



## System Requirements:

Before installation, verify that your computer meets the minimal system requirements. Close all other programs prior to installing. You must have DirectX 9.0c installed. After installation you can start the game from the windows "Start" menu.

**WARNING:** Game stability or performance on notebooks and laptops has not been tested.

### Minimal:

OS: Windows (32bit) XP SP2 / Vista / 7, DirectX 9.0C  
 The processor: Pentium 4 / Athlon 1.1 GHz or better  
 RAM: 512 MB  
 Videocard: 128 MB GeForce 6600 / RADEON 9600 or better  
 Sound card: compatible with DirectX 16-bit sound PCI a card

### Recommended:

OS: Windows (32bit) XP SP2 / Vista / 7, DirectX 9.0C  
 The processor: Pentium 4 / Athlon 2,4 GHz or better  
 RAM: 1024 MB or above  
 Videocard: 256 MB GeForce 7600 / RADEON x1600 or better  
 Sound card: compatible with DirectX 16-bit sound PCI a card

## Camera Management:

1. Camera rotation: Move the mouse left or right while holding the right mouse button. This can also be accomplished using the "Home" and "End" keys on the keyboard.
2. Camera height: move the mouse up or down while holding the right mouse button. This can also be accomplished using the "PgUp" and "PgDn" keys on the keyboard.
3. Camera zoom: scroll the mouse wheel up or down or use the "+" and "-" keys on the keyboard.

## Hotkeys:

Click to real time mode.	(Key - Z)
Click to time acceleration.	(Key - X)
Click to pause.	(Key - C)
The units group number - I	(Key - 1)
The units group number - II	(Key - 2)
The units group number - III	(Key - 3)
Menu: save, load, exit game	(Key - Esc)
Screenshot	(Key - F5)
Hide game user interface	(Key - F4)

## How to play:

1. Start the game. Choose the side and game complexity level:

*Realistic level:* Highly detailed historical characteristics of ships and weapons. Players need to carefully plan their finances to build and maintain their fleet. Game length: long.

*Normal level:* Basic historical characteristics of the ship and weapons. Player is given enough finances to buy a squadron of ships. Game length: medium.

*Arcade level:* Less detail, ships maneuver faster and guns cause more damage. Easier to purchase and repair ships.

2. In the harbor, buy the initial ships for your squadron. The list of ships available for sale is in the top part of the screen. Icons of the ships on a black background indicate that the ship can be bought immediately. Icons of the ships on a red background indicate that the ships are not available for purchase. As the game progresses, you can buy new types of the warships. The quantity of the ships of each type is limited. The list of purchased ships is located in the bottom part of the screen.

After each battle your squadron will come back to the harbor where you can buy a new ship, repair the damaged ship, or sell one or several ships from your squadron. Attention: a ship sold cannot be bought again.

Money will be spent for all actions in the harbor. The information panel for squadron finance contains: at the left, data on available money, and on the right, money which the player will receive following battle. The player receives additional money for the destruction of enemy ships during a battle.



- ① The ship is available for purchase.
- ② The ship is not available for purchase. The ship cannot be bought, if in a group the maximum number of ships of such type or if the ship can be bought later.
- ③ The menu button.  
To pass to creation of groups (columns).
- ④ Squadron finance. In total money at a squadron at the left. How many will arrive money after each following battle on the right.
- ⑤ Buttons of purchase and sale of the ships. The ship price at sale is less, than the price at purchase. The sold ship cannot be bought once again.
- ⑥ Buttons of repair of the ship damaged in fight. At sale the damaged ship costs more cheaply, than without damages. The ship with a hole under water cannot fight in following battle.
- ⑦ The panel of the ships of a squadron. Insert a ship icon to see its characteristics.

3. Proceed to the warship group screen. You can share between 3 groups of no more than 15 ships. The ships of each group in battle will follow the first ship in a column. You do not have to take all the ships from the harbor.

The velocity of all groups is defined by the slowest ship. It is recommended to pool the ships of one type in one column. For example, only armor-plated ships (ironclads and monitors) or only the fast wooden ships should be in a group. During battle it will be impossible to separate the column created in the harbor. During battle it will be impossible to create a new column.



- ① To make the ship the leader of a column, place its icon here.
- ② To attach a ship to the leader of a column place their icons here.
- ③ (<) Return to the harbor. (>) Begin battle.
- ④ To add (+) and remove (-) the ship in a column.
- ⑤ The ship squadron panel.

4. At the beginning of battle you will see a battle area which is defined by red anchor buoys. Squadrons can fight only in this battle area. Along with the limited battle area there is a time limitation for the battle. In the top left corner under the compass the timer is located. This timer shows the time remaining in the battle. After battle all remaining ships come back to the harbor.

If during battle the ship receives severe damage from gunfire, flooding, or a fire, it independently leaves battle. When the ship leaves for anchor buoys, it comes back to the harbor and can be used by the player or the computer in the next battle.

The purpose of each battle is to destroy enemy ships. It is necessary to destroy as many enemy ships as possible. After each battle, the results of all battles and quantity of destroyed ships by the player and its enemy will be counted up. The ideal result and a full victory is measured by 100% in the success index.

The player can control movement of only the first ship in a column. The column moves with the speed of the slowest ship. During turn maneuvers, it is not recommended to change a movement direction sharply. This can lead to a loss of formation or collisions. After a collision, the player cannot control the ship.



- ① Compass and the timer which shows the time till the end of a game. The North is a blue part of an arrow.
- ② Save and load game, exit game.
- ③ Ship condition: damage, accuracy of hit by the chosen ship, velocity.
- ④ Data on the ship: ship condition, artillery, parameters.
- ⑤ Management of game time: real time mode, time acceleration (only if the distance between the ships cannot lead to collision), pause.
- ⑥ To begin gun fire (left) and to stop gun fire (right). To approach the enemy and shoot from all guns.
- ⑦ Management of a ship turn (in the top part). Management of ship speed (from left to right) from a full back to a full forward.
- ⑧ To choose group (column) press the Roman figure on the left side. To choose the ship, click its icon.

Only ships equipped with special rams can cause damage during a collision. When ramming an enemy ship, try to be moving as fast as possible and as close to a 90 degree angle as possible. Monitors and casemate ironclads cannot be rammed.

Ships movement consists of two parts: A speed control and turning. The ship speed is shown on the games speed dial. The White Numbers on the right of the dial indicate forward ship movement. The Red Numbers on the left of the dial indicate aft ship movement. Speed can be selected from stop to maximum. The numbers in between correspond to percentages of the ship's maximum speed.

Turning a ship is accomplished by selecting a position on the slide bar above the speed selector. If the selector is in the middle of the slide bar the ship will move in a straight line. As the selection is to the right of the center the ship will turn towards the right. If the selection is to the left of the center the ship will turn to the left.

Each ship will automatically select targets to fire at, as they come into range of it armaments. Shooting begins at the 25% accuracy of hitting. If you wish to control the firing of individual ships, bring the ships into range and click on the "Begin Gun Fire" control. The ship will fire all available guns at the enemy target simultaneously, if you wish the ship to stop firing

click on the “Stop Gun Fire” control.

During a battle shells fired at a target may hit above the water line or below the water line. A successful hit above the water line may cause a fire. A successful hit below the water line may cause flooding. As the ship takes fire from the enemy or is on fire the percent damage will increase. Eventually the damage will cause the ship to sink. A ship crew will automatically try to put out fires and pump out flooding during a battle. The more percent damage a ship sustains the harder it is to repair flooding and put out fires. Damage also reduces a ship’s movement.

After a battle, the crew of each ship increases its experience level. There are three levels of experience that improve the parameters of a ship. As the level of experience increases, a silver star will appear on the Ship’s data screen.

#### Russian Navy Warships

type:	RIF Gunboat	RIF Corvette	RIF Monitor	RIF Frigate	RIF Turret Ship
displacement:	415 ton	1200 ton	2100 ton	2400 ton	1360
max speed:	9 kts	11 kts	7 kts	11 kts	9 kts
broadside guns:	--	12xML SB 8in	--	24xML SB 6,4in	--
pivot / turret guns:	2x1xML SB 8in	--	1x2xML SB 15in	2x1xML SB 9in	2x2xBL RF 8,2in
armor belt:	--	--	3-5 in	--	4,5 in
armor deck:	--	--	1,5 in	--	1,5 in
armor turret:	--	--	10 in	--	4,5 in
price in £:	16 600	48 000	126 000	96 000	102 000

Ships of the Russian Navy were designated RIF = Russian Imperial Navy

#### British Navy Warships

type:	HMS Gunboat	HMS Frigate II	HMS Battery	HMS Frigate I	HMS Ironclad
displacement:	670 ton	2320 ton	2625 ton	4000 ton	6000 ton
max speed:	10 kts	10 kts	5,5 kts	12 kts	14 kts
broadside guns:	1xML SB 8in	30xML SB 6,4in	16xML SB 8in	32xML SB 8in	12xML SB 8in
pivot / turret guns:	2x1xML RF 4,7in	--	--	--	4xML RF 8” gun-deck
armor belt:	2-2,5 in	--	4,5 in	--	3,5-4,5 in
armor deck:	--	--	--	--	--
armor turret:	--	--	--	--	--
price in £:	30 150	88 160	144 375	152 000	300 000

Ships of the British Navy were designated HMS = Her Majesty Ship

How to understand data on artillery:

4 x ML SB 8in = 4 (number of guns) x ML SB (muzzle-loading smooth-bore trunk) 8 (caliber in inches)

ML SB	muzzle-loading smoothbore gun
ML RF	muzzle-loading rifle
BL RF	breech-loading rifle

#### Naval Gun Characteristics (where 100 % - the best value)

type caliber	muzzle-loading smoothbore gun ( ML SB)					muzzle-loading rifle (ML RF)				breech-loading rifle (BL RF)		
	6,4in	8in	9in	11in	15in	4,7in	6,4in	8in	10 in	5,9in	8,2in	9,4in
Damage	6%	20%	26%	33%	93%	13%	26%	46%	100%	26%	53%	86%
Armor Penetr.	27%	31%	40%	40%	50%	31%	40%	71%	94%	70%	85%	100%
Accuracy	70%	70%	74%	75%	72%	81%	80%	85%	86%	100%	96%	90%
Rate of Fire	100%	100%	100%	50%	33%	100%	100%	50%	33%	100%	50%	33%