

SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the abovesymptoms.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.



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Cossacks II Napoleonic Wars

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II

**I Multiplayer**

You must have a Network Interface Card and TCP/IP logs installed on your computer.

**II Game installation**

You need free 2.0 GB disk space and at least 12x CD-ROM in order for the game to install and run properly.

Put the first game CD into your computer's CD-ROM. Game installation starts automatically if an autostart option has been specified. Otherwise you should double-click on the CD-ROM icon in "My computer" menu. Find **SETUP.EXE** file in the file and folder set, and then double-click on it to start the installation.

Follow the installation manual for successful installation onto your computer.

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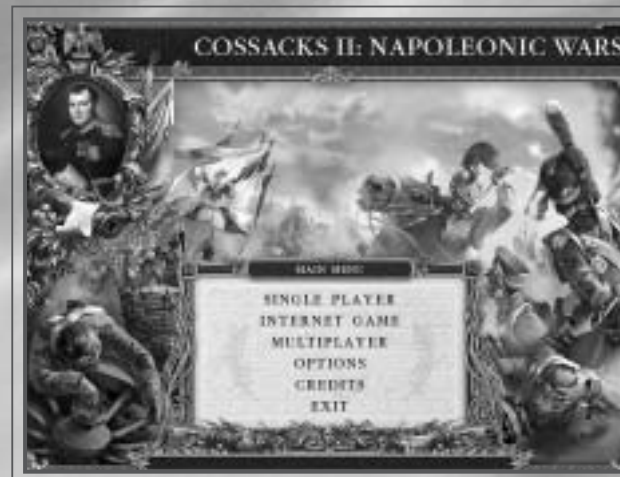
II



## ❖ GAME STARTUP ❖

Double-click on a desktop or click on the icon in the program menu to start the game. After you have viewed the intro movie, you enter the main menu where you can choose between:

- ❖ **Single Player** mode
- ❖ **Internet Game** for Internet game
- ❖ **Multiplayer** for Local Area Network game
- ❖ **Options** to change game settings
- ❖ **Credits** to view intro movie and credits
- ❖ **Exit** to quit



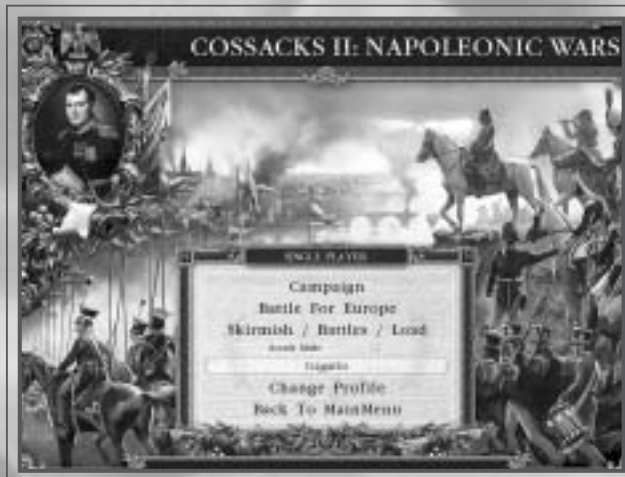
Cossacks II

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## I Single Player

Click on the Single Player option when entering the main menu. This menu offers a training campaign, campaign startup (Battle for Europe), a game against computer in "Skirmish and Battles" mode, the player's profile or return to the Main Menu.



### a. Campaign/Tutorial

Click on "Campaign" option in the Single player menu to enter the training mode in Cossacks II: Napoleonic Wars. The training process takes place on the Local map, which will help you become familiar with various game aspects. Press the F12 button to quit the training mode and select "Back to Main Menu" from the opened panel.

### b. Profile creation/deletion

To start a game, you will choose a nation to play for, a commander, the difficulty level and a profile name. Select "Change Profile" in the Single Player menu and click on it. In the profile menu you will find options to create a new profile or delete an existing profile, and return to the Single Player menu.



An active profile is color-marked and placed into a square frame. To create a new profile, select the "New Profile" tab.



The next steps are to write a profile name; choose a nation from the six available; select a difficulty level (normal, hard, very hard); and choose a commander. A click on the "Accept" button will save your settings.

To delete the profile, select it first from the list with a left mouse click, then press "Delete."

#### c. Campaign

After a profile has been created, you will return to the single player mode. Click on the "Campaign" option to start the training portion of the game. Follow the game instructions and prompts, which will help you to master the interface and basic gaming features of Cossacks II. After passing the training missions, you may wish to walk through the adventure campaign. If you succeed, your commander will be promoted in rank.

#### d. Battle for Europe

Once your profile has been set up, you may also choose to start the "Battle for Europe" game. You'll enter the Global map mode, when clicking on the corresponding menu item in the single player game. Five European nations are your enemy. Here you may take step-by-step turns to attack the enemy, transfer your army across the friendly sectors, etc. (See "How to play 'Battle for Europe.'") The battles themselves take place on the Local map. From this point on, your actions are unlimited; it is up to you how you achieve the game's main goal: Conquer Europe.

#### e. Skirmish and Battles

If you want to participate in a single player battle against a computer opponent, click on the "Skirmish and Battles" option in the Single Player menu.

From this sub-menu, choose one of the modes you would like to take part in (Skirmish or Battles) and then specify the skirmish or battle you want to play. The "Skirmish" option also enables you to select the nation you want to play for, as well as a flag color. In either option, the menu includes a map of territories you will have to fight on, as well as the victory and defeat descriptions. Start the game by clicking on the "Start" button, or return to the previous menu by selecting the "Back" button.

Playing in Skirmish mode you will have to direct the base-building process, extracting resources to reproduce units on your own. Each nation has its own architectural style, and there are some buildings that differ in the cost and the time needed to build them.



## II Internet Game

Choose the "Internet Game" option to play Cossacks II: Napoleonic Wars over the Internet. You will have to enter your name, nickname, login and CD keycode (found on the back of your jewel case or manual) to create an Internet profile. You may also enter other personal data. After you have clicked on the "Registration" button, you will enter the Internet game menu. It's possible to enter the game using different accounts. The start page will: show you updated news and information regarding players' punishments and rewards; allow you to talk in the forums or to chat (there is an option to select your chat language preference); check out the list of registered clans, users and those who are in the server at the moment; participate in rating or custom games; and, see the results of your previous games. Only two people can play a game in the rating games mode, and up to six can participate in a custom game.



### III Network game

To play a LAN game using a TCP/IP Internet protocol, choose the "Network Game" option in the main menu. Skirmish and Battles options are your choices here, and up to six players can participate in one network game. To return to the main menu, choose the "Back" option.

### IV Settings

You may enter the settings menu directly from the main menu by using "Settings" option or during the game by pressing the F12 button and choosing "Settings". You may change your monitor resolution from 1024x768 up to 2048x1536, vary the accuracy of water images, choose the quality of your units' animations, set scrolling speed and set the volume of the music and sounds.



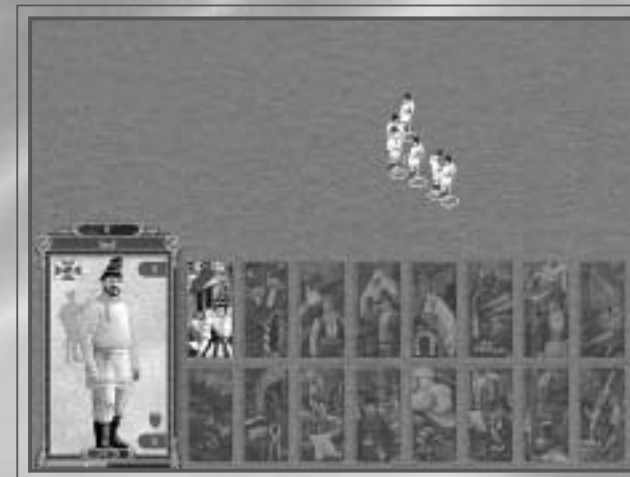
### INTERFACE OF THE GAME

When creating the interface for Cossacks II, we tried to make it as simple as possible, but informative and convenient at the same time. The following picture will help you to find your bearings in the interface the moment the game starts:



You may see the following on this picture:

You'll start your game with a group of peasants. Double-click on one of them, or select a group of them by outlining them with the mouse. At this point you should see a typical yellow frame around all of the selected units, confirming your selection. In the lower left corner there will be an icon and a unit interface frame with unit's name and characteristics written above it.



If you need only one unit, click on it. Various gaming messages (for example, that a building has been erected, an improvement process has been accomplished, famine has struck your country etc.) appear above the units' interface frame.

One of the main activities of your peasants is to erect buildings. Your first building should be a Town Hall. Select the Town Hall icon (it's the leftmost icon), and a blinking outline of the Town Hall will appear on the screen. Once you have found an appropriate place for the Town Hall on your map, click the left mouse button to make the peasants begin its construction. This city center building has a finite quantity of living quarters for your population (240). If your population reaches the maximum number of present living quarters, a population counter will be blinking in the upper left corner, indicating that you need to build a new dwelling space.

You will also need resources for the development of your economy and your armies (e.g., construction of buildings and units, carrying out military operations, etc.). The main source of resources in the game is provided by the villages: The harvest is gathered at the mills, and gold, coal, and iron are extracted in the villages. The two remaining types of resources (stone and wood) are gathered by the peasants themselves. The resource status panel is located in the upper part of your screen.

You may follow the course of game using the information that appears on your screen. The most significant game statistics will always be easily within your reach. Players' names, their current scores and the game time are represented in the lower right corner of your screen; the minimap in the lower right corner will enable you to control your army, your units' actions, as well as switch to various areas of the game map more efficiently. To quickly reach a desired area on the map, choose it on the minimap and click with left mouse button.

The minimap is initially concealed under a fog of war, but can be gradually revealed by sending the units to the hidden areas. This map is useful under many different circumstances, including when conducting warfare on the hostile ground, when developing concurrently economics on your own base, and when training reinforcements for attack. Units/buildings, when selected, are illuminated in white from beneath. If the enemy appears near your troops in any map area, you will hear a verbal warning and the minimap will show the danger zone in the form of a broadening red square.

You may reduce the minimap's size, or remove it from the screen at

your discretion. This can be necessary when, for instance, a combat with a large number of participating troops is expected in "Battle" mode (which will help you significantly improve your battlefield survey). For the sake of convenience, the minimap operates in three modes: normal, minimized and collapsed. The "M" key is used to switch between these modes.

Pay attention to one more useful button, located at the top of your screen:



This button activates a play menu allowing you to save the current game, load a saved game, change settings, or return to the main menu. In a campaign game, this menu, will only offer the following choices: "Re-enter the game," "Options," and "Recall the squadrons". Options "Save" and "Load" will be also available in "Skirmish and Battles" modes.

As a reminder, the game menu can be activated by the "M" at the top of the screen, or by pressing the F12 button.

## I *Enhancements*

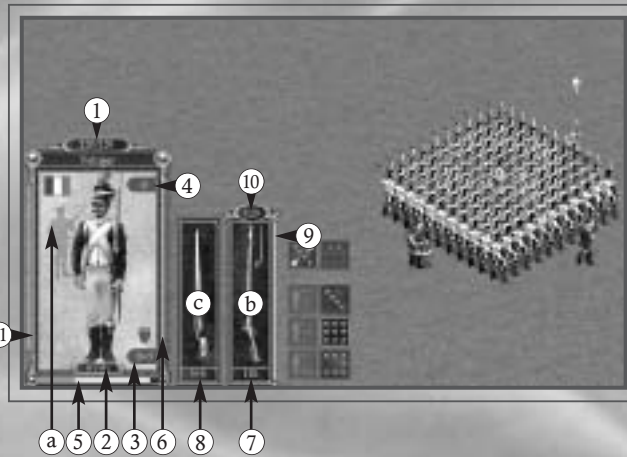
The Napoleonic epoch is a relatively short historical period. Therefore the enhancement tree in Cossacks II is noticeably smaller than the original Cossacks game. There are no enhancements in Campaign and Battles at all. The upgrades for all the nations are present in the game as follows:

- It is possible to adjust the production of grenades in the blacksmith - for use by the grenadiers (except for the Egyptians).
- It is possible to upgrade cannonary on the tower (speeds up rate of fire). There are three enhancement levels.

## II *Interface of units*

After you have selected a unit or a line, you may see the following information about it in the lower right corner of the screen:





- a) An icon with the unit's type and its nation affiliation  
 b) Hand-to-hand attack (depicted in the form of the cold steel a troop uses)  
 c) Firearms attack (icon with an image of the weapon being used)
1. Quantity of units in the squadron (cipher above the unit icon)
  2. Morale scores (ciphers down the unit icon)
  3. Units' defense parameter (lower right corner of the unit icon)
  4. Squadron's experience (cipher in the upper right corner of the unit icon);
  5. Morale scale (red-yellow line down the unit icon)
  6. Fatigue scale (red line on the right from the unit icon)
  7. Force of a shot (cipher down firearms icon)
  8. Intensity of unit's attack
  9. Quantity of weapons loaded up
  10. Scale of number of loaded weapons
  11. Scale of squadron's health

Additionally, you will see the following command windows near the unit icon:



Dismiss the formation



Reinforce formation (supplement recruits to the line)



Re-form into a hollow square



Re-form in Rank



Re-form in Column

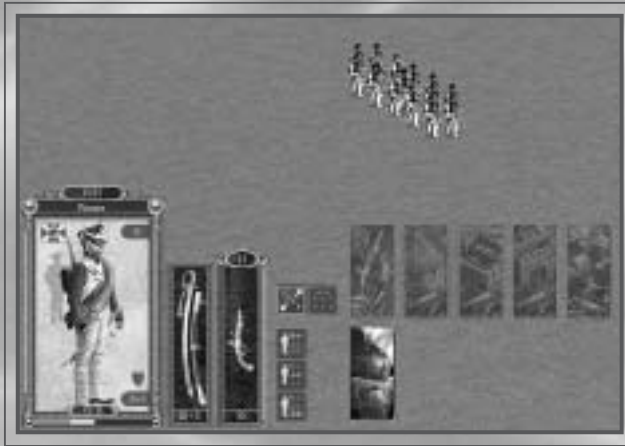


Lines firing (first, second, third)



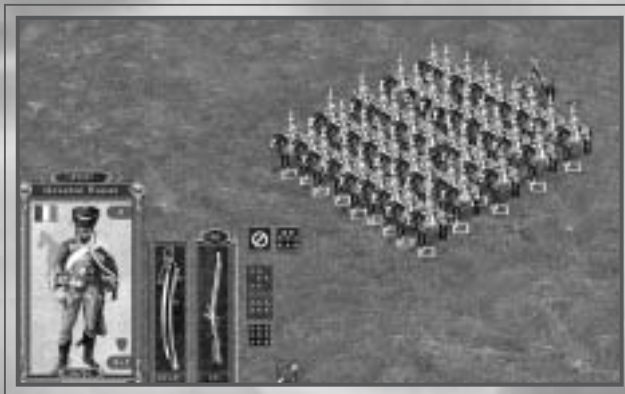
In addition, there is a grenade attack icon for grenadiers. The radius for grenades is marked as red zone around the squadron; it becomes visible when pointing on the icon with the grenades image. The quantity of available grenades is shown as a number in the upper part of the window.

Military engineers have some additional functions, such as erecting fortifications: blockhouse, tower, Kronwerk, fort, and fortress. They can also fill powder barrels.



Provided you have a sufficient amount of resources available, this type of troop can erect a fortification that automatically delivers fire-power against the enemy as soon as he is within firing range of fortification.

Cavalry has a slightly different interface. As cavalry has other types of formations, the following icons will mark them in the interface:



Wedge formation



Line formation



Column formation



### III *Impact zone*

The force of a shot of firearms reduces with distance. There are three impact zones in the game: maximum impact zone (firing effectiveness is 50-100%), average (33-50%) and minimal (5-33%).





The command window for Artillery is also different from the standard window:



This icon depicts the order to attack when a weapon is loaded with either grape shot or with cannonballs. The green line on the right is a time scale for loading the cannon.



Choose to load cannon balls



Choose to load grape shot



Toggles "Automatic Firing" on and off. Depicts "Automatic Firing" as being on.

The radius of artillery firing is marked with a red line.



#### Defense/Attack attributes

The amount of damage caused is a difference between index of an attacking squadron and the defense parameter of a defending one. At the same time the minimal damage caused cannot be less than 1. Here's an example showing how actually the above mentioned parameters work: A fusilier with an impact force of 10 is being attacked by the enemy with defense of 5. In this case, 5 damage units are rendered.

#### IV Interface of buildings

Buildings in the game differ from each other, however an operating principle of their interface is identical. Here we'll use an example the French barracks. After selecting them you should see the following picture in the bottom left corner of the screen:



The icon that has appeared in the left bottom corner represents the following information on a building:

1. Its name
2. Scores of the "life" of a building
3. Quantity of available living places and a general population
4. Units produced by a building (if this function is inherent)
  - a) Currently accessible to manufacture - designated by opaque icons
  - b) Inaccessible due to the lack of certain conditions (lack of resources, constructions, upgrades, etc.) - designated by translucent icons
5. Possible upgrades (for instance, in villages)

#### **V** *Zoom in/out*

For a bird's-eye view of the map, and also to aid you in overseeing your battle, Cossacks II has quadruple (fourfold) map scaling. Press the F7 key to activate it.



Return to normal mode by pressing the F7 key a second time.





Zoomed out you may select troops, carry out improvements in buildings, and generally play the same way as in normal mode. This is most important when conducting large-scale battles when the size of armies is close to the maximum limit. Zooming out is also recommended for tactical maneuvering, directing flank attacks, avoiding the defense, etc.

## VI *Perspective*

You can alter the camera's angle. This function allows to increase the approach and view the battle from a new perspective. Press the F10 key and choose a desired position.

## VII *Giving orders in a Pause mode (with a Pause-mode on)*

In the single player game you may give commands to units while the game is paused. As soon as you resume the game, using your pause key, units will start carrying out your orders.



## GAME MODES

### I *Single player game*

Missions in the single player campaign are not tied to a linear storyline as they were in the original Cossacks game.

#### a. *How to play the Campaigns*

In the main menu choose Single Player. After selecting your profile (choosing your hero, nation, and difficulty level - see the Profile section on page 8), choose either "Campaign" or "Battle for Europe." For a gradual familiarization with the rules and features of Cossacks II it is recommended that you complete the "tutorial" found in the "Campaign" mode.

#### b. *Campaign*

The Campaign's purpose is to make you acquainted with the interface, control and playing features of the game and to prepare you for more serious and large-scale game battles. Having started with simple actions and tasks, you will gradually become acquainted with all of the subtleties of the game and will rise through the ranks (from recruit up to Lieutenant), as you play through the training missions and then the storyline. Follow the instructions and prompts, and you will quickly develop the skills to be successful in Cossacks II.

#### c. *Battle for Europe*

You can play for one of six nations in the "Battle for Europe" mode. The game begins on the global map. Here you can see all the territories subordinated to you or to your enemies, their defense level, the presence of opponent's commanders in these or other sectors as well as information on relationships with other states and extraction of resources.

The global capture of Europe occurs when all opponents' sectors have been seized or ceded to a player. During one move you may transfer your commander and army to another sector (either enemy or an allied one), make trading Resources exchange, conclude a diplomatic treaty or sabotage hostile territory, make improvements to available sectors, and enlist new units from among the available recruits (read the item "Commanders" for more details).

To attack the hostile sector or to move through your own sectors, drag the figurine of your general on the Global map from one sector into an adjoining one. After clicking with the mouse left button on your general, you may see red and green pointers which show where he can actually move from this sector. Upon transferring your leader into the sector you select, you will have made a move.

The red pointer indicates attack into a hostile sector, while a green one indicates movement into an allied region. As you appear on the enemy territory, you enter the real-time game mode consisting of seizure of strategically important targets, battles with the enemy troops, and accomplishing secondary quests.

When the enemy attacks one of your sectors without your leader in it, the battle is determined automatically, without your participation. Such attacks can result either in gaining your sector by the enemy or his retreating. If the enemy attacks a sector with your leader in it, a real-time battle ensues.

Battle for Europe is a turn-based game mode; therefore you can make only one move at one time (however, on rare occasions you will be notified if you can have two moves in one turn).

The Battle for Europe is a logical continuation of the campaign, yet a player runs the game on his own. The primary goal of this mode is to conquer Europe by gaining the territories of other countries. After you have chosen your nation from the Profile menu (see page 8), enter the Single Player game and select "Battle for Europe." The global map of Europe, divided into sectors and marked with colors of the country, will appear in front of you; the game will take place on this map.

For example, you choose to play for Austria. Your neighbor countries are Russia, Prussia, France and Egypt. You can either attack one of weak sectors of one of these countries, or conclude a diplomatic treaty with one of them, start reinforcing your own territories, or combine all these actions if you want to. You can still lose a sector after you have conquered it if your opponent's attack turns out to be successful. You will have to keep an eye on the entire empire to avoid defeat. Choose your difficulty level at the start of the campaign - it cannot be changed once the game is in progress.

#### *d. Global map*

A distinctive feature of the "Battle for Europe" is presence of the glob-

al map of Europe, on which occur all of the tactical, diplomatic and economic aspects of the game. Here you can transfer troops from one sector to another, negotiate and conclude treaties with other countries, improve security of sectors, conduct an exchange of resources, view the information on characteristics of acting opponent's commanders and their armies' structure, and enlist new recruits. A game takes place on the global map proceeds in a step-by-step mode (a turn-based game). The quantity of upgrades depends on type of sector and quantity of resources the player possesses. To have an opportunity to make a move, you must finish all the actions on the global map and click on the "End turn" button to make another move. After that, you will see the actions of your opponents and allies on the Global map. The Global map menu contains the following options: Europe Map, Diplomacy, Commanders, Messages, Market.

#### **Europe Map**

Here you will see the map of Europe divided into sectors. Each sector has a color, according to an affiliation with a certain nation. For example, the territory of England is red. Every sector's move brings resources in return (this information is in the sector information window). One type of resource is dominant in each location. For example, London produces more gold, and Edinburgh produces more food. Generals and fortifications are also shown on this map. It is possible to improve fortifications with the "Upgrade defense" button. When a better-protected sector is attacked, it has more forces to resist the opponent. However, improvement in sectors demands expenditure of the certain quantity of resources, and you can upgrade a sector only one time per turn. If you click on a sector in another country, you can receive the information on it with an access an "Adopt sabotage" option. This option will allow you to stir up rebellion, or annihilate improvements. Each kind of sabotage has a cost and a probability of success (given as a percentage) for the given sector. You will be notified of success or failure of a sabotage operation immediately after its attempt.

"End turn" and "Quit campaign" are also options on the map of Europe. Also all movements of your commander-in-chief occur in this very window of the Global map. To scroll the map of Europe in any direction, click with the right mouse button.

#### **Diplomacy**

The following options are available on the "Diplomacy" menu on the



global map: To declare war, to make peace, to conclude the non-aggression pact, to sign the right of passage, to enter an alliance, and to offer a union. You can conclude any of these agreements by clicking on a corresponding option and consenting to the offered conditions. All diplomatic agreements last for a certain number of turns, and will be cancelled afterwards. Here one can also view a state of relationships with other countries at the moment, by activating one of the tags at the top of the map of Europe: War, Peace, Nonaggression pact, Passage Permission, Alliance. At the same time a color palette of sectors of contending states appears, allowing you to learn which treaties have taken effect. Enemies are marked on the map in red, allies with green, and the neutral states with white. At the beginning of the game, all of your neighbors are allies by default. It is possible to declare war either in the Diplomacy menu, or by attacking a selected sector.

#### Commanders

In this item within the Global map menu, you can view the information on any commander in the game, including his rank, experience, troops, his subordinates, and some actual historical data.



You can enlist new squadrons in the same mode. On the local map appear only those formations you have formed in global map menu. You can form one new squadron of a given type by clicking on a plus (+) sign or on an icon with a unit of your interest. If you press a minus (-) sign, the quantity of squadrons of this type will be reduced by

one. The fraction in the bottom of an icon with an image of a unit shows how many from available formations are currently enlisted.

The quantity of available recruits is the basic parameter when forming a new squadron; the number of recruits is shown in the outermost right corner of the screen, in a line of resources. Switching between the windows of infantry, cavalry and artillery enlistment, you can create a very multipurpose and effective army. However, even if you have enough resources, you still cannot annex all of your units to the army - there is a certain limit which depends on the rank and experience of your commander.

#### Messages

Important gaming messages will be included to this section, including information on concluded alliances, proposals by one of your neighboring countries regarding payments (if its sector has been successfully defended after a certain number of moves), etc.



#### Market

In the market you can exchange one kind of resources for another if needed. To make an exchange, click on a superfluous resource of your empire from the left side and on your desired purchase on the right. Then define the value of the transaction using fields "10," "100," "1000," "10000," and the "+" or "-" signs. When you achieve the desired amount for your transaction, click the "Trade" button. If you want to refuse, select the "Reset" button. The information on re-

sources of other countries, particularly resources lacked by other countries, is shown on the right side of the screen.



#### e. Help

You can always call up a prompt menu by pressing the F1 key. A window will appear on the screen, reminding you of your mission tasks and goals, and the terms of defeat and victory.

#### f. Game messages

During your Battle for Europe real-time battles, information on your battle's progression will frequently appear on the local map. This information can include various messages, including information about a selected camp or a hostile patrol, a seizure of a mine by your troops, or scouts' reports. Messages will appear as a blinking icon of an envelope on the left side of your screen:



To read the message, activate one of the envelopes by clicking on it with the left mouse button.

#### g. Mission Statistics

At the end of each mission a screen will appear showing the entire statistics on the mission in this sector: gained experience, army losses, a number of destroyed hostile units and executed secondary tasks, the expenditure of resources and so forth.



Clicking on the "Defending Forces" tag will acquaint you with your enemy's statistics.





## II Skirmish

In Skirmish mode you can play for one of six nations. Before you start playing, you can select various options: nation, map, enemy, enemy difficulty level, etc. Start the game with the traditional base buildup and accumulation of military power. Unlike the campaigns and missions there is no plot line in this mode; your only goal is to conquer your rival. There is also no global map in this mode.

### a. How to play in Skirmish mode

From the main menu, select Single Player. In the opened window Skirmish mode is the default. Select the nation you will play for in front the name of your profile, or choose "Random" so that the computer will select your nation randomly. You can do the same for your computer opponent. After you have decided on options from the available missions and become familiarized with the mission's description and rules of victory/defeat, click "Start." (If you select "Back", you will return to the previous menu.) You can also load a previously started and saved game by clicking the "Load" tab at the top of the screen. Select your desired game from the list of saved games, then press "Start."

### b. Terms of victory in Skirmish mode

In Skirmish mode you can conquer your enemy by:

- 1) Annihilating Town Hall
- 2) Capturing all mines and settlements
- 3) Restricting your enemy to less than five peasants

## III Battles

The Battles mode is simply battlefield fighting between two hostile armies. Player and computer begin play with pre-chosen armies for the strictly assigned side of conflict (in other words, Battles are like Skirmish without the economic and diplomatic components but with a set, in place army. Your basic task in this mode is to destroy the hostile troops, tactically defeating your enemy with the help of all conceivable methods. Six historical battles from the Napoleonic epoch and four non-historical battles are playable in this mode.

### a. How to play in Battle mode

From the main menu, select Single Player. In the opened window Skirmish mode is the default so click on the "Battle" tab. Nation selection is unavailable in single player, so choose a battle from the list available. You can also set the level of difficulty: normal, hard and very hard. Familiarize yourself with the task description, and then select "Start" to begin the game or "Back" to return to the previous menu.

### b. Terms of victory in Battle mode

You can score a victory in Battle mode by:

- 1) Capturing the checkpoints designated on the minimap with a red cross, or
- 2) Destroying basic hostile forces.  
**NOTE:** defeated units are not only those that were annihilated, but also those that retreated from the battlefield.

## IV Nations

In Cossacks II you can choose one of six nations to play for: Russia, France, England, Prussia, Austria or Egypt. Each nation has unique features, types of troops, and commanders whose prototypes are the real historical personalities from the Napoleonic era. Each nation has its unique advantages and disadvantages, which provides you with a virtually unlimited selection of strategies and tactics.

## V Network game

In a network game players only have access to the Skirmish and Battle modes. Up to six players can play simultaneously in one game. A connection is obtained using TCP/IP protocols.

### Connection of players in a network game

In order to start a network game, one player (server) has to specify it, and the rest (clients) have to join it. It is recommended that the player with the best computer in the group perform as server and create the game.

### Creation of a network game

A network game in Cossacks II uses a TCP/IP LAN Connection. In order to create its Network game, choose the "Multiplayer" item in the main menu.

After entering the Multiplayer game menu, type in your name, at which point you can create the new room (server), by activating the "Create" option. Then choose either Skirmish or Battles mode. Here you can see the other players-clients connected to your server and chat with them (determining the type and terms of game, map, sides to play for, etc.). At this stage you can select a nation and flag color, and see the ping indices as well as the percentage of the completion of new map loading. After all player-clients make settings and press the "Done" key, press the "Start" key.

### Connecting client players to a network game

Choose Multiplayer from the main menu.

Choose a play room from the list and click on it with the left mouse button. Activate the "Connecting" option. You will then select a network game room that has been created by a player (server). Here you can agree on the game mode (Skirmish or Battles) and chat with the others in the "Messages" field. Choose a side to play for and click on "Done".

### Stability of connection in the network game

When playing a network game on either a local network or the Internet, ideally you should not be impeded by any problems with connection stability. However, once in a while the rate of connection decreases, or a connection can be interrupted (cut off). This can happen, for example, when the large volumes of information are being sent during a network game, or the documents are being sent to a printer during an Internet game. A decrease in the connection velocity of connection can make the game temporarily stop, and further disconnection can result in game interruptions. If you experience an unsatisfactory connection or are cut off, you may quit the game and continue it after loading Network AutoSave.

### Restoring a network game when disconnected

A network game is saved in a backup copy in the AutoSave file (only if you did not switch off this option when started the game). In case of a disconnection, you can still continue the game after loading the

AutoSaved file. In order to continue the interrupted Network game, you should:

Carry out all necessary actions to create Network game (described in the chapters "Creation of Network game and "Connecting client players to the Network game"). The server player presses the "Load" key, and you should choose "AutoSave" and press "OK". The Network game will continue.

**ATTENTION!** In order to restore a network game, the number of players must match with the quantity of players in the previous game, with the key names matching as well.

### Saving and loading of a network game

A network game can be saved and loaded at any moment.

To **SAVE** the Network game you have to:

- ▶ Press "F12" in the game
  - ▶ Press "Save Game"
  - ▶ Type the name of a file wherein the current game will be saved, and Press "Save"
- (One can also use the appropriate buttons on the popup menu.)

To **LOAD** a network game you have to:

- ▶ Carry out all necessary actions to create Network game (described above in the chapters "Creation of Network game and "Connecting client players to the Network game")
- ▶ Press "Load" key
- ▶ Choose the needed file and press "Load"

**ATTENTION!** In order to restore a network game, the number of players must match with the quantity of players in the previous game, with the key names matching as well.

#### a. Skirmish and Battles

A network game in the Skirmish and Battles mode runs the same way it does in the single player game. The only difference is that you play with real players as your enemies and allies. The total number of players ranges from 2-6 players, each of whom can perform his role in the game (for example, leading part of the troops into the battle or building up bases in Skirmish mode).



## VI Internet games

Cossacks II: Napoleonic Wars has the following modes as options for an Internet game: Rating game, or a Custom game (Skirmish and Battles).

### a. First steps to play an Internet game

Be sure that your machine is connected to the Internet. In order to check out all possible Internet game types, you should have an actual IP address. If you use "enter the Internet from a local network", or your computer is located behind a firewall, some difficulties can arise - for instance, you will not be able to create your own game. All questions regarding your specific IP address should be addressed by your service provider (ISP).

To begin an Internet game, click on the option "Internet game" in the main menu. You will first encounter a gaming shell. As soon as you get into a gaming shell, a window with your personal data will appear on the screen. If this is your first game, you will have to fill in a small form:



You must enter the ID of your game (the keycode), which is found as a sticker on the back of your jewel case or manual. This number is unique and distinguishes you among the other players in the Internet.

**ATTENTION!** Your keycode is your only access to Internet games and your Cossacks II database. Without it you cannot play on the Internet; don't lose it! Filling in the fields "Nickname" and "Password" is a must. If the nickname you have chosen has been already taken by someone else, you will have to select a different one.

After you have filled in all the necessary fields, press the "Registration" button to continue.

**NOTE:** Every time you log in, you will have to deal with a few formalities, including a special window, confirming your login:



Your personal data is stored on the server; once you enter it, it is not necessary to fill in this form again. However, if you feel like changing it, use the "Edit" button. The following window appears when selecting "Edit":



In this window you can change your name, game name, e-mail address, password, etc. To enter the changes, click with the left mouse button on the corresponding line and enter your modified information.

As you type in all the necessary changes, press the "Update" button, and you will return to the login confirmation window. Press "Login" button to log in. Several users can play the game on the Internet using the same computer, but they must have their own unique keycodes. To add a new user, select the "New account" button in the profile window. A window (similar to the one that appeared when you connected to a Cossacks II Internet game for the first time) will pop up. Once in a while it is necessary to remove an existing account. Use "Remove account" in the profile change menu.

If several users with different keycodes are registered on the same computer, the user who logged in most recently will be loaded by default.

#### *b. Cossacks II: Napoleonic Wars Internet server*

A few seconds after you press the Login button, you will enter the first screen of the Cossacks II: Napoleonic Wars server.

In this menu you can choose the Internet game mode, create or join a game, examine information about other players, their games and much more.

1. News and events - Contains the latest news and messages for the players; select your game language here and participate in chats
  - 1.1. Punishments - This contains the information on penalties and punishments for those who misbehave
  - 1.2. Forum - Leave your messages for other players here
2. List of players - Contains a list of all Internet Cossacks II players and clans, as well as information about them. Those who wish to do so can create their own clan or dissolve it (only creators of clans are allowed to dissolve them), enter a previously created clan or leave it. There are also mailboxes for registered Cossacks II players
3. Landwar - Click here to play a Rating game, to read its description, scores, and the occupied territories. After you choose a country to play for, you will see the information on the country - how often it gains victory or is defeated in the battles, what is its total area, population, etc.
4. Games - Create or join a game in the Skirmish or Battle modes
5. Scored games - Contains the results of previously held games

There is also a chat window to the right of the Internet game menu, where you can talk to other players.

#### *c. Selection of the Internet modes*

On the first page of the Cossacks II Internet server you will find six chapters: News and events, List of players, Landwar, games and the Scored games. As you click with the left mouse button on the appropriate tags, you may see the following:

#### **News and events**

This is mainly an informational window, containing messages and news for the Internet Cossacks II players. Here, for example, you can learn about punishments for rule-breakers, take part in the discussions on the forum, etc.



**List of players**

This chapter contains the statistical data and information on all Internet Cossacks II: Napoleonic Wars players and clans, their game ranks, etc. To obtain information on a particular player, choose him from the list and click on his name to get the data.

To obtain the information about a clan, click on its name. A pop-up window provides information on the clan's members and its creator. You can join one of the existing clans or create your own, quit it, or exclude a player, or dissolve your own clan.

**VII Rating games****What is a Rating game?**

A Rating game is the online game mode in which two players fight on the map of Europe, protecting its country and seizing the territory of hostile states. This mode gives you the opportunity to prove yourself a strategist of grand scale, and proudly defend the honor of your nation.

**Registration and participation in the Rating game**

Every player who has purchased a copy of Cossacks II and has access to the Internet can fight for the European superiority. With the purchase of game you obtain your personal keycode, which allows you to register on the game server and participate in the wars for the continent. Information on how to register is found in the chapter "First steps to play an Internet game" (see page 36).

**Principles and rules of the Rating game**

The map of the continent consists of many sectors, each of which is a separate map. State territory includes tens of thousands of such sectors. If a territory is attacked, two cells on the map will be marked - one for the attacker, another for the defender. After conducting the battle, the conqueror obtains both cells, which is reflected on the global map of Europe.

Each player chooses a country to fight for. If player changes his country, he does not lose the rating scores.

Scores when playing in Rating game mode are calculated according to the principle of Rating games:

The winner obtains a part of the hostile territory, regardless of who initiated the attack.

Country one can attack Country two if:

- They have a common boundary, or both of them have an outlet to the sea
- Country 2 did not attack Country 1

**NOTE:** The system and rules of the game can change over time. The News chapter on the Cossacks II Internet server will report any and all changes.

**Creation of a Rating game**

To start a Rating game, activate the "Rating games" button, and the corresponding page will open. Click with a cursor on the territory of the country you want to play for. An informational table on the chosen the country will appear on the right of the map of Europe, and will list the number of victories in battles, territory, population, etc. You can attack only those countries you have common land or sea boundaries with.

Set the level of the player or the desired nation you want to fight with. Click on the "Fight" button to start. The server will begin to search for players corresponding to your level. The following window will appear:



After the enemy is sorted out, the game will start on a Local map. After gaining victory, you will take a part of hostile territory from your enemy, which will be reflected on the global map. Furthermore, you will be granted scores, which means you rise in the ranks. The situation will be reversed if you're defeated - part of the rating scores and your territory will pass over to the enemy. Conducting battles in this mode will not only change your rating but also reshape the map of Europe every time you play.

#### Custom games creation

To create a game of your own, press the "Create game" key. (To create a Rating game, see the previous chapter.) If you choose the Rating game, its result will be entered into the database and will influence your rating relative to other Internet players. If you play a custom game, its result will not affect your rating.

**The name of game** - Type the name of your play room (so players can easily find your game).

**Password** - Include a password if you want to limit access to your game. To enter your play room the players will have to type in this password.

**Number of players** - Indicate the maximum number of players, who can join the game.

After all parameters have been set, press the "Create" button.

The computer will begin to search for players corresponding to your requirements (nation, the level of player). After your opponents have confirmed being ready for the game (by pressing the "Join" button), the computer will start the game.

If Rating game was created, rating table results will be entered by default.

#### Joining the game

You can either join or create your own rating/non-rating games on the Cossacks II: Napoleonic Wars Internet server. Different icons will help you to determine the game (name of game, host, type, number of players, ping):

1. Information on the game. In this are you can view information about the created game (its name, type, the expected skill level of players, etc.)

2. Sorting by ping. You can sort available games by permissible ping. Click with the left mouse button on the bookmark to select a necessary ping. The less the ping, the higher the speed of your Internet game.

3. To join. Choose a game among the games available in the list and, click on it with the left mouse button to select it. Then press the "Join" button to connect with the chosen play room. In the play room you can discuss the upcoming game with others in the room, and choose game nation and its key color. As soon as all the settings are made, press "Start" in the lower right screen corner to show you are ready for the game. When all players are ready to play (readiness it is designated by the appropriate sign in the table in the left upper screen corner), the creator of room presses "Start" to begin the game.

4. To create. Click on this button to create your own play room, if none the existing ones suit you (see the chapter "Creation of the game").

5. Press "Exit" to return to the previous menu.





## UNITS

Each nation in the game possesses its unique set of units, each of which is characterized by its own set of parameters of attack/defense, weapons, and methods of operation. Knowing the specific of each unit's action and how to properly use your nation's troops makes it possible to gain victories with minimal losses, adding high morale and experience to your warriors.

Units consume resources. Each of them must be fed (food), each gun or cannon shot will take away a certain quantity of gunpowder (coal) from your treasury, improvements in sectors requires certain number of resources, etc.

All shooting units have an ability to fight hand-to-hand.

In spite of wide variety of units, it is possible to classify them according to the following types:

1. Infantry
2. Cavalry
3. Artillery
4. Peasants
5. Priests
6. Ships

### I *Control of the lines and their function*

Cossacks II is built on the principle of units' lines control. This implies two additional steps: selection of the line and giving the necessary order. To select the line, click on it with the left mouse button. You will see a typical yellow frame around all chosen units (confirming their selection), and in the lower left screen corner you will see the unit's interface icon with its name and characteristics (see the chapter "Interface of units" on page 15).

You can select all the units of a given type with a left double-click. To move the units, select them and then click on the map with the right mouse button the area where you want to move your units. If you want to check the direction of unit's sight after its movement, click

with the right mouse button on the map, but hold it, drawing a line in the necessary direction. After you have done this, you will see that a yellow pointer stretches from the place where you want your units to move. After the direction of this pointer has been specified, indicate the direction in which the units should look after being moved. Release the right mouse button, so that the units begin to move.

### II *Squadrons*

Unlike the original game, the warriors in Cossacks II are represented by combat squadrons that are one unit, not separate individuals. All squadrons include a certain number of individuals plus an officer group consisting of the officer, standard-bearer and drummer. An officer morale of the squadron increases the level of the morale of the squadron by its presence.

Playing in the campaign or in Battles mode, you govern over pre-created squadrons; in the Skirmish mode for you will have to form squadrons on your own. You can create squadrons next to the barracks, generating those particular individuals. When their number becomes sufficient, a semi-transparent squadron creation window appears in the right screen corner. If your officer group is already created, the corresponding window will appear. With a click on this icon you will obtain the new combat unit (read chapter "Squadron creation" for more details).

Squadrons have also such characteristics as fatigue, morale and experience in addition to the indices of attack and defense. The high indices of last two points enable the squadron to act more effectively when fighting.

During battle a larger part of the squadron can be destroyed or its morale can sink below the tolerable limit. In this situation the surviving soldiers run from the battlefield to their camp, where they can be formed into a new squadron in a while (if their number suffices). Until that point, however, it is merely a disorganized mass of individuals you cannot take control over. During this time, the squadron is considered to be lost.

According to the types of tasks they perform, individuals are subdivided into servicemen and nonmilitary (peasants and priests).

### III Peasants

**Resources:** Food 10, Iron 50

**Building rate** - 600

The basic tasks of peasants are economic development and buildup of your base. In Cossacks II the peasants also serve as recruits for the production of military units. This specifies the functions, they carry out:

- Erection of buildings. Click on icon of a building, choose a location on the map and click again to set the frame of building and building process
- Repair of buildings. If a building is damaged, it can be restored with the help of your peasants. Choose one or more peasants, direct your mouse to the damaged building (in this case the ordinary cursor should be substituted with the repairing cursor) and click with the right mouse button, so that the peasants begin the repairing process
- Collection of resources. Each peasant can extract one of two game resources not extracted by the settlements: wood and stone. To control the collection of resources and to give orders more effectively, special cursors are included in the game:



This cursor serves to affirm that the selected peasants will go chop wood (click with right mouse button to send peasants to work),



and this to extract stone.



This cursor is used when sending the peasants to work in the field.



This cursor will appear when sending units to mend or to finish building.

To make their work more effective it is very important to place storage as close as possible to the areas of the resources' extraction - you will shorten the delivery route and extend the peasants' output.

### IV Priests & the Egyptian Mullah

**Resources:** Food 75, Iron 200

**Building rate** - 1400

They accelerate the restoration of the morale of friendly troops and heal units.

Priests are units capable of treating damage and restoring morale scores in the squadrons. For each round a priest heals 35 health points. They can also accelerate the restoration of the lost morale of the squadron to 25%.

### V Military units

The task of military units is to ensure the reliable protection of your base, including successful military operations with the final victory. Each nation has its unique collection of military units with distinguishing characteristics. The game armies of each game nation consist of about 75% unique types of troops.

#### a. Infantry

The foundation of your army is infantry. The strength of the dismounted soldiers may vary from 15 (hunter, military engineers) up to 120 (linear and heavy infantry). In addition to your infantry, are other personnel (officer, standard-bearer, drummer), who not only participate in combat, but add bonus scores of morale and have high in-fighting indices.

All infantry troops are armed with cold steel to attack the enemy in close combat (bayonets, yataghans, pikes, sabres). Furthermore, the majority of units are armed with firearms (muskets, pistols, guns etc.) for ranged attacks.

Different kinds of infantry differ in combat characteristics as well as other special properties. Hunters, for instance, can run along the broken ground without getting tired; grenadiers can blow up enemies and their buildings with grenades; military engineers can erect fortifications and undermine hostile buildings; archers are experts at shooting through obstacles. Knowledge of the special features of each kind of infantry enables the player to combine the types of troops to achieve all his goals.



### b. Cavalry

Cavalry is a powerful tool of war when used skillfully, due to its swift and energetic attacks that can destroy even more infantry units. Its maneuverability and speed makes possible such tactical maneuvers as approaches and attack in the rear, and rapid point impacts on the hostile units with the swift withdrawal from the shelling zone. The cavalry squadron consists of 45 riders, including a standard-bearer.

The light cavalry is very rapid and mobile. The heavy forms of the cavalry are less maneuverable and are slower in comparison to light cavalry, but they have high attack, defense and health indices.

### c. Artillery

All nations have similar types of artillery with identical characteristics. Artillery not covered by the infantry units is an easy target for the enemy, since it is not very mobile, has a small rate of fire and a comparatively small lethal area. However, artillery is perfect for harassing the enemy with ranged fire and when firing point-blank, using grape shot (cannons) at tired or thinned hostile formations.

There are four artillery types represented in the game:

**Light cannon:** Shoots in a straight line with cannonballs and grape shot.

**Heavy cannon:** Similar to the light cannon but with an increased range of fire.

**Howitzer:** Fire with cannonballs as ammunition.

**Congreve rockets:** (Britain only) - Explode in the air, sprinkling the enemy with a shower of splinters from above.

Each cannon has its artillery crew of four soldiers; the weapon cannot fire if the crew is gone.

Depending on the distance from a target, the cannon can fire in two modes: either with grape shot or cannonballs. Grape shot volley causes essential damage and as a rule kills a lot of enemy soldiers. Prolonged cannon reloading and shelling alone at the close distance are the drawbacks of this mode. In its usual mode the cannon fires with cannonballs; shelling is conducted at remote targets. It takes some time to reload then. Cannonballs ricochet along the earth several times and thereafter explode. Cannonballs, flying through enemy lines, cause fatal blows to soldiers standing in their way. Cannon fire is relatively inaccurate, since they have significant fire dispersal.

When located on a higher elevation, artillery is capable of firing at a greater range; something to be considered when conducting operations. At the same time, shooting from a low place considerably decreases the firing radius. Artillery cannot be moved through forests, swamps and water obstacles. If the attendant soldier of artillery crew has been killed, the piece of ordnance cannot fire.

Apart from combat indices, there are other important parameters for military units, namely, their cost (in resource units), building rate, speed of reloading, and rapidity of movement.

These must be considered when choosing a particular nation.

### d. Frigate

Frigates are available in some sectors in Battle for Europe. You may use it to shell hostile troops, located on the coast, and also attack enemy frigates.

## VI Combat formations of units

Combat formations have great significance as they are a very important component of the tactical part of Cossacks II. Each line is effective in different situations. The three most common types of formations, used in military science during the Napoleonic Wars, figure in the game. These are column, square and line. Read about them in the appropriate chapters for more details.

In order to change a formation type, select the line of soldiers and click on the appropriate type of the formations next to the window opened on the unit interface:



Square



Line



Column

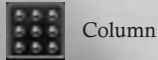
For Cavalry:



Wedge



Line



Column

If you want to check the direction of a unit's sight after its movement, click with the right mouse button on the map and continue to hold it, drawing a line in the desired direction. After you have done this, you will see that a yellow pointer stretches from the place the units should move to. After the direction of this pointer has been specified, indicate in which direction the units should look after their movement. Release the right mouse button, so that the units begin to move. If troops are motionless for a long time, the line automatically begins to entrench itself. This adds a bonus to the defense from a frontal attack. However, they become vulnerable from the rear and the flanks.

#### a. Square

This is a type of shielding formation that receives a bonus to the defense from all four sides. However, in formation your units cannot move and attack. You have to give a preliminary order to change the type of line, and then command them to move.

#### b. Line

This is the basic attacking formation and is a line extended into the rank in groups of three. It is very effective when attacking with firearms. In the "stand ground" position, the line gets a bonus to the defense from frontal attacks, but proves to be more vulnerable to the attacks from the rear and the flanks. Also, this type of formation can shoot in lines.

#### c. Column

This is a type of march formation. It resembles a square formation if the line stands still, or an elongated column when marching. This form of formation allows the infantry units to move along roads without getting tired.

## VII Line arrangement

A line is formed by a certain number of specific units' types. For example, the minimum infantry line consists of 15 soldiers (huntman, military engineers), and for the rest of infantry units this number totals 120 infantrymen. The number of riders in a cavalry squadron adds up to 45.

When a number of produced soldiers is sufficient for a unit to be created, a semi-transparent icon appears in the upper left corner of the screen. Next to the soldiers's icon also appears the images of an officer group, which can become part of the squadron: officer, drummer and standard-bearer.

The absence of such icons means that the officer group has not been produced. Therefore you should be attentive - without commissioned personnel the squadron's morale, defense and attack by short-range weapon bonuses drop.

If a part of a unit's soldiers die, it still remains a unit until 75% of soldiers perish. You can reinforce the squadron with new forces by clicking on the appropriate button:



1. By pressing it you can refill the squadron with missing soldiers (under the condition that the squadron has the "Hold position" and is situated near a friendly settlement without conducting any operations).



With this button you can dissolve the existing squadron.

Uniting separate units into combat squadrons has a number of advantages:

1. Units of a line are stronger than single ones. Units get bonuses to attack and defense when in combat formation
2. You are able to use tactical methods and position advantages. Various kinds of formations have bonuses that let you use your soldiers with maximum effectiveness
3. Easy control over the large masses of troops. After you have united the units into a formation you simply click on one of them to select the whole formation



4. High morale of soldiers. The units of the line with officer, drummer and standard-bearer, located nearby have higher morale
5. It is possible to maintain a powerful defense. After getting the command to hold position ("Stand ground"), a combat formation will get soon a significant bonus to defense and attack, which allows keeping the hostile forces back

#### Bonuses for formations

Infantry:

All types of formations (Rank, Column, Square) with any number of warriors provide the following bonuses:

Type of formation	Characteristics	Ordinary squadron	Present standard bearer	«Hold position»
Line	attack	+2	+3	+9
	defense	+3	+5	+40
Column	attack	+2	+3	+2
	defense	+3	+5	+3
Square	attack	0	+1	+5
	defense	0	+2	+20

Cavalry:

Every type of cavalry formation influences the characteristics of soldiers in a different way; therefore they should be viewed separately:

Types of formation	Attack	Defense
Column	+5	0
Wedge	0	+5
Line	+2	+2



## ❖ SQUADRON CHARACTERISTICS ❖

### I *Morale and fatigue of units*

History has demonstrated plenty of examples when morale helped to win battles against exceeding hostile forces. In Cossacks II you will find the integrated system of morale, which actually affects battle. The morale of your soldiers constantly changes, depending on the following factors:

- a) Loss of soldiers in the unit
- b) Loss of subdivisional commissioned personnel (officer, standard-bearer and drummer)
- c) Attack from the rear
- d) Fatigue
- e) Low combat experience (recruit morale is lower than that of experienced soldiers)
- f) If a destroyed friendly squadron passes through the lines of another squadron, causing panic (retreat or the destruction of hostile forces in the field of vision of soldiers raises morale)

#### a. *Scale of morale*

There is a red-yellow scale of squadron morale below your unit's icon.

- I The red part of the scale is the panic zone and ranges from 0 to 33 - at this level the squadron scatters.
- II The yellow part of the scale is current morale and ranges from 34 and higher - this shows the present level of morale.
- III The dark yellow scale is the maximum index of morale and re-

flects the level of the squadron morale. If entire scale of morale is yellow, the squadron has maximum morale.

**NOTE:** If the current index of morale descends into the panic zone, the squadron begins to scatter.

*b. Factors affecting current morale indices*

I Weapon of attack. The way an attack advances is very important, either from the front or from the rear.

**Infantry** - Each infantryman causes 0.05/0.15 damage or increases the morale with one shot.

**Light cavalry** causes 0.125/0.5 damage or increases the morale with shot.

**Heavy cavalry** causes 0.25/1 damage or increases the morale with one shot.

**Firearms** - One shot causes 0.2/0.2 damage or increases the morale.

II For killing a soldier in the enemy's unit, its morale rises 3, with the loss of one of its own soldiers, the line loses 3 from its present morale index.

III If a demoralized friendly squadron runs through your soldiers, their squadron morale falls.

IV When formation loses 25% of the total number of soldiers, morale falls to 45.

V Over the course of time the morale of squadron (at rest) is gradually restored to its maximum level.

*c. Factors affecting the maximum morale index*

1. Experience. When your squadron kills one enemy unit, it obtains a bonus to maximum morale of +1.
2. Officer, standard-bearer and drummer add +10 to the maximum morale index.

35 is the minimum verge of morale when a squadron is tired. A drop to lower than this level causes the squadron to disintegrate. All squadron units have doubly smaller losses on the morale when compared to single units. Priests help to restore the morale.

During the battle you can see hints and numbers floating above your

soldiers. The text of communications reveals the loss of courage, and the numbers show damage caused (yellow) and obtained (red) by your soldiers.

Moving on broken ground, reforming, or attacking enemy, your troops will get tired, which will have a direct result on the effectiveness of their actions in the battlefield. The red scale on the right of a unit's icon represents the index of a squadron's fatigue. The lower the red line, the more tired the squadron. Exhausted by long battle, a squadron moves more slowly and fights worse; its morale can fall to panic level. Vocal communications in the process of game occur to keep player aware of these moments. One can also get this information from the appropriate indicators of fatigue and morale on squadron's icon.

*d. Zones of units' survey*

The field of vision of each unit is divided into two zones, depending on which its actions regarding the enemy change.

Zone "A" (long): with the turned-off mode of shooting when the units do not undertake anything while getting into this zone.

Zone "B" (short): units attack the enemy with cold steel and the turned-off mode of shooting.

When the shooting mode is activated, the units attack the enemy with firearms.

*e. Fire range and the loss of destructive power*

The squadron of shot is not a constant value and varies depending on distance (in all but archers). With removal from the target purpose by every 50 pixels, the fire range decreases. The table below explains how fire range depends on the distance to the target:

Target range (pixels)	0	50	100	150	200	250	300	350	400	450
Damage caused (%)	100	85	70	55	51	47	43	39	35	31

Target range (pixels)	500	550	600	650	700	750	900
Damage caused (%)	27	23	19	15	13	10	10



Thus, in order to inflict maximum loss, it is necessary to let the enemy to approach as near as possible.

For example:

Musketeer has the shot squadron 100 hitpoints. At a distance of 300 pixels the destructive power decreases to 43% and is 43 hitpoints. The destructive power on distance 550 is 23 hitpoints and so on.

#### **Fire dispersal**

In the times of Napoleon the accuracy of small arms left much to be desired and the fire dispersal was essential. This is reflected in the game.

The farther away the enemy unit is located, the more difficult it is to hit. A bullet flies along a straight line; therefore, if an enemy unit is located beyond the hill, a bullet will not hit it. You cannot shoot "through" friendly units. Therefore, if there are friendly units in the line of fire, they can seriously suffer, and even perish. Bullets always hit only one unit. If bullet did not hit the goal, it would fly two times longer distance than maximum fire range, and can possibly hit someone at that range.

#### **Bow shooting**

Archers can shoot both regular and burning arrows. The actions of archers vary depending upon which target they actually shoot. If they attack hostile troops, they shoot with regular arrows, but if you command them to fire buildings, the archers use fire arrows. If fifteen or more burning arrows hit the building, it starts burning and can explode, if the fire is not extinguished (use the "mend" function).

Unlike bullets, the arrows do not lose destructive power with distance. They have smaller destructive power than bullets, but the speed of bow bending is considerably higher.

**NOTE:** The archers never need replenishment.

#### **Seizure of settlements and mines**

In the game it is possible and necessary to seize settlements and mines. Mills and mines with settlements functioning nearby supply the players with resources needed not only for war, but also to upgrade sectors and conclude transactions with other states.

All settlements in the game are guarded by militia troops with low combat indices. Therefore, in order to seize a mine or a mill where re-

sources are stored, you should first destroy militia formations. The resources accumulated there are now at your disposal, the creation of own self-defense squadrons of settlement begins, you can also remain the squadrons with recruits from the militia groups.

#### *f. Conducting a tactical battle*

If you treat your troops skillfully it is possible to conquer hostile squadrons, even if their size is greater than your own. Combat formations, maneuvers, weapon and morale of troops are of paramount importance.

For example:

Your lance-knights and shooters are attacked by the hostile troops. Place your units in the following order: shooters are in front, lance-knights behind.

Command the troops to hold position, and forbid the shooters to attack. This will prevent them from undesirable actions. Since the force of shot decreases with the distance, it is necessary to let the enemy approach as near as possible.

As soon as hostile troops enter the maximum destructive power zone, permit your shooters to attack - they will fire a crushing and demoralizing volley upon the enemy.

The shooters need some time to reload, therefore, move them behind the lance-knights. If the enemy suffered losses exceeding 60% of the total number of units, its squadron will break up and leave the battlefield. The troops behind them can possibly run away when seeing the death and flight of own soldiers. But if the indices of their morale are high, the troops can keep attacking.

While your shooters load up their guns, the lance-knights repel the enemy unit's attack. After reload you can attack the enemy, kept back with your lance-knights. After firing a volley from behind the union troops, the shooters will deliver a smashing attack to the enemy.

Another example:

You attack the enemy lines, fortifying your position on the slope of a hill with shooters and light cavalry. The enemy has shooting troops and artillery. His position is advantageous - while the line gets a bonus to the defense, and, being located on the height, wins increased shot range. We move the shooters to distract the enemy's attention, avoiding artillery fire, while attacking with cavalry in the rear. In this case the enemy lines are more vulnerable. Hostile troops turn in order to

give rebuff - at this time we send forward the shooters and make them fire a volley. The enemy suffers great losses, being trapped. The spirit of its squadrons drop and those who have survived attempt to flee.

Thus, using simple tactical maneuvers, you can conquer the hostile squadrons that exceed yours in quantity and still manage to suffer only insignificant losses. Another crucial point is that after each struggle troops acquire experience, and in subsequent battles act more effectively. In other words, the system of morale and experience in the game makes it possible to pass a relatively small number of troops through a barrage of hostile squadrons straight to the enemy base.



## HOT KEYS

### Orders on the production of units in the buildings:

Peasants	P			
Horse standard-bearer	T			
Build Light cavalry in Stables	Y	U	I	O
Build Heavy cavalry in Stables	H	J	K	L
Officer, drummer and standard-bearer (in the barracks)	B	N	M	
Infantry	Z	X	C	V

### Orders to the lines:

#### Main:

Bayonet attack	R			
Allow/cancel the firing	T			
General attack (including cannon attack, if it is loaded with case shot; it can attack a patch of land if loaded with cannonballs)	A			

#### Additional:

1, 2, 3 lines firing (only in line formation)	W	S	X	
Realignment (line, column, square)	E	D	C	
Use grenades	G			
Reman the squadron (but only if it keeps its position and there's no attack)	F			
Load a cannon with case shot	S			
Load a cannon with cannonballs	X			



*Other:*

Choose all units of one type (within the limits of the screen)	<b>Z</b>		
Select all units of one type	<b>Ctrl +</b>	<b>Z</b>	
Select all units but the peasants	<b>Ctrl +</b>	<b>A</b>	
Select all buildings	<b>Ctrl +</b>	<b>B</b>	
Select the inactive peasants	<b>Ctrl +</b>	<b>P</b>	
Kill a chosen unit or destroy th building	<b>Delete</b>		
Prospect	<b>F10</b>		
Select the following chosen building or the formation	<b>Tab</b>		
Previously chosen building or formation	<b>Ctrl +</b>	<b>Tab</b>	
Pause the game	<b>Pause</b>		
Turn the selected line in this direction (on the Num pad)	<b>1-9</b>		
When a unit or group is selected, moves the screen to the selected formation	<b>Backspace</b>		

*Rapid access to units:*

Assigns a sequence number to a unit or group of units to provide rapid access (keyboard)	<b>Ctrl +</b>	<b>1:0</b>	
Select the group assigned to a particular sequence number (on the keyboard)	<b>1-0</b>		

*Market:*

Multiply a quantity by 100	<b>Shift +</b>	<b>Resources quantity button</b> (100, 1,000, 10,000 or 100,000)
----------------------------	----------------	---

*General Game information:*

Help	<b>F1</b>		
Show the impassable zones	<b>F5</b>		
L-mode	<b>F7</b>		
Change the minimap size	<b>F8</b>		
Take a screenshot	<b>F11</b>		
Main Menu	<b>F12</b>		
Shows the life of units and a radius of the selected units' attack	<b>ALT</b>		
(when no one is selected) Move to the latest Alert zone	<b>Space</b>		
Open the chat window	<b>Enter</b>		



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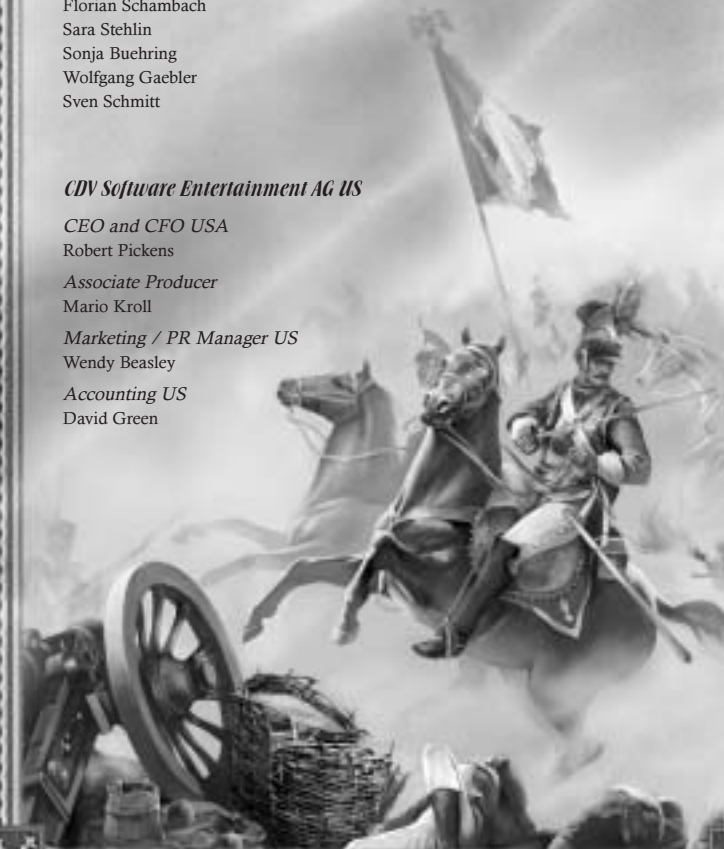
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