

If you have a bad experience with a player (unfortunately, this may happen despite everyone's best intentions), you may consider adding him to your Ignore List using the Ignored check box. After you do so, you won't "hear" him in the chat anymore, and he won't be able to join your games.

You can remove a player from your Buddy List (or from your Ignored List) by clicking on the corresponding check box again, while that player is selected.

## About Honor and Skill

**Honor** is a "good behavior" indicator. You start with 3 dots: . As you play and *finish* your Battles, you slowly earn more Honor, up to a maximum of 5 dots: . If you *voluntarily* quit a Battle in the middle of it, you will lose Honor. Note that you lose Honor much faster than you gain it. We want to encourage fair-play: even if you are losing a battle, finish it; this is a matter of fair play and respect for your opponent! It is the expected behavior in Memoir '44 and repeat offenders will soon find it difficult to find others willing to play against them.

**Skill** is a score that is computed at the end of each battle. Your Skill is completely independent from your Officer Ranks and the Achievements you gained. It is just a numerical value that can be used to compare players, in a manner similar to the ELO system used by Chess players. You start with a Skill score of 1,500, and a fixed number of points is exchanged at the end of each battle. The number of points takes into account the Skill difference between the players, the balance of the scenario, the number of medals won, etc. The algorithm used to compute this score is beyond the scope of this manual, and should be of interest only to the most competitive players.

Our emphasis on Memoir '44 Online is on promoting Officer Ranks and Achievements, not this raw numerical Skill score - which we will likely reserve for seeding tournaments and such, internally.



# BRIEFING ROOM

Once you create or join a game, you enter the Briefing Room. There you will receive the briefing necessary to prepare you for Battle, get a chance to select the side you wish to fight on and get an opportunity to discover the scenario's Special Equipment Packs and Rules.



## Your War Treasure

Under the map, a panel indicates the amount of Gold Ingots left in your War Treasure, the amount required to play this scenario, and the resulting balance.

## Choosing your side: Axis or Allies

The player who created the game is responsible for choosing the side each opponent will play on. He accomplishes this by clicking on the big "Change Side" button to decide which side to fight on. His opponent is automatically assigned the other camp.

## Special Equipment Packs

You can see the **Special Equipment** pack(s) in this section. These packs are a quick and visual indication of the special rules and features of the scenario. More details can be found in the Rules text - it's always a good idea to read them if you are not familiar with the scenario!

## Starting the Battle

Once you have selected your camp (if you started the game) and are ready to play, push the "Start Game!" button to validate your choice and go into battle. As soon as your opponent has done the same, the game will start.

Note that if a player changes something in his settings (such as the camp he's playing on), the Start button of the other player turns off right away. So both players have to push their own Start button again to confirm their agreement. Be aware of this because sometimes you might wonder why the game is not starting although you confirmed. Look at your Start button again: if it is not active anymore, push it again.

## Recommendations

We recommend that you use the chat box to discuss with the other player which camp he'd like to play before pressing on Start. Casual and friendly behavior is part of the Memoir '44 Online experience, and should be the rule. Assuming you have the time, we always recommend playing a scenario from both sides anyway! To do so, use the convenient "Rematch" button at once your first game has ended.

While still in the Briefing Room, it is acceptable to quit a game if you cannot agree with your opponent about the game's conditions. You *won't* lose any Honor at that point. Only once you are in a running battle will you lose Honor if you quit. Nevertheless, even when in the Briefing Room, always explain politely to the other player why you will not join the battle after all if you decline to join the game.

As mentioned earlier, another thing to check with your opponent beforehand is whether he agrees and has the time to play two games, one from each side of this battle. Memoir '44 players traditionally try to play each side of the same scenario, but you or your opponent might not have the time or energy for it - so ask, just in case.

And no matter what, remember: this is (only) a game: the goal of everyone first and foremost should always be to have **fun!**



# END OF BATTLE: AFTER ACTION REPORT

## Battle Stats

Once a game ends, detailed statistics are presented to both players.

Results	Medals Won:	3	
	Average:	2,7	

At the top of the summary screen, the number of medals won by each player is displayed. If a player did better than the average score for that side in this particular scenario (i.e. he "out-performed" other players in his shoes), a thumb up icon will appear. If the player under-performed (i.e. fared worse than average for this side in this battle), a thumb down icon will appear. The example on the left shows a player who lost the battle but still out-performed others. Good job!

Figures Won	Dice Rolled	Hit Rate
	16	27
	0	0%
	0	0%
	16	59 %



Then the number of figures won is displayed. For each type of unit, you see how many figures you won, and how many dice you rolled against that type of unit. The **Hit Rate** tells you how effective you were with these rolls. You can compare these values to the probabilities and decide if you were really that lucky or not. For example, by default you have a 50% chance to hit against infantries - not taking into account any special situation.

You can also see a summary of your dice rolls. Here again, you can check if your opponent rolled as many grenades as he seemed to in the heat of battle ☺. As a rule of thumb, over a large number

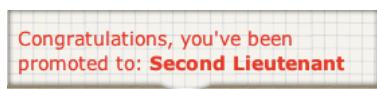
of dice rolls, these numbers should tend to converge toward a value of  $1/6=16.7\%$  for each symbol, except the infantry symbol, which appears on two sides of the dice and whose frequency should thus be closer to 33.3%.

## Achievement Awards



Some Achievements might be awarded to you after a particularly hard-fought battle. Congratulations! When you receive an achievement, you will gain a corresponding ribbon. Click on the ribbon to see details about the corresponding Achievement. You will find more information about Achievements on the game Web site - see the "Additional Resources on the Web" chapter at the end of this document.

## Officer Promotion



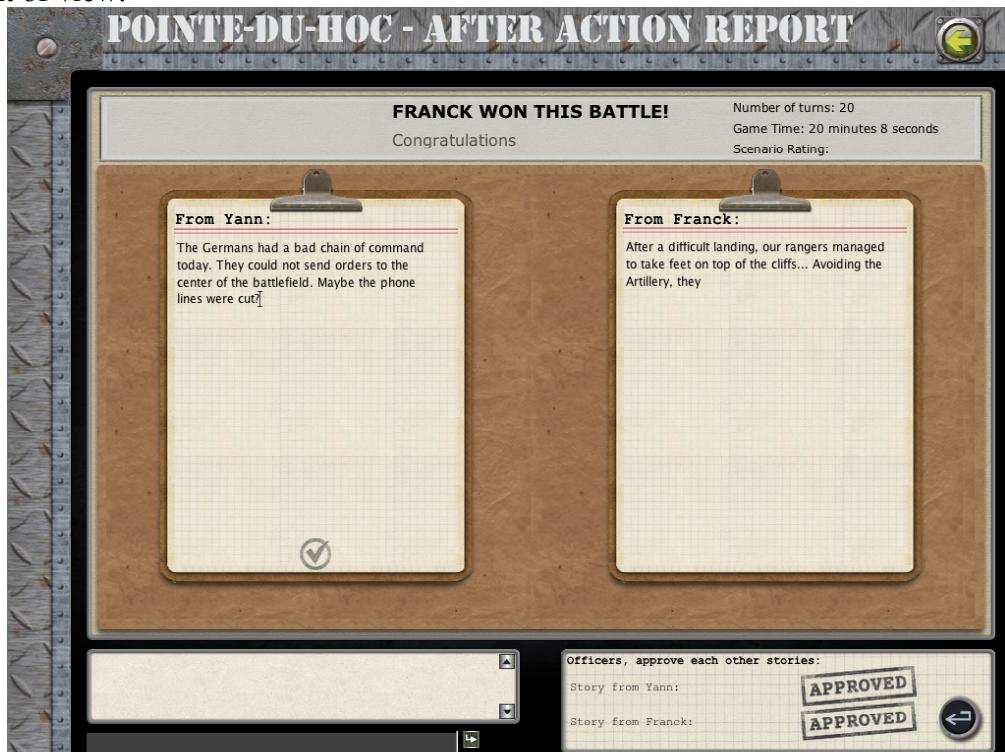
Under certain conditions, you might even be promoted! For example, a Cadet will be promoted to **Second Lieutenant** after scoring at least 3 victories. Like for Achievements, more information and resources can be found on the game Web site.

## Writing a Report



If you had a great time, why not file a report? In the lower right corner of the screen, click on the "Write & Review" button. This will open a new interface

where you and your opponent can simultaneously write their own story of the battle, as seen from their point of view.



Write your report in the left panel. You will see what the other player is typing on the right side. When you are done, click on the check mark button . This will enable the "Approve" stamp on your opponent's computer. Likewise, when your opponent does the same thing, an "Approve" stamp will appear under his story on your own screen. Push it to mark your approval.



When both stories are approved, you see the two "Approved" red stamps on the bottom right corner of the screen. Push the return button to go back to the After Action Report screen.

These stories will appear in the battle details on the game Web site, where everyone will be able to read them!



## ADDING GOLD INGOTS TO YOUR WAR TREASURE

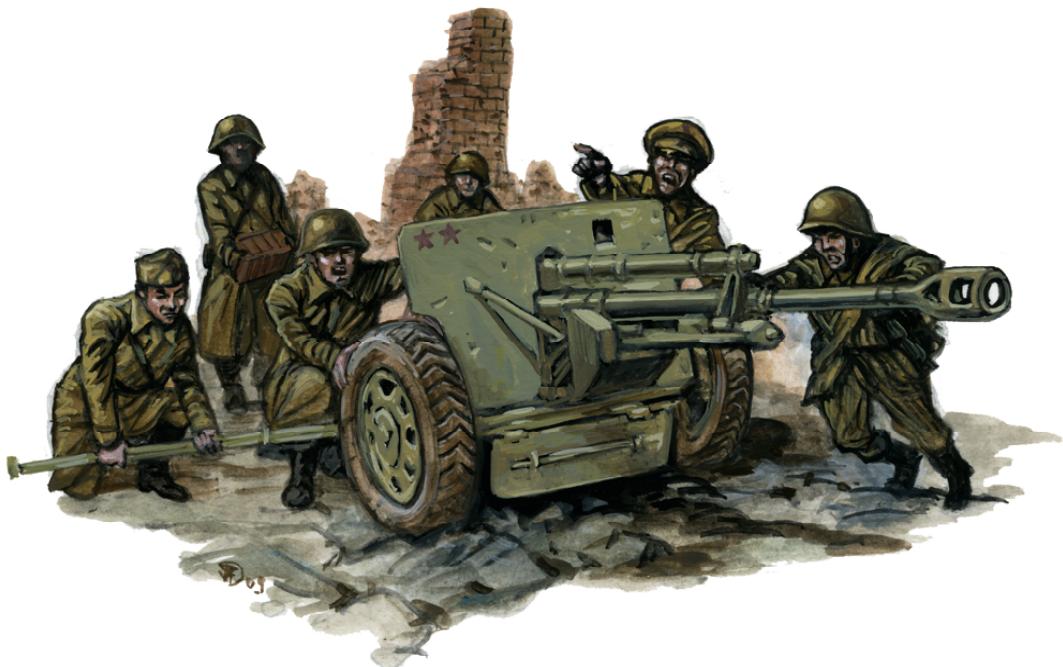


When you run out of Gold Ingots, you may want to refill your War Treasure. To do so, go to the main screen, and click "Buy War Treasure".

There are several purchase options available, with volume discounts for the most frequent players amongst you.

Note that all transactions are performed in secured SSL encryption - just like when you shop on trusted Web sites like Amazon (or Days of Wonder) in your Web browser.

You can find our complete Ordering and Shipping Policy on our Web site at  
<http://www.daysofwonder.com/en/buyconditions>



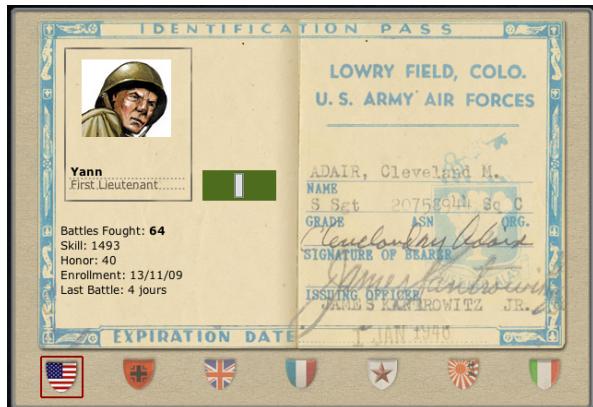
# CHECKING YOUR OFFICER CAREER AND SERVICE RECORDS



From the Main Screen, click on the **Service Records** button.

The **Officer Career** shows a summary of your player information shown as an identity card, your Achievements, and some battle statistics.

## Changing the nationality of your Officer Insignia and Title



Below the identity card, you have a list of flags. You may select a nationality different than the default US one.

This will change your Officer Insignia and Title. For example, a US "First Lieutenant" would become a French "Lieutenant" or a Japanese "Rikugun Chūi".

Note that all this is purely for fun ☺ - and for learning the Officer ranks in the various Armies.

More useful is the display of the number of Standard Battles you fought, your Skill and Honor Values, your Enrollment date and how many days ago you last played a Multiplayer game.

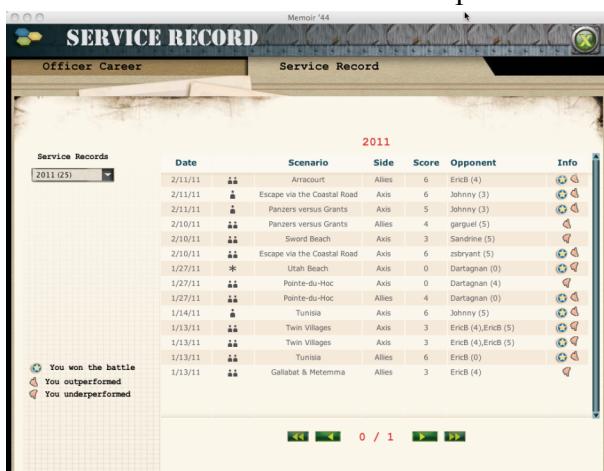
## Reviewing your Achievements



The "Achievements Awarded" panel shows your Achievement **ribbons**. Click on a ribbon to show details about that particular Achievement on the right side.

## Service Records

Click on **Service Records** at the top of the screen to display your battle history.



Battles are listed chronologically (most recent first). For each Battle, you can see if it was a Solo, Standard or Expert game, the name of the scenario, your side and your score, your opponent and his score. The Info column shows if you won the Battle (with a smiley).

A "thumbs up" icon  indicates that you did better than the average ("outperformed") and a "thumbs down" icon  that you did worse than the average ("underperformed").

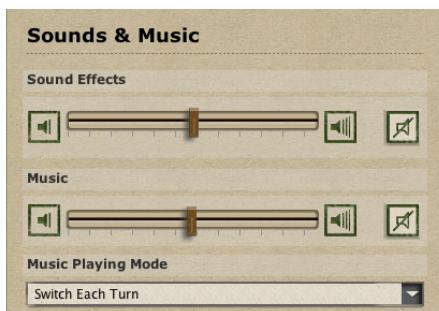
# CHANGING YOUR SETTINGS



From the Main Screen, click on the **Settings** button.

This screen allows you to choose your preferences for music and sound effects. It also allows you choose your video settings.

## Sounds & Music



Use the first slider to increase or decrease the volume of sound effects. You can also completely turn them off clicking on the mute button:  Likewise, the second slider is used to control the volume of music.

Use the **Music Playing Mode** pop-up menu to choose how you prefer the music to be played during Battles:

- **Switch Each Turn**: the Allies music will be played when the Allies commander plays, and the German theme will be played when the German commander plays.
- **Only my Nation**: your nation theme will be played continuously.
- **All**: all four nation themes of Memoir '44 Online will be played one after the other continuously.

There are currently 4 nations musical themes in the game: Allied, German, Russian and Japanese. Depending on the scenario and nation you play, the corresponding themes will be automatically selected.

## Preferred Robot



**Johnny** is the name of the default AI that is used for Solo games. A second robot, named **Hermann**, can be selected using this setting. Hermann is an experimental robot we use to code alternative strategies.

*Note: as of version 1.0, the two robots have identical strategies. This might change at anytime thereafter.*

## Game Options



The first pop-up menu allows you to choose the behavior of the Ambush card, between "Automatic Ambush" and "Manual Ambush". Refer to the section about the Ambush card a few pages earlier for more details.

The Scenario List pop-up menu defines if scenarios should be displayed in a progressive manner (the default) or if they should always all be displayed. See the "Discovering More Scenarios" section in the "Playing Multiplayer games" chapter for more details.

## Languages



By default, Memoir '44 Online uses the languages of your operating system to decide if it should run in English or in French. You can change this setting using this panel. Note that you will have to restart the application.

## Video Settings



By default, Memoir '44 Online runs in windowed mode, which gives you maximum flexibility. Even better, the user interface adapts itself automatically to the size at which you display the game's window.



If you prefer, you can also run the game in full-screen mode, like in a classic computer game. In this case, a new pop-up menu will appear to let you adjust the screen resolution depending on your video configuration and/or personal preferences.

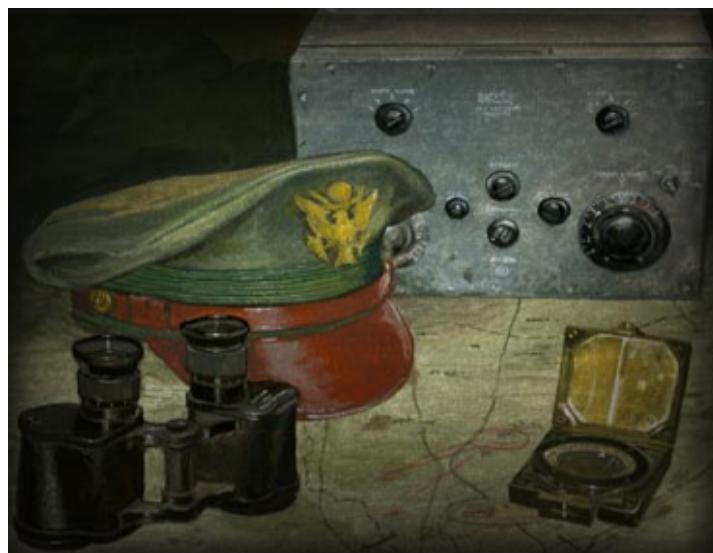
In full-screen mode, to switch to another application, you may use the standard keyboard shortcuts of your system: Alt-Tab on Windows, and Command-Tab on Mac OS X.

## Changing Settings during a Battle



You can change your settings in the middle of a Battle. To do so, click on the Settings button located on the left at the top the screen.

Like with the Information button, be careful if you use this while your opponent is playing: you may lose track of the action!



## EXPERT MODE

The **Expert Mode** allows you to play your own scenarios in Solo mode or against your friends. It also allows you to publish one scenario for all other Memoir '44 Online players to play.

### Access to the Expert Mode

The Expert Mode feature is included in the Captain and Major Gold Ingot packs that you can purchase to play Memoir '44 Online. Buying one of these packs unlocks the feature permanently on your Days of Wonder Online account.

### Downloading the Memoir '44 Scenario Editor

Designing your own scenarios is accomplished using the **Memoir '44 Scenario Editor**, which is also included in the Captain and Major packs. You will need version 1.1.4 or higher. The Editor can be downloaded from your Download Center on the Days of Wonder Web site.

- Log on <http://www.daysofwonder.com> with your Login Name and Password.
- Go to <http://www.daysofwonder.com/en/download>
- Select the Mac or Windows version of the Editor to download the installer.
- Make sure you also download the PDF documentation.
- Once the installer is downloaded, open it and follow the instructions.

***Important note to Windows users:*** if you had a previous version of the Scenario Editor, make sure you uninstall it before installing the new version. Installing over version 1.0.1 will not work properly.

### Designing your first Scenario

Using the Memoir '44 Editor is very easy. We recommend you take a few minutes to read the short manual that comes with it, just to make sure you did not miss anything.

Once you are satisfied with your first scenario, give it a meaningful name, keep it "Private" and simply save it to Days of Wonder Online (from the File menu).

Now start Memoir '44 Online. Click Play and select the "My Scenarios" tab. Your scenario will appear in the list. Select it and push the "Play Solo" button. *Voilà!*

### Inviting your Friends

Even though your scenario is still "Private" at this point, you may invite other players who also have the Expert Mode enabled. To do so, proceed just like with a normal invitation: select your scenario and your friend, and click the Invite button.

### Playing Scenarios Made by other Players

The "SFTF" (which stands for "Scenarios From The Front") tab lists all the scenarios made public by other players. They can be played Solo or against other Expert players, just like official scenarios.

Note that Achievements and Officer Ranks are not granted when playing Expert scenarios.

## Publishing your Scenario

Once you have extensively play-tested your own scenario, you may want to make it available to others. To do so, there are two steps: make it "Public" and enable it for Memoir '44 Online.

- Open your scenario in the Scenario Editor: File menu -> Open from Days of Wonder Online
- In the Battle Info tab, change its status to "Public" in the Days of Wonder Online panel.
- Save your scenario using Save on Days of Wonder Online from the File menu. Confirm the scenario replacement.

Your scenario is now public. The next step is to enable it for Memoir '44 Online.

- Select Open from Days of Wonder Online from the File menu. If your scenario does not appear in the "Missions Accomplished" section, click on the Refresh link in the upper left corner of the window.
- In the ACTIONS column, you will see a button with the Memoir '44 Online icon:  

- Click on it to activate your scenario: the button will turn into a green check-mark icon:  


That's it! Now go back to Memoir '44 Online, and check the "SFTF" tab. Your scenario will appear there. If it does not, go to the main screen and back to the Headquarters screen again.

## One Unique Publishing Slot per Player

To make sure that each player publishes his/her very best scenario, publishing is limited to one slot per person. Therefore, activating a new scenario for Memoir '44 Online will deactivate any previously published scenario.

## Some Advice

You will quickly realize that it is a lot of fun to design your own scenarios and try things out. You can imagine crazy ideas or set up all kinds of tactical situations to experiment with them. However, soon you'll probably discover that you want to design interesting and challenging historical scenarios and play them with your friends. You will find that designing good scenarios is no easy task. The "Tips for Designing Great Scenarios" chapter in the Editor manual will give you some good advice to get started. That being said, the key is proper testing. You need to thoroughly test your scenario from both sides, first against the game AI, then with your friends. Only after good testing sessions will you feel confident enough to publish your scenario for everyone to play, and collect the praise and recognition from your peers!

Also make sure to read the Memoir '44 Online forum. You will be able to gather feedback from other players about your designs, as well as exchange tips and tricks to develop great scenarios. Likewise, tell other players what you think of their scenarios. You may also rate a scenario after you played it. Have fun!

## **ADDITIONAL RESOURCES ON THE WEB**

Go to [www.memoir44-online.com](http://www.memoir44-online.com) to pursue your Memoir '44 Online experience!

### **Additional Information**

On the game Web site, you will find plenty of useful information:

- A more detailed display of your Officer Career, with each battle fought, the Achievements that were awarded after the battle, the reports that were written, etc.
- Similar information about all other players.
- Details about the Achievements in each category, with the list of players who got them.
- Details about the Officer Ranks, with hints about promotion conditions, and players list for each rank.

### **Discussing in the Forum**

One of the first thing to do is to check out the Memoir '44 Online forum. The online game has a forum of its own, different from the board game one. You will find there the latest announcements from the Memoir '44 development team. You will also be able to discuss with other fellow Memoir '44 fans.

You will find that the Memoir '44 community is a very active (and enthusiastic) one. Don't miss this opportunity to make new friends and discuss the various aspects of the game.

### **Sending Suggestions to Days of Wonder**

The best way to send a suggestion is to post a message on the forum. Good ideas will often trigger comments and additional good ideas from other players.

Make sure you make a quick search in the forum before writing your message. There is a good chance that someone else might have already posted a similar idea. In this case, post a reply in the existing thread instead of creating a new one.

### **Reporting Bugs**

To report a bug, go to the Web site home page at [www.memoir44-online.com](http://www.memoir44-online.com) and click on the "Report a Bug" link in the bottom of the page. ***Make sure you follow all the instructions carefully***, as we will not be able to process incomplete bug reports.

