

SPECNAZ

P R O J E C T W O L F

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SYSTEM REQUIREMENTS

Operating System:

Windows 98, ME, 2000, XP

CPU Type & Speed:

Recommended: Pentium 4 2.4 GHz or better

Recommended Graphics card:

GeForce 5700 or better



RADEON 9600 or better

Motherboard: Recommended:

AGP 4x

Hard Drive Space:

1,5 GB Available

System Memory: Recommended:

512mb

Memory Speed: Recommended:

266 MHz DDR or better

DirectX: Required:

DirectX 8.1

Sound Cards: Required:

DirectX Compatible

Controllers: Recommended:

Windows compatible mouse

INSTALL and UNINSTALL GAME

If you want to install and uninstall the game, insert the disk into the disk drive and wait until the automatic start menu comes on. Click the button INSTALL and then the button NEXT.

When PLEASE INSERT DISK 2 appears on the screen, insert disk 2 into the disk drive and press OK.

Note: If the Automatic start menu does not appear, click the My Computer icon on the Desktop and then click the unit where the game disk is inserted. Install the game by clicking on the setup.exe icon.

In case the installation did not run properly we suggest uninstalling the game and installing it again. To uninstall the game click the Windows START button, go to Programs on menu (or All programs), look for game folder (BYTE Software), locate the game and select Uninstall to remove the game.



STARTING GAME

1. Terminate all running programs including anti-virus programs
2. Insert disk 1 into the disk unit and click the Specnaz icon which was created on the Desktop

GAME SETTINGS

CREATE ACCOUNT

After starting the game, the menu for creating an account appears. Click the button CREATE on the bottom left, insert your name (or login password) and click CREATE. For subsequent games, just pick your account and click on LOGIN.



SCREEN OPTIONS

[Player]

account settings changes

[Controls]

By clicking on control element/component and pressing new key you can change game control buttons

[Graphics]

here you can change resolution or texture quality etc.

[Audio]

sets the volume for music, effects and general setting



MAIN MENU

SET GAME

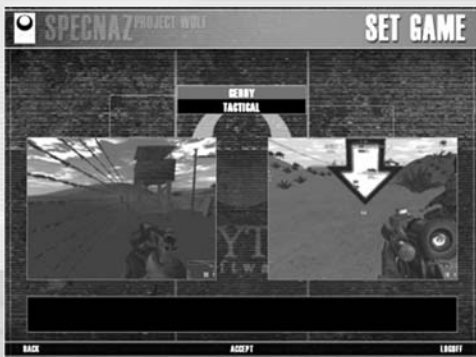
Here you can select the way that you want to play the game.

[GEROY]

In this mode you will play alone and you will be using only your skills to fulfil mission objectives.

[TACTICAL]

In tactical mode you will be able to control your teammates, use satcam and coordinate their progress to effectively perform desired actions.



[CAMPAIGN]

Here you can choose one of the offered missions by clicking the points marked on the map.

[QUICK MISSION]

In Quick Mission mode, all missions that you have already successfully fulfilled in Campaign can be played again and again. At the beginning the menu only contains TUTORIAL where you can learn the control element in the training camp.



BRIEFING

In the Briefing screen you find out the target of your mission, you can look at a map, study mission target satellite photographs and you can pick your weapon for the mission (weapons icon bottom left)

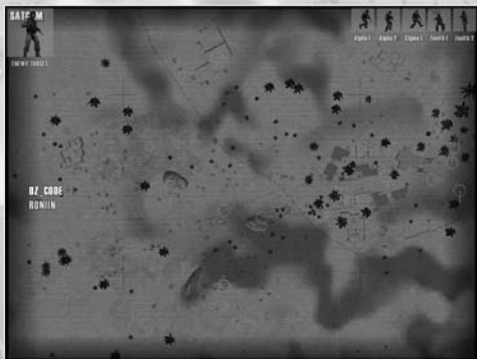


SATCAM

(press key V to bring up this option) screen shows the satellite view of your enemies' positions and mission target. On the left side of the screen there are titles of OZ. By clicking the right mouse button at any title it moves the satellite view to chosen OZ. The same applies when you click on the player name, the satellite view moves to his position.

TACTICAL MODE

In tactical mode you will be able to control your teammates, use satcam and coordinate their progress to effectively perform desired actions. You have many possibilities to control your teammates. You can use the SATCAM to find your teammate on the map, and, by clicking on him, to define the direction of his movement or to order him to eliminate the enemy. In the right top corner there are icons displaying your team. Right mouse click on one of the pictures and the screen moves to the position of chosen player. Left mouse click on picture you get menu that helps you to control your teammate. You can change stance, behaviour, or give him other commands. Another way to control your team is directly during play, by pressing C you call the command menu where, via numbers, you control individual soldiers. In TACTICAL mode the soldiers stay in their previously determined positions (as decided at the beginning) and they act only at your command or if the enemy immediately endangers them. You can find their positions via SATCAM.



CONTROLS

Action Command

MOVE

Forward/Backwards W/S
 Sidestep left/right A/D
 Lean left/right Q/E
 Jump Space
 Raise stance Z
 Drop stance X
 Crouch/Prone L
 Run/Walk LSHIFT hold
 Get in the car LCTRL hold +LMB
 (when cursor pointing at the green sign "drive")

WEAPON

Primary gun 3
 Scope RMB hold
 Pistol/put or remove silencer 2
 Grenade 4
 Satchel/Remoter 5
 Attack LMB
 Fire mode F
 Reload R
 Drop gun/Get out of the car G
 Take a gun LCTRL hold +LMB
 (when cursor pointing at dropped gun)

NAVIGATION

Quick mode LCTRL hold
 SATCAM toggle V
 Objectives toggle TAB
 Night vision toggle N
 Hud toggle H
 Binoculars toggle B
 Zoom in/out Wheel button
 (in SATCAM and Binocular mode)
 Call command menu C

MISC

Snap screenshot F12
 Save while playing press ESC and in the menu LMB go to "Save game"
 Load while playing press ESC and in the menu LMB go to "x-Saved game"



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TIPS & TRICKS

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- Follow SP (Strategic Point?) points which are on the screen marked green and they will lead you through the whole mission. To pass all SP points is not the condition of a successful end of mission. If you choose your way and, with the help of SATCAM or in any other way, fulfil all Objectives, you can go to the Extraction point and end the mission.
- Notice your objectives (TAB), after fulfilling individual tasks they change colour (to green)
- The enemy cannot hear you if you come from behind him in "walking mode".
- Using the silencer (on weapons with this possibility) you avoid unwanted attention from far away enemies who cannot see you.
- When using walk mode and silencer, enemy cannot hear you; but take care that you hit the target, because the enemy can hear the bullet hit an object near him..
- Beware of ricocheted bullets! From hard materials (steel, concrete etc.) the bullet can ricochet and injure or kill you. That applies also to enemies, not every inaccurate shot means loss of time.
- Materials such as textile (tent), wood (watch tower) etc., may let bullets pass straight through or may cause the bullet to change direction.
- Use SATCAM (V). The position on the SATCAM screen corresponds to the cardinal directions North, South, East and West. That means if the position of your player in SATCAM mode is in the centre, then objects at the top of the screen are due NORTH, at the bottom, SOUTH etc. After switching back to game use the COMPASS to target the object from SATCAM
- You can use the SAVE GAME option only 3 times during each mission; by restarting the mission you loose the saved positions
- In TACTICAL mode, if you have visual contact with your team-mate, there is a fast way to reposition him; point the crosshair of your weapon at him, hold LCTRL and press LMB, an arrow appears, you move it to requested position and by again pressing LMB give the command to the soldier to move.
- When using SACHEL (explosive) be careful that you are at a safe distance while launching the explosives
- Beware of camp watch towers: snipers, who can shoot over long distances, can be in them
- Petrol barrels are in every camp, and can explode and injure you if you hit them, but you could also use them to eliminate your enemy.
- Try not to shoot at too many enemies at the same time; it is very difficult to get out of such a situation. In the game first-aid boxes are not available, so take care!
- If you shoot without a silencer, the enemy can hear you from a long distance and try to get ready for you. He can also hear bullets that miss their target, not to mention the visual contact. Also if he finds the dead body of his co-fighter he will alarm others and they will try to liquidate you, so be careful.
- If you lie and move slowly it is more difficult to hit you.
- If you hit the enemy in the legs you make impossible for him to run or walk; however, he is still alive, lying down and still able to shoot.
- In the case that you run out of ammunition or if you like the weapon of the enemy you have eliminated, first you have to drop your gun (G), and only then can you pick another one (LCTRL+LMB)
- You can get out of the car (G) only after the car stops

- Use Fire mode (F) to save bullets and increase your shot effectiveness
- Do not forget that you have grenades (G) that you can use when enemies are grouped together
- Vehicles can be destroyed by close explosion or shooting. Their destruction is accompanied by a secondary explosion that can injure you; therefore be careful to choose protection against enemy fire. Also be careful while shooting and using grenades; a damaged vehicle will not be usable.
- It is not possible to shoot while in the vehicle, so you have to get out or try to knock down the enemy.

CHECKING FOR UPDATES

It is possible to download any available updates from our website
<http://www.specnaz-game.com>.

KNOWN ISSUES

Video

Windows XP ALT+TAB Issue

When running Specnaz: Project Wolf under Windows XP, you may experience problems task switching (i.e. using ALT+TAB).

StickyKeys

Shift StickyKeys Activation

In most current versions of Windows, pressing the Shift key five times in a row will switch out of the program to display a StickyKeys activation message.

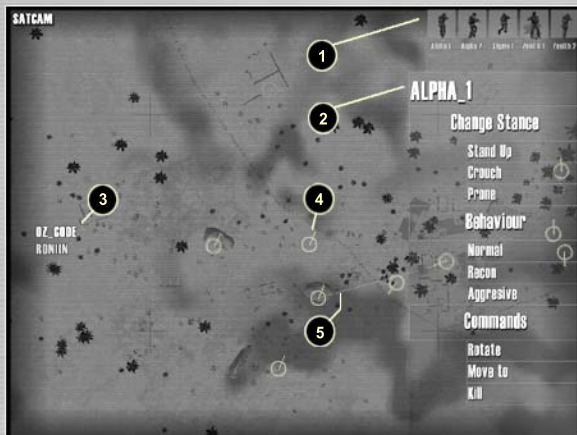
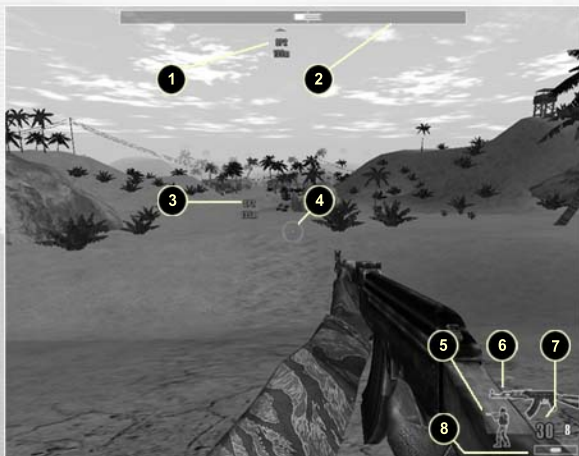
To deactivate StickyKeys, either bring up the activation window and press Settings or go to the Accessibility Options menu and press the Settings button in the StickyKeys section. In this window, uncheck the Use Shortcut button. This will allow you to press Shift in rapid succession without activating StickyKeys.



GAME SCREENS EXPLAINED

HUD VIEW

- 1 - Sentry point tracked in kompass
- 2 - Kompass
- 3 - Sentry point position
- 4 - Aim point
- 5 - Status of body position
- 6 - Selected weapon
- 7 - Ammo status (bullets, clips)
- 8 - Fire mode



SATCAM

- 1 - Teammates by click on the picture you can select a teammate and give him orders.
- 2 - Command bar here you can give orders to your teammates.
- 3 - Fast jump to position if you click any of listed positions. The satcam scrolls automatically to the selected coordinates.
- 4 - Soldier This circle represents soldier in satcam view.

The small pin shows direction of view. The yellow circles are your teammates and the red ones are enemies. Don't forget, that teammates are available only in tactical game.

BINOCULAR VIEW

- 1 - Pointed object info
- 2 - Pointed object selection
- 3 - Distance in meters to pointed object



TACTICAL VIEW

(in first person screen)



- 1 - After pointing with crosshair on object and pressing CTRL is here an info about selected object shown.
- 2 - Enclosed object in bracket means a selected object (CTRL pressed down) to whom you can give orders. After click on LMB (the CTRL is still pressed down) you can interact with other objects and give them orders.
- 3 - With arrow cursor you can send selected unit to the pointed destination.