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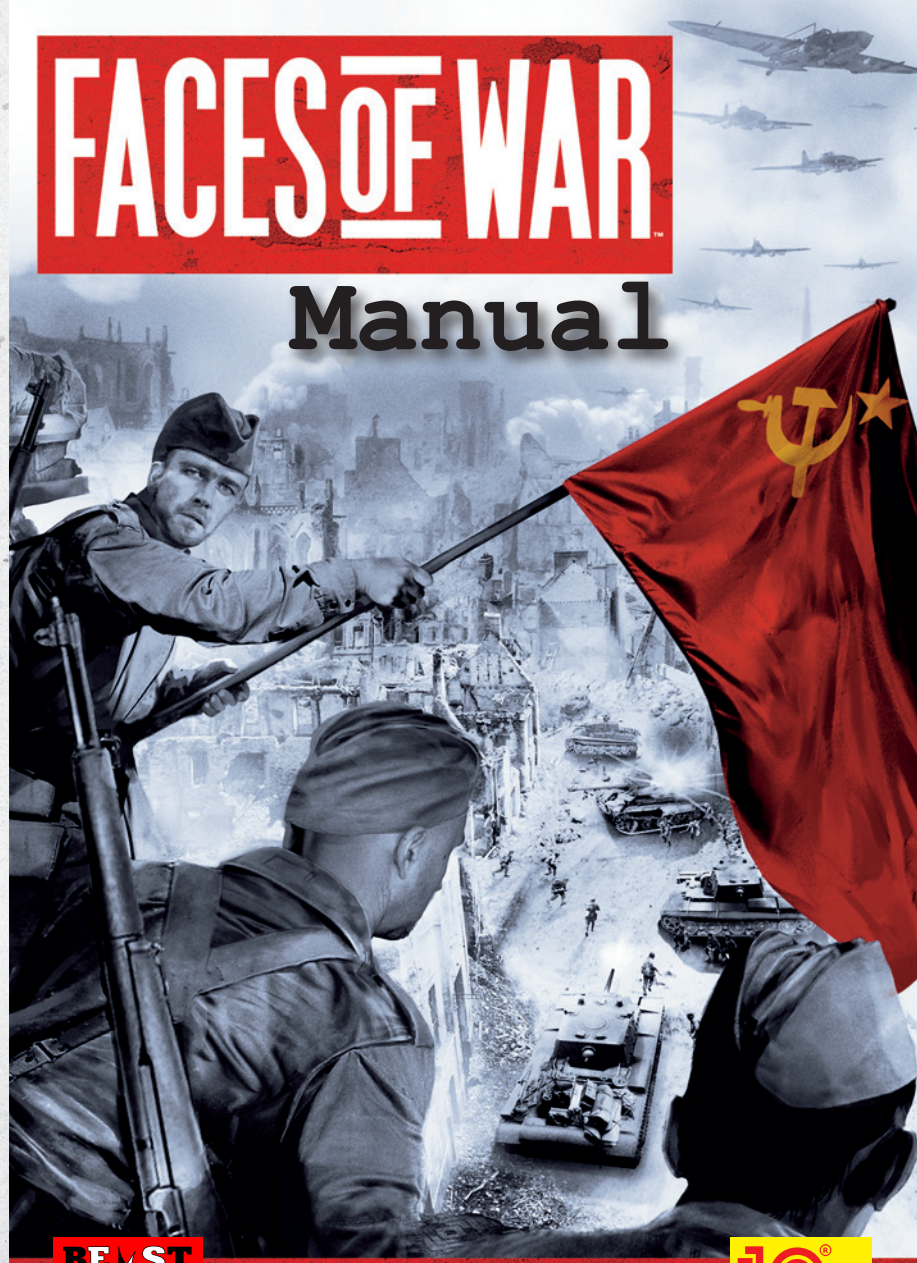
FACES OF WAR

Manual



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→ INSTALLATION

Before starting the installation process it is recommended to close all other programmes on your computer. Insert the disk into your computer CD-ROM (DVD-ROM) drive. If you have autorun enabled on your computer, the installation process will start automatically. If autorun is off, open the «My Computer» folder and double click the «Faces of War» icon.

Once the setup programme starts follow the instructions on the screen. Please note that the game requires DirectX 9.0c and Windows Media Format 9 Series libraries. You will be able to install these libraries during the game setup process.

➔GAME INTERFACE

1. Main Screen. 3D view of the game world
2. Minimap. Shows the location of the player's units as well as the enemy and allied units. See "Minimap" section for details.
3. Selected unit info. Shows the picture of the squad commander (if a squad is selected), a soldier (if only one soldier is selected) or the information on the selected materiel unit. See «Units» section for details.
4. Armament. Shows the troop's weapons or the selected materiel unit's weaponry. See «Units» section for details.
5. Squad panel. Contains icons identifying the soldiers in the selected squad. See «Units» section for details.
6. Squad control panel. Quick command buttons for the selected squad. See «Control Panel» section for details.
7. Command panel. Various additional buttons for unit controls. See «Control Panel» section for details.
8. Squad shortcut panel. Icons for prompt squad selection.

▶ MINIMAP

The minimap on located at the bottom left-hand corner of the screen. The compass in its top right corner helps to get your bearings on your location. The map shows the terrain, the location of the enemy (red), your own troops (blue), your allies (green) and neutral units (yellow). To move the camera across the game field, left-click an area on the minimap.

▶ NOTEBOOK

Your notebook is your guide to the current mission objectives. Completed objectives are marked with a green checkmark, while red crosses indicate those objectives that you've failed. If there is a binoculars icon by the objective, click it to view the location on the map relating to this objective.

▶ GAME CAMERA

Zoom in	Mouse wheel backwards, Numpad 3
Zoom out	Mouse wheel forward, Numpad Del
Move camera forward	Push cursor to the top of the screen, Numpad 8
Move camera backward	Push cursor to the bottom of the screen, Numpad 5
Move camera left	Push cursor to the left side of the screen, Numpad 4
Move camera right	Push cursor to the right side of the screen, Numpad 6
Turn camera left	Numpad 7
Turn camera right	Numpad 9
Free camera move	Move mouse, while holding the middle button down

➔CONTROLS

Controls in Faces of War are a combination of mouse and keyboard. Below are the main game control commands:

▶ GENERAL

Select unit/materiel	Left click
Remove selection	Right click
Select a group of unit	Hold left mouse button and drag the frame across the units
Select previous unit	<
Select next unit	>
Switch to a squad	1-9
Context action (when a unit a selected)	Left click

▶ ACTION

All control keys have corresponding buttons at the bottom of the screen. See «Control Panel» for more details.

Attack	A
Draw / hide weapon	Enter
Reload	+
Unload	-
Throw frag	F1
Throw AT grenade	F2
Sniper shot	F3
Use grenade launcher	F4
Suppressive fire	F5
Melee (hand-to-band)	F6
Abandon transport or other materiel	E
Turn unit	R
Cancel order	S

▶ SQUAD CONTROLS

In Faces of War you can control a squad, a separate troop or a materiel unit. A squad follows its commander and carries out his orders. The selected units are marked with coloured shapes on the ground, the commander is marked with a large yellow triangle and his troops are marked with smaller green triangles. If you select a squad commander, the whole squad will be selected automatically.
The squad panel at the bottom of the screen shows the composition of the currently selected squad. The icons of the squad members show their respective weaponry. By the silhouettes of the units, you can see their health indicators.

Create a squad	Drag the frame across the units not currently assigned to any squads
Select squad	Select the squad commander or several units forming this squad
Reassign squad commander	Double-click a unit or select a unit that you want to "promote" and press «K»
Disband squad	Select squad and press «Shift+K»
Add unit to selected squad	Shift + left click on unit
Add a group of units to squad	Shift + frame the units
Delete unit from squad	Shift + left click on unit

▶ SOLDIER POSITIONS

Aside from being able to take cover, soldiers can also change their position depending on the situation. For instance, shooting while lying down or from a one-kneed stand is a lot more accurate than shooting from a standing position.

Lie down/stand up	Space
Rise	PgUp
Kneel	PgDn

▶ ITEMS AND INVENTORY

Examine (body, box, materiel unit, etc.)	X
Open the selected unit's inventory	I
Use currently held item	U
Put down item (put on the ground, into a box, etc.)	D
Highlight items on the ground	Hold TAB
Highlight bodies	Hold V

▶ OTHER COMMANDS

Open the list of objectives	O
Change game speed	Backspace
Pause	Pause
Menu	ESC
Save screenshot	Print Screen

▶ DIRECT CONTROLS MODE

Direct control enables you to more accurately control a selected unit's movement and firing. To use direct control, select a soldier or a materiel unit and activate the direct control function (see below). In this mode, the camera will follow the unit you take control of.

NB: In direct control mode, you can only control one unit at a time (or squad commander–.).

Direct control mode (on/off)	END
Direct control mode	Hold Ctrl
Move/turn	←→↑↓
Aim	Mouse
Shoot/attack	Left click
Toggle main/secondary weapon	Right click
Auto-aim (on/off)	Shift + A

In direct control mode, your unit can throw frag grenades with a delay. To do so, select the grenade from the inventory, aim the cursor at the target and hold the left mouse button. The cursor will change to and the red circle will slowly begin to fade. Then release the mouse button and the unit will throw the grenade.

▶ CONTEXT COMMANDS

In Faces of War, the mouse cursor is context-dependant. Here are some of the symbols you will see in the game:

Symbol	Command
	Move to… (double-click = run to…)
	Attack
	Shoot from a rifle (incl. sniper rifle)
	Take cover
	Jump over obstacle
	Mount transport, take over gun / stationary machinegun
	Examine body / object

Symbol	Command
	Pick up weapon or item
	Repair ordnance
	Drop item/put item in container
	Shift railway line

▶ COVER

Types of cover are shown on the ground where the cursor is pointing.

Symbol	Cover type
	Bush cover: lying, crouched, standing
	Object cover: crouched, standing
	Cover with view: on both sides, left / right
	Cover with firing position: lying, crouched, standing

An arrow in the cover symbol points in the direction in which the unit will be able to shoot.

▶ CONTROL PANEL

The game interface features 2 control panels. The one located in the centre is the squad command panel. This window contains the squad control buttons and displays the number of cartridges available for the selected squad or a single unit. Below is the description of the buttons.

Button	Key	Command
	F1	Throw frag (thrower selected automatically). Double-click to order the entire squad to throw their grenades. The number shows the number of available grenades.

Button	Key	Command
	F2	Throw AT grenade (thrower selected automatically). Double-click to order the entire squad to throw their grenades. The number shows the number of available grenades.
	F3	Sniper shot (unit with sniper rifle selected automatically). The number shows the amount of available sniper ammo.
	F4	Bazooka shot (unit with bazooka selected automatically). The number shows how many AT rounds are available.
	F5	Suppressive fire (all squad members reload and continuously fire at the enemy in the selected area).
	A	Attack (if, after pressing this button, you click an area on the map, the squad will fight its way through to this area).
	F6	Melee combat (unit for melee combat selected automatically).
	E	Get out of transport/materiel.
	H	Bandage wounds (units with more or less serious wounds will bandage them; while bandaging, they cannot move or shoot).
	F9	Call in ally (after pressing the button, you'll be able to enrol one or several allied troops into your squad; double click opens the nearest ally).
	S	Cancel current orders (when pressing this button, members of the selected squad will stop carrying out their current orders).

▶ ADDITIONAL COMMANDS PANEL

The second command panel is located on the right side of the screen. This panel is also divided into pages (see three bookmarks at the top of the panel). Toggle between bookmarks to see the three different sets of commands on this panel.

▶ TACTICAL CONTROLS

Button	Key	Command
	Space, PgUp	Rise (to get into this position either press Space or PgUp respectively).

Button	Key	Command
	PgUp, PgDn	Kneel down. In this position, your soldier will be less visible, while firing will be more accurate (Use PgUp or PgDn key to get into this position, depending on your initial position).
	Space, PgDn	Lie down. In this position, your soldier will be least visible and firing will be the most accurate (to get into this position either press Space or PgDn respectively).
	P	Move at will. In this mode, your soldiers will decide for themselves whether they should retreat or chase the enemy depending on the situation.
	P	Hold your ground. In this mode, the soldiers will move only if there's a direct threat to their lives (grenades, moving vehicles, etc.), in other cases they will stay where they are.
		Fire at will. If this function is active, your troops will open-fire upon sighting the enemy within range.
		Return fire. If this function is active, your troops will only start shooting once the enemy opens fire.
		Cease fire. If this function is active, your troops will not open fire in any event. This function can be used for stealth movement or to save ammo.
	K	Change squad commander. Select a soldier and press this button (or double-click) to appoint him squad commander.
	Shift + K	Disband squad.
		Walk
		Run

▶ OTHER COMMANDS

Button	Key	Command
		Ground attack (press this button to order your units to shoot at a selected target).
	+	Reload (All squad members reload their weapons).
	R	Turn unit (useful for turning materiel and artillery units).
	X	Examine body / object / materiel.
	D	Drop item on the ground.
	U	Use (the soldier will use an item he is currently holding: dynamite, repair kit, etc.)
		Repair materiel (if there is a repair kit in the unit's inventory, by pressing this button you can make the repair process considerably easier. The unit will take out the repair kit and start repairing damaged materiel).
		Deploy gun (relevant for towed guns: by pressing this button, you will command your soldiers to unfold the gun supports and prepare it for firing).
		Fold gun (relevant for towed guns: by pressing this button, you will command your soldiers to fold the gun supports and prepare to move to a new position; the gun cannot shoot when folded).
		Hitch cannon to vehicle (used for quick weaponry transportation).
		Detach cannon from vehicle.
		Demount machine-gun (see «Mounted Machine-guns» section).
		Charge dynamite (active only if dynamite is available).
		Mine (active only if mines are available).

Button	Key	Command
		Use mine detector (active only if mine detector is available).

▶ SERVICE BUTTONS

There is also a set of service buttons on the game control panels

Button	Key	Command
	O	List of objectives (opens the notepad with the list of current mission objectives).
	I	Inventory (opens the inventory of the selected unit).
	END, Ctrl	Direct control mode (activated by pressing END or by pressing and holding Ctrl). See «Direct Control».
	TAB	Highlight items on ground
	V	Highlight bodies on ground
		Highlight enemies and your own units (enemies will be highlighted in red, your units – in blue)
	ESC	Open game menu (game pauses automatically)

→ UNIT INFORMATION

When a soldier or a materiel unit is selected, you will see the picture of the soldier or the info on the materiel unit at the bottom left-hand corner of the screen.

This window (for a soldier) shows his health, endurance and main and secondary weapons (the pic for the currently selected weapon is brighter). Left-click on the soldier picture to centre the game camera on this unit.

Click on the main or secondary weapon icon to open the list of available weapons and items. See more in «Weapon Selection and Toggling».

The health of a soldier (shown as a red bar) is restored when you use a bandage. To do so, select the soldier (or, the entire squad if necessary) and press «H» or click the Red Cross button .

A unit gradually loses endurance when walking and loses even more when running. The more a troop carries, the more endurance is lost. Endurance is restored if the soldier remains still.

▶ INVENTORY

The inventory of a selected soldier (or materiel unit) can be viewed by pressing «I» or clicking on the «Inventory» button, located near the unit icon.

Here you can move items inside the inventory, get rid of unwanted items or, depending on the type of item, put it on (armoured vest, helmet) or take it (weapons, different usable items).

Currently used items are shown in blue. To take an item or put it on, right-click on it in the inventory (the item that you were previously holding/wearing will automatically be replaced). To take off/put down an item, right-click on it. To put an item down, take it in your hands and use the «Drop» command («D» or «Drop» button): the unit will put the item on the ground. You can also open the inventory window and drag the unwanted item outside of the window frame: the item will be dropped at the soldier's feet.

To examine dead bodies, ordnance, boxes or to trade items between the units, press «X» or click the «Examine» button (once you move the cursor over the bodies, boxes, or broken materiel, the "examine" mode is switched on automatically and the cursor shape will change to). Two inventory windows will then appear on-screen. The left window contains your unit's inventory. You can drag items from one window to another or double-click on items to move them. This window also has the «take all» and «transfer all» buttons.

▶ SQUAD INVENTORY

Units within one squad will automatically exchange items, such as ammo, grenades, first aid kits (bandages),. This is provided that the soldiers are standing close together. Once a squad commander gets a supply of ammo, grenades, and first aid kits, they are automatically distributed amongst the soldiers who need them (i.e. machine-gun ammo belts go to the machine gunner, while the sniper will get rifle cartridges, etc.).

• WEAPON SELECTION AND TOGGLING

The weapon panel is located near the unit picture, at the bottom of the screen. The panel shows the currently selected main weapon (left) and secondary weapon (right). If a squad is selected, the weapons are of the same type as the squad commander's. The current weapon is a brighter picture. The weapon window also shows the current ammo/maximum ammo in clip.

To toggle between the main and secondary weapons, double-click on the weapon picture.

To open the list of all weapons available for the main or secondary slot left-click on the slot.

• USING ITEMS

To use an item, select it as your secondary weapon (See «Weapon Selection and Toggling») and press «U» or click the «Use» button on the control panel, then click on the area where you want to use the item.

> Barrel/Canister

These reservoirs can be filled with fuel. Take a barrel or a canister, walk up to the materiel unit that has fuel (from a fuel carrier) and left-click on it (the cursor shape will change to). The soldier will fill the reservoir, after which you can fuel another materiel unit (the cursor shape will change to).

> Dynamite/Mines

Mines can be set in locations where you expect the enemy to appear. There are anti-tank and anti-personnel mines. To set a mine, select it as secondary weapon and press the «Use» button and click on the area where you want to set the mine. Your own troops can use minesweepers to find enemy mines. Unlike a mine, dynamite charges will go off automatically after being set.

> Mounted machine-guns

Mounted machine-guns can be moved to another position. Press button and point at a mounted machine-gun to demount it. A soldier will take the machine-gun and you will be able to give him the "Drop" command (or «D» button) to move the machine-gun to a new location.

→ MATERIEL

Because operation is similar for all materiel units, refer to the Tank controls below.

▶ MATERIEL INFORMATION

Once the player's units mount a transport or another materiel unit, the information on it will appear in the bottom left corner of the screen. This shows armour, the amount of fuel, and weaponry.

Should a component of a materiel unit be damaged, this component will be highlighted in the status window. Red indicates that a component can still be repaired, whilst grey means that it is beyond repair.

▶ CREW

Materiel crews can include 1-5 troops. Some of the transports can carry up to 10 additional troops.

Here you can see the health of all crew members, and also the "seats" they occupy. Different icons correspond to the commander, shooter, driver, and loader's "seats". For instance, a tank will not be able to move and shoot simultaneously unless you have at least two members of the crew on it, one of whom will drive, while the other will shoot.

Should a crew be undermanned, the troops will rotate "seats" automatically to provide for the most efficient throughput. For instance, if you only have one soldier left in a tank, depending on your orders, he will take turns as a driver or shooter, but will not be able to perform both at the same time.

You can also order one of the troops to dismount by pressing his icon on the crew panel. In order to evacuate the entire crew, press «E» or click the button. The cursor shape will change to .

▶ EQUIPMENT AND AMMO

The main and secondary weapons are shown to the right of the status window. These also reflect the type of rounds loaded into the main gun. You can toggle the types of rounds by pressing «Numpad 0» or left-clicking on the round picture and selecting a different type from the pop-up list. Toggling between the main and secondary weapons is the same as for soldiers (See «Weapon Selection and Toggling»).

Press «I» or the «Inventory» button, to view the materiel inventory. In the majority of cases, it will be regulation rounds, consisting of shells and/or machine-gun rounds. Also, the inventory may include a repair kit and, – in case of tanks or APCs – a removable machine-gun.

Your troops can replenish regulation rounds the same way they search the bodies. However, you have to make sure that the rounds you pick up are the same calibre as the ones used in your gun (the shell calibre is shown in the pop-up hint). Also note that shells marked with red are explosives, while the blue ones are armour-piercing.

• MATERIEL REPAIR

Damaged materiel components can be repaired by the troops with the help of repair kits. Repairs can be processed in two ways. You can give the repair kit to the unit and, pressing «U» (or clicking the «Use» button), point to the damaged transport or gun. Another option is to select a unit, click «Repair», and click on the damaged ordnance unit. If there is a repair kit in the ordnance inventory or some-where nearby, the trooper will pick it up himself and start repairing. As a third option you can select the damaged materiel unit carrying a number of soldiers and press «Repair». In which case one of the troops will dismount and start repairs.

• FUELLING TRANSPORTS

The fuel reserve is finite (note the blue bar under the vehicle picture) and, once it empties, your transport comes to a halt – becoming an easy target for the enemy. Soldiers can refuel a transport, but for that they need two items: a reservoir which can be filled with fuel and a fuel source. A reservoir can be a canister or a barrel (canisters sometimes can be found in the transport inventories). You can get fuel from any other transport, provided that it has not been burned in the hull. More on using fuel reservoirs in «Using Items» -> «Barrel/canister».

• CAPTURING ENEMY MATERIEL

To gain an advantage over your enemy, you can capture their materiel by killing the crew of a materiel unit or by repairing a damaged unit. Once there are no enemy soldiers left in a transport, you can select your troops and point the cursor to the materiel unit. If the cursor shape changes to , left-click on the unit to command your troops to occupy the captured materiel.

→ MAIN MENU

▶ CAMPAIGNS

In a single-player campaign, you can join the Soviet, German, or Allied Armies. Each side has a scenario based on the actual events of WWII in the period from 1944 to 1945.

▶ MISSION SELECTION WINDOW

In the mission selection window, you will see an archive of the already completed campaign missions, a short briefing on the current mission, and the «NEXT» button. If you want to re-play one of the earlier completed missions, select its photograph from the archive panel. On this screen you will also see a set of buttons enabling you to load a previously saved stage of the mission, start the campaign afresh, view your results or go back to the previous menu. By pressing «NEXT» you'll get to a more detailed mission briefing, after which you and your squad will move out for your next assignment.

At the beginning of each mission, you will be given some initial data, and the camera will show your current location. Sometimes the command will provide detailed and well-thought-out briefings, but every now and again you will encounter missions where your soldiers will be thrown into the thick of a battle with minimal background info. In these cases you will have to count on your own abilities and collect the data yourself. Always watch the current objectives and keep an eye on the map, since your command can often change the objectives in the middle of a mission.

Your progress through the campaign is automatically saved. Once you start the game and select the campaign, you will see that all the previous missions are marked as accomplished, and you will be able to continue from where you last left off. You can also load a previously saved game.

To start the campaign afresh, press the corresponding button. All previous data will be reset and you will be able to play through the missions from the start. You may find new ways to accomplish the campaign or achieve better results than the last time you played.

• TRAINING

Each single-player campaign contains a comprehensive training mission, during which the player will be taught all aspects of the game. Training is carried out in three stages, each of which teaches the player new abilities and methods.

→ NETWORK GAME

This mode enables several players to compete against each other or pool their efforts against a common enemy. Multiplayer game is possible only via the local network.

▶ LAN GAMES

To play Faces of War across a Local Area Network (LAN) you can either join an existing game or start a session of your own.

• JOINING AND CREATING SESSIONS

To begin a LAN game, select LAN from the Main Menu. From here you browse existing games, or create you own session. Also, there's a chat screen, where you can speak with players who haven't join a game yet.

LAN games are created and managed the same way as Online games.

• IP CONNECTION

There's also a way to connect to a distant game session or a dedicated server outside your LAN. List of IP

addresses is located in the Multiplayer tab in the Options menu. The Game IP List contains IP addresses to search games at. While Zone IP List contains IP addresses of dedicated servers to search games at. When you fill some IP addresses in one of the list, corresponding game sessions will become automatically visible in the LAN screen.

▶ CO-OPERATIVE GAME

In Faces of War, you can also play in co-operative game mode. In this mode, several players can pool their forces to move through a campaign, fighting against a common foe.

▶ BUYING UNITS

You can enter the unit trading menu by pressing «/» or through the game interface panel. Here you will see the list of all units available to your side. Select the required number of units by double-clicking them or pressing «Buy». After you have finished "shopping" for units, press «Order».
When the new units first appear in the game, they will remain invulnerable for a set amount of time, so that they are not instantly annihilated by the enemy. This time limit can be changed by the player initiating the session in the game settings menu.

➔SETTINGS

Here you can change the video and audio settings of the game and set up other parameters.

▶ VIDEO

Select screen resolution, texture quality, and tune your 3D-engine settings. If the action is not smooth enough or if you see strange artefacts on the screen, try reducing the screen resolution or turn off some of the effects. See the README file for more information.

▶ AUDIO

Here you can set the volume and change other audio settings.

▶ GAME

Some players may want to change some of the game settings to their liking. Here you can activate the auto-aiming function, reverse the mouse wheel, change the speed of the game camera and other parameters.

▶ GAME PAUSE MENU

If you press «ESC» during the game, the game will pause automatically and a new menu will appear. From this menu, you can restart the mission, load or save the mission, open the settings menu, or stop the mission and go to the main menu.

➔TECHNICAL SUPPORT

If you encounter problems while installing or playing the game, do the following before you contact us:
- Choose "Run" in the "Start" menu.
- Type «dxdiag» in the dialog window and press "Enter" to run Microsoft DirectX Diagnostic Tool.
- Pass all tests.
- Having passed the tests, press "Save All Information".
- Send the text file obtained and a description of your problem to our technical support.

▶ INFORMATION REQUIRED

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

▶ CONTACT

Via e-mail at: support@1cpublishing.eu
Please use the e-mail address provided. All support enquires to the company address or phone number(s) cannot be answered by our staff. For more information and updates please visit: www.1cpublishing.com

➔REGISTRATION

Join the 1C community by registering on our website www.1cpublishing.com and receive all the latest news on 1C games, events, contents etc.

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