# SHORTCUT COMMANDS

ALL SHORTCUTS WORK FOR COMMANDOS 2 & 3

| | |
|---|---|
| **QUICK SAVE** | COMMAND + S |
| **QUICK LOAD** | COMMAND + L |
| **SCROLL** | ARROW KEYS |
| **SCROLL QUICKLY** | SHIFT + ARROW KEYS |
| **FREE SCROLL** | ALT + MOUSE MOVEMENT |

**ROTATE CAMERA (EXTERIOR)**

| | |
|---|---|
| 90 DEGREES CLOCKWISE | ALT + CTRL-CLICK |
| 90 DEGREES ANTI-CLOCKWISE | ALT + CLICK |

**ROTATE CAMERA (INTERIOR)**

| | |
|---|---|
| FREE ROTATE LEFT | ALT + LEFT ARROW KEY |
| FREE ROTATE RIGHT | ALT + RIGHT ARROW KEY |

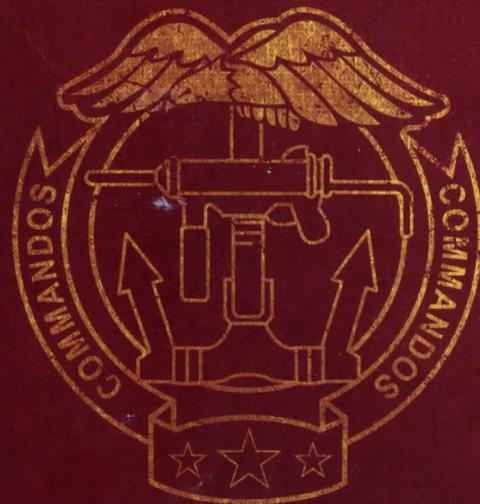| | |
|---|---|
| **ZOOM IN OR OUT** | + OR - |
| **DEFAULT MAP SCALE** | * |
| **NETWORK CHAT** | COMMAND + ENTER |

For a more in-depth guide to the keys of
Commandos 2 & 3, see the PDF Keyboard Guides
on the Commandos Battle Pack DVD

# MANUAL

INCLUDES

## COMMANDOS 2
MEN OF COURAGE

AND

## COMMANDOS 3
DESTINATION BERLIN

PYRO

Mac

# CONTENTS

## COMMANDOS 2

## THE COMMANDOS

## COMMANDOS 3

## USING THIS MANUAL

The Commandos Battle Pack contains two games: Commandos 2 and Commandos 3. This manual has a section for each game. However, even if you intend only to play Commandos 3 it is recommended that you read through the Commandos 2 section of the manual.

The games are similar in gameplay and most of the instructions for Commandos 2 apply just as well to Commandos 3.

The section dealing with Commandos 3 is quite short and is intended primarily to highlight the differences between it and Commandos 2.

### USING THE MOUSE

This manual assumes that you are using a one-button mouse. However, should you be using a two-button mouse the click instruction is equivalent to left-click and the ctrl-click instruction is equivalent to right-click.

---

# SYSTEM REQUIREMENTS

## COMMANDOS 2: MEN OF COURAGE

|  | Minimum | Recommended |
|---|---|---|
| Mac OS: | 10.2 | 10.3 |
| Processor: | 500 MHz | 800 MHz |
| Memory: | 256 MB RAM | 512 MB RAM |
| Graphics Card: | 16 MB VRAM | 32 MB VRAM |
| Hard Disk: | 1.85 GB | 2 GB |
| Controls: | Keyboard & Mouse | Keyboard & Mouse |
| Drive: | DVD | DVD |

## COMMANDOS 3: DESTINATION BERLIN

|  | Minimum | Recommended |
|---|---|---|
| Mac OS: | 10.2 | 10.3 |
| Processor: | 867 MHz | 1 GHz |
| Memory: | 256 MB RAM | 512 MB RAM |
| Graphics Card: | 32 MB VRAM | 64 MB VRAM |
| Hard Disk: | 2.5 GB | 2.5 GB |
| Controls: | Keyboard & Mouse | Keyboard & Mouse |
| Drive: | DVD | DVD |

## INSTALLATION

1. Insert the Commandos Battle Pack DVD into the DVD drive and wait for the "Commandos Battle Pack" icon to appear on your desktop.
2. Double click on the "Commandos Battle Pack" icon to open it.
3. ReadMe files for both games are found in their respective folders within your country's flag folder. You should read them before going any further.
4. Once you have read the ReadMe files choose which game you wish to install. Double click on its icon to launch the installer.
5. Follow the on-screen instructions to install the game to your hard disk.
6. Once installation is complete, depending on which game you chose, its folder will open on your desktop.

**Note:** Commandos 2 and Commandos 3 are separate installs, so you will need to repeat points 4 to 6 for each game. For each game, installation is a one-time process that will only take a few minutes.

### UNINSTALL

If, for whatever reason, you should wish to uninstall either Commandos 2 or Commandos 3, simply drag the relevant folder (by default, this is installed in the Applications folder) from your hard drive to the Trash. Then, from the Finder menu, select Empty Trash.

# COMMANDOS 2: MEN OF COURAGE

## INTRODUCTION

In Commandos 2: Men of Courage, you have to take your men through a series of missions inspired by events that took place during WWII. Each mission has several different objectives, plenty of challenges and many possible approaches. Success depends on your tactical acumen, your leadership skills and your dexterity with weapons. All the missions have at least one main objective these include; rescue, espionage, assault and defend. Missions also include sub-objectives and clues that will take you closer to your goal. If you do not complete the main objectives or lose some of your team you will have to try again.

## PLAYING COMMANDOS 2 FOR THE FIRST TIME

1. Place the Commandos Battle Pack DVD into your computer's DVD drive. Once it has appeared on the desktop, double-click on the 'Commandos 2' application icon (by default this is found in the Applications folder on your hard disk).
2. When Commandos 2 has launched, choose Single Player.
3. In the Players Menu click New and enter your User Name for Commandos 2.
4. Clicking the Accept button will take you to the Missions menu. You start your Commandos career in Training Camp 1. Choose the difficulty level you want and click the Start button at the bottom of the screen to begin playing. To start, you are only given access to the training missions. As you progress you will gain access to more missions.

**Note:** Each new player that you create must start from scratch in the training missions.

## PLAYING COMMANDOS 2 AFTER THE FIRST TIME

1. Place the Commandos Battle Pack DVD into your computer's DVD drive. Once it has appeared on the desktop, double-click on the 'Commandos 2' application icon (by default this is found in the Applications folder on your hard disk).
2. When Commandos 2 has launched, choose Single Player.
3. From the Players Menu choose your User Name from the list and click Accept. The Missions screen will appear.
4. You may now start playing from the beginning of the level that you last played. To do this click on the name of that level, displayed in the main window, and click on the Start Game button at the bottom of the screen.
Alternatively, you can start playing from exactly the same point where you last saved your game. To do this click on Saved Games and load the previously saved game you wish to resume.

MAIN MENU

SINGLE PLAYER MENU

## YOUR CAREER IN THE ARMY

The army life is a hard one and to excel you must complete all the objectives set out before and during the mission. Once you have completed a mission you will be able to move to the next one. Each time you successfully finish a mission, you will earn a number of points reflecting your success. Points are awarded not only for completing the mission, but also for the number of secondary objectives accomplished, the time it took to complete the entire mission, the damage your men suffered, their success at avoiding detection and the number of enemies they neutralised. In regard to neutralising enemies, maximum points are awarded for tieing them up rather than killing them.

As you progress through the missions, your points will continue to accumulate and your military rank should increase. When you start the game you are the lowest ranked soldier, by the time the war ends, if you have successfully completed the missions and displayed exemplary behaviour you may attain the rank of Field Marshal. Your honour, your career and your pension depend on how effective a soldier you are...

## ASSIGNMENT OF OBJECTIVES

At the beginning of each mission you will receive brief instructions on what is expected from you and your men. You will be given information in the following areas:

• The overall strategic situation
• The main mission objectives
• A tour of the environment at which point you will be shown where objectives can be completed.
• The position of key areas and some advice on the tactics you should employ.

## THE PUZZLE

Some of the missions contain pieces of a puzzle. If you can collect these pieces and finish the level you may unlock special missions.

The pieces of the puzzle are scattered all over the map, they may be found on the floor but may also be found inside boxes, cabinets, enemy inventories, and anywhere items can be stored. The objects will be stored in a table that is accessed via the Bonus icon (shown above) in the interface.

## LEVEL OF DIFFICULTY

There are three levels of difficulty in Commandos 2: Normal, Hard and Very Hard. Changing the level of difficulty does not change the mission objectives. The differences in difficulty show up in the behaviour of your enemies and the availability of tools and provisions.

In Normal difficulty your weapons have a long range and shoot extremely fast. Your enemies are relaxed and their reaction times are quite long allowing you a large margin of error. If one of your

commando's health level drops to zero, you can bring him back from the brink of death by using one of the many first-aid kits that are available.

In the Hard setting there are more enemy soldiers and the range and speed of your weapons is decreased. Enemies react faster and their weapons are more lethal. If one of your men dies he is gone for good. There are no second chances in Hard!

In the Very Hard setting enemy soldiers react on site, the range of their weapons is immense and their power even more deadly. First-aid kits and ammunition are in very short supply and just in case this isn't tough enough, enemy soldiers recover very quickly from being knocked unconscious.

## SOME GEOGRAPHIC AND HISTORICAL CONCESSIONS

We know that...

• There are no penguins in the Arctic.
• The submarine bunkers at La Pallice in La Rochelle had more than three hangars.
• The bridge over the river Kwai exists but it was never destroyed and is not made out of wood.
• The statue of Buddha is not in India but in a temple in Kyoto, Japan.
• The Shinano was sunk before entering into active combat.
• There are no Piranhas in Asia, only in the Amazon river.

The missions depicted are based on actual events but have been heavily adapted to make for better gameplay. If in doubt, trust the history books over the computer game.

# THE GAME

This section contains information regarding the core areas of Commandos 2: managing your view of the game, operating the game interface, the men under your command and the weapons you will use throughout the missions. Reading about them does not guarantee your success, but will help you recognise your options, rate the enemy's chances and anticipate the dangers awaiting you and your men. Good luck and go for it!

## VIEWING THE ENVIRONMENT
### MOVING THE CAMERA

From the moment a mission starts you can freely scroll the camera around the whole external environment. It is highly recommended that you do this prior to issuing orders. It gives you a clearer view of the overall situation.

You can use either the arrow keys on the keyboard or move the on-screen cursor towards the boundaries of the screen. When the screen stops moving you have reached the edge of the map.

You can reach every corner of the map more quickly if you scroll while keeping the "Shift" key pressed.

## ROTATING THE CAMERA

As you move the camera around the screen, some areas are hidden by houses, walls, furniture or vegetation. To get a complete picture you should combine the normal method of moving around the screen with multiple camera angles.

If you hold down the "Alt" key and press the "Left arrow" key or click the mouse button, the camera will rotate in angles of 90° to the left (anti-clockwise).

Alternatively, if you press the "Right arrow" or ctrl-click the mouse button while pressing the "Alt" key, the camera will rotate in angles of 90° to the right (clockwise).

When inside buildings, passages and tunnels, you may rotate the camera in a similar way however, the camera rotation angle is free (i.e. not in 90° steps). To rotate the camera freely, use "Alt" plus the arrow keys. Use "Alt" and click to rotate the camera in 90°steps anti-cloc kwise. Use "Alt" and ctrl-click to rotate the camera in 90°steps cloc kwise.

## ZOOMING IN AND OUT

You may change the scale of any map; press the "-" key to zoom out and press the "+" key to zoom in on a specific area. To revert to the default view press the "*" key on the numeric keypad once.

## MULTIPLE CAMERAS

Sometimes your men or your targets will be scattered at different points in the map. By using multiple cameras you may keep track of what is happening at each point without having to move the camera manually.

The "Multiple cameras" function divides the main screen into several windows. It is accessed via the function keys "F2" to "F7".
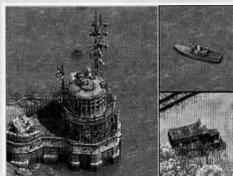
You may set the layout of the windows within the screen according to how many times the function key is pressed. Experiment to find the layout you prefer.

Each window behaves independently and displays the action occurring within its view. Only one window can be "active" at any one time. A window is made active by clicking on it and once active is outlined in red. The game can only be played in the currently active window.

To go back to a single window press the "F2" key. The active window now occupies the whole screen.

## MAP BOUNDARIES

The boundaries of every map are marked by a shadowed zone over which you may not pass.

## LOCATING THE ENEMY AND INTERACTIVE ELEMENTS

The camera position determines which elements are visible. Press the "F11" key to identify the positions of all enemies on the screen: they are outlined in red.

Similarly press the "F10" key to locate doors, ammunition, food, tools and other supplies: they are outlined in yellow.
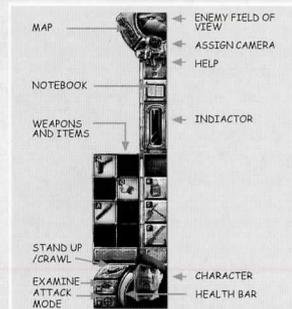
These two functions are useful in providing information about elements that may be hidden from your view.

# THE GAME INTERFACE

The game interface is your command centre and appears on the right of the screen. From here you control the game and give your men the necessary orders to complete the mission. Moving the cursor over the interface options and icons highlights those you are able to use in the current situation.

To access the interface press the "~" key. To return the main screen press the "~" key again.

To select an item in the interface, click on it. To deselect it, ctrl-click anywhere on the screen.



MAP
NOTEBOOK
WEAPONS AND ITEMS
STAND UP /CRAWL
EXAMINE ATTACK MODE
ENEMY FIELD OF VIEW
ASSIGN CAMERA
HELP
INDIACTOR
CHARACTER
HEALTH BAR

## THE CURSOR

The "Arrow" cursor is the principal tool to control your commandos. You are able to move this cursor around the screen with the mouse, execute an order with a mouse click and cancel it, if necessary, with a ctrl-click. The cancel order function only works if the cursor is on the main viewing area and not on the interface.

The cursor is context sensitive and changes its form to indicate the different actions available to you at different points on the screen.

## ENEMY FIELD OF VIEW

Click on the "Enemy Eye" icon in the interface and the cursor changes shape. When you click on an area of a map a red marker is placed at that point. If an enemy soldier can see that position his field of view is displayed.

This appears as a green triangle. If your men enter these areas they will be detected, so try to avoid them.

To see the field of view of a particular enemy soldier click on him with the enemy eye cursor; the area he has under surveillance is highlighted.

## MAP

| | |
|---|---|
| ENEMIES | RED |
| NEUTRALISED ENEMIES | RED |
| ALLIES AND HIDDEN COMMANDOS EQUIPMENT | BLUE |
| ITEMS OF INTEREST | GREEN |

Press the "F9" key or click on the "Map Holder" icon in the interface to see a sketch of the entire mission map.

It shows different elements of the game in different colours e.g. enemy soldiers appear as red dots. A small rectangle indicates the area of the map currently displayed on the screen.

Click on any point of the sketch, both the rectangle and the viewable area will now be centred on that point. This is a very quick way to focus in on areas of interest.

To put the map away ctrl-click on the "Map Holder" icon or ctrl-click anywhere on the screen.

## ASSIGNING A CAMERA

Select the camera icon in the interface. The cursor will take the shape of a camera. You may now focus on any element on the screen. The selected element is automatically kept in the centre of the screen.

You can combine this option with "Multiple Cameras" and assign different cameras to watch different targets simultaneously. Each window can use only one camera, but you may have up to six windows open.

## NOTEBOOK

If you are unsure about the mission objectives or about any of the objects present in the game, refer to the Notebook. In it you will find detailed information on the mission, weapons, equipment and techniques.

There is also a general help section to help you complete the more difficult missions.

Game Contents
Mission Objectives
Next Page

While the Notebook is selected, the game is paused. Exit the Notebook by ctrl-clicking anywhere on the screen.

## HELP

Click on the "Question Mark" icon in the interface to get additional information. When selected the cursor changes to a question mark. Click on any element in the game and the "Notebook" will automatically open on the corresponding page.

To exit ctrl-click anywhere on the screen.

## STAMINA, OXYGEN AND BODY TEMPERATURE INDICATORS

Depending on his situation the currently selected

BLACK - INACTIVE
RED - STAMINA
GREEN - COLD
BLUE - OXYGEN

commando's Stamina, Oxygen and Body Temperature levels are shown in the interface. Make sure that they never fall to zero.

For example, certain activities require a lot of effort and have a big impact on the physical condition of your commandos. Climbing absorbs stamina quickly and if a commando's stamina bar reaches zero he will fall to the floor.

## WEAPONS, TOOLS AND ITEMS IN THE BACKPACK / INVENTORY

The weapons, tools and items for each commando are controlled through the interface. All commandos can carry every item (even those they are not trained to use). In this case the item will appear in the inventory (backpack), but not in the interface. For example, if the Thief finds a mine he can pick it up and place it in his backpack, but it does not appear in his interface because he is not trained to use it. However, he can pass it to the Sapper who is trained in the use of mines and it will appear in the Sapper's interface.

At the beginning of each mission there are several empty spaces in each commando's backpack. These spaces are intended to hold items found during missions.

Space in the backpacks is limited. To check the inventory crtl-click the commando's face in the interface, his backpack / inventory will open displaying the number of items he is currently carrying and the space he has left.

For more information see the Backpack / Inventory section on page 10.

## CRAWL, STAND UP OR EXIT FROM...

Clicking the "crawl/stand up" icon or pressing the Space bar will toggle between walking or crawling.

Because it is so quiet, crawling lets your commandos move around and avoid detection in the outer view range of the enemies.

If you let them walk, your commandos will move faster but are more easily spotted by the enemy. In general, the faster they move the noisier they are. Crawling is quieter than walking, which is quieter than running.

When in a vehicle or hiding place the icon on the interface changes from the "Crawl/Stand Up" icon to the "Exit" icon. Click on it or press the "X" key to exit from the vehicle or hideout.

## EXAMINE

The "Examine" icon has several uses. Click on the icon or press the "W" key and the cursor will change to a magnifying glass. This cursor is context-sensitive and animates when over an item that can be investigated. For example, clicking on a dead or bound enemy soldier with this cursor displays the contents of his backpack as well as the currently selected commando's backpack. You can then transfer items from one to the other.

"Examine" also has an important strategic use. Commandos 2 involves both the interior and exterior of buildings; sometimes your viewable area is restricted by walls and doors. "Examine" helps in such situations by letting you see what is on the other side of the wall or door. For example, if you are inside a building and want to see what is happening outside, click on a window with the "Examine" cursor and a view of the external scene is displayed.

Also, if you are inside a building and want to move carefully, click on doors, trap doors and ladders with the "Examine" cursor. A window appears in the top left-hand corner of the screen showing a keyhole view through the door or trapdoor. You can alter the viewing angle by moving the mouse left or right.

In some missions you will discover switches that will activate and deactivate electrified fences, floodlit areas and doors. If you click on them with the "Examine" cursor a pop-up window displays the object activated by the switch.

## ATTACK MODE

When you select a commando's attack mode, he will remain stationary at that point and a field of view is displayed. Hold down the "Command" key and ctrl-click in the direction you want the commando to face. Any enemies that enter his field of view will be shot at until dead or until the commando runs out of ammunition. To activate this mode the commando must have a firearm selected.

When the enemy approaches from several points, attack mode provides a method of giving your men broad cover from enemy fire. Place your commandos strategically in attack mode and they are able to defend each other from nearly all angles.

Remember that most firearms have limited ammunition, so be careful not to leave your men unprotected when they run out of bullets or they may be killed.

## HEALTH BAR

This is an orange bar that indicates a commando's general health level. At the beginning of each mission it is full. As the mission progresses a commando may be shot, fall, suffer from lack of oxygen (when swimming underwater) or freeze. All of these reduce his health, which is indicated by a fall in the health bar.

Fortunately you have opportunities to regenerate the health of your commandos by using first-aid kits and tins of food.

If the health bar continues to decline it will eventually reach zero and your commando will die. Should this happen in the Hard or Very Hard difficulty levels, a skull will appear on the interface to remind you of his unfortunate end and your brutal negligence.
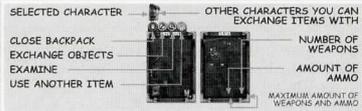
SELECTED CHARACTER

HEALTH BAR

## COMMANDOS' FACES

An image of the currently selected commando appears in the bottom right-hand corner of the screen. Their expressions and comments indicate their current health and whether they are able to carry out your orders.

# THE BACKPACK / INVENTORY

Each commando has a backpack, it is where they store and carry objects. These can include weapons, ammo, food and enemy uniforms. As you play the game you will find alternate ways of opening the backpack. The easiest way is to ctrl-click on the face of a commando in the interface.



SELECTED CHARACTER — OTHER CHARACTERS YOU CAN EXCHANGE ITEMS WITH
CLOSE BACKPACK
EXCHANGE OBJECTS — NUMBER OF WEAPONS
EXAMINE — AMOUNT OF AMMO
USE ANOTHER ITEM — MAXIMUM AMOUNT OF WEAPONS AND AMMO

## APPEARANCE

The backpack is displayed as a box divided into sections that indicate the limit on the number of objects that your comandos can carry. There are four icons above the box that, from left to right, are: Exit, Exchange, Examine and Use. To select an option click on it.

## USES

The most common use of the backpack is to store objects or exchange them with another character in the mission. To select items in a different backpack, click on it with the "Examine" cursor. Click on the item you wish to move and click again in the currently selected commando's backpack to place it. If the background colour turns blue this indicates that this item will occupy no extra room because it can share space with another item.

If the background colour turns green, there is space for this object and it can be stored in your commando's backpack.

If the background colour turns red, there is no space for this object. This may be because the backpack is genuinely full or because it has been badly packed.

You can also pick up items directly from the environment without having to open the backpack. To do this hold down the "Command" key and click on the item.

To exchange items between commandos do as follows. Move the currently selected commando close to the commando with whom you wish him to make the exchange. Now select the "Examine" icon; the faces of the commandos nearby will appear at the top of the screen. Select the "Use" option and click on the face of the commando with whom you wish to exchange items. His backpack will now open. To make the exchange

click on the item you wish to move and click again in the space you wish to place it.

When moving multiple objects of the same kind to and from the backpack, you can either transfer all of the selected items in one go by clicking on the items and dragging them to the backpack.

If you do not wish to transfer all of the items of a particular type, move items individually by holding down the "Shift" key while selecting and dragging the item to the receiving backpack. This is especially useful if you want to share ammunition equally between your team.

Some items can be combined. For instance, the sleeping pills with the wine will knock out enemy soldiers. To do this select one object and drag it on to the other.

# SELECTING CHARACTERS

## INDIVIDUAL SELECTION

To give your commandos orders you must first select them. Each commando has his own interface; ctrl-click on a commando and his interface will appear.

In the interface his face is displayed in the bottom right-hand corner. Click on his face and images of all the other commandos involved in this mission appear at the top of this screen. If there are more than four commandos scroll left or right to view them all. Clicking on a face selects the commando.

Sometimes commandos may be hidden from view. To help you, each commando has an assigned number on the keyboard. By pressing the appropriate number the commando is selected. If you press the number twice in quick succession the screen will centre on his position.

Commando numbers are as follows:

1. Green Beret
2. Sniper
3. Diver
4. Sapper
5. Driver
6. Spy
7. Natasha
8. Thief
9. Whiskey



NEXT CHARACTER

## MULTIPLE SELECTION

To perform an action involving more than one commando you must draw a selection box. To do this ctrl-click and hold down the mouse button. Drag the cursor in a diagonal direction to create a blue rectangular box around the commandos you wish to select. Release the mouse once the box contains all the desired commandos.



Selection Box Cursor — Multiple selection
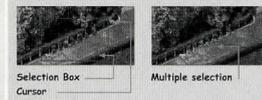
You can also select multiple commandos by first selecting one commando and while holding down the "Command" key ctrl-click on another commando.

## RELEASING HOSTAGES

Liberate hostages by approaching one with a commando. Press the "Shift" key and move the cursor over the hostage, the cursor will change to the "Talk" icon. Click again and the hostage will be released and may be controlled in the same way as your commandos.

## SELECTING ALLIED SOLDIERS

You can only select an Allied soldier once you have spoken to him with one of your commandos.

Once a commando has spoken to an Allied soldier, the soldier can be selected by ctrl-clicking on him. Alternatively, you can ctrl-click and drag a box around the soldier or soldiers you wish to select. Any soldier within the box will be selected, so long as they have been spoken to.

**Note:** Lupin cannot speak with the Allies (he is not of sufficient rank).

# MOVING AROUND THE MAP

To move your commandos click on the desired location. The currently selected commando will walk to that point. If you want them to run double-click on the desired location. Running saves time, but it is noisier than walking or crawling.

Be careful when instructing a commando to move to a distant location. By default a commando always chooses the fatest route regardless of whether this brings him into contact with enemy soldiers. This can be avoided by carefully selecting his route, if necessary by directing him to several points along the way.
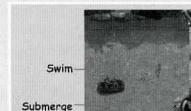


Stick to wall — Run
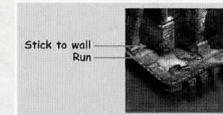
Each mission is full of enemy soldiers but your commandos have a vast range of skills to avoid detection. They can stick to a wall by simply clicking the desired wall. When sticking to a wall, clicking at its base in either direction allows the commando to move, but still remain out of sight.

Inside buildings the commandos can move from level to level using stairs. Click on the stairs to instruct the commandos to move up or down. Commandos are able to do this either standing or crawling.

## SWIM, DIVE AND SURFACE



Swim — Submerge

All your men know how to swim and dive. Click on an area of water and the currently selected commando will enter. If he approaches the water in a standing position, the commando will dive head-first into the water creating a loud noise that may alert the enemy. If you want him to enter the water quietly instruct him to crawl to the edge of the water. Now click on the surface of the water and he will slip into it silently.

Once in the water your commando may swim with minimal noise by clicking once on the desired target location. If you require more speed, double-click and the commando will swim faster; but remember, faster is noisier.

If the water is deep enough your commandos can swim underwater. This allows them to avoid enemy detection. The ability to dive is indicated

by the appearance of a dive icon in the commando's control panel.

If you click on this icon the commando will dive and an Oxygen Bar indicating how long he can stay underwater will appear. If the Bar falls to zero the commando's health bar will decrease and the commando's face will turn green, indicating that he is drowning.



To surface for air, click on the surface icon in the commando interface. The oxygen bar will then start to fill again. You may instruct your commando to dive at any time, but the amount of oxygen he has taken on determines the length of time he can stay underwater.

While submerged clicking on the "Look Above" icon allows the commando to look above the water to view his surroundings. However, the oxygen bar continues to fall as the commando is still underwater.

If you want to exit the water click on the water's edge and the commando will crawl out of the water. If you double-click, the commando will stand up and run to the target location.

The only one of the commandos that can stay submerged for an indefinite amount of time is the Diver, using the diving equipment. He is also the only commando that can defend himself underwater as his harpoon gun offers protection from sharks, walrus and crocodiles, (but unfortunately not against piranhas).

While submerged the Diver is also able to disarm enemy mines and fight enemy divers. He may also avoid detection by hiding in shoals of fish.

## ACTIVATED ACCESS

Your commandos can move around the interiors of buildings, aircraft, warships, tunnels, passages, rivers and seas. They can also move around the network of doors, stairs, ladders, windows and tunnels, but some of these need to be activated before you can gain entry. In such a situation hold down the "Shift" key and move the cursor to the point at which you wish to enter and click.

## DOORS, WINDOWS, TRAP DOORS AND LADDERS

To walk through a door it must be unlocked. Press the "Shift" key and move the cursor over the door to check if it is unlocked. If it is unlocked an "Enter" icon appears. If the door is locked a "No Entry" icon appears.

To open a locked door command the Thief to unlock it from inside. If you are in a hurry instruct the Green Beret to knock it down. Note: This is very noisy.

Security doors require a special key. If you attempt to enter a security door without the correct key a black key icon with a blue border will appear. Even the Green Beret cannot knock down secruity doors.

Before entering a room make sure you look inside. To do this, click on the door or window you wish to look through with the "Examine" cursor. A small screen will appear in the top left hand corner with a view of the interior. Click to enter the room or ctrl-click to exit the view. If you look through a opening, such as a window or door leading outside, the screen will switch to an exterior view. You are able to move around, zoom in and out and rotate the camera in this view. If you now want to leave the building click and the commando will exit. To leave this view ctrl-click. These rules apply to all openings, from doors and windows to tunnels and trap doors.

If you look through a window with the Thief you may order him to enter via the window with a mouse click.



If you have the Green Beret selected and are looking out through a window you can order him to jump. He can jump out of any window, but the higher the window the more damage he will sustain. If you are not already looking out of a window you can perform an emergency exit by double-clicking on the window, the Green Beret will then run and jump out of it.

If you look through a window at an interior the enemies inside will not see you. If however you are inside a building and look out through a window the enemy soldiers are able to see you. To make things easier, when you enter a building all enemy soldiers within it are outlined in red. Also the "F11" key highlights enemy soldiers.

Inside buildings, use stairs and ladders to move from floor to floor. If you hover the cursor over stairs it will indicate whether or not you can use them.

Ladders work in much the same way as stairs. While climbing ladders you may stop the commando in mid-climb by ctrl-clicking. Ctrl-click again and the commando will drop to the floor. The damage sustained due to the fall is proportionate to the height of the drop.

You may change direction on a ladder by clicking above or below the commando to make him go up or down. This is highlighted by the cursor changing shape when above and below the commando. While you are climbing the ladder the Stamina Bar will appear and start to decrease. If it reaches zero the commando will fall to the floor and as usual any damage sustained is proportional to the drop.

## HOLES AND HIDING PLACES

The Thief can use holes in walls as entry points to buildings. To check whether a hole may be entered press "Shift" and hold the cursor over it. If it is useable the cursor will change form and you may click on the hole to instruct the Thief to enter through it.

Thanks to his small frame and agility the Thief can sneak around and hide in very small places including cupboards, beneath beds and under tables.

Hold down the "Shift" key and place the cursor over possible hiding places. If it is a suitable hiding place the cursor will change its form. Press "Shift" and click on the hiding place.

While in a hiding place the Thief is safe from all enemies, but he is unable to participate in the mission. To exit the hiding place click the mouse button.

There also exist special passages above and below ground that all the commandos can use. To use them press "Shift" and move the cursor over the passage, click on it to enter.

Remember, the F10 key highlights all the items and doors you can access in the current creen.

## POSTS AND CABLES



Posts and cables are another path you can utilise to complete a mission. Only the Green Beret and the Thief can climb posts and swing along the cables. Once up a pole they may be able to reach previously inaccessable windows. While at the top of a post or hanging from a wire they cannot be detected by enemy soldiers.

To climb a post, select one of the commandos that have that ability, press "Shift" and click on the post. Once the commando reaches the top of a post he stays there until instructed to move.

As with scaling a ladder, direction can be controlled. Once on the post, hold the cursor above or below the commando and click to alter direction.

When hanging from a wire you instruct the commando to swing along it by clicking to the left or right of him. He will move to the point you have clicked. To stop him moving at any time ctrl-click at the point on the wire you wish him to stop. To drop to the floor ctrl-click again. The circle directly underneath the commando indicates where the commando will land.

The Sniper can also climb posts but cannot swing across wires. He will climb to the top and grip the post with his legs so that his hands are free for his rifle.

## TAKING AND LEAVING ITEMS

There are weapons, ammunition and provisions scattered around the maps in cupboards, wardrobes and on enemy soldiers. Your commandos are able to collect and use all of these.

To pick up an item press the "Shift" key, place the cursor over the item. The cursor will change to a hand icon if you are able to pick it up. To do so simply click the mouse. The commando picks up the item and places it automatically in his backpack.

Only the Green Beret can carry boxes and barrels and even he loses the ability to run while carrying them. They are also far too large and heavy to place in any commando's backpack.

Enemy soldiers that have been knocked out or killed are a good source of useful equipment. Search the bodies using the "Examine" cursor and two backpacks will appear on screen. One is the enemy backpack and the other is the currently selected commando's. Click on the enemy equipment you want and move it to a free space in the commando's backpack.

## THROWING ITEMS

Your commandos can throw objects in an attempt to distract the enemy. A packet of cigarettes or bottle of wine can prove an irresistible temptation. Enemies may leave their post to pick up such items. This offers an opportunity to sneak past or maybe even sneak up on them!

Select the item you wish to throw and click on where you want to throw it.

If you throw a packet of cigarettes or a bottle of wine, an orange line indicates if an enemy has detected it.

## SWITCHES

Electrified fences, floodlit areas and doors may all be activated by switches, which are lcocated throughout the map.

Check which element a switch controls by clicking on the switch with the "Examine" cursor. A small window, showing the element controlled by the switch, will appear.

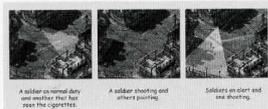To use a switch press the "Shift" key and click on it.

View switch | Activate switch
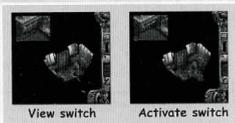
## SPECIAL CHARACTERS

In certain missions you will count on the help of allied soldiers such as American soldiers, Nepalese Gurkhas and the French Resistance.

Helpful individuals include a Hindu spiritual leader, Guinness an exceptional prisoner, and Wilson a shipwrecked sailor on a not-so-abandoned island.

## THE ENEMY

You are already familiar with your men and some of their abilities. Now learn about your enemies; German and Japanese soldiers. Study their weak points to help you defeat them on their own soil.

A soldier on normal duty and another that has seen the cigarettes. | A soldier shooting and others pointing. | Soldiers on alert and one shooting.

An Enemy soldier can see and hear your men, he can also be alerted by other soldiers or by alarms. If he sees a corpse or hears an explosion, he will stare at the source of the disturbance and his level of alertness rises.

### GENERAL BEHAVIOUR

Enemies normally remain at their posts watching over a zone, or else they patrol a particular area. When alerted, some of them stay in their positions, but many rush towards the point where something suspicious has occurred. Find out which enemies leave their posts by using the binoculars to get a good look at them.

### MILITARY RANK

There are three enemy ranks: Soldiers, Corporals and Officers. The main difference between them is their abilities to recognise the Spy in disguise. The Spy's orders are accepted far more easily by enemy soldiers than by Corporals or Officers.

Officers always recognise the Spy and Natasha when they are in their short range vision.

SS officers recognise the Spy and Natasha even if they are disguised and are at long range.

## FIELD OF VIEW

An enemy's field of view is displayed by a coloured triangle divided into two parts: the short range area and the long range area. Depending on his level of alert an enemy's field of view is either green or red. In both cases the long range area is a paler shade than the short range area.

It is more difficult for enemy soldiers to detect commandos at long range than at short range.

In the long range area enemy soldiers do not see your men immediately. It takes them a while if your men are standing, and they will not see your men at all if they are crawling.

The commandos are undetectable by the enemy if they are disguised, under a shadow or pressed against a wall.

When an enemy soldier spots one of your men, a blue line appears running between the enemy and the commando. If after a period of time, (longer or shorter depending on the level of difficulty selected), the commando has not moved out of that area, the enemy soldier(s) will recognise him. The line will turn from blue to red and the soldier(s) will chase him.

When an enemy sniper aims at one of your men a crosshair appears over the target's head. If you do not instruct your commando to run for cover he will be killed.

## LEVEL OF ALERTNESS

When an enemy's field of view is green, it means that he is relaxed and goes about his duties as normal. If the area is red, the enemy is alert and he reacts immediately if he sees any of your men.

Enemies can see and hear your commandos. They can also track footprints and if they discover tied-up comrades they will sound the alarm.

## WEAPONS

Each enemy uses a weapon according to his rank. Corporals and Officers use pistols. Soldiers use rifles and machine guns.

## SPECIAL UNITS

Elite enemy snipers use precision rifles to pick off your men at long distance.

The Grenadier Corps of the German army are a fearsome foe. Be very careful if you see a German grenadier; a single well-aimed grenade can kill all your Commandos.

When underwater your men may encounter groups of divers with harpoon guns. At close range these weapons are extremely dangerous.

## THE PATROLS

Patrols consist of several soldiers in formation commanded by an officer. When an alarm sounds they change their normal routes to cover a larger area; this makes the mission more difficult to complete.

Some patrols can arrest your men and take them to prison. If a patrol attempts to arrest a commando do not resist or he will be shot. If you decide to make a run for it, be sure that he can get away.

Once a commando is arrested, he must be rescued in order for you to complete the mission.

## OBTAIN INFORMATION AND RESOURCES FROM THE ENEMY

Use the binoculars to get additional information about the enemy: type of gun, health level and if they will leave their position or not.

Inspect the bodies of dead or bound enemies as you may find valuable items on them. You can salvage their weapons, ammunition, explosive materials, uniforms and special items like codes or keys.
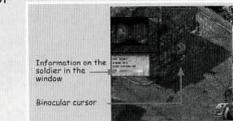
Information on the soldier in the window

Binocular cursor

Captured enemy weapons have limited ammunition and captured uniforms will only disguise your men for a limited amount of time.

## ENEMY VEHICLES

The enemy has various types of vehicles which they use to good effect. Your commandos can commandeer these vehicles only if they are empty. If they are occupied, destroy them with rockets, bombs, anti-tank mines and bazookas.

# WEAPONS AND EQUIPMENT

Below is a brief description of the weapons and equipment found in the game.

To use or activate these objects they must be selected from the interface. Depending on the type of object it may be used immediately or, as in the case of the lockpick it may be necessary to wait until an appropriate target appears.

## OBJECTS THAT REQUIRE ONE-CLICK SELECTION

All these weapons and objects can be selected by clicking once on their icon. Once selected the item may be used immediately by the current commando. You can select further weapons and items available to the current commando by a ctrl-click on the appropriate icon.

### CHANGING UNIFORM
All the commandos except for Whiskey have a uniform that they always wear. The only time that the uniform is not worn is when they are disguised as the enemy.

### ENEMY UNIFORM - SOLDIERS
All the commandos are able to use an enemy uniform. The most common way to obtain one is to steal it. Once they have knocked out or killed an enemy your commandos can take his uniform and the contents of his backpack.

### CORPORAL AND OFFICER UNIFORMS
The Spy is the only commando who can wear these uniforms. While wearing a Corporal's or Officer's uniform he can pass himself off as the enemy.

### DIVING EQUIPMENT
When you click on the diving equipment, the Diver will put on his wet suit and oxygen tank. These allow him to spend hours underwater.

### SNOW EQUIPMENT
It is essential that your commandos wear special equipment in order to survive in the Arctic. Each commando has his own snow uniform.

### NATASHA'S CLOTHING
Natasha will change her look and dress often during each mission. Every time you click this icon on the interface, she will decide what is appropriate for the occasion and dress in it. It may well be a Chinese costume, or the dress of a German secretary. She is able to walk among German soldiers without arousing suspicion.

### RELEASE WHISKEY
Whiskey enjoys travelling inside the commandos' backpacks and wants to go wherever the rest of your men go. If you want to place Whiskey on the ground click his icon on the interface.

### WHISTLE
This is the instrument that all the commandos use to call Whiskey.

### TINNED FOOD
You can find food in cupboards and closets inside buildings or wherever the enemy keep their provisions. All the commandos need food to maintain their health.

### WHISKEY'S BARK
A loud bark from Whiskey will attract the attention of everyone nearby, giving the commandos an opportunity to take advantage of the distraction.

## OBJECTS THAT CAN BE PLACED IN THE SCENERY

All the following objects can be left or dropped in the scenery. Select the object from the interface and click on the target area to throw it. If the cursor exhibits a "forbidden" icon, try reducing the distance you are trying to throw it.

### CIGARETTES
Tobacco is a rare commodity during wartime. If you are lucky you may find a packet inside a house or you may steal some from the enemy. Your men can throw the cigarettes to a certain point in an attempt to entice enemy guards away from their positions.

### FISH FOOD
The Diver and Green Beret can hide from danger when swimming underwater by hiding in large shoals of fish. They place food in the water that attracts fish that form a wall around the commando. The fish will then move with the swimmer, hoping to receive more food.

### DECOY
All the commandos know how to operate the decoy. It is used to attract enemies and works by emitting a loud noise that brings the enemy to investigate.

### BOTTLE
Bottles of wine are found in places where the enemy keeps its provisions. As with the cigarettes, the enemy can rarely resist wine. A bottle of wine puts an enemy to sleep. If you lace the wine with sleeping pills the drinker will sleep until a comrade wakes them.

### DOG FOOD
If you put sleeping pills in the dog food it turns green. Feed it to enemy dogs to put them to sleep. Sleeping pills used in dog food may be recovered and reused.

### REMOTE BOMB
This is a powerful explosive that can be detonated by remote control. The only person who can use it is the Sapper.

### TRAP
The Driver is in charge of studying the movements of the enemy and placing traps in the environment. A trap can be placed anywhere, cannot be detected by the enemy and is lethal to anyone who steps on it. Traps are reusable.

### CABLE TRAP
This is one of the more sophisticated tools that the Driver uses - it is extremely effective in confined spaces. To set a cable trap select the point on a wall where the cable is to be tied. Now select a point to tie the other end to a facing wall. Once the cable has been pulled tight by the Driver he should retreat to enjoy the show.

### SPIKE THE RAT
Spike is the Thief's friend and obeys only his wishes. He has trained Spike so that when you select a specific spot with the "rat cursor", it will run there and perform a couple of somersaults to attract the enemy's attention. When finished, Spike will run back to the Thief.

### MINES
Whiskey can smell them and the Sapper can find them with the mine detector. Once found the Sapper can deactivate a mine and store it in his backpack for later use.

### ANTI-TANK MINES
Anti-tank mines are found in ammunition boxes, close to fences and other protected areas. The Sapper can find them with the metal detector.

To set an anti-tank mine click on the spot you wish to place it; it will only explode when a vehicle passes over it.

### TIMED BOMB
Once the Sapper has activated a timed bomb, he has 30 seconds to escape before it explodes.

### SMOKE BOMB
The smoke bomb creates a curtain of smoke that masks your men from the enemy's view. The effect of the smoke bomb is short-lived, so be prepared to move quickly to take advantage of it.

### ZODIAC
The Zodiac is a boat used to ferry the commandos across water. The Diver carries it in his backpack and to use it select it with the cursor.

## OBJECTS THAT REQUIRE TWO-CLICK SELECTION

To use the following elements click on the relevant icon in the interface; the cursor will change shape. You must then click again with the new cursor on the object or place you want in order to use the element.

To go back to the normal "arrow" cursor, ctrl-click anywhere on the map.

### BINOCULARS LEICA SLC 8X56

The binoculars can be used by all the commandos. They can be obtained from enemy guards or in cabinets. They are an extraordinary tool for spying from exteriors into interiors. Clicking on any enemy with the binoculars provides good information about him.

### WIRECUTTERS

All the Commandos can use wirecutters to cut through fences and cables. Wirecutters are found in garages, stores and the backpacks of enemy mechanics. Beware of electrified fences, remember to disconnect them from their power supply before trying to cut them.

### MINE DETECTOR

The Sapper is trained to clear a path through minefields for his comrades. He detects dangerous anti-personnel and anti-tank mines with his trusty mine detector.

### BURY

This is one of the Green Beret's abilities. He will use his shovel to dig a hole in the ground and bury himself. Once buried he is completely undetectable.

### LOCKPICKS

With the lockpicks the Thief is able to open all metallic ammo boxes and many doors. To open a door he must enter the building and open it from the inside.

### FIRST-AID KIT

First-aid kits are found throughout the game and are used to regenerate health. Each kit has several doses that are administered by clicking the "Syringe" cursor on the patient.

### SNEAKING AROUND

The Thief is a master of getting as close as possible behind an enemy's back without being noticed. He can then look inside the enemy's backpack to see whether there is anything of interest in it.

To use this ability, click on the chosen enemy soldier with the "Sneak Up" cursor while the Thief is selected.

### BLOWTORCH

Both the Sapper and Driver can use the blowtorch, it's useful for fixing and building things. It is also used to open metal doors and as a weapon. To find it you will need to search carefully.

### SLEEPING PILLS

These can be used with wine and meat (fed to dogs). When an enemy drinks wine laced with sleeping pills he will fall asleep until the end of the mission or until comrade wakes him up.

### LIPSTICK

Natasha uses her lipstick to distract the enemy. Choose her victim by clicking on him with the "Lipstick" cursor; he will be momentarily blinded by her beauty. Guaranteed, or your money back...

### GRAPPLING HOOK

The Diver uses the grappling hook in two ways. The first is to place traps; fix the hook to a wall by clicking the "Hook" cursor on the bottom part of it and then click again on the place you wish him to stand and pull the rope taut.

The second use of the hook is for scaling walls. Click at the top of the wall to fix the hook and then instruct the diver to climb the rope.

### ROPELADDER

The ropeladder is used to help the commandos climb up walls or down from windows. Click the "Ropeladder" cursor on the desired location. Now press the "Shift" key and click on the ropeladder. The currently selected commando is now able to move up or down the ropeladder.

The ropeladder must be collected from above. To do so, press the "Shift" key with the cursor over the ropeladder and a "Grabbing Hand" cursor appears. Click again and the ropeladder is placed in the backpack of the currently selected commando.

To use the ropeladder to escape from a building, click on a window with the "Ropeladder" cursor.

### SHOVEL

The Driver uses the shovel to dig holes in order to create traps.

### ISSUE ORDERS TO THE ENEMY

The Spy is the only commando that can issue orders to the enemy. To do this he must be disguised as an officer. He can order them to look in a certain direction and order them to move to another position.

### SHEETS

Inside Colditz prison, the beds are many but ladders are scarce. Steal some sheets and tie them together and your commandos will be able to escape through a window. An old trick, but a good one!

## WEAPONS

Weapons are essential to the commandos. Some are available at the beginning of a mission, others must be found along the way. When you select a firearm, the cursor will change to a crosshair. If the crosshair is coloured red the current target (the location of the cursor) is out of range.

### MACHINE GUN MP40

This is an automatic weapon. It is very light and fires in tremendous bursts, but has limited ammunition. Machine guns and ammunition are most easily obtained from dead enemy soldiers.

### PISTOL

The most frequently used pistol is the COLT 1911 A, which has unlimited ammo.

### HIT, TIE AND GAG

Some of the commandos have great physical strength. Their fists are dangerous weapons and they are able to hit and daze even the biggest of enemies. Once on the floor an enemy can be tied and gagged by pressing "Shift" and clicking on him. Once an enemy is tied and gagged the contents of his backpack may be taken. He remains tied until a fellow soldier frees him.

Neither Natasha nor the Thief are able to tie and gag enemies.

### KNIFE

The commandos use a FAIRBURN assault knife with double blade and a combat grip. Their use of the knife differs; for example, the Green Beret approaches his victims and delivers a single massive wound. By contrast the Diver prefers to throw the knife from a distance.

### ROCKET LAUNCHER PIAT

A very light and powerful weapon used by the Sapper to take out enemy troops at a distance.

### GAS GRENADE

This is a non-lethal bomb used by the Driver. While it does not affect allied soldiers, a gas grenade creates a thick cloud of gas that dazes all the enemy soldiers in the area.

### RIFLE

This rifle is used by the allied forces. It is a Lee-Enfield n4 MKI with unlimited ammunition.

The commandos have opportunities to steal KARABINER 98K rifles from the enemy. The KARABINER has limited ammunition, but if you are good, it takes only one shot to kill an enemy.

### SNIPER RIFLE

The sniper rifle used by the Allies is the M1903, 30 SPRINGFIELD which has unlimited ammunition.

The commandos may obtain GEWEHR 98 sniper rifles from enemy backpacks. These are very long range rifles that only Natasha and Duke are able to use.

### HAND GRENADES

Number 36 M, Mk1 "Mills Bomb". The Sapper throws them through doors, trap doors and windows. Useful but very noisy.

### SYRINGE

The Spy's favourite weapon. Its effect will depend on the number of doses that he injects into his victims. One dose dazes an enemy, two doses renders them unconscious and three doses is lethal.

### BOTTLE

Most people will rather drink the wine than use it as a weapon, but Natasha won't hesitate to break it on an enemy's head if it aids the successful completion of the mission.

### HARPOON GUN

A very important weapon for the Diver. Without the harpoon gun he would be unable to defend himself and the others from sharks, crocodiles and enemy divers.

### MOLOTOV COCKTAIL

Some gasoline and a little spark makes this an explosive cocktail that can kill several enemies at once.

## VEHICLES

**In many of the missions you will find different types of land, sea and air vehicles. Your commandos can use them to move around the map and to infiltrate enemy lines.**

### DRIVING VEHICLES

Getting into vehicle      Driving vehicle
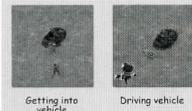
All your men can drive. To have a commando drive, select a vehicle by pressing the "Shift" key and clicking on the vehicle you wish him to commandeer. When a commando gets into a vehicle, the camera follows him and the cursor changes into a "Wheel" icon. To move, click the "Wheel" icon on the part of the map that you want to move to, the vehicle travels forward or backward towards that point. To move faster double-click on the desired direction.

You can also use the arrow keys on the keyboard. To increase speed of movement press the "Shift" key at the same time as the arrow keys.

If the Driver and the Sapper commandeer a tank, they are able to use it as a weapon. To do this, press the "Ctrl" key and click on the target with the cursor.

To instruct a commando to leave a vehicle, select him and click on the "Exit" icon.

If you order a commando to exit a boat, remember that he will have to swim to the shore.

If you use a balloon, it must take off before it can move. Click on the "Take-off" icon and the balloon will float skywards. The balloon is controlled in the same way as other vehicles.

When flying you will not be spotted by the enemy. When you want to land find a suitable area and click on the "Land" icon.

## MULTIPLAYER

To enter a multiplayer game, select Multiplayer from the Main game screen, then select the name of your profile from the Players Menu and click the "Accept" button at the bottom of the screen. The Connection Menu will appear; select either LAN or Internet and click the "Start" button at the bottom of the screen.

The Sessions Menu will appear; now either create your own game or join a hosted game.

To host a game, click the "Create" button at the bottom of the Sessions Menu. The Missions Menu will now appear with a list of the available missions. Select one and click on the "Start Game" button at the bottom of the screen.

To join a game select it from the Sessions Menu and press the "Join" button at the bottom of the screen. You do not need to have completed a level in the single player game for you to access it in a multiplayer session.

The Multiplayer Game screen will appear with the names of the players listed. For ease of identification each player is assigned a colour.

Each player must choose at least one commando from the images at the top of the screen. Once selected, a commando's image is outlined in the colour of the player who has selected him.

Use the box at the bottom of the screen to chat with other players. Simply type and press the Return or Enter key to send your message.

Before starting a multiplayer game, please note:

• All the commandos in a mission must be assigned before the game can begin.

• Each player may select more than one commando, if available.

• Only the host can change the difficulty level.

• Only the host can start the game.

• If the game is started from a quick-load (instead of from the beginning) players not involved when the game was saved will not be allowed to join.

When all of you are ready, the mission can be started. Good Luck!

## IN-GAME DIFFERENCES BETWEEN SINGLE PLAYER AND MULTIPLAYER

Some aspects of Commandos 2 function differently in multiplayer when compared to the single-player game:

• The only way you can save the game is by using the quick-save feature. As a result you will only be able to load the last position.

• Every time a player decides to save or load the mission, all team members will automatically do the same. As some computers will be slower than others, it is highly likely that a window will pop up indicating that the game is waiting for the slower ones to finish saving or loading.

• If one of the players leaves the game or his connection is lost, a window will appear explaining that the mission cannot continue.

• If there are connection problems, a window may appear informing you of the problem, this doesn't mean that the mission is over. Some players will have to exit if it looks like the connection will not improve.

• During the mission you are able to chat by pressing keys "Command" and "Enter" together.

• The game will *not* pause when you open your notebook, use your backpack, or perform any other duties.

• If a player is in control of several characters, they will be able to exchange objects between their backpacks as per usual, just as in the single player missions.

• If characters controlled by different players want to exchange items, it will require some "good manners" protocol:

  - The exchange of objects between characters controlled by different players can only be done one at a time, (e.g. a Red Player, Green Beret with Green Player, Sapper).

  - To exchange objects with another player, one of you will have to begin the dialogue using the "magnifying lens" icon. Both players' screens will display appropriate messages asking for confirmation. If both of them accept the transaction, the faces and the backpacks of both characters will be shown on both screens.

- An exchange can only be carried out by placing objects in someone else's backpack. You cannot help yourself to the contents of other players backpacks. For example, if you want the shovel from a colleague's backpack, you must request it using the chat function. If your request is accepted then the player will put it into your backpack. You are never able to take it directly.

- If at any time, a player decides to terminate an exchange, he may do so.

# THE COMMANDOS

When playing Commandos you are the commanding officer of a very special group of fighters. They all have exceptional abilities and have been specially trained for missions behind enemy lines; these are special skills that you should exploit when planning your tactics.

## JERRY "TINY" McHALE

Born in Dublin on the 10th of October 1909, Jerry was the heavy-weight champion of the army boxing league from 1934 to 1937. He was sentenced by a military jury to 14 years hard labour after knocking out a superior officer. His sentence was commuted when he accepted an offer to join the Commandos.

He was promoted to the rank of Sergeant after the battle of Vaagso island, where after being shot in the arm, isolated from his unit and without using a single firearm, sneaked into a bunker and killed the 16 enemy soldiers inside and then returned to the allied frontline.

He is very aggressive and reluctant to accept orders, this is a real "problem" for his superiors and a nightmare for the enemy.

Name: Jerry "Tiny" McHale
Date of Birth: October 10, 1909
Place of Birth: Dublin
Country: Ireland
Height: 6' 5"  Weight: 220 Pounds

**GREEN BERET**

### SKILLS

He is the biggest member of the group and his tremendous strength allows him to fight, knock out and tie up enemies very quickly. He is able to knock down almost any door, jump from incredible heights, climb poles and swing along wires. He is also the second fastest runner of the group of commandos and his amazing stamina allows him to withstand flesh wounds and gunshots that would kill any of the others. His preferred weapons are the knife and his bare hands, he can use both in deadly combinations. His is especially effective when he has the advantage of surprise.

## THOMAS "INFERNO" HANCOCK

"Inferno" was born in Liverpool on the 14th of January 1911. A university graduate in Chemistry he was 22 when he joined the Firefighters, where he specialised as an expert in High Risk Explosives. In 1939 he volunteered for the army and one year later joined the Commandos. His deep knowledge of developing and planting explosives resulted in a string of successful missions. During the assault on Saint Nazaire he was responsible for the controlled explosions that flooded the harbour buildings and killed hundreds of German soldiers.

### SKILLS

He is expert in developing and placing explosives. The materials he carries in his backpack are always delicate but often heavy, this forces him to move slowly and can stop him from entering water in order to protect these items. He can operate weapons such as grenades, bazookas, flame-throwers and mine detectors. He can detect and deactivate mines and store them for later use. He can also lay minefields.

Name: Thomas "Inferno" Hancock
Date of Birth: January 14, 1911
Place of Birth: Liverpool
Country: England
Height: 6'  Weight: 175 Pounds

**SAPPER**

# RENE "SPOOKY" DUCHAMP

Born in Lyon, France on the 20th of November 1911. He joined the French Secret Service when he was 25 years old and served as Security chief at the French Embassy in Berlin, where he obtained valuable inside information about several members of Hitler's Staff.

At the start of the war, he joined the French Army and became an active leader of the French Resistance. He has often been a crucial member of the Commandos and on many occasions has been of vital help in planning covert operations.

His knowledge of the tactics and personalities of the German military has repeatedly proved its value to the English Secret Service.

### SKILLS

He is able to speak several languages fluently and has a natural instinct for imitation. These talents are invaluable on his missions as a secret agent. One of his most common assignments is to infiltrate enemy lines wearing a stolen enemy uniform and divert, deceive or give false orders to enemy soldiers. His attacks are characterised by silent and cautious movement and the use of minimal force.

His prefered weapon is a syringe loaded with a lethal poison that eliminates enemy soldiers in complete silence.

Name: Rene "Spooky" Duchamp
Date of Birth: November 20, 1911
Place of Birth: Lyon
Country: France
Height: 6' 4"  Weight: 179 Pounds

**SPY**

# JAMES "FINS" BLACKWOOD

He was born in Australia on the 3rd of August 1911. He joined the Royal Navy and his ability to swim and row speeded his promotion to the rank of captain. Two years later his aggressive character and repeated disobedience led to his demotion to the rank of private within the Commandos. In 1940 he was honoured with the Military Cross, after his heroic evacuation of 45 men from the beach of Dunkirk after it had been taken by the Germans.

Name: James "Fins" Blackwood
Date of Birth: August 3, 1911
Place of Birth: Melbourne
Country: Australia
Height: 6'11"  Weight: 181 Pounds

**DIVER**

### SKILLS

Fins is a specialist, trained for aquatic missions. With his harpoon gun and his diving equipment he is able to spend hours underwater without worrying about oxygen supply or about the dangers he may encounter at sea.

On land he is a master of throwing knives and carries a grappling hook to climb buildings, walls and trees in complete silence.

# SIR FRANCIS T. "DUKE" WOOLRIDGE

He was born in Sheffield, England, on the 21st of March 1909, into one of the more influential families of the British aristocracy. Known among his colleagues as Duke, he is an excellent sniper. During the Narvik Raid his cool temperament and self control allowed him to shoot and kill the Commander of the German army (with a single shot) at a distance of over a mile.

Name: Sir Francis T. "Duke" Woolridge
Date of Birth: March 21, 1909
Place of Birth: Sheffield
Country: England
Height: 6' 2"  Weight: 180 Pounds

**SNIPER**

## SKILLS

He is cool and self-controlled, all his actions are perfectly calculated. He is considered one of the best snipers in the world; he rarely wastes a bullet. His most common task is to clear a path for his colleagues and eliminate concealed enemies. He often stands behind windows, poles or other objects that offer protection while he provides covering fire for the advancing commandos.

# PAUL "LUPIN" TOLEDO

Born in Paris, France, on the 1st of March 1916, "Lupin" is a recent addition to the Commandos. When the Germans invaded Paris he decided to start his own one-man crime wave, entering every single house occupied by the Germans and stealing every German wallet within reach. In 1940, after he mistook René Duchamp for a German officer he stole his suitcase and was astounded to find important documents inside it. He immediately put the documents in the hands of the French Resistance and because of this action he was recommended by "Spooky" to the Commandos and is now a key member of the group.

Name: Paul "Lupin" Toledo
Date of Birth: March 1, 1916
Place of Birth: Paris
Country: France
Height: 5' 2"  Weight: 107 Pounds

**THIEF**

## SKILLS

He is the smallest and fastest of all of the Commandos. His tiny frame is more than compensated by his agility in accessing small areas, breaking into houses, climbing poles and picking locks. These skills allow him to break through enemy lines in ways the others find impossible. He has mastered several martial arts and he enjoys stalking and picking the pockets of enemy soldiers. He can also open doors and safes with his tools.

He has a pet rat, Spike, trained to divert enemy soldiers.

His most frequent role is to gain access to buildings for the other commandos. He can enter buildings through windows or holes and once inside opens doors with his own tools or with keys that he has stolen.

# SAM "TREAD" PERKINS

He was born on the 4 April 1910 in Brooklyn, USA. Little is known of his early life, but in 1937 he travelled to the UK and joined the British Army. While co-operating with the Foreign Office, he investigated and tested weapons and vehicles taken from enemy armies. During this time he met Paddy Maine who convinced him to join the Commandos.

In 1942 he appeared in all the British newspapers. During the course of the assault on the Tamet aerodrome, he ran out of ammunition and decided to ram his vehicle against an enemy plane. The resulting explosion produced a chain reaction demolishing most of the aerodrome.

## SKILLS

He enjoys fighting the enemy and can drive any vehicle. His weapons of choice are gas bombs, smoke bombs and hunting traps.

# WHISKEY

Whiskey grew up in the New York submarine shipyard and became the mascot of the submergible E-423 in 1941. During an incursion into the North Sea, the ship was captured by a German patrol and taken to the base of La Pallice on the French coast. After his owner died, "Lupín" looked after him and he joined the Commandos.

## SKILLS

He can divert enemies by barking and running around them. He can carry small objects from one commando to another, passing through areas containing enemies without arousing suspicion. Whiskey's sense of smell lets him detect mines, which the Sapper can then deactivate. Whiskey cannot climb ladders, but any commando can put him in his backpack and carry him.

# NATASHA "LIPS" NIKOCHEVSKI

She was born in Kiev, Ukraine, on the 21 April 1912. Exiled after the 1917 Revolution she is the daughter of an aristocrat from the Netherlands and a Russian countess. In 1943 she joined the Dutch Resistance and combines this with occasional missions for the Commandos.

## SKILLS

She speaks several languages fluently, a fascinating but dangerous woman. She is always ready to distract the enemy by combining charming conversation with an alluring costume and the help of her lipstick. She is not especially aggressive but is perfectly able to assist the commandos when necessary and as Duke will testify is a remarkably good…

…sniper.

"Tread", Whiskey and "Lips" only appear in Commandos 2.

# COMMANDOS 3: DESTINATION BERLIN

## INTRODUCTION

In Commandos 3: Destination Berlin, you must once again mastermind an elite squad's incursions deep within enemy territory. Nazi forces have re-doubled their efforts to take over the free world and it is your task to thwart Hitler's vile plans and fend off his army.

By default Commandos 3 uses a simpler interface and different shortcut keys than those of Commandos 2, which if you are a Commandos 2 veteran may make things unfamiliar. You may play Commandos 3 with Commandos 2 controls by selecting the "Activate Commandos 2 Keys" check-box found in the Advanced tab of the pre-game Commandos 3 Options window (the window that appears when first launching the game).

**Note:** Commandos 2 and Commandos 3 share similar gameplay. This section is intended principally to highlight any differences between the two. If you wish to play Commandos 3 without having played Commandos 2, it is recommended that you read the earlier section of this manual relating to Commandos 2 as this is nearly all applicable to Commandos 3.

## PLAYING COMMANDOS 3 FOR THE FIRST TIME

1. Place the Commandos Battle Pack DVD into your computer's DVD drive. Once it has appeared on the desktop, double-click on the 'Commandos 3' application icon (by default this is found in the Applications folder on your hard disk).
2. When Commandos 3 has launched, choose Single Player.
3. Create a New Profile by clicking the New Profile button at the bottom of the screen. Type your name in the space provided and press Enter.
4. Now click the Select Campaign button to choose where to start the game. As a new player you should familiarise yourself with Commandos 3 by playing through the tutorial. Click the Tutorial button to begin.

## PLAYING COMMANDOS 3 AFTER THE FIRST TIME

1. Place the Commandos Battle Pack DVD into your computer's DVD drive. Once it has appeared on the desktop, double-click on the 'Commandos 3' application icon (by default this is found in the Applications folder on your hard disk).
2. When Commandos 3 has launched, choose Single Player.
3. Click the Load Game button to show all saved games. Choose your saved game from the menu and click Start Game.

## MAIN MENU

Before you get stuck into the enemy you will have to choose how you wish to engage. You can move through the game menus using the mouse or the cursor arrow keys. The option highlighted can be selected by pressing "Enter" or by clicking the mouse.

### SINGLE-PLAYER

Create a player profile and a campaign to begin play. Each new player must start campaigns from the beginning.

### SELECT CAMPAIGN

There are three campaigns to choose from:

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

### TUTORIAL

Basic instruction on how to use your commandos team. It is recommended that you complete the tutorial before starting a campaign.

### LOAD GAME

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

### QUICK-LOAD

Load the last mission that you saved in quick-save mode.

---

### GAME PROFILE

Indicates the User Profile you are currently playing under. Your User Profile stores the information about game configuration and the progress of your mission.

### NEW PROFILE

The first time you play, you must create a Player Profile and assign it a name. This is where game options and campaign progress will be saved.

You can have as many profiles as you wish. However, every time you create and play under a new profile, you must start the game from the beginning.

### LOAD PROFILE

This allows you to select and access data in an existing game profile.

### DELETE PROFILE

Allows you to delete a game profile.

## IN-GAME MENU

During each mission, you can access an In-Game Menu by pressing the "Esc" key. While you are in this menu, the game is paused. The menu items are as follows.

### EXIT GAME

Exits the game without saving changes. Make sure you save, it really is important.

### LOAD GAME

Select the game that you want to load from a list of saved games.

### SAVE GAME

Saves the current game.

### RESTART

Starts the mission again from the beginning.

### QUICKLOAD

Quick-loads the last Quick-saved game. Alternatively, press the "F11" key from within a level to directly load the last quick-saved game.

### QUICK-SAVE

Quick-saves your current position. The "F9" key is a shortcut key for this action.

---

There is only one quick-save slot. Each time you quick-save the previously quick-saved game is lost. To save a game indefinitely, use the Save Game option from the In-Game Menu.

### OPTIONS

Allows you to configure the sound and video options.

## THE INTERFACE

The main game interface displays at the bottom of the screen. You can hide it by pressing the "\" key. To display it again, push the "\" key again.

The options that you can use are highlighted as you move the cursor above the interface. Click on the option to select or activate it. Some options are available depending on the currently selected commando and objects in the commando's pack.

### MAIN CONTROL INTERFACE

#### 1. SELECTED CHARACTER

When you select one of your men, his face will be displayed in the lower left part of the interface, along with his weapons and available actions.

#### 2. HEALTH LEVEL

Indicates the health of the currently selected commando.

**Note:** Unlike Commandos 2, you cannot revive a dead commando with a medical kit. Do not allow any commando's health level to fall to zero.

#### 3. GAME HINTS WINDOW

Displays game information in real-time.

#### INTERFACE CONFIGURATION BUTTONS

#### 4. BUTTON 1

Activate/Deactivate the faces of the commandos at the lower left of the screen. Click on each one to select.

#### 5. BUTTON 2

Activate / Deactivate the interface in the upper left part of the screen.

#### 6. BUTTON 3

Shows the hints in the interface or in the game screen next to the cursor.

# THE BACKPACK

The backpack for your selected commando is displayed in the lower right corner of the interface. Click on it to see its contents.

You can save all of the objects that you find during the mission: weapons, ammunition, medical kits, etc. until its 24 boxes are filled.

When viewing the contents of a backpack the game is paused and you have the following options:

## EXIT

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

## EXCHANGE

Select another commando nearby to exchange objects. Click on the image of the commando you wish to exchange with. Click on the object that you want to exchange and leave it where you want by clicking again.

If you click outside of the inventory, you will leave the object on the ground.

## USE

Use an object in the backpack.

# TACTICAL INTERFACE

## MAP

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

To hide the map, click on the "Map" icon again, or press the "F4" key.

## ENEMY VIEW

Use the "Field of View" icon to discover whether or not an area is under surveillance by the enemy. If there is more than one enemy covering the same place, the views displayed will alternate.

You can also press the "Tab" key and click on a location to see whether it is under surveillance.

## TRACKING CAMERA

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

Click on the Camera icon in the interface, or press the "F3" key and select the soldier or vehicle to track.

To deactivate the tracking camera, click the Camera icon or press the "F3" key again and click on any part of the screen.

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

## CAMPAIGN HELP

If you have any doubts about the mission objectives or the military material available to you, consult the Campaign Help by pressing the "F1" key. This gives information on the mission objectives, weapons, equipment, and combat techniques.

While consulting Help the game is paused, (except in a multiplayer game). To exit Help press "F1" or click the close window icon. When you exit Help, the game resumes.

# THE ENVIRONMENT

## VIEWS

As in Commandos 2 you may view the exterior environment from four different angles.

To scroll around the exteriors, move the cursor to the edge of the screen and you will continue to scroll to the boundary of the map. You can also use the arrow keys to scroll. To scroll quickly keep the "Shift" key pressed while using either the mouse or the arrow keys.

If you press "Alt" while moving the mouse, the screen will move around the cursor. This is very useful for keeping tabs on your commandos.

To rotate the view to the right, press the "Alt" key while ctrl-clicking or pressing the right arrow

on the keyboard. To turn the view to the left, press the "Alt" key while clicking or pressing the left arrow on the keyboard. You can - if you have one - use the wheel on your mouse to rotate the camera.

Inside buildings the camera is controlled identically, but the rotation is free. You can view a scene from any angle by keeping the "Alt" key depressed and pressing the arrow keys.

## MULTIPLE VIEWS

You can divide the main screen into three windows using the "F2" key.

By repeatedly pressing the "F2" key you may have up to three camera views on screen. Also, pressing the "F2" key alters the layout of the windows on the screen.

The active view is outlined in red; this is the view in which you play the game. To make a view active simply click on it.

## ZOOM IN — ZOOM OUT

Press the "+" key to view a scene in detail. Press the "-" key if you prefer a general overview.

To return to normal game scale, press the "*" key on the numeric keypad.

## LOCATE THE ENEMY AND PLACES OF INTEREST

Press the "F5" key to highlight all the enemies on the screen in red.

When the currently selected commando enters or leaves a building all the enemies on the screen are very briefly highlighted in red.

## LOCATE INTERESTING OBJECTS

Press and hold the "F7" key to see objects of interest highlighted in yellow on the map.

## THE CURSOR

Move through a map by moving the cursor to the boundaries of the screen.

The cursor is context-sensitive; as you move it around the screen it changes to indicate which objects and items can be interacted with and the actions that may be performed.

# MOVEMENT

Controlling the commandos movement in Commandos 3 is identical to Commandos 2.

## WALKING AND RUNNING

To move the currently selected commando, click once on the place that you want to go to and the commando will walk there.

To make the commando run, double-click on the destination point; he will get there faster but will make more noise and this may give his position away to the enemy.

## SQUEEZING THROUGH GAPS

All of your commandos can crawl through small holes in the scenery.

Click on a hole to instruct the currently selected commando crawl through it.

## HIDING PLACES

The Thief can hide if required. Use the "F7" key to display potential hiding places.

Click on a location to instruct the Thief to hide there.

## SWIMMING

All of your commandos can swim.

To dive into the water, click on it. If you want a commando to slip into the water silently, make sure he is lying on the ground before you click on the water.

Once in the water, click on a destination to instruct the currently selected commando to swim without making noise, and double-click to swim faster. This will make more noise.

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

## PRESS UP AGAINST A WALL

Blending into walls helps your commandos avoid being seen. All of your men have the ability to do this.

If you click on the bottom of a wall, your commando will press up against it and will only be visible to enemies at close range, even if he is not wearing a Nazi uniform.

By clicking on the bottom of a wall to the left or right of your commando, you instruct him to move while maintaining your cover.

## POSTS AND CABLES

Use the Green Beret or the Thief to climb to the top of posts where they can move along cables without being detected.

Climb a post by clicking on it with the mouse. Once at the top, move to the left or right by clicking on the cable in the direction you wish the commando to move in. To stop, ctrl-click.

To drop to the ground, ctrl-click when stationary. If a commando drops from a great height, he may be injured.

Using the Sniper, you can shoot from the top of a post. Once he has climbed the post, take out the rifle and click to fire. To put the rifle away ctrl-click and to descend click the base of the post.

## DOORS

All of your men can use doors if they are unlocked. Simply click on a door to open or close it.

Some doors are locked and must be opened with a key. Most commandos are only able to open these doors with the correct key.

The Thief may be able to use his Lockpick to open them, alternatively you could use the Green Beret's brute strength to break them down or as a last resort just blow them up.

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

## WINDOWS

All of the commandos can look through windows that are at ground level. The Thief is the only one who can climb through them.

You can look through windows by clicking on them with the "Examine" cursor.

The interior of the room or building appears in the upper-right corner of the screen.

## PICKING UP AND LEAVING OBJECTS

All the commandos can pick up and leave objects in the environment.

Click on an object you want, to pick it up and add it to your inventory.

The Green Beret can move large objects like boxes or barrels. With the Green Beret selected click on the object and then click on the location to move it to. Once there, ctrl-click to leave the object on the floor. The Green Beret cannot run while carrying a box or barrel.

Using this method all of your commandos can pick up or move dead or gagged soldiers.

If you want to get rid of an object in a commando's inventory, click on his backpack. Select the object and drag it out of the pack. Click again on the floor to leave it there.

## BOXES

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

If you shoot a box containing explosives, it will blow up.

## EXPLOSIVE BARRELS

Fire any weapon at an explosive barrel to blow it up.

## THE ALLIED SOLDIERS

In certain missions, you are able to control Allied soldiers who can assist the commandos.

Select an Allied soldier as if he were one of the commandos.

To post an Allied soldier, select him and click the "Cover" icon in the interface or use the hot key "A". Positioning Allied soldiers in "Cover" mode is useful for setting ambushes and defending strategically important areas.

An Allied soldier's area of coverage is highlighted in orange. To ensure he is facing the desired direction keep the "Command" key

pressed and ctrl-click in the direction that you want him to cover.

To see the location of all Allied soldiers under your control press the "F6" key.

Depending on the type of soldier different actions are available to you. There are six types of Allied soldiers:

• Pistol soldier: Armed with an automatic pistol.
• Machine gunner: Carries a submachine gun.
• Parachutist: Armed with an assault rifle.
• Rifleman: Has a rifle.
• Grenadier: Armed with an automatic pistol and hand grenades.
• Bazooka soldier: Uses an automatic pistol and a bazooka.

Allied soldiers never run out of ammunition.

## THE NAZI ARMY

Nazi soldiers can see and hear your men, be alerted by other soldiers or alarms, and will go to investigate the absence of a comrade. If they see a body, a strange movement, or hear an explosion, they will be on alert, and will be more vigilant for a period of time.

### GENERAL BEHAVIOR

All of the Nazi soldiers can see you, hear you, follow your tracks, chase you, release gagged comrades, and ask them what happened, find dead soldiers, sound the alarm, etc.

They can be posted to guard an area, occupied with some activity, or on patrol. If they are alerted, some will not leave their posts, but others will go to the alarm location.

Doberman guard dogs can smell and see you. They will attract the enemy with their barking whilst attacking you.

There are different ranks in the Nazi army: soldiers, sergeants and officers. There are also the feared SS and Gestapo agents.

You can wear the uniform of any of these ranking soldiers, but the Spy will have more freedom of movement the higher the rank of the uniform he is wearing.

Officers can recognize the Spy at close range even if he is in disguise. SS officers will do the same and also shoot at him.

## VISION

Click on the "Enemy Eye" icon in the interface and the cursor changes shape. When you click on an area of a map a red marker is placed at that point. If an enemy soldier can see that position his field of view is displayed.

This appears as a green triangle. If your men enter these areas they will be detected, so try to avoid them.

To see the field of view of a particular enemy soldier click on him with the enemy eye cursor; the area he has under surveillance is highlighted.

## LEVEL OF ALERTNESS

When an enemy's field of view is green, it means that he is relaxed and goes about his duties as normal. If the area is red, the enemy is alert and he reacts immediately if he sees any of your men.

Enemies can see and hear your commandos. They can also track footprints and if they discover tied-up comrades they will sound the alarm.

# WEAPONS

The weapons used by the enemy depend on rank:

Sergeants and officers use a pistol.

Soldiers have rifles and assault machine guns.

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

# SPECIAL UNITS

Elite enemy snipers use precision rifles to pick off your men at long distance.

The Grenadier Corps of the German army are a fearsome foe. Be very careful if you see a German grenadier; a single well-aimed grenade can kill all your Commandos.

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

There are also heavy machine gun posts. If you take over one of these, you can use it with your Sapper. Due to his great strength the Green Beret can walk and fire the machine gun at the same time.

# PATROLS

These consist of several soldiers guided by an officer. They patrol and also escort if required.

When an alarm is raised, more patrols will attend and guard a given area.
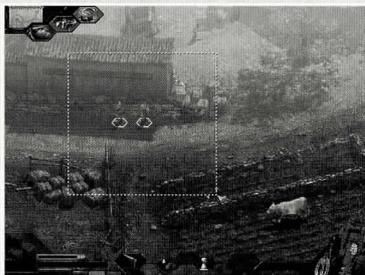
# SELECTING CHARACTERS

## INDIVIDUAL SELECTION

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

1: Green Beret

2: Sniper

3: Diver

4: Sapper

5: Spy

6: Thief

7: Allied Soldier. If you repeatedly press this key, you will cycle through the Allied soldiers under your command.

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

To create a selection box, ctrl-click and drag the cursor until a selection zone including the soldier/s that you wish to control is formed. Then release the mouse to select.

Press "0" to deselect any soldier.

## MULTIPLE SELECTION

You can select several of your men at the same time and give them orders simultaneously.

Ctrl-click and drag the mouse to create a selection box around the soldiers that you wish to select.

You can also ctrl-click on a soldier and while pressing the "Command" key, ctrl-click on another soldier to select/deselect him.

To deselect all of the soldiers, press "0".

## CREATING GROUPS

You can create groups of soldiers and assign a hot key to them to enable you to select them quickly. Select a group of soldiers by using a selection box and pressing "Alt" and Number 1-9 to form a group.

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

To deselect any soldiers, press 0.

# MULTIPLAYER

Commandos 3 Multiplayer games are available both over a Local area network (LAN) and over the internet via GameRanger. There are a number of different ways to set up a multiplayer game; this section steps through how to set-up multiplayer games both over LAN and Internet and explains the different types of multiplayer game set-ups.

## CREATING A GAME OVER A LOCAL AREA NETWORK (LAN)

If you wish to play multiplayer over a LAN (typically this is between computers in the same building) do as follows:

1. From the Main Menu click on "Multiplayer"; the "Connection Type" screen will appear.

2. By default "TCP/IP (LAN)" is selected; click on the "Connect" button at the bottom of the screen. The "Select a Game" screen will appear.

3. The "Select a Game" screen shows a list of available games and offers the following choices:

   a) **Create** - Click this button to host your own game, you will enter the "Configure Game" screen.

   b) **Join** - Click this button after selecting a game in the list you wish to join. Either the "Configure Game" screen will appear or a dialog box will appear explaining why you cannot join the game.

## CONFIGURE GAME

If you are simply joining a game all you can do in the "Configure Game" screen is chat. However, if you are hosting a game you must complete a series of choices:

1. The first choice is what sort of squads will be playing in the game. There are three options:

   a) **Commandos** - Players control squads of Commandos (All 6 Members).

   b) **Commandos & Allies** - Players control a squad of Commandos (All 6 Members) each, in addition all players are given 25 credits to spend on recruiting different types of allied soldiers (Infantry, Sapper, etc). Each type of allied soldier has different weapons, powers and cost.

   c) **Allies** - In this mode players only play with Allied soldiers; no Commandos are available.

2. The second choice is about the type of game. There are two options:

   a) **Death Match** - every team is against every other team.

   b) **Capture the Flag** - collect flags for points. This option is only available if "Commandos" is selected as the squad type.

3. The third choice is about the types of interaction between human players. There are two options:

   a) **Versus** - all human players play against each other.

   b) **Cooperative** - different players can control different commandos in the same squad This is only available if "Commandos" has been selected as the squad type.

## SETTING THE RULES

On the "Configure Game Screen" the host must also select the rules for winning a game. There are three options:

1. **No Time** - the game continues until only members of one squad are left alive.

2. **Points** - the first player to fill up the score bar wins. Points are awarded for killing and injuring opponents and Nazi guards. The score bar appears at the top of the game screen when playing.

3. **Time** - may be set to 5, 10, 15 or 30 minutes. Once the allotted time is up - the team with the most points wins.

## SETTING THE NUMBER OF PLAYERS IN A MULTIPLAYER GAME.

Also in the "Configure Game" screen - the host sets the number of players in the game. The minimum and maximum numbers are determined by the type of game setup. The range is from two players up to twelve players for a game played in Cooperative Commandos mode.

## SETTING THE NUMBER OF TEAMS AND SELECTING THE LEVEL.

1. **Setting the number of teams.** This may be set between two and four.

2. **Setting the level** - select any of the levels from the single player game as the multiplayer map.

3. **Start** - The start button is greyed out until all conditions for a multiplayer game have been set. When ready to start the host clicks on the "Start" button. A second setup screen called "Configure Team" appears.

## CONFIGURING THE TEAMS

*Depending on the mode selected the "Configure Team" screen will vary. Here is a brief description of the different permutations:*

### COMMANDOS

If "Commandos" is the squad type selected then configuring teams is as follows:

1. **Commandos in versus mode** - the "Configure Team" screen displays all four teams as icons and shows the name of the player controlling each team. If a team is unused it is named EMPTY and will not appear in the game. Players cannot select their team or colour - the game assigns them.

2. **Commandos in cooperative mode** - the "Configure Team" screen displays two teams, Red and Green, the commandos in each team can be selected according to these rules:

   a) All Commandos must be selected.

   b) No one player can select Commandos on both teams.

   c) One player can control up to a maximum of 6 players.

*When all the Commandos have been assigned the host clicks on "Start" to begin the game.*

### COMMANDOS AND ALLIES

If "Commandos and Allies" is the squad type selected then configuring teams is as follows:

Each player is given 25 credits to buy Allied soldiers for their Squad. The cost and strengths of indiviudal units are as listed below:

a) SCOUT - 1 Credit - Basic troop, armed with a Gun.

b) ASSAULT - 2 Credits - Armed with a Submachine Gun.

c) INFANTRY - 3 Credits - Armed with a Rifle.

d) MEDIC - 3 Credits - Support troop, armed with a Gun. Carries auto recharging First-Aid Kit.

e) PARATROOPER - 4 Credits - Air troop, armed with an Assault Rifle. Use the parachute to land on the map.

f) SAPPER - 6 Credits - Armed with Submachine Gun, Mines and Mine Detector.

g) GRENADIER - 6 Credits - Elite troop, armed with a Gun and auto recharging Grenades

h) BAZOOKA - 8 Credits - Elite troop, armed with a Gun and auto recharging Bazooka.

*Once all 25 credits have been spent click on the "Ready" button, your name will highlight with your team's colour. Once all the teams are highlighted the host may click "Start" and the game will begin.*

### ALLIES

If "Allies" is the squad type selected then configuring teams is as follows:

Each player is given 25 credits to buy Allied soldiers for their Squad. The costs of the individual units are as listed above. The procedure is as outlined for "Commandos and Allies".

### CHAT

There is a chat window at the bottom of the screen.

To chat while a game is underway type "Command + Enter"

## CREATING A GAME OVER THE INTERNET

Multiplayer games over the internet are mediated through GameRanger. To play over the the internet each player must have a copy of GameRanger installed. The GameRanger application can be downloaded free from http://www.gameranger.com.

## TO HOST A MULTIPLAYER GAME OVER THE INTERNET

To host a multiplayer game over the internet do as follows:

1. Launch the GameRanger application.

2. Click on "Host" in GameRanger. There are a number of options, which need to be completed:

   a) **Game** - Select Commandos 3 from the dropdown menu.

   b) **Max Players** - Enter the Maximum number of players.

   c) **Description** - Enter a quick description to attract other players.

   e) **Password** - Enter a word or phrase if you want to password protect the room.

   f) **Allow Buddies Only** - Only allow friends in your buddy list to join.

   g) **Allow Premium Members Only** - Restrict players to Game Ranger Premium Players only.

3. Wait for people to join your room.

4. When enough people have joined click on "Start" to start game.

5. Wait for Commandos 3 to load to the "Configure Game" screen.

6. Now follow the steps described in the LAN/Internet instructions from "Configure Game" onwards.

## TO JOIN A MULTIPLAYER GAME OVER THE INTERNET

To join a multiplayer game over the internet do as follows:

1. Client Instructions

   a) Look through the list of games for a Commandos 3 room.

   b) Once you have found a room double-click to enter it.

   c) Once the host player is ready he will click "Start".

   d) Commandos 3 will then open on your Mac.

   e) Now follow the steps described in the LAN/Internet instructions for joining a game from "Configure Game" onwards.

# CREDITS

## COMMANDOS 2

**Author of Commandos 2: Men of Courage**
Gonzo Suárez

**Project Lead and Game Design**

**Lead Programmer**
Jon Beltrán de Heredia Olazabal

**Art Director**
Jorge Blanco García

**Programmers**
Ismael Raya Roa
Elisa Fernández Alonso
Raúl Herrero Domingo
Fernando José Colomer Pérez
Javier Arévalo
Vicente Ribes Ripoll
Jordi Ros Aznar
Raúl Ramos García
Enrique José Sainz Navarro
Enrique García Vera
Tomás Fernández Alonso
José M Calvo Iglesias
César Botana Rivera
Arturo Colorado Garin
Julián Peréz

**Artists**
Francisco Javier Soler Fas
Javier Abad Moreno
Marcos Matías Martínez Carvajal
Daniel Estival Hernández
Jorge Fernández Meléndez
Fernando Huelamo García
José Manuel Pérez De Vries
Luis Calero Serrano
Javier Jesús León Carrillo
Fco. Javier Tejada Zacarías
Daniel Moreno Díaz
Jesús Ruiz Luna
Raúl Ovejero Sainz
Omar Antonio Parada Martinez
Daniel Olaya Ortíz
José Manuel Liebana Santamaria

## MACINTOSH CREDITS

**Published for the Mac by**
Feral Interactive Ltd.

**Developed for the Mac by**
Zonic Ltd.

**Eidos Credits**

**Producer**
Michael Souto

**Executive Producer**
Ed Bainsbridge

**QA Manager**
Chris Rowley

**Product Test Co-ordinator**
John Walsh / Daryl Bibby

**QA Engineers**
Adam Philps
Gabriel Allen
Chris Ince
Luke Didd
Andrew Nicholas
Scott Sutherland
Joe Neate
Marlon Grant
Stuart Fallis
Salwa Azar
Adam Lay
Martin Spencer
Phil Kelly
Jon Redington
Tyrone O'Neil
Michael Owusu

## COMMANDOS 3

**Executive Producer**
Ignacio Pérez Dolset

**Original Commandos Concept & Design**
Ignacio Pérez Dolset

**Project Manager**
César Valencia Perelló

**Lead Designer**
José Manuel García Franco

**Lead Programmer**
Ismael Raya Roa

**Lead Artist**
Francisco Javier Soler Fas

**Music Scores & FX**
Mateo Pascual

**Senior Programmers**
José María Calvo Iglesias
César Botana Rivera
Enrique García Vera
Enrique José Sainz Navarro
Jordi Ros Aznar
Fernando Colomer Pérez
Rubén Alcañiz Guerrero

**Senior Artists**
Daniel Estival Hernández
Daniel Olaya Ortíz
José Manuel Pérez de Vries
José Manuel Liébana Santamarta
Daniel Moreno Díaz
Javier García-Lajara Herrero
Omar Parada Martínez
Raúl Ovejero Saiz

**Artists**
David Laguens Velasco
David Melchor Díaz
José Antonio Grandal Souto
Pedro Solís García

**Design Assistant**
Armando Sobrado Cros

**Design & Production**
Michael Santorum González
Ignacio Valencia Perelló
Chuss Barranco González
Rafael Martinez García

**Additional Graphic Work**
JB Garraza
Enrique Gato
Rafael Lozano
Mariano Angel Parra

**Testers**
Johan Hansén, Markus Mehlau,
Kevin Lindeman, Ludvig Stolterman

**Best Tester**
Geoffrey Whittall

**PR & Marketing Manager**
Iñigo Vinós

**Marketing Materials Designer**
Maria José Romero

**Additional Work**
Raquel Capilla
Ana del Mazo
Scott Draves

**Also participated**
Eduardo de la Iglesia
Eduardo Tomás Alabau
Additional Credits

**And thanks goes to...**
Javier Arévalo, Jorge Rosado,
Víctor Mendiluce, Jorge Blanco,
Rafael Moreno.
Ángela San Martín Arnao,
Lucía Martínez San Martín,
José Luis Lalueta, Armando
Sobrado Bruzos, Teresa Cros
Plano, Drink team (Zamora),
David Dillana, JAC, Teruelo,
Carmen Torres, Esparcia,
Saul Aguado, Oriol Garcia,
Unai Raya, Virginia Aguilar,
Yago y Eva, Dani, Verónica
Minaya, Eduardo Sainz, Carlos
del Álamo, Gabriel Pascual,
Estela Casanova, Oscar y
Rubén Soler, Olga Sánchez,
Ana Belén Pérez, Virginia
Rodriguez, Amelia Baquedano,
Maria del Carmen Herrero,
Alicia García, Paloma Amigo,
TACH, Lola Gómez, Alejandra
Solis, Yolanda Villaverde, Pilar
Ufoz, Manuel Perez, Mónica
Agudo, Ana Cid.

**Eidos Credits**

**Senior Producer**
Michael Souto

**Executive Producer**
Ed Bainbridge

**Product Manager**
Nick Robinson

**Marketing Manager**
Carolyn London

---

# CUSTOMER SUPPORT

Every effort has been made to make both Commandos 2 and Commandos 3 as compatible with current hardware as possible. However, if you are experiencing problems with running either game, please read on. The following information MUST be obtained BEFORE contacting our Technical Support:

1. The error message displayed when the problem occurred (if any).
2. A Game Report.txt file, this contains:
   - An Apple System Profiler Report of your Mac
   - Any Crash logs that exist for either Commandos 2 or Commandos 3
   - List of all the files in the relevant game folder

All the information required can be obtained by opening the relevant game and clicking on the Support tab in the its Options window. In the Support tab click on the "Generate Report" button; this will grey out and a progress wheel and status message will appear below it. Once the report is generated it will appear as a file on your desktop. Now click on the send e-mail button. Remember to attach the report called "Commandos 2 Report.txt" or "Commandos 3 Report.txt" to your e-mail.

In your email please include a brief description of the problem you have experienced with either Commandos 2 or Commandos 3.

## Our Customer Support Contact Details

Web address: http://www.feralinteractive.com

Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

If you cannot find an answer to your question on the website, please email one of the following addresses.

**Commandos 2 support email:**
commandos2support@feralinteractive.com

**Commandos 3 support email:**
commandos3support@feralinteractive.com

Remember to include a report from the Profiler with your email.

**If you are in the UK:**
Tel: 0208-875-9787  Fax: 0208-875-1846

**If you are outside the UK:**
Tel: +44 208-875-9787  Fax: +44 208-875-1846

**PLEASE DO NOT CONTACT FERAL'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS.** They are neither permitted nor qualified to supply such information.

# WARRANTY

Feral Interactive Ltd. guarantees to the original buyer of the multimedia product that the digital video disc (DVD) supplied with this multimedia product shall not show any fault during a normal-use period of ninety (90) days from the invoiced date of purchase, or any other longer warranty time period provided by applicable legislation.

Please return any defective multimedia product by registered letter to:

Feral Returns
3 St. George's Court
131 Putney Bridge Road
London, SW15 2PA
United Kingdom

together with this manual if you have not already sent it to us. Please state your full name and address (including postcode), as well as the date and location of purchase.

You may also exchange the multimedia product at the place of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Feral Interactive Ltd. will choose either to repair or to replace it at customer expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

The User recognises expressly that he uses the multimedia product at his own risk.

The multimedia product is provided as is, without any warranty other than what is laid down above. The User is responsible for any costs of repairing and/or correcting the multimedia product.

To the extent of what is laid down by law, Feral Interactive Ltd. rejects any warranty relating to the market value of the multimedia product, the User's satisfaction or its capacity to perform a specific use.

The User is responsible for all risks connected with lost profit, lost data, errors and lost business or other information as a result of owning or using the multimedia product.

As some legislations do not allow for the aforementioned warranty limitation, it is possible that it does not apply to the User.

## OWNERSHIP

The User recognises that all of the rights associated with this multimedia product and its components, its manual and packaging, as well as the rights relating to the trademark, royalties and copyrights, are the property of Feral Interactive Ltd. and Feral Interactive Ltd.'s licensors, and are protected by UK regulations or other laws, treaties and international agreements concerning intellectual property.

Documentation should not be copied, reproduced, translated or transferred, in whole or in part and in whatever form, without prior written agreement of Feral Interactive Ltd.