Manual

© 2007 Burut Creative Team.

www.burut.ru

Content

1.1. Storyline and game world

1.1.1. Prehistory

In 1938 Ernst Sheffer's expedition financed by Nazi occult organization UberMacht reached its point of destination – Tibetan city of Lhasa.

In spite of the warm welcome of Tibetan monks Ernst Sheffer had not found anything of what UberMacht was looking for and returned to Berlin empty-handed.

It could have been this way… But it wasn't.

In Tibet Ernst Sheffer, accompanied by SS organization UberMacht discovered the secret of bringing the dead back to life. After long-termed resurrection experiments Sheffer found out that a death shock endowed a human mentality with supernatural abilities. These abilities were used for the creation of UberSoldiers, practically invulnerable and fearless killing machines.

Many years were spent on the creation of the ZE1 machine, which brings the dead back to life. But when it was created Sheffer found out that the power of the UberSoldier turned out to be his weakness. The death shock was destroying the brain area responsible for the call of duty and subordination. Resurrected soldiers no longer obeyed their orders. However, at the end of summer 1944, when the German status on the fronts was very precarious, Sheffer found the solution to this problem. With the help of T-9 medication experimental soldiers had their will suppressed and they began to carry out orders.

The UberSoldier experiment was going at full speed but somehow one of the resurrected soldiers, Karl Stolz, fell under the influence of the Opposition member Mari Schneider. When Stolz became an active member of the Opposition, he had an affair with Maria.

After the destruction of ZE1 complex and killing of the UberMacht head Ernst Sheffer, the war reached its turning point. The allied troops proceeded to an open attack along all fronts and the successful outcome of the war seemed to be close.

The Opposition continued a struggle with the UberMacht forces, launching diversions on the secret units and destroying the organization leaders. One day, during an operation, they found out the location T-9 facility – a medication which suppressed the will of resurrected soldiers. Since the ZE1 complex, where UberMacht used to bring the dead back to life was totally destroyed, the leaders of the Opposition were a bit surprised by that discovery…

1.1.2 Main character. Brief biography.

Karl Stolz was born in Berlin in 1921. At school Karl was a quiet, calm and independent boy and stayed apart from his mates. In 1937 he graduated from secondary school with honors and was matriculated to the chair of chemistry in Humboldt University of Berlin. When the war started, he went to the front.

Karl Stolz participated in French, Polish and Russian campaigns as a soldier oin the special forces where he showed himself to be one of the best specialists of subversive war. The main drawbacks of his nature mentioned by his commanders were self-will and squabbles with chief officers; but as soon as all operations in which Stolz took part turned out to be successful, he got away with it.

The end of summer, 1944. During this period the subversive squad commanded by Stolz was ambushed by members of the French underground on the German border. In the course of the skirmish Karl perished… and three hours later was resurrected by Dr. Sheffer for further service in Third Reich.

1.2.   *Game Menus*

1.2.1. Main Menu
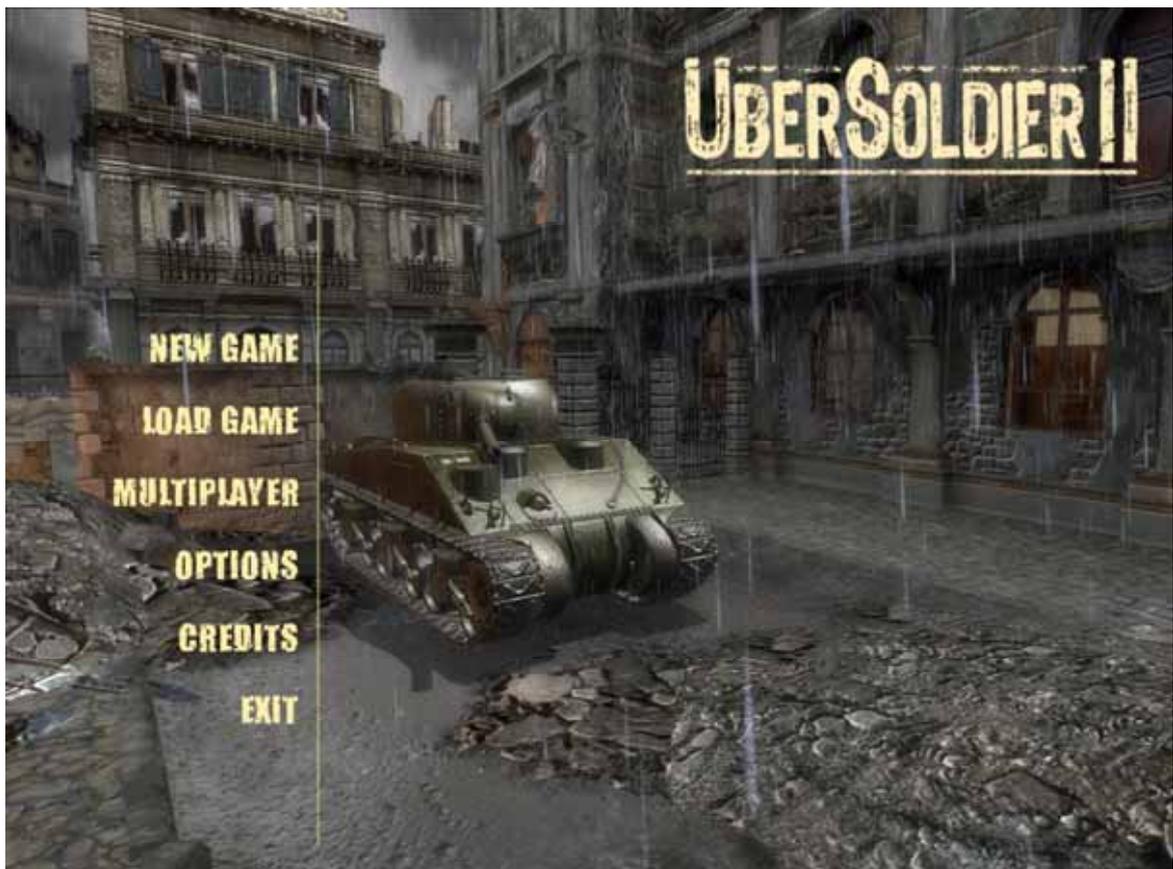
In the main menu you can select one of the following options:

- **New game.** Click this option to start a new game. Before the very beginning you will be offered to select the game difficulty:
  - Easy level is specially adapted for people unfamiliar to FPS.
  - Medium level is adapted for those players who have a previous experience in playing FPS.
  - Hard level is offered for player who have already completed UberSoldier.
- **Load game.** This option brings up saved games to a loading menu.
- **Multiplayer.** This option brings up a Multiplayer mode menu.

- ▪ **Options.** This option lets you configure the game according to your wishes and computer capability.
- ▪ **Credits.** Here you may see the names of the UberSoldier developers.
- ▪ **Exit.** Select this option if you would like to quit the game. The same result will be achieved by pressing [Esc] button.

Let's take a look at the Options menu.

1.2.2. Controls

In the "Controls" menu you can assign control buttons. To do this, you must click LMB on the pre-assigned button (marked green) and then press the button you want to assign for this action.

The above picture represents the main actions and their control buttons assigned by default.

There are two tabs in the menu – Game and Weapons. In the Game tab you can assign common controls and in the Weapons tab you assign weapon controls.

Game controls:

- First 4 buttons are responsible for player's movement.

- Jump and Duck are responsible for a jump and duck.

- Use button is responsible for picking up new weapons and using stationary weapons.

- Time Shield button is responsible for using the Time Shield.

- By pressing Objectives button you can observe the current objective of the mission.

- Mouse sensitivity assures the precise correspondence between the mouse and your movements.

- Invert mouse button turns on inversed mouse mode along Y-line, i.e. when you move the mouse downwards the player's view comes up and vice verse.

- Tutorial button displays additional information concerning new game aspects (like the Time Shield tutorial).

- The last two buttons are responsible for Quick save and Quick load.

Weapon controls:

- First two buttons are responsible for shooting. Attack button is a usual shot, Alternative mode is meant for precise aiming.
- Reload button reloads (changes clips) the weapon.
- Next/previous weapon buttons scroll active weapons back and forth.
- The next 5 buttons are responsible for selection of appropriate weapon slots.
- Drop weapon button lets you throw out the current weapon.
- Melee button lets you use the knife in close combats. When the player takes out the knife all the weapons that he has in his hands are put away.

Click Apply button to save all the options after all the changes have been made.

1.2.3. Video Settings

To observe the Video menu, select Options from the Main Menu and then select the System option. The Video tab opens by default.

The first two columns let you configure graphic quality and detail. Let's take a look at the Video menu options.

- **Adjust Brightness Level.** Move the scroll box to set the required brightness level of the picture.

- **Resolution.** Left-click to change the screen resolution. The lower resolution assures faster performance but worsens graphic quality.

- **Levels/weapons/models detail.** With LMB select the required detailed level of different aspects in the game. The lower this level is, the faster the game runs but the graphic quality will be reduced.

- **Shadows detail.** This point influences the quality of shadows. More detailed shadows slow the game speed but assure more realistic picture.

- **PS 2.0 for models/level.** This option lets you turn on/off shaders version 2.0 responsible for some visual effects like air refraction, reflection and more detailed relief of the objects.

- **Texture filter.** Trilinear texture filter assures more qualitative textures than bilinear. Anisotropic filter improves the quality of textures even greater than two previous ones.

- **Antialiasing.** This option turns on/off the smoothening of model edges. If this option is on, the picture will be more realistic but the game speed may decrease.

- **Enable shadows.** This option turns on/off dynamic shadows from characters and physical objects.

- **Synchronisation.** This option synchronizes the frame rate with the frame rate of the monitor. This assures smoother game but decreases the game speed.

In the Quality Graphics column you can select either one of the graphic configurations suggested by us – minimum, low, medium, high or maximum – or let the game automatically configure the graphic according to your computer possibilities (Auto-detect).

Beside the Video tab, there is a Game tab that helps you to set additional graphic settings in the game:

The following options are available here:

- Enable blood
- Autosave – activates the automatic save at the beginning of a new level.
- Enable tutorial — you can turn the tips off if you are completing the game for the second time.
- Enable subtitles – you can turn on/off the subtitles in the cutscenes.

Click Apply button to save the options after all the changes have been made.

Some graphic settings require restarting the game. When you change a few settings there may be a delay for 5-30 sec – the game performs the secondary initialization of game resources for a new setting value.

1.2.4. Sound Settings

In this menu you can configure the sound in the game.

- The first three scroll boxes change the volume of different sound – music, sound effects, (gun shots, screams and so on) and ambient of the level (sound of the wind, rain, machines working).

- Hardware mix. Many sound cards do not support full hardware 3D sound. Most integrated sound cards may run into this problem; it also depends on the audio drivers you are using. In such cases the hardware acceleration must be turned off. If you experience problems with the sound try turning this option on/off.

- Enable EAX – if your sound card supports this option the special effects in the sound are played.

Click Apply button to save the options after all the changes have been made.

1.3.   *Game Management*

1.3.1. Main Window

On the picture you cMain Game Window – the view that the player has in the course of 90% of the game. Let's take a look at its interface; the numbers indicate:

1. **Ammo status.** The first number is the current ammo number in the clip and the second one indicates spare ammo.

2. **Health status.** While the frame indicates the maximum amount of health and the red bar inside is the current amount of health. When the red bar runs out, the main character dies and the game finishes.

3. **Energy status.** The white frame indicates the maximum amount of shield energy. The bar inside the frame indicates the curent amount of the player's energy, which is spent on the Time Shield and on sprintting. The energy regeneration takes place all the time while the player is not using the Time Shield or is not running. The energy restores faster as the player is standing still. The blue diapason of the bar means that the shield is in its weak state and all stopped bullets will fall to the ground after deactivation of the shield. The white diapason means that the shield is in its powerful state and all stopped bullets will shoot in the direction of the crossbar.

4. **Current objective.** This field represents your current objective. To observe this window press the objective key ([Tab] by default).

5. **Ally status.** All allies have this mark above their heads. It identifies the ally and you can not kill him.

6. **Grenade stock.** Indicates the number of the grenades the player has. Also indicates the type of the grenade which is currently selected – it is marked with a non-transparent icon.

7. **«UberSniper» ability.** An indicator of the «UberSniper» mode.

8. **«Berserk» ability.** An indicator of the «Berserk» mode.

## 1.3.2. Super abilities of the player

The main character can use 2 different super abilities that give him special skills:

1. **«Berserk»** mode makes the main character invincible for a while and significantly increases his movement speed. When it happens, the character can use the knife only, which kills with the first stab. To enter this mode, you must kill three enemies with the knife. Each kill will be marked with an indicator (a scull pierced by a knife) in the top right corner of the screen. The bar above the indicator shows time after which all your kills will be set to zero. When you score three sculls, you must stab one more enemy and your character will enter «Berserk» mode. This mode has a limited duration but you can increase it by spending experience points on this mode when you start a new level. Each three knife kills will give you experience.

2. **«UberSniper»** mode makes your character temporarily invincible and significantly increases your sharpshooting. To enter this mode, you must shoot and kill three enemies in a head. Each kill will be marked with an indicator (a scull with a crossbar) in the top right corner of the screen. The bar above the indicator shows time after which all your kills will be set to zero. When you score three sculls, you must kill one more enemy in the head and then your character will enter the «UberSniper» mode. This mode has a limited duration but you can increase it by spending experience points on this mode when you start a new level. Each three headshots will give you experience.
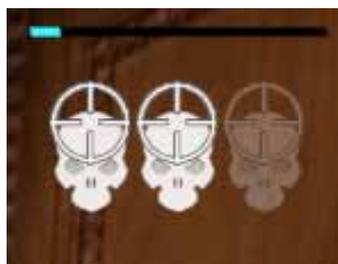
2.1.1. RPG System

When you gain a new level, you are free to upgrade the character's skills. The upgrade is performed with the help of experience points, made during the game. There are 5 different skills – maximum amount of health, maximum amount of energy, the power of the shield, accuracy and duration of «UberSniper» and Berserk» modes. By clicking on «+» and «-» icons on each scale, you spend gathered experience on the required skills. Experience points, spent on the previous levels, cannot be spent again on other skills, they are marked in a darker color. The Auto button is meant for an automatic distribution of the points. By clicking on this buttons, all points are equally distributed between all skills.

2.1.2. Weapon Selection

All weapons in the game are selected by keys 1-5 which correspond with certain slots. Each slot can contain one type of weapon so the character can only have 5 weapon types on him.

Weapon Slots:

- Pistols
- Rifles
- Automatic
- Heavy weapons (flamethrower, grenade launcher)
- Grenades (3 types)

Weapons are selected by pressing one of the number keys (1-5) which brings up the weapon slot menu in the top part of the screen with one slot selected:

Above you can see slot 3 is selected – automatic weapons; the player has pressed button [3].

In the weapon slot menu the player can switch the active slot with the help of other number keys or by using the mouse wheel.

By pressing the Attack button (LMB by default) the player selects a certain weapon in a slot and gives it to the character. The slot menu then closes.

Button 5 is used for the selection of grenade type. When the button is pressed for the first time, the slot with the grenade is selected; next pressures will switch grenade types.
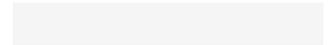
2.2. Additional game information

2.2.1. Time Shield

Press the button ([Q] by default) to activate the Time Shield.

The Time Shield is the sphere around the player that protects him from bullets. The shield stops any bullets (bullets only) that touch it. These could be both enemy and your own bullets. Stopped bullets hang in the air, move with the player and turn according to the player's view.

The Time Shield takes energy. The quantity of the energy is represented by the bar on the bottom left corner of the screen. The energy is filled when the player kills enemies; the more bullets the shield stops the faster the energy expends. The bar has two states – first it is blue and then, as it is refilling, it turns white.

If the player presses [Q] button again then the Time Shield will be deactivated and the consequences will depend on the quantity of energy.

If your energy level is blue all bullets will fall to the ground after deactivation of the Time Shield, but if the level is white the stopped bullets will fire in the direction of the player's view.

2.2.2. Knife

The main character uses the knife by pressing the "Stab" button ([Shift] by default) and all the weapons, he was equipped with at the moment, is put away. The knife is used for close combats so it is always close at hand.

2.2.3. Climbing ladders

When you come up to the ladder press the "Forward" button to climb it. If you turn too deep when on the ladder then you will fall down from it. To climb down the ladder you must come up to the ladder with your back to it.

2.3.   *Weapons*

2.3.1. Pistols

Walther P38. Compact and quite powerful pistol. Manufactured in large quantities. At present this pistol is used by air crews in the Air Forces, tank crews and crews of other Vermacht armored cars. The pistol has an open direct aim and can be supplied with a silencer.

- *Clip capacity: 8 rounds*

Luger Parabellum. The name of this pistol comes from Latin proverb **Si vis pacem, Para bellum — if you want peace then get ready to war**. This is the main pistol of the German army starting from the First World War up to this day. The pistol has a safe handle which assures high stability and precise fire.

- *Clip capacity: 7 rounds*

Colt 45M or   **1911** *(American assemblage)* Commercial name of the Colt company —Government model. The pistol was created in 1911 and since that time has been adopted by the US Army. Reliable and precise, the Colt 45 is considered by many specialists to be one of the best pistols ever made in the USA. This pistol has good firing power.

• *Clip capacity: 7 rounds*

2.3.2. Rifles and guns

Mauser 98K carbine was the main weapon of Vermacht during the Second World War. It was the streamlined model of 1935 of Mauser rifle designed in 1898 (Gew 98). Vermacht started the war having made 2769533 rifles. By the end of the war they produced 7540058 more; Luftwaffe (Military Air Forces) got 925984 pieces, the fleet 62600 pieces, SS – 62600. Carbine Kar. 98k has longwise-sliding breechblock with turning at barrel blocking, which can be assembled or disassembled without any special tools. All parts of the breechblock are connected with a special coupling. Bullets are placed in a charger in a staggered row. The magazine is simple, compact and reliable like any part of the rifle. There is a special belt case for a bayonet.

Magazine capacity: 5 rounds

SVT-40 Semiautomatic sniper rifle. (Soviet model) Semiautomatic Tokarev rifle was firstly adopted in Workers` and Peasants` Red Army in 1938 as SVT-36 model, due to the fact that Simonov automatic rifle AVS-38, which had been adopted before, had a number of serious drawbacks. After testing in 1940 there adopted a light-weigh type of the rifle marked SVT-40. The opinions about this rifle are rather conflicting. On the one hand, in the Red Army it was sometimes noted as insecure and none resistant to dirt and frost. But on the other hand it was known as a very powerful weapon.

- *Magazine capacity: 10 rounds*

Ithaca 37 shotgun

Different modifications of this shotgun were actively used and some are still adopted by many police departments and security services in the USA. In particular, a modification Stakeout with a truncated barrel and a pistol handle has been developed specially for the police. The main positive peculiarity of all shotguns of this production line was the light weight and a "two-sidedness" of the model in accordance with the system of throwing the empty shells down developed by Browning

- *Magazine capacity: 8 rounds*

M1918 A2 Browning automatic rifle. *(American model)* The first variant of BAR - M1918A was tested by American soldiers in the First World War, when it was noted as reliable even in unfavorable conditions.

In 1940 American army adopted M1918A2 model. In contrast to previous models it could shoot in two automatic modes: slow (300 – 450 shots a minute) and rapid (500 – 650 shots a minute), semi automatic mode was nonexistent. Both models were widely used during the Second World War; BAR rifle was a popular weapon especially with American infantry. It was reliable, very powerful and had a high shooting rate. But it got overheated very quickly, which was a real disadvantage.

- *Magazine capacity: 20 rounds*

2.3.3. Automatic weapons

MP-40 Submachine gun. MP (Mashinen Pistole) –is one of the most popular weapons in the world. Due to its small size it can be successfully used in tight spaces. There is no separate safety lock; it is substituted by the groove in the body of the gun for the breechblock handle. The insecure safety lock often causes accidents. It has a steel butt that can be folded under the barrel case. Under the barrel there is a lug made of thermo-conductive alloy to cool the barrel. Despite the fact MΠ-40 is inferior to new models in many characteristics it is still in use in the German active forces.

- *Magazine capacity: 32 rounds*

FG-42 Automatic rifle (Fallschirmgewehr 42). The rifle is intended for parachutists` armament and special units. It was first developed in the middle 1941 as LC-6. From the displayed at the competition samples they chose the one developed by Luis Stang, the leading designer of Zemmerd office of "Rheinmetall" company. In April –July 1942 the development batch of FG-42 was tested on the firing grounds and in the army under the supervision of the Air Forces. Its automatics fire is based on the following: the part of powder gases jets from the barrel through the cross outlet in the low wall of the barrel. During the shot the bore is blocked by the breech-mechanism. Its impact-trigger mechanism enables you to make single shots and automatic fire. The rifle is fed from the magazine fixed at the left.

- *Magazine capacity: 30 rounds*

StG-44 Assault rifle. StG-44 is an automatic weapon based on an automatic mechanism with a gas mover. It is a reliable weapon that enables effective shooting within ranges up to 600 meters and automatic shooting within ranges up to 300 meters. The launching mechanism enables one-shot and automatic fire. The firing switch is located in the launching box and its ends go out from the left and right sides. Cartridges are placed in two rows in the magazine. It is a modern weapon that proved to be reliable. The rifle is used mainly by SS troops.

- *Magazine capacity: 30 rounds*

PPSch-41 Submachine gun. (Russian model) Technically this gun consists of a barrel and breech block cases connected with a joint, or with a catch, located at the back of the barrel case, if the gun is assembled; a case of launching mechanism, located in the stock   under the breech block case; a wooden gun-stock with a butt. This weapon during the Second World War proved to be reliable and powerful and till now it is adopted in the German active forces and used by Russian guerrillas.
  ● Magazine capacity: 71 rounds

Thompson submachine gun

Captain John Thompson founded the company Auto-Ordnance and started the development of sub-machine guns in 1916. Thompson purchased the patent of John Bleesh for the system of delay of the back-blow of the breech-mechanism by means of friction and later used this system in his models. Thompson has exhibited the first examples of his sub-machine guns in 1919 and started the line production in 1921.

- *Magazine capacity: 30 rounds*

MG-42 Medium machine gun. This gun has the percussion mechanism fixed at the breechblock. The launching mechanism enables only automatic fire. Besides, it has high rate of fire – up to 2400 shots a minute, though such rate can shake the gun. To enable accurate shooting it is recommended to make short series of 5-7 shots. Due to its light weight (6.5 kg.) it can be used both as a stationary weapon and a hand held gun

- *Magazine capacity: 50 rounds*

6

Dyagterev light machine gun was adopted by Workers' and Peasants' Red Army in 1927 and became one of the first successful models produced in the young Soviet state. The machine gun proved to be reliable and was actively used for its fire support of the infantry till the end of the Great Patriotic War.

- *Magazine capacity: 47 rounds*

2.3.4. Missile Weapons

M39 Grenade. Know as the potato masher by American troops, this was the main fragment grenade used by the German army. The cord is connected with the wire spring, which goes into the grenade case. Once the cord is plucked out, the wire spring straightens out causing friction against the inlet edge and it ignites. The inhibitor catches the fire and burns for 4,5-5 seconds.

Stun grenade.

The grenade does not cause much damage but it blinds and stuns the enemy and puts him out of action for a few seconds. For example, the player can easily come up to the stunned enemy and finish him with a knife.

Molotov cocktail.

This is a fire bomb which inflames the target. "Molotov cocktail" is a glass bottle filled with two thirds gasoline and one third engine oil. The fuse is made of pieces of cloth soaked in gasoline and inserted into the neck of the bottle. The neck is closed by the plug, the fuse is set on fire and then the bottle is thrown at the target – the bottle shatters against the target and inflames it.

2.3.5. Heavy Weapons

s.Pz. -41 Antitank rifle.

The breech end of the rifle used to be of 28mm calibre and the muzzle part was of 20mm and its barrel was 61.2 cm in length. The bore of the barrel had two tapered-curvatures so the shell was swaged twice. The active muzzle brake was fixed to the barrel. The massive breech had the socket for the horizontal wedge breechblock. This powerful weapon was initially intended to damage lightly armoured targets, but as the tanks armour became thicker and the light hollow-charge weapons became popular, it fell out of use. Nevertheless, after the war it was still adopted in the elite units of SS, but mainly for ceremonial occasions. But all the same, this heavy rifle speeds the bullets up to supersonic level, not to mention its high damaging impact.

- *Magazine capacity: 4 rounds*

Panzerschreck Grenade launcher. Grenade launcher "Panzerschreck" in contrast to "Panzerfaust" is a multi-charge missile device intended to destroy armored vehicles. The launcher represents a hollow pipe with the ignition system that is charged from the backside with a missile. So, after the shot there is a profound exhaust of powder gases from both sides of the pipe, so the attendant should wear a gas mask to avoid injuries and scorches. Otherwise, despite the protection shields on the front of the launcher the soldier can be seriously injured.

 "Phoenix" Flamethrower. The complete set includes the container with an explosive mixture and a high-pressure cylinder for compressed air, which make the single unit, the feeding hose and the trigger. Compressed air is supplied simultaneously to both containers through the reducer and the reverse electromagnetic valve. The transformer increases the voltage up to 20000 volts and connects it to the spark device, which ignites the mixture.

2.4.   *Game Characters*

2.4.1. Main Characters

Maria. Nice young French woman; she joined the Opposition when the Gestapo destroyed the French organization that she previously worked. Mostly Maria is a messenger and rarely takes part in operations. She has an impulsive and explosive temper – because of that she had frequent quarrels with Anton Drecksler. However, Maria has the reputation of an intelligent, skillful and dexterous person.

Anton Drecksler. A big brother of Claus and his closest supporter. Anton is not as intelligent as his brother but he is the best soldier of the Opposition and assured most their victories. Anton is silent and stubborn but never gives up and is always ready to sacrifice his life for a common idea. When Claus plans the operation he tries to save Anton but he always gets to the heart of the battle.

Scout. This man disguised himself as an SS offices and brought important information to the Opposition headquarters.

- Weapons: Walther P38
- Health: low

Ernst Sheffer. Historical character, the leader of all the UberMacht expeditions to Tibet since 1930, a member of a secret organization Tule and one of the founders of "Wehl" doctrine which proves the existence of the mystical country - Shambala.

Ernst Sheffer (1910-1942) was born in the family of the director of a rubber factory "Phoenix" in Hamburg. There is not much known about his childhood and youth; the only thing which is

known is that Ernst graduated the gymnasia with honors and entered the university of Heidelberg (and in a year he moved to Hettingen).

His first Tibetan expedition started out from Burma in 1931. The expedition was headed by Dr. Hugo Veihgold; Sheffer, at that time a student of zoology and botany, was invited because he was known as a skillful hunter and shooter.

Sheffer became the author of a number of brilliant scientific discoveries. He was the first European who described orango antelope, dwarf pigeon and blue sheep and made stuffed rare birds. Ernst achieved an instant triumph and was invited to report at the conference in Asian association (India) of Himalayan club.

In his report Sheffer clearly revealed a racist frame of mind. He accentuated "Aryan" and "Caucasian" human types that mixed with Tibetan peoples many centuries ago.

For these two American-German expeditions Himmler gave Sheffer the rank of SS chief fuehrer. Beside that, in 1937 Sheffer defended a thesis based on the materials from Tibet.

The biggest of Sheffer's expeditions in 1938 gave stunning results that underlined this game.

Dietrich Schneider. A brother of Maria Schneider, who was the victim of UberMacht experiments. He was turned to a ruthless and severe soldiers, who had no equal. Sheffer appointed him his personal bodyguard and ordered Dietrich to save his life whatever it takes or resurrect him if he dies.

- Weapons: unique
- Health: very high
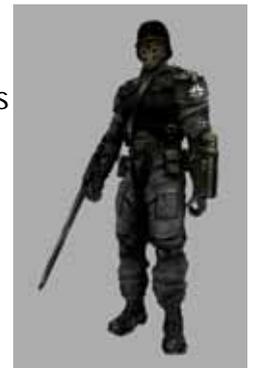
Dietrich Schneider's Assistants. One of the first prototypes of UberSoldiers, who passed severe selection according to psycho-telekinetic and physical characteristics, were appointed Schneider's Assistants.

- Weapons: MG-42 and flamethrower
- Health: very high

Claus Drecksler. Claus secretly loved Maria and when he found out that Maria is in love with Stolz, he went out of his mind, became a drunkard and left the Opposition. Nobody knows where he is.

2.4.2. Other Characters

Soldier 1. An ordinary soldier of German empire;

He has medium health and abilities.

- Weapons: Kar 98k carbine and grenades.
- Health: medium

Soldier 2. More powerful and skillful soldier equipped with Submachine gun P-40.

- Weapons: Submachine gun P-40 and grenades.
- Health: medium

SS Policeman. More powerful and dangerous than previous ones. SS soldiers have been at war and served in a special division which guards important military secrets.

- Weapons: Submachine gun P-40 and grenades.
- Health: higher than medium

SS Storm Trooper. SS Storm Troopers are specially trained for local combats within cities. Well equipped, intelligent and very dangerous enemies.

- Weapons: Assault rifle StG-44 .
- Health: high

Fire starter. Special elite soldier equipped with a powerful flamethrower meant for a close combat – very effective in street riots. Although the flame range is not longer than 10 meters it is extremely powerful.

- Weapons: Flamethrower «Phoenix»
- Health: medium

SS Officer. SS Officer is a rarely met enemy; not so powerful but intelligent. He is often surrounded by guards.

- Weapons: Luger Parabellum pistol
- Health: medium

Technician. Technical personnel are very common around different game locations. Technicians are used for servicing military bases, scientific centers and so on. In spite of the fact that they have Luger pistol they first try to surrender when they get attacked. However, you shouldn't turn your back on them.

- Weapons: Luger Parabellum pistol
- Health: low

Hospital attendant. Attendants work in medical institutions and other secret labs; they use rubber batons to put patients down.

- Weapon: rubber baton
- Health: low

Psycho. These creatures are the result of SS experiments directed to the resurrection of the dead. Psychos are uncontrollable and kill everyone. Psycho knows close combat only; his speed and high vitality make him one of the most dangerous enemies in the game.

- Weapons: close combat
- Health: high

Rebel. Ordinary member of German Opposition; joins the player in different operations. He is quite skillful at combats and has good health. Reliable.

- Weapons: Thompson submachine gun and grenades
- Health: high

American soldier. A common soldier of the American army. They take part in the destruction of the SS African corps. They are accurate shooters and know melee combat.

- Weapons: Thompson submachine gun and grenades
- Health: medium

Telekinetic. One of the Ubersoldier experiments was dedicated to a telekinetic interaction with objects – moving them a certain distance. When Telecinetics meet the main character they lift up all surrounding objects and starts spinning them around the main character's body. Spinning objects messes with the player's orientation and occasionally hit him seriously reduce your health. Telekinetics have very good health and avoid close combats.

- Weapons: Telekinesis
- Health: very high

SS Guard. SS Guards are very powerful and skillful soldiers. They were resurrected by Sheffer like the main character but do not have any special abilities except great power and endurance.

- Weapons: MG-42 medium machine gun and grenades
- Health: very high

Mutant. Another experiment in the UberMacht labs gave birth to mutants. These soldiers do not have any special skills but have a great physical strength. In a nutshell, a three meter tall monster covered with armour.

- Weapons: Unique weapon set
- Health: very high

- **UberMacht Storm Trooper.** In 1944 UberMacht formed elite squads of troopers meant to search and destroy missions against the guerillas. These soldiers are equipped with a night vision device and have a light but solid armour. Equipped with submachine gun.

- Weapons: STG-44 Assault rifle and grenades.
- Health: high

UberMacht Elite. A special subdivision of UberMacht meant for military operations of any kind. The mind of these soldiers are totally manipulated by psychotropic medications. This makes

them fanatics with genetically strengthened reaction, sight and muscles. Besides, they are nearly fully covered with heavy armour, which makes them almost invincible.

- Weapons: FG-42 and grenades
- Health: high

UberMacht Sniper. These are specially trained professionals that have perfects skills in shooting and masking on any terrain.   They passed a psychological treatment in the UberMacht labs   and so they are not afraid to die.

- Weapons: Mauser 98K carbine with telescopic sight and grenades
- Health: high

UberMacht Flamethrower Operator. An elite soldier equipped with a powerful flamethrower. He is used to hurt the enemy at close range. He has no mercy after a psychological training and so he became a killing machine, that burns everything on his way.

- Weapons: "Phoenix" Flamethrower
- Health: high

2.5.   *System requirements*

2.5.1. Minimal system requirements:

- Windows XP SP1
- Pentium 4 2.8 Ghz/Athlon XP 2800+
- 1024 Mb RAM
- ATI Radeon 9600 128 Mb or nVidia FX5900 128 Mb
- 6Gb free space
- 8x DVD-Rom
- Sound card, mouse, keyboard
- DirectX 9.0 .

2.5.2.   Recommended system requirements:

- Windows XP SP1
- Multi-core processor 3.6 GHz (Athlon64X2 or P4D)
- 1024 Mb RAM
- ATI Radeon X1900, 256 Mb, nVidia GF 7800, 256 Mb
- 6Gb free space
- 8x DVD-Rom
- Sound card, mouse, keyboard
- DirectX 9.0

Strategy First

V.P.Systems
Dave Hill

C.O.O.
Stewart Braybrook

Business Development Manager
Eman Wall

Producer
Brock Beaubien

Associate Producer
Robert Eaglesham

Website Administrator
Julia Herten-Greaven

Sales Manager
Maria Loreto

Technical Support
Michael Guttman

LICENSE AGREEMENT AND LIMITED WARRANTY

PLEASE READ THIS LICENSE CAREFULLY BEFORE USING THE SOFTWARE. THIS DOCUMENT IS AN AGREEMENT BETWEEN YOU AND STRATEGY FIRST INC. (THE "COMPANY"). THE COMPANY IS WILLING TO LICENSE THE ENCLOSED SOFTWARE TO YOU ONLY ON THE CONDITION THAT YOU ACCEPT ALL THE TERMS CONTAINED IN THIS AGREEMENT. BY USING THE SOFTWARE YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE.

1. Ownership and License. This is a license agreement and NOT an agreement for sale. The software contained in this package (the "Software") is the property of the Company and/or its Licensors. You own the disk/CD on which the Software is recorded, but the Company and/or its Licensors retain title to the Software and related documentation. Your rights to use the Software are specified in this Agreement, and the Company and/or its Licensors retain all rights not expressly granted to you in this Agreement.

2. Permitted Uses. You are granted the following right to the Software :

(a) Right to Install and Use. You may install and use the Software on a single computer. If you wish to use the Software on more than one computer, please contact the Company for information concerning an upgraded license allowing use of the Software with additional computers.

(b) Right to Copy. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and each copy of the Software are kept in your possession.

3. Prohibited Uses. The following uses of the Software are prohibited. If you wish to use the Software in a manner prohibited below, please contact the Company at the address, phone, or fax numbers listed above for information regarding a "Special Use License. "Otherwise, you may NOT :

(a) Make or distribute copies of the Software or documentation, or any portion thereof, except as expressly provided in this Agreement.

(b) Use any backup or archival copy of the Software (or allow someone else to use such copy) for any purpose other than to replace the original copy in the event it is destroyed or becomes defective;

(c) Alter, decompile, modify reverse engineer or disassemble the Software, create derivative works based upon the Software, or make any attempt to bypass, unlock or disable any protective or initialization system on the Software;

(d) Rent, lease, sub-license, time-share, or transfer the Software or documentation, or your rights under this Agreement.

(e) Remove or obscure any copyright or trademark notice(s) on the Software or documentation;

(f) Upload or transmit the Software, or any portion thereof, to any electronic bulletin board, network, or other type of multi-use computer system regardless of purpose;

(g) Include the Software in any commercial products intended for manufacture, distribution, or sale; or

(h) Include the Software in any product containing immoral, scandalous, controversial, derogatory, obscene, or offensive works.

4. Termination. This license is effective upon the first use, installation, loading or copying of the Software. You may terminate this Agreement at any time by destruction and disposal of the Software and all related documentation. This license will terminate automatically without notice from the Company if you fail to comply with any provisions of this license. Upon termination, you shall destroy all copies of the Software and any accompanying documentation.

All provisions of this Agreement as to warranties, limitation of liability, remedies or damages shall survive termination.

5. Copyright Notice. The Company and/or our Licensors hold valid copyright of the Software. Nothing in this Agreement constitutes a waiver of any right under Canadian Copyright law or any other federal or provincial law. This program is protected by Canadian federal and international copyright laws.

6. Miscellaneous. This Agreement shall be governed by the laws of Canada and the Province of Quebec. If any provision, or any portion, of this Agreement is found to be unlawful, void, or for any reason unenforceable, it shall be severed from, and shall in no way affect the validity or enforceability of the remaining provisions of the Agreement.

7. Limited Warranty and Disclaimer of Warranty. For a period of 90 days from the date on which you purchased the Software, the Company warrants that the media on which the Software is supplied will be free from defects in materials and workmanship under normal use. If the Software fails to conform to this warranty, you may, as your sole and exclusive remedy, obtain a replacement free of charge if you return the Software to us with a dated proof of purchase. The Company does not warrant that the Software or its operations or functions will meet your requirements, nor that the use thereof will be without interruption or error.

EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE.

IN NO EVENT SHALL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES ARISING OUT OF OR IN CONNECTION WITH THE LICENSE GRANTED UNDER THIS AGREEMENT INCLUDING AND WITHOUT LIMITATION, LOSS OF USE, LOSS OF DATE, LOSS OF INCOME OR PROFIT, OR OTHER LOSS SUSTAINED AS A RESULT OF INJURY TO ANY PERSON, OR LOSS OF OR DAMAGE TO PROPERTY, OR CLAIMS OF THIRD

PARTIES, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, IN NO EVENT SHALL LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU, IF ANY, FOR THE SOFTWARE.

SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

ACKNOWLEDGEMENT

YOU ACKNOWLEDGE THAT YOU HAVE READ THIS AGREEMENT, UNDERSTAND IT AND AGREE TO BE BOUND BY ITS TERMS AND CONDITIONS. YOU ALSO AGREE THAT THIS AGREEMENT IS THE COMPLETE AND EXCLUSIVE STATEMENT OF THE AGREEMENT BETWEEN YOU AND THE COMPANY AND SUPERCEDES ALL PROPOSALS OR PRIOR ENDORSEMENTS, ORAL OR WRITTEN, AND ANY OTHER COMMUNICATIONS BETWEEN YOU AND THE COMPANY OR ANY REPRESENTATIVE OF THE COMPANY RELATING TO THE SUBJECT MATTER OF THIS AGREEMENT.