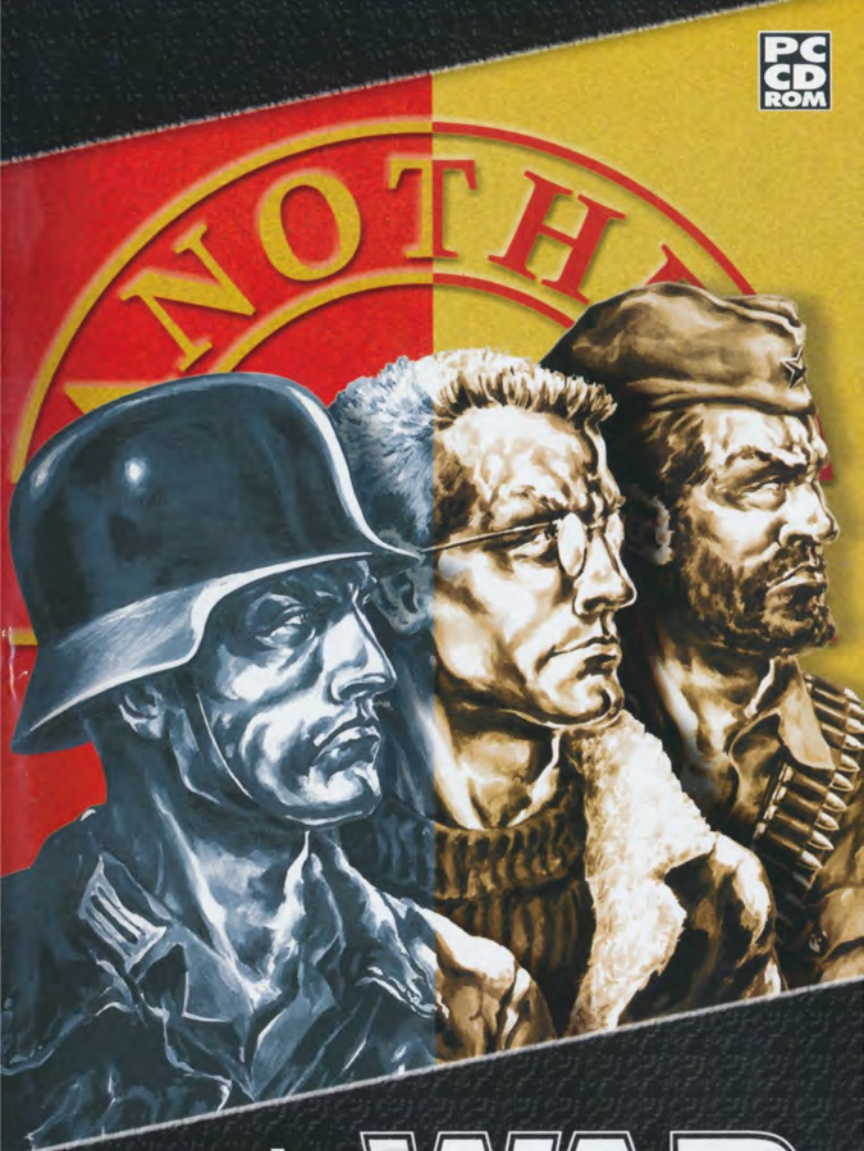


PC
CD
ROM



another **WAR**

Table of contents

1. Introduction	3	8.2. Belt field	22
2. System requirements	4	8.3. Ground field tab	22
2.1. Hardware requirements	4	8.4. Accompanying characters field ..	23
2.2. Software requirements	4	8.5. Backpack field tab	23
2.3. Installation and running the game ..	4	8.6. Reloading a weapon in the backpack	23
3. Title menu	5	8.7. Unloading a weapon	23
3.1. New game	5	8.8. Repairing a weapon	23
3.2. Load game	5	8.9. Healing a character	23
3.3. Options	5	8.10. Obtaining information regarding item characteristics.	24
3.4. Exit	5	9. Map screen	25
4. Character creation	6	9.1. Location map tab	25
4.1. Main character	6	9.2. Region map tab	26
4.2. Description of characteristics	7	9.3. Europe map tab	27
5. Weapons	9	10. Statistics screen	28
5.1. Classes of weapons	9	10.1. Statistics field	28
6. Interface	12	10.2. Additional skills field	28
6.1. Main screen	12	10.3. Special skills field	29
6.2. Top panel	16	10.4. Experience points field	29
7. Everything about movement and combat	17	10.5. Attack power field	29
7.1. Walking and running	17	11. Diary	30
7.2. Switching between walk and run mode	17	12. Save game screen	31
7.3. Switching between combat and adventure mode	17	13. Load game screen	32
7.4. Looking at items	18	14. Options screen	33
7.5. Examining items (interactive)	18	14.1. Gamma level	33
7.6. Picking up items from the ground	18	14.2. Music level	33
7.7. Opening doors	18	14.3. Sound FX level	33
7.8. Talking to other characters	18	14.4. Speech volume	33
7.9. Dialogue window.	18	14.5. Secondary interface	33
7.10. Shooting	18	14.6. Blood	33
7.11. Running from an enemy	19	14.7. Transparency	34
7.12. Trade	20	14.8. Team indicators	34
8. Inventory screen	21	14.9. Speech	34
8.1. Character field tab.	22	14.10 "Lazy" mode (simple combat mode)	34

Additional and special skills	34	17.2. Getting out of the cell	48
15.1. Additional skills	34	17.3. Fighting the first guard	49
15.2. Special skills for Strongman class	38	17.4. Arming and healing the character	50
15.3. Special skills for Thief class	39	17.5. Opening the gate and finding confiscated equipment	51
15.4. Special skills for Intellectual class	41	17.6. Opening the door at the left end of the corridor	52
16. Keys for controlling the game	44	17.7. Escaping the vaults	52
16.1. Movement / combat	44	18. Credits	53
16.2. Special skills	45	19. Epilepsy warning	54
16.3. Additional keys	45	20. Website	55
17. Starting the game	46	21. Notes	56
17.1. Arriving in town and beginning the game	46		

1. Introduction

Another War is the first single player CRPG to be set within the environment of the Second World War. We have not only managed to recreate the realities of the times but also made it a fun and rewarding experience. However, the weapons and equipment used by the player may differ in effect from their real life equivalents. Although the Second World War was undoubtedly a time of terrifying crimes and huge personal sacrifice that remain a painful memory for many, we approached the war theme as tactfully and sensitively as possible, making it a background for the imaginary story.

Another War tells the story of the adventures of an audacious mercenary who gets involved in a bloody intrigue during this conflict.

The main character arrives in the small German occupied French town of Annecy at the request of his old friend, an art collector, who asks him for help in escaping the Nazis. From this moment it is you, the player, who has to guide our hero through his adventures, leading him to his (very surprising) destiny.

The game maintains a familiar humouristic atmosphere, which will become apparent as you progress. It is divided into two interrelated elements: adventure and combat. *Another War* will provide many hours of enjoyment.

The Team

2. System requirements

2.1. Hardware requirements

Another War requires an IBM PC, or 100% compatible, with a Pentium II 433 MHz or faster. At least 128 MB RAM and a PCI/AGP graphic card with a minimum of 8MB of memory is required. The game requires a CD-ROM drive and 1.2 GB of free disk space for minimal installation. During the game the original CD must remain in the CD-ROM drive.

2.2. Software requirements

Another War will run on Windows 95/98/ME/2000 and XP. DirectX 8.1 or newer must be installed in the system. (DirectX 8.1 is included on the *Another War* CD.)

2.3. Installation and running the game:

To install the game, place the *Another War* CD in your CD-ROM drive. If the "auto play" option is enabled, *Another War* installation menu will appear on the screen. To begin installation, click "Install *Another War*" and follow the instructions that will appear on the screen. After installation a shortcut to *Another War* will be placed in the Start menu.

If the "auto play" option is disabled, double-click on the "My Computer" icon. A set of letters representing the drives available in your system will appear. Choose a letter representing the CD-ROM drive and double-click it. A set of game files and folders will appear in the window. Double-click the 'setup' file to run the game installer. The rest of the installation procedure is the same as the automatic installation.

If DirectX is not installed on your system, the game will install the required software automatically. If a version update of DirectX is necessary, the program will notify you about it and take the action required for the update.

3. Title menu

The following options will appear on the screen after installing and running the game.



3.1. New game

Starts a new game. The program proceeds to the character selection window.

3.2. Load game

Loads a previously saved game.

Note! To load a game previously saved using "quicksave" (F11 key), choose the "Load game" option and press F12.

3.3. Options

Displays a window with the game settings.

3.4. Exit

Exits the game. (The game always asks for confirmation of this action)

4. Character creation

After selecting 'New game' from the title menu, a character creation screen is displayed.



4.1. Main character

There are three types of characters in the game.

Strongman



His strength is his physique, although he can also use his head but only when attempting to break down doors. A warning! Don't play chess with him. He pulls arms out when he loses. And he always loses!

Thief



He is fast and agile and a master of evasion. Dark passages and crawling into every dark hole are his specialties. He is the only one who can attempt playing chess with the Strongman.

Intellectual



A wise guy! Always likes to think things over and draws conclusions from his failure. As a physically weaker creature, he's experienced many. He doesn't like simple solutions. He likes to control others preferring to stand at the back with a cigarette whilst they do his bidding.

Each of the characters described here has different characteristics, skills and ways of solving puzzles during the game. Each character also uses weapons and other objects differently so don't be surprised if a particular weapon or item you've acquired doesn't function correctly: it's simply not meant for this type of character.

Note! To select the type of a character, click on a tab in the upper right corner of the character creation screen.

4.2. Description of characteristics

Character type

The feature that determines the character's individuality and the availability of both additional and special skills.

Character name

Name of the main character chosen by the player.

Strength

Indicates the strength of a character. It determines the attack power during hand-to-hand combat, capability to use certain types of weapons and quantity of items that a character can carry. It also influences the ability of solving puzzles during the game.

Agility

Character's capability to inflict damage, and his speed in evading attacks.

Intelligence

Influences the level of information access during the game, and his special skills.

Endurance

Indicates character's endurance to combat injuries. Influences the number of hit points.

Charisma

Determines character's influence on other characters. Allows easier access to information, objects and puzzles during the game. During combat, it improves the command skills.

Speed

Indicates character's speed. It determines character's parameters such as running speed, attack speed and weapon reload time.

Luck

This factor influences the combat and, furthermore, modifies the probability of successful actions such as theft, repair, trap disarmament, breaking, etc. It may sometimes be of crucial importance during combat with an experienced opponent.

Armour class

Indicates character's capability to avoid injury during an attack. The higher the armour class, the harder it is to injure the character.

Hit points

Indicates the number of hits that a character can take. When this value drops to zero, the character dies.

Points left

Number of points that can still be assigned to the chosen characteristics.

Start game

After selecting a character and distributing the points, click "OK". A movie will be played, followed by the first episode of the game.

5. Weapons

There are several classes of weapons that a character may use. To use the chosen class correctly, a character must possess a skill adequate for the weapon.

5.1. Classes of weapons

Fists

When a character does not hold a weapon, only their strength and agility can see them through.

Pistols



This class includes weapons such as a Parabellum P'98, a Walther PPK and others.

Machine pistols



This class includes weapons such as: an MP40, a PPSH41 and others.

Rifles



This class includes weapons such as a sporting rifle, a Mauser 98k and others.

Automatic rifles



This class includes weapons such as an MG42, a Bren and others.

Heavy weapons



This class includes weapons such as: the Piat, the Panzerfaust 30 and others.

Flame-throwers



This class includes weapons such as a Flammenwerfer 41 and a Flammenwerfer 43.

Grenades

This class includes the three following types of grenades:



Anti-personnel grenade. Used to fight lightly armoured targets. Spreads fragments large distances. The range and power depends on the type of grenade.



Armour piercing grenade. This type of grenade has a smaller range than the anti-personnel grenade, but inflicts more damage. It is designed to destroy strongly armoured targets. The range and power depends on the type of grenade.



Smoke grenade. Used only for defence. Whilst remaining in the smokescreen created by the grenade, a character has a better chance of avoiding being shot. The smokescreen does not protect from fragments or flamethrowers. The range and duration of the smokescreen depends on the type of grenade.

Mines

You may come across two types of mines during the game:

Anti-personnel mine



Spreads fragments large distances. The range and power depends on the type of mine.

Armour-piercing mine



This type of mine has a smaller range than the anti-personnel mine, but inflicts greater damage. Primarily designed to fight strongly armoured targets, the range and power depends on the type of mine.

Functioning of mines

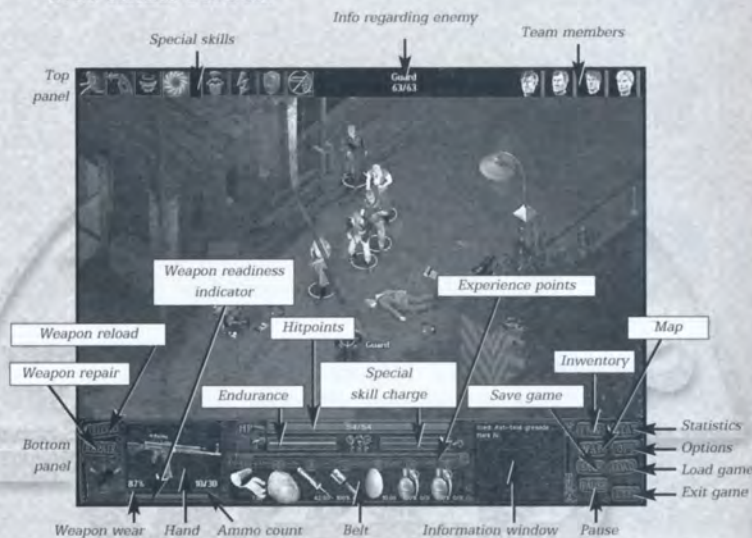
All types of mines explode when an enemy gets within a certain distance. This is caused by the additional booby traps set around mines that trigger their detonation. Therefore soldiers who set the mines may walk near them safely, whereas the enemy triggers their explosion.

To walk around mines use the "*EXPLOSIVE EXPERT*" skill (every member of the team must have it). Level 4 of this skill allows for picking up a mine without triggering an explosion. "*SAPPER*" special skill, that can be gained by a character of "thief" class, also allows that.

Note! You may come across different modification of the same weapon in different regions of the world. That's why we encourage you to examine each new item carefully.

6. Interface

6.1. Main screen



On the main screen you can talk to new characters, solve puzzles, find objects and fight. The screen has the following elements:

Bottom panel

Hand

A large field that displays the weapon currently held. Information about percentage of wear is displayed beneath. In case of firearms, the amount of ammunition left in the magazine is also displayed. When a weapon is damaged the word 'STUCK' is displayed. If the weapon state indicator drops to zero, the word 'DESTROYED' is displayed and the weapon is irretrievably lost. If the field is empty, the character will fight with their fists.

NOTE! You should pay attention to the state of the currently used weapon, as it's not possible to retrieve one that has been destroyed. High weapon usage increases the chance of a weapon getting stuck.

Weapon readiness indicator

Every weapon has a certain rate of fire. The bar located under the hand window indicates the time that has to pass before the next shot can be fired.

Belt

A special compartment for quick access to items. It contains seven numbered fields that you can place items into. These compartments can contain magazines, first-aid kits, tool-bags and grenades. You cannot place items in any compartment not meant for carrying in the belt. To use an item, press one of the keys from 1 to 7, depending on the number of the compartment that contains the required item. Left clicking it with the mouse can also use the item.

Loading the belt

Loading the belt can be done only in the inventory screen.



Using magazines

Press the appropriate number key of the compartment that contains the magazine that fits the weapon. The weapon will automatically be loaded with the indicated ammunition. If you press a key with a number of an empty magazine compartment, the weapon will be unloaded. Left-clicking it with a mouse can also use the item.



Using first-aid kits

Press a key with a number of the compartment containing a first-aid kit. The first-aid kit will then be used, increasing the number of hit points left. You can also use this item by left-clicking it with a mouse or dragging it onto the character field in the equipment screen.



Using tools

Press a key with the number of the compartment containing a tool bag. The tool bag will then be used, increasing the number of endurance points of the weapon held by the character. Left-clicking it with a mouse can also use the item.

Using grenades.



Move the mouse cursor over the location where you want to throw a grenade. Press the key with the number of the compartment containing a chosen grenade. The character will unlock the grenade and throw it to the pointed location.

RELOAD button

Reloads the current weapon using magazines placed in the belt. If there is no ammunition left in the weapon and the player still wants to shoot, the weapon will be automatically reloaded with a magazine from the belt. During the reload time the character is defenseless and is especially exposed to enemy fire. Pressing the "R" key or dragging a magazine onto the weapon in the equipment window can also reload the weapon.

REPAIR button

Used for unlocking and repairing weapons. To repair a weapon this way you must possess a tool bag, which is used for repairing the weapon, in the belt. You can also drag a tool-bag over a weapon in the equipment window.

Note! A gun can also be unlocked by removing a magazine from it and placing it back in. This, however, will not increase the number of gun endurance points.

Hit points indicator

This bar indicates the number of hit points that can be lost before a character dies. When the number of hit points drops below a critical value, the bar changes to red.

Special skill charge indicator

Indicates the time that has to pass before a character is able to use a special skill.

Experience points indicator

Indicates the number of experience points that has to be gained in order to increase the experience level.

Endurance indicator

Shows the character's endurance to tiredness. When a character runs, their endurance decreases. When it drops to zero, a character can only walk. The time to regenerate endurance depends on the character's health, i.e. the current number of hit points.

Information window

A window is used to display information regarding combat and the condition of your team.

Map button

Enters the map screen. Pressing "M" on the keyboard can do the same.

Pause button

Pauses the game. Pressing "P" on the keyboard can do the same.

Load button

Enters the load game screen. The same can be done by pressing "CTRL" + "L" on the keyboard.

Save game

Enters the save game screen. Pressing "CTRL" + "S" can do the same.

Options button

Displays game options window. The same can be done by pressing "O" on the keyboard.

Statistics button

Displays the character statistics window. Pressing "S" on the keyboard can do the same.

Inventory button

Displays the character's inventory window. Pressing "I" on the keyboard can do the same.

Exit button

Exits the game or returns to the main game screen from another screen. Pressing "ESC" on the keyboard can do the same.

6.2. Top panel

Enemy information field

Displays the number of hit points possessed by an enemy highlighted with the mouse cursor.

Special skills field

Displays the icons of special skills possessed.

Note! You can select a skill that you wish to use by clicking its icon with the mouse or pressing one of the keys from "F1" to "F8". The selected icon will become highlighted. You can activate it by pressing "SPACE".

Team members field

Displays faces of characters that have joined your team. Next to each face is a bar indicating the current health of the character. If the bar drops to zero, the character dies. Beneath the number of gained experience points is the number of points required to achieve the next experience level.

Note! You can enter the inventory screen of a selected character by clicking the mouse on the face of a selected character.

Wire field

Only a joke! This does nothing. Really!

7. Everything about movement and combat

During the game you can only control the main character. The other characters that join your team have their own intelligence and ways of fighting. You can partially influence their behavior using special skills. To keep a certain character closer to or further from you, use a conversation window.

7.1. Walking and running

To move a character on the screen, left-click on the desired location with the mouse. If you want a character to keep walking in one direction, point to that direction with the mouse and hold down the left mouse button. The character will move in the desired direction, evading obstacles.

7.2. Switching between walk and run mode

A character can walk or run. Toggle between walk and run mode by pressing "W" on the keyboard.

Note! A character can run only until their endurance is depleted. When their endurance drops to zero, a character can only walk.

7.3. Switching between combat and adventure mode

You can switch between these modes by pulling out and hiding a weapon. To do this, press the "D" key. Press it again to return to the previous mode. The mode changes automatically from adventure to combat if an enemy attacks a character. In the game, there are several locations that cause automatic switching to adventure mode.

Note! In some locations it is impossible to enter combat mode. In combat mode you can neither leave a location, nor open a dialogue window.

7.4. Looking at items

Left click the mouse on a desired object. A character will walk to it automatically and give a brief description.

7.5. Examining items (interactive)

Right click the mouse on a desired object. If possible, a dialogue window will appear.

7.6. Picking up items from the ground

Move the cursor over an item and press the right mouse button. A character will walk to the item and pick it up if there is enough space in his backpack. It is also possible to pick up items that are near your character by using the inventory window.

7.7. Opening doors

Right click the mouse on the desired door. If opening a door requires a special skill, a dialogue box is displayed.

Note! In combat mode a character will not be able to open a door that requires using a special skill.

7.8. Talking to other characters

Right click the mouse on a character you want to talk to. Your character will approach them and try to talk to them. If it's possible, a conversation window will appear.

7.9. Dialogue box.

During a conversation you can choose the desired statement by left clicking it with the mouse. If the text is too long to fit in the window, you can scroll up or down by using the arrows located on the left-hand side of the window. Your character type and their current statistics determine the availability of dialogue boxes. The dialogue boxes appear only in adventure mode.

7.10. Shooting

Both shooting and combat can be played in two modes that differ in both character and level of difficulty. Switching modes is done in the OPTIONS panel.

Shooting in simple combat mode ("lazy" mode)

This is the default combat mode. Selecting an enemy with the cursor and pressing the left-mouse button will result in an attack using the selected weapon (attacked opponent will be marked with a red circle and flashing arrow for a while). If you want to prevent the hero from approaching the enemy, press either '/' or '\'. Pressing ENTER will make the hero attack the CLOSEST enemy. The automatic attacks will be stopped when:

- a) An opponent is killed.
- b) An enemy hides behind an obstacle.
- c) The inventory window is opened.
- d) The weapon is repaired.
- e) Any other enemy or area is left-clicked.
- f) A special ability is used.

If the key is held, the attack will be repeated.

Shooting in normal combat mode

In combat mode, point at the enemy with the cursor, hold down the "CTRL" key (or the third mouse button) and press the left mouse button. If the character holds a working firearm, they will fire in the desired direction (the accuracy of shot depends on character's ability to use the chosen weapon). If the character fights with a knife or fists, they will run to the enemy and attack them. If the mouse button is held, the attack will be repeated.

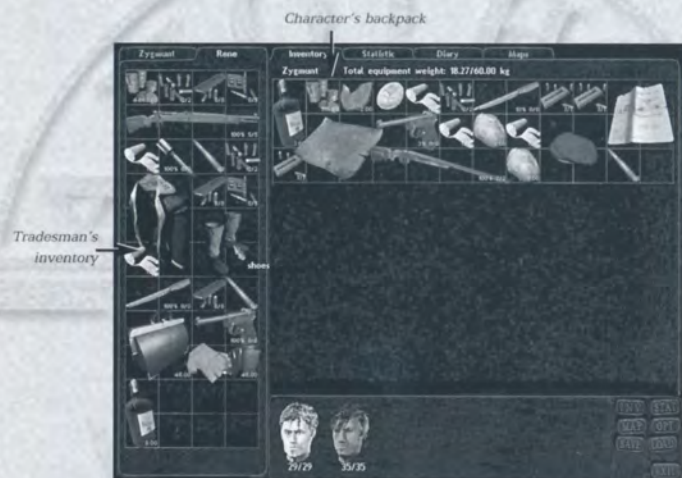
Note! A weapon will always fire in any pointed direction, not only when you aim at an enemy. Therefore, you should aim carefully before firing. Moreover, if an opponent is very close, you cannot shoot him. In this instance, characters fight using gun butts, which increases wear to the weapon.

7.11. Running from an enemy (normal mode only)

If an enemy is very close and you want to shoot them, point at them with the cursor and press the right mouse button. The character will run far enough from the enemy to be able to shoot at them.

7.12. Trade

During the game you may encounter characters that will offer to either sell or buy items. During a conversation with such a character, choose a statement that mentions trading. A trade screen will appear. The prices of items depends on the charisma of your character (the higher the charisma, the lower the tradesman's prices). You cannot sell items that are necessary to solve puzzles.



Note! Only the main character can trade. They also keep all the money. It is not possible to cancel the buy/sell action, which means that if you sell an item you need, you must buy it back for a significantly higher price. That's life; the world doesn't like absent-minded people!

Every time you begin to trade, the program randomly chooses new items to be offered for sale and deletes the previous ones, including the ones that used to be yours!

8. Inventory screen

Allows you to access the contents of a character's backpack and their additional equipment. From this screen (as well as from the main screen) you may also pick up items from the ground and perform different operations on them, such as repair or reloading a gun with ammunition. It also allows you to exchange items between characters.



8.1. Character field tab.

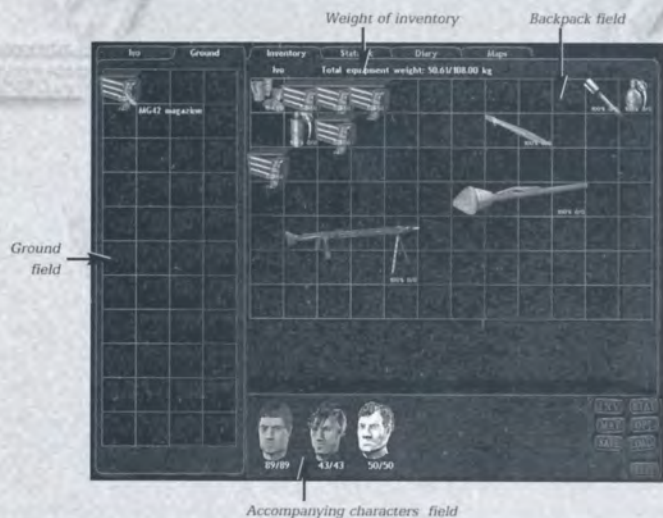
Displays your main character or any of the additional ones. You can arm the chosen character using a "drag and drop" technique. You can also heal your character using first-aid kits in the same way.

Note! You can dress your main character using additional items such as helmets, hats, belts, jackets, etc. Some of these items influence the character's statistics, others allow you to use special skills. Any accompanying characters are rather reluctant to take an interest in such things. What a pity!

8.2. Belt field

This is where you place items needed during combat (magazines, tools, first-aid kits and grenades).

8.3. Ground field tab



Used for picking up items from the ground and for disposing of unnecessary equipment.

8.4. Accompanying characters field

Displays the heads of accompanying team members with their current hit points. You can pass the items between them by dragging an item onto a character and pressing the left mouse button. Unless there is sufficient space, the item will be transferred to the pointed character's backpack.

8.5. Backpack field tab

Displays all carried items. It is divided into a number of small compartments. Each item uses some space. The size of the backpack can be increased during the game by using the "backpack" item.

Note! A character is unable to run if they are overloaded with items ('OVERLOADED' is displayed).

8.6. Reloading a weapon in the backpack

Drag and drop a magazine onto a weapon. If the weapon is already loaded, its magazine will be replaced with a new one.

8.7. Unloading a weapon

Point to a weapon in the backpack field with the mouse and press "R" on the keyboard.

8.8. Repairing a weapon

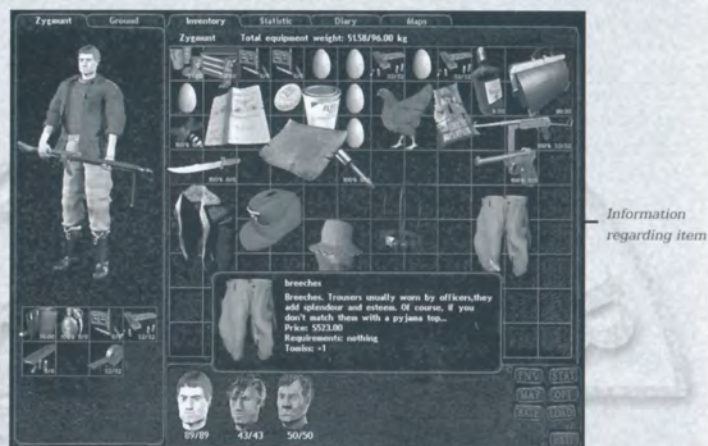
Drag and drop a tool bag or a tool case onto a weapon. The bag will be used up during the repair. It will work until the number of its repair points drops to zero.

8.9. Healing a character

Drag and drop a first-aid kit or a medical bag onto a character. The first-aid kit will be used up during healing; the bag will work until the number of its healing points drops to zero.

Note! Apart from bandages you can use bread crust, potatoes, eggs and other items to heal a character. Beware, some items may be harmful to the character.

8.10. Obtaining information regarding item characteristics.

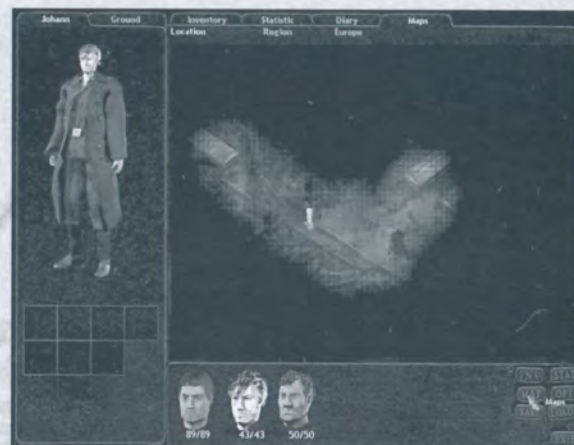


Move the mouse over an item and press and hold the right mouse button. A small window will appear containing a description of the item. A similar description can be obtained by placing the mouse cursor over part of the equipment in the character compartment.

Note! You can press and hold the right mouse button and move the cursor over the objects that interest you. A window containing a description will appear the moment you place the cursor over an object.

9. Map screen

9.1. Location map tab



The arrow points at the current location of the main character. Apart from that, the areas already visited are also displayed, as well as the known pathways to other locations.

9.2. Region map tab



The arrow shows the part of a region where the main character is located.

9.3. Europe map tab



Used for travelling between different regions of the world. If it is possible to get to another region of the game, an appropriate symbol appears on the map. You can begin the journey by left clicking on a desired location.



Note! You can travel to another region of the world only if a truck icon is displayed next to your current location.

10. Statistics screen

10.1. Statistics field



Displays the main attributes of a character. Each of the characteristics was described in the 'Characteristics description' section. When a character gains another experience level, they receive an experience point that can be assigned to the chosen characteristic.

10.2. Additional skills field

Additional skills increase the characteristics of a character when using certain types of weapons or performing certain actions. You may gain an additional skill when you gain another experience point, or when you complete a task in adventure mode.

Note! Each of the special and additional skills appears depending on the experience level of a character and achieves their maximum value depending on the type of chosen character.

10.3. Special skills field

Additional skills of a character, enabled mainly during combat. These only last for a certain period of time. After that, a special skill will be unavailable for a certain period of time. Special skills increase the individual's characteristics and allow for additional types of attack and means of defence. Some of them allow the character to use carried items in a new way. The types of special skills depend on the type of character. You can gain special skills after advancing to another experience level.

Note! Each additional and special skill appears depending on the experience level of a character and achieves their maximum value depending on the type of chosen character.

10.4. Experience points field

The number of experience points gained during the game. Influences the experience level of a character. Gaining another level increases the individual's characteristics and enables new skills.

10.5. Attack power field

This shows the amount of damage that a character can inflict during an attack.

11. Diary



A diary is where your assistant (Johann, recruited in the vaults of the Castle of Annecy at the beginning of the game) writes down every important event of the game. If you have difficulty in solving a puzzle or completing a task, this is where you should look for hints.

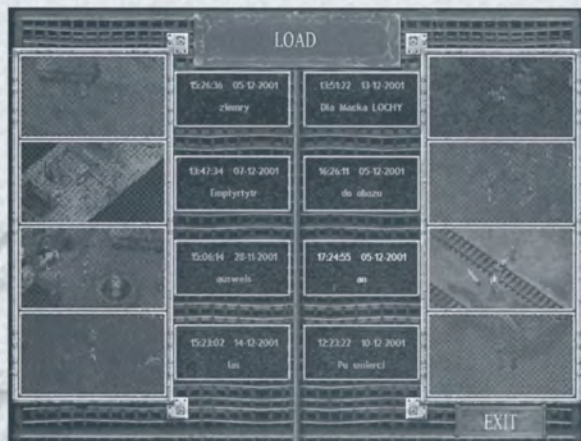
Note! You can display the diary by pressing "N".

12. Save game screen



Use it to save the current game onto your hard drive.

13. Load game screen



Use it to load a game previously saved onto a hard drive.

Note! You can quick save and quick load a game by pressing **F11** (quicksave) and **F12** (quick load) respectively.

14. Options screen



14.1. Gamma level

Controls the brightness of the game screen.

14.2. Music level

Increases or decreases music volume in the game

14.3. Sound FX level

Increases or decreases sound FX volume in the game.

14.4. Speech volume

Increases or decreases the volume of dialogue in the game.

14.5. Secondary interface

Changes the view of the game panel.

14.6. Blood

Toggles the blood effect in the game.

14.7. Transparency

Objects become transparent showing figures behind them.

14.8. Team indicators

The program marks the main character (green). Team members are also marked (yellow).

14.9. Speech

Allows you to disable speech.

14.10 "Lazy" mode (simple combat mode)

Switches between two battle modes: "lazy" mode (simple combat mode) and normal mode. In 'lazy' mode, the hero automatically attacks an enemy by simply clicking the left-button of your mouse or by pressing ENTER (attack the closest enemy). In normal mode a player needs to run and aim manually. See chapter 7 "Everything about movement and combat".

15. Additional and special skills

Every weapon requires a special skill in order to use it properly (this is the reason why some types of weapons are extremely inaccurate at the beginning of the game). Moreover, some of the weapons have special functions that can be enabled by special skills. Each skill has four levels, gained gradually during the game. Not all of the levels of certain special skills are available to certain main character types and members of their team.

15.1. Additional skills

Hand to hand combat

Rifles, knives or sophisticated traps – all can fail at an inappropriate moment. Skillfully used, fists (or sometimes even teeth) may often save your skin!

(Ability of a character to inflict wounds with their bare hands)

Knives and clubs

If you are not afraid to get close to your enemy and stand face to face with him (or behind his back for better effect), it might be useful for you to be able to wield a weapon that does not shoot or explode, but may be just as lethal in skillful hands. Whetstone included.

(Ability to fight with knives, clubs, rifle butts, bayonets)

Pistol

Neat, small but deadly toys are your specialties. Something for sophisticated personalities. Ideal fashion accessory with elegant, calfskin gloves and Saville Row suits.

(Ability to use small arms)

Machine pistol

If you are always in a hurry, work with many people and do not like to waste time, this type of weapon is perfect for you. Just aim at the nearest group of enemies and pull the trigger. You'll see their blood spill. Remember, always replace the magazine after use and wear Wellington Boots before leaving for work.

(Ability to use machine pistols)

Rifles

A class of weapon for those who do not like the more active forms of fighting. Why run from one enemy to another, if you can shoot each one of them from a long distance without having to get up from a comfortable armchair?

(Ability to use rifles)

Automatic rifles

Something for people with nerves of steel and a strong stomach. If the gore resulting from using this kind of weapon does not terrify you, you've just found an ideal tool for entertainment. Once you start shooting, you won't know when to stop. Just remember that you will have to drag this metal bulk on your own back.

(Ability to use automatic rifles)

Grenades

If you like to see things being blown up into pieces and thrown high in the air – this is something for you. Throw a grenade and watch everyone flee in terror from your toys. Useful when having to deal with a particularly large bunker or an annoying tank.

(Ability to throw grenades)

Flame-throwers

The flame from these beauties will scare and defeat the fiercest of enemies. After a particularly "hard day's fight", you can always use it to start a small bonfire to barbecue some burgers.

(Ability to use flame-throwers)

Heavy weapons

Heavy weapons for settling heavy scores. Think twice before you use it indoors. Don't shoot at sparrows (you'll miss anyway) or between your feet!

(Ability to use armour piercing weapons)

Repair

Repairing broken items – it is now your turn. Get to work but try not to break something even more.

(Ability to repair damaged weapons and items)

Healing

Saws, drills and scalpels are your most beloved toys. Experiment on a patient's living flesh and see what comes out of it!

(Ability to heal yourself and other characters)

Explosives expert

Show some respect, gentlemen. You have a true artist in front of you!

(Ability to find, evade and disarm all explosives)

Quick attack

When your opponent is still contemplating his first move, you are already breaking his nose with a tricky left hook. Be careful! After a while it might turn out that you are the last man standing in the area. Don't say that we haven't warned you!

(Allows you to increase the power of attack from a short distance. Influences all types of weapons)

Surprise

It is always better to catch your enemy washing his smalls rather than observing you through the sight of a brand new MG-42. Seize the moment when they hang out their whites and fire everything you have to hand. After that, they'll never get them clean.

(Increases the chance of hitting unprepared characters)

Leader

Whilst you laze away, others work their butts off. That's what we call life!

(Your companions have a better chance of avoiding injuries during combat)

Explosives maniac

Everything that hisses, smoulders, glows and explodes has been your hobby since junior school. Feel the good old times again and change the nearby enemy garrison toilet into a 'light and sound' performance!

(A character inflicts more damage using explosives)

Lord of the drinks

You survived a drinking spree in an Alcoholic Forest. Oh well, we'll see if you're able to see anything the morning after...

(Increases charisma)

Soviet Union Hero Medal

We're afraid it might be awarded posthumously...

(Increases the chance of destroying a heavily armoured enemy)

Tough guy

When your friends broke (by accident) a solid oak table on your head during a fight in the Happy Hangman Tavern, you have become something more than an ordinary human. You have survived an Ultimate Table Test and become a real tough guy!

(Increases the resistance to injuries)

15.2. Special skills for Strongman class

Speed



You can be smart, you can be rich, but sometimes it is best to be very fast. Race like lightning through the enemies before they realize you weren't just an oversized rabbit!

(The character moves quickly from one place to another)

Return grenades



Those who fight with the grenade die by the grenade – this is your war motto. Pick up a grenade and 'return to sender'. See how excited he gets. If you have enough time, take a picture of his face and put it into your album. An ideal souvenir from a trip!

(The character can throw back a grenade that lands near them)

Killer joke



You should always maintain your sense of humour, even at the worst moments. Tell a joke to your enemies and watch them die laughing. This sort of thing should be forbidden!

(Ability to tell a killer joke that causes fatal wounds.

The power of jokes depends on the enemy's intelligence)

Whirlspin



As a former Classical Dancing Champion (organized in the worst drinking holes imaginable that is) you are able to spin not only your dancing partner, but also a rifle. Find yourself a proper audience that will appreciate your talent!

(The character spins holding a rifle barrel and hurts the nearest enemies. Having a rifle is required)

Insult



As a harbour barfly, you can order a drink in twelve languages and insult a bartender in over twenty. To put it bluntly, you are a real multi-linguist!

(Allows you to insult enemies and draw their attention and fire)

Rage



Usually you are as docile as a lamb, but you have your bad days, too. Tough luck for those who annoy you then!

(Makes a character ferociously angry, which increases the power of their hits)

Push away



Sometimes the only way to rid yourself of annoying company is to wipe the floor with them. Find a floor with 12-inch nails sticking out of it.

(Pushes away the nearest enemies)

Disarming



Even the best weapon is useless when it remains on the ground instead of in the hands of gloomy bloke wearing a steel helmet, irritated by your presence. Spare a moment for disarming your enemies – you will save the time you could have been spending patching up bullet holes in your body!

(Strong hits knock the weapon out of the nearest enemy's hands)

15.3. Special skills for Thief class

Smokescreen



They say, "what your eyes don't see your heart doesn't miss". Spare the nerves of your enemies and disappear behind a thick cloud of smoke so that they won't have to feel irritated by your presence.

(Allows your character to surround themselves with a smokescreen. Requires a smoke grenade)

Sneaking



You are a quiet beast sneaking in the dark, invisible to your enemies and your mother-in-law.

(A character is less visible to enemies)

Mine laying



Regardless of what hurry you are in, when tactically withdrawing from an enemy force you will always find some time to leave a small, exploding surprise behind.

(A character leaves mines behind. Requires having mines in the backpack)

Sapper



Nasty, exploding object buried in the ground are your companions. You are able to take them with you and introduce them to your old friends.

(Allows you to pick up mines left nearby)

Panic



Your favourite joke is to stand behind the bad guys that are looking for you and shout: "Oh my God! This is it, we're all gonna die!". We have to admit that such a joke can give anybody a heart attack...

(A character spreads panic among enemies)

Sniper



A good rifle with a scope is something many young boys dream about. But who said you have to give up your childhood dreams? Our advice is – shoot the suckers!

(Allows shooting from long distances using sniper weapons. Requires having a sniper rifle)

Stun



You have a magic, oak rod in your hand that can send an enemy into a coma. Before using it, take the helmet off your victim's head – the magic doesn't work through iron!

(Allows you to knock cold the nearest opponents)

Baiting



A small, squeaking duck is a great friend during both war and a bath.

(A character throws a rubber duck to a pointed location. Enemies run there to check the mysterious noises. Requires having a rubber duck)

15.4. Special skills for Intellectual class

Scout

Spying on the nubile young girl across the road is not the only purpose for binoculars! Better see if your enemies aren't hiding behind those suspiciously rustling bushes. Or is it that girl?

(Allows using binoculars. Requires wearing them around the neck)

Chaos



Stupidity and chaos always rule the battlefield. Make them work for you. Free 'War for Morons' book.

(Nearby enemies shoot blindfold)

Officer



Discipline and order are your second name! Squeeze the last drops of sweat from the recruits before you send them through the scrub and minefield!

(Increases the attack points of your companions)

Misinformation



You are able to hack into the enemy communication line and modify their reports; e.g. from: "the suspect is wearing a black flying jacket with a 'Death to Nazis' sign on the back" to "suspect is wearing a blue uniform and a hat with a swastika". What matters is a disciplined army that follows orders unquestionably.

(A character can confuse enemy soldiers. An enemy may be accidentally attacked by one of their companions)

Artillery



Why fight someone who you can bribe? Thanks to such diplomatic efforts, their own artillery bombards your enemies at critical moments.

(Allows you to select a target for artillery attack. It is not advised to remain within the range of fire)

Shouting



You can shout at people loud enough to wake the dead. Mind your throat: by doing that you may get a little hoarse!

(Allows you to raise the wounded and the dead to fight on your side for a limited time)

Concentrate fire



If you are unable to deal with some bad guy, ask your friends for help. Later you will have something to recall whilst sipping non-alcoholic beer!

(Allows you to integrate fire of all NPCs with your own)

Retreat



Don't let your friends do everything for you. Let them rest a while and they will come back to fight with renewed vigour.

(All companions try to get as far away from the opponent as possible in order to heal themselves)

Using special skills

Any special skill can be selected by pressing one of the function keys from **F1** to **F8** or by pointing at it with the mouse in the upper panel of main window. To activate a skill, press "**SPACE**". Some skills require pointing at a target. In this instance you should move the cursor over the desired object and press the left mouse button whilst holding down the "**ALT**" key (as in normal attack).

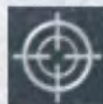
Functioning of special skills:



The cursor changes into a green arrow – use the mouse to point to a location where you want to move the main character or the whole team (depending on skill type)



The cursor changes into a yellow gun sight – use the mouse to point to the location (whilst holding down the "**CTRL**" key) where you want the special skill to activate.



The cursor changes into a red gun sight – use the mouse to point at an enemy (whilst holding down the "**CTRL**" key) on who you want to use the skill.



The cursor changes into binoculars – you can look around the whole level by pointing at the places that interest you with the mouse (whilst holding down the "SPACE" key)

Additional requirements for using special skills:

"SCOUT" special skill requires wearing binoculars.

"BAIT" special skill requires wearing a rubber duck.

"SNIPER" special skill requires having a sniper weapon (a character must hold it). Allows long range shooting.

"WHIRLSPIN" special skill requires having a weapon of rifle or automatic rifle class (a character must hold it).

"MINE LAYING" special skill requires having mines in the main character's backpack.

"SNEAKING" special skill that works with silent weapons (knife, pistol with silencer, etc.).

16. Keys for controlling the game

16.1. Movement / combat

Left mouse button – walk/run (attack in 'lazy' mode after clicking on an enemy)

ENTER – attack the closest enemy ('lazy' mode only)

"/", or "\" key – holds a position when attacking ('lazy' mode only)

Right mouse button – standard action (i.e. examine/talk)

"W" key – toggle walk/run mode

"D" key – pull out/hide weapon

"CTRL" or **third mouse button** – aim (in normal combat mode)

"CTRL" or **third mouse button** + **left mouse button** – shoot (in normal combat mode)

"R" key in inventory window – unload a magazine from weapon

Keys from **"1"** to **"7"** – use one of the items from the belt

"M" key – map

"N" key – diary

"I" key – inventory

"S" key – statistics

"P" key – pause

"H" key – help

Note! Pressing the same key again returns to the main game screen

16.2. Special skills

Function keys from **F1** to **F8** – select a special skill

"SPACE" key – activate a special skill (some skills require pointing at a target with the mouse and pressing **"CTRL"** key + left mouse button).

16.3. Additional keys

"ALT" + **"S"** keys – save game panel

"ALT" + **"L"** keys – load game panel

F11 key – quick save game

F12 key – quick load game

"ESC" key – exit game

Note! To load a game previously quick saved, enter the load game window after running the game and press **F12**.

17. Starting the game

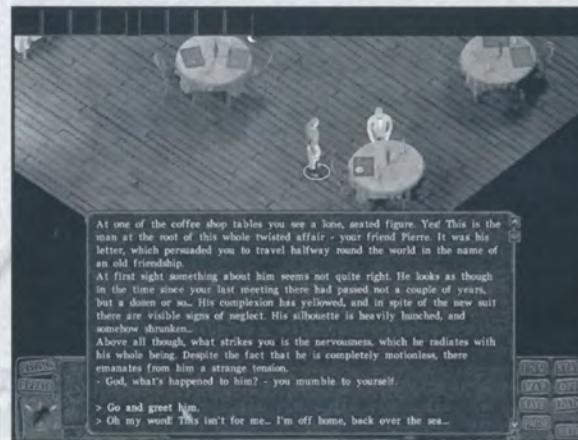
We do not want to spoil the pleasure of playing and discovering the world of *Another War* so we will only provide you with some basic hints for the beginning of the game. If you want to discover everything on your own, don't read any further!

Quick start guide.

17.1. Arriving in town and beginning the game



After you arrive in the town square in a truck a short scene will be played. You'll find out that you have to meet your friend who awaits you in a local coffee shop. To enter the coffee shop, move the cursor onto the coffee shop door (the cursor will change into a small, opening door) and press the left mouse button. The character will walk to the door and enter the coffee shop.



Inside, you will see your friend waiting for you (he is sitting at a table on the right). Move the cursor over him and press the right mouse button. Your character will walk to the table and begin a conversation (you will see a dialogue window with a few captions to choose from). Choose the captions that express your interest in your friend's problems and soon after the German Secret Police arrest both of you.

17.2. Getting out of the cell



The scenario moves to the vaults of a nearby castle where our hero is being kept. Unfortunately, he has lost all the items he had on him and now has to manage to escape. Depending on the character type chosen at the beginning of the game, there are three ways of getting out of your cell.

Strongman

Just right click the mouse on the door and choose the option for forcing the door open. After a few attempts he will succeed!

Thief

Right click the mouse on the bunk in the cell. Your character will walk towards it. Using a dialogue window, pull a nail from the boards - you will use it as a lockpick. Next, right click the mouse on the door and choose the option of using the lockpick on the door.

Intellectual

All you have to do is right click the mouse on the door and choose the option of conversation with the guard. Select the correct caption and the guard opens the door.

17.3. Fighting the first guard



Combat in "lazy" mode (default).

Move the cursor over the enemy. The crosshair appears when in combat mode (the combat mode is activated by pressing "D" if needed).

Press the left mouse button. The hero will automatically run to the guard and try punching him (there is no other weapon available at this time). After a couple of hits the guard will die, losing randomly different items and weapons (depending on the experience level, the player can obtain a knife, pistol or rifle).

The automatic attack (no need to aim) is activated by pressing **ENTER**. This option works only when an enemy is within your line of sight.

Right-click on the item to collect it. The hero will automatically pick up the item if there is sufficient space available in their inventory.

Combat in normal mode.

After getting out of the cell you will have to wage your first fight with the guard. Move the gunsight (that the mouse cursor changed into in combat mode - it happens when your character is attacked or after pressing "D" on the keyboard) onto the guard.

Next, press the left mouse button while holding down the left "**CTRL**" key (or third mouse button). Your character will automatically run to the enemy and start punching him with fists (at this moment the character has no weapon). After a few blows the guard will die, losing random weapons and equipment (depending on your luck, you may acquire a knife, a pistol or even a rifle).

To collect the items left by the guard right click each of them with the mouse. The hero will walk to each of the items and put it in his backpack, space permitting.

17.4. Arming and healing the character



Once you enter the inventory screen ("I" key or "INV" button in the main game panel) you will notice that the collected items are in the character's backpack. You can take a weapon (if there is one) from the backpack compartment by left clicking it with the mouse. After that you can place it on the character on the left-hand side of the screen.

Each character type has different initial skills so it is worth arming them with a weapon they can use properly.

Weapon for Strongman: **fists**.

Weapon for Thief: **knife**.

Weapon for Intellectual: **pistol**.

Note! You should not arm your character with a weapon they cannot use properly, as its effectiveness will be very poor. Instead of wasting weapons and ammo, it is better to sell it to a tradesman and then buy some more useful items or pieces of equipment.

If a character was wounded during combat, you should heal them. To do this, you can use the following items: potato, bread crust, first-aid kit or medical bag.

You can use them in the same way as arming the character (except for the medical bag, each of the healing items are disposable). You can also place first-aid kits in the belt (a small compartment under the character in the inventory screen) and use them during combat by pressing keys 1 to 7.

Note! Provided they have it in their belts, accompanying characters use their equipment automatically.

17.5. Opening the gate and finding confiscated equipment



To open the gate, right click it with the mouse. The character will automatically walk towards it and open it. On the left hand side of the corridor there are crates that you should search. In one of them you will find your equipment. We advise wearing a flying jacket. It will increase

the character's armourclass, which will make them more resistant to hits. Whilst searching the crates you should pay attention to guards patrolling the vaults who may attack you.

17.6. Opening the door at the left end of the corridor.

To open this door you should first eavesdrop on a conversation spoken behind the cell door at the upper right end of the same corridor. After a short scene your character will receive a key to the cell that also opens the door you need to go through.

Note! To open the door click it with the **RIGHT** (instead of the left) mouse button!

17.7. Escaping the vaults.

You should talk to a guard sleeping behind a closed door. After recruiting him talk to him again and ask about the exit. After the conversation your character will automatically leave the vaults, accompanied by the guard.

Note! It is not possible to return to the vaults, so be careful not to leave any valuable items that you might find useful later on, especially the cheese (it is extremely valuable to the coffee shop owner)!!!

18. Credits

ALIEN ARTEFACT TEAM

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Character design and animation

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Music

Alojzy Brzdęk

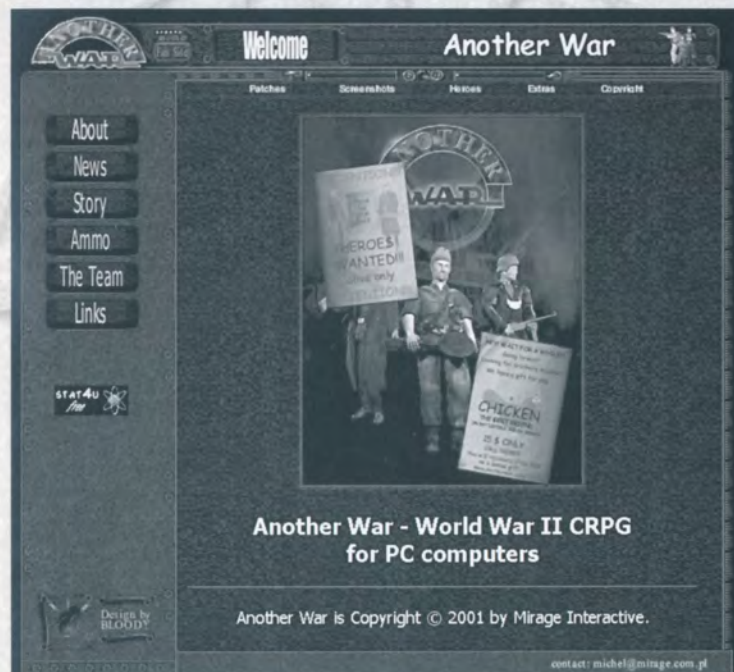
19. Epilepsy warning

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain monitor images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms relating to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, immediately discontinue use and consult your doctor.

20. Website:

Look for info regarding the game on web:

www.anotherwar.com



21. Notes





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