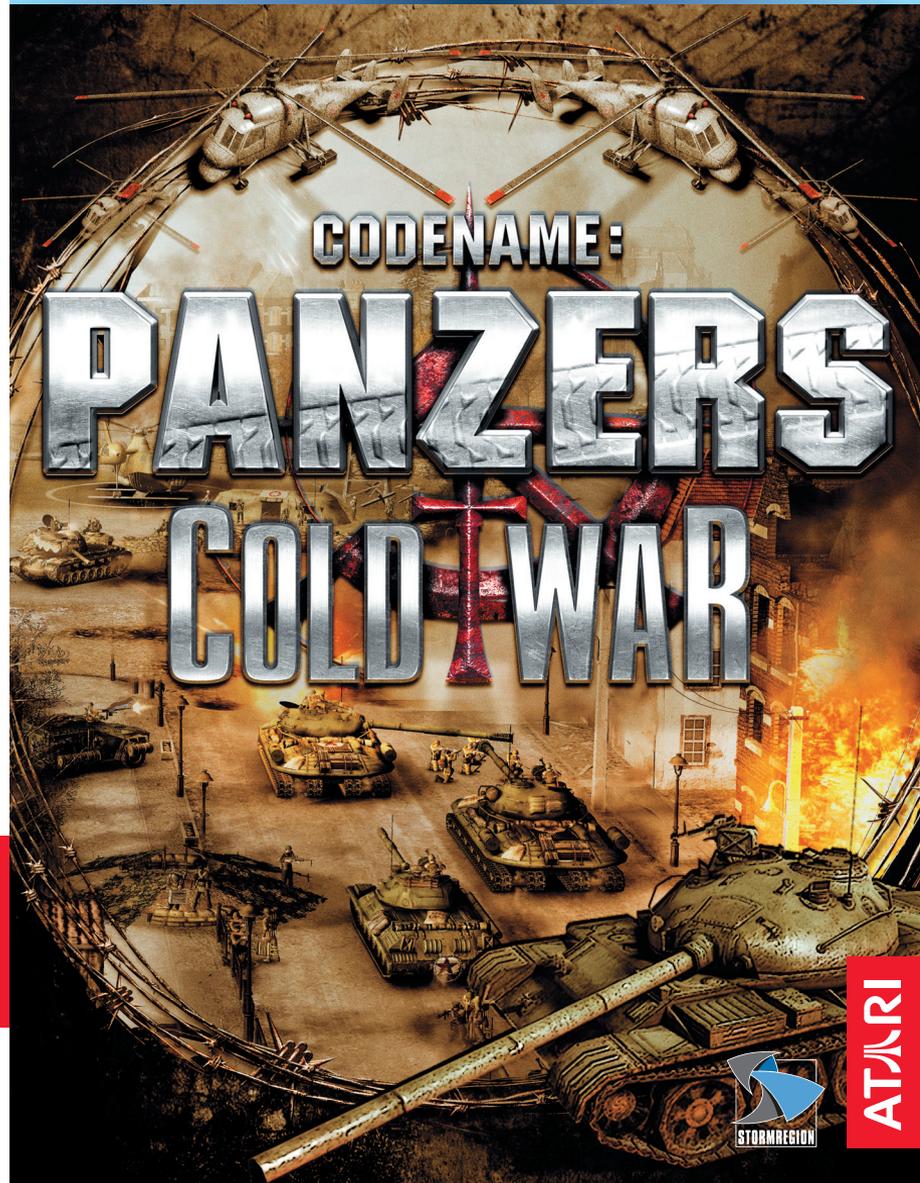




Games  
for Windows™



# CODENAME: PANZERS COLD WAR



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## **⚠ Important Health Warning About Playing Video Games**

### **Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### **What is the PEGI System?**

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information, visit <http://www.pegi.info>.

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### **Wrong number?**

As some changes might have been done after this manual went to print, you can still access all updated technical support numbers at:

### **Come and join the community!**

To register and get the most out of your new game, send e-cards to your friends, download wallpapers or get access to lots of other free stuff, visit us and choose a country at:

[www.atari.com](http://www.atari.com)

Use of ATARI web sites is subject to terms and conditions, which you can access on our websites.

# TABLE OF CONTENTS

<b>THE README FILE</b>	4
<b>INSTALLATION</b>	4
<b>THE COLD WAR ERA</b>	5
<b>HEROES</b>	5
<b>GETTING YOUR FEET WET</b>	7
<b>FAMILY SETTINGS</b>	7
<b>THE FIELD OF BATTLE (MAIN SCREEN)</b>	8
<b>HEAD-UP DISPLAY (HUD)</b>	9
<b>UNIT INFORMATION FIELD</b>	10
<b>TACTICAL MAP</b>	11
<b>IN-GAME MESSAGES</b>	11
<b>MARKET SCREEN</b>	12
<b>OBJECTIVES, STATISTICS AND MEDALS</b>	14
<b>MULTIPLAYER</b>	15
<b>MULTIPLAYER GAME MODES</b>	15
<b>CREWS, ARMOUR, AND DAMAGE</b>	16
<b>URBAN WARFARE</b>	17
<b>DISPLAYED UNIT INFORMATION</b>	18
<b>CROSSING WATER</b>	19
<b>PRESTIGE, REINFORCEMENT AND PRODUCTION</b>	20
<b>POINTS OF INTEREST (P.O.I.) SYSTEM</b>	21
<b>EXTERNAL SUPPORT</b>	23
<b>NATO AND RUSSIAN INFANTRY</b>	24
<b>EQUIPMENT</b>	29
<b>RUSSIAN MOTORISED UNITS</b>	33
<b>QUICKSTARTS</b>	36
<b>TECHNICAL SUPPORT</b>	51

# THE README FILE

Codename: Panzers Cold War has a ReadMe file that shows the License Agreement and updated information about the game. Please read this file to learn about changes made after this manual went to print, ways to optimise your gaming experience and solve many problems. To view the ReadMe, click on the Start button on your Windows® taskbar, then on All Programs, then on Atari, then on Codename Panzers Cold War, then on the Open readme file.

## INSTALLATION

You will need to have Administrator rights in order to install Codename Panzers. If you do not have Administrator rights, please contact your system provider for support.

1. Insert the Codename Panzers disc into your DVD drive.
2. If AutoPlay is enabled, a title screen should appear. Click on the Install button. If AutoPlay is not enabled, click on the Start button on your Windows® taskbar, then on Run. Type D:\Autorun and click on OK. Note: If your CD or DVD drive is assigned to a letter other than D, substitute that letter.
3. Follow the on-screen instructions to finish installing Codename: Panzers Cold War.

Run the game after installation by selecting “ Codename: Panzers Cold War “ in the menu of the respective group of applications or by clicking the “ Codename: Panzers Cold War “ desktop icon. Windows XP & Vista users: The save game directory is located in C:\Documents and Settings\user\My Documents\My Games. This directory can remain intact when Codename: Panzers Cold War is uninstalled. To remove the save game directory from your system, right click on the Codename: Panzers Cold War folder found in the path listed previously and delete or remove your saves when uninstalling.

To finish installing the game, you need an internet connection. This will allow you to activate your game online. A license will be installed on your machine. During install, your serial code should be entered. When you are prompted by a dialog box asking for an activation code, please refer to the back of your manual.

Your license is active for 3 installations on different machines. If your license is over and you can't re-install, please contact our technical support department to get it reactivated.

### Installation of DirectX®

Codename: Panzers Cold War DVD-ROM requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed, click “Yes” to accept the DirectX® 9.0c License Agreement. This will then launch the DirectX® 9.0c Installer.

## THE COLD WAR ERA

By the spring of 1948, the ideological division of Europe into two rival camps was almost complete. All that remained was Germany and the two cities of Vienna and Berlin, where Britain, France, the Soviet Union and the United States each governed a separate sector. The Potsdam Conference, which had divided Germany into four military occupation zones, each governed by one of the victorious Big Four, also divided the city of Berlin. Agreements about free access to Berlin, deep within the Soviet occupation zone, were formalised in September 1945, when the four nations determined which road and rail lines would be used to supply the Western zones. For three years there was free movement along the permitted access routes to the city.

Throughout the negotiations of 1946 and 1947, the Soviets had repeatedly shown anxiety over a reunified Germany. Around Berlin, Soviet authorities began applying a range of petty bureaucratic obstacles to the free movement of people and supplies in and out of the city. When the Western Allies introduced a new currency in their occupation zones, the Soviet military governor issued a proclamation denouncing the new currency as “against the wishes and interests of the German people and in the interests of the American, British, and French monopolists”. On that same day, Soviet authorities sealed off the frontier with the Western zones and announced new restrictions on road, rail, and canal traffic that would come into effect at midnight. In London and Washington there was firm political agreement that the Western powers would hold on to Berlin. “We are going to stay, period” said President Truman. On the 26th of June the first American transport planes flew into Berlin from air bases in West Germany.

## HEROES

Name: **DOUGLAS KIRKLAND**  
Rank: **LIEUTENANT, US ARMY**

Born into a Blue Collar family in Macedonia, Ohio on 14 October 1922, young Douglas had dreamt of becoming an Automotive Engineer. That is, until the Wall Street Crash of 1929, robbing his parents of their hard-earned savings and making them, along with millions of Americans, pariahs living off of the mercy of the State.

Disgusted to see the values he was brought up to believe in defiled by society, Douglas soon got mixed up



with the Cleveland Mob. Working for them as a scout and a courier during the tumultuous years of Prohibition, Douglas experienced his fair share of the fast life. He learned his street smarts from the outlaws, who put their lives on the line on a daily basis in the pursuit of wealth and power.

A witness to their misdeeds and often, their untimely demise, he ended up volunteering for the United States Army after the public uproar that followed the Japanese attack on Pearl Harbor in 1941. Transferred to Europe as a Tech Sergeant in the US "Hell on Wheels" 2nd Armored Division, he repeatedly distinguished himself in combat - much to the amazement of Codename: Panzers Phase 1/2 hero Jeffrey S. Wilson who took official note of his resourcefulness and courage.

Made a Master Sergeant during the general rearrangement of the United States Armed Forces in 1947, Douglas Kirkland received his field commission as Lieutenant in 1949.

Name: **HANS VON GRÖBEL**  
Rank: **OBERST, GERMAN FREIKORPS**

Born on 10th May 1910 in Bergheim, Alsace as the next Freiherr of Colmar, the life of young Hans was a model of comfort and tranquility... until the fateful summer of 1914, when the family decided to abandon the Alsace estate for the relative safety of Germany proper.

Raised in an atmosphere of brooding over a paradise lost and a life that might have been, Hans couldn't wait to get away from it all. Following in the footsteps of his father and grandfather, he volunteered for military service in 1925. Commissioned with the Automotive Department of Weimar Freikorps in 1930, Hans's duties took him far beyond the borders of the Fatherland. Following his promotion to Lieutenant after the French capitulation in 1940, he pulled strings to get reassigned to Panzergruppe Afrika and fought in the North African and Italian theatres from 1941 to 1944.



As one of the rare veteran commanders of the German Freikorps, his main task during the European Conflict of 1949-53 is to rescue the indomitable Captain Kirkland from Soviet captivity and pave the way for Brigadier General Wilson's Army Group Oranje to get from Holland to Berlin.

# GETTING YOUR FEET WET

After you have started a map, move the cursor to the edge of the screen to scroll around. To control the camera view, press and hold down the middle mouse button (MMB) then move the mouse left or right to rotate the camera. You can also tilt the view by moving the mouse up and down. Lastly, to zoom in and out, use the mouse wheel.

## ISSUING ORDERS

Select a unit by clicking on it with the left mouse button (LMB) or select several units using the dragbox technique (Press and hold down LMB then draw a box around the units to be selected). Now the selected unit(s) can be issued orders. Right click on a destination to MOVE and right click on a target to ATTACK.

## CREATING GROUPS

Select a few units then press the CTRL key and a numeric key, for example CTRL and 1 to create group 1. The number 1 will appear next to the Floating Shield Icon of the unit. You can then access this group by pressing the "1" key.

## ACTIVATING SKILLS

Go to the Command Panel and after selecting a unit or building, select the skill with the LMB and the cursor will change. Then click on the destination or target (depending on what the skill does). Activated skills either have a certain "cool-down" period or they will cost you Prestige. During the cool-down time, you cannot use the skill.

*Note: If you are a new Real-Time Strategy game player, we recommend that you play through the tutorial before starting a new game.*

# FAMILY SETTINGS

Family Settings in Games for Windows – LIVE complement Windows Vista® parental controls. Manage your child's access and experience with easy and flexible tools. For more information, go to [www.gamesforwindows.com/live/familysettings](http://www.gamesforwindows.com/live/familysettings).

# THE FIELD OF BATTLE (MAIN SCREEN)

## INFO BAR

This bar can be found at the top of the screen and it contains important information about your current troops and makes navigation easier.



## HERO ICON

The left-most icon represents your current hero. There can be more than one hero on a particular map. Double-clicking on the icon will position the camera directly over the hero.



## POINTS OF INTEREST (POI) INDICATORS

This is where all the POI indicators are listed, regardless of their owner. Your POI indicators are green, the Allies' are blue and Hostiles' are red. Double-clicking on these icons will focus the camera on the selected POI.



## QUICK GROUP SELECTORS

If you have pre-selected groups, they'll appear in the top-right corner of the screen. Double clicking on these small squares will focus the camera on that particular group.



## PICTURE IN PICTURE (PIP)

The PIP allows you to watch cinematics and monitor the situation in different areas of the map. You can do this even if you're not focused over that particular area. You can assign a camera to a location by pressing Shift+F1(F2,F3,F4) and can activate them by pressing Shift+F1(F2, F3, F4). If you don't want the PIP on your screen, simply close it by clicking on the small X found in the right corner of the PIP window.

# HEAD-UP DISPLAY (HUD)



The HUD, found at the bottom of the screen, displays the most important information you will need in combat. If you select a unit, a POI or a building, all their possible interactive elements will appear here.

## MINIMAP

The MINIMAP is a reduced representation of the battlefield. All troops and buildings on it are shown as small dots or icons (in the case of buildings) all denoted by different colours: green for your troops, red for enemy troops and gray for neutral buildings and units. There are several minimap icons that represent various objectives to complete. Minimap features are:

## TACTICAL MAP

Switches to Tactical Map mode where you can view your objectives, check your message history, review statistics and see other information relating to the map being currently played.

## UNIT TRANSFER

By clicking on this button and then on another (friendly) player's unit, the currently selected units will be transferred to the other player (Multiplayer only).

## SKETCH ON MAP

You can send tactical drawings to your team-mates (Multiplayer only).

## GAME SPEED

Accelerates/decelerates time or pauses the game.

## MENU

Accesses game menu.

## TOGGLE MINIMAP TERRAIN

Switches the terrain on or off on the Minimap.

## FOG OF WAR

Turns Fog of War on / off. (Replay only.)

## UNIT INFORMATION FIELD

This is the central part of the HUD. If you select a unit, building or POI, all related information will be displayed here.



## COMMAND PANEL

This panel allows you to activate skills, fortifications and abilities. It can be found to the right of the HUD. The interactive buttons displayed depend on the type of units or buildings that have been selected. You will find the stats of selected pieces of equipment displayed in the in-game tooltips.



## BEHAVIOUR TOGGLES

The behaviour of soldiers and vehicles is identical.

**ATTACK-MOVE:** After selecting a destination, the unit will move along its path but will attack every enemy within its sight-range along the way. It will chase them, and then continue on its course if the encounter is won.

**STOP:** Pressing this button will halt the unit.

**HOLD POSITION:** The unit won't chase the enemy and will stay in place. But it will turn to face a spotted enemy and will shoot if it is within firing range.

**HOLD FIRE:** The unit stops firing and never opens fire until you cancel this command.



## **ACTION BUTTONS**

Use these buttons if you want your units or buildings to use their special abilities (for instance, to throw grenades, launch a rocket, build a fortification, place a flare etc).



## **TACTICAL MAP**

The Tactical Map is an enlarged and enhanced version of the MINIMAP and displays much more detail. It shows all the units, POIs and mission objective icons. If you hover over a unit using the cursor, you can read a description of it. You can also draw directly onto the map (in Multiplayer only). If you play a Multiplayer game, you can chat with your team-mates here. You can view the Message History with time stamps, the Mission Objectives with updated status and Combat Statistics on the right-hand side of the Tactical Map.

You can view this map separately on dual monitors, so you won't need to switch back and forth between map views.

## **IN-GAME MESSAGES**

In-game messages are displayed on the left-hand side of the screen, just above the MINIMAP.

### **MISSION OBJECTIVES**

These messages inform you about your tasks. They are also stored in a section of the Tactical Screen.

### **HINTS**

These lines give you extra information when you, for instance, gain a new unit or receive a new type of task, or they simply remind you about what you should be doing.

### **STORY MESSAGES**

It's advisable to read these lines, either when they're displayed or later on the Tactical Map. If you don't, you may miss important information that you'll need in order to complete the mission successfully.

# MARKET SCREEN

The Market Screen is where you can purchase units for your army (for both single and multiplayer games).



## WAREHOUSE

The warehouse contains the units that you're allowed to purchase for the given mission (these are dependent on your progress). There are 3 categories - vehicles, infantry and support units.

## BUY FOR ARMY

You can purchase core units for your army here.

## **MISSION**

These are the units you have already selected for the next assignment. They are organised the same way as they were in the Warehouse column.

## **BUY FOR MISSION**

This is where you can buy units for the particular mission you are going to play.

## **ARMY**

You have your core army in the lower tab. If they survive, they will carry over their experience and skills to upcoming missions. You can select the units you would like to take with you for the next mission from this pool.

During missions, you can obtain more core units, which will then be at your disposal for the entire campaign.

## **UNIT INFO**

The horizontal bars on the right tell you how effective the actual unit is against certain unit types. The first bar tells you if the unit is good against infantry. The second one gives a hint on whether it's usable against tanks. The third one represents its speed. In the middle, you can see the unit's equipment. On the right, you can check its armour, if it has any.

## **BRIEFING**

This is where you can review your tasks for the map you're going to play.

## **CHAT**

Use the Chat Tab to talk with your teammates and discuss battle tactics and strategies. It is also possible to just send messages to your teammates. This is a multiplayer-only feature.

## **START**

After you have chosen your army and decided your strategy, press **START!**

# OBJECTIVES, STATISTICS AND MEDALS

## PRIMARY OBJECTIVES

Primary objectives are to occupy, destroy or defend strategically important objects and buildings, or to perform special tasks. In some missions, as soon as you have reached a location, or met with someone, the mission objective changes or expands with another task. In many cases, in-game animations will appear in a PIP window. Primary objectives must all be completed successfully to win the level.

## SECONDARY OBJECTIVES

During each mission you will occasionally get secondary objectives. These don't need to be completed, but the collected intelligence, equipment or reinforcements can be a big help.

## SECRET OBJECTIVES

Secret objectives are similar to secondary objectives, but you won't be informed about them at the beginning of the mission. You will only know about them when they are completed. They hold surprises for you and grant additional Prestige as well.

## CONDITIONAL OBJECTIVES

Conditional objectives are crucial to your advancement, since they are related to your heroes. If the heroes die, the game is over.

## STATISTICS

This summary screen will list all your losses and the number of destroyed and captured units, as well as Mission Time, Medals, Prestige, XP and Score. Surviving units go into the unit pool. Captured units will be taken away.

## MEDALS

You will earn a bronze badge just for finishing a map. If your performance was good, your reward will be a silver badge. You'll be awarded a medal for extraordinary achievements.

# MULTIPLAYER

You can play against human opponents, either over the Internet or a local area network (LAN). You select which multiplayer mode you want to play in ONLINE GAME, LAN or DIRECT IP.

## ONLINE GAME

After connecting to GameSpy, choose which team you want to join, which nation you want to belong to and the colour that represents your army. When you create a game, you should give it a name and set the maximum number of players. Games can be password protected as well. This way you can prevent particular people from joining.

## LAN

Select LAN if you wish to host a game or join a game on a local area network. To play a LAN game, you'll need a properly installed TCP/IP network protocol. All the running games are displayed in the main window. To join an existing game, select it from the games list and click Join.

## JOIN TO IP

Choose this option if you wish to join a game using a direct IP address.

*Note: Your computer's IP address is like an electronic fingerprint. It's used by the system to identify your machine on the network. So you need to be careful about who you give your IP address to, as it can be used to compromise the security of your operating system.*

## REPLAYS

You can record and replay your games. Pressing this button will reveal the list of previously recorded games that you can watch.

# FAMILY SETTINGS

Family Settings in Games for Windows – LIVE complement Windows Vista® parental controls. Manage your child's access and experience with easy and flexible tools. For more information, go to [www.gamesforwindows.com/live/familysettings](http://www.gamesforwindows.com/live/familysettings).

# MULTIPLAYER GAME MODES

## TEAM MATCH

In this mode, the only goal is to eliminate all the units belonging to the opposing players. The maps provide an equal chance for everyone. You have to beat the enemy with your starter army.

## **DOMINATION**

In this mode there are Prestige Flags and other POIs scattered about on the maps and the goal is to hold as many of them as you can. The more Prestige Flags you have, the faster you gain Prestige.

## **HEAT MODE**

HEAT is a special Domination mode in which the mission's goal is to gain a predetermined amount of Prestige within a given timeframe. Whoever achieves this goal first, wins.

## **MP MISSION**

MP (Multiplayer) missions have a set goal you have to complete in order to beat the AI units.

# **CREWS, ARMOUR, AND DAMAGE**

## **CREWS**

Any type of squad can occupy vehicles. Some vehicles can even transport an additional squad. The effectiveness of the vehicle depends on how many Infantry units are in it:

- 1 Infantry Unit: the vehicle will only be able to move.
- 2 Infantry Units: the primary weapon will be available.
- 3+ Infantry Units: the primary and secondary weapons will be available.

It's the crew that determines the experience level of motorised units. Occupied vehicles don't automatically become core units, even if a core army squad has entered them. Core units are awarded by achieving special objectives (or by buying them in the marketplace between missions).

## **ARMOUR AND DAMAGE**

Strong armour will slow down the rate of damage, but as it weakens, more and more damage will directly hit the vehicle itself. Some of the damage is transferred to the crew as well. Sometimes even, crew members can die, lowering the efficiency of the vehicle.

If area damage occurs, the damage is calculated according to the relative position of the vehicle when compared to the centre of the blast. The damage will be applied to the armour on the side of the vehicle facing the blast.

Fire-based weapons destroy armour very quickly. Heavy weapons (like bazookas or landmines) may destroy caterpillar tracks, blow up the engine, disable the turret or simply cause extra damage.

## **ARMOUR STATUS INDICATOR**

Armoured units have separate armour values on each side and on the top. These are displayed in a square surrounding the base of the vehicle. If the vehicle is damaged, you have immediate feedback on the status of its armour. Green means it's in good condition, yellow means it's quite badly damaged and red means it's seriously damaged. The armour strength marker diminishes with each shot that hits the unit.

## **URBAN WARFARE**

### **COVER**

The landscape contains many objects that will frequently be used by units as cover. This action is automatic. As you move your troops, they will use these objects if they come under fire. When the fight's over, they'll continue with their given task. You can also send them into cover manually.

### **HIDING IN STRUCTURES**

You can gain the upper hand if you hide your infantry units in houses. This is a good way of protecting your snipers, setting up an ambush or making a stand against an advancing enemy. If you move the cursor over a structure and a white Entry Icon appears, it is possible to enter it.

### **FORTIFICATIONS**

Your infantry units, including heroes, are capable of building fortifications. These small structures give them extra protection or abilities. If the fortification gets destroyed, the units die.

### **TUNNELS**

Some maps feature these special means of transportation. Everything from caves to sewers to maintenance tubes to subways etc. can be found. Vehicles can use only some of these tunnels. If you click on them, all of your selected infantry units will be transferred to the other end of the tunnel.

# DISPLAYED UNIT INFORMATION

## FLOATING UNIT ICON

The most important information can be found on the Floating Unit Icons (small shields) which are displayed hovering over each unit.



## HOW TO DISTINGUISH HEROES

Heroes have a different shape of shield.

## FACTION COLOUR

The shield icon's colour tells us which faction the unit belongs to. Green is yours, blue is the Allies', red is the Hostiles'.

The Auxiliary Units you use on a particular map are marked in light green while the Core Units are denoted by dark green .

## UNIT TYPE

The shield icon's graphics provide details about what type of unit it actually is.

## UNIT'S GROUP NUMBER

If the unit has been grouped with others, its number will be displayed on the shield.

## UNIT LEVEL

Small rank signs indicate how many levels the unit has attained. The maximum is 3, which means the unit has reached veteran status. Veteran units are worth moving into your core army.

## UNIT AMMO

Displays the information that a vehicle which uses ammo has run out of it.

## UNIT COVER

If the unit is in cover, this is indicated on the Floating Unit Icon.

## **ADDITIONAL UNIT INFO ON THE HUD**

### **EXPERIENCE**

A squad will receive a certain number of Experience Points when they eliminate enemies. Whenever they reach a predefined amount, they level up. There are 3 levels. Each one will grant more HPs, a better chance of critical hits and better overall damage output.

### **VEHICLE EQUIPMENT**

All your ground vehicles can be allocated various pieces of equipment. How many is limited by the type of vehicle. Also, you can't use all of them at the same time, so you'll have to adapt to the situation. It does take time to finish equipping/unequipping. A small progress bar will let you know when it's finished. Also, the GUI icon of the equipment will tell you its status.

## **CROSSING WATER**

### **BRIDGES**

This is the most common way of crossing a river. Sometimes you can gain an advantage by knocking a bridge down or rebuilding one that was blown up. Fixing a bridge is similar to repairing a unit.

### **FORDS**

Some sections of rivers or lakes can be crossed without a bridge. Fords won't hinder your units' movement, but they are more vulnerable when they are crossing them.

### **AMPHIBIOUS CROSSING**

Some of your motorised units can use their Amphibious Ability to cross water.

### **INFLATABLE BOATS**

The Green Berets use these boats to sneak up on the enemy.

# PRESTIGE, REINFORCEMENT AND PRODUCTION

## PRESTIGE

In this game, prestige is the one and only resource available. The more you get, the better off you will be. Prestige can be earned by achieving mission objectives or having specific POIs under your control.

## TYPES OF REINFORCEMENTS

Depending on the current combat situation and the layout of the map, there are four types of reinforcements:

**ROAD** - Reinforcements will arrive by road in the form of a convoy. These sites are always at the edge of the map.

**AIRBORNE** - Reinforcements will arrive by helicopter, either by paradrop or at the Helipad POI.

**TRAIN** - Reinforcements will arrive by train, if you have captured one of the Train Station POIs.

**SHIP** - Reinforcements will arrive by water, if you have occupied a Shipyard POI.

## ADDITIONAL UNIT PRODUCTION

The player can produce units on the map in factories and barracks. These will be auxiliary units and cannot be kept beyond this mission (unlike core units).

The list of available units (and equipment) will be displayed on the Command Panel. By double-clicking on the unit icons (or using the transfer button), you can fill up the production queue in the middle. Once the icon appears in the queue, it's possible to increase the number of units by left-clicking, or decrease it by right-clicking.

The factory will continue production until the player's prestige points run out, or the player reaches the unit limit for that particular Mission. However, the remaining units in the queue won't disappear, so if any of the above factors change, production will resume.

# POINTS OF INTEREST (P.O.I.) SYSTEM

There are distinctive structures on the maps that provide their owners with bonuses. Occupying a POI takes a while. You can follow its progress by watching the owner's flag going up or down. For easier management, you'll receive messages about the status of your POIs. The following POIs can be found in the game:



## **AID STATION**

Heals allied infantry stationed nearby.



## **REPAIR DEPOT**

Repairs allied vehicles stationed nearby.



## **BARRACKS**

You can produce infantry in these.



## **FACTORY**

You can produce vehicles in these.

## **PRESTIGE FLAG**



**LOW** - Provides your team with a slow, but steady flow of prestige points.



**MEDIUM** - As well as prestige, this flag will replenish the ammunition of those in need.



**HIGH** - The most advanced of all, this flag will also repair nearby units.



## **REINFORCEMENTS - HELIPAD**

You can call in vehicles and infantry by helicopter.



## **RADAR STATION**

This will reveal all enemies on the map for a limited period of time.



## **REINFORCEMENTS - RADIO STATION**

Allows you to call in two infantry units or one tank.



### **REINFORCEMENTS – RAILWAY STATION**

Receive reinforcements by train.



### **REINFORCEMENTS – SHIPYARD**

Receive reinforcements by transport ship.



### **REINFORCEMENTS – ROAD**

Receive reinforcements by road.



### **CANNON**

This is a multi-purpose POI with some very useful features.



### **SMOKE**

Generates Fog of War in the designated area.



### **FLARE**

Removes the Fog of War from the designated area.



### **BARRAGE**

Another means of delivering devastating damage to enemy troops.



### **SUPPLY DEPOT**

Repairs nearby vehicles.



### **TRAINING CAMP**

You can produce special units in the Training Camp. However, these do tend to be expensive.



### **WAREHOUSE**

You can buy special units in this facility.



### **HQ**

The backbone of the POI grid. If you lose it, the POI grid breaks and all connected POIs cease to work.



### **COMMAND CENTRE**

Raises the Maximum number of Units you can command in a particular mission.

## THE POI GRID

An occupied POI is only operational if it's connected to HQ. If this connection breaks (for instance, the enemy takes a POI in between), the POI in question stops working for its owner, even if it's still in his possession.

## EXTERNAL SUPPORT

### NATO



#### NAPALM

Napalm is one of the most devastating weapons both of the Cold War era and in the game. Its area-effective fire damage will decimate the ranks of the enemy, whether infantry or armour.



#### JET FIGHTER

The jet fighter is able to deal a tremendous amount of damage that will wipe out any single unit, except the heaviest of tanks, which will be massively damaged.



#### DROP CONTAINER

A supply crate can be dropped anywhere on the map. The crate will heal/repair and re-arm the unit that picks it up, even if it's an enemy unit.



#### AIR RECON

Using the reconnaissance helicopter will enable you to see enemy territory and estimate the potential strength of your adversaries. While the enemy is revealed, you can also use offensive weapons against them.

### RUSSIANS



#### ARTILLERY BARRAGE

This is a quick and powerful solution for killing off attackers. Light vehicles are also vulnerable to this kind of attack. Heavy vehicles may lose their armour or be critically hit.



### HELICOPTER

Appearing suddenly in the sky, its rockets will inflict considerable area damage, rendering enemy units seriously damaged, or even helpless.



### RADIO JAMMING

A beacon is dropped on the ground that disrupts communications, preventing the deployment of external help.



### AIR RECON

Using the reconnaissance helicopter will enable the owner to see enemy territory and estimate the potential strength of his adversaries. While the enemy is revealed, offensive measures can be used against them.

## NATO AND RUSSIAN INFANTRY

### SQUAD LEADER TYPES

Each squad consists of soldiers and a leader. The leader determines the type of squad and is the last to die.

### WEAPON TYPES - INFANTRY

**SMG:** This is the standard weapon of common soldiers. It deals fairly good damage but is not the best available.

**MACHINE GUN:** This weapon deals good damage to multiple enemy infantry targets.

**BAZOOKA:** This is the best infantry weapon against armoured units. A few bazooka squads can easily eliminate a tank that isn't protected by machine guns. But hostile infantry are not really affected.

**MORTAR:** An excellent weapon with area damage against both infantry and armoured units. It deals the highest damage, but its shells can be evaded fairly easily.

**FLAMETHROWER:** Whether infantry or armour, the flamethrower delivers and is one of the most versatile weapon types available. It is, however, somewhat more expensive than other infantry weapons.

**SNIPER:** The advantage of the sniper over other infantry units is his greater firing range and damage. Snipers are very dangerous against infantry, so it's imperative to eliminate them as soon as possible.

## ABILITIES - INFANTRY

**BUILD MECHANIC POST:** (fortification) The Engineer builds a repair/ammo station that will repair and re-supply nearby motorised units.

**LAY MINES:** The Engineer is able to lay and detect mines. Mines can't be destroyed, but they can be defused.

**LAY OBSTACLES:** The Engineer is able to lay obstacles that will significantly slow down enemy units.

**REMOVE OBSTACLES:** The Engineer is able to dismantle enemy obstacles to speed up your army's advance.

**AID TENT:** (fortification) The Paramedic is able to build a first-aid tent that will heal nearby units.

**MEDICAL SUPPLIES:** The Paramedic can heal nearby units.

**EXPERT MEDICS:** Upon activating this ability, the Paramedic immediately and significantly restores a portion of nearby units' Hit Points, even if these are in a vehicle or building.

**WATCH TOWER:** (fortification) The watch tower makes it possible to see farther and detect hidden units. Also, instead of a handgun, it has a heavy machine gun mounted on top of the tower.

**GRENADE:** This is the secondary weapon of certain infantry units. It deals more damage than the SMG, and has an area effect as well.



**SANDBAG BUNKER:** (fortification) The squad can fire their mortar shells from the relative safety of this open-top fortification.

**BUILD FOXHOLE:** (fortification) The squad can dig a foxhole and hide in it. This makes ambushes possible.

**INCENDIARY GRENADE:** This secondary weapon inflicts considerable fire damage (area type) and a critical hit may stop the engine of motorised units.

**REGENERATION:** Similar to repair/healing, the unit's Hit Points will gradually regenerate over time.

**TUNNEL:** (fortification) This feature allows you to connect two (or more) spots on the map to transport units quickly from one location to another.

**SMOKE GRENADE:** If this secondary weapon is used, a thick layer of fog is created around the enemy. This slows them down and makes it impossible for them to shoot.

**BOAT:** The Green Beret can use an inflatable boat to cross water.

**JAMMER STATION:** (fortification) The Commando can build a Jammer station that will try to counter enemy air attacks.

**CAMOUFLAGE:** The camouflage ability makes it possible to hide on the battlefield.

**SUDDEN STRIKE:** With this ability, the Commando can occupy an enemy base in a shorter time frame.

**CAMOUFLAGED POST:** (fortification) All friendly units around the post will be camouflaged, making them invisible to the enemy.

**SABOTAGE:** The Green Ghosts can make any enemy POI stop functioning. While performing this action, the Green Ghost remains hidden and cannot shoot.

**DEFENSIVE POSITION:** (fortification) This is the Red Guards' bunker. It provides excellent protection against hostiles.

## COMBAT ENGINEER

The combat engineer's primary task is to support friendly combat units with repair facilities. They can also lay or remove mines and obstacles.

### WEAPON TYPE:

SMG

### ABILITIES:

Build Mechanic Post: (fortification)  
Lay Mines  
Lay Obstacles  
Remove Obstacles

## PARAMEDIC

Paramedics in your army will minimise the amount of casualties.

### WEAPON TYPE:

SMG

### ABILITIES:

Aid Tent: (fortification)  
Medical Supplies  
Expert Medics

## LIEUTENANT

The Lieutenant is the typical "Greenhorn" who has just come out of the military academy. He's full of ambition and purpose, so he's doing everything he can to distinguish himself on the battlefield.

### WEAPON TYPES:

SMG  
Bazooka  
Mortar

### ABILITIES (SMG and Bazooka Squads):

Watch Tower: (fortification)  
Grenade

## RANGER/FRODOVIK

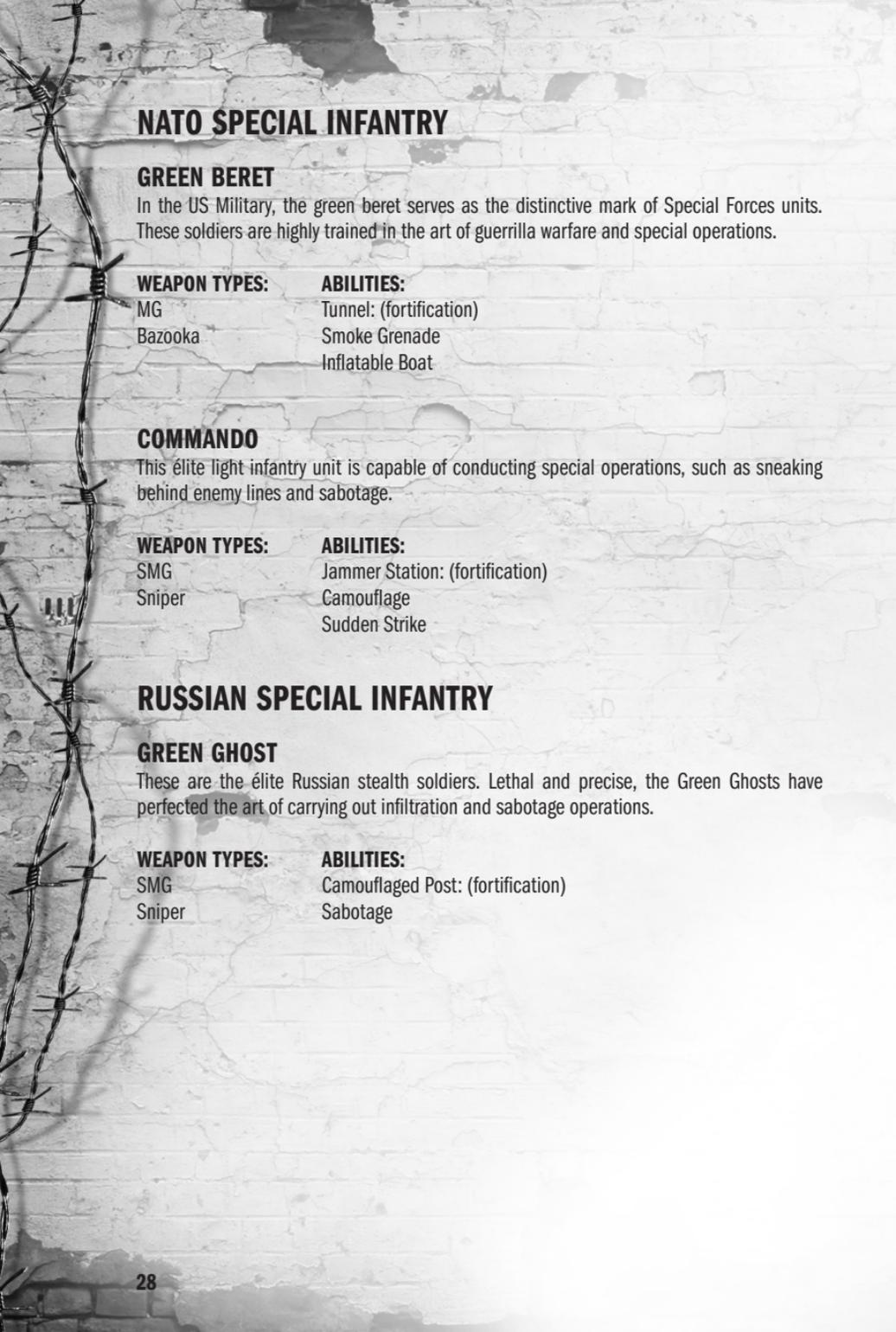
These are multi-purpose, rapid-deployment soldiers. They have skills that you can utilise against any type of enemy. Since they employ a wide variety of weapons, they are effective against both infantry and armour.

### WEAPON TYPES:

Machine Gun  
Bazooka  
Flamethrower

### ABILITIES:

Build Foxhole: (fortification)  
Incendiary Grenade  
Regeneration



## NATO SPECIAL INFANTRY

### GREEN BERET

In the US Military, the green beret serves as the distinctive mark of Special Forces units. These soldiers are highly trained in the art of guerrilla warfare and special operations.

#### WEAPON TYPES:

MG  
Bazooka

#### ABILITIES:

Tunnel: (fortification)  
Smoke Grenade  
Inflatable Boat

### COMMANDO

This élite light infantry unit is capable of conducting special operations, such as sneaking behind enemy lines and sabotage.

#### WEAPON TYPES:

SMG  
Sniper

#### ABILITIES:

Jammer Station: (fortification)  
Camouflage  
Sudden Strike

## RUSSIAN SPECIAL INFANTRY

### GREEN GHOST

These are the élite Russian stealth soldiers. Lethal and precise, the Green Ghosts have perfected the art of carrying out infiltration and sabotage operations.

#### WEAPON TYPES:

SMG  
Sniper

#### ABILITIES:

Camouflaged Post: (fortification)  
Sabotage

## RED GUARD

These elite soldiers were responsible for defending the Kremlin, where the State Defence Committee and Chief Military Headquarters were situated. Their regiment was established in 1936 and reorganised as a separate Special Purpose Regiment in 1952. Their military achievements throughout WWII and the Cold War era are remarkable.

### WEAPON TYPES:

Machine Gun  
Bazooka  
Flamethrower

### ABILITIES:

Defensive Position: (fortification)  
Smoke Grenade

## EQUIPMENT

**ANTI-AIR DEFENSES:** The unit is equipped with AA guns and/or rockets. These weapons can't be used against ground targets.

**CAMOUFLAGE:** Using camouflage nets, the unit becomes harder to spot from a distance.

**AMPHIBIOUS:** This equipment allows the unit to cross deep water.

**REPAIR KIT:** Activates the repair skill to replenish the hit points of nearby friendly units.

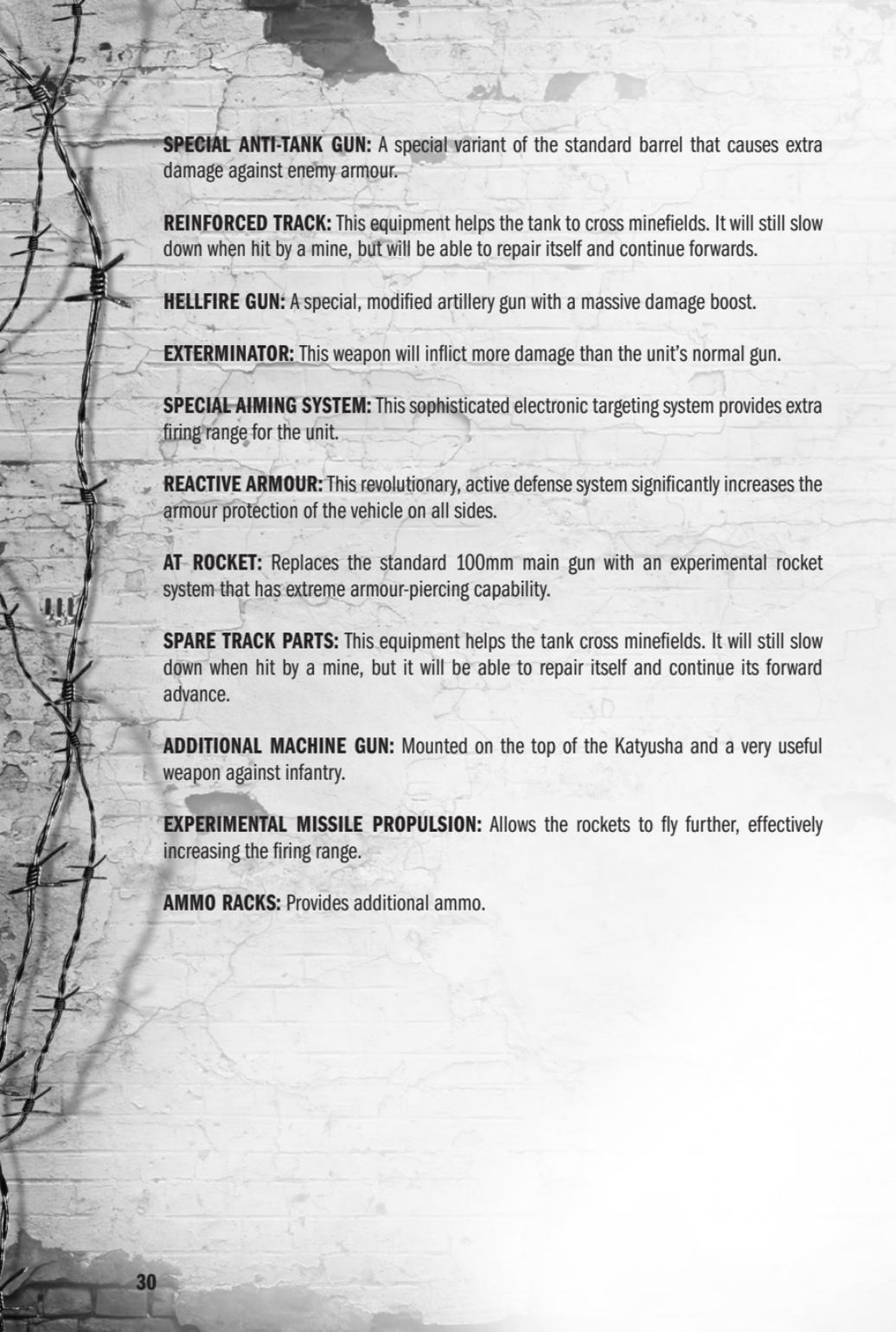
**MINE DETECTOR:** Detects nearby enemy mines, but can't remove them without the help of combat engineers. However, mine detection capability can still be useful, as detected mines won't damage friendly units, but only slow them down.

**RADAR SYSTEM:** Increases sight range for the vehicle. It practically removes the sight range limitation for the main weapon.

**MOBILE MEDIC STATION:** Activates the medic skill that replenishes the hit points of nearby friendly units.

**FLAMETHROWER EQUIPMENT:** Replaces the standard 76mm main gun with a flamethrower tube, very effective against Infantry, especially in houses or bunkers.

**MOTOR BOOST:** A stronger variant of the standard engine that increases maximum speed and acceleration.



**SPECIAL ANTI-TANK GUN:** A special variant of the standard barrel that causes extra damage against enemy armour.

**REINFORCED TRACK:** This equipment helps the tank to cross minefields. It will still slow down when hit by a mine, but will be able to repair itself and continue forwards.

**HELLFIRE GUN:** A special, modified artillery gun with a massive damage boost.

**EXTERMINATOR:** This weapon will inflict more damage than the unit's normal gun.

**SPECIAL AIMING SYSTEM:** This sophisticated electronic targeting system provides extra firing range for the unit.

**REACTIVE ARMOUR:** This revolutionary, active defense system significantly increases the armour protection of the vehicle on all sides.

**AT ROCKET:** Replaces the standard 100mm main gun with an experimental rocket system that has extreme armour-piercing capability.

**SPARE TRACK PARTS:** This equipment helps the tank cross minefields. It will still slow down when hit by a mine, but it will be able to repair itself and continue its forward advance.

**ADDITIONAL MACHINE GUN:** Mounted on the top of the Katyusha and a very useful weapon against infantry.

**EXPERIMENTAL MISSILE PROPULSION:** Allows the rockets to fly further, effectively increasing the firing range.

**AMMO RACKS:** Provides additional ammo.

# NATO MOTORISED UNITS



## M-59 APC

The M59 was an US armoured personnel carrier (APC) that replaced the aging M75. It was both amphibious and much cheaper to produce due to modifications, including two civilian truck engines instead of one expensive, special military engine.

**ANTI-AIR DEFENSES • AMPHIBIOUS • CAMOUFLAGE • REPAIR KIT**



## DODGE WC-53

A one-ton utility vehicle designed during WWII to carry 6 passengers and with room left over for cargo. It proved so successful that it remained in service well into the 1950s. Newer versions come with a rail-mounted, 30 calibre MG for self-defense and close-range fire support, plus mine-clearing equipment.

**MINE DETECTOR • MOBILE MEDIC STATION • RADAR SYSTEM**



## M-41 BULLDOG

Post-war American light tank that replaced the aging Chaffee. It sports a fully-welded turret with sloping sides and a peculiar looking overhanging rear. It is highly manoeuvrable, reasonably potent and simple to operate.

**FLAMETHROWER EQUIPMENT • RADAR SYSTEM • MOTOR BOOST**



### **M-48 PATTON**

The Patton is basically a re-work of the M26 Pershing medium tank. A strong assault unit, it became the main battle tank of NATO and proved to be an even match for the Russian T-34/85 during the European Conflict. It remained in service into the 1950s.

**SPECIAL ANTI-TANK GUN • ANTI-AIR DEFENSES • CAMOUFLAGE • REINFORCED TRACK**



### **M-53 LONG TOM**

It is a heavy, self-propelled Howitzer with an extreme firing range. One of the largest weapons fielded in the post-war era. Its plating can withstand almost any kind of shell shot at it. Weighing almost 100,000 lbs. combat loaded, it is over 32 feet long and has many components in common with the M48 Medium Tank.

**HELLFIRE GUN • CAMOUFLAGE**



### **M-103 HEAVY TANK**

The 65-ton M103 was both the heaviest and most heavily armed tank in the US Army during the Cold War. It was designed specifically to counter Soviet heavy armour. The M103 had many of the components common to other medium-sized American tanks like the M48 Patton. The big difference here is that the turret was enlarged to make room for the huge 120mm cannon, which required two loaders. On top of that, there was a gunner, a commander and a fifth member of the crew - the driver - who sat in the tank's hull.

**EXTERMINATOR • SPECIAL AIMING SYSTEM • REACTIVE ARMOR • REINFORCED TRACK**

# RUSSIAN MOTORISED UNITS



## **BTR-40**

Amphibious troop carrier developed from 1944 onwards. With what is essentially a lengthened and modified GAZ 63 (4x4) truck chassis, it has a fully armoured body and protection from above. Mainly used in APC, recon and command-post roles, it can also be upgraded with mine-clearing equipment.

**MINE DETECTOR • RADAR SYSTEM • AMPHIBIOUS • REPAIR KIT**



## **T-70**

This light tank was first used in WWII. It replaced the T-60 Recon and T-50 infantry support tanks, as it was capable of doing both jobs all by itself. It has a 45mm gun and a 7.62mm machine gun. The crew consists of two men, a driver and a commander, who is also responsible for firing. Although its armour is relatively weak, it's widely regarded as a reliable combat vehicle.

**ANTI-AIR DEFENSES • RADAR SYSTEM • MOTOR BOOST**



## **PRODUCT-416**

Its designers wanted to provide the best protection for the crew, whilst ensuring the tank had a reasonable weight. The crew sits in the turret with the engine. The transmission system is in the front of the hull. Although "Product-416" was a promising design, it never made it into mass production.

**AT ROCKET • AMPHIBIOUS • SPARE TRACK PARTS**



## T-62

The T-62 all-purpose battle tank is the successor to the T-55. It features a 115mm gun, the first smooth-bore barrel ever produced. Reliable and robust, it has slowly become the standard tank of the Soviet Army, gradually replacing the old T-55's.

**SPECIAL ANTI-TANK GUN • ANTI-AIR DEFENSES • REACTIVE ARMOR • SPARE TRACK PARTS**



## IS-10

This heavy tank is the final member of the KV and IS tank family, an iconic weapon of the Cold War era. It began production as the IS-10 but after Stalin's death, it was renamed the T-10. Improvements over its older siblings include seven pairs of wheels instead of six, a longer chassis, an advanced diesel engine and a larger turret together with a brand new gun and thicker armour. It also has more ammo than its predecessors.

**SPECIAL ANTI-TANK GUN • RADAR SYSTEM • REACTIVE ARMOR • SPARE TRACK PARTS**



## BM-14 KATYUSHA

The BM-14 combat vehicle is a 140mm multiple rocket launcher that was introduced immediately after WWII. The launcher has a formidable firing range of about 10km. Its warheads weigh about 8kg. It's able to launch chemical rockets as well as high-explosive fragmentation rockets (M-140F). Although the system isn't very accurate, as it lacks the necessary guidance system, it's still lethal when it comes to artillery barrages.

**ADDITIONAL MACHINE GUN • EXPERIMENTAL MISSILE PROPULSION • AMMO RACKS**

# KEYBOARD SHORTCUTS

## GENERAL

Menu	ESC
Chat	Enter
Team Chat	CTRL+Enter
HUD on/off	CTRL+G
Normal speed	Numpad 7
2x speed	Numpad 9
Tactical map	TAB
Minimap Terrain	ALT+T
Display Unit Icons	CTRL+H
Pause	Pause/Break
Quick Save	F5
Quick Load	F9
Screenshot	F11

## UNIT COMMANDS

Move	Right Click / M
Attack	Right Click on Enemy
Move Backward	B
Forced Attack	CTRL + Right Click
Patrol	P
Waypoint mode	Shift+ Right Click
Slot 1 (Attack)	A
Slot 2 (Stop)	S
Slot 3 (Hold Position)	CTRL+P
Slot 4 (Hold Fire)	CTRL+F
Slot 5 (Ground Attack)	G
Slot 7 (Unload Passenger)	CTRL+U
Slot 8 (Unload All)	U
Slot 9 (equip 1)	Q
Slot 10 (equip 2)	W
Slot 11 (equip 3)	E
Slot 12 (equip 4)	R
External Support 1 to 4	ALT+1 to + 4
Transfer Unit	T

## CAMERA CONTROLS

Zoom in	Wheel
Zoom out	Wheel
Move (up)	Cursor up
Move (down)	Cursor down
Move (right)	Cursor right
Move (left)	Cursor left
Movement with mouse	Move with right mouse button pressed down
Rotate	Press the Middle button and move mouse
Camera reset	Backspace
Save Camera Position 1 to 4	CTRL+F1 to CTRL+F4
Camera Jumps to Pos 1 to 4	F1 to F4
Cam Jumps to Pos in PIP 1 to 4	Shift+F1 to Shift+F4
Jump to Next Event	Space
Jump to Prev. Event	CTRL+Space

## GROUP CONTROLS

Add Unit to Group	CTRL+ Number (1-9)
Select Group	Number (1-9)
Add to Selection	Shift
Select Similar Units	Double Left Click on Unit
Select All	CTRL+A
Group Selection	Left Click + Drag Box

## **⚠ Tärkeä videopelien pelaamista koskeva terveysvaroitus**

### **Tietoja valoyliherkkyyden aiheuttamista epileptisistä kohtauksista**

Hyvin harvat ihmiset voivat saada epileptisen kohtauksen tietyn tyyppisistä visuaalisista kokemuksista. Tällaisia kokemuksia voivat olla esimerkiksi vilkkuvat valot tai videopeleissä esiintyvät kuviot. Jopa henkilöillä, joilla ei aiemmin ole ollut kouristuskohtauksia tai epileptisiä kohtauksia, saattaa olla taipumus "valoyliherkkyyden aiheuttamiin kouristuskohtauksiin" videopelejä pelatessaan.

Kohtauksilla voi olla useita eri oireita, kuten huimaus, näkökentän muuttuminen, silmien tai kasvojen nykiminen, käsien tai jalkojen nykiminen tai vapina, keskittymiskyvyn puute, sekavuus tai hetkellinen tajunnan menetykset. Kohtaukset saattavat aiheuttaa tajunnan menetyksen tai kouristuksia, jotka voivat johtaa loukkaantumiseen esimerkiksi kaatumisen tai esineisiin törmäämisen seurauksena.

Lopeta pelaaminen heti ja hakeudu lääkärin hoitoon, jos sinulla on joitakin näistä oireista. Vanhempien on tarkkailtava lapsiaan näiden oireiden varalta ja kysyttävä lapsilta oireiden ilmaantumisesta. Lapsilla ja teini-ikäisillä on aikuisia suurempi todennäköisyys saada epileptinen kohtaus. Voit vähentää epileptisten kohtausten vaaraa toimimalla seuraavasti. Istu kauempana näytöstä, käytä pienempää näyttöä, pelaa hyvin valaistussa huoneessa äläkä pelaa väsyneenä tai rasituneena. Jos sinulla tai sukulaisillasi on ollut aiemmin tällaisia kohtauksia tai epilepsiaa, neuvottele lääkärin kanssa ennen pelaamista.

### **Tietoja PEGI-järjestelmästä**

PEGI-ikärajajärjestelmä estää alaikäisiä pelaamasta pelejä, jotka eivät sovi heidän ikäisilleen. HUOMAA, että nämä suositukset eivät perustu pelien vaikeuteen. Kahdesta osasta koostuva PEGI auttaa vanhempia ja pelien ostajia valitsemaan pelit tietoisesti pelaajan iän mukaan. Ensimmäinen osa on ikäluokitus:



Toinen kuvake kertoo pelin sisällön tyypistä. Näitä kuvakkeita voi olla useita pelin luonteen mukaan. Pelin ikäluokitus perustuu sisältöön. Kuvakkeet:



VÄKIVALTA



KIROILU



KAUHU



SEKSI



HUUMEET



SYRJINTÄ



UHKAPELI



pegionline.eu

Lisätietoja on osoitteessa <http://www.pegi.info> sekä [pegionline.eu](http://pegionline.eu)

# README-TIEDOSTO

Codename: Panzers Cold War -peliin liittyy ReadMe-tiedosto, jossa on käyttöoikeussopimus ja päivitettyjä tietoja pelistä. Siinä on tietoja käyttöohjeeseen painatuksen jälkeen tehdyistä muutoksista sekä keinoja parantaa pelielämystä ja ratkaista monia ongelmia.

Saat ReadMe-tiedoston näkyviin seuraavasti: valitse Windows®-tehtävävirin Käynnistä-painike, Atari, Codename: Panzers Cold War ja Open readme -tiedosto.

## ASENNUS

Huomautus: Codename Panzers -pelin asentamiseen tarvitaan järjestelmänvalvojan oikeudet. Jos sinulla ei ole järjestelmänvalvojan oikeuksia, pyydä apua järjestelmän toimittajalta.

1. Aseta Codename Panzers -levy tietokoneen DVD-asemaan.
2. Jos automaattinen käynnistys on käytössä, aloitusnäytön pitäisi tulla näkyviin. Napsauta Install (Asenna) -painiketta.

Jos automaattinen käynnistys ei ole käytössä, valitse Windows®-tehtäväviriltä Käynnistä-painike ja valitse Suorita. Kirjoita D:\Autorun ja valitse OK. Huomautus: Jos CD- tai DVD-aseman tunnus on jokin muu kirjain kuin D, käytä sitä.

3. Tee Codename: Panzers – Cold War -pelin asennus valmiiksi seuraamalla näytön ohjeita. Käynnistä peli asennuksen jälkeen valitsemalla asianmukaisen sovellusryhmän valikosta “Codename: Panzers – Cold War” -vaihtoehto tai napsauttamalla “Codename: Panzers – Cold War” -kuvaketta tietokoneen työpöydällä.

Windows XP- ja & Vista-käyttäjät: Pelin tallennushakemisto on hakemistossa C:\Documents and Settings\user\My Documents\My Games. Tämä hakemisto saattaa jäädä järjestelmään, kun Codename: Panzers – Cold War -pelin asennus poistetaan. Voit poistaa pelin tallennushakemiston järjestelmästä napsauttamalla edellä annettussa hakemistossa sijaitsevaa Codename: Panzers – Cold War -kansiota ja poistamalla tallennustiedostot, kun poistat pelin asennusta.

Pelin asennuksen tekemiseen valmiiksi tarvitaan Internet-yhteys. Sen avulla pelin voi aktivoida online-palvelussa. Tietokoneeseen asennetaan käyttöluja. Asennuksen aikana pitää antaa pelin sarjanumero. Kun valintaikkunassa pyydetään aktivointikoodia, katso se käyttöohjeen lopusta.

Käyttöluja on aktiivinen 3 eri tietokoneisiin tehdyn asennuksen ajan. Jos käyttöluja on loppunut etkä voi asentaa peliä uudelleen, ota yhteys tekniseen tukiosastoomme käyttöluvan uudelleenaktivoitua varten.

## DirectX®-ohjaimen asennus

Codename: Panzers Cold War DVD-ROM-levyn toiminta edellyttää DirectX® 9.0c-ohjainta tai uudempaa. Jos tietokoneeseen ei ole asennettu DirectX® 9.0c-ohjainta tai uudempaa, hyväksy DirectX® 9.0c -käyttöehtosopimus valitsemalla ”Yes” (Kyllä). Tällöin DirectX® 9.0c -asennusohjelma käynnistyy.

## VARPAIDEN KASTAMINEN VETEEN

Kun olet aloittanut kartan, vieritä sitä viemällä osoitin ruudun reunalle. Voit ohjata kuvakulmaa pitämällä hiiren keskipainiketta pohjassa ja liikuttamalla hiirtä sitten vasemmalle tai oikealle. Kuvakulmaa voi myös kallistaa liikuttamalla hiirtä ylös tai alas. Lopuksi kuvakulmaa voi lähentää tai loitontaa hiiren kiekolla.

### KÄSKYTTÄMINEN

Valitse yksikkö napsauttamalla sitä hiiren ykköspainikkeella tai valitse useita yksiköitä vetoruudun avulla (pidä ykköspainiketta painettuna ja piirrä ruutu valittavien yksiköiden ympärille). Valittuja yksiköitä voi nyt käskyttää. LIIKU napsauttamalla kohdetta kakkospainikkeella ja HYÖKKÄÄ napsauttamalla maalia kakkospainikkeella.

### RYHMIEN LUOMINEN

Valitse muutama yksikkö ja paina sitten CTRL-näppäintä ja jotakin numeronäppäintä. Voit esimerkiksi luoda ryhmän 1 painamalla CTRL-näppäintä ja 1. Yksikön leijuva kilpikuvakkeen viereen ilmestyy numero 1. Tämän jälkeen voit valita tämän ryhmän painamalla 1-näppäintä.

### TAITOJEN AKTIVOIMINEN

Siirry ohjauspaneeliin ja valitse yksikkö tai rakennus. Valitse tämän jälkeen taito ykköspainikkeella, niin osoitin muuttuu. Napsauta sitten kohdetta tai maalia (sen mukaan, mitä taito tekee). Aktivoiduilla taidoilla on joko palautumisaika tai ne maksavat arvovaltaa (Prestige). Kun palautumisaika on kesken, taitoa ei voi käyttää.

**Huomautus:** *Jos et ole ennen pelannut tosiaikastrategiapelejä, ennen uuden pelin aloittamista kannattaa pelata läpi opastus.*

## PERHEASETUKSET

Games for Windows – LIVE Family Settings täydentävät Windows Vistan® lapsilukkoa. Voit hallita lapsesi toimintaa helppojen ja monipuolisten työkalujen avulla. Lisätietoja on osoitteessa [www.gamesforwindows.com/live/familysettings](http://www.gamesforwindows.com/live/familysettings).

# PIKANÄPPÄIMET

## YLEISET

Valikko  
Juttelu  
Ryhmäjuttelu  
Kuvaruutunäyttö päälle/pois  
Normaalinopeus  
2x nopeus  
Taktinen kartta  
Minimaastokartta  
Näytä yksikkökuvakkeet  
Tauko  
Pikatalennus  
Pikalataus  
Ruutukuva

ESC  
Enter  
CTRL + Enter  
CTRL + G  
Numeronäppäimistön 7-näppäin  
Numeronäppäimistön 9-näppäin  
Sarkain  
ALT + T  
CTRL + H  
Pause/Break  
F5  
F9  
F11

## YKSIKKÖKOMENNOT

Liiku  
Hyökkää  
Liiku taaksepäin  
Pakotettu hyökkäys  
Partioi  
Etappitila  
Paikka 1 (hyökkää)  
Paikka 2 (pysähdy)  
Paikka 3 (pidä sijainti)  
Paikka 4 (tuli seis)  
Paikka 5 (maahyökkäys)  
Paikka 7 (pura matkustaja)  
Paikka 8 (pura kaikki)  
Paikka 9 (varusta 1)  
Paikka 10 (varusta 2)  
Paikka 11 (varusta 3)  
Paikka 12 (varusta 4)  
Ulkoisen tuki 1 - 4  
Siirrä yksikkö

Kakkospainike/M  
Napsauta vihollista kakkospainikkeella  
B  
CTRL + kakkospainike  
P  
vaihto + kakkospainike  
A  
S  
CTRL + P  
CTRL + F  
G  
CTRL + U  
U  
Q  
L  
E  
R  
ALT + 1 - + 4  
T

## KUVAKULMAN OHJAUS

Lähennä  
Loitonna  
Siirrä (ylös)  
Siirrä (alas)  
Siirrä (oikealle)  
Siirrä (vasemmalle)  
Siirtyminen hiirellä  
Kierrä  
Kuvakulman palautus  
Tallenna kuvakulman paikka 1-4  
Siirrä kuvakulma paikkaan 1-4  
Siirrä pikkukuvan kuvakulma paikkaan 1-4  
Siirry seuraavaan tapahtumaan  
Siirry edelliseen tapahtumaan

Kiekko  
Kiekko  
Osoitin ylös  
Osoitin alas  
Osoitin oikealle  
Osoitin vasemmalle  
Liikuta hiirtä, kun kakkospainike on pohjassa  
Pidä keskispainiketta pohjassa ja liikuta hiirtä  
Askelpalautin  
CTRL + F1 - CTRL + F4  
F1-F4  
Vaihto + F1 - vaihto + F4  
Välilyönti  
CTRL + välilyönti

## RYHMÄN OHJAUS

Lisää yksikkö ryhmään  
Valitse ryhmä  
Lisää valintaan  
Valitse samanlaiset yksiköt  
Valitse kaikki  
Ryhmän valitseminen

CTRL + numero (1-9)  
Numero (1-9)  
Vaihtonäppäin  
Kaksoisnapsauta yksikköä ykköspainikkeella  
CTRL + A  
Ykköspainike + vetoruutu

## **⚠ Viktig hälsovarning om att spela videospel**

### **Anfall orsakade av ljuskänslighet**

En mycket liten andel av befolkningen kan drabbas av epilepsiliknande anfall som kan utlösas av vissa visuella bilder, inklusive blinkande ljus eller mönster som kan finnas i videospel. Även människor som aldrig tidigare har drabbats av liknande anfall eller epilepsi kan lida av en icke diagnostiserad åkomma, som kan utlösa dessa "ljuskänslighetsanfall" medan de tittar på ett videospel.

Dessa anfall kan uppvisa olika symptom, inklusive yrsel, synstörningar, ryckningar i ögon eller ansikte, krampryckningar eller skakningar i armar eller ben, förvirring, oklarhet, eller tillfällig medvetandeförlust. Anfallen kan även orsaka medvetlöshet eller krampanfall, som kan leda till personsador vid fall eller hopstötning med föremål i närheten.

Sluta omedelbart att spela videospel och konsultera läkare om du upplever något av ovan nämnda symptom. Föräldrar ska hålla uppsikt över eller fråga sina barn om de upplevt något av ovan nämnda symptom – det är vanligare att barn och ungdomar drabbas av dessa anfall än vuxna. Risken att drabbas av epileptiska anfall som orsakas av ljuskänslighet kan minskas genom att vidta följande försiktighetsåtgärder: sitt längre från skärmen, använd en mindre skärm, spela i ett väl upplyst rum och spela aldrig när du är sömnig eller trött.

Rädgör med läkare innan du börjar spela om du eller någon släkting tidigare haft anfall eller lider av epilepsi.

## **Vad är PEGI-systemet?**

Åldersmärkningssystemet PEGI skyddar minderåriga mot spel som är olämpliga för deras åldersgrupp. OBS! Detta har inte att göra med spelets svårighetsgrad. Med hjälp av PEGI, som består av två delar, kan föräldrar och andra som köper spel till barn välja spel som passar barnets ålder. Den första delen består av åldersmärkning:



Den andra delen består av ikoner som beskriver spelets innehåll. Beroende på vilket spel det gäller kan det finnas flera ikoner. Spelets åldersmärkning återspeglar hur omfattande detta innehåll är. Ikonerna är:



VÅLD



GROVT SPRÅK



SKRÄCK



SEX



DROGER



DISKRIMINERING



HASARDSPEL



pegionline.eu

Det finns mer information på <http://www.pegi.info> och [pegionline.eu](http://pegionline.eu)

# README-FILEN

Codename: Panzers Cold War har en ReadMe-fil som innehåller licensavtalet och uppdaterad information om spelet. Var vänlig läs denna fil för att lära dig mer om förändringar som skett efter denna manuals tryckning, sätt att optimera din spelupplevelse och lösa många problem.

För att läsa ReadMe-filen, klicka på Startknappen på ditt Windows®-aktivitetsfält, därefter på Alla Program, därefter på Atari, sedan Codename: Panzers Cold War, och till sist på Open readme.

## INSTALLATION PÅ PC

Obs! Du måste ha administratörsbehörighet för att installera Codename Panzers. Om du inte har administratörsbehörighet kontaktar du datorleverantören för support.

1. Sätt in skivan med Codename Panzers i DVD-enheten.
2. Om automatisk uppspelning är aktiverat bör titelskärmen visas. Klicka på installationsknappen.

Om automatisk uppspelning inte är aktiverat klickar du på Start-knappen i aktivitetsfältet i Windows® och

sedan på Kör. Skriv D:\ Autorun och klicka på OK. Obs! Om CD- eller DVD-enheten har en annan enhetsbokstav än D använder du den bokstaven i stället.

3. Följ instruktionerna på skärmen för att slutföra installationen av Codename: Panzers - Cold War.

Kör spelet efter installationen genom att välja "Codename: Panzers - Cold War" på programmenyn eller genom att klicka på ikonen "Codename: Panzers - Cold War" på skrivbordet. Windows XP- & Vista-användare: Katalogen för sparade spel finns i C:\Dokument och inställningar\användare\Mina dokument\Mina spel. Katalogen kan finnas kvar intakt när Codename: Panzers - Cold War avinstalleras. Om du vill ta bort katalogen med sparade spel från systemet högerklickar du på mappen Codename: Panzers - Cold War enligt den tidigare angivna sökvägen och raderar de sparade spelen när du avinstallerar.

Du måste ha en Internetanslutning för att avsluta installationen av spelet. Denna används för att aktivera spelet online. En licens installeras på datorn. Under installationen måste du ange ditt serienummer. När en dialogruta visas med en uppmaning om att ange aktiveringskoden anger du koden som finns på baksidan av instruktionsboken.

Licensen gäller för 3 installationer på olika datorer. Om licensen är förbrukad så att du inte kan installera om spelet kan du kontakta vår avdelning för teknisk service för att aktivera den på nytt.

### Installation av DirectX®

Codename: Panzers Cold War DVD-skivan kräver DirectX® 9.0c eller nyare för att fungera. Om du inte har DirectX® 9.0c eller nyare installerat, klicka "Ja" för att acceptera licensavtalet för DirectX® 9.0c. Detta startar sedan DirectX® 9.0c-installationen.

## ATT KOMMA IGÅNG

När du har startat en karta flyttar du markören till skärmens kant för att skrolla omkring. För att kontrollera kameravyn trycker du ned och håller inne mittmusknappen (MMB) och flytta musen åt vänster eller höger för att rotera kameran. Du kan också tilta vyn genom att röra musen uppåt eller nedåt. Till sist kan du också zooma in eller ut med mushjulet.

### GE ORDER

Välj en enhet genom att klicka på den med vänstra musknappen (LMB) eller välj flera enheter genom att använda rutmetsoden (Tryck in och håll ned LMB och rita en ruta runt de enheter du vill välja.). Nu kan du ge order till de valda enheterna. Högerklicka på en plats för att FLYTTA, och högerklicka på ett mål för att ANFALLA.

### SKAPA GRUPPER

Välj flera enheter och tryck sedan ned CTRL-tangenten och en nummer tangent, till exempel CTRL och 1 för att skapa grupp 1. Numret dyker upp bredvid den svävande sköldikonen över enheten. Du kan sedan välja denna grupp genom att trycka på 1-tangenten.

### AKTIVERA FÖRMÅGOR

Gå till kommandopanelen, och efter att ha valt en enhet eller byggnad kan du välja en förmåga med vänster musknapp, vilket förändrar muspekaren. Klicka sedan på en destination eller ett mål (beroende på vad förmågan gör). Aktiverade förmågor har antingen en viss omladdningsperiod, eller så kostar de en viss mängd prestige. Under omladdningsperioden kan du inte använda färdigheten.

**Obs:** Om det här är ditt första Realtidsstrategispel rekommenderar vi att du spelar igenom tutorial-nivåerna innan du startar ett nytt spel.

## TRYGGHETSINSTÄLLNINGAR

Trygghetsinställningar i Games for Windows – LIVE kompletterar klassificeringskontrollerna i Windows Vista®. Kontrollera ditt barns åtkomst och upplevelse med enkla och flexibla verktyg. Mer information finns på [www.gamesforwindows.com/live/familysettings](http://www.gamesforwindows.com/live/familysettings).

# TANGENTBORDSGENVÄGAR

## ALLMÄNT

Meny  
Chatt  
Lagchatt  
HUD av/på  
Normal hastighet  
2x hastighet  
Taktiskt karta  
Minikarta Terräng  
Visa enhetsikoner  
Pausa  
Snabbsparning  
Snabbladdning  
Skärmdump

ESC  
Enter  
CTRL + Enter  
CTRL + G  
Numpad 7  
Numpad 9  
TAB  
ALT + T  
CTRL + H  
Pause/Break  
F5  
F9  
F11

## ENHETSKOMMANDON

Flytta  
Attack  
Flytta bakåt  
Forcerad Attack  
Patrullera  
Brytpunktsläge  
Fack 1 (Attack)  
Fack 2 (Stopp)  
Fack 3 (Håll position)  
Fack 4 (Eld upphör)  
Fack 5 (Markattack)  
Fack 7 (Lasta av passagerare)  
Fack 8 (Lasta av allt)  
Fack 9 (utrusta 1)  
Fack 10 (utrusta 2)  
Fack 11 (utrusta 3)  
Fack 12 (utrusta 4)  
Fjärrunderstöd 1 till och med 4  
Förflytta enhet

Högerklick / M  
Högerklicka på fiende  
B  
CTRL + Högerklick  
P  
Shift + Högerklick  
A  
S  
CTRL + P  
CTRL + F  
G  
CTRL + U  
U  
Q  
W  
E  
R  
ALT + 1 to + 4  
T

## KAMERAKONTROLLER

Zooma in  
Zooma out  
Flytta (upp)  
Flytta (ned)  
Flytta (höger)  
Flytta (vänster)  
Flytta med musen  
Rotera  
Kameracentrering  
Spara kameraposition 1 till 4  
Kameran hoppar till 1 till 4  
Kameran hoppar till PiP 1 till 4  
Hoppa till nästa Event  
Hoppa till föreg. Event

Mushjulet  
Mushjulet  
Pil upp  
Pil ner  
Pil höger  
Pil vänster  
Flytta med högerknappen nedtryckt  
Tryck ned mittenknappen och flytta musen  
Backspace  
CTRL + F1 till CTRL + F4  
F1 till F4  
Shift + F1 till Shift + F4  
Space  
CTRL + Space

## GRUPPKONTROLLER

Lägg till enhet till grupp  
Välj grupp  
Lägg till valda  
Välj liknande enheter  
Välj alla  
Gruppval

CTRL + Siffror (1-9)  
Siffror (1-9)  
Shift  
Dubbelklicka på enhet  
CTRL + A  
Vänsterklicka + dra ruta

## **⚠ Aviso Importante de Saúde Relativamente à Utilização de Videojogos**

### **Ataques de Epilepsia Fotossensível**

Um número muito reduzido de pessoas pode ter um ataque epiléptico ao serem expostas a determinadas imagens visuais, incluindo luzes ou padrões intermitentes que poderão aparecer em videojogos. Mesmo pessoas sem quaisquer antecedentes de tais ataques ou de epilepsia poderão sofrer de sintomas não diagnosticados que podem provocar estes "ataques de epilepsia fotossensível" ao verem videojogos.

Estes ataques poderão ter diversos sintomas, incluindo tonturas, alterações da visão, espasmos nos olhos ou na cara, espasmos ou tremor nos braços ou nas pernas, desorientação, confusão ou perda de consciência passageira. Os ataques podem também provocar a perda de consciência ou convulsões que podem resultar em ferimentos devido a quedas ou no embate em objectos próximos.

Pare de jogar imediatamente e consulte um médico se observar algum destes sintomas. Os encarregados de educação devem observar os seus filhos ou consultá-los relativamente aos sintomas acima descritos — as crianças e adolescentes têm maior probabilidade do que os adultos de sofrerem desses ataques. O risco de ataques de epilepsia fotossensível pode ser reduzido ao ter em atenção as seguintes recomendações: Sente-se a uma distância maior do ecrã; utilize um ecrã mais pequeno; jogue numa sala bem iluminada; não jogue quando se sentir sonolento ou fatigado.

Se tiver um historial, ou se houver um historial na sua família, de ataques ou epilepsia, consulte um médico antes de jogar.

### **O que é o sistema PEGI?**

O sistema de classificação etária PEGI protege os menores de jogos não adequados para a sua idade específica. Note que **NÃO** se trata de um guia para as dificuldades dos jogos. O PEGI é composto por duas partes e permite que os encarregados de educação e pessoas que adquiram jogos para crianças possam tomar uma decisão informada apropriada para a idade do jogador a quem se destina o jogo. A primeira parte consiste na classificação etária:-



A segunda parte consiste em ícones (símbolos) que indicam o tipo de conteúdos presentes no jogo. Consoante o jogo, poderão existir vários desses ícones.

A classificação etária do jogo reflecte a intensidade destes conteúdos.

São estes os ícones:-



VIOLENCE



BAD  
LANGUAGE



FEAR



SEXUAL  
CONTENT



DRUGS



DISCRIMINATION



GAMBLING



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Para mais informações, visite <http://www.pegi.info> e [pegionline.eu](http://pegionline.eu)

# O FICHEIRO README

O Codename: Panzers Cold War tem um ficheiro ReadMe que mostra o Acordo de Utilização e informação actualizada sobre o jogo. Por favor, lê este ficheiro para ficares a conhecer as alterações que tenham sido feitas depois de o manual ser impresso, as formas de otimizar a tua experiência de jogo e resolver muitos problemas.

Para veres o ficheiro ReadMe, clica no botão Iniciar na tua barra de tarefas do Windows®, depois em Todos os Programas, seguidamente em Atari, depois em Codename: Panzers Cold War, e finalmente em Abrir ficheiro readme.

## INSTALAÇÃO

Nota: Irás precisar de ter direitos de Administrador para poderes instalar o Codename Panzers. Se não tens direitos de Administrador, por favor, contacta o teu fornecedor de sistema para obteres apoio.

1. Introdz o disco do Codename Panzers na tua drive de DVD.
2. Se o AutoPlay estiver activado, aparecerá um ecrã do título. Clica no botão de instalar. Se o AutoPlay não estiver activado, clica no botão Iniciar na tua barra de tarefas do Windows®, depois em Executar. Escreve D:\ Autorun e clica em OK. Nota: Se a tua drive de CD ou DVD tiver atribuída uma letra diferente de D, substitui essa letra.
3. Segue as instruções do ecrã para terminares de instalar o Codename: Panzers – Cold War.

Corre o jogo após a instalação seleccionando “Codename: Panzers – Cold War “ no menu do respectivo grupo de aplicações ou clicando no ícone do ambiente de trabalho do “Codename: Panzers – Cold War”. Utilizadores do Windows XP & Vista: A directoria de gravação de jogo localiza-se em C:\Documentos e Definições\Utilizador\Os meus documentos\Os meus jogos. Esta directoria pode permanecer intacta quando o Codename: Panzers – Cold War é desinstalado. Para removeres a directoria de gravação do teu sistema, faz um clique com o botão direito do rato na pasta do Codename: Panzers – Cold War que se encontra no caminho listado previamente, para eliminares ou removeres as tuas gravações quando desinstalares.

Para terminares de instalar o jogo, precisas de uma ligação à Internet. Isto irá permitir-te activar o teu jogo online. Será instalada uma licença na tua máquina. Durante a instalação, deverás introduzir o teu número de série. Quando te surgir uma caixa de diálogo que pede um código de activação, por favor, consulta a parte de trás do teu manual.

A tua licença está activa para 3 instalações em máquinas diferentes, Se a tua licença tiver terminado e não puderes reinstalar, por favor, contacta o nosso departamento de apoio técnico para obteres a sua reactivação.

### Instalação do DirectX®

O DVD-ROM do Codename: Panzers Cold War necessita do DirectX® 9.0c ou superior para funcionar. Se não tens o DirectX® 9.0c ou superior instalado, clica em “Yes” (Sim) para aceites o Acordo de Utilização do DirectX® 9.0c. Isto fará arrancar o Programa de instalação do DirectX® 9.0c.

# PARA COMEÇAR A MOLHAR OS PÉS

Depois de teres iniciado um mapa, move o cursor para o extremo do ecrã para deslizares por ele. Para controlares a perspectiva da câmara, prime e mantém premido o botão do meio do rato (BMR) e depois mover o rato para a esquerda ou para a direita para rodares a câmara. Podes também inclinar a perspectiva movendo o rato para cima e para baixo. Por fim, para aproximares e afastares a imagem, usa a roda do rato.

## EMITINDO ORDENS

Selecciona uma unidade clicando sobre ela com o botão esquerdo do rato (BER) ou selecciona várias unidades usando a técnica da inclusão numa caixa desenhada por arrastamento (Prime e mantém premido do BER e depois desenha uma caixa em redor das unidades a seleccionar). Agora a(s) unidade(s) seleccionada(s) pode(m) receber ordens. Faz um clique com o botão direito do rato num ponto de destino para MOVER e um clique com esse mesmo botão num alvo para ATACAR.

## CRIAR GRUPOS

Selecciona algumas unidades e depois prime a tecla CTRL e uma tecla numérica, por exemplo CTRL e 1, para criares um grupo. O número 1 aparecerá ao lado do Ícone do Escudo Flutuante da unidade. Podes depois aceder a este grupo premindo a tecla "1".

## ACTIVAR CAPACIDADES

Vai ao Painel de Comando e depois de seleccionares uma unidade ou edifício, selecciona a capacidade com o BER e o cursor mudará. Depois clica no destino ou no alvo (dependendo daquilo que a capacidade faz). As capacidades activadas ou têm um certo período de "arrefecimento" ou terão custos em termos de Prestígio. Durante o tempo de arrefecimento, não podes usar essa capacidade.

**Nota:** *Se és um principiante nos jogos de Estratégia em Tempo Real, recomendamos que jogues todo o tutorial antes de começares um novo jogo.*

# RESTRICÇÕES DE ACESSO

As Restrições de Acesso (Family Settings) no Games for Windows – LIVE complementam a funcionalidade de restrições de acesso do Windows Vista®. Faça a gestão do acesso e da experiência do seu filho com ferramentas fáceis e flexíveis. Para mais informações, visite [www.gamesforwindows.com/live/familysettings](http://www.gamesforwindows.com/live/familysettings).

# ATALHOS DO TECLADO

## GERAL

Menu	ESC
Conversa	Enter
Conversa em equipa	CTRL + Enter
Interface ligado/desligado	CTRL + G
Velocidade normal	7 no Painel numérico
Velocidade dupla (2x)	9 no Painel numérico
Mapa táctico	TAB
Terreno do mini-mapa	ALT + T
Apresentar os ícones da unidade	CTRL + H
Pausa	Pause/Break
Gravação rápida	F5
Carregamento rápido	F9
Imagem de ecrã	F11

## COMANDOS DA UNIDADE

Mover-se	Clique com o botão direito / M
Atacar	Clique com o botão direito no inimigo
Mover-se para trás	B
Ataque forçado	CTRL + Clique com o botão direito
Patrulhar	P
Modo por coordenadas	Shift + Clique com o botão direito
Ranhura 1 (Atacar)	A
Ranhura 2 (Parar)	S
Ranhura 3 (Manter a posição)	CTRL + P
Ranhura 4 (Cessar fogo)	CTRL + F
Ranhura 5 (Ataque terrestre)	G
Ranhura 7 (Descarregar passageiro)	CTRL + U
Ranhura 8 (Descarregar todos)	U
Ranhura 9 (equipar 1)	Q
Ranhura 10 (equipar 2)	W
Ranhura 11 (equipar 3)	E
Ranhura 12 (equipar 4)	R
Apoio externo 1 a 4	ALT + 1 a + 4
Transferir unidade	T

## COMANDOS DA CÂMARA

Aproximação de imagem	Roda
Afastamento de imagem	Roda
Mover-se (para cima)	Cursor para cima
Mover-se (para baixo)	Cursor para baixo
Mover-se (para a direita)	Cursor para a direita
Mover-se (para a esquerda)	Cursor para a esquerda
Movimento com o rato	Move com o botão direito do rato premido
Rodar	Premir o botão do meio do rato e mover o rato
Reiniciar a câmara	Retrocesso
Guarda a posição 1 a 4 da câmara	CTRL + F1 a CTRL + F4
Câmara salta para a Pos. 1 a 4	F1 a F4
Câm. salta para a Pos na PiP 1 a 4	Shift + F1 a Shift + F4
Salta para o evento seguinte	Barra de espaços
Salta para o evento anterior	CTRL + Barra de espaços

## COMANDOS DE GRUPO

Adicionar a unidade ao grupo	CTRL + Número (1-9)
Seleccionar grupo	Número (1-9)
Adicionar à selecção	Shift
Seleccionar unidades semelhantes	Duplo clique com o botão esquerdo na unidade
Seleccionar todos	CTRL + A
Seleccção de grupo	Clique com o botão esquerdo + Desenhar caixa arrastando o rato

# NOTES

A series of horizontal dotted lines for writing notes, set against a background of cracked, peeling paper and a vertical strand of barbed wire on the left side.



