

Quick fix:

Problem with resolution

On your computer

On Windows, Linux, and OS X, preferences are stored in NBS file within the user's home directory.

%UserProfile%/.prefs/NBS

NBS is a configuration file, please delete it.

Restart the game again.

On windows10, look for the NBS file in C:\Users\yourusername\.prefs

1. What are the campaign objectives?

If you are on the Allies' side, your task is ensuring the necessary and uninterrupted flow of resources between the ports. These resources are rapidly decreasing as the time passes and with the unfolding military situation on land.

If you choose the side of Axis, your task is to track down and sink as many convoys as possible to prevent them from reaching their destination. During direct contact between the ships, the game switches into The Battle mode.

In simple words: if you play blue you need to send ships (loaded with stuff) from the USA to the UK.

If you are red - you need to disturb blue convoys.

2. I noticed that when the ships fire, all the shells go directly onto the targets.

It only looks like that but not all the shells go directly onto the target. If you zoom in (make bigger) the battle screen you might see the shells that miss the target.

It is easy to spot it when you fire and trace torpedoes.

3. Is there ever any possibility that if the conditions are right, a destroyer could sneak up and get close enough to another ship to then torpedo it?

Yes, it is possible like in real life

4. Once the battle ended, in which my ship was sunk, will it go automatically to the results screen?

No - you can still look around for enemies or abort the battle screen by hitting the Back button.

5. What do Tog and Sep mean?

Tog and Sep are related to when the guns fire.

Tog - waits till all guns are loaded and fires all at the same time as a salvo. (It gives better accuracy and is more powerful when hitting the target; more damage can be done)

Sep - fire each gun as soon as it's loaded. No waiting for another gun to be loaded.

6. What do the red and green lights in fire control mean?

1st red light on - loading / off – loaded 2nd red light on - turret cannot fire (moving turret, looking for a target, tilted ship)

3rd light (green) on - turret ready - enemy traced

A green light on:

Manual setting - hit the fire button

Auto setting - just wait and it will fire

[Sometimes a green light is on but a target is too far or ship is tilted so the gun is loaded but you cannot fire]

7. After a while in the battle against the enemy ship, it stopped firing at me, why did this happen? What would cause this? Did it assess that I was damaged enough, was it being civil in allowing me to maybe jump ship?

The enemy could stop firing at you because:

- It has been damaged

- It could assess that you were damaged enough

It will not stop to allow you to jump off the ship. I am not focusing on the human factor. The game is more about ships than people.

8. What do the weather and sea conditions mean for gameplay? Does weather affect visibility and shell/range finding/targeting accuracy?

Yes, it does it all.

You can see the weather elements when you go to Campaign - Option - weather. Then scroll map (magnify) till you see the description.

9. What is the Shipyard?

It is the 3rd element of the game in addition to battles and campaign.

It allows you to build and launch any ship. You can use that ship in a battle as well as in campaign.

This is a great feature for players who want to use their national navy ships (e.g. Polish players can add polish ships). Some players like to play using custom ships.

10. What does Production plan mean?

Ships will appear in the port on the production date.

Once available, they can be used in the game.

11. I cannot expand the Logbook window.

Grab the window edge and drag it.

12. How is time set in the game?

In battle editor/tools the time can be set as GMT or local.

When you move the map in the editor, the time is changing too.

13. Key functions:

Shift - pause

C - centre map

L - lock map

N - next ship

P - previous ship

W - weather map view

14. Waypoints setting commands

"unloading" - war material is unloading (it need to be set up in a destination port)

"loading" - loading war material in departure port (it takes time so task force will not start moving straight away)

"fuel/ammo" - refill fuel & ammunition in ports (set in both ports)

"repair" - ship is repairing in the ports

Basic Tutorial:

Bridge Station

This is where you give orders about ship speed and direction.

Choose direction using the compass point. Send speed order via telegraph. Execute to confirm.

Main gun station

This is where you give orders for main guns.

Choose a target from available on the list. Next to it is information about the target: distance, speed, course.

If the target is outside gun's range the distance will appear in red.

To assign the chosen target press the button on each turret. The target name is displayed. Choose a gun shell type. AP = armour-piercing shells. HE = high-explosive shells.

Numbers next to AP/HE shows the number of shells available.

AP gives less damage but higher piercing rate.

HE gives more damage but lower piercing rate.

Sep/Tog control - fire separately or together.

Sep - fire each gun as soon as it,s loaded. No waiting for other guns to be loaded. Each turret can shoot a separate target.

Tog - all guns on ship side fire together once the last one is loaded. The shoot fire is less frequent but more accurate.

Auto - fires automatically to the chosen target.

Manual - fires when the Fire button is clicked.

Damage Station

Bottom deck, underwater section.

If it's hit, water will fill the ship, and the ship with tilt.

When section eg with the engine is flooded the engine is less effective. If is underwater for too long, it could become completely damaged and unable to be fixed. The same applies to propeller etc

Pumps

If on manual - you choose the section where you want to put pumps in so you can adjust tilt.

Reason to have pumps on the manual is - you decide what section to dry first and you can stabilize the ship.

If on auto - a pump goes to the first flooded section and dries it.

When the section is dry, the pump moves to another section.

When a section is dry the repairs are started.

Middle deck - similar than the bottom but a damage is done by fire, not water.

Chimney - in the meaning of the complex ventilation system. Removing smoke and supply air/oxygen to the engine. If damaged, the engine is less effective and its work is disturbed.

Power unit contains engine + propel + shaft.

If a shaft (for example) is damaged this has an impact on all power unit.

Destroyed chimney can affect more than one power unit.

If ammo rack (ammunition storage) gets hit, all reminding shells could explode. If ammo rack is empty the explosion is smaller etc.

If ammo rack is on fire you can't give the guns its supply.

Upper Deck - like the middle, can be damaged by explosion and fire. If a turret is on fire you cannot use it. If fire control is damaged it has a strong impact on aim accuracy.

Passive sonar station

Middle of the circle is ship position.

The blue line is ship bow.

Red lines - a direction of a noise.

Longer line = louder noise.

Screw noise makes sonar less effective. Reduce a speed/noise and sonar works more effective.

Depth charge

The depth charge is a barrel with explosive material.

Fire off uses pressure trigger.

Set up a depth Up/Down and drop a barrel to the sea.

Predict the depth of attacked submarine.

Active sonar station

Active sonar emits pulses of sound waves that travel through the water, reflect off the target and return to the ship.

To send an impulse click Ping.

Torpedo station

Controls torpedoes attack.

Choose a target and if in range and ship position is correct the light is green.

Torpedoes range is 5.5-6 Nm.

Target correction is adjusted automatically.

Hit the Fire to launch torpedos.

Machinery Station

Fuel level indicator.

Smoke layer switch.

For a submarine additional electric generator status and battery charging level.

CO₂ and O₂ level in the ship.

If a CO₂ levels are too high or O₂ level too low the ship will resurfaces.

Pressure - pressure outside a ship.