

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures of epilepsy. If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult a physician before resuming play.

PRECAUTIONS TO TAKE DURING USE

- The PC compact disc is intended for use exclusively on IBM compatible systems with the minimum configurations specified on the system requirements of the game purchased.
- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

HANDLING YOUR COMPACT DISC

- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Take occasional rest breaks during extended play.
- Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

REGISTER YOUR GAME AT

www.eidosregistration.com

CONTACTING TECH SUPPORT

If you have a technical problem with the game, our Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please feel free to contact us via email, fax, telephone or letter. (When contacting us via email or fax, please ensure you put the game title in the subject of your message.)

ASSISTANCE VIA THE WORLD WIDE WEB

The fastest way to answer most questions is by visiting our online support. You may find the latest support information at <http://support.eidosinteractive.com/GI/Customersupport/FaqSearch.jsp>. Our support FAQs are available 24-7 for your convenience. These pages are updated frequently and have the same information that our support techs will use to answer your question if you call or email us. The answers to about 90% of the questions we are asked can be found there, so it really is worth the time to take a look!

The second fastest way to get an answer to your question is to email us. (You will find our email submission forms at our web site.) We typically respond to email queries within 24-48 hours during the business week. Response times can be considerably longer over the weekend, holidays and immediately after a product release. It all depends on how many people we have working and how much email is coming in at any one time, but we do try really hard to get you the right answer as quickly as possible. Weekdays, excluding holidays, during the hours when the phones are open, we still give email questions our highest priority.

Through this site you will also have access to our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available.

ASSISTANCE VIA TELEPHONE OR FAX

We are available to take your calls Monday through Friday from 9:00 a.m. to 12:00 p.m. and 1:00 p.m. to 5:00 p.m., Pacific Time at (415) 615-6220 (voice) or (415) 547-1201 (fax). Our tech support department is closed on all major holidays. **Note: You are responsible for all toll charges when calling.**

To ensure the quickest service you will need to be at your computer and have the following information at hand:

- A complete listing of your computer's hardware. (Contact your computer manufacturer if you are unsure.)
- What version of Windows® you are using.
- A copy of your DirectX Diagnostics report.
 - Click on **Start**.
 - Click on **Run**.
 - Type *dxdiag*.
 - Click on **OK**.
 - Click on the **Save Information** button and save the file to your computer.
 - *When you call our Technical Support line either have this file open or have a printed copy. If you send an email query you may attach the file to the email.*
- What error message(s), if any, you have had.
- How the game is currently configured.

NOTE: OUR SUPPORT AGENTS DO NOT HAVE AND WILL NOT GIVE GAME HINTS, STRATEGIES OR CODES.

PRODUCT RETURN PROCEDURE

In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included and you will need to include a daytime phone number so that we may contact you if necessary. **Any materials not containing this authorization number will be returned to you unprocessed and unopened.**

Your postage paid package should be sent to the following address:

Eidos, Inc. Customer Services
RMA# (include your authorization number here)
651 Brannan Street, suite 400
San Francisco, CA 94107

WARRANTY POLICY

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase (as described in Eidos, Inc.'s Limited Warranty), Eidos, Inc. will replace the item, free of charge, to the original purchaser, if the item is accompanied by the original dated sales receipt, packaging and RMA#. If you do not have the original receipt or the warranty period has expired, Eidos, Inc. will replace the disc for a nominal fee.

Note: You are responsible for postage for your game to our service center.

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Please note: Screenshots in this manual may not represent those in final game.



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INTRODUCTION

Hello, Officer. My name is Colonel Montague Smith. If this is your first action behind enemy lines with the Commandos team, welcome. If you have fought with us before, then it's good to have you back with us.

As you may or may not know, the Nazi army has grown in strength and threatens the free world. You and you alone must mastermind the Commandos team's incursions deep within enemy territory to thwart Hitler's plans and fend off his vile army.

INSTALLATION

Now listen carefully. This is the technical part, short and sweet.

If the Autorun CD option is enabled on your computer, the automatic installation will begin when you insert Disc 1 of **Commandos 3: Destination Berlin™** into the CD-ROM drive.

Otherwise, browse in the root directory of your CD unit and run the file **Setup.exe**. Then follow the onscreen instructions to install the game.

During the installation process, you'll be asked if you want to install GameSpy™ (for multiplayer games through the Internet). Answer **YES** to install GameSpy onto your computer and follow the onscreen instructions.

MAIN MENU

The first thing to do is choose how you want to engage the enemy. You can move through the game menus using the mouse or the **arrow** keys. When an option is highlighted, you can choose it by pressing **Enter** or by clicking with the left mouse button.



SINGLE-PLAYER

Select a Game Profile and a campaign to begin play. Each new player will have to start campaigns from the beginning.

Load Game

Select the game you want to load from the list of saved games. There is a screen capture to help you remember where you were.

Quick Load

Load the last mission saved in Quick Mode.



Select Campaign

You can choose from three campaigns: Stalingrad, Central Europe, and Normandy. You can access any one of these from the start of the game.

Tutorial

Review basic instructions on how to use your Commandos team.

Selected Game Profile

This shows the current Game Profile of your player.

Create New Game Profile

The first time you play, you can create a Game Profile and assign a name for your player. This is where your selected game options and campaign progress will be saved.

Load Game Profile

This allows you to select and access data in an existing Game Profile.

Delete Game Profile

This allows you to delete a Game Profile.

MULTIPLAYER

1. CONNECTION TYPE

TCP/IP (LAN)

2. SELECT A GAME PROFILE

This allows you to select an existing Game Profile.

3. CREATE A MULTIPLAYER GAME

Game Type

There are three types of games:

- Commandos vs. Commandos vs. Nazis
- Commandos + Allies vs. Commandos + Allies
- Allies vs. Allies

Game Mode

- Deathmatch - The last team alive wins.
- Capture the Flag - The team that has the most flags when the game timer runs out wins.

No. of Players

Depending on the number of teams, 2 to 12 (LAN) players can play.

No. of Teams

From 2 to 4 teams can play. If there is more than 1 player per team, the game will automatically be divided into 2 teams. If there are more than 2 teams, there can only be 1 player per team.

Victory Conditions

- Time - The person creating the game can choose the maximum length of the game. Once the time limit is reached, the one with the most points wins. The game will also end when only one of the teams is left alive.
- Points - The person creating the game can select the number of points that must be reached to end the game.

The game will also end when only one of the teams is left alive.

Map Selection

There are different sized maps - keep this in mind when creating multi-player games because it has a direct effect on gameplay.



4. SELECT TEAM

Select the team that you want to play in and the Commandos that you are going to have under your command.

5. CONFIRM GAME

Once you have selected all of the parameters, you have to wait for the rest of the players to connect and confirm that they are ready to start the game.

JOIN A MULTIPLAYER GAME

1. SELECT MULTIPLAYER GAME

Select a game from those created at that time.

2. SELECT TEAM

Select the team that you want to play in and the Commandos that you are going to have under your command.

3. CONFIRM GAME

Once the game has been selected and you have joined a team, confirm that you are ready so that the person who created the game can launch.

OPTIONS

AUDIO

- Master Volume — Changes the overall volume level.
- Music Volume — Changes the volume of the music.
- SFX Volume — Changes the volume of the game's special effects.
- Character Volume — Changes the volume of the human voices during the game.
- Music On/Off — Allows you to select whether or not you would like to listen to the game music during the missions.

VIDEO

- Graphic Quality — Allows you to select the graphic quality for the game in order to adapt the game to match your machine ability. The type of game will not change, just its appearance on-screen. The Low Quality option is recommended for medium-level computers; High Quality for high-level computers.

CREDITS

View a list of the team that brought you **Commandos 3: Destination Berlin**.

EXIT

Allows you to exit the game.



IN-GAME MENU

During each incursion, you can access the menu by pressing the **Esc** key. The game will pause while you are in this menu.

You can move through the game menus using the mouse or the **arrow** keys. The option highlighted can be selected by pressing **Enter** or by double-clicking with the left mouse button. If you click the right mouse button or press the **Esc** key, you will return to the previous menu.



Exit the Game

Exit the game without saving changes.

Load Game

Select the game you want to load from the list of saved games. There is a screen capture to help you remember where you were.

Save Game

Save the game in progress. The current screen is captured to help you remember where you were when you load the game at a later time.

Restart

Start the mission from the beginning.

Quick Load

Quick Load the last Quick Saved game. You can also press the **F11** key from within the level to directly load the Quick-Saved game.

Quick Save

Quick-Save your current position. You can also press the **F9** key during the game to avoid going into the menu. There is only one Quick Save, so each time you save, you will lose the previous situation. If you would like to save a game situation indefinitely, use the **Save Game** option from the menu and you will be able to load and resume that game at any time.

Options

Configure the **Sound** and **Video** options.

A more detailed explanation is available on page 5.

CAMPAIGNS AND TUTORIALS

You must lead your deadly Commandos team throughout Europe. You will carry out missions that hinder and disrupt enemy advancement. You will work with the Allied army for larger scale encounters. Remember: we must defeat the Nazi army and its hunger for world domination!

Commandos 3: Destination Berlin is divided into three campaigns - Stalingrad, Central Europe, and Normandy. There is also a system of tutorials for new officers who have no prior experience within the **Commandos** world.

THE TUTORIALS

If this is the first time you have taken a lead role in the **Commandos** series, we recommend that you start with the tutorials. These will provide you with a simple introduction to the **Commandos** world, giving you a step-by-step, progressive explanation of everything you need to know. They also give you instruction on how to control everything that happens in the game.

There are two tutorials: basic and advanced. In the basic tutorial you learn everything about the execution of basic actions for movement and interaction with enemies and environments. The advanced tutorial sends you on a guided **Commandos** mission.

THE CAMPAIGNS

Stalingrad

We are in Stalingrad. A city of questionable strategic interest, it was once the most fiercely guarded of Russian feudal kingdoms. It is now a city besieged by Nazi troops. They seek to take control of Stalingrad and, as a result, control one of Russia's most powerful industrial centers. During this campaign, there will be bloody guerrilla actions, some all out attacks, and some covert operations in which snipers may play the main role. This is an important time, a meeting of the Allied High Command must be held...

Our mission: Defend the life of Allied General Franklin O'Donnell, even at the cost of our own.

Central Europe

The Franco-German border has been one of the most contended regions during this war, and even more so during the last few years. Many convoys have had to cross "the line" in order to transport weapons, troops, and supplies, giving it vital logistical value in pursuing any military action.

The Nazis, because of their retreat from strongly defended areas, have strengthened their forces in the small town of Saint Avold, where they are loading a train with all the works of art they have looted during their stay in France.

Our mission: Prevent this train from reaching Nazi territory.

Normandy

This is the situation: an enormous Allied force has gathered for the final push into France. Over 7000 ships and more than 150,000 men await off the coast of England for the order to initiate Operation Overlord. The destinations of this assault are the beaches of Normandy, code-named Utah, Omaha, Gold, Juno and Sword. It is imperative to the Allied cause that the enemy troops stationed there are in no position to reinforce the Nazis' defense of the beaches.

Our mission: Eliminate Nazi support camps within the area.

ENVIRONMENT

VIEWS

You can assess your exterior view from four different angles.

To scroll around each of the exteriors, move the cursor to the edge of the screen; you will scroll to the boundary. You can also use the **arrow** keys on the keyboard. Hold down the **Shift** key while using either the mouse or the keys to scroll quickly.

If you press the **Alt** key while moving the mouse, the screen will move around the cursor. This is very useful for seeing your men around you and not losing sight of them.

To rotate the view to the right, press the **Alt** key while clicking the right mouse button or pressing the **right arrow** key. To turn the view to the left, press the **Alt** key while clicking the left mouse button or pressing the **left arrow** key. You can also use the wheel on your mouse to rotate the camera.

In indoor scenes, the camera turns in the same way as with exterior scenes, but the rotation is free and you can see the scene from any angle you want by holding down the **Alt** key and moving the mouse from left to right.



MULTIPLE VIEWS

You can also divide the main screen into several windows by pressing the **F2** key. You can open up to three different views by repeatedly pressing the key. The active view will be outlined in red. You can change views by clicking with the left mouse button on the view that you want.

Each window is completely independent and you can zoom, use the tracking camera, and control your men in each one.



ZOOM IN – ZOOM OUT

You can zoom both indoor and exterior environments. Press the **+** (plus) key to see the details of the map up close. Press the **-** (minus) key for a general view of the area.

To return to normal game scale, press the ***** (asterisk) key on the number keypad.

LOCATE THE ENEMY

Press the **F5** key to see the location of all Nazis on the screen. Also, when you go inside or outside, you can momentarily see all Nazis on the screen.

LOCATE INTERESTING OBJECTS

Hold down the **F7** key to see objects of interest on the map.

THE CURSOR

Move through the scene by moving the cursor to the boundaries. You can perform actions by clicking the left mouse button and cancel them by clicking the right mouse button outside the interface.

The cursor is environment-sensitive; you will notice this as you move around the environment.

MOVEMENT

WALKING AND RUNNING

To move the currently selected soldiers, click the left mouse button once on the place you want to go to and the soldier will walk there.

If you want the soldier to run to the spot, double-click the left mouse button on the destination point; you will get there faster but will make more noise and you may give your position away to the enemy.

Your men will always take the shortest route. This route will be shortened further if you order your man to run to that location, since he will jump over obstacles if possible.

CLIMBING

The Thief can scale walls. Click on the wall to climb. On some walls you can move laterally and peer into windows to then move inside. You cannot shoot while hanging onto a wall. When you exit through a high window with the Thief or Green Beret, you will hang directly from the face of the wall or the wires that run to the window.



LADDERS

All your soldiers can use ladders. Left-click a ladder to use it. You can stop your ascent by right-clicking and resume your climb by pressing the left mouse button again. You cannot defend yourself while climbing a ladder.



SQUEEZE THROUGH GAPS

All your Commandos can crawl through small holes in the scenery when lying down. Left-click on the hole you would like to crawl through.

HIDING PLACES

The Thief can hide. Left-click on the hiding place to use it.

To exit, click either mouse button. Use the **F7** key to display places on the map where you can hide.

SWIMMING

All of your men can swim. To dive into the water, left-click on it. If you want to slip into the water without making noise, make sure your Commando is lying on the ground before clicking on the water.

Once in the water, click once to swim without making noise, and double-click to swim faster. This will make more noise.

To get out of the water, left-click on the bank and you will pull yourself out. If you double-click, your Commando will stand up after getting out of the water and will run to the specified location.

PRESS UP AGAINST A WALL

Blend into walls to help avoid being seen. All of your men can press up against walls.

If you left-click on the bottom of a wall, your Commando will press up against it and will only be visible to enemies at close range, even if he is not wearing a Nazi uniform. By clicking on the bottom of the wall to the left or right of your Commando, you can move while against a wall, maintaining your cover.

To move away from the wall, press the left mouse button on the location you want to move to.



POLES AND WIRES

The Green Beret and Thief can climb to the top of poles to use the wires. The Sniper can shoot from the top of the pole.

Climb a pole by clicking on it with the mouse. Once at the top, move to the left or right by clicking on the wire in the direction you want to move in. To stop, press the right mouse button.

To drop to the ground, press the right mouse button when stationary. If your Commando falls from a great height, he may be injured.



If no one sees you climb onto a wire, you will go unseen by the Nazis while you are hanging from it.

To shoot the Sniper, climb the pole, take out your rifle and fire with the left mouse button. To climb down, click the right mouse button to put your gun away and left-click at the base of the pole.



DOORS

All your men can use doors that are unlocked. Left-click on a door to open or close it. You can hide behind open doors.

Some doors are locked. The Thief may be able to use his Lockpicks to open them.

You can also look through doors to see what is on the other side by selecting the **Examine** icon or pressing the **Z** key and clicking on the door.

You can also throw objects through doorways.



WINDOWS

All the Commandos can look through windows that are at ground level. The Thief is the only one who can climb through them. You can look through windows to see what is on the other side by selecting the **Examine** icon or pressing the **Z** key and clicking on the window.

If you look inside, you will see the interior of the room or building in a window in the upper right corner of the screen. If you are looking through a window with the Thief, you can also climb through the window by clicking the left mouse button. You can climb out of a room through the window with the Green Beret or Thief. Left-click on a window to jump out. You can throw objects through windows.



PICK UP/LEAVE OBJECTS

All your Commandos can pick up and leave objects in the environment. Click on the object you want to pick up to add it to your inventory.

The Green Beret can move large objects like boxes or barrels. To do this, left-click on the object you want to move and then left-click on the place you want to move it to. Once the object is moved, right-click to leave the object on the floor. You cannot run while carrying a box or barrel.

All your Commandos can pick up dead or gagged soldiers and move them using the same method. They cannot run while carrying soldiers on their backs.

To discard an object in your inventory, left-click on your backpack, select the object and drag it out of the pack, and left-click outside the inventory to leave the object on the floor. There is no icon for this action.



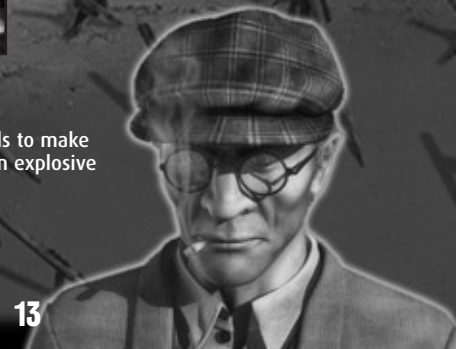
BOXES

These may contain weapons, ammunition, medical kits, or different objects.

The Green Beret can pick them up and move them to a different location.

EXPLOSIVE BARRELS

All your men can shoot at fuel barrels to make them explode. Fire any weapon at an explosive barrel to blow it up.



INTERFACE



The main game interface appears at the bottom of the screen. You can hide it by pressing the **** key. To display it again, press the **** key again.

The options you can use are highlighted as you move the cursor above the interface. Left-click on an option to select or activate it. Some options are available or not depending on the currently selected Commando and the objects in the Commando's pack.

MAIN CONTROL INTERFACE



1. Selected Character

When you select one of your men, his face is displayed in the lower left of the interface, along with the weapons the character has and actions he can perform.

2. Health Level

This indicates the health of the selected soldier. If health runs out, your soldier dies. You can cure yourself using medical kits. You cannot revive a dead soldier.

3. Game Hints Window

This shows game information in real time.

Interface Configuration Buttons

4. Button 1: Activate/Deactivate the faces of the Commandos at the lower left of the screen. Left-click on a face to select that character.
5. Button 2: Activate/Deactivate the interface in the upper left of the screen.
6. Button 3: Shows game hints in the interface or next to the cursor on the game screen.

WEAPONS

To use or activate your Commandos' weapons, select them by left-clicking on the **Weapons** icon or pressing the **Q** and **W** keys to cycle through the available weapons.

If the cursor displays the prohibited sign, the target object is out of range or you cannot use the weapon against it.

When a weapon is selected, the cursor indicates its range; if the crosshairs are red, the target is out of range.

When you right-click on the **Weapons** icon, all available weapons will be displayed.

PISTOL

All your soldiers can use the pistol. Aim using the cursor and fire with the left mouse button. If the target is out of range, the crosshairs will be red.

The Allied pistol has unlimited ammunition. You can pick up enemy weapons and ammunition, but Nazi pistols do not have unlimited ammunition.

RIFLE

All your men can use the rifle. Aim using the cursor and fire with the left mouse button. When the target is out of range, the crosshairs will be red.

The rifle has limited ammunition. You can find bullets on enemies and in ammunition boxes.

ASSAULT KNIFE

The Green Beret and Diver can use the double-edged assault knife.

Select the knife with the mouse or hot key and click the left button to attack with it. The Diver can also throw the assault knife from a distance.

HIT, TIE AND GAG

Your Commandos can hit, tie and gag enemy soldiers.

Click on the Nazi soldier you want to punch. Once the enemy is on the floor, left-click on him to tie and gag him. A tied-up soldier can be freed by other Nazi soldiers.

You can strike indoor walls to attract enemy soldiers' attention. Select **Punch** and click on the wall of the room to strike it. If you double-click on the wall, the blow will be harder and will be heard from farther away.

SNIPER RIFLE

Only the Sniper can use the sniper rifle. Aim using the cursor and fire with the left mouse button. To shoot through windows you can either look out of a window or fire from outside.

If you look out of a window, select the rifle and aim with the mouse. To change the view back to inside the building, click the right mouse button.

If you are firing from outside, take out the sniper rifle and left-click on the window that you want to shoot through. You will then see a window of the interior appear at the top right of the screen. Aim and fire by clicking the left mouse button. Click the right mouse button to put the rifle away.

SUBMACHINE GUN

All your men can use this light automatic weapon. Aim using the cursor and fire bursts with the left mouse button. This weapon has limited ammunition. You can reload it by picking up ammunition from the enemy.

ASSAULT RIFLE

All of your men can use this automatic weapon. Aim using the cursor and fire bursts with the left mouse button. This weapon has limited ammunition. You can reload it by picking up ammunition from the enemy.

HEAVY MACHINE GUN

The Sapper can use this heavy automatic weapon when it is on a tripod, and the Green Beret can pick it up. Aim using the cursor and fire bursts with the left mouse button. This weapon has unlimited ammunition.

HAND GRENADE

All of your soldiers can use hand grenades. Left-click on the spot you would like to destroy. You can throw grenades through doors, trap doors and windows. There is a minimum safe distance and limited range.

MOLOTOV COCKTAIL

Only the Sapper can use this special cocktail.

Left-click on the spot where you want to throw the Molotov cocktail. It will also injure your own men, so be careful.

The number of bottles available is displayed next to the **Molotov Cocktail** icon.

SLEEPING GAS GRENADE

Use the sleeping gas grenade to stun enemy soldiers.

Select the grenade and left-click on the spot you want to throw it at. You can throw it through doors, trap doors, and windows.

The sleeping gas grenade has a minimum safe distance and limited range. The knock-out effect is also limited.

BAZOOKA

Only the Sapper can use the anti-tank bazooka.

Aim using the cursor and fire with the left mouse button. Click the right mouse button to put the bazooka away.

Any remaining ammunition is displayed on the **Bazooka** icon.



FLAME THROWER

Only the Sapper can use the flamethrower.

Left-click on the target to fire. If the crosshairs are red, the target is out of range.

SYRINGE

Only the Spy can use the syringe.

The effect depends on the number of doses you inject into the victim. With one dose, victims will become disoriented, with two they are knocked out and fall to the floor, and three doses are lethal.

Left-click on the Nazi soldier you want to inject—one click for each dose you want to inject.

GENERAL ACTIONS

All your Commandos can perform these special actions.

COVER A POSITION

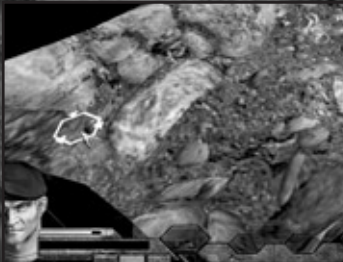
You can post all of your men to cover an area. This applies to both your Commandos team and Allied soldiers under your command. Left-click on the **Cover** icon to post your men in an automatic attack/defense position. To make sure they are facing the correct direction, hold down the **Control** key and right-click in the direction you want to cover.

SWIM UNDERWATER

All your soldiers can swim underwater. You can swim underwater for a limited time, with the exception of the Diver, who can stay underwater for long periods using his diving equipment.

To submerge when you are above water, click the **Submerge** icon or press the **Space Bar**.

You can move underwater using the mouse: left-click on your destination or double-click there if you want to go faster. To return to the surface, click the **Emerge** icon or press the **Space Bar**.



EXAMINE

Obtain information from an object or character in the environment. All your Commandos can do this.

To examine something, left-click on the **Examine** icon or press the **Z** key. You can examine dead or gagged Nazi soldiers, exchange objects between your Commandos, and open boxes to go through their contents. You can look through doors, windows, and stairways, and examine the boxes that you find throughout the map.

EXIT VEHICLE

To exit a vehicle, click on the **Exit Vehicle** icon or press the **X** key.

LIE DOWN/STAND UP

Press the **Space Bar** or click the icon to lie down or stand up. When you are lying down, you will be invisible in the long range of sight of the Nazis. If you are standing up, they will always see you unless you are wearing a Nazi uniform.

EQUIPMENT AND SPECIAL ABILITIES

Left-click on the objects and actions icon to select the active object at that time. If you right-click on the icon, more options will be displayed if they are available.

Left-click on the object you want to use to make it the active object.

Some objects can be activated from a distance. When you select these objects and place them on the environment, new icons will be added to the interface that you can use to activate them. The icons will also usually appear on your backpack.

The number of objects available to you depends on the contents of your backpack and the abilities of the selected Commando.

REMOTE BOMB

This is an explosive triggered by remote control, which can only be done with the Sapper.

Place the bomb by left-clicking on the spot where you want to set it.

Click the **Detonator** icon to set it off. The number of bombs available will be displayed above the icon.



TIMED BOMB

This is a timed explosive that only the Sapper can use. Place the bomb by left-clicking on the spot where you want to set it. The bomb will explode in 30 seconds.

FIRST-AID KIT

This cures and restores life to injured Commandos. All the Commandos can use these, on themselves or on fellow Commandos.

Select the **First-Aid Kit** icon and left-click on one of your men to treat him.

You can also treat the selected Commando from your backpack by clicking the **Use** button and selecting the **First-Aid Kit** with the left mouse button.

The number of doses available is displayed above the **First-Aid Kit** icon.

WIRE CUTTERS

These can cut through barbed wire and fences and can be used by all Commandos. Left-click on the area where you want to use them.

MINE DETECTOR

The Sapper can use this to detect buried mines. Search for mines by left-clicking on the environment. You will walk to the place you indicated. If there are any mines within the detector's radius, you will be able to see them.

When your Sapper detects a mine, stop him by clicking the right mouse button.

To deactivate a mine, place the cursor on it and left-click when the Deactivate Mine cursor appears.



DISGUISE

All your Commandos can use the uniforms of Nazi soldiers to pass undetected in the long-range enemy view. Only the Spy can approach a soldier at close range without raising suspicion when wearing a Nazi uniform.

Click the **Enemy Uniform** icon to wear an enemy soldier's uniform. To remove the Nazi uniform, click the icon again. If you perform any suspicious actions in view of the enemy, you will be revealed.

Obtain enemy uniforms by stealing them from soldiers that you render out of commission.

DISTRACT

Only the Spy can do this and only when he is wearing a Nazi uniform. You can give orders if the rank of your uniform is higher than that of the Nazi soldier you are going to distract. The higher your rank, the more orders you can give.

Left-click on the enemy you want to distract. In the interface, select the action you want him to perform. You can order him to look in a particular direction, or leave his post and go somewhere else. When you leave the soldier, he will return to his initial position.



ROPE LADDER

This allows your men to reach high places. Only the Thief can put it in place, but once it is set up, all your Commandos can use it.

Click on the top of a wall, fence, building facade or window to set it up. To use it, hold down the **Shift** key and left-click on the ladder. You can use any Commando to retrieve the ladder by holding down the **Shift** key and right-clicking on the ladder.

GRAPPLING HOOK

Only the Diver can use this equipment. Place the cursor on the wall that you want to scale and press the left mouse button. To pick up the grappling hook, click on the top part of the hook. You can only collect it from above.

ANTI-PERSONNEL MINE

Only the Sapper can set and deactivate anti-personnel mines. Select the mine and left-click on the spot where you want to set it.

You can deactivate mines if you have a mine detector. A deactivated mine can be picked up by any of your Commandos and reused by the Sapper.

You cannot set off your own mines. They will only explode when an enemy steps on them.

ANTI-TANK MINE

Only the Sapper can set and deactivate anti-tank mines. Select the mine and left-click on the spot where you would like to set it.

You can deactivate mines if you have a mine detector. A deactivated mine can be picked up by any of your Commandos and reused by the Sapper.

You cannot set off your own mines. They will only explode when an enemy vehicle runs over them.

NARCOTICS

All your Commandos can use this fast-acting narcotic. You can apply it to meat from the backpack. Then offer it to enemy dogs to make them fall asleep.

RADIO

All your soldiers can use the long-range transmitter. Click on the radio to use it. In some cases, you may need a code to be able to transmit.

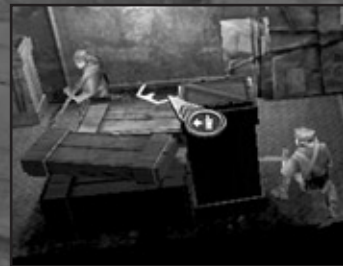
PICK-POCKET

Use the Thief to follow an enemy soldier and examine his backpack to relieve him of important items. Left-click on the enemy soldier to move behind him and follow. Once you are immediately behind him, left-click on the soldier again to access his backpack.



DECOY

All your Commandos can use the radio-controlled decoy. Click the left mouse button on a point on the map to leave the decoy on the ground. Activate it from the interface to attract the attention of the enemy. Click the **Decoy** icon again to turn it off. You have to pick up the decoy if you want to use it again in another location.



CIGARETTES

All your Commandos can use cigarettes. Click the left mouse button on a point on the map to throw the cigarettes on the ground.

When a Nazi soldier sees the pack of cigarettes, he will approach to pick it up, and loiter while he smokes a cigarette. Not all enemy soldiers will investigate. You will find tobacco in the packs of some enemies.

DIVING GEAR

Only the Diver can use the diving equipment. Click the **Diving Gear** icon on the interface to equip it. The Diver can now remain submerged for an indefinite period of time.

UNIFORMS OF SERGEANTS, NAZI OFFICIALS, SS OR GESTAPO AGENTS

The Spy is the only one who can use a uniform for a rank above Private. With the uniform on, the Spy can approach any Nazi without being discovered and give orders (if he has a higher rank than the Nazi). SS and Gestapo agents will uncover the Spy regardless of which Nazi uniform he is wearing.

BACKPACK

The backpack for your selected Commando is displayed in the lower right of the interface. Left-click on it to see its contents.

You can save all the objects you find during the mission in your backpack, including weapons, ammunition, medical kits, etc., until its 24 boxes are filled. If you have no free boxes in the backpack, you will not be able to carry any more.

When you are reviewing the contents of your backpack, the game pauses and you have the following options:

EXIT

Exit the backpack back to the game screen. You can also press the **Esc** key to close the backpack.



EXCHANGE

This allows you to select another Commando near you and exchange objects between backpacks.

Left-click on the Commando you want to exchange with. Then left-click on the object you want to exchange. Leave it where you want by left-clicking again. If you click outside of the inventory, you will leave the object on the ground.

USE

Use an object in the backpack.



TACTICAL INTERFACE

MAP

Click on the **Map** icon or press the **F4** key to open the mission map with information on the enemies.

To hide the map, click on the icon or press the key again. You can also right-click on any part of the screen.



ENEMY VIEW

Use enemy view to discover whether or not an area is being covered by the enemy.

Select the **Field of Vision** icon and click on a part of the environment to see if it is being covered by the enemy. If more than one enemy is covering the same place, the views displayed will alternate.

You can also press the **Enter** or **Tab** key and left-click on the ground.

TRACKING CAMERA

You can assign a camera to an ally or enemy soldier to follow him through the map.

Click on the **Camera** icon in the interface, or press **F3** and select the soldier or vehicle you want to follow.

To deactivate the tracking camera, click the icon or press the key again. You can also left-click on any part of the screen.

You can have up to three views on the screen at the same time and assign a camera to each one. You can zoom and change the camera, keeping the character in the center of the screen.



Alarm Status

There are two types of enemy alarm status: normal and alerted.

When the status is normal, the view is shaded green and enemy soldiers take their time reacting when they see something out of the ordinary.

If they are in alerted status, their view is shaded red and they react immediately if they see or hear something suspicious.

After a period of time in alerted status, they will relax and return to normal status.



Weapons

The weapons used by the enemy depend on rank:

Sergeants and officers use a pistol.

Soldiers have rifles and assault machine guns.

Civilian enemies defend themselves with their hands: mechanics, workmen, office workers and sailors. They are not very dangerous, but can sound the alarm and attract more Nazi soldiers.

Special Units

Nazi snipers have special vision that is much longer and narrower than that of normal soldiers. They can see your men even if they are crouching down, and you will know they have seen you because crosshairs will appear on the Commando at which the sniper is aiming. If a sniper sees one of your men, you will only have a few seconds to move your man to safety.

The enemy grenadier unit can throw grenades both outdoors and indoors.

Enemy watchtowers on cliffs can see for long distances. If they see our boys, they will alert the artillerymen and inform them of the position on which to open fire.

There are heavy machine gun posts. If you take over one of these, you can use it with your Sapper. Due to his great strength, the Green Beret can carry and fire the machine gun while walking.

Patrols

These consist of several soldiers guided by an officer. They patrol and also escort if required. When an alarm is raised, more patrols will attend and guard the area.

SELECTING CHARACTERS

INDIVIDUAL SELECTION

To select one of your men, press the assigned key on the keyboard. Once the man is selected, press the selection key again to center the screen on the character.

1 key: Green Beret

2 key: Sniper

3 key: Diver

4 key: Sapper

5 key: Spy

6 key: Thief

7 key: Allied Soldier. Press this key repeatedly to cycle through the Allied soldiers under your command.

8 key: All Commandos.

You can also select them by left-clicking the face of the Commando on the side bar, right-clicking on a soldier or by using a selection box.

To create a selection box, right-click and drag the cursor until a selection zone including the soldier(s) you want to control is formed. Release the button to select.

Press the 0 key to deselect any or all soldiers.



MULTIPLE SELECTION

You can select several of your men at the same time and give them orders simultaneously. Right-click and drag the mouse to create a selection box around the soldiers you want to select.

You can also right-click on a soldier and while holding down the **Ctrl** key, right-click on another soldier to select/deselect him. To deselect all the soldiers, press the 0 key.



CREATING GROUPS

You can create groups of soldiers and assign a hot key to them to enable you to select them quickly. Select a group of soldiers by using a selection box. Then press **Alt** and the any key from 1-9 to form a group.

To select the group again, press **Shift** + 1-9.

HEAVY WEAPONS

In several of the missions, you will find mobile artillery and emplacements for heavy weapons that can be used by the Sapper and Green Beret.

CANNON

The Sapper and Green Beret can fire the cannon. Left-click on the cannon to use it. Use the cursor to aim. To fire, hold down the **Control** key and left-click at the required location.

You can move the cannon with the help of two of your men. The Green Beret can move it alone, due to his immense strength.

Note: You cannot move and fire at the same time.

HEAVY MACHINE GUN

To have the Sapper use this weapon, left-click on the heavy machine gun. You will move into position and can fire by left-clicking on the target. To exit the heavy weapon position, click the right mouse button.

The Green Beret must first pick up heavy weapons from their tripods. He can fire them while walking. He cannot use them from installation positions.

To pick up a heavy weapon, click on it. To fire it, hold down the **Control** key and left-click on the target location.

To stop firing, press the right mouse button. If you are close to a tripod, you will place the weapon on it; otherwise you will leave it on the ground. The Sapper will then not be able to use it and he isn't strong enough to pick it up.

Note: Heavy weapons do not run out of ammunition.



VEHICLES

ENEMY VEHICLES

Over the course of your missions, you will find different vehicles that you can use as long as they're not in use by the enemy. You can destroy them with the bazooka, bombs or anti-tank mines.



DRIVING AND FIRING FROM VEHICLES

All your men can drive vehicles. Left-click on a vehicle to get into it. Drive by using the **arrow** keys or by left-clicking on the area you want to go to. To accelerate, hold down the **Shift** key or double-click on the environment.

If the Sapper is driving and the vehicle is armed, press the **Control** key and click the left mouse button to fire. To exit the vehicle, click the **Exit Vehicle** icon.

Vehicles are:

Transport Trucks

Trucks are not armed and have no armor. They can transport 8 soldiers at a time.

Open SDK

This vehicle is armored and armed with a heavy machine gun. It can carry 6 men.

Nazi Officer's Car

This vehicle is not armed and has no armor. It can carry 4 men.

Covered SDK

This vehicle is armored and armed with a light cannon. It can carry 9 men.

All-terrain

The ATV is not armed and has no armor. It can carry 4 men.

Sidecar

The sidecar is armed with a machine gun. It can carry 2 men.

Tank

The tank is armored and armed with a cannon. It can carry 2 men. Grenades and anti-personnel mines will not damage it. You can only destroy it with an anti-tank mine, a bomb, or by using a bazooka.

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