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MEN OF WAR RED TIDE



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Installation

System Requirements

Minimum:

OS: Windows XP (SP1)

CPU: P4 2.6GHz (Athlon 3000+) or higher

RAM: 1GB

Video: GeForce 6200 (Radeon 9600) 128MB RAM

DirectX 9.0c

DVD-Drive

2,1GB of free HD space

Recommended:

OS: Windows XP/SP1 (Windows Vista)

CPU: Core 2 Duo 2.33GHz (Athlon X2 5000+)

RAM: 2GB

Video: GeForce FX 8600 (Radeon HD2600) 256MB RAM

DirectX 9.0c

DVD-Drive


2,1GB of free HD space

Installation

Please close all applications before installing the game. Insert the installation disc into your DVD drive. If your machine has Auto Insert Disc Notification enabled, the installation will start automatically. If Auto Insert Disc Notification is turned off, then double-click the My Computer icon on your desktop, locate the Men of War DVD icon there and double-click it with your mouse. After the installer launches, follow the on-screen instructions to set the game up on your computer.

Launching the Game

You should have the original installation disc in your drive to run this game. The game will not run otherwise. To launch the game, click

 the icon on your desktop, or select Start - Programs - 1C Company - Men of War (by default).

Profile

A profile will automatically be created for you when you launch the game. The profile contains the default game settings and can be modified if necessary. The profile

Profile

Enter profile name

Player1

Player

Next
Delete

is stored in \My Documents\My Games\Red Tide\profiles\. You can select an existing profile or create a new one via the Change Profile item on the Main Menu.

Main Menu

Single Player - begin, continue or load a new mission.

Encyclopedia - join a multiplayer game on a local network.

Options - modify game settings.

Credits - view the list of people who worked on the game.

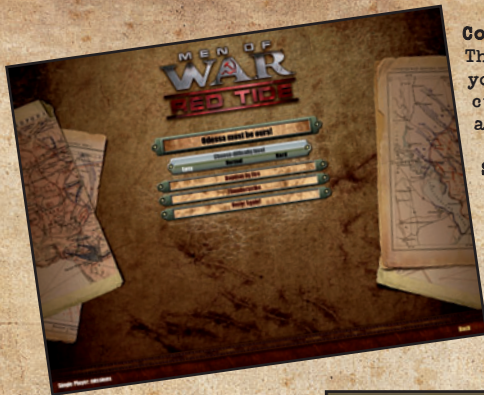
Exit - return to Windows.



Single Player

Selecting the **Single Player** item on the Main Menu will allow you to continue a game in progress, start a new game or load a previously saved game.





Continue

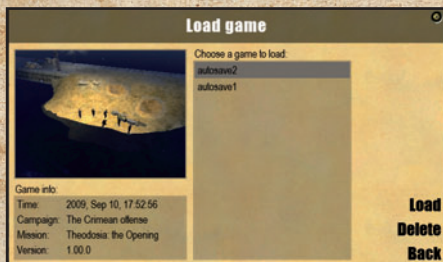
The Continue item allows you to return to the game currently in progress and continue playing.

Select Mission


This item will allow you to select a campaign, a mission or/and difficulty settings.

Load Game

This item allows you to load a previously saved game. To load a game, select it from the save game list, review the date and time when the game was saved, relevant campaign or mission and then click the Load button.



Game Menu

You can access this menu while playing the game by pressing ESC or selecting the  button on the main interface. Launching this menu pauses the game.

Back - resumes to game

Save - saves the current game

Load - loads a previous save

Restart - starts the current mission again

Options - opens the game settings

Exit - returns to the Main Menu



Saving the Game

In order to save the current game, open the Game Menu and select the Save option. The Save Game window will open. Enter a name for your save and click the Save button.



Deleting a Save

In order to delete a previously saved game, open the Game Menu and select the Save or Load option. The Save or Load Game window will open. Select a save you no longer need and click the Delete button.

Game Interface



1. Main Screen

The main game screen of Men of War: Red Tide is a 3D world. You can easily navigate it with the help of the in-game camera.

Controlling the Camera



Command	Mouse	Keyboard
Zoom In	Mouse Wheel Down	Numpad 3
Zoom Out	Mouse Wheel Up	Numpad Del
Move Forward	Move cursor to upper edge of screen	Numpad 8
Move Back	Move cursor to lower edge of screen	Numpad 5
Move Left	Move cursor to left edge of screen	Numpad 4
Move Right	Move cursor to right edge of screen	Numpad 6
Rotate Left	-	Numpad 7
Rotate Right	-	Numpad 9

Command	Mouse	Keyboard
Free Rotation	Move mouse while holding down the middle mouse button	-
Free Move	Move mouse while holding down the Space-bar and the left mouse button	-

2. Minimap

The mini-map gives you a quick overview of the battlefield.

Controlling the mini-map

Command	Mouse or Keyboard	Interface button
Enable/Disable mini-map	M	
Mini-map options	Ctrl+M	
Move mini-map	Drag with left mouse button	-
Move camera to mini-map position	Right-click in mini-map	-

Mini-map Options

Mini-map size and transparency can be modified with the help of the sliders. Enabling the **Controls** option will allow you to move the mini-map, and to move the camera to a specified place by right-clicking the mini-map.




Mini-map Legend:

dot - soldiers
 triangle - vehicles
 yellow circle - mission objective
 blue - player units
 green - allies
 yellow - neutral
 red - enemy


3. Quick Unit Selection Panel

The quick unit selection panel allows you to quickly access a unit (a soldier or a squad), regardless of its position on the map.

4. Message History

All dialogues and other important messages are stored in the message history. You can review old messages by pressing the H key or .

5. Mission Objectives

You can review the current mission objectives at any time by pressing the O key or .

Completed objectives are marked with a green flag; failed objectives are marked with a red cross. If an objective is marked with a binoculars icon, it means that you can visit the linked map area by clicking the binoculars.



Control Panel

The control panel is a combination of interface elements used to review unit information, as well as to issue commands.



Control Panel

Information Panels:

1. Unit information
2. Unit's primary weapon
3. Unit's secondary weapon
4. Squad members
5. Ammunition

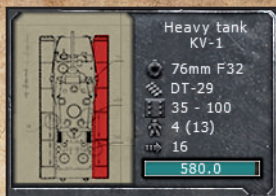
Command Panels:

6. Central panel
7. Orders panel

Unit Panels

Units, primary, and secondary weapons





Unit and Weapon information panels (vehicle: left; infantry: right)

This panel shows information on the currently selected unit. If a vehicle is selected, the panel will display the vehicle's blueprint, its damage scheme, the damage scheme shows different types of damage

in colors: red - repairable, grey - unrepairable. There is a short description of the vehicle, its designation and model, armor thickness and its status, crew capacity, maximal speed and fuel level status.

If a soldier is selected, the panel will display his portrait, military occupation, first and last name, health (red bar) and stamina (blue bar).

If a squad is selected, then the panel will display the squad commander's information.

Primary and Secondary Weapons



The weapon panels displays e.g. a shell type a tank or a gun is loaded with, the weapons the soldier is armed with, soldier skill level with this weapon and the amount of ammo. To toggle between the primary (on the left) and secondary (on the right) weapons click its image on the weapon panel with the LMB and make a choice from the pop-up list. A right-mouse click on the image will remove this item from item from unit's inventory.



For infantrymen



For vehicles

The amount of golden diamonds in the cell of a particular weapon indicates the skill weapon level of the chosen unit. The more diamonds, the higher is the skill level and shooting accuracy.

Squad Members

This panel shows an overview of the currently selected squad: squad commander, current squad capacity number of members and their military occupations (gunner, sniper, etc.), weapons and health.

You can select any member of the squad by clicking its image on the squad panel. The vehicle crew panel additionally shows the military occupation of the crew members (commander, gunner, driver, etc.) Any crew usually includes up to 5 members. Some vehicles can give place for up to 10 soldiers additionally. Units without special designation are passengers. If a crew is undermanned, soldiers automatically exchange places for the optimal efficiency. For example, if a tank crew consists only of a single soldier, it will be acting either as a driver or as a gunner depending on the order. Never two functions simultaneously.



For infantrymen



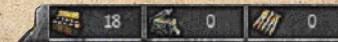
For vehicles

Ammunition

For vehicles



For infantrymen



This panel shows all ammunition available to the currently selected unit. The vehicle ammo panel is shown on the left, the individual ammo panel is on the right.

Command Panels

Quick Command Panel



The quick command panel can be filled with the icons of frequently used orders as needed. To move an icon from the orders panel to the quick command panel, drag and drop it with the right mouse button to the desired place.

Orders Panel

This panel contains a set of order and command buttons, which can be used on the quick command panel.

You can access additional commands via



and buttons.



Controls

The game is controlled with the mouse and keyboard.

System Commands

Command	Mouse, Keyboard	Panel Button
Game speed change	Backspace	-
Enable/Disable pause	Pause	-
Take Screenshot	PrintScreen	-
Game Menu	Esc	
Open list of the current objectives	O	
Open the message history	H	
Inventory	I	
Toggle Direct Control mode	End	
Highlight items	Tab	
Highlight dead bodies	V	
Highlight silhouettes	-	










Unit Controls
















Command	Mouse, Keyboard
Select unit	Left mouse button (LMB)
Deselect unit	Left mouse button (RMB)
Group Units into Squad	Press, hold down the LMB and drag a frame around the units
Previous Unit	<
Next Unit	>
Assign Squad #	Shift+1, Shift+2, ..., Shift+9
Switch to Squad	1, 2, ..., 9







Game Controls

Unit Command Buttons

Interface Button	Command	Mouse, Keyboard	Note
	Throw anti-personnel grenade	F1	Eliminate enemy soldiers
	Throw anti-tank grenade	F2	Explodes on impact. Effective against vehicles. Due to their weight, anti-tank grenades have a shorter throw distance; however a direct hit on the engine will disable even a heavy tank.
	Aimed shot	F10	High stopping power. Effective at long range.
	Use rocket launcher	F4	The number next to the icon shows the number of rockets available to the unit.

Interface Button	Command	Mouse, Keyboard	Note
	Suppressive Fire	F5	Fire non-stop at selected area.
	Attack	F6	Attack on the enemy or a movement to a specified point with a consequent attack.
	Melee attack	F7	Hand-to-hand combat
	Heal	F8	Wounded personnel use bandages to treat wounds and cannot move or fire while being bandaged. A number next to the icon shows the number of bandages available to the unit.
	Drop off crew	E	-
	Cancel current orders	S	-
	Stand	Space, PgUp	Cycle stances by pressing PgUp.
	Crouch	PgUp, PgDn	When crouched, a unit is less visible and fires more accurately.
	Prone	Space, PgDn	An infantryman in the prone position gains a number of advantages. He becomes less visible, more accurate and is partially protected against shrapnel and small arms fire.
	Move at will	[Units will move at will, depending on the situation (retreating or advancing, chasing down enemies, etc).
	Hold position]	Units stay put, only moving when their life is in immediate danger (grenades, moving vehicles, etc).

Interface Button	Command	Mouse, Keyboard	Note
	Fire at will	-	Units will automatically open fire on spotting an enemy.
	Hold fire	-	Units will not open fire under any circumstances. This is helpful when trying to mask movement, or to conserve ammo.
	Return Fire	-	Units start firing back when attacked by enemy
	Set squad commander	K, Double - click	-
	Disband squad	Shift + K	A selected squad disbands into separate units
	Attack ground	-	Units fire a only the specified area.
	Reload weapon	Numpad +	Any firearm can be quickly loaded, reloaded or unloaded.
	Unload weapon	Numpad -	The unit will unload its weapon, placing spare ammunition in the inventory. This order can be given to a soldier or a squad.
	Turn	R	Select this command and specify the turn direction.
	Examine inventory	X	Unit approaches an item and opens its inventory.
	Drop item	D	Place currently held item on the ground.
	Deploy a hedgehog	-	Deploys a static anti-tank obstacle.
	Plant bush	-	The inventory of each artillery piece contains several camouflage bushes which can be used to mask its location.
	Plant dynamite	-	-
	Mine	-	Use anti-personnel and anti-tank mines to defend approaches to your position.





Interface Button	Command	Mouse, Keyboard	Note
	Sweep for Mines	-	-
	Repair vehicle	-	The repair kit can be used to repair damaged vehicles. Only components marked in red can be repaired in field conditions. Components marked in black are destroyed, and cannot be repaired.
	Firing position	Space	Used with towed weapons such as field guns, heavy machine guns, and mortars.
	Towed position	Space	A weapon cannot be fired from the towed position. It can be transported by a prime mover or pushed into position manually.
	Attach gun	Space	-
	Detach gun	Space	-













You can select several object placement areas (anti-tank hedgehogs, bushes, mines, etc) by holding down the **Shift** key while clicking.

Context Commands

Units execute the commands on a right mouse button click. Or left mouse button click, if specified in the mouse options. Depending on situation, the game cursor changes its shape. Here are some of the cursor types you will encounter while playing the game.

Cursor Description

Symbol	Command
	Move to specified area; double-click - run.
	Attack
	Fire a rifle
	Fire a submachine gun

Symbol	Command
	Fire heavy weapon
	Fire a gun
	Take cover
	Jump over obstacle
	Enter vehicle, take control of static weapon
	Examine object
	Pick up item or a dead body
	Repair vehicle
	Drop down a current item (dead body) on the ground or place into specified container
	Operate railroad switch
	Attach/Detach a gun
	Open/Close a door/gates

Direct Control

Direct Control mode gives the player complete control over an individual unit, allowing you to move, aim and reload the unit's weapons directly.

Direct Control Commands

Command	Mouse, Keyboard
Toggle Direct Control Mode	END
Direct Control Modifier	hold Ctrl
Move/Turn	← → ↓ ↑
Aim	Move mouse
Fire/Attack	Left Mouse Button
Toggle Primary/Secondary Weapon	Right Mouse Button
Toggle Auto-Aiming	Shift + A
Toggle between HE and AP shells	Numpad 0
Toggle active machine gun	Insert
Show/Hide weapon	Enter

When using Direct Control mode, you can delay throwing a grenade, fine-tuning the amount of warning you give your enemies. To do this, enter Direct Control mode, click your target and continue holding the left mouse button. Wait as long as necessary, then release the LMB. The grenade will be thrown then.



The aiming reticule in Direct Control mode displays additional information about the area currently in the crosshairs.

White circle around reticule - shells / rounds spread.

Number to the left - distance to target.

Number to the right - current weapon's armor penetration.

Alternate Selection

There are two selection modes in the game: alternate and non-alternate. The selection mode is set in the game **Options**, under the **Game** section.

Alternate selection mode automatically creates a new squad from all selected units. Non-alternate selection mode will not modify any existing squads.

Alternate Selection Commands

Command	Alternate Selection (on by default)	Non-alternate selection (by unit)
Create Squad	Drag and drop a frame around units.	Drag and drop a frame around units which are not currently in a squad.
Select Squad	Select any unit with a frame.	Select the commander or several squad members.
Assign new squad commander	Select a squad and unit within the squad, then press K or double-click the selected unit.	Select squad and unit within the squad, then press K or double-click the selected unit.
Disband ground	Select a squad and press Shift+K.	Select squad commander and press K.
Add a unit to selected squad	Select a unit that does not belong to a squad and, while holding Shift, left-click the unit.	Select a unit that does not belong to a squad and, while holding Shift, left-click the unit.
Add several units to squad	Drag and drop a frame around units while holding Shift.	Drag and drop a frame around units while holding Shift.
Remove a unit from squad	Left-click the unit while holding Shift.	Left-click the unit while holding Shift.

Multiple Commands. A squad of infantrymen can execute some of the commands simultaneously. If you need to throw grenades at a selected area, give several commands "throw grenade" or press F1, clicking a mouse in several points of this zone.

Waypoints

Your units will normally attempt to find the shortest route to their destination. If you wish to order a unit to move along a more complicated route, you can assign a sequence of waypoints by holding down the **Shift** key and clicking the ground. Two ways of making a turn in the game: turning at a place, turn after a move.

Turning at a Place. If you locate the cursor over a unit, hold down the right-mouse button and move the mouse in the required direction, a yellow arrow will appear showing the turn direction.

Turn After a Move. Select a unit, click with the right-mouse button any place on the game field, hold down the button, move the mouse into the required direction. A yellow arrow will appear showing the turn direction.



Types of Units and Their Abilities

Infantry

Squad

Squads consist of separate units controlled by their commanders. All squad members will follow the commander and execute his orders. Selected units are highlighted differently based on their status. Commanders are shown as yellow triangles and squad members as green triangles. Selecting a squad commander will automatically select all squad members as well.

Sniper

Snipers eliminate enemies at long range. When in Direct Control mode, snipers will even spot enemy scouts hiding in bushes. Snipers and engineers have their own camouflage items in the inventory, which include several bushes.

Officer

These units are best used to spot enemy units at long range. With the use of binoculars, they can also spot enemy infantry hiding in bushes or long grass. He can even spot a camouflaged scout in this way.

Riflemen

A rifleman is an average infantryman, armed with a rifle and a pair of anti-personnel grenades. Riflemen are effective against soft targets at close and medium range.

Scout

This is a perfectly trained soldier, who can alone deliver hard damage to the enemy. He can hide from hostile eyes in shrubbery or long grass, he is invisible while crawling. His inventory includes a silenced handgun, several throwing knives, and a supply of explosive enough to eliminate a heavy tank.

SMG Infantry

These infantrymen are well suited to assaulting enemy positions and defending field guns and armored vehicles. Submachine guns are especially effective at close and medium range and keeping anti-tank grenades in their inventory will make SMG Infantry effective against armored vehicles as well.

MG Infantry

They provide a fire support to other infantrymen and represent a serious danger to enemy manpower. While firing from a hideout they mount their weapons on special devices, which results in a significant increase of fire accuracy and fire density.

Sappers

Sappers have AT and AP mines in their inventory. Mining takes time therefore it is advisable to plant mines in advance to protect the possible directions of enemy attacks.

Rocket Launcher Infantry

These units are very effective against armored vehicles. Even though propelled grenades are equally effective at

distance, they are best used at short or medium range. Aiming accuracy with shoulder-fired rocket launchers greatly decreases with range.

Flamethrower Infantry

These units are best used against personnel taking cover in buildings or behind other obstacles. However a hit on the soldier's gas container is dangerous, not only for the wearer, but also for other personnel in the vicinity.

Protective Equipment

A helm and an armored vest can save a soldier from a hit at a tragic moment of the battle.

Anti-Saboteur Tactics

Even a single saboteur can inflict considerable damage on your defences. To minimise damage from sabotage, position your infantry near tanks and field guns, while also mining likely approach routes to your positions. Use officer skills. With their binoculars, they can spot a well-camouflaged scout.


Disabling Artillery Pieces


It is often easier to neutralise the gunners than to disable the gun itself. Infantry is well suited to the former task. If you cannot flank a gun, use grenades.



Fighting Against Tanks

Tanks are a dangerous weapon for the infantry, but they can easily turn from hunters into a prey for camouflaged rocket launchers or soldiers with AT-grenades. Such a soldier can even disable a heavy tank by destroying its tracks and the barrel. Anti-tank and minefield obstacles are a perfect weapon of a psychological war.

Planting Explosives, Dynamite and Obstacles

In order to set a mine, press the  button, and double-click a place the direction and the length of the mine line.

Press Shift to plant single mines. Anti-tank hedgehogs 

barricades  and barbed wire  are mounted in the same way. Your selected unit or squad will then proceed to mine the entire area from their current position to the spot you click. To search for enemy mines,

use the minesweeper . Unlike mines, which have

a contact fuse, dynamite  explodes on a timer.

Cover and Camouflage

Practically any object can be used as cover. In order to take cover, move the cursor over the object. The cursor will change into a silhouette shape. Left-click the cover. Covers will not only protect your men from small arms fire, but will also lessen the effect of HE shells and grenades that go off in the vicinity. Use fences and other barriers, as well as building walls, to provide additional protection for your armored vehicles. Camouflage makes your men harder to spot. Bushes, long grass and other vegetation will make your soldiers invisible to the enemy until your men open fire.

Vehicles

Vehicle Information

Vehicle information is displayed whenever your units occupy a vehicle.

Damage levels are highlighted in different colours based on severity. Red can be repaired but grey cannot.

Additional information to the right of the damage display shows the vehicle name and type, armor thickness and state, number of crew positions, top speed and fuel state.

Tank Armor

The engine is the most vulnerable part of a tank; hits on frontal armor are usually less effective. If you are unable to penetrate the armor from the front, try to knock out a track and flank the vehicle. Your vehicle's armor is shown in the information window; enemy armor will be displayed when you aim at an enemy vehicle.

Armor Strength

Use armor-piercing shells to attack armored vehicles. Factors such as your weapon's calibre, enemy armor thickness, hit angle and distance to a target are all important in determining whether your shell penetrates or bounces off. Smaller calibre shells are less effective against thicker armor. Glancing hits are less effective than hits at straight angles and, as a shell's speed goes down with range, they become less effective at a distance.

Armored Vehicles



You can use light vehicles for reconnaissance, infantry support or rapid offensive operations in enemy rear. Medium tanks are fairly fast and well armed and are cost-effective. Heavy tanks carry the heaviest weapons and their armor can withstand a great deal of punishment.

However, their weight negatively impacts their manoeuvrability.

Ammunition and Equipment



Your soldiers can access a vehicle inventory in a similar way to searching dead bodies. They can add shells, ammo belts and other items to a vehicle. When loading additional ammunition, pay attention to the calibre and make sure that new ammunition is compatible with the vehicle's weapons. Pay attention to shell types. HE shells are marked with red paint and AP shells are marked with blue.

Repairing Vehicles

Your soldiers can repair broken vehicle components by using a repair kit. There are several ways to do this. You , highlight a soldier, press the Repair button , and click the damaged vehicle you wish to repair. Alternatively, you can highlight a vehicle currently manned by your soldiers, and press the Repair button. In that case, one of the crewmen will unload and begin the repair process.

At the Pump

Armor and heavy weapons come at a cost: serious diesel mileage. If you run out of diesel, your vehicle will become immobilised and, as such, will be an easy target. Your men can add fuel to vehicles at any time if they have a fuel container such as a barrel or a jerry can and, of course, some spare fuel. You can get fuel from any vehicle in the game that's not burned out. Take a canister or a barrel, come to a vehicle with fuel, click on it with

the LMB, the cursor will change into . The soldier will fill the container and the cursor will change into  and the soldier will be able to tank another vehicle.

Capturing Enemy Vehicles

To gain advantage on the battlefield, capturing enemy vehicles is often essential but you will need to dispose of the previous crew and repair the vehicle if it was damaged. Your men can crew any empty vehicle on the battlefield.

Transporting Artillery

Each artillery piece in the game has two positions, towed and firing. You can switch between them using the spacebar. Double-clicking any area on the map with an artillery piece selected will move the piece into the towed position and will take it to the specified location. You can also use a prime mover to tow things faster. To do this, move a compatible vehicle to the artillery piece and press the Space-bar. It will be hitched up to the vehicle and ready to move.

Armored Vehicles

You can use light vehicles for reconnaissance, infantry support or rapid offensive operations in enemy rear.

Trucks and Armored Cars

You can use them to transport cargos, artillery and infantrymen. They are quick, cost-effective and some of them are protected with bulletproof armor.

Light Tanks

You can use them to support the infantry, suppress the fire from MG-nests and to make quick rushes into the enemy rear.

Medium Tanks

They have good speed and powerful weapons.

Heavy Tanks

They have the most powerful weapons, their thick armor is capable to withstand multiple hits. But the weight of such vehicles negatively influences their riding abilities.

Self-propelled Guns

You can use them to destroy tanks and assault guns. Their main advantage is their concealment. It is difficult to spot them.

Rocket Artillery

It is efficient for quick weakening of the enemy defense, for elimination of a heavy tank or for salutes during the celebrations.

Passenger Cars and Motorcycles

You can use them to transport small groups of infantrymen or scouts.

Weapons

Armor-Piercing Shells

AP rounds are used to disable armored vehicles. High Explosive shells contain a large explosive warhead that detonates on impact. They are effective against personnel and soft targets and can also destroy buildings. You can switch between these two shell types quickly by pressing the Insert key.

Heavy Machine Guns

Heavy machine guns are often used defensively to halt advancing infantry.

Rapid-firing AAA guns, such as the PKP, Flak 38 and the Oerlikon, are effective against light armored vehicles as well as personnel.

Mortar

Mortar is an indirect fire muzzle-loaded weapon, capable of engaging targets with high-arcing ballistic trajectories. This weapon's recommended position is behind cover, out of direct fire range.


Anti-Tank Guns

Anti-tank guns are effective against armored vehicles and are widely used in defensive operations. Apart from being relatively cheap, these weapons have a good rate of fire and, are effective at long range.


Howitzer


Howitzers are heavy artillery pieces firing high-explosive shells at trajectories with a steep angle of descent. Their low accuracy is compensated for by long range and exceptional lethality. However, howitzers have a limited traverse angle. If you wish to change your aiming direction, you might need to reposition the howitzer itself by using the "R" key to turn.


Inventory

Each combat vehicle in the game (key I or button ) has its own inventory, which contains various relevant items such as shells and ammunition, individual equipment such as helmets and vests, and so on. Individual armor can prove useful in a firefight, saving a soldier's life in a critical moment.

When you search dead bodies, containers or vehicles, two inventory screens will open. The window on the left-hand side contains the currently selected unit's inventory and the right-hand side contains the inventory of the object you are currently searching. To open the Object Transfer window, select one of your soldiers, then press the X key

(the cursor will then look like ) and click on another one of your men or on an object you wish to search. Items currently used by a soldier will be highlighted in blue. To move an object, right-click it, or drag

and drop it with the left mouse button. You can also exchange items via the "Take All" 

and "Give All"  buttons.

If you wish to get rid of an item, drag and drop it beyond the inventory windows and release the left mouse button over the game world. The item will be dropped on the ground next to the currently selected unit. In a squad, the commander

will automatically distribute ammo, grenades, med kits and other items as needed.

Field of View

Each combat unit has its own field of view, within which it can spot enemy units and take appropriate action. In order to lock a unit's field of view, use the Turn command (R key) in conjunction with the Hold Position command.

To see an enemy unit's field of view, deselect any of your units first, and then left-click the enemy unit. The enemy field of view will be shown in red.

To exit the enemy field of view, left-click an empty spot on the ground.

Accuracy of Fire

The white circle indicates the maximal shooting dispersion. The dispersion depends on the firing distance and the firearms type. The firing accuracy depends on the weapon skill of a particular infantryman as well as on the firing posture. Infantrymen acquire additional accuracy, while shooting from a hideout. The accuracy of guns depends on the shell type: HE-shells have a larger dispersion at long ranges.

Dynamic Scattering of Impacts

When a tank is moving or rotating its barrel for further targeting, the shot accuracy is decreasing. Tanks with vertical gun stabilization (Sherman) have an advantage before ordinary tanks as they don't need to make a full halt before making a shot, their firing accuracy on the run is much higher. Thus the values of dynamic scattering of various battle vehicles and guns differ and depend on the technical characteristics.

Shooting-in

The shooting-in helps to achieve the maximal accuracy of the tank or artillery guns. Each next shot into the same place decreases the radius of the sight. It results in increasing accuracy till the maximal value is reached.

Summoning Reinforcements

You will be able to call for reinforcements in some missions. When reinforcements are available, the right-hand side of the screen will display a reinforcement panel. Reinforcement points are accumulated based on game settings. In a continuous reinforcements mode these will be awarded periodically.

Options

We recommend setting all options to optimize the gameplay prior to playing the game.

Video

Select optimal resolution and graphic quality and other 3D engine settings. If the game appears choppy with low frame rate, or you encounter graphical artifacts, try selecting a lower resolution or turning off some or all of the graphic effects.

Please refer to the README file on the Men of War installation disc for more information.

Audio

This section allows you to individually set the volume of sound effects, voices and music. You can also modify sound engine settings.

Game

This section is used to modify the difficulty level, fog of war and subtitle options, as well as changing camera movement speed and other options.

Controls

This section contains the list of all game commands with their currently assigned keyboard commands, which can be modified if needed.

Technical Support

If you encounter problems while installing or playing the game, do the following before you contact us:

- Choose "Run" in the "Start" menu.
- Type «dxdiag» in the dialog window and press "Enter" to run Microsoft DirectX Diagnostic Tool.
- Pass all tests.
- Having passed the tests, press "Save All Information".
- Send the text file obtained and a description of your problem to our technical support.

Information Required

- Game version (installed updates)
- Operating system
- Processor brand, type and clock speed
- RAM volume
- Sound card type
- Video adapter model and parameters
- CD/DVD-ROM drive type
- Mouse type and driver version
- DirectX version
- Detailed description of the problem that you faced

Contact

Via e-mail at: support@lcpublishing.eu

Please use the e-mail address provided. All support enquires to the company address or phone number(s) cannot be answered by our staff.

For more information and updates please visit:

www.lcpublishing.com

Registration

Join the LC community by registering on our website www.lcpublishing.com and receive all the latest news on LC games, events, contents etc.

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