



WW2 TOTAL

<http://ww2total.com>

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*Game manual for
version 1.4.0
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CONTENTS

1. INSTALLATION.....	5
1.1. Examine system conditions.....	5
1.2. Minimal system requirements.....	5
1.3. Needed for Multiplayer	6
1.4. Clearing of the system before game start.....	6
1.5. What is DirectX ?.....	6
1.6. Installation of the game.....	7
1.7. Uninstallation or renewed installation of the game.....	7
1.8. Before the game start.....	7
1.9. Game start.....	9
1.10. Setting up a game.....	9
1.10.1. Single player – new game.....	10
1.10.2. 'Hot Seat' game.....	10
1.10.3. Multiplayer – host a game.....	11
1.10.4. Multiplayer – join existing game.....	11
1.10.5. Loading a saved game.....	12
2. THE STRATEGIC GAME PLAY.....	13
2.1. Game screen.....	13
2.1.1. General map.....	13
2.1.2. Unit selection.....	13
2.1.3. Data of the unit.....	14
2.1.4. Buttons.....	15
2.1.5. Turn information.....	15
2.1.6. Compass.....	15
2.2. THE 3D WORLD.....	16
2.2.1. Land province borders.....	16
2.2.2. Terrain.....	17
2.2.3. Weather and clima.....	19
2.2.4. Province marker and city boxes.....	20
2.2.5. Buildings.....	21
2.2.6. Units.....	22
2.2.7. Blocking provinces.....	22
2.3. Overview of the controls.....	24
2.4. Order phases.....	25
2.4.1. Offensives.....	25
2.4.2. Support for offensives of allies.....	26
2.4.3. Air & Sea attacks.....	28
2.4.4. Strategic movements.....	29
2.4.5. Politics.....	30
2.4.6. Research.....	32
2.4.7. Production.....	33
2.5. Order execution (evaluation).....	35
2.5.1. Offensives (evaluation).....	35
2.5.2. Sea battles (evaluation).....	37
2.5.3. Air battles (evaluation).....	38
2.5.4. Strategic movement (evaluation).....	39
2.5.5. Politics (evaluation).....	39

2.5.6. Research (evaluation).....	40
2.5.7. Production (evaluation).....	40
2.6. End of the game and victory.....	41
3. FIRST PERSON SHOOTER (FPS) BATTLES (*).....	42
3.1. HUD-Display.....	42
3.1.1. General map.....	42
3.1.2. Respawn points.....	43
3.1.3. Weapon and reticule.....	43
3.1.4. Informations about the players unit.....	43
3.1.5. Available time.....	44
3.2. Overview of the Controls.....	44
3.3. Air support.....	45
3.4. End and victory in a FPS battle.....	45
4. PROBLEMS WITH THE SOFTWARE.....	46
4.1. Crashes.....	46
4.2. Sound problems.....	46
4.3. Support.....	47
5. LICENSE TERMS.....	48
5.1. Permitted use.....	48
5.2. Inadmissible use.....	48
5.3. Scenario editors, editor tools.....	48
5.4. Replacement.....	49
5.5. Adhension rules.....	49
6. INDEX.....	50

Important Note:

(*) indicates parts of sections of the rules of the game, which are currently under revision or for further development and therefore not suspended. *WW2 Total* is under continuous development and improvement, so that such temporary restrictions or changes to the rules of the game can not be avoided, unfortunately. These sections will be released and available with one of the following free updates.

1. INSTALLATION

Please check that your computer corresponds to the minimum requirements of the game, which are specified further down and on the game homepage <http://ww2total.com> . **It is extremely important that your computer fulfills these minimum requirements, so that the game runs without troubles.**

1.1. Examine system conditions

With the assistance of the DirectX diagnostic program you can get information about your conditions for system receive, if you are not safe, what this topic concern.

- Start the DirectX diagnostic program, by clicking after wards **on** the start Button in the task border and select **run**. Enter **DXDIAG** into the dialoge box . The DirectX diagnostic program is started.
- Your conditions for system are indicated in the register **System**. In the registers **Display** and/or **Sound** you will find information about your display and/or sound settings.
- Comparisons these data with the minimum requirements further down. As rule you can note that on a computer, which fulfills the minimum requirements the game will run with the lowest display and sound settings. On a computer, which fulfills also *the recommended* conditions, the game runs also still smoothly, if you selected higher attitudes.
Note: Only experienced users should make changes at the attitudes in the DirectX diagnostic program.
- **If you have problems, to start the game and you need assistance, then read the section clearing of the system before that kind of playing.**

Do you have problems, because the game crashes ? Then read the section before that kind of playing in this guidance!

1.2. Minimal system requirements

- Windows ME, Windows 2000, Windows XP, Windows Vista
- DirectX9.0c (from August 2007 or later) or higher
- Intel Pentium or AMD K6-Processor with 1600 MHz
- 512 MB RAM
- 400 MB free disk space and additional storage location for game saves (in addition the Windows commit charge and the installation of DirectX 9 need likewise storage location)
- Direct3D-usable graphic card with at least 64 MB (e.g. GeForce3). In order to be able to use the DirectX9-Features, should be used the GeForce FX or an equivalent card with the associated drivers.
- DirectX9-usable sound card (for example SoundBlaster Audigy/Audigy2 sound map)
- Keyboard
- Mouse

1.3. Needed for Multiplayer

Internet (2-4 players)

- Broadband Internet connection (DSL, cable modem or faster)
- on every computer a software installation with different license keys for each computers

Network (2-4 players)

- TCP/IP compatible network
- on every computer a software installation with different license keys for each computers

1.4. Clearing of the system before game start

Before a new software will be installed, it is **important** that the hard disk is in good condition. We recommend therefore to regular run ScanDisk and Defragmentation. Thus ensured that games run as error free as possible. Beyond that your computer functions in a better way, if the hard disk is in a good condition, and then also other software runs more stable and faster.

- **ScanDisk (Win98/Me) and/or error check (Win2000/XP) searches** for errors on the hard disk for errors and repairs it.
- The **defragmentation of the hard disk** guarantees that the data are correctly sorted. Thus it is to be avoided that data are damaged. In addition the defragmentation favors the processor speed.
- The **hard disk data clearing** settles the hard disk of necessary files and in such a way frees place on the hard disk, so that there should be no problems with the installation.

Within the Windows assistance you find further information for implementing ScanDisk/Error checking, the Defragmentation and to the hard disk clearing:

1. Click on the start Button and select assistance.
2. Click now on the option *searches* and give the references 'scanDisk' (at Win98/ME), 'Error checking' (with Win2000/XP), 'Disk Defragmenter' and 'Disk Cleanup'. Assistance files are then indicated to these points.

1.5. What is DirectX ?

DirectX is a component of *Windows 98, 2000, ME , XP and Vista* . It makes it possible for Windows to access very fast certain components of your PC, so that the most current games on your PC are running. If new technologies are used, e.g. 3D-speed-up or 3D-Sound cards of the new generation, DirectX supports these new technologies. For the game DirectX9c is needed, which can be downloaded and installed additionally from the games web site <http://ww2total.com> In order to run free of troubles, DirectX possibly needs the most current software drivers for graphic cards, sound card or 3D-drivers. If driver versions are used, which have no DirectX9-support, problem possibly arises regarding graphics or sound during the game.

You find further information to DirectX on the official Website under <http://www.microsoft.com/directx>

How do I install DirectX9 ?

After you have downloaded the Installer for DirectX from the download page of <http://ww2total.com> start the file **dxwebsetup.exe**.

The Installer is from Microsoft, examines your computer for the necessary components and downloads the about 10 MB large files directly from Microsoft and installs these.

Alternatively you can download the file also directly from the Microsoft download site.

1.6. Installation of the game

Run the file **ww2total-(version#-build#).exe**, which you have downloaded and follow the instructions.

1.7. Uninstallation or renewed installation of the game

If problems arise within playing or the game was not correctly installed, you should remove it:

1. Click on the **Start** Button and select **Control panel**, then **Software**. Search in the list for **WW2Total** and click on it for the deinstallation.
2. In order to install the game after this, you go forward as in the section *installation of the game* described.

Important note: It is urgently recommended not to deinstallate the game manually since thereby some files belonging to the game are possibly not removed correctly. It is normal that by the game provided files remain as stored saved games, repetitions or other play-specific files also after the deinstallation on the computer. If these files are to be likewise removed after the deinstallation, you delete them simply in such a way, as you delete also otherwise files of your computer.

1.8. Before the game start

Sometimes programs which runs on your system can use resources which the game needs in order to run properly. These programs are not all directly visible, and many are loaded automatically when starting of the computer. There are numerous programs, so mentioned 'background tasks', always implemented on your system. In rare cases these can cause a crash of the game.

Important note: If you close these 'background tasks', in order to optimize your system for the game, then they are not available longer after completion. Pay attention, to activate these applications after playing again, by starting the computer again.

Anti-virus and system protection programs

If on your system, as fundamental recommend, an anti-virus or a system protection program (e.g. a Firewall with Multi player plays) run, you should terminate these and/or deactivating, before you play. In addition you click with right in the Windows Task bar on the program icon and select **close**, **deactivating** or the appropriate option.

Close general background applications

As soon as the anti-virus and system protection programs are deactivated, you should terminate all unnecessary background applications, since they can sometimes cause problems with the installation or during playing the game.

Windows 98/ME

1. Pressures at the same time the keys **Strg+Alt+DEL**. The window **APPLICATIONS** as well as a list of all background applications, which run at present on your computer, appears.
2. In order to terminate an background application, you click on the names in the list and then on the Button **End Task** .

Note: It is important that you **DOE NOT CLOSE** the background applications **Explorer** and **Systray**, **since these are essential, so that Windows works correctly**. All other background applications can be terminated.

3. The window will be closed, and those application is terminated. Repeat this procedure, in order to close also all other background applications.

Windows 2000/XP Professional

1. Pressures at the same time the keys **Strg+Alt+DEL**. The window **Windows Security** appears.
2. Click now on **Task Manager**. In the window **Task Manager** you terminate an background application, by first click in the list of the register map **Applications** on their names in the list and afterwards click on **End Task**.

Note: Depending upon computer attitudes the window **Windows Security** appears direct with some Windows 2000/XP-Professional users after pressing **Strg+Alt+Entf**, so that the task manager immediately can be accessed.

Windows XP Home

1. Pressures at the same time the keys **Strg+Alt+DEL**. The window **Task Manager** appears.
2. In the window **Task Manager** you terminate an background application, by first click in the register map **Applications** on their names in the list and afterwards on **End Task** .

Important note: Remember that you activate all background applications, which you closed with the next restart of your computer again.

1.9. Game start

After the installation you press **programs** at the **START MENU** and then select **WW2Total** from the list.

With the **first program start** you have to choose between the English and German language settings (although, it can be changed again within the options menu).



In the *Free Edition* you could enter correctly your license key (into the golden field under **License** key and please take care to do no mistake) and name (into the field under **user name**) according to the data, which you received with the order confirmation e-Mail for the *Deluxe Game*. If you do not have valid informations, you can only start the *Free Edition* by pressing on the “**continue**” - button.



After this, the main menu (see right) appears, in which you have the following specified options: for a **single player game**, participating at an existing **multiplayer game**, creating a **multiplayer game**, changing the settings of various **options**, or **quit** the program. Following all options are described in detail.



1.10. Setting up a game



Before you start a game, you should optimize the general settings under **OPTIONS**.

At **Screen resolution** select a screen resolution suitable for you (usually on slower computers a smaller resolution should be selected).

The **Camera speed** (left slower, right faster) determines how fast your camera can move over the strategic 3d world map.

The **Unit movement speed** determines how fast the units are moving on the strategic 3d world map.

The **Visibility time for text screens** determines the duration of the display of event information or buttons for

special commands during the strategic gameplay. By selecting settings further to the left, these boxes appear only briefly and must not always be closed by a mouse click.

The **Time factor for animated battles** determines how long and how many effects and noises during battles on the strategic map are displayed. Settings further to the left reduces the execution time of these battles.

The **Production points bonus for AI** determines additional or less production points (PP's) for nations which are controlled by the *artificial intelligence (AI)*. When the controller is in the centre, AI nations will become the same PP's as nations which are controlled by a human player. On the far left, it will be only 50% and far right it will be 150% of the normal PP's.

At **Language** you can change between German and English language settings.

At **FPS battles** you activated or deactivated the First-Person-Shooter battles for the gameplay. This option is for players who are only interested in the strategic game or want to play faster and without any shooter battles.

Sound volume determine the volume of the sound effects, music etc. during the game play.

Accept terminates the option menu and the settings are taken over.

1.10.1. Single player – new game

If you like to play alone (or with several fellow players at **one PC** - see following “Hot Seat”) against AI opponents, select the option “**Single player**”. In the menu you can load then either a **saved Game** (see “Saved Game” following) or **start a new game**. In addition, you select first the **scenario** and there after by mouse-click on the flags one or more playable **nations** (in the free edition only a limited number of nations is playable).

If **no nation is selected**, the game starts after a further confirmation with all nations played by the AI (*artificial intelligence*) and you can watch it. As a side effect, the AI will also be further trained, i.e. it improves. **You can break the AI game by pressing the [RETURN] button during the order phase.**

Their **current selection** is listed underneath the flags.

By clicking on the button “**Start**” the prepared game will be started, by clicking on “**Cancel**” the menu will be left.



1.10.2. 'Hot Seat' game

You can also play with **several friends with one PC** in a “*Hot Seat*” game. You select everything just as before described and **all nations** which should be played by you and your friends. During the game each player enters it's instructions successively for his nation, while the result of the orders can be watched by all players at the same time at the screen.

1.10.3. Multiplayer – host a game



To host a game with multiple players over a local network connection (LAN) or over the Internet via TCP / IP connection, choose *'Host Multiplayer'* in the main menu.

First you have to choose between a *'New game'* or a *'Saved game'*. Then you select the maximum number of players and your own nation to play.

To create the game, press the button *'Create'*.

Subsequently, the name of the created game is visible at the

top of the screen. Now you should give the other players some time to connect to the game. As a player successful connected, the flag of his nation elected slightly transparent, and the number of registered players and gaming positions is visible at the information line below. If all the players are connected or you have waited long enough, you can start the game by clicking the *'Start'* button.



1.10.4. Multiplayer – join existing game



In the main menu select *'Join Multiplayer'* to join an existing multiplayer game. First, all possible network connections will be checked.

After this, at the left top a small menu appears, where you should put in the IP address of the server (eg 192.168.2.2). This IP address you should previously get from the player who hosts the game as the server. This is absolutely necessary for connections over the Internet.

Subsequently, a list of available games with their description is visible at the top (new or saved game and scenario, maximum number of players, nation of the host, date for saved games, existing and maximum players). To connect to a game, you must first select your preferred nation by clicking on the flag (this may not be the nation used by the player of the server).

Now a connection to the server will be established. If your preferred nation was already taken over by a other player, then the server will disconnect you and you have to restore the connection by clicking on the flag of another available nation.

If you have successful logged in, the flags of all nations occupied are slightly translucent shown, and below you will receive information about the game. Now you have to wait until the server starts the game or by clicking the button *'Cancel'* to exit the game and menu.



Important: there should be running not many background applications for multiplayer games. For example, virus scanners, browser and media players (Windows Media Player, Real Player) will result in problems and crashes !

From where can I receive my IP address as the hosting player (server) ?

The player who hosts the game as a sever get's his own IP address in

Local network: Press the button *START* and opens *SYSTEM CONTROL*. Then *NETWORK CONNECTIONS* and the appropriate LAN connection open. Then open *INTERNET PROTOCOL (TCP/IP)*. There the IP address can be read off or specified (e.g.: 192.168.2.3).

InterNet: If you are online, visit for example the web site

<http://whatismyipaddress.com/> or

<http://www.ip-adress.com/ipaddresstolocation/> .

Your IP address (e.g. 213.5.55.9 *Lookup IP Address*) is visible on this web sites. Deliver this address now by e-mail, phone or chat (e.g. over ICQ) to your players, so that they can log into the game.

1.10.5. Loading a saved game

You can also continue to play one of your saved games. You can select the **last game** or one of up to nine other saved games by click on the left buttons. For your information, the scenario, the active nation, the number of players, the historical date of the saved turn and the type of the game is listed.

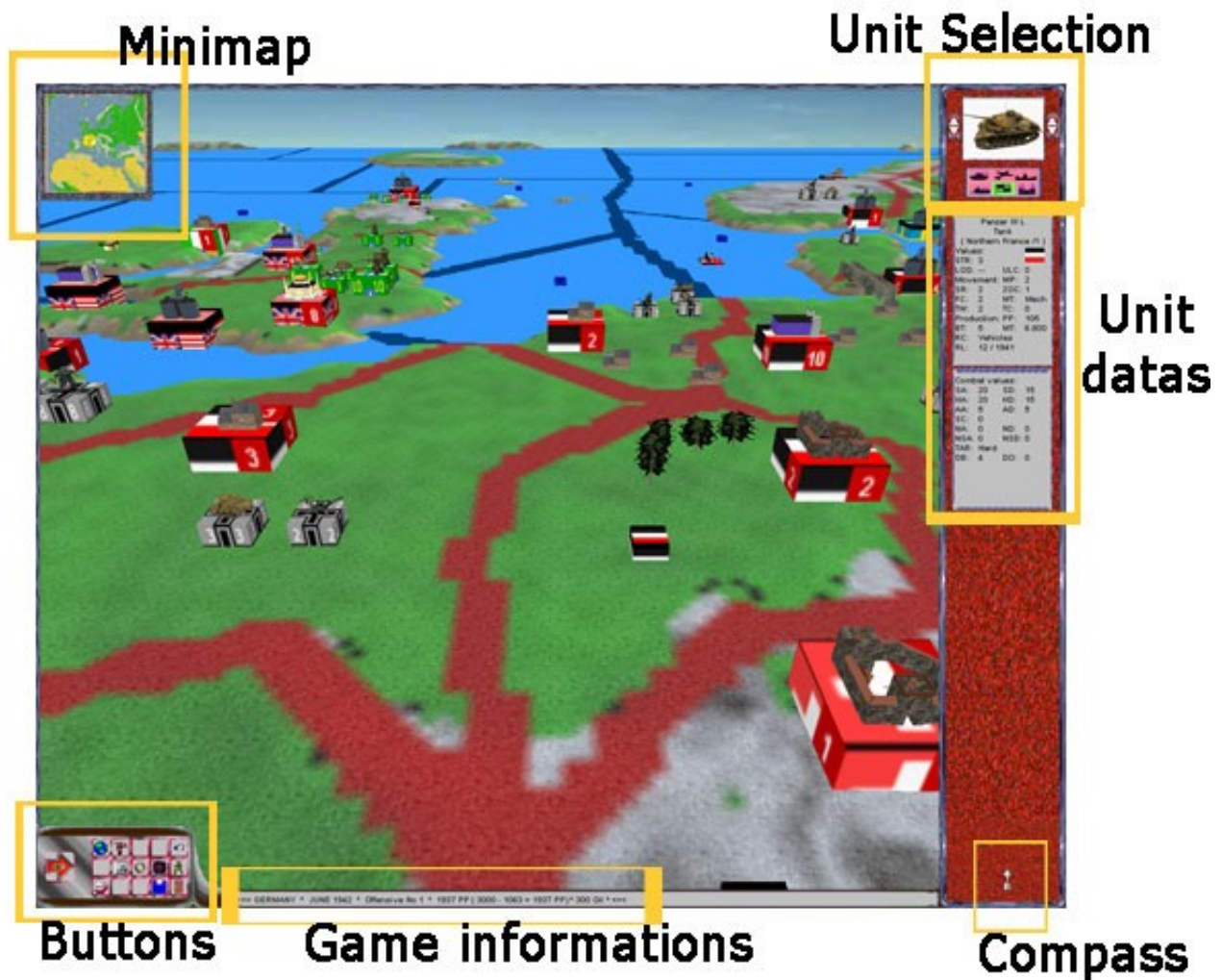
By click on the button "**Load**" the saved file will be loaded and the game continues. The button "**Cancel**" again returns you to the previous menu.



2. THE STRATEGIC GAME PLAY

2.1. Game screen

The game screen is divided into the following parts:



2.1.1. General map

Left above is a small general map of the game map. By click on one point of this small map the camera will be placed over this point of the 3d world.

2.1.2. Unit selection

By clicking on a unit or a building in the 3d world, a picture of it can be seen on the right side top. In addition, by clicking on the *high/down buttons* on the left and on the right of the unit picture the next/preceding unit in the province and/or the following/preceding province is selected.

By clicking on one of the selection symbols under the unit picture, you can filter the selected units. From left to right and above to downward this are land units (tank symbol), aircrafts (airplane symbol), ships (ship symbol), cities (house symbol), all units (flag symbol) and factories (factory symbol).



The active selection is with an **green background**.



2.1.3. Data of the unit

For the selected unit all important data are listed. These are:

- **Name** (in the example on the left of the British (player of the Anglo-Americans) fighter *Supermarine Spitfire V*)
- **Unit category** (in this case a *Fighter*, which is an aircraft)
- **Province** (here in *Southern England* as first unit)
- The **flag** indicates the nation (player).

Values:

- **STR:** Number of units of this type (*here 3 fighters, which indicates also the number on the unit box in the 3d world*).

- **LOD:** if loaded in a ship, on which unit number (*here NOT "--"*).

- **ULC:** used loading capacity of shipped units (*here zero*).

Movement:

- **MP:** Movement range (*here 4 provinces*).

- **SR:** Attack range (*here 2 provinces*).

- **ZOC:** *Zone of Control* - Reaction range by hostile attacks around (*here one province far*)

- **FC:** Fuel capacity (Oil) used per province distance movement.

- **MT:** Movement type (*Air*)

- **TW:** Transport weight (*here 2 for loading into a other unit, like a transport ship or aircraft carrier*)

- **TC:** Transportation capacity (*here zero – transport ships or aircraft carrier have always some*)

Production:

- **PP:** Costs in 'production points' (*PP, here 182*)

- **BT:** Construction period in turns = months (*here 6 months*)

- **MT:** Maintenance cost for each turn (*here 27.29 PP*)

- **RC:** Research class

- **RL:** Research month/year (*here May 1940 = 5/1940*)

-**EU:** Existing units of this type with this nation (player).

Combat values:

- **SA:** Soft Attack (by own attack against unarmored land units, like infantry)

- **SD:** Soft Defense (in the defense against unarmored land units)

- **HA:** Hard Attack (by own attack against armored land units, like tanks)

- **HD:** Hard Defense (in the defense against armored land units)

- **AA:** Air Attack (by own attack against airplanes)

- **AD:** Air Defense (in the defense against airplanes)

- **SC:** Strategic attack (against factories)

- **NA:** Naval Attack (by own attack against surface ships, like battle ships, freighters)

- **ND:** Naval Defense (in the defense against surface ships)

- **NSA:** Naval Sub Attack (by own attack against submarines).

- **NSD:** Naval Sub Defense (in the defense against submarines).

- **TAR:** target type.

- **DB:** durability, ruggedness, armor (*how many hits the unit can project, before it is destroyed - actual here two*)

- **DO:** dodge chance (mobility to avoid a hostile attack in the battle - here 30%)

2.1.4. Buttons

At the bottom left hand corner are a set of buttons for different actions:



Go: ends the current turn phase and starts the next one.



Places the camera over the own capital.



Changes between free and fixed camera mode.



Cancels the last command action (“Undo” - function).



Opens the production menu window for all new units with completion date.



Opens the research window menu to check the research progress in various categories.



Opens the politics menu window to view the state of relations between you and other nations.



Opens the unit viewer with all the 3d models and their datas.



Opens a new window with this game manual for help.



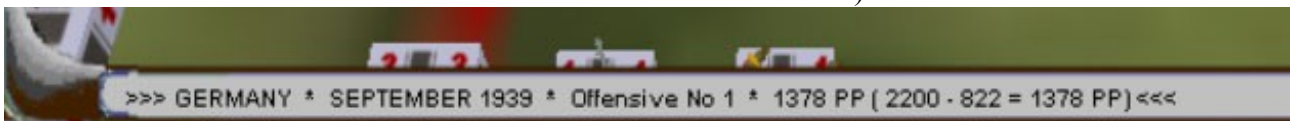
Switched to the menu for game saving.



Leaves the running game (*Attention: without saving !*)

2.1.5. Turn information

Here current game turn information are visible, like e.g. the active player nation, game month and year, turn phase, points of production (PP), current monthly income of PP, consumption by maintenance for the units and the available PP for the current turn).



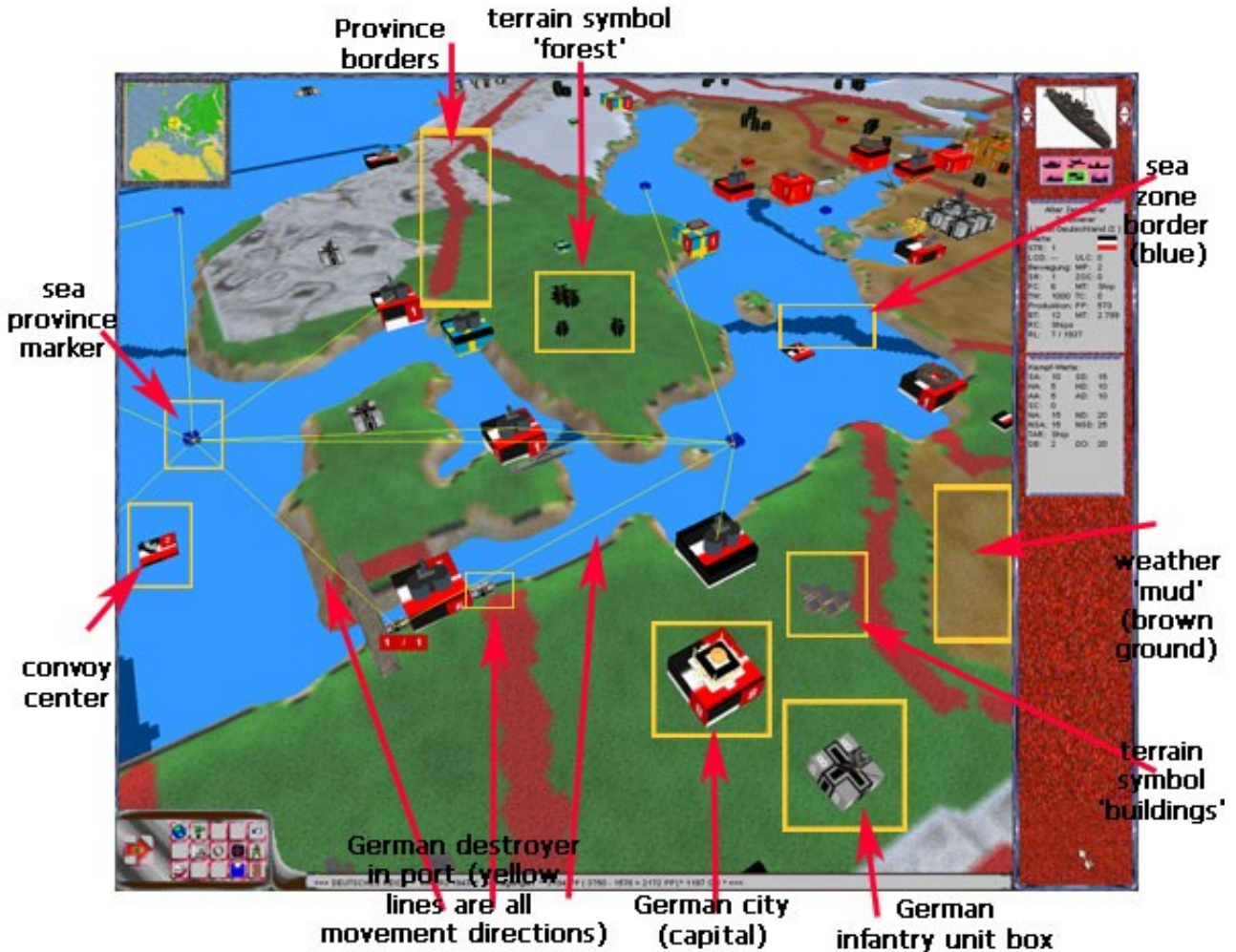
2.1.6. Compass

The compass arrow shows in each case toward the **north direction**.

2.2. THE 3D WORLD

The biggest part of the game screen is taken by the 3d map of the world. The camera can be moved in all directions and there is a option to move the camera and camera angles completely free.

During approximation to the surface the camera angle will be flattened as would the player walk on the world and with maximum distance the view is from above, like the view on a ordinary map.








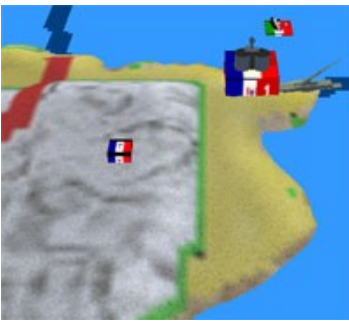



2.2.1. Land province borders

Land province borders are represented with red lines on the map.

2.2.2. Terrain

The **terrain** of the provinces is represent by the following symbols:

<i>Terrain</i>	<i>Example – symbol</i>	<i>Description</i>	<i>Movement</i>		<i>Attack / Defense</i>	
				***: impossible		
Sea		Sea is represented by light blue color. Each sea-province has a blue marker in the center, if there are no ships on it (as in the example left).	<i>Foot</i>	***	<i>Air attack</i>	- / -
			<i>Mot</i>	***	<i>Artillery</i>	- / -
			<i>Mech</i>	***	<i>Infantry</i>	- / -
					<i>Motorized</i>	- / -
					<i>Mechan.</i>	- / -
Open		In provinces with a large part of <i>open terrain</i> none of the following special symbols are visible.	<i>Foot</i>	-	<i>Air attack</i>	- / -
			<i>Mot</i>	-	<i>Artillery</i>	- / -
			<i>Mech</i>	-	<i>Infantry</i>	- / -
					<i>Motorized</i>	- / -
					<i>Mechan.</i>	- / -
Forrest		Provinces with many <i>forrests</i> are marked by small trees.	<i>Foot</i>	-	<i>Air attack</i>	-30/-10%
			<i>Mot</i>	-0.5	<i>Artillery</i>	-20/-10%
			<i>Mech</i>	-	<i>Infantry</i>	0/+10%
					<i>Motorized</i>	-30/-20%
					<i>Mechan.</i>	-20/-10%
Mountains		Provinces with many <i>mountains or strongly hilly</i> are marked by snow-white or grey rocks, as here the Carpathians on the Balkans.	<i>Foot</i>	-0.25	<i>Air attack</i>	-20/-10%
			<i>Mot</i>	-0.5	<i>Artillery</i>	-30/-10%
			<i>Mech</i>	-0.5	<i>Infantry</i>	0/+20%
					<i>Motorized</i>	-30/-10%
					<i>Mechan.</i>	-30/-20%

<i>Terrain</i>	<i>Example – symbol</i>	<i>Description</i>	<i>Movement</i> ***: impossible		<i>Attack / Defense</i>	
Desert		Desert is symbolized with camels in the province.	<i>Foot</i>	-	<i>Air attack</i>	+20/+10%
			<i>Mot</i>	-	<i>Artillery</i>	+10/+20%
			<i>Mech</i>	-	<i>Infantry</i>	-20 /-10%
					<i>Motorized</i>	0 /+10%
					<i>Mechan.</i>	+30/+20%
Desert Mountains		Desert Mountains are visible by lowland areas in sand color and additional white-gray mountain surveys.	<i>Foot</i>	-0,25	<i>Air attack</i>	-10/+0%
			<i>Mot</i>	-0,5	<i>Artillery</i>	-20/-10%
			<i>Mech</i>	-0,5	<i>Infantry</i>	-20/+10%
					<i>Motorized</i>	-20/+0%
					<i>Mechan.</i>	-10/-10%
Jungle, Swamps		Jungle or swamps are symbolized by lightgreen palms.	<i>Foot</i>	-0.25	<i>Air attack</i>	-30/-10%
			<i>Mot</i>	-1	<i>Artillery</i>	-30/-20%
			<i>Mech</i>	-0.5	<i>Infantry</i>	-10/+10%
					<i>Motorized</i>	-40/-30%
					<i>Mechan.</i>	-30/-20%
Ice		ice is symbolized by constant, white colouring (like in the example Greenland).	<i>Foot</i>	0	<i>Air attack</i>	-10/ 0%
			<i>Mot</i>	-0,5	<i>Artillery</i>	-10/0%
			<i>Mech</i>	0	<i>Infantry</i>	-10/ 0%
					<i>Motorized</i>	-20/-10%
					<i>Mechan.</i>	-/-
Urban		Urbanization (high population density, very good infrastructure) is indicated by small houses in the province.	<i>Foot</i>	0	<i>Air attack</i>	0/ 0%
			<i>Mot</i>	+0,5	<i>Artillery</i>	-10/ 0%
			<i>Mech</i>	+0,5	<i>Infantry</i>	0 /+10%
					<i>Motorized</i>	-10/ 0%
					<i>Mechan.</i>	-20/-10%

The terrain of the province can be also checked by clicking on the province marker or an city there. The province datas will be shown in the right unit column (unit datas).

2.2.3. Weather and clima



The weather in the provinces is represented by different colouring of the ground:

The main **summer weather from May to October** indicated by light green color (blue frame) in Central Europe and by yellow sand color (orange frame) for the deserts of North Africa.



The **mud period in autumn (October) and spring (March-April)** in Eastern Europe, is shown by brown tint (in the yellow frame). The **rainy weather** in Western Europe is represented by a slightly darker green color (green frame). In the blue part of the **frost** (snow-frozen) is marked by white snow.



In the **winter from November to February** there is the **mixed snow / rain forecast (snow-rainy)**, especially in central and northwestern Europe, but also in Eastern Turkey, visible in brown-white color (blue frame). The **Frost** (snow-frozen) in the white color (yellow frame) is in Eastern Europe, the **rainy** weather in Southern Europe (green frame) and also the **rainy** weather in parts of the desert in dark-yellow color (red frame).

The current weather for a province also can be checked by clicking on a city there. It will be visible in the right column (unit data).

Effects of the weather on movement and combat (additional to the terrain):

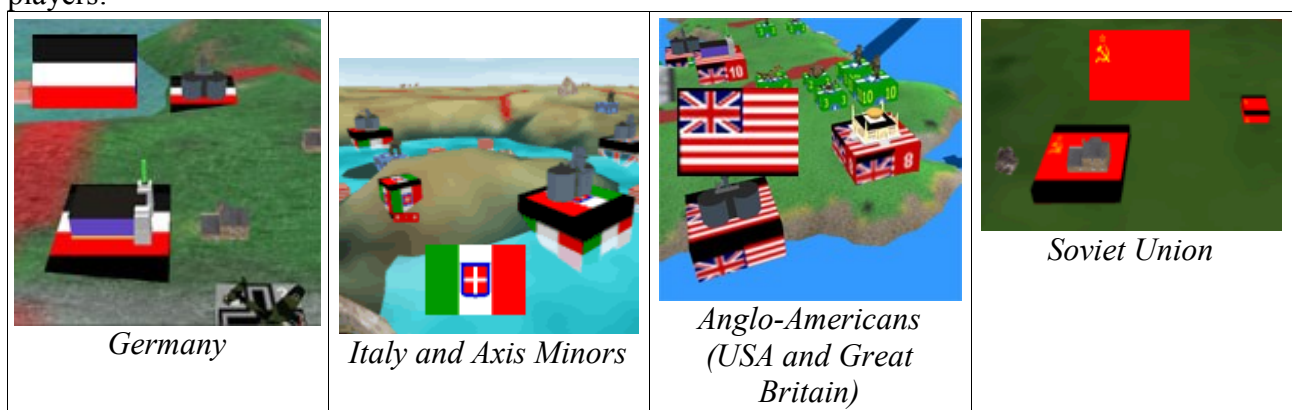
<i>Movement type</i>	<i>rain</i>	<i>mud</i>	<i>snow-rainy</i>	<i>snow-frozen</i>
<i>Foot</i>	-	- 0.5	-	-0.25
<i>Mot (motorized)</i>	-	-1	-0.5	-0.5
<i>Mech (mechanized)</i>	-	-0.5	-	-
<i>Air (planes)</i>	-	-0.25	-	-0.5
<i>Combat type</i>				
<i>Air combat (attack/defense)</i>	-30% / -20%	-30% / -20%	-30% / -20%	-40% / -30%
<i>Air attack (Ground attack/air defense)</i>	-30% / -20%	-30% / -20%	-40% / -20%	-50% / -30%
<i>Artillery (attack/defense)</i>	-10% / -	-20% / -10%	-10% / -	-20% / -10%
<i>Infantry (attack/defense)</i>	-10% / -	-10% / -	-10% / -	-10% / -
<i>Motorized (attack/defense)</i>	-30% / -10%	-30% / -20%	-30% / -20%	-40% / -40%
<i>Mechanized (attack/defense)</i>	-20% / -10%	-20% / -10%	-30 % / -20%	-30% / -30%
<i>Strategic attack (against factories)</i>	-20%	-20%	-30%	-30 %

Note:

When fighting in provinces with weather 'snow-frozen' Russian units have an extra combat bonus of always 10%.

2.2.4. Province marker and city boxes

You can click on the **province markers and city boxes** in order to receive the unit data information in the right column. Units of the defender however are mostly placed around the province marker. The province markers and city boxes of the province are marked with flags of the controlling players:



Note: Provinces can have more than one city, while unusable provinces have no cities and can only be overflowed by airplanes.

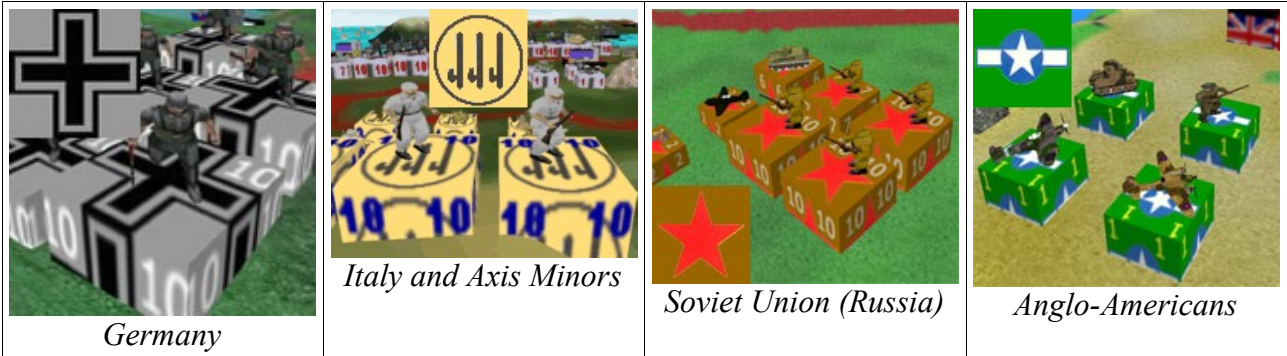
2.2.5. Buildings

Each city has a **building**, which mostly fulfill special functions:

 <p>Factory I: here all units can be manufactured up to a certain quantity and sum of production points (PP).</p>	 <p>Factory II: with sufficient progress in the development of mass production techniques factories I are rigged to factories II, whereby all units become 20% cheaper.</p>	 <p>Factory III: with still further progress factories of the stage II are rigged to the stage III, whereby all units become 33,3% cheaper and also more can be manufactured.</p>	 <p>Barracks: here some simple units (mostly infantry and artillery) can be manufactured. However, no progress in the mass production affects here.</p>
 <p>Port: in ports ships can be moved and are safe from hostile ships. Additional, ships can be built in factories in the same province.</p>	 <p>Fortress increases the ruggedness of the defending units by one in the province.</p>	 <p>House: the city has no special characteristics.</p>	 <p>Oil field: a oil pump is producing 80 unit oil (fuel) per game turn (month).</p>
 <p>Palace: the cities which are imported for a victory in the game have a palace.</p>	<p>Most cities have VICTORY POINTS (VP), which are visible at the unit data (right on the screen) after clicking on it. The number of VP in own cities is the factor for the monthly PRODUCTION POINTS (PP) !</p>		

2.2.6. Units

The units of the different player nations are marked with different symbols on the unit box. The number (and also size of the unit) on the box shows the quantity of the units (up to 10 pieces for each box), while the model represents the type of the unit. In each province can be up to 16 unit boxes.



2.2.7. Blocking provinces

Some through narrow sea streets separate provinces can be crossed by land units without major problems if no hostile ships are between them. Such places on the map are symbolized by bridges (see bottom, yellow framed: a bridge is connecting Sicily with Southern Italy).

The coastal guns (red framed) means, that only own or allied surface ships can move between the sea provinces (submarines can always break through, but not attack through).



Some provinces block certain movement paths, if they are controlled by a hostile or neutral nation:



Control of the province **Denmark** prevents that strange ships are moving from the **Western Baltic Sea** to the **Skagerrak** or reverse.



The control of the **Baltic States** prevents that strange ships are moving between the **Gulf of Finland** and the **port of the city of Kronstadt** in the province **Ingermanland**.



The control of **Egypt** prevents that strange ships are moving between the **Eastern Mediterranean Sea** and the **Suez Channel**.



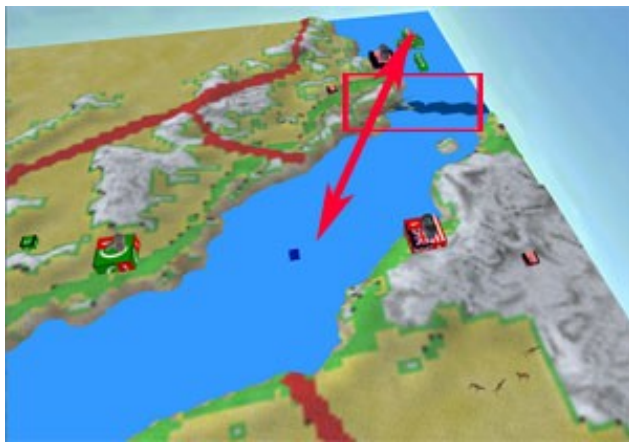
The control of **Tunisia** prevents that strange ships are moving between the **Strait of Sicily** and the **Gulf of Sirte**. The control of **Sicily** prevents that strange ships are moving between the **Strait of Sicily** and the **Ionian Sea**. The control of **Southern Italy** prevents that strange ships are moving between the **Ionian Sea** and the **Adriatic Sea**.



The control of **Western Turkey** prevents that strange ships are moving between the **Aegean Sea** and the **Black Sea**. The control of the **Black Sea** prevents that strange land units are moving between the **Crimea** and **Southern Russia**.



The control of **Gibraltar** prevents that strange ships are moving between the **Gulf of Cadiz** and the **Western Mediterranean Sea**.



The control of **Jemen** prevents that strange ships are moving between the **Gulf of Aden** and the **Red Sea**.



The control of the **Southern Iran** prevents that strange ships are moving between the **Persian Gulf** and the **Gulf of Aden**.

2.3. Overview of the controls

CAMERA

<i>Action</i>	<i>Keyboard</i>	<i>Mouse</i>
Rotate upward (only for a 'free' camera)	↑	Mouse upper edge of window at the left or right side
Rotate to the left (only for a 'free' camera)	←	Mouse left edge of window
Rotate to the right (only for a 'free' camera)	→	Mouse right edge of window
Rotate downward (only for a 'free' camera)	↓	Mouse lower edge of window at the left or right side
Move upward on the same height	W	Mouse upper edge and up or down from the middle
Move to the left on the same height	A	Mouse left edge and left or right from the middle
Move to the right on the same height	D	Mouse right edge and left or right from the middle
Move downward on the same height	S	Mouse lower edge and up or down from the middle
Move forward	space key (Space)	Mouse upper edge of window center
Move to the rear (backwards)	Strg	Mouse lower edge of window center
Fast move forward / backward		Scroll wheel in the center

SELECTION / MOVEMENT

<i>Action</i>	<i>Keyboard</i>	<i>Mouse</i>
Select unit or building		Click on unit - or - Click on unit image top right menu

2.4. Order phases

All nations deliver all their instructions **at the same time** in **successive, fixed order cycles**.

At the beginning the starting screen of the respective nation appears, with indication of the period for which the orders must be plot. The camera is placed over the capital.



2.4.1. Offensives



Now, at first the **offensive menu** appears.

At each menu always all important functions are described briefly.

Up to **three offensives** for each turn (month) and player (nation) are possible, whereby this costs increasingly more *production points (PP)*. A hostile and reachable territory must be selected by **right-click with the mouse** on a city there. Reachable territories are in **direct neighborhood to a own territory, which you are controlling since more than 1 month** (turn). After this, a large, turning sphere in the national colors appears over the province marker (*here a Axis Minors offensive against the Anglo-Americans at Tobruk*).



Own units, which can not reach the target province, are now indicated **colluded** on the map.

Units, which are located in a province, which was conquered in the last month (turn), can not participate in the offensive.

All other own units could participate in the offensive (these are also possible land units on transport ships in an neighbouring sea-province, which could accomplish an *invasion*).

By *left-clicking with the mouse* on one of these unit boxes it can be selected, whereby everyone *left-click* selects one more unit (if the box represents several units), a *right-click* reduces the numbers by one.

At least, a *right-click with the mouse* on a city or unit in the target province moves the selected quantity of units to participate in the offensive.

Note: Afterwards, airplanes used in an offensive fly back to there starting province. If several airplanes of the same type were used from different starting provinces, they fly back together to the starting province of the last moved planes !

An incorrect move can be canceled by clicking the 'Undo'-button (see 2.1.4.) .

If you have moved all the units into the province, in which the offensive take place, you can click on the 'Go'-button to terminate the phase and the next offensive or subsequent action (*support of allied offensive*, see following chapter) are announced.

If you would not like to accomplish further offensives in this turn, then press immediately the 'Go'-button, without marking a province with the *offensive marker*.

Further, the offensive phase is indicated only for players, whose nations already are at war.

2.4.2. Support for offensives of allies



Next comes the menu **to support the first offensive of a allied player.**

This appears however only for players, whose nations are in the war and which have allied nations, who although are at war and accomplish at least one offensive.

It's only possible to **support one offensive for each allied player.**

Supporting offensives of allied players do not cost **PP**.

If the allied nation is played by the AI, or the instruction for the offensive was entered before your own orders during a 'Hot Seat'-game, or you are in a LAN game, then the camera is placed automatically over the target province with the turning sphere with the symbol of the allied nation (in the example right, the offensive marker of Germany turns over the Donetz Corridor and west of it, in the Eastern Ukraine, there are units of the allied player of the Axis-Minors, which could be used by him to support the Germans).



In all other cases you must guess or you have the information by direct communication with your allied player, where this would like to start

an offensive at this turn. By *right-clicking* on a city in this province, the allied *attack marker* is placed over this province and you can move possible units to it.

During the *execution phase* the movements to this province will only be done, if there is really a offensive of a allied nation to support !

Own units, which can not reach the target province, are now indicated **colluded** on the map. All other own units could participate in the offensive (these are also possible land units on transport ships a neighbouring sea-province, which could accomplish an invasion).

By *left-clicking with the mouse* on one of these unit boxes it can be selected, whereby everyone *left-click* selects one more unit (if the box represents several units), a *right-click* reduces the numbers by one.

At least, a *right-click with the mouse* on a city or unit in the target province moves the selected quantity of units to participate in the offensive.

Note: Afterwards, airplanes used in an offensive fly back to their starting province. If several airplanes of the same type were used from different starting provinces, they fly back together to the starting province of the last moved planes !

An incorrect move can be canceled by clicking the '*Undo*'-button (see 2.1.4.) .

If you have moved all the units into the province, in which the offensive takes place, you can click on the '*Go*'-button to terminate the phase and a possibly further offensive of the next allied player to support is following or the *air & sea-attacks*, which are described in the following part.

2.4.3. Air & Sea attacks

The menu for **air & sea-attacks** appears subsequently.

These do not cost **PP**, contrary to *offensives*. However, only air and sea units can participate and it's not possible to conquer provinces.

The **target province** for an air or sea attack is selected by *right-click with the mouse* on a hostile unit or city there. After this, the *attack marker* appears over the province marker:



Own units, which cannot achieve the target province, are now indicated **colluded** on the map. All other own sea or air units could participate in the attack.

Sea-attacks are only possible on **enemy sea-units in neighbouring sea provinces**. Air units can attack within their combat range.

By *left-clicking with the mouse* on one of these unit boxes you can select one of these, whereby every *left-click* on a unit selects one more (if the box represents several units), a *right-click* reduces the quantity.

By a following *right-click with the mouse* on a unit or city in the target province the selected units are moved to it.

Note: Afterwards, airplanes used in an attack move back to there starting province. If several units of the same type were used from different starting provinces, they move back together to the starting province of the last moved unit !

An incorrect move can be canceled by clicking the *'Undo'-button* (see 2.1.4.) .

If you have moved all the units into the province, in which the attack take place, you can *right-click* on a other province with enemy units or cities to start another attack or click on the *'Go'-button* to terminate the phase.

The air&sea attack phase is indicated only for players, whose nations are already at war.



2.4.4. Strategic movements



The menu for **movements** appears subsequently.

For nations, which are not at war, this is the first order phase.

All units can be moved, which do not participate yet in an offensive or an attack.

However, **strategic movements** are possible only in **enemy-free provinces**. These are own provinces, land provinces of an member of your alliance, or hostile land provinces, in which no hostile units are. Ships can move on free sea-provinces or in those, where already are own, allied or neutral ships.

Additional, **submarines can move through enemy controlled sea provinces**, but can not end their move there.

After *left-clicking* on an own unit all **reachable target provinces** are connected with **yellow lines**. Further more *left clicks* on the box select more units (if available) from the box and is indicated by red numbers (*x from y units*).



Example in the picture right: the selected German tank unit in 'East Ukraine' (yellow square) can be moved into one of six other German or Axis-Minors controlled provinces (framed with red squares).

By *right-click* on a unit or city in one of the possible target provinces, the selected units are moved. By *right-click* on a transportation unit (e.g. transport ship) and the selected units did not have a larger *transport weight* than the sum of available *transportation capacity*, the units can be shipped.

Shipping is also possible from a land province on cargo ships of a neighbouring sea-province, likewise unloading of units is possible on neighbouring provinces.



Note for the sea routes around Arabia and Africa:

Ships can move around the Arabian Peninsula from the sea province Gulf of Aden Sea to the Persian Gulf and reverse (left image, red arrow above) and from the Gulf of Aden to the Sierra Leone Sea off West Africa and vice versa (sea left picture, the red arrow on the right side and right image, the arrow at the top). In both cases, the route is equal to only one province distance.

IMPORTANT NOTE for all movements:

All units with an engine (ie tanks, planes, ships) require fuel (oil) for each province which they are moving. This applies to any movement, including offensives, ZOC interceptions and retreats. If no more fuel (oil) is available, then the movement is not possible.

2.4.5. Politics

Now, the **politics menu** follows. Here, different actions are possible:

- *Influence nations to your side or declare war to them.*
- *Transfer of provinces to other nations.*
- *Deliver units to other nations.*

Besides, also neutral nations act by their own and could join an alliance, or some events (declarations of war, conquest of key provinces etc.) could also have little to large effects on the political events of nations.

By right-click on a city of a other nation the **politics menu** is visible, whereby the flag of the selected nation is clearly visible and all others are only weak visible.





Right beside the flag each nation's status is indicated to the player nation (allied, neutral or at war) and the alliance (Axis, Allies or neutral). The number indicates the current tendency of the nation: if -100 is approached, the nation will join the Axis, if $+100$ is approached it will join the Allies.

With a *click* on another flag this nation could be selected.

By payment of **PP** the selected nation can be influenced toward the own alliance or war could be declared. In addition, either one of the *Influence buttons* ('weak', 'medium', 'strong') or the *War button* must be pressed at the bottom of the menu (also the PP costs are indicated there).

For **influences**, only a limited number of the PP's can be used. These are indicated in the middle between the four buttons.

If a nation joins an alliance (either by influence, from itself or because it is attacked by a member of the opposing alliance), then it is led by one of the players of this alliance (usually at *the Axis* the player of the *Axis minors*, at the *Allies* mostly the player of *Great Britain*, or for American states the player of *USA*, or in the case of some Eastern European states the player of the *Soviet Union*). All provinces of the new alliance member changed to the flag of the new player and all unit boxes become visibly with this national symbol.

Further more, it is possible **to transfer complete provinces to an other player of the same alliance**. At least one land unit of the new nation must be in the province and the province is not controlled by the previous owner at the beginning of the game. By *right-click* on a city the province can be handed over.

Finally, **own units** can be transferred **to an other player of the same alliance**. The unit, which should be handed over, must be in a province of this allied player. By *right-click* on this unit, these can be handed over to this player.

Important: all units in the provinces of members of your alliance (ie Axis or Allied) will be **automatically transferred**, if there is not the status 'alliance' to your nation (*example: at the beginning of the game Great Britain and China are both members of the Allies, but they have different enemies ! Britain is at war with Germany and the Axis-Minors, on the other hand China is at war with Japan. For this reason, their military relationship is 'neutral' and not 'Alliance'*).

2.4.6. Research

Next the **research menu** appears. By *right-click with the mouse* on an *own industrial city* appears the **research screen**.

Here you will see a picture of the next possible unit from every existing research categorie with the still missing research months (turns).

By *click* on a category up to four orange *research investment buttons* are visible at the bottom, which stand for a **small to a very good progress chance**. The cost in PP for the research investments in this category are written on the buttons.

By *click* on one of this *research investment buttons* this one will be selected and by *click* on the *O.K. - Button* confirmed.



Every nation can start each month (turn) a research in up to **two different categories**.

2.4.7. Production

At least the **production menu** appears.

At first you must select an own city with a **factory** or **barracks** in a province which you are **controlling since at least six months** by *right-clicking*.

The **production screen** for the selected city appears.

It is build like the following example for the Russian city of *Stalingrad*:

- at the top there are *selection buttons* for filtering the indicated units (all - vehicles - airplanes – ships).
- In the left, blue column all buildable units of the selection are visible with a picture, the name, the price in PP, the construction time in months (turns) and the quantity of all units of this type under construction (and existing) at the moment. With the help of the green *arrow buttons* down and above you can scroll through the list.
- In the second column all units are listed, which are in the selected city under construction. Apart from the picture and the name the quantity and the time in months (turns) up to the completion are visible.
- In the two columns at the right all units are listed, which are **in all other own cities** under construction.



Depending upon the type of the building in the city, a certain quantity of units for a certain maximum price (PP) can be constructed at the same time.

Therefore, underneath the lists the *sum and construction costs of the units* are indicated, as well as in the following line the *free capacity of buildable units and construction costs*. Thus, expensive units with a long construction period (e.g. battle ships) block for many rounds a large capacity!

You can add new units to the list of constructions for this city by *left-click* on a unit picture in the left column. Every *left-click* it increases the quantity of the construction units, while *right-click* reduces it.

If you have specified the type of unit and the quantity, *click* on the *O.K.-button* to confirm the construction. The new units are transferred now to the building list of the city (second column), if the capacity and existing *points of production (PP)* are sufficient.

Now, you can click another type of unit for the building in the city in the blue column or leave the screen for the selected city with the *button "close"* down right.

If you have still cities and PP for production, you can now *right-click* on another city for further constructions or click on the *"Go" - button* in the menu at the bottom left hand corner to finish your orders for this turn.

Exception for 6- or 12-month length scenarios:

In contrast to the full World War 2 scenario, all produced units are ready after one turn, but the prices of units with a longer build time are increased.

General reference to game mechanics:

*One of the game's biggest value is the overview. All strengths are clearly visible without clicking on single unit boxes for necessary information. This is the reason for that there is no experience value of the units yet. Instead, the different experience values of the armed forces of the nations are calculated into the **strength at game start** and the **available production points (PP)**. Ultimately, the sum of a combat value of units multiplied by a experience value of x% would be just the same as a modified fighting strength from the beginning on. But for the second solution, there is no need to click on every unit box for more information, no complicated troop movements because of selecting units with different experience values, and at least no problems with unhappy modifications in FPS battles !*

*For this reason, the **number of units at the start of the game (summer 1942)** and the available **Production Points for Germany are 100%** (decreasing down to 95% during the game process), for the **Anglo-Americans are 80%**, for the **Russians and Axis-Minors are 64%** (with the exception of Finland and the Italian units of the Axis Africa Army, here also 100%) in relation to historic accurate available numbers.*

See about this the following web pages:

<http://ww2total.com/WW2/History/Orders-of-Battle/theaters-1942-Germany.htm>

<http://ww2total.com/WW2/History/Orders-of-Battle/theaters-1942-Axis-minors.htm>

<http://ww2total.com/WW2/History/Orders-of-Battle/theaters-1942-Anglo-Americans.htm>

<http://ww2total.com/WW2/History/Orders-of-Battle/theaters-1942-Red-Army.htm>

<http://ww2total.com/WW2/History/Orders-of-Battle/armed-forces-neutrals.htm>

See also for this review at:

<http://ww2total.com/WW2/History/Orders-of-Battle/Germany/fighting-power-Wehrmacht.htm>

2.5. Order execution (evaluation)

After all nations have delivered their instructions, the execution of this takes place. This is called **evaluation**.

Here all phases, as described in the preceding sections, are processed gradually, whereby the instructions of all players come in each phase in an different order to execution. For this reason, the result of the *evaluation* can be very different from that of the *order phases* results. However, this **simultaneous gameplay** is a much more realistic and better entertainment than the traditional one *player after the other player orders*.



2.5.1. Offensives (evaluation)



At first the **offensives** will be processed.

This happens in a coincidental order, whereby offensives with stronger and faster units are given preference in the probability.

After all attacking units and possible reinforcement units of the defender (units with ZOC value 'zone of control' - see 2.1.3.) were moved in the target province of the offensive, a menu appears over the battleground with information about the nation of the attacker and defender and the name of the attacked province.

By *clicking* on the *calculation button* at the lower end of the menu starts the animated battle. (*)

Clicking the *Battle button* starts a

FPS Battle (First Person Shooter, read rules part 3).



During each battle round a unit group (a full box) of the defender fires on a group of the attacker, whereby for the defender always the *defence values* are used and for the attacker the *attack values* (see rule 2.1.3.). Which units are firing on which target is indicated by a **yellow line** for the defender and by a **red line** from the attacker. If hits or losses appear, then the target units will be burning and the losses are visible by a numbers (*in the example above, the ten German tanks II are firing on ten allied infantrymen, who have 7 losses*).

It must be reminded here again, that certain units could evade from the fire or need several hits to be destroyed.

If the target units in the combat round did not shoot yet, they are firing back. Next a unit box of the attacker, which still has not fired in this battle round, is firing on a box of the defender.

In the battle different algorithm and mechanisms are used, in order to determine, which units are firing and on which enemy units.

After each **combat turn** it will be checked, whether a side due to high losses will retreat into an own or allied neighbour province (however, the attacker withdraws always to its starting provinces).

If this is not possible, the losing side is completely destroyed

If no retreat happens and no side is completely eliminated, then begins a new combat round.

In any case, to win a land battle, it is necessary to have one or more land units at the end.

If the attacker wins, he conquers the province. Besides this, sometimes it has effects on the political situation in the game. After a victory, the units of the attacker remain in the province, while its airplanes fly back to their starting provinces.

2.5.2. Sea battles (evaluation)

Next the **sea battles** follows. *Sea battles* are fights in sea provinces, in which each side has **at least one ship involved at the beginning**.

The sequence of the sea battles is based on coincidence, whereby attacks with stronger and faster units are given preference in the probability.

After all attacking units (*ships only from neighbor provinces*) and possible reinforcement units of the defender (*units with ZOC value in range, e.g. airplanes - see 2.1.3.*) are moved into the combat province, a menu appears over the sea province with information about the involved nations and the name of the province.

A *click* on the 'calculation button' at the lower end of the menu starts the animated sea battle.



The course of events during the sea battle corresponds generally to that of the land offensives described before.



The main differences are:
Submarines always withdraw after three combat turns and **when attacked by planes have two chances to evade by diving**.
A **defeated defender** retreats up to **two provinces** by sea paths.

Airplanes always withdraws after the sea battle to there starting provinces.

(left: screenshot of a sea battle in the Bay of Biscay, at the moment two German U-Boats were sunken by the Anglo-American planes and

only one Italian submarine is still available on the Axis side.)

2.5.3. Air battles (evaluation)

All attacks, which are not fallen under the *sea battles* described before, are **air battles** (also pure air raids on ships).

The sequence of the air battles is based on coincidence, whereby attacks with stronger and faster units are given preference in the probability.

After all attacking airplanes and possible reinforcement units of the defender (*airplane units with a ZOC value in the proximity, see 2.1.3.*) moved into the combat province, a menu appears over it with informations about the involved nations and the name of the province.

A click on the 'calculation button' at the lower end of the menu starts the animated air battle.

The course of events of an air battle corresponds likewise to that of an offensive, however with the following **substantial differences**:



- if the defender has sufficiently airplane boxes or air defense gun boxes, these and the attacking airplane boxes fight exclusively among themselves.
- Only if the attacker has more attacking unit boxes, these could attack land or sea units in the province, whereby these targets can fire back.
- *Air battles* persists at maximum for **four turns**. Subsequently, the attacker flies back home. However, the attacker can be driven out by to high losses already before. Additional, the airplanes of the defender could withdraw before this

time due of high losses, whereby the attacker thereafter will bomb ground targets.

- If a **factory** is in the province (not barracks), then the bombers of the attacker with a

strategic attack value (see rules point 2.1.3.) attack the enemy's factory during the last combat round. The defenders will lose PP's, which are depending on the used capacity of the factory (ie, in factories where many units are built, the damage is greater than in factories where only a few or none units are under construction). The losses of PP are visible during the burning factory display (see screenshot above).

2.5.4. Strategic movement (evaluation)



Next the strategic movements follows. The sequence of the movements is based on coincidence, whereby movements with stronger and faster units are given preference in the probability. Because of that, other players could move before your own units and depending on the preceding battles, some of the planned movements could be impossible (e.g. because the appropriate units were destroyed or because the enemy was faster and reached or conquered a province before). This, however corresponds realistic to the situations of an armed conflict, in which never everything runs “after plan”!

2.5.5. Politics (evaluation)

According to the command sequence, now political events follow (influences, declarations of war and natural tendencies of the individual nations) and the transfer of provinces and units to allied nations.

For **important events** (*declarations of war, joining an alliance by an nation*) a **menu screen** with the appropriate informations appears (see screenshot right: Italy becomes a member of the Axis).



2.5.6. Research (evaluation)

Subsequently, research progress follows. If new units become available thereby, then this is likewise indicated by a **menu screen** (see screenshot right side).



2.5.7. Production (evaluation)

Finally, ready units from the factories are placed in the provinces of the cities, the production orders for this month (turn) are placed, the *points of production* (PP) for the next month are calculated depending on the controlled provinces with their *victory points* (VP), and the maintenance costs for existing units are taken off.

For the calculating of PP, however, victory points of by enemy warships controlled own convoy centers have to be removed (see screenshot on the right: a German U-Boat is controlling the Libyan Sea, where is an Anglo-American convoy center with a value of three VP).



Furthermore, oil fields which are controlled by the player are producing oil (fuel for the vehicles, aircraft and ships). Every player becomes additional **every turn always 50 units oil** from synthetic production and other resources.

Moreover, the PP's and oil stocks can still be reduced by strategic bombing (see rules 2.5.3) during the next turn, before the execution of the production orders !

Note: Nations which are not at war, can only use a small oart of their possible PP's, because in peacetime the majority of the population don't want spent to much for the national armamants and want to use it instead for the civilian needs !

Now the game turn is finish and the **next turn begins** (see point 2.4.).

2.6. End of the game and victory

The game will end not later than **June 1945** with a victory of the Allies or the Axis nations in the following case: the **Axis** is controlling **two of the four enemies capitals** and controls **all four own capitals**. The **Allies** are controlling **all four Axis capitals** and **all four own capitals**.



On the left screenshot, there are all four capitals of the Axis players visible (in yellow squares: *Berlin* in *Eastern Germany*, *Munich* in *Western Germany*, *Budapest* in *Hungary* and *Rome* in *Central Italy*) and *London* in *Southern England*, one of the Allied capitals, in a red square.

On the screenshot below, there are the two capitals of the Soviet Union (Russia) visible: *Moscow* in *Central Russia* and *Kuibichev* in *Southern Ural*. The last Allied capital is *Cairo* in *Upper Egypt*.



Exception for short and medium scenarios (*):

In the short (6 months) and medium (12 months) scenarios the side wins, which conquers victory point provinces than it loses.

3. FIRST PERSON SHOOTER (FPS) BATTLES (*)

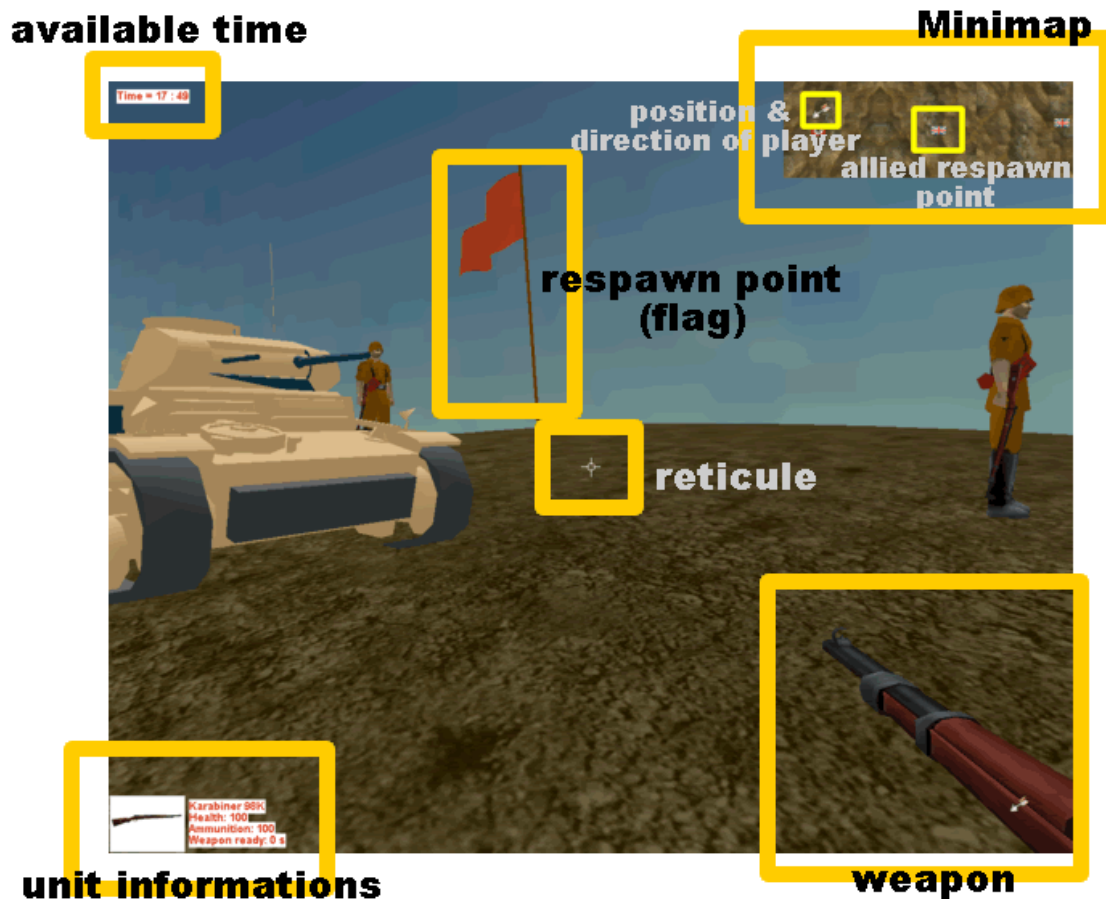
Offensive battles can be played optionally as *First Person Shooter Battles*, increasing the action in *WW2 Total* dramatically. Additional, it gives the players the opportunity to view their constructed and operational units in combat, together with their strengths and weaknesses. And last but not least, the outcome of the battle could be influenced by the tactical abilities and reactions of the player.

These *First Person Shooter Battles* are nothing else than FPS-combat in real time, whereby each unit on the strategic map represents one figure on a limited battlefield.

The outcome of the battle (losses of units and victory) will be transferred to the strategic map.

3.1. HUD-Display

The *Head-Up Display* contains basic informations that a soldier normally would or could quickly get.



Starting from the upper right corner, clockwise there are the following informations:

3.1.1. General map

In the upper right corner is a small overview map of the battlefield (general or mini map). With the **Compass Arrow's** position and the direction the players figure is marked. Small **flags** in the colours of the controlling nations mark **the respawn points**.

If a respawn point is shortly before conquest by hostile forces, than below the *general map* at the

position of the flag of the *respawn point* is a number visible, which indicates the remaining time in seconds. If the *respawn point* is conquered, the flag will be exchanged to that one of the conqueror.

3.1.2. Respawn points

In the middle is a *red flag* visible, which marks a *respawn point*. At this place reserve units of the controlling side (Axis or Allied) could enter the battlefield. The attacker has at the beginning a *respawn point* on the left side, while the defender has one in the middle of the battlefield and a other one on the right end.

If a side has no *respawn points* anymore, it may also not bring in replacements for destroyed units. If the side is not able to reconquer one of the *respawn points* and all onw units are destroyed, it has **immediately lost the battle**.

3.1.3. Weapon and reticule

The players weapon is visible half-right at the bottom of the screen, as well as effects of movement and firing. Aiming on targets, for example to enemy units, is done with the reticule in the middle of the screen. The weapon can be fired by a *left mouse click*.

3.1.4. Informations about the players unit



The player receives a randomly selected unit, if possible according to the nation which he leads in the strategic game. If this is not possible, because no units of his nation are involved in the battle, so he gets a unit from one member of his alliance, which is involved in the battle.

There is a little picture of the players unit, similar to that on the strategic map for the unit type. In addition informations about the *name* of unity, the *health* (life points), the *ammunition stocks* and the time until the weapon can be *fired next*.

If the player controls a battle tank with a rotating tower, below right a small tank icon appears, whereby the turret is displayed in the direction of its view, relative to the tanks movement direction. If the *health* is less than one, the unit is destroyed. If the *ammunition stockpile* is exhausted, so the unit can no longer shoot. In this case it's the best to move the unit to the end of the battlefield behind

your last *respawn point*. From there the unit will automatically leave the battle zone and will not count as a loss.

Is the time until the *next firing shot* of the weapon greater than zero seconds, the weapon is still reloaded or not prepared and can not be fired yet.

If a unit is destroyed, a new replacement unit appears after about 30 seconds at an allied respawn point. Precondition is, of course, that there are still replacement units from the strategic map available and even a respawn point is controlled.

In addition, each time a **moral test will be done**, according to the *animated battles* on the strategic map. If the losses are too high, there can be a withdrawal of the troops, and the battle is over and lost.

3.1.5. Available time

Top left, the remaining time for the attacker to conquer all respawn points appears. If the attacker is able to do this in time, he wins the battle. Otherwise, the defender wins.

3.2. Overview of the Controls

First Person Shooter (FPS) Mode

<i>Action</i>	<i>Keyboard</i>	<i>Mouse</i>
Moving forward	W	
Moving left	A	
Moving right	D	
Moving Backward	S	
Turn Up	↑	Move mouse upward
Rotate Left	←	Move mouse to the left
Rotate Right	→	Move mouse to the right
Turn Down	↓	Move mouse down
Firing		Left click
Quit battle	Return	

3.3. Air support



Aircraft may not (yet) be controlled by the players. Therefore, they are controlled by the AI (*artificial intelligence*) and acting independent, as well as all the other units on the battlefield, which are not controlled by a player (or players in a multiplayer game).

The attack of an aircraft is aimed primarily against enemy ground targets, and they are flying over the battlefield from one to the other side. Where possible, enemy fighter planes are sent against the bomber or fighter-bombers, which also could have their own escort fighter.

3.4. End and victory in a FPS battle

As previously been occasionally mentioned, the battle ends with a winner and loser under different conditions:

- One side has been completely destroyed and lost the battle.
- One side flees due to high losses and has lost the battle.
- One side has neither *respawn points* nor own units on the battlefield and lost the battle.
- The attacker controls after of the end of the playing time **all the** respawn points and wins the battle.
- The defenders still controlled at least one respawn point at the end of the playing time and wins the battle.
- The battle will be quit before by using the [RETURN] key. In this case the battle will be continued as a normal, animated battle on the strategic world map.

If the attacker wins, he conquers the province and the defender must retreat with his remaining units.

If the defender wins, the attackers must withdraw to their provinces.

All losses in the *Micro Battle* will be fully incorporated into the strategic game on the world map.



4. PROBLEMS WITH THE SOFTWARE

If problems arise during the installation or at using the software, we would like to help you gladly. There are possibilities of guaranteeing that the newest games run on your computer properly. Following these possibilities are specified and should fix the most frequent problems, which can occur when playing the latest games with DirectX.

4.1. Crashes

For games using the most current DirectX version you must guarantee that you have installed the most current drivers for your graphic card. The installation of the most current graphic card drivers can avoid crashes.

At first download the most current drivers of the Website of the manufacturer of your graphic card. At the following you find a list of the Websites of well-known manufacturers:

Asus:	http://www.asus.com
ATI:	http://www.ati.com
Creative lab:	http://www.europe.creative.com
Guillemot:	http://www.guillemot.com
Hercules:	http://www.hercules.com

If thereby the achievement is not improved, you should download also the most current drivers of the manufacturer of the chip set of your graphic card. The chip set of your graphic card is the chip responsible for the graphic transmission, which is on graphic card. Admitted graphic card chips are e.g. Radon (ATI) and GeForce (nVidia). At the following one you find a list of the Websites of well-known manufacturers:

nVidia:	http://www.nvidia.com
ATI:	http://www.ati.com
Power VR:	http://www.powervr.com
Matrox:	http://www.matrox.com
S3:	http://www.s3graphics.com
Intel:	http://www.intel.com
SIS:	http://www.sis.com

4.2. Sound problems

If there is irregular or coming to a hold sound, you should download yourself and install the newest drivers for your sound card. At the following one you find a list of the Websites of well-known sound card manufacturers:

Creative lab:	http://www.europe.creative.com
C-Media:	http://www.cmedia.com.tw
Dia. moon:	http://www.diamondmm.com
ESS:	http://www.esstech.com
Videologic:	http://www.videologic.com
Yamaha:	http://www.yamaha.com/service.htm

4.3. Support

Before you contact the customer service, you should read *the FREQUENTLY ASKED QUESTIONS (FAQ's)* at the website <http://ww2.total.com>. This contains answers to questions frequently placed and possibly offers to you a fast and simple solution of your problem. Besides there often the most well-known problems and their associated solutions with the game are specified.

This FAQ page is regularly updated and always at the newest conditions. If the FAQs could not help you for your specific problem, you should visit the forum (community section) and use the forum search. Also other players can help you there for your problem, if you briefly register yourself there and publish your problem.

If all this nothing helps, finally for you remains only the inquiry to our customer service. You should post your problem to the support forums, which you can find at <http://ww2total.com> within the *Support area*.

However, please have some working days patience, since depending upon number of inquiries some time up to the answer of your ticket can offense.

Additional you should convey to us the following information:

1. Complete title and version number
2. The exact error message (if available) as well as a short description of the problem.
3. A copy of the DirectX diagnose message. In order to received this, go on *START > to RUN*, give *dxdiag c:dxdiag.txt* and presses then the input key. You find the report then direct on the drive assembly C.

If there should be difficulties with the multi-player mode (Multi player), we ask due to the complexity of network plays for additional information:

On use of a modem:

1. Kind of the modem at each end (mark, model, speed, internally or externally)
2. Number of modems
3. Connection (port), on which each modem is configured.
4. Can you *use hyper terminals* (or another terminal program) with your modem? So you can examine in a simple manner whether your modem is correctly configured.
5. Connection speed
6. Did you checked whether the data compression, error recognition and stream control are deactivated? You find additional information in the manual of your modem.

In the case of use of an external modem:

1. Type of the used serial card.
2. Do you have a 7-part serial cable?

If you in an LAN play:

1. Can you see the other computers in the network?
2. Did you switch all Firewalls and virus scanners off as well as your router (if used) is correctly configured?
3. Kind of the network configuration
4. Mark of the network card
5. Type of the used software as well as the version number

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6. INDEX

Alphabetical index

- 1.10.1. Single player – new game 10
- 1.10.2. 'Hot Seat' game 10
- 1.10.3. Multiplayer – host a game 11
- 1.10.4. Multiplayer – join existing game 11
- 1.10.5. Loading a saved game 12
- 2.1.1. General map 13
- 2.1.2. Unit selection 13
- 2.1.3. Data of the unit 14
- 2.1.4. Buttons 15
- 2.1.5. Turn information 15
- 2.1.6. Compass 15
- 2.2. THE 3D WORLD 16
- 2.2.1. Land province borders 16
- 2.2.2. Terrain 17
- 2.2.3. Weather and clima 19
- 2.2.4. Province marker and city boxes 20
- 2.2.5. Buildings 21
- 2.2.6. Units 22
- 2.2.7. Blocking provinces 22
- 2.4.1. Offensives 25
- 2.4.2. Support for offensives of allies 26
- 2.4.3. Air & Sea attacks 28
- 2.4.4. Strategic movements 29
- 2.4.5. Politics 30
- 2.4.6. Research 32
- 2.4.7. Production 33
- 2.5.1. Offensives (evaluation) 35
- 2.5.2. Sea battles (evaluation) 37
- 2.5.3. Air battles (evaluation) 38
- 2.5.4. Strategic movement (evaluation) 39
- 2.5.5. Politics (evaluation) 39
- 2.5.6. Research (evaluation) 40
- 2.5.7. Production (evaluation) 40
- 3.1.1. General map 42
- 3.1.2. Respawn points 43
- 3.1.3. Weapon and reticule 43
- 3.1.4. Informations about the players unit 43
- 3.1.5. Available time 44
- DirectX **5f.**
- Installation 7
- INSTALLATION 5
- LICENSE TERMS 48
- Minimal system requirements 5
- PROBLEMS WITH THE 46
- Sound problems 46
- Support 47
- You find further information to DirectX on the official Website under <http://www.microsoft.com/directx> 6
- 6, 25**