

SOLDIERS AT WAR™

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INTRODUCTION

SOLDIERS AT WAR is a game of squad warfare during World War II. The action ranges from North Africa to deep in the heart of Germany. Under the command of Captain Spencer the men of SOLDIERS AT WAR carry the fight to the Axis forces of Germany and Italy to make the world safe for democracy! SOLDIERS AT WAR can be played as an ongoing campaign, a series of single scenarios, or in head-to-head action with up to three other players over a Local Area Network (LAN) or via a TCP/IP Internet connection. Your squad of G.I.s may not be fighting the war single handedly, but it will seem like it! SOLDIERS AT WAR also comes with a Scenario Builder that enables the creation of custom made SOLDIERS AT WAR scenarios.

GETTING STARTED

The best way to become familiar with the basics for SOLDIERS AT WAR is to read the tutorial section of this manual on game play while playing the tutorial saved game. SOLDIERS AT WAR is a very easy game to learn, but browsing through the README.TXT file is recommended, for information which became final after this manual went to press.

SYSTEM REQUIREMENTS

To play SOLDIERS AT WAR, be sure your system meets the following system requirements:

- Pentium **120 MHz** IBM PC or compatible
- **16 MB** of RAM (32 recommended)
- Windows® 95 - **NOTE: This is a Windows 95 game and cannot be played on Windows® NT systems.** Multitasking is not recommended when playing SOLDIERS AT WAR
- An Uncompressed hard drive with **175MB** free for the "Recommended" install
- A 4 X CD-ROM drive or faster (8 X Recommended)
- A SVGA video adaptor with **2 MB** of memory and a Colour SVGA Monitor
- A 100% Microsoft (or Logitech) compatible mouse
- Microsoft mouse driver version 9.00 or higher or Logitech mouse driver version 6.24 or higher

In addition to the basic system requirements, the game requires that DirectX 5 be installed to your hard drive. The option to install DirectX 5 appears during the game installation. For network play, you need a DirectX compatible network adaptor.

What Comes with this Game?

Your game box should contain a SOLDIERS AT WAR CD and this User Manual.

Installing the Game

This program requires the use of Microsoft's DirectX. We strongly recommend that you refer to the 'DirectX' section of the 'HELP' file located on the program CD before installing. Full details on how to view this HELP file are located under the Troubleshooting Section of this guide.

You **must** install SOLDIERS AT WAR game files to your hard drive and have the SOLDIERS AT WAR CD in your CD-ROM drive to play this game or use the Scenario Builder.

To install the game, insert the CD into the CD-ROM drive. When the pop-up window appears, click on the Install option. If you have disabled the Windows 95 Autorun, or if it does not function, Explore the CD and double-click on the Setup icon. Follow all on-screen prompts to complete the installation.

Starting the Game

The **SOLDIERS AT WAR Autorun** program displays a menu with the options to run the game, the Scenario Builder, Install Direct X, Uninstall the game, or view the README.TXT file, every time the CD-ROM drive is closed with the CD in place. **SOLDIERS AT WAR** can also be started by opening the **Start** menu, selecting **Programs** and choosing the folder where **SOLDIERS AT WAR** was installed and double-clicking on the **SOLDIERS AT WAR** program item. The other item in that folder is the Scenario Builder program which can be used to create or edit scenarios on your own.

For complete and specific "how to play" information, please refer to the rest of the manual. Some changes were made too late to include in this manual. Please read the README.TXT file in your game directory for more information.

Note: **SOLDIERS AT WAR** requires the computer be set to 256 colour mode in the Windows 95 Settings window. Screen saver utilities should be turned off before starting to play **SOLDIERS AT WAR**.

Uninstalling the Game

To uninstall the game, select that option from the Autorun menu, or choose Settings from the Windows 95 Start Button, and select Control Panel. In the Control Panel, select Add/Remove Programs, left-click on **SOLDIERS AT WAR**, and click on the Add/Remove button. The game and all of its components are then removed from your hard drive, except for your saved games or edited scenarios.

Saving Games

SOLDIERS AT WAR requires space on your hard drive for Saved Games and temporary files. Each saved game can take up to 300k of hard drive space. **Note:** If you exchange a saved game with someone, it is important to note which slot it occupied since it can only be played from that position in the save game list.

Electronic Documentation

If you do not already have the Adobe Acrobat Reader, you can install the software following these instructions. Insert the game CD in your CD-ROM drive. **Explore** the CD, and double-click on the ACROWIN folder, located in the root directory. Double-click on the file entitled ACROREAD.EXE and follow the on-screen prompts.

Once Acrobat Reader is installed on your system, you can read README.PDF by opening the folder on your hard drive in which you installed the Adobe Acrobat reader, and double-clicking on the file ACROREAD.EXE. From the File menu of Adobe Acrobat, you may open the README.PDF located in the root directory of your game CD.

TROUBLESHOOTING

This section provides information that should help you solve some common problems.

Sound and Video Cards

Some sound and/or video cards are not supported by Windows 95 and DirectX. If you do not have one of the following Sound or Video cards, the game may not work.

DirectX Supported Sound Cards: *Aztech, Creative Labs, ESS, Microsoft*

DirectX Supported Video Cards: *2D: ATI, Chips @ Technologies, Cirrus Logic, Matrox, S3, Tseng Labs, Western Digital, 3Dlabs, ATI, Creative Labs, Rendition*

DirectX 5 Setup

This game requires DirectX 5. If you do not have DirectX 5, then it can be installed or reinstalled from the CD. Installing DirectX 5 is an option when installing the game. It can also be installed by exploring the game CD, and opening the DIRECTX folder. Double click on DXSETUP.EXE to start the DirectX 5 install.

Using either the Install DirectX 5 button from the AUTORUN or DXSETUP.EXE, you can install DirectX 5, reinstall DirectX 5, test your drivers certification, or reinstate your previous audio and video driver as described following.

DirectX Disclaimer

SOLDIERS AT WAR utilises Microsoft's DirectX sound and video drivers. DirectX is a programming tool created by Microsoft, and the installation of DirectX may cause video problems and system anomalies with computers using video drivers that aren't DirectX compliant. DirectX is a Microsoft product, and as such, SSI cannot be responsible for changes that might occur to your computer system due to its installation. For DirectX related problems that cannot be fixed by updating to your video card's latest Windows 95 driver set, you must contact either Microsoft or the manufacturer of your video card for further technical support or service.

Microsoft retains all intellectual property rights to DirectX. The user has been granted a limited license to use DirectX with Microsoft operating system products.

Verifying DirectX Video/Sound Card Drivers

To verify that your sound and video drivers are DirectX 5 certified, follow the steps below.

1. Click on the windows Start button (usually found in the lower-left-corner of your screen).
2. Click on Run.
3. In the open field type the command: C:\progra-1\directx\setup\dxsetup.exe then click on OK.
4. Make sure all drivers say Certified next to them.

If any of your drivers are not DirectX certified you should contact the hardware manufacturer and see if they have certified DirectX 5 drivers.

Reinstalling Windows 95 Video Drivers

If you find that there is a problem with your display after you have installed DirectX 5 you can reinstate your old video drivers by following the instructions below.

1. Click on the windows Start button (usually found in the lower-left corner of your screen).
2. Click on Run.
3. In the open field type the command: C:\progra-1\directx\setup\dxsetup.exe then click on OK.
4. Click on the Restore Display Drivers button.

This may require that you have the disk containing your original drivers.

Contacting SSI Technical Support

Before contacting Technical Support please refer to the 'HELP.HLP' file included on the program CD. This file details useful Trouble Shooting Tips together with notes relating to any late changes made to the program. To view the file please follow the instructions below.

Insert the CD into your CD ROM drive (Cancel/Close any AutoRun screen that may appear). Click on the 'START' button (normally on the bottom left of your screen) followed by 'RUN...'. At the prompt type D:\HELP.HLP and click OK. (D should be replaced by your CD ROM drive letter)

We have a staff of Technical Support Specialists ready to help you with any technical problems you may have with any of our games. If your problem is due to your system configuration they can suggest some possible solutions.

Because of the millions of different hardware and software configurations possible with today's PCs, you may still have to consult with your computer dealer, hardware manufacturer, or software publisher to properly configure your system before our game will work.

You may also need to get the latest version of your sound, video, mouse, or CD-ROM drivers before the game will run properly.

We suggest contacting SSI Technical Support via fax or e-mail if possible. Please send a printout of your c:\autoexec.bat file, a printout of your c:\config.sys file, and a complete description of the problem. Please include the operating system you are using, and any error messages you have seen which indicate that there is a problem.

Technical Support:

Online Services

UK Web site:

www.mindscapeuk.com

Tech Support e-mail:

uktechsupport@mindscape.com

Phone: From within the UK:

01444 239600 Monday - Friday
9.30-13.00hrs and 14.00-16.30hrs

From outside the UK:

{international code} 44 1444 239600

Fax: From within the UK:

01444 872212

From outside the UK:

{international code} 44 1444 872212

Mail:

Mindscape International, Priority House,
Charles Ave, Maltings Park, Burgess Hill,
West Sussex RH15 9TQ ENGLAND

We regret that we cannot offer game hints and tips, as the service is provided for technical difficulties only.

Game Screens and Menus

This section provides a list of all game menus and their functions. When moving the cursor across the screen all hot-spot areas display smart text. Clicking on a button bar selects the option and the check mark initiates the selection. Pressing the **Cancel** button cancels any selection and returns to the previous menu.

Mouse and Other Controls

The mouse is used to move characters and display information about game features; moving the mouse cursor over a menu item on the screen causes a pop-up information box to appear which identifies the function of that button or control.

Left-click with the mouse to move characters, direct fire, and select menu options.

Right-click with the mouse to open the Actions control panel. Left-click anywhere on the map to close the Actions panel.

Pressing the **Spacebar** opens and closes the Slide Out Interface (SOI) panel

The **Checkmark** (a checkmark symbol) and **Cancel** (an X) buttons appear in several places through the game. The **Checkmark** button is used to accept a given choice and continue, the **Cancel** button aborts any current menus or control panels and returns to the previous screen.

Any button that is available for use displays a solid black silhouette, the silhouette of any button that is not available is greyed-out.



Main Menu

When **SOLDIERS AT WAR** begins, there is an opening cinematic, which can be bypassed by left-clicking or hitting any key. After the opening cinematic the first screen of the game is the Main Menu. There are six options available:

New Game

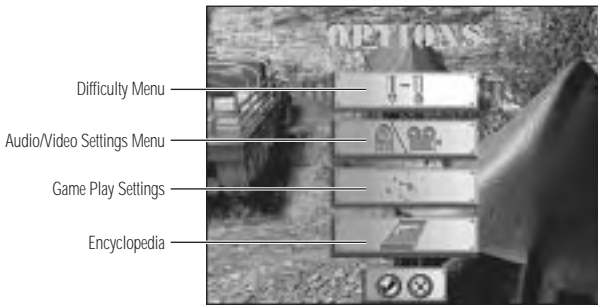
Brings up the New Game screen with choices for playing a Campaign, Single Scenario, or a custom scenario built with the Scenario Builder. Single Scenario play allows the player to choose a Campaign mission to play. Campaign mode jumps right to the Squad Select Screen to choose the soldiers in the squad. Loading a custom mission displays all missions in the Custom_G directory. Clicking on a custom map displays a mission description, map size, and map type (Single Player, Multi-Player Map) in the notebook on the right side of the screen. To choose a map to play click on the check mark.

Load Game

Brings up the Load Game screen with all previous saved games available. Clicking on a saved game displays a screen shot from the mission with the date and time at the bottom. To load the selection click on the check mark.

Multi-player Game

Displays the Setup screen that allows a player to host or join head-to-head games of up to four player's over TCP/IP Internet or LAN. For more information, see the "Multi-Player" section, beginning on page 36.



Options

Brings up the Options screen with choices for Difficulty Level, Audio and Video Options, Game Settings, and the Online Weapons Encyclopedia. For more information, see the "Options" section, starting on page 11.

Credits

Displays the production team credits for Random Games and SSI. Left-clicking or pressing **Esc** key at any time exits the credits and return to the Main Menu screen.

Quit

Prompts the user to confirm they want to quit the game and then exits to the desktop.

SOLDIERS AT WAR TUTORIAL

At the **SOLDIERS AT WAR** Main menu, choose **Load Game**. Select the **Tutorial** scenario from the games listed. After the tutorial loads, follow the steps below to learn the basics of gameplay.

Turn One

SOLDIERS AT WAR Interface

At the beginning of any **SOLDIERS AT WAR** game, the **Slide-Out Interface (SOI)** is automatically open on the right side of the screen. Press the **Spacebar** to open and close the SOI during gameplay.

Scroll the screen around to look at the battlefield. Notice that some of the objects on the map are "clipped" (like the tanks). This is because all **SOLDIERS AT WAR** battlefields are made up of seven viewing levels. To see all the levels in the battlefield, press the **7** key across the top of the keyboard (don't use the numbers on the numeric keypad – these have a different function in **SOLDIERS AT WAR**). To see the levels in-between, press the **1-6** keys.

Scroll the screen to the centre of the map and left-click to select the soldier laying prone behind a wall (soldiers can also be selected by left- or right-clicking on the soldier portraits on the Slide-Out Interface; this cycles through the available soldiers). To issue orders to soldiers, use the **Menu On Demand Interface (MODI)**. To bring up the **MODI** interface, right click on the screen. This presents with a series of action buttons. Take a moment to move the mouse over each button – smart-text appears describing the function of each button as the mouse moves over it.

With a soldier selected, left-click on the button with the kneeling icon. This raises the soldier to the kneeling position. Notice that the number in the small circle above the soldiers head was reduced by 2. This floating number represents the number of **Action Points** that each soldier can spend each turn. Performing any action in the game costs **Action Points (AP)**.

Aiming and Firing

When the soldier raised himself to the kneeling position he was able to see over the wall and detect several enemy soldiers. To take a look around, press the numbers on the alphanumeric keypad (make sure the **NUM LOCK** key is activated for the keyboard). This changes the soldier's facing. After looking around, press the **7** key to face the enemy soldiers.

A series of "enemy sighted" icons has appeared on the left edge of the **SOI**. Click on these to cycle through the enemy soldiers that the active soldier can see. Click on enemy #4.

To target enemy #4 with a rifle, place the cursor over the target. A red target icon containing the percentage chance to hit that target appears over the enemy soldier icon. Left-click to fire at the enemy soldier.

Throwing Grenades

Using a rifle is only one of the many ways available to take out enemy soldiers. Soldiers usually have grenades at their disposal. Right click to bring up the **MODI**. Left-click on the button labelled Action Menu. This is the button with the gun icon on it. This opens a sub-menu. Left-click on the Grenade button. **NOTE:** The smart text reads Toss Grenade (22). The 22 is the AP cost to throw a grenade. All actions that require Action Points display the associated cost in parentheses.

Left-click to select a grenade in the bag and left-click on the check mark. The cursor becomes a grenade icon. When have an enemy is targeted it turns red. Moving the cursor out of the soldier's throwing range makes it disappear.

Throw the grenade at the officer in the gray uniform next to the left of the tank. Notice that throwing the grenade left the soldier in the standing position, and more enemies came in to his line of sight.

Movement

Move the cursor against the wall directly in front of the selected soldier. Press the **Ctrl** key. This indicates how many Action Points it costs to move the soldier to that location. Left-click on the check mark to close the menu.

Using The Inventory

Select the soldier laying prone behind the tank on the far right hand side of the screen. Use the **MODI** to have this soldier stand up. Move the soldier over to the pile of weapons directly in front of the soldier. This icon represents a cache of weapons or equipment referred to as a "canister." Gear left on the ground or on the bodies of fallen soldiers is held in these canisters.

There are two ways to check a soldiers inventory. The first and easiest way is to bring up the **MODI** and left-click on the Inspect Items button. This is also used for checking canisters and bodies at the selected soldiers feet. This option provides an opportunity to check the inventory as well as that of the cell the soldier is standing in. **NOTE:** from this menu left-clicking on the weapon / item name brings up the Weapons Encyclopedia.

The second method is to bring up the **MODI** and left-click on the button labelled, Special. This is the menu button with the star graphic. Clicking on this button brings up the special sub-menu. Left-click on the Drop/Pick up Items(18) button in order to pick up and drop items from the occupied cell.

The box on the right hand side of the screen represents items on the ground (or on a fallen soldier). To pick an item up, simply click on it and place it on the soldier. **NOTE:** Some items only fit on certain areas of a soldier. Notice the three buttons at the bottom of the right hand box. These indicate the equipment section currently being viewed. Click on the grenade and pick up the M2, place it in the soldiers inventory, then left-click on the equipment button and pick up the metal detector that is the next operation to be undertaken. Left-click on the **Check Mark** button to return to the Battlefield Display screen.

Sweeping for Mines

The metal detector is very simple to use. Having the metal detector on a soldier is all that is needed for it to work. Move this soldier straight forward until he reaches the tank. As he does so he can be heard to say "target destroyed" and a disarmed mine appears at his feet.

Taming Panthers

There are two ways to secure a tank. The occupants and the insides of a tank can be destroyed by standing directly next to it and tossing an M2 frag grenade into it, or the occupants can be killed in order to use the main gun (assuming it still has ammunition remaining). Let's do the latter and capture a tank.

After disarming the mine, move the soldier next to the tank immediately in front of him. Right click on the screen and bring up the **MODI** interface. Left-click on the Tank button, this brings up the tank sub-menu. Click on the Secure tank(30) button. This brings up the grenade bag that was used before. Left-click on the MKA3 grenade and click on the check mark. **NOTE:** Targeting automatically takes place.

Bring up the **MODI** again, left-click on the Tank button and click on the enter tank button. This uses all of that soldier's Action Points. In fact, it uses so many that the soldier's action point total is displayed in red. This means that the soldier exerted extraordinary effort this turn and will be fatigued next turn. At the start of the next turn, the soldier has the value in red deducted from his normal action point total. We'll shoot something with the tank next turn.

Lets move to the soldier to the far right. **NOTE:** The only way to select the soldier in the tank is to cycle through the squad by clicking on the portraits on the **SOI**.

Romping With The Bazooka

Select the soldier at the far right of the screen in the prone position by the wall. He has a bazooka strapped across his back.

Stand the soldier up using the **MODI**. His weapon of choice is the bazooka, it's treated like any other weapon but it's perfect for making walls into doors. Let's blast a hole in the structure immediately in front of this soldier.

Bring up the **MODI** and click on the Target Weapon button. Place the cursor in front of the wall and left-click. If fired again, the weapon makes a clicking sound indicating it needs to be reloaded. This is indicated on the **SOI** - the selected weapon has the numbers 000 next to it. To reload, bring up the **MODI**, click on the Action button (the button with the pistol icon on it), and click on Reload.

Getting a Little Help From Your Friends

Sometimes the squad needs some extra firepower to help clear out a particularly nasty enemy position. In **SOLDIERS AT WAR** mortar, artillery, and air strikes can be called to help the squad out. Let's call in an artillery strike. Right click to bring up the **MODI** then left-click on the Special menu button, then left-click on the Radio for Support (40) button. This brings up the radio menu. **NOTE:** Some missions may have multiple support options. For this tutorial we will just deal with artillery fire.

Left-click on the **Check Mark**. This adds a bomb icon to the cursor. Place the cursor on the officer with the black uniform and then left-click.

NOTE: There is a voice response. The artillery fire arrives a turn later.

Using the Medical Kit

Before we continue dealing with the Germans, lets heal our wounded comrade. The soldier that is kneeling next to the soldier with the bazooka is wounded. A soldier has to be standing right next to a wounded soldier in order to use a Medical Kit.

Bring up the **MODI**, click on the Action Menu button then click on the Apply First Aid button. A red cross appears in the centre of the cursor. Place the cursor over the wounded soldier and left-click.

Ending the First Turn

After all the soldiers have used all their Action Points, it's time to end the turn and let the enemy take a turn (if they haven't all been killed, that is).

To end a turn bring up the **MODI** and left-click on the End Players Turn button; it looks like a triangle at the bottom of the menu.

After ending the first turn, **SOLDIERS AT WAR** displays a "Hidden Movement" screen. When this screen is displayed it means that the enemy is moving around – out of the view of the squad. If any of the movement is visible, the screen cuts to the action.

Turn Two

Satchel Charges

After the enemy is finished moving, turn two begins.

Select the first soldier we moved in the first part of the tutorial. Walk him next to the low wall in front of him. Now that the soldier is against the wall, bring up the **MODI** and click on the button with the **Star**. This opens the the **Special** sub-menu.

Left-click on the Set Explosive Charges(22) button. The satchel is already selected. Left-click on the gray knob with the gray arrows to set the fuse length to **1**. This means the charge is going to detonate in one turn. Left-click on the **Check Mark** button. Notice the canister that appeared at his feet. This represents the satchel charge. There is also an audio cue indicating that something is going to happen

After placing the satchel charge the soldier should move directly behind the furthest tree (in other words, "duck and run").

Moving used up all of that soldier's remaining AP. Notice that the numbers in the AP counter turned red. This means that soldier went beyond his AP maximum, and that the number indicated is subtracted from the soldier's AP on the next turn.

Tanks in the Open!

Let's use the tank that was occupied last turn. Left-click on the portraits on the **SOI** until the soldier in the tank is selected.

The tank acts as any gun – it targets all people on the map with the appropriate coloured target icon. The same rules apply for targeting objects. To target another tank the target icon / cursor does not show a percentage to hit, although the other tank can still be fired on. Let's do that – place the cursor over the tank and left-click, this causes the tank to fire.

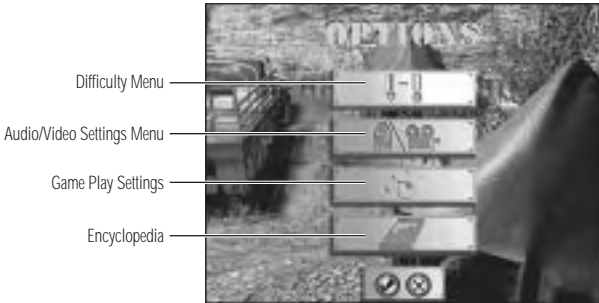
To reload, bring up the **MODI** left-click on the Tank button, this brings up the tank sub-menu. Left-click on the Reload Turret (15) button. If the tank runs out of ammo this button is no longer highlighted.

Raising and Lowering Your Aim

Remember that to target objects, bring up the **MODI** and left-click on the Target weapon button. In order to aim a little higher or lower, or select an object at a higher level, use the **A** and **Z** keys. The **A** key raises the cell-cursor by one level, and the **Z** key lowers it. Try reloading the bazooka and firing at a higher point on the side of the building.

That's the basics! After eliminating or incapacitating all the enemies on the screen **SOLDIERS AT WAR** displays a notification of victory. To spend a turn or two in the scenario until the mortar fire arrives, just press the **End Turn** button on the **MODI** until the support fire shows up.

For more details about the controls and of gameplay, read through the rest of the game manual. Good luck and we hope you enjoy **SOLDIERS AT WAR**!



OPTIONS

From the Main menu, left-clicking on the Options button displays the following choices:

Difficulty Level

Choosing the level of difficulty for the game play is done at this menu. There are four choices: Private (Easy), Captain (Normal), General (Hard), and Commando (Very Hard). All **SOLDIERS AT WAR** and all of its missions were constructed with the Captain difficulty setting in mind. Increasing or decreasing the difficulty level changes the chance of enemy reinforcements arriving. At Private level, enemy reinforcements are 25% less likely to arrive. At General level, enemy reinforcements are 25% more likely to arrive, and at Commando level, enemy reinforcements are 95% more likely to arrive.



Audio and Video Options

All audio and visual aspects of the game can be modified at this screen. At the top of the menu are three audio choices: Music, Sound Effects, and Voices. Each choice can be turned on or off and has a volume control slider. At the bottom portion of the menu are all visual options. The bottom left portion of the screen is for modifying the *SOLDIERS AT WAR* animations. All game animations can be turned on or off and have their speed changed to suit the particular needs of the player. The bottom right of the menu allows all movies to be turned off or on and the screen resolution to be changed. The screen resolution defaults to 800 x 600. *SOLDIERS AT WAR* requires the computer to be set at 256 colours to run.



Game Settings

There are eight game play settings that can be turned off or on.

Night Conditions

Night conditions are a visual effect only. There is no impact on game play.

Building Blackouts

This option blacks out the inside of buildings. When turned off the interior of buildings is visible but enemy locations are not. To speed up the game, turn this option off.

Path Display

Shows the path of the unit who is currently selected. Clicking once displays the path and clicking again in the same location moves the unit to that location. Clicking in a new cell displays a new path.

Enemy Movement

When enabled, this option shows the enemy movement during any reaction fire and the A.I.'s turn.

Shot Percentage

When enabled, this displays the percentage to hit on the targeting reticule when it is placed over the target.

Screen Follow

Causes the Battlefield Display to follow the movement of the currently selected unit. To speed up the game play turn this option to off.

Grid

This turns the overlay grid of the map on and off. With the grid on the layout of the tile map is displayed.

Weather Conditions

Turns off and on the visual and sound effects of weather conditions.



Online Weapons Encyclopedia

Displays valuable information on all items that units can use in the game. At the bottom of the notebook are three buttons: Display Weapons, Display Explosives, and Display Equipment. Clicking on one of them displays the items that are a part of that particular list. Each item description has a picture and lists any information that might be useful during game play. To turn the page click on the bent page corner at the bottom right of the notebook. To go to any previous pages click on the folded page at the top of the notebook. The Online Weapons Encyclopedia can be accessed at any menu that has game items displayed by right clicking on that item.

Single Scenario

This is where the player can select to play one of the fifteen campaign missions in the game. The screen is divided into the Mission Selection, Mission Viewer, and Mission Description areas.

Mission Selection

This area is split into two parts. The player has the ability to select from the 15 Campaign missions or use the Random Mission selection to have the computer choose one of the 15 missions for you. Each mission looks like it is in a film strip with each frame representing one of the missions. Left-clicking on a mission frame displays an image in the Mission Viewer along with a description of the mission in the Mission Description Area. Placing the cursor over a mission frame displays the name of the mission in pop-up information box.

Mission Description Area

A brief description of the mission and the player's objectives are displayed.

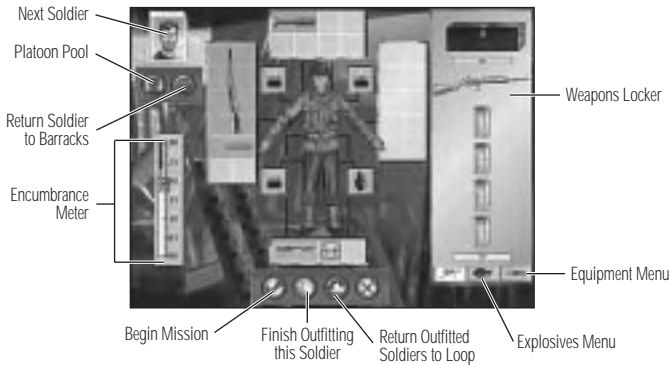
Receiving Orders

This screen is where the squad is assigned its next mission. Captain Spencer, the platoon's commander, issues orders, reveals secret intelligence, and makes suggestions about the mission. To skip the briefing either left-click the mouse or press the space bar.



Squad Selection

After choosing either Single Scenario or Campaign Play this menu is displayed. Campaign games provide 32 characters at the start of a new campaign. To select a squad member left-click on their portrait and it is highlighted by an American flag. To view information on a character right-click on the character's portrait and the Character Personal Record appears. For more information, see the "Character Personal Record" section, beginning on page 29. If a squad member's portrait is greyed out then that character is wounded, dead, or under discipline and not available.



Outfitting Screen

The squad members start each scenario unequipped, and must be given equipment from the Weapons Locker. This screen allows for an easy one click approach to move all weapons and equipment from the Weapons Locker to the squad for use and back to the Weapons Locker for redistribution. At the top of the screen are a representation of the squad member and his picture. Also, if any mission specific equipment is mentioned in the briefing, this is where it becomes available for outfitting. Any items that were found on the battle field are also made available in the Weapons Locker. The player has the option of using these weapons also. A soldier can keep the gear that is on them at the end of the mission, so the next time he enters the outfitting screen those items are displayed. The screen layout is as follows:

Portrait/Next Soldier Button

This is located at the top left corner of the screen. The portrait has what looks like a stack of photos behind the main picture. To change to the next character in the squad, left-click on the portrait. Right-click to go backwards through the portraits.

Platoon Pool Button

This is located under the Portrait. Clicking on the PlatoonPool button takes the player to the same screen as Squad Selection screen, where the player can replace the currently selected character with one from the platoon pool. Once at this screen the player can select and deselect up to eight soldiers.

Return Soldier to Barracks

A quick method to remove a soldier is to click on this button. That character is dropped back into the platoon pool and an empty slot becomes available in the squad.

Character Silhouette

This is a representation of the soldier that appears in the Battlefield Display. Around the character are boxes that represent places to put items on the character. The boxes represent: Backpack, Shirt Pockets, Pants Pockets, Belt, Left Arm/Shoulder and Right Arm/Shoulder. The amount a character can carry is displayed in the Encumbrance Meter. Right-clicking on the soldier's torso displays a screen with the his statistics.

Weapons Locker

At the top right of the screen is a foot-locker icon called the Weapons Locker. This is where all the items are kept that have been assigned for a mission or found while in battle. Left-clicking on an item in the Weapons Locker picks up that item. The item can now be dragged around the screen and placed either in one of the boxes surrounding the Character Silhouette or back into the Weapons Locker. At the bottom of the Weapons Locker are three buttons: Weapons, Explosives, and Equipment. Clicking one of these buttons sorts the item list to display only the items that belong to that list. All weapons have their corresponding ammunition displayed below them. Right-clicking on an item in the Weapons Locker brings up that weapon's entry in the Online Weapons Encyclopedia. For more information, see the "Online Weapons Encyclopedia" section, beginning on page 14.

Encumbrance meter

The Encumbrance Meter lets the player see how much weight is on any character and how much capacity is available for extra equipment. A character's statistics dictate how much encumbrance he can carry. On the meter is an indicator that shows how much encumbrance is currently being used. A starting character can carry between 1 and 30 units of weight (even though he has the space to carry 38 items). Once a character is carrying over 88% of his max. weight (blue line) he gets a -1 to his total action rating for every unit over the limit. When a player carries over 95% of his maximum weight, indicated by the red line, he can no longer run. The black line represents loads too heavy for the character to carry.

Finished Outfitting

Once a character is outfitted to the player's liking, that character can be taken out of the outfitting loop by left-clicking on the **Thumbs-Up** button. Once finalised that character does not appear while cycling through the characters. This is useful in determining which characters are finished and which characters can carry more gear. The player is prompted to confirm or abort this option.

Return Soldier to Loop

If the player needs to retrieve a finalised character at any time, then the Restore Character Configuration button returns all finalised characters back to the Outfitting Screen and the character loop.

Begin Mission

This closes the Outfitting Screen and loads the mission.

Cancel

Clicking on this button returns the player to the Squad Selection screen.

The Mission

The actual mission phase. The deployment of the squad is determined when the mission was created. The turn based action unfolds as the squad members are moved and encounter enemy units. The human player always gets to have the first move. The mission ends in either success or failure, depending on the specific mission parameters and whether they are accomplished. In this mode, the player can save the game at any time during the players turn.



Cell Cursor

The game play view is a 3D coordinate environment: the cursor in the game hugs to each blocked area called a cell. A cell is a block of 3D space surrounded by a frame, that contains coordinates for movement, character, and terrain data. The Battlefield Display is seven layers high. As the cursor is moved around the game map, it hugs the terrain shape. To raise the cell in the space it occupies, use the **A** key, the **Z** key lowers the cell.

Movement

To move a character, point and click and the character begins moving to that location. To change how the character moves (i.e. walk, run, or crawl), right-click to display the **Menu On Demand Interface (MODI)** and selecting the Movement Menu button. For more information, see the "Menu On Demand Interface" section, beginning on page 23. Only one active character can occupy a cell at a time – wounded or dead soldiers do not restrict movement.

Shooting

To target an enemy, move the cursor to an enemy occupied cell. The cursor changes to a target displaying the character's chance to hit; left-clicking causes the active character to fire at the target character. For more information, see the "Menu On Demand Interface" section, beginning on page 23.

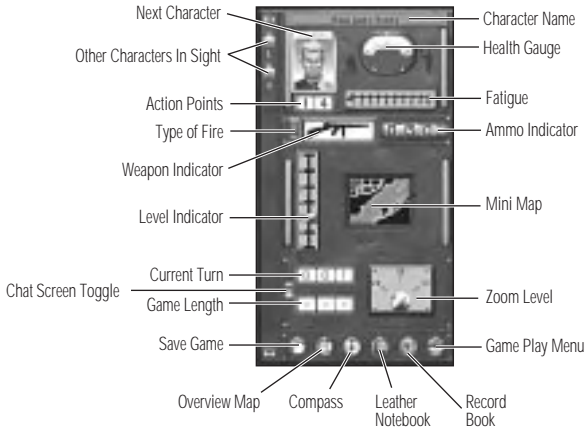
Change Direction

To change the facing of the selected character use the compass button on the Slide Out Interface panel, or the number pad if the **Num Lock** is on. Facing is very important in determining what a character can see. For more information, see the "Menu On Demand Interface" section, beginning on page 23. A character can only see in a 180 degree arc, so there is a possibility that they could be attacked from behind if they are not careful.

Canister

Any weapons, equipment, or explosive items that are on the map are displayed as a Canister. The Canister can appear to be either a dead body or a pile of weapons. To see what is in the Canister use the Inspect Item button from the MODI. For more information, see the "Menu On Demand Interface" section, beginning on page 23.

Mission Screens and Menus



Slide out Interface

The Slide Out Interface panel (SOI) slides in and out from the right side of the screen when the **Spacebar** is pressed. It allows the player to get information and to access controls for the game.

Name Bar

At the top of the SOI is a bar that has the name of the current character.

Soldier Portrait

This is a colour photo of the selected character. To select the next soldier in the squad, left-click on the portrait and the player is jumped to that Soldier's location, right-click to cycle backwards through the roster.

Action Points Indicator

Underneath the Soldier Portrait is the character's current number of Action Points. This number also appears over the soldier's head on the Battlefield Display. As Action Points are used by characters to move, fight, and use equipment in the game this counter decreases. Soldiers cannot accrue unused points by not moving in a turn. Each character gets a certain number of points per turn based on their rank and encumbrance. If the character performs an action that costs more than the number of Action Points left, the character can go "into the red" to perform that action. This is an extraordinary effort which is more than normally fatiguing; overuse may exhaust that soldier. On that character's next turn the points in red are deducted from his starting Action Point total.

Opportunity Fire

Soldiers with action points left over at the end of the player's turn may have the chance to shoot an enemy characters that become visible as they move. This is called "opportunity fire" When a character can use opportunity fire, a window appears giving the player the choice of whether or not to have the character shoot. During opportunity fire, the character

may actually go negative, or "into the red" on action points. These action points are deducted from that character's total for the next turn. Ending an opportunity fire phase is done using the End Turn button on the Action panel.

It is possible for each soldier in the squad to have opportunity fire, and each soldier goes through the opportunity fire procedure individually, there is no way to change from one soldier to another during an opportunity fire phase.

For more information, see "Appendix A – Actions and Costs", beginning on page 58.

Health Gauge

The character's health status is displayed by this gauge. The range of the gauge is from Perfect Health (Saluting Soldier icon) to Dead (Tombstone icon), with tick marks in between.

Fatigue Meter

This indicator shows the characters fatigue level. There are ten tick marks on the meter with 1 being the lowest, for no fatigue, and 10 being too tired to move. As the character is injured on the battlefield, the indicator begins to move from left to right. Fatigue affects how many Action Points a particular character has at each new turn. A character loses 10% of his Action Points for each step on the meter, so at a Fatigue Meter reading of 5, the soldier regains 50% of his Action Points each turn. Fatigue also affects soldier's aim.

Weapons Selector

This dial displays the current weapon as a black silhouette. To cycle forward through the weapons just left-click on the weapon silhouette and it flips to the next available weapon. Right-clicking opens the Weapons Encyclopedia. The character whose turn it is changes to each new weapon clicked on. The player at this point can select a knife for close combat or put away all weapons and select the fist for hand-to-hand combat.

Type of Fire Switch

This is an indicator, located to the left of the Weapons Selector, that allows the player to decide between Automatic and Single Shot fire. If the weapon can fire in either mode, then both are available. The choices that are not available are greyed out and the switch cannot be moved. Single shot fire is much more accurate, but may not be instantly fatal. Automatic fire is less accurate, but a hit means that the target is struck multiple times.

Ammo Indicator

This shows the player how much ammunition is left in their current weapon. The icon is in the shape of a bullet, and the number of shots left in the weapon are shown. As the shots are used the numbers on the indicator decreases. If the character is out of ammo it is shown as 000. If the active character is inside of a tank, his current weapon is displayed as a fist.

Level Selector Switch

The level selector allows the player to lower the display level by stripping off a layer of cells in order to see what is under them; members of the squad, for example. Hidden or unseen enemy forces cannot be uncovered by raising or lowering levels. There are seven levels to each map in the game; at the beginning of the mission the level selector is set to the level of the currently selected character.



Mini Map

This is a computer generated version of the Battlefield Display. It represents friendly characters as green dots, enemy characters as red dots, and civilians as white dots. Left-clicking on this map shifts the Main Game map to the selected to permit the examination of buildings and objects on the map. The Mini Map is an overhead view (rectangle view) while the Battlefield Display is at an angled view. A white square or rectangle represents what is displayed on the Battlefield Display. The Mini Map displays the combined views based on what all of the characters can see.

Turns Taken Indicator

This indicator informs the player of how many turns have passed since the mission began. The text is in red.

Turn Limit Indicator

This indicator displays the number of turns remaining. Only missions that have turn limits have this indicator activated. If the mission does not have a turn limit then dashes are displayed instead.

Scaling Dial

This dial is used to scale the view to adjust the amount of the main game map that is visible. It has three selections: 100, 50, & 25%. When each mission begins the scale of the game is always set at 100.

Chat Screen

Located beside the turn indicators is a switch that displays the Chat window on the SOI panel for communication during multi-player games. Messages are received and player notes can be typed in the Chat window. The top portion of the window is a text-entry area and the bottom portion displays received and typed text.

Chat messages can be sent in private mode or broadcast mode. A private message can be sent to an individual player by entering that player's ID, followed by a colon, before typing the message. For example: **Jeff: Germans on your left!**. This configures the chat channel for private messages only. To restore the channel to broadcast mode type a colon before the message, for example: **Vive le France!**.

Save Game Button

Clicking on this button brings up the Save Game menu. You can do this at any time during the player's turn (this is greyed out during Multi-player games).

Overview Map Button

This button brings up the full map, given to the squad at the mission's start. The map is a topographical style map with mission objectives, start location, and exit points marked as flags. Suggested routes are also drawn on the map by the Captain.



Compass Button

When opened, this option displays a Compass. The direction the selected character is currently facing is highlighted red. To change facing, move the mouse over another direction area on the compass and left-click. The selected character faces that direction and the appropriate number of Action Points are deducted. To close the Compass without changing facing, press the **Esc** key.

Leather Flip Notebook Button

Clicking on this button displays the Leather Flip Notebook, a standard issue notepad for the characters to view important information, mission objectives, and any notes to themselves or conversations during the mission. For more information, see the "Leather Flip Notebook" section, beginning on page 31.

Character Personal Record Button

This is a booklet given to the character that lists all the information that the Army has about that character. For more information, see the "Character Personal Record" section, beginning on page 29.

Game Menu Button

Clicking on this button displays a screen with options similar to the Main Menu. The choices are Quit to Main Menu, Load Game, Restart Mission, Options Menu, and Quit *SOLDIERS AT WAR*. The **X** button returns to the mission currently being played and the **Checkmark** button confirms the choice.

Enemy Sighted Icon Bar

An icon bar running down the left side of the SOI panel displays an icon for any other visible enemy or civilian. Germans, French, Italian, civilians and friendly characters not part of the player's unit are displayed on the Icon Bar in colours relating to their national flag colours. Clicking on one of them changes the viewpoint to the location of that character.

MENU ON DEMAND INTERFACE

Right-clicking on the Battlefield Display during a game brings up the Pop-Up Action menu whose array of buttons provide access to other game menus and actions. Round buttons enable specific actions, while the four capsule shaped buttons on the right side open other menus.

Action Buttons

Stand

This causes the character to stand if he is currently kneeling or prone. This button stays selected until another stance is chosen or until the character ends a running or walking movement in the standing position.

Kneel

This causes the player to kneel if he is currently standing or prone. This button stays selected until another stance is chosen.

Prone

This causes the character to go prone if he is currently kneeling or standing. This button stays selected until another stance is chosen or until the character ends a running or walking movement in the standing position.

Point Saving

Allows player to save enough points to make a quick or aimed shoot after movement and calculates stance changes also. This option stays active until turned off. **Note:** Point saving preempts the options listed above. In order to use a different movement or stance, exit point saving mode, activate the stance or movement mode, and reengage point saving.

Target Weapon

Brings up the Target cursor to enable the ability to target anything in the game. Tanks can be targeted by any weapon, but no targeting cursor is visible because what is being targeted is the inside of the tank.

Aimed Shot

This allows the player to sight an enemy and be able to hit it with more accuracy with a better chance of not having stray bullets. This button stays selected until the player deselects it. All characters exist in two levels of a cell; this option always automatically targets the upper body.

Inspect Cell

Allows the player to view which items are in the selected character's current cell. This is an easy way to view what is in a canister, a dead body, or on a character. Left-clicking on a listed item displays the Online Weapons Encyclopedia. For more information, see the "Online Weapons Encyclopedia" section, beginning on page 13.

Centre View

This button centres the viewpoint on the currently selected character.

Next Unused Character

This cycles to the next character in the squad that has not been moved during the current turn.

End Turn

This ends the turn for the active side. If this is pressed and some characters have points left then those characters have the possibility of surprising and reacting to an enemy character during the opponent's turn. A dialog box appears asking for confirmation if a character has a chance to use opportunity fire. For more information, see the "Opportunity Fire" section, beginning on page 28.

End Mission

This is greyed out until the Mission Accomplished (Victory) dialog appears at the end of the mission. The player can decide to stay on the map after the mission is over and explore. This button allows the player to end the mission at any time after the objectives are met.

Menus

Movement Menu

There are three different ways to move, which stay active once selected until another mode is chosen. Since movement cannot be undone, it is a good idea to activate this menu before moving if there is any question as to the soldier's current movement mode.

Walk

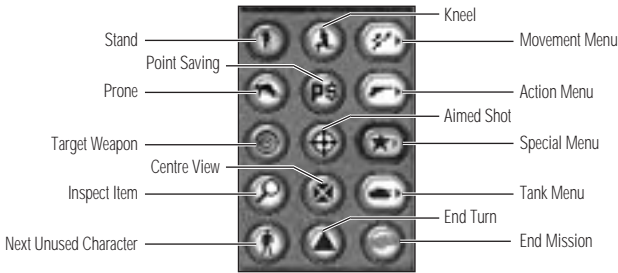
This puts the character in walk mode and stands him up if not standing. This button stays selected for quick move until another movement type is selected.

Run

This puts the character in run mode. This button stays selected for quick move until another movement type is selected. A running soldier can move much farther than by walking, but is less accurate when firing a weapon.

Crawl

This puts the character in crawl mode. This button stays selected for quick move until another movement type is selected. A prone soldier is more accurate when firing and less likely to be hit, but his movement range is drastically reduced.



Action Menu

Toss Grenade

This displays the Choose Grenade menu, which allows the player to select the grenade they want to use. This displays the Choose Grenade menu. To choose a grenade, left-click on one to highlight it, then click on the **Checkmark** button. A grenade cursor appears and clicking in a cell causes the character to throw the grenade at that cell. If the range is too great the cursor disappears or a message appears stating that the character cannot throw that far. The Grenade menu allows the grenades to be sorted by type or lists all of them for ease of selection. Also, the straps on the left and right cycle through all the grenades in the inventory. If the character doesn't have enough Action Points to throw a grenade, or doesn't have any grenades then the button is greyed out.

Rifle-grenades work the same way except they are shot, not thrown, and so have a much longer range.



Clip Action

This button is for reloading the character's current weapon. The player can only reload the weapon once it is out of ammo.

First Aid

Clicking on this button changes the cursor to a red cross cursor and allows the player to administer first aid to himself or other adjacent members of his squad. The Med Kit button becomes active if the soldier has a Med Kit and is wounded or adjacent to someone who is wounded.

Look Around

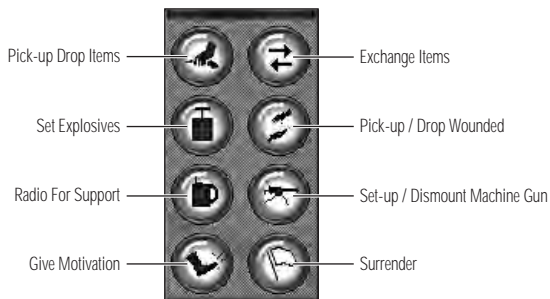
This action allows the character to continue to face in the direction that he is currently in but makes him look from left to right through a 360 degree circle. In essence the character stops what he is doing and looks over his shoulders.

Open/Close Door

This option works for open and closed doors. When a character stands facing a door, this button allows the character to open it if it is closed and close the door if it is open. The button is greyed out if the character is not standing beside a door, or is facing away from the door.

Cut Wire

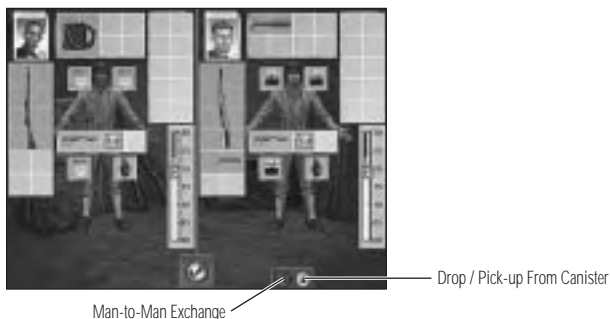
This button is greyed out if the character is not standing next to a wire fence, barbed wire, or if he doesn't have wire cutters. Clicking on this button makes the character cut a gap in the wire large enough to walk or crawl through.



Special Options Menu

Drop/Pick Up Items

This button allows the player to drop or pick up items that are in their current cell. This brings up the Exchange Screen. For more information, see the "Exchange" section, beginning on page 32. Action points can be conserved by "Inspecting" the hex using the *Inspect Cell* button before trying to pick anything up.



Man to Man Exchange

This brings up the Exchange Screen, allowing the player to exchange items between two characters and drop or pick up items that are in their current cell. For more information, see the "Exchange Screen" section, beginning on page 32. To exchange items between characters they must be in adjacent cells.

Set Explosive Charges

From the Satchel Charge menu the player can set the length of the fuse for the explosive charge. The fuses range from 1 to 8 turns. If there is more than one type of satchel charge available then both are displayed for selection. Once the fuse length is set and the satchel charge is selected then clicking on **Set Satchel Charge** places the explosive on the ground in the form of a canister. Once set it can not be stopped. This button is greyed-out if the active character does not have a satchel charge.

Drop/Pick Up Wounded

With this option a character can either drop or pick up a wounded man. This button is greyed out unless the selected character is in a cell adjacent to an incapacitated character. Once carrying a wounded soldier, the selected character can only walk to a destination and can neither use weapons nor fight in any way.

Radio for Support

The only character that can use the radio is the soldier carrying the radio. This button is greyed out if the character doesn't have a radio. Clicking on this button brings up the Support menu. For more information, see the "Support Menu" section, beginning on page 32.

Set Up / Take Down Heavy Machine Gun

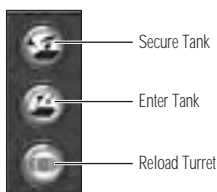
This allows the character to **Set Up** or **Take Down** a heavy machine gun. Since it is so large and has such a high encumbrance value, this weapon must be setup in order to use. Once set up, the character cannot move from that position until the **Take Down** button is clicked on. Then the machine gun is disassembled and the player can again move around the map. This action is greyed out unless the current character is carrying a heavy machine gun.

Motivate

To have the selected character motivate soldiers, click on this button. If the characters surrounding the selected character respond, they receive Action Points based on their proximity to the active character. A message box informs the player of which characters were motivated and which characters were not.

Surrender

Clicking on this button brings up a dialog box for confirmation that this soldier is to surrender to the enemy. If a character surrenders, then all of his weapons and equipment are thrown on the ground and the computer takes control of that character until he is freed, by killing the enemy character. If the mission ends and a character is still captured he becomes a prisoner of war (POW).



Tank Menu

Secure Tank

To secure a tank a character must be standing beside a tank and must have a concussion grenade. **Note:** Using a frag grenade renders the tank inoperable. Clicking on this button opens the Grenade menu. Selecting a grenade causes the soldier to drop it in the tank.

Get In/Out of Tank

To get into a tank a character must be standing beside a tank, not in front or behind. If a character gets in a tank that is not been secured they run the chance of being killed by the crew of the tank. To leave a tank, press the Exit Tank button and the cursor becomes a red arrow which can be used to select an exit cell. The character can only exit the tank into a the cell to either side of the tank.

Load Turret

This option is for loading the turret. To use this option a character must be inside a tank and the turret of the tank must be empty. Once a turret is loaded the player can fire the tank with the Quick Shot option.

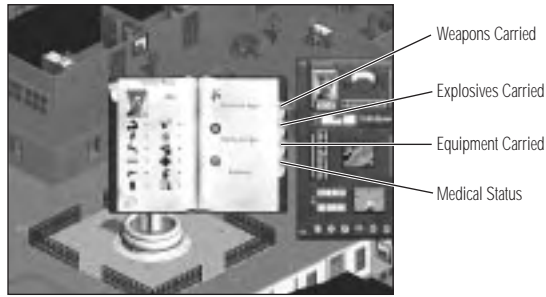
OTHER ACTIONS

Opportunity Fire

Soldiers with action points left over at the end of the player's turn may have the chance to shoot enemy characters that become visible as they move. This is called "opportunity fire" When a character can use opportunity fire, a window appears giving the player the choice of whether or not to have the character shoot. During opportunity fire, the character may actually go negative, or "into the red" on action points. These action points are deducted from that character's total for the next turn. Ending an opportunity fire phase is done using the End Turn button on the Action panel.

Detecting Mines

A Mine Detector is available for missions in which there is a possibility of encountering enemy mines. When a character equipped with a Mine Detector enters a hex with a mine, the mine is revealed and deactivated. Other characters may traverse the hex and not trigger the mine.



CHARACTER Personal Record

Clicking on the Personal Record button on the Slide Out Interface or right clicking on the Portrait in the Select Squad screen loads the Character Personal Record. The Character Personal Record (CPR) is a book assigned to every character with all their important information inside of it. For the Player the CPR shows that particular character's statistics, medals, inventory, and damage assessment. The CPR is a one stop look at everything important for that character.

Book

The opened book is divided into 5 sections and 6 pages: Character Information (page 1&2), Weapons/Ammo (Page 3), Explosives (Page 4), Equipment/Items (Page 5), and Medical Status (Page 6). Scroll arrows appear on each page to view more than one pages worth of information.

Character Information-Page 1 & 2

The layout of the Character Information section is as follows:

Name

The full name of the character appears at the top of the statistics page. No name appears here in custom game built with the Scenario Builder.

Portrait

The character's portrait is displayed in the upper left hand corner of the CPR.

Rank

This displays the rank of the character. Soldiers advance in rank over the course of a campaign game. Rank is located directly beside the portrait. The higher the rank, the more Action Points the soldier has.

Skills

A list of all the statistics that define the make-up of a character. The statistics are displayed under the portrait/rank section and are divided into two rows. The statistics are as follows: Experience (EX), Weapons Rating (WR), Fighting Rating (FR), Throwing Rating (TR), Explosive Rating (ER), Leadership Rating (LD), Medical Rating (MD), Fatigue (FA), and Mission Points (MP). The different skills are represented by icons and the information (numbers) are displayed with text:

EX: 5	WR: 6	FR: 2
TR: 2	ER: 3	LD: 2
MD: 6	FA: 4	MP: 100

Primary Training(PT) & Secondary Training(ST)

Predetermined skill sets for the character that affect different statistic ratings in the game. The choices are None, Pistol, Submachine Gun, Bolt Action, Semiautomatic, Machine Gun, and Explosives. Soldiers with training in a weapon class gain bonuses to hit when firing that weapon. These scores are set at the beginning of the campaign game.

Medal Awards

Any medals that have been awarded to this character are displayed under the Training section. There are a lot of different medals that a character can receive: Bronze Star, Silver Star, Distinguished Service Cross, Medal of Honour, and Purple Heart (WW II Victory and African-European medal are only awarded for the successful completion of a Campaign game). This information is accumulated during the Campaign.

Weapons/Ammo-Page 3

Clicking on the Weapons/Ammo tab brings displays this section of the CPR. This graphically displays, in linear form, the weapons and ammo currently on the character. Under each weapon is the ammo used by that weapon.

Explosives-Page 4

Clicking on the Explosives tab graphically displays all grenades, satchel charges, and smoke grenades that the character currently has on him. They are displayed from top to bottom, one in each row.

Equipment-Page 5

Clicking on the Equipment tab graphically displays any equipment such as Med Kits or mine detectors currently located on the character.

Medical Status-Page 6

Centred in the middle of the page is the Character Silhouette. This displays any wounds or bandaged wounds that the Character has sustained. Also if a wound has been bandaged then instead of the wound there is a bandage displayed on the character. There are six places on a body that can be wounded: Head, Body, Left & Right Arm, and Left & Right Leg. At the beginning of each mission the character is returned to normal; no characters start a mission wounded or bandaged.



Leather Flip Notebook

Cover

Clicking on the Notebook icon on the Slide Out Interface panel displays the Leather Flip Notebook (LFN). The notebook cover is closed when selected and can be opened by left-clicking on it.

Opened

Once open, the player can view the Mission Objectives, and Previous Messages which displays the two previous messages. Each section displays an icon at the top right of the notebook to indicate to the player what section they are reading, also each section is displayed as the first page of the LFN. Clicking on the **Checkmark** button closes the LFN.

Mission Objectives

The Mission Objectives button is the third button from the left. The squad's mission objective is displayed in this section.

Previous Messages

The Previous Messages button is the fourth button from the left. Whenever a character in the game activates an information token that has pop-up text, the text is displayed in the LFN. For example, these pop-up text messages sometimes hold important information that the player needs to be aware of. This section allows the player to cycle through all of the pop-up text messages that the squad has received. Each message is on its own page. The latest received message are on the top page. All other messages appear in the following pages in the order they were received. The Turn number (how many turns into the game play) at which the text was received appears at the top of every new message. In a Multi-player game, only the messages that the characters receive are in the LFN under the Previous Messages section.

Exchange Screen

This works basically the same as the Outfitting screen, except that this screen holds two character's silhouettes instead of one. See the illustration on page 26.

The layout of the character and his item boxes are the same as the outfitting screen with the addition of two buttons under the feet of the right-hand silhouette. Clicking on the Canister button replaces that character with a box shaped canister that contains all of the items that were at his feet. Dropping an item into the canister changes it to the horizontal view similar to the Weapons Locker from the Outfitting screen.

Clicking on the Character Exchange button replaces the canister with the character silhouette.

At this point the player can exchange freely between the two characters or the Canister. At the top of the screen is the canister icon. Underneath the canister icon is the scroll area where the items in the canister are. If more than one of the same item is there, then that item has a number on it to represent the quantity of that item. The player can then freely drag and drop items to and from each box. There are also the following item buttons: Weapons, Explosives, and Equipment.

Support Menu

Clicking on the Radio Support button in the Special section of the Pop-up menu calls the support menu. If the character does not have a radio in his inventory, or there is no Support available, then this button is greyed out. The only soldier that can use the radio is the one carrying the radio. The support menu looks like a radio bag. It has two switches, two buttons, and a speaker that displays text. The switches are divided into two sections: type of support and number of attacks (if applicable). Left clicking on the switch itself moves the switch to the left, right clicking moves the switch to the right. This is the only way to change the selection.

Type of Support

On the left side of the menu is the type of support switch. There are three choices, going left to right: Artillery, Mortar, and Air. When the menu is enabled this switch defaults to the first available support .

Number of Attacks

The right side of the menu is the Number of Attacks switch. The Attacks number determines how many attacks of that particular support the player has in the mission. The switch has two choices: one or two. If the particular support chosen has more than one attack available then this option is available. If more than one attack is selected the player only chooses one destination. When the menu is enabled this switch defaults to one attack.

Text Speaker

This is at the top of the menu and represents the speaker on the radio. This is where text is displayed for the player. What support is chosen determines what text is displayed. If Artillery, Mortar, or Air support is chosen then the message is: "Select Target." Once the player clicks on the **Checkmark** button the cursor changes to represent the type of support selected. Left-clicking on the cell activates the support. With Air Support, the target is not chosen until the turn of arrival.

Targeting

Once the **Checkmark** button is clicked on the support is activated. The player now selects a target cell to be attacked (Artillery, Mortar, or Air). The cursor changes to represent the support that is being requested. Once the cell is chosen the appropriate support is directed into the cell.

Responses

There is an audible response to requests for support. Once the support is activated by clicking on the cell a response comes from the character's radio. There are two types of response: "**Support request received**" followed by "**Support is incoming**", or "**Unable to send support**". The character is still charged Action Points for calling in the support even if the battery is unable to send it.

Artillery

This is one of the most destructive forces at the squad leader's disposal. Because of the immense range of this weapon, the Artillery battery firing into the Tactical Game Map is actually many miles away. For this reason once the target (cell) is chosen by the player the artillery shell can fall within a three cell radius from the point that was picked. The computer randomly chooses one of the cells within the diameter as the actual landing spot for the artillery shell. When more than one artillery attack is requested, the computer treats each attack individually as described. Artillery support arrives in three to five turns.

Mortar

A mortar is fired from a much shorter distance away from the area shown on the Battlefield Display than an artillery piece; because of this it can reach the map much more quickly. It only takes one to two turns for the mortar to reach the map. Even though this weapon is closer, it still is not very accurate. For this reason once the target (cell) is chosen by the player the mortar shell can fall within a three cell radius of the centre point. When more than one mortar attack is requested in the call for support the computer treats each attack individually as described.

Air

The use of airplanes for support has its advantages and disadvantages. Airplanes are usually a long way from the target area, much further than any artillery piece. Because of the time it takes for planes to arrive and locate their target there is a 3-10 turn wait between the time when support was request and the time it takes for it to arrive. The pilot can usually deliver his fire within one cell of the target point. The difference between using air support and artillery or mortar support is

that there is not just one tile that is hit and the target is not chosen until the turn that the attack is going to happen. Once the centre point of attack is determined the aircraft strafes the 5 tiles before and the 5 tiles after the target hex, side by side in two rows. This is to represent a plane diving in and strafing targets on the ground, then pulling up and flying away. The only things which stop strafing attacks are walls and large objects. When more than one air support mission is requested in the call for support the computer treats each attack individually as described.

Mission Endings

Mission Accomplished (Victory) Dialog Box

Once all the mission goals have been met then the Mission Accomplished Dialog box appears. This is divided into two areas: text and buttons. The text area informs the player of the victory. Once the mission objectives are accomplished the player can choose to stay on the map and explore, or the player can end the mission and complete the mission.

Mission Failure

If the mission objectives were not met, or all of the player's squad members are dead, the mission ends in failure. This is displayed with a screen and music. The game can not continue if this happens and the player has to replay the mission or load a saved game.

Post Mission

After the successful completion of a Campaign Game mission the Player enters the post mission sequence.

MovieTone Cinematic

In a theatre back in the States all the civilians watch as reports of the war are told to them on the big screen. Left-clicking skips through the cinematics.

Funeral Services

If any characters die in battle, there is a brief trip to the cemetery to view their tombstones.

Administration Screen

This is the screen that sums up events from the previous mission. It includes portraits, statistics, and icons. This allows for a quick evaluation of the squad and gives more detailed information at the click of the mouse.

Portraits

Going down the left side of the screen are four portraits. Moving the cursor over the portrait and leaving it there brings up the character's name. If a character died in the line of duty his portrait is greyed out and across his face are the words K.I.A. If a character was injured badly or disciplined severely he may not be available for the next mission. If this is the case his portrait is greyed out but his statistics are still displayed.

Icons

To the right of each portrait there is place to display information icons. Icons are displayed depending on what has happened to that character in the previous mission. There are two options represented by icons: Medals, and Disciplined. Clicking on the icons displays more detailed information for Discipline, or a cinematic for Medals.

Medals

Left-clicking on the Medals icon opens the Medal Display Case. If this icon is present it indicates that this character has received honours in the form of a medal for his actions in the mission, or the character was severely injured enough that he has received the Purple Heart. If a character has received any medals, they can be viewed here.

The medals that a soldier can accumulate in the course of a Campaign game are: Medal Of Honour, Bronze Star, Silver Star, Distinguished Service Cross, Purple Heart, European African Campaign Medal, and World War II Victory Medal. In order to be awarded a medal a character must accumulate mission points by killing enemy soldiers and completing objectives during that mission only. The soldier's points give that soldier a chance to be awarded a medal based on the table below.

Points Awarded:

Enemy Kills	5 points
Objectives Completed	Varies by mission

Medals Awarded	41-46	47-60	61-76	77-89	90-125
Bronze Star	20	25	28	20	10
Silver Star	5	10	15	25	20
Distinguished Service Cross	0	2	5	25	35
Medal of Honour	0	0	2	5	30
Purple Heart	Surviving 20 points of wounds				

Point totals are reset back to zero at the beginning of the next mission. Once a character is awarded a medal it is displayed as an icon on the Administration screen and Character Personal Record. To leave the Medal Reward screen the player needs to hit the **Esc** key, or click with the mouse.

Civilian Casualties and Discipline

At the beginning of some missions the Captain informs the members of the Squad that the possibility of civilians in the war zone is high, so they need to be on the alert for them. This is to warn the character that unnecessary deaths in the game are not acceptable and could lead to punishment or even a court martial. The player should be aware that civilian deaths sometimes are inevitable but the purposeful targeting of civilians and other friendly squad members is going to met with discipline at the end of the scenario. After the mission if an infraction has occurred, points accumulated during the mission could be lost, and the campaign itself could be lost. Wounding, incapacitating, or killing someone other than an enemy character incurs misconduct penalties.

Disciplined

If a character has broken military conduct codes repeatedly then this character could be disciplined. The penalties range from a warning to being thrown in the brig to termination from the military. If a player is going to miss a mission his portrait is greyed out. To see what charges and what punishments were brought against this character click on the Disciplined Icon.

Rank

This displays the rank of the character. Remember that the rank of the character can change throughout the course of a campaign game only.

Statistics

This is a listing of all the statistics that make up a character. At the top of the screen are the icons that represent each rating for that character. There are 12 ratings going from Left to Right: Initiative (IN), Agility (AG), Experience (EX), Weapons Rating (WR), Fighting Rating (FR), Throwing Rating (TR), Explosive Rating (ER), Leadership Rating (LD), Medical Rating (MD), Action Rating (AR), Mission Points (MP) and Next Rank Level. Below each rating are the columns where the numerical values are displayed. An unchanged rating is displayed in black. A changed rating is displayed in red.

Multi-PLAYER

The objective in all Multi-player games is to be the last player with troops left alive.



Multi-PLAYER Setup

Clicking on the Multi-player button from the Begin Game screen displays this menu. This menu allows the creation of a new Multi-player game. One player starts the process using the Server Area controls to select a map.

Protocol

This is a pull down menu with the list of different connections: IPX Network and TCP/IP Internet. If TCP/IP Internet is chosen a pop-up information box for viewing and entering IP addresses appears at the bottom of the screen.

Host or Join Radio Buttons

Once a connection is selected the player creating the game can select to either Host or Join a game by choosing one of the two buttons. If Join is selected all games of that protocol are displayed in the Current Network Games list box.

Player Name Edit Box

This is a text field for the player to enter their name.

Game Name Edit Box

This is a text field for the Host player to enter the name of the game they are creating.

Current Games List Box

This lists all of the current games for SOLDIERS AT WAR that are occurring under the currently selected protocol. Hosting a game does not display any list information. To join one of these games click on one to select it. Click on the **Checkmark** button to connect to the selected game.

Refresh Button

This updates the Current Games list box with all of the games running under the currently selected protocol.

Configure Screen

After leaving the Multi-player Setup screen all players go to the Configure screen. This menu is divided into 2 sections: Server Area and Client Area. Each section has a Player Chat box but only the Server Area has the Choose Map pull down menu.

Player Chat

At the top of this area is the text field that lists the active players by name. Below that is the message box that allows the player to type in messages to other players. Under the Text Edit Box is the Message List box. This lists the players name (who sent the message) and displays their message. There is a scroll bar to view all of the messages sent to you. The Player's Name area is a pull down menu that allows the Host to close the connection, kick out the player in that slot, or assign the slot to a computer opponent. Only the player hosting the game with the Server menu has the ability to modify this setting. A Multi-player game can have from two to four players in the game at a time.

Choose Map

This is a pull down menu that lists only the maps that have Multi-player start locations in them. All maps can be pulled from the Custom_G directory.

Mission Description

Every time a map is chosen its mission description is displayed in this area. The description lists the number of players that can play and the map size. There is a chat screen here for discussing the game to be played.

Only the Game Host can click on the **Checkmark** button. Once this is done the players are all taken to the Squad Selection screen followed by the Outfitting screen to equip their characters. Once all player have pressed the **Checkmark** button then the mission can begin. **Note:** All players select their soldiers from the standard squad selection screen; Axis soldiers arrive on the battlefield in the appropriate uniforms.

Scenario Builder

Building a scenario for *SOLDIERS AT WAR* includes the following steps:

- Design the playing area by placing terrain elements called tiles, and objects into some or all of the cells of the map.
- Assign troops to both sides.
- Establish events and victory conditions using objects called tokens.

Tiles, Objects, and Tokens

Tiles are screen elements that are visible in the editor and the game which are used to support other things such as characters, objects, and tokens. Tiles are used to lay terrain and build slopes, beaches, roads, rivers, and bridges.

Objects are items used to build structures with walls and apertures, add dressing, landscape, and to construct vehicles such as trucks and tanks. Objects that do not block movement or line of sight have little effect on the game.

Tokens are game tools that serve some game function other than terrain, such as delivering information, holding objects, providing an entry point for reinforcements and fog. Tokens are visible in the Scenario Builder unless the option to hide them is chosen, but are invisible during game play. Their effect may be visible, but the token never is.

Mouse Controls

Much of the process of building a *SOLDIERS AT WAR* scenario utilises the mouse. There are several ways to apply game elements.

Click and Drop

Clicking on the map places a selection down. If a group of tiles or objects are currently selected they can be placed one at a time.

Drag and Drop

Holding down the left mouse button and dragging across the screen draws a boxed area, releasing the mouse fills each cell within the box with the current selection. If a group of tiles or objects is currently selected, then the boxed area is filled randomly with selections from the group. Clicking on the Mini Map while dragging a box shifts the view to the location on the map and creates a boxed area. This is useful for dropping selections over long distances.

Holding down the **Ctrl** key while selecting tiles or objects allows more than one kind of tile or object to be selected. Using the "drag and drop" technique with a variety of items selected lays them in a random pattern, to facilitate covering a large area.

Drag and right-click

Holding down the left mouse button and dragging across the screen draws a boxed area, right-clicking **while continuing to hold down on the left-mouse button** displays a pop-up menu for selecting, editing, and deleting items. You can also access the Undo and Redo options from this pop-up dialog box as well. The primary use for this option is to delete large groups of tiles or objects. **Note:** Tiles placed on Level 1 cannot be deleted, they must be replaced with a "blank" tile.

3D Cursor

The Scenario Builder uses a 3D cursor when building the maps. There are seven levels for every map. The **A** and **Z** keys raise and lower the active cursor between the different levels. The cursor becomes an arrow when it is dragged onto the menu bar.

Scrolling

Keyboard

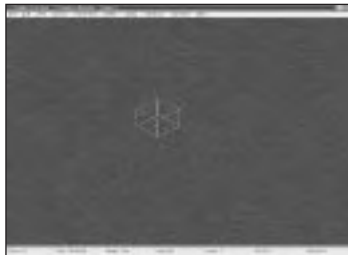
The default settings allows scrolling around the screen in all eight directions with the number-pad keys. In this mode the mouse can only activate menus.

Mouse

Pressing the **Spacebar** hides the menu bar and gives the Player the ability to scroll around the map with the mouse. The mouse can scroll around in all directions. To bring the menu bar back press the **Spacebar** again.

Windows

The Scenario Editor can only support three open windows at a time; for example Objects, Tiles and Zoom Size.



Menu Bar

File Menu Options – Alt+F

New – Ctrl+N

Creates a new map. There are two setup menus used to create a new map: Map Size and Choose Tile/Object Set.



Map Size

The size of the map is set here. There are five preset sizes and one custom setting: 100% (130x100), 80% (104x80), 60% (78x60), 40% (52x40), 20% (26x20), and Other (specify map size, set width and length in tiles). The map size is displayed in the Status Bar.

Note: Maps of a non-standard size may not display properly in the Mini Map on the Slide Out Interface panel.



Choose Tile and Object Set

This setting displays a list of which tile sets are available. Sets are predetermined groups of the tiles and objects that are used to build the maps. Clicking on one shows the description at the top of the dialog box. **OK** initialises the new map and **Cancel** aborts the **New Game** command and restores the initial screen.

Open – Ctrl+O

Brings up the open map menu. Only files with the **.map** file extension can be loaded in the SOLDIERS AT WAR Scenario builder. Maps for scenarios included in SOLDIERS AT WAR can be found in the Msn_G and Custom_G directory. Files cannot be saved into the Msn_G directory, but all the campaign game maps can be loaded from the Custom_G directory.

Save – Ctrl+S

Quick-saves the current map. If the map has not been saved before then it brings up the Save As menu. **Note: Be careful to only save altered scenarios to the Custom_G directory, or it may be saved over an existing scenario.** If this should happen, SOLDIERS AT WAR can be reinstalled to restore the original scenario.

Save As

This option allows the player to save and name the map. Maps can be saved in any directory.

Exit – Alt+F4

Quits out of the Scenario Builder after prompting to save the scenario. Left-clicking on the **X** in the box in the upper-right corner of the Scenario Builder exits instantly without prompting for a Save Game file name.

Edit Menu Options – Alt+E

Goto – Ctrl+J

Brings up the Goto menu. This allows the player to enter a characters ID number. Clicking on the Character button centres the screen on that character and clicking on the Other Start button centres on that character's other start location. The Next buttons (Next Character and Next Other Start provide the same function as the Character and Other Start buttons, but they also allow the player to cycle through all of the characters or start locations on the map.

Undo – Ctrl+Z

This reverses the last action(s) taken which affected tiles or objects

Redo – Ctrl+Y

This restores the last Undo action(s) taken.

Delete – Del

This deletes only the items that are in the currently selected mode. **Note:** This command cannot clear any tiles on the bottom level. In order to remove tiles placed on level 1, press **F5** to open the tile menu and replace tiles on that level with the blank tile at the top of the Tiles menu by Left-clicking and dragging across the tiles to be replaced with blanks.

View Menu Options – Alt+V

The following options are available on the View menu.

Status Bar – Ctrl+Q

This displays or hides the Status Bar. When building missions, the Status Bar displays the Menu choices Zoom Level, Current Screen Resolution, Current Mode, Terrain Hugging, Levels Viewed, Cursor Coordinates, and Map Size.

If this feature is On it is checked in the Menu Bar. The default for this option is On.

Mini Map – Ctrl+M

Displays or hides the Mini Map. This is a flat, miniature, overhead view of the Game Map. The white square indicates the current location of the screen relative to the map. The mini map also reflects the size of the Game Map. Green dots indicate human players, red dots are computer opponents. Clicking on the Mini Map jumps the player to that location of the map. If this feature is On it is checked in the Menu Bar. The default for this option is Off.



Grid – Ctrl+G

Displays or hides the green Tile Overlay Grid on the game map. This feature outlines all tile surfaces on the map giving it a schematic view. If this feature is On it is checked in the Menu Bar. The default for this option is Off.

View Sub-Menu

This menu consists of toggles to display or hide all of the items that can be placed on the map. Items that are not checked are hidden from view. Checked items are shown on the map. Clicking on a checked item removes the check and hides that item from the map. The list of the items that can be viewed or hidden is as follows:

- Object/Tank Body Alt+J
- Canister Alt+N
- Character/Other Start Location Alt+C
- Turret Alt+T
- Reinforcement Token Alt+R
- Information Token Alt+K
- Land Mine Alt+M
- Locked Door Token Alt+L
- Multi-player Start Token Alt+P
- Mission Exit Token Alt+X
- Fog Token Alt+w
- Building Blackout Alt+B

View Up to Level 1 through 7

Pressing the number keys 1-7, shows levels up to the currently selected level. Any levels higher than the currently selected level are not displayed. *SOLDIERS AT WAR* defaults to Level 7 which displays all levels from the highest down. The currently selected level is checked in the Menu Bar.

Options – Alt+O



Display Cursor Items – Ctrl+C

Enables the 3D cursor to display, inside the 3D frame, - Tiles, Objects and selected items from the Utilities menu (Information Tokens, Land Mines, Tank Bodies, Reinforcement Tokens, Locked Door Tokens, Multi-player Start Tokens, and Mission Exit Tokens). If this feature is On it is checked in the Menu Bar. The default for this option is Off.

Terrain Hugging – Ctrl+F

Enables the cursor to hug to the landscape and features of the terrain while scrolling around the Tactical Game map. This feature condition is displayed in the Status Bar. If this feature is On it is checked in the Menu Bar. The default for this option is Off.

Zoom – F3

This menu allows a choice of four preset zoom modes. The preset zoom modes are 100% (Zoom Level 1), 50% (Zoom Level 2), 25% (Zoom Level 4), 10% (Zoom Level 10). The zoom mode is displayed on the Status bar.

Video Modes Menu

The choices are 640x480 F10, 800x600 F11, and 1024x768 F12. Only the video modes that the player's computer can support are available. The current mode is checked in the Menu Bar and current resolution is displayed on the Status Bar.

Scrolling Speed Menu

Sets the rate of scroll with the mouse when in Mouse Scrolling mode. The choices are 1 through 5 with 5 being the fastest. The currently selected speed is checked in the Menu Bar.

Items – Alt+I

This menu lists all of the Character Items that are in *SOLDIERS AT WAR*. There are eight sections each containing a list of Character Items that pertain to that section: Ammunition, Pistols, Rifles, Machine-guns, Explosive Weapons, Explosives, Equipment, and Other. The currently selected item is checked in the Menu. All of these items can be carried or used by characters. Selecting an item and clicking on the Tactical Game map places the item down. Placing items on the map displays a canister that contains all items that are in that current cell and that are not on a character.

Once an item is placed on the map, deleting the item does not remove the Canister. This can be done by right-clicking on the tile level containing the canister, choosing Delete followed by the Canister line on the menu. Double clicking on the Battlefield Display brings up the How Many? menu.

How many?

This menu allows the Player to place down as many of the currently selected item as they want. At the top of the menu is the name of the selected item. Below the name are increase and decrease arrows where the number of that item can be set. A number can be entered in the field, although there is an upper limit of 500 items from this menu.



Canister

To edit the Canister, right-click on the cell that contains the Canister that is to be edited. Choose the Edit pull down menu and select Canister. This displays the Canister menu. At the top of the menu the player can change the look of the canister to one of three dead bodies: American, German, or Generic, or as a pile of weapons and ammo. The default is an American body. There is also a section to allow the Player to delete items from the Canister. To do this select an item(s), click on them and then click on the Done button. The Select All button highlights all of the items in a Canister. To remove a Canister/Dead Body from the map, right-click and choose the Delete pull down menu and select the Canister from the list of items.

Utilities Menu Options – Alt+U



Characters Menu

This menu lists all of the characters that can be placed on the Battlefield Display. To change a character's facing, make sure the **Num Lock** is on, move the cursor to the cell with the character in it, and use the key pad on the keyboard to turn them. The currently selected character is checked in the Menu Bar. To edit a character, right-click on the cell that contains the character to be edited. Choose the Edit pull down menu and select Character. This displays the Character Statistics menu.



Character Statistics

Breaks down the character's make-up into different fields: Field Medic, Character ID, Percentage, Encumbrance, Controller, Nationality, Rank, Artificial Intelligence, Primary & Secondary Training, and Outfitting. Each character has default data already assigned. Clicking on Done exits this menu.

Field Medic

Checking this box identifies this character as a Medic and grants them special privileges during a game. Medics are allowed to roam about the battlefield unconcerned about being shot at by enemy troops. American forces that target and shoot Medics are punished by their superiors.

Character ID

This is a numeric ID given to all of the characters on the map. It is important to note that there can be no more than 40 characters (including Tank personnel) on the map at one time. The ID's range is from 0 - 39. If a living character is killed, that element changes from a character to an object, in this case a Canister.

Percentage

Sets the chance of a character being in the mission. The range is from 0 to 100%.

Encumbrance

Sets how much weight that character can carry in the game. The range is from 0 to 30%.

Controller

Determines who controls this character in a Single Mission game, the Computer or the Human player. Computer opponents are controlled by their Artificial Intelligence (A.I). If both side's characters are assigned to Human control, at the start of the mission the players are asked to choose a side to play.

Nationality

Determines what nationality this character is and who the character's enemies are. The choices are: American, German, French, Italian, and Neutral. Americans and the French are allied to oppose the Germans and Italians. Neutral characters have no enemies.

Rank

The Nationality chosen determines what list of ranks are available. The higher the rank the better the character's statistics are.

Artificial Intelligence

Defines the character's intelligence and role within the game. The types of A.I. are:

- Seeker - Searches out its enemies, hunting them down. Does not give up until all enemies are dead.
- Wander - Randomly walks around looking for enemies. No purpose in destination until an enemy is spotted.
- Follower - Waits for an Ally to enter their line of sight and follows them around the battle field.
- Hider - Wanders the map until an enemy is spotted, then begins to look for the nearest cover.
- Guard - Walks a radius beat around the cell in which it was placed.
- Stationary - Never moves from the cell the character is placed in.
- Medic - Searches the map for wounded Allies. Heals them if there is a medical pack available. Can only fight in self-defence.
- Mach. Gunner - Special A.I. Works only with characters that have heavy machine guns. This A.I. has the character set up the heavy machine gun and wait for enemy characters to enter their line of sight. If no enemies appear after a certain amount of time, the character to takes down the weapon and moves to a new location and sets it up again. If this is assigned to a character that doesn't have a heavy machine gun then this character defaults to the Wander A.I.

Primary/Secondary Training

Assigning these training skills determines which weapons that the character is better suited to use. Using the weapon types that the characters are trained in gives them a better chance of hitting their target. The choices are: None, Pistol, Submachine Gun, Bolt Action, Semiautomatic, Machine Gun, and Explosives.



Outfitting Screen

This is a graphical drag and drop interface for placing items onto the characters.

Portrait

These are all of the portraits from the game: American, German, and NPC. To cycle forward through the portraits left-click, and right-click to cycle back through them. The portrait that is left on the screen is the portrait that is assigned to that character. If that character is human controlled then the portrait chosen is the picture displayed on the Slide Out Interface panel.

Weapons Locker

This is where all of the weapons and equipment in the game are graphically displayed. Buttons at the top and bottom of the Weapon Locker allow the Player to scroll through the items. Clicking on an item picks it up. Clicking on one of the boxes surrounding a character places the item on the character. If the item exceeds the character's encumbrance allowance, or an item does not fit, it is not placed on the character. To put an item back in the Weapons Locker right-click or simply click on the foot locker in the Weapons Locker area with the currently selected item.

Character Silhouette

The Silhouette represents the characters that are used in the game. Surrounding the Silhouette are the eight areas that can hold items: Right Arm (2x6), Left Arm (2x5), Backpack (4x2), Belt (4x1), and four Pocket Pouches (1x1). Each area can hold different amounts of items.

Encumbrance Meter

This displays how much Encumbrance this character can carry. The yellow bar represents reasonable weight limits for the character to carry. If the indicator is in the blue bar the character suffers a -1 to his Action Points for each point the soldier is in the blue. If the indicator is in the red bar this reflects that the current character can carry these items but he is too heavy to run with them. The Black area represents an amount of weight that the character is unable to carry. The indicator rises as items are placed on the character.

Tank Body Menu

This menu displays the bodies of tanks for placement on the map. The choices are: M4 Sherman (Shift+Z), M18 Hellcat (Shift+X), Mark IV G (Shift+C), and Mark V Tiger (Shift+V). Tanks can't move (due to being damaged) so all Tanks in the game are stationary objects. The currently selected Tank Body is checked in the Menu Bar.

Turret Menu

Sets the turrets for the tanks down on the map. The choices are: M4 Sherman (Shift+Z), M18 Hellcat (Shift+X), Mark IV G (Shift+C), and Mark V Tiger (Shift+V). The turret is the only part of the Tank that can move. To change a Turrets facing, move the cursor to the cell with the Turret in it and use the key pad on the keyboard to turn it. The **Num Lock** needs to be on. The currently selected Tank Turret is checked in the Menu Bar. To edit a Turret right-click on the cell that contains the Turret to be edited. Choose the Edit pull down menu and select Turret. This displays the Tank Statistics menu. Pressing the **A** key places the turret on the tank body.

Tank Statistics

Sets up the Tank to be used in battle. The fields to modify are: Crew Percentage, Ammo Amount, and Tank Crew.

Tank Crew Percentage

Sets the chance of the crew members actually being in the tank. The range is from 0-100%.

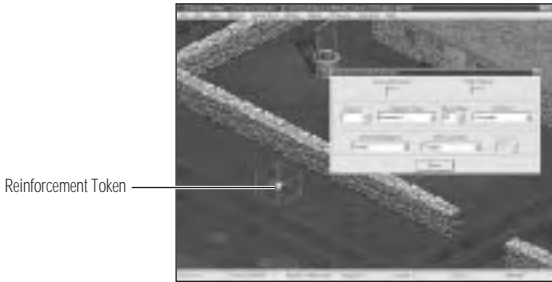
Ammo Amount

Loads the tank with shells for the cannon mounted on the Turret.

Tank Crew

Sets the number of crew members that could be in the tank. Three is the maximum and if a mission begins with crew members in the tank then the tank is computer controlled. The number of crew members for a tank comes out of the 40 character limit placed on all of the maps.

Reinforcement Token Menu



Enables reinforcements to enter the map based on set parameters. There are three types of reinforcement tokens that can be placed down: American Shift+B (American Star), German Shift+N (German Cross), and NPC Shift+M (Stripes). Each token placed indicates the entry location for the reinforcements assigned to it. The currently selected Reinforcement Token is checked in the Menu Bar. To edit a Reinforcement Token right-click on the cell that contains the Token that is to be edited. Choose the Edit pull down menu and select Reinforcement Token. This displays the Reinforcements menu.

Reinforcements

The fields which can be set are:

Specific Tokens

All of one type of reinforcement tokens that are currently on the map (American, German, NPC).

Total Tokens Used

All of the reinforcement tokens that are currently on the map.

Amount

Sets how many of the currently selected Character type can emerge from that token. The range is from 1-100%.

Character Type

These choices determine what type of character appears from a reinforcement token. American (American 1-8), German (Infantry, Grenadier, Officer, SS Infantry, and SS Officer), and NPC (French or Italian). Only one type of Character can be set at each token and all characters have preset equipment assigned to them.

Percentage

Determines the chance that the reinforcement character appears when the entry condition is triggered.

Controller

Sets who has control of the Characters once they are placed on the map. Computer controlled reinforcements are controlled by the A.I.. Human controlled reinforcements work the same as Human characters except on the Slide Out Interface panel where the portrait is displayed. Human reinforcements are assigned the greyed-out silhouette portrait.

Set A.I.

This sets the type of activity for computer controlled characters. Reinforcements can only be set to Seeker or Wander settings. For more information, see the "Artificial Intelligence" section, beginning on page 46.

Entry

Sets the condition that calls the reinforcement onto the map.

- Target Eliminate – A Target Eliminate mission objective was met. This is a general entry and applies to any information token.
- Target Get – A Target Get mission objective was met. This is a general entry and applies to any information token.
- Target Destination – A Target Destination mission objective was met. This is a general entry and applies to any information token.
- Sighted – Player characters are spotted visually by their enemies which triggers this reinforcement entry.
- Trigger – A trigger mission objective was met. This is a general entry and applies to any information token.
- Turn Limit – The number of turns in the game have been reached. A player can determine how many turns before this entry condition is activated.
- Condition – A particular information token's condition has to be met by the player. The player can assign a information token's ID to this entry option.

At the top of the menu are status indicators for the types of reinforcements on the map. They are Total Tokens and Specific Tokens .



Information Token – Ctrl+I

This menu allows the editing of characteristics of information tokens. Assign Token, Condition, Causes, Token ID, Token Radius, and Text Message. If the information token is enabled it is checked in the menu. On the Tactical Game map the information token is represented by a folder icon. Right-click on the cell that contains the token to edit it. Choose the Edit pull down menu and select information token. This displays the setting options for that information token.

Assign Token

Information tokens can be assigned to three types of item: Cell, Character, or Item.

- Cell – Links the information token to any object or tile that is in the current Cell, including multi-celled objects.
- Character – Links the information token to any Character placed in that Cell.
- Item – Links the information token to any Item that is on a Character or that is in a Canister in the current Cell.

Condition

This menu sets events which need to happen to activate the token. The conditions are: None, Target Get, Target Eliminate, Target Destination, and Trigger.

- None – This token has no cause and is not a Mission Objective. It is primarily used to deliver a text message.
- Target Get – Picking up items or capturing Characters activates the Target Get condition.
- Target Eliminate – Destroying objects or killing Characters activates the Target Eliminate condition.
- Target Destination – This token is activated when a soldier arrives at this location.
- Trigger – Entering the specified radius of the token activates the Trigger condition.

Cause

Sets the outcome for accomplishing the Condition of the token. The choices are: None, Immediate Victory, Immediate Defeat, and One Goal Met.

- None – Nothing happens when the Condition is met. It is most often used to deliver a text message.
- Immediate Victory – The mission automatically ends and the Victory Perspective wins.
- Immediate Defeat – The mission automatically ends and the Victory Perspective loses.
- One Goal Met – Just one of the objectives to be met. To win all of the objectives have to be accomplished.

See the "Victory Perspective" section, starting on page 53 for more information.

Token ID

The number ID of that particular token. The first token is always 0.

Token Radius

Sets the Token's radius area of effect in cells. This radius extends in all directions from the token including up and down.

Text Message

This button brings up the Pop-up Text menu. Text can be entered as messages to the player. When the radius of the Token is entered by the Player then the message appears on the screen. This message only appears once.

Land Mine – Ctrl+L

This places land mines on the map. If the Land Mine option is enabled it is checked in the Menu Bar. On the Tactical Game map it is represented by a Land Mine icon. To edit a Land Mine right-click on the cell that contains the Land Mine that is to be edited. Choose the Edit pull down menu and select Land Mine. This displays the Land Mine Percentages menu.

Land Mine Percentages

This menu is a general menu for all land mines. Editing one land mine edits them all. The fields check each land mine individually, so to have some variety in the mission.

Working

The chance for the land mine to work if it is in the mission.

In Mission

The chance that the land mine is active this mission.

Locked Door Token – Ctrl+U

Designates that the door(s) that are in the cell that this token is placed in are locked and that a key is needed to open them. Any key opens any locked door. On the Tactical Game map it is represented by a padlock icon. If the Locked Door Token is enabled it is checked in the Menu Bar.

Mission Exit Token – Ctrl+X

Specifies the cell or cells where a character must exit the map to accomplish the mission objectives. On the Tactical Game screen it is represented by a blue square icon. If the Mission Exit token is enabled it is checked in the Menu Bar. **Note:** Not all missions need to end with soldiers exiting the map.

Fog Token – Ctrl + W

Places fog in the in the selected cell. Fog limits a character's line of sight.

Building Blackout – Ctrl+V

These hide areas of the map from sight. Placing them blacks out the entire cell and only line of sight causes them to disappear. On the Tactical Game map it is represented by a black cell. If the Building Blackout is enabled it is checked in the Menu Bar. This option defaults to On.

Multi-player Start Token

Designates starting locations for squads in a Multi-player, head-to-head game. On the Tactical Game map it is represented by an old telephone icon. If the Multi-player Start token is enabled it is checked in the Menu Bar. There can be up to four players on a Multi-player map. Each player has to have a starting location.

Setup – Alt+S

Mission Setup – Ctrl+B

Basic information needed for every mission.

Start Time

Setting the StartTime determines what time of day the mission begins in.

Weather Conditions

Weather can be set from 0-100% for Clear, Rain, or Snow.

Radio Support Percentage

This determines the percentage chance for support to be available and if there is support how many attacks are available. Support can be set for both German and American forces.

Mission Description

A text area to type in a brief description of the mission being built.

Mission Ending – Ctrl+E



The main focal point for the mission objectives and mission endings. The fields include: Victory Perspective, Turn Limit, Secure Area, Leave Map, and Mission Objective List.

Victory Perspective

Determines which side has to accomplish assigned Mission Objectives in order to be victorious. The choices are American, German, Italian, French, and Neutral.

This is an important setting if Information Tokens are being used to end the game, because the Immediate Victory and Immediate Defeat choices use them to determine who wins or loses. Victory or defeat is the result for the side selected using this option when the conditions for that token are achieved.

Turn Limit

Enabling this option sets the Mission length in turns. In order to be victorious, all of the Mission Objectives have to be accomplished before the turn limit has been reached. Finishing the allotted turn limit is not a victory condition in itself, others must be set.

Secure Area

Enabling this option indicates that all enemy forces must surrender or die for the victory conditions to be met.

Leave Map

Enabling this option dictates that all members of the Player's squad that are alive, but not incapacitated, have to leave the map for the victory conditions to be met.

Mission Objective List

This lists all of the information tokens set with mission objectives. The mission objective information is as follows: Token ID, Condition, Cause, Assignment, and Radius of Token.

Weapons Locker



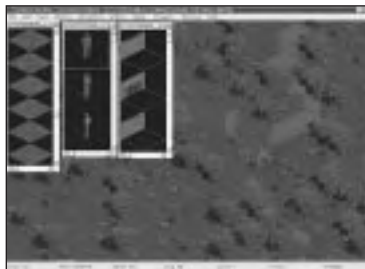
Places items into the Weapons Locker of the Outfitting Screen for game play but only for the mission that is under construction. The fields are Selected Item and Items in Locker. If the Weapons Locker menu is enabled, it is checked in the Menu Bar.

Selected Item

A pull down list contains all of the Character Items in the game. A quantity can be set for all items and for most weapons and ammo, for example, Clips. The Set button places the selected Item into the Weapons Locker.

Items in Locker

Displays all Character Items set for the Weapons Locker. To edit a set, left-click on it and it appears in the Selected Item field. To delete an item set its Quantity and ammo to zero.



Windows – Alt+W

Windows hold the graphical objects that can be placed in the Tactical Game map. All windows have two scroll bars. The bottom scroll bar cycles left and right through each set from the current window. The scroll bar on the right side of the window cycles up and down through all of the items in the current set. To select an item from a window click on it and the item are highlighted. **Note:** Only three windows from the Windows menu can be open at one time.

Tile – F5

This window displays all of the tiles that are currently loaded into the map. Press the **Ctrl** key while left-clicking to select a group of tiles. If the Tile window is active it is checked in the Menu Bar.

Object – F6

This window displays all of the objects that are currently loaded into the map. Press the **Ctrl** key while left-clicking to select a group of objects. If the Object window is active it is checked in the Menu Bar.

Character – F7

This window displays all of the Characters that appear in the game. Selecting a Character from their pull down menu in Utilities or with a hot key shifts to that type of Character in the window. If the Character window is active it is checked in the Menu Bar.

Tank – F8

This window displays all of the Tank Bodies (in four directions) that appear in the game. Selecting a Tank Body or a Turret from their pull down menu in Utilities or with a hot key jumps to the Tank Body position in the window. If the Tank window is active it is checked in the Menu Bar.

Turret – F9

This window displays all of the Turrets (in eight directions) that appear in the game. Selecting a Tank Body or a Turret from their pull down menu in Utilities or with a hot key jumps to the Turret position in the window. If the Turret windows is active it is checked in the Menu Bar.

Hide – Shift+Esc

This closes all windows that are currently active.

RIGHT-CLICK Pop-up Menus

Right-click pop-up menus contain features for easy one click mouse actions. Some of the actions in the menus are also displayed in these menus. The pop-up menus are broken up as follows:

Edit

Opens the menus for the items in the Scenario Builder that need data assigned to them. The Edit list contains: Canister, Character/Other Start, Turret, Reinforcement Token, Information Token, and Land Mine. Only the items that are in the cell that the cursor is currently editing are accessible through the Edit menu. Other options are greyed out.

Delete

Gives more flexibility than the delete command in the Menu bar. Only the items that are in the cell that the cursor is currently deleting are accessible through the Delete menu. Other options are greyed out.

Select

Similar to a copy command, except that it also puts the Scenario Builder in that mode of the selection. All items can be selected, but any item that has data assigned to it does not have the data copied. Once a selection is made clicking on the map places the selection down. Only the items that are in the cell that the cursor is currently selecting are accessible through the Select menu. Other options are greyed out.

View

Same as the View pull down menu on the Menu bar. Display or hides all of the items that can be placed on the map. Checked items are modes that can be viewed. Clicking on a checked item hides that item from the map.

Undo

This will undo the last action(s) taken against tiles/objects

Redo

This will redo the last undo action(s) taken against tiles/objects.

Relocate Character

Is greyed out unless a Character is in the Cell that is being edited. Allows the player to select a Character and move that Character and all of their data to a new cell without losing any information.

Other Start Locations

Is greyed out unless a Character is in the Cell that is being edited. Increase the mission's playability by allowing the Player to set an alternate location for that character to be when the mission begins. If Other Start Locations are used, the Computer chooses where to place the Characters when the mission begins, it is a 50/50 chance. Both the Character and the Other Start Location can be edited in the Edit pull down menu.

SCENARIO DESIGN SUGGESTIONS

Suggestions:

- The average map size should be from 40% to 60% size. Large maps require a lot more setup and play time.
- It is a good idea to raise the entire map up one level, to provide depth, and to allow walls to be placed on buildings that have been placed near the foreground edge of the map. To do this, follow these steps:
 - a) Turn on the Grid so to see what being done (Alt-G, or View Grid in the menu selections).
 - b) Press **F5** to open the Tiles window. Select the very first tile in the upper left hand corner, which should be a blank tile (all black). Fill the entire map with this tile. Press A to raise the cursor level by one.

- c) Select a few random grass tiles below the blank tile in the Tiles window. Fill the entire map on the second level, *except for the bottom-leftmost and bottom-rightmost column/row*. When this is done, the entire map should be set on level 2, and have room to place wall sections in the empty row/column, for buildings and hills that are to be placed near the edge of the map.
 - d) As a finishing touch, press Z to lower the level again, and place dirt cliff tiles along these emptied edges on level one, to give the entire map a 3D impression.
- When making buildings, place the floor tiles first, then work on the back walls, then any second story, then the fore walls, to insure that all the sections are filled. Add doors and windows last, for proper placement. Try to insure that each building has more than one entrance or exit, and that there is a reason to go into a building. Also, for a better look, look in the Objects window for the left-hand walls of the building being made, and scroll to the bottom of the list. There are "gap filler" objects that fit right in the foreground corner sections of the completed building, to make the left and right walls look like they connect. Otherwise, there might be small gaps in the wall.
 - You can have up to 40 characters and 10 tank turrets on the map at one time. Remember that tank crews count as characters.
 - If one land mine is edited, it changes the values on all land mines on the map, not just that one.
 - Select an already placed enemy character, and right-click to get the option to place an Alternate Start Location. This provides a random choice of start locations for this character, adding replay value to the scenario.
 - Spotting and shooting happens at a range of 30 squares maximum, something to keep in mind when setting up firing lines on the map.
 - When making hills, work from the bottom up. Also, avoid making irregular hills on the non-visible side of the hill, as players cannot see the obstructions there easily. For the same reason, avoid placing too many vertical walls or buildings that cover up sections of the map, as the areas are not easily visible to the player. It can cause line of sight difficulties for someone covering the area.
 - It is always a good idea, for variety and strategy, to provide at least three ways to get to any location on the map. Funnelling characters through a pre-set path provides no room for strategic manoeuvring.
 - Other functions such as Mission time of day, air strikes and bombardments, and weather effects can modify the battlefield situation. Use these only when comfortable with how they affect a scenario, as the addition of one simple air strike can drastically throw off the scenario play-balance.

Appendix A - Actions and Cost

As the player manoeuvres characters around the tactical map trying to achieve their mission objectives, there are a number of actions that characters can perform. Each action takes a certain amount of time to perform (Action Rating Cost). Action Rating Costs are subtracted from a character's Action Rating as he performs the action. When a character's Action Rating equals zero, his turn ends. Soldiers can go into the negative (red) if they have at least two points left; the negative number are subtracted from his Action Points the following turn.

ACTION	ACTION RATING COST
TYPES OF FIRE	
Directional Fire	12
Aimed Fire	20
Ready and Throw Grenade	22
STANCE CHANGES	
Prone to Stand	4
All Others	2
MOVEMENT	
Move Normally	Terrain cost *2
Crawl	Terrain cost *3
Run	Terrain cost *1
OTHER	
Change Direction	1
Look Around	5
Fire Grenade Launcher	27
Call Support	40
Load Weapon	See Reload Time
Administer First Aid	(1 each DP) + 7 (medic), 15 (other)
Open/Close Door	4
Drop/Pick-up Item	18
Cut Wire	55
Exchange Item	15
Set Satchel Charge	22
Pick Up Wounded	20
Drop Wounded	8
Set Up Machine gun	16
Take Down Machine gun	26
Surrender	All points to zero
Motivate	25
Enter Tank	24
Exit Tank	16
Secure Tank	30
Load Turret	15
Fire Turret	26

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TROUBLE SHOOTING

Before contacting Technical Support please refer to the 'HELP.HLP' file included on the program CD. This file details useful Trouble Shooting Tips together with notes relating to any late changes made to the program. To view the file please follow the instructions below.

Insert the CD into your CD ROM drive (Cancel/Close any AutoRun screen that may appear). Click on the 'START' button (normally on the bottom left of your screen) followed by 'RUN...'. At the prompt type `D:\HELP.HLP` and click OK. (D should be replaced by your CD ROM drive letter)

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