Please note: these are detailed instructions for the latest Commandos Demo.   There are two demos.   The first demo was both Single and Multiplayer with two missions.   This demo (August 15th launch) is <u>multiplayer only</u>.   The great new feature is you can now play the demo FREE on the Internet via the Mplayer online gaming service.   You just click on the START MENU shortcut for this option.   This demo has only ONE mission that can be played both on Mplayer and on a LAN.   Thanks.

Game Basics

Next we will explain the main options in the game. Detailed knowledge of these controls will help you to complete your missions successfully.

From the moment a mission begins, you can scroll the viewing screen around the entire scenario. In fact, we recommend that you do so before you transmit a single order to your men. This way you can get an overall idea of the situation.

To move the viewing screen around the scenario, use the cursor keys. You will notice that this movement will also occur automatically when the mouse pointer comes close to the edges of the game area.

You can also vary the amount of zoom, from a detailed view to a general panoramic view. To do this, use the **+**, **–** and ***** keys in the numerical keypad. The **+** key is used to increase the level of zoom, the **–** key to diminish it, and the ***** key will return you to a normal zoom level.

The map NOTEBOOK

If you click on the spiral notebook that you find on one side of the screen, you will be able to see an approximate drawing of the entire scenario. The rectangle represents the area that you can see on screen. The blue points indicate the position of your men; the red points that of the enemy soldiers. Click on any zone of this drawing to move the game area to that zone.

If you click on the folded corner of the map notebook, you can access the **Briefing Notes** screen, where you can see a summary of the objectives of the current mission.

Before giving any orders to one of your men, you must select him. There are three different ways to do this:

- Left Click on the soldier in the scenario.

- Left Click on his face on the upper edge of the screen.

- Press a numerical key between **1** and **7** in the alphanumerical keyboard. Each key corresponds to one of your men, according to the following table:

1	Green Beret (Tiny)
2	Sniper (Duke)
3	Marine (Fins)
4	Sapper (Inferno)
5	Driver (Sid)
6	Spy (Spooky)
7	Surprise Comrade (Yes, there are "surprise comrades" in some missions —you'll soon get to know them!)

There are also two methods to simultaneously select more than one man:

- Right -click on an area inside the game screen and then drag the pointer without releasing the right-hand button. This way you will trace a red rectangle.   Release and the men that are inside the rectangle will be selected.

- Click on various faces on the edge of the screen while keeping the CONTROL key pressed.

You will see that there are some situations in which it is not possible to select various men simultaneously. For example, if your men are under enemy fire, or if one of the men you are attempting to select is a prisoner.

You will see a red bar next to the face of each soldier in the upper part of the screen. This bar is his **health level**. It will descend whenever you are wounded. When it reaches the bottom... your soldier is toast. In every mission there is a man who has a limited medical supplies to increase the health level (see below in the individual pages for your men).

If you click on a soldier who is already selected, you will "deselect him". To quickly deselect all your soldiers, you can press the **0** (zero) key in the alphanumerical keyboard.

MOVING soldiers

Normally, you will see that the mouse pointer has the shape of a double arrow. This is the **movement pointer** and is used to move your soldiers. In case you do not see the movement pointer, it is because you are undoubtedly viewing the pointer that belongs to an active item. To recover the movement pointer, right-click anywhere on the map screen.
To make the selected soldier or soldiers move somewhere, click with the movement pointer on the selected destination, and they will walk in that direction. If you double click, they will run there.

When you give a soldier an order that forces him to run somewhere he will only carry it out whenever he is able to. Exceptions to this rule are those cases in which the soldier is carrying a heavy load.
When you give a man a movement order, you can select any point in the scenario towards which there is a possible route, no matter how far it is. Your soldier will attempt to follow the best route towards that point, avoiding necessary obstacles whenever possible.

HIT THE DIRT and CRAWL

Your men can lie down on the ground. To do this, click on the corresponding icon located on the upper edge of the screen, or press the **C** key. The selected men will hit the ground.

A man who is lying on the ground can be moved normally with the movement pointer, except that he will move by slowly crawling.   Commandos cannot fast crawl.   If a man crawls on snow or sand, the tracks he leaves will not be visible to the enemy.

To make a man who is lying down stand up, click on the icon next to the above-mentioned one, or press the **S** key**.**

The KNAPSACK

If you select a single soldier, you will see that on one side of the screen there is a knapsack with various items. These items represent the options that are available to your soldier at this time. If you prefer to have the knapsack on the other side of the screen, press **Tab**.

To use or activate any of these items, click on it. What happens next depends on the kind of item. With some of them, this will cause an immediate action (such as inflating a rubber launch, releasing a decoy, etc.) With other examples, such as certain weapons and tools, the movement pointer will change its shape, turning into an icon that shows what can be done with that item. If you see the pointer covered by a "forbidden" sign, this means that you can't carry out this action with the item or in the place at which you are pointing.

For example: If you click on the pistol in your knapsack, the pointer will turn into a pistol. If you place this pointer over a spot at which it is not possible to shoot (because it is too far from the shooter or because there is an obstacle in the way), then the "forbidden" sign will be displayed over the pistol pointer. Otherwise, if you click on a location, your soldier will shoot at it.

If you have selected various soldiers, you will see that in the knapsack the only things that appear are the options that are common to all the selected soldiers.

UsE OF REMOTELY activated items

Some items, such as the acoustic decoy and explosive charges with detonators, can be remotely activated. To do this, first of all you must release the item by clicking on its image in the knapsack. This will make you drop the item in question. At that moment, there will appear in the knapsack another item that looks like an "activator" or "detonator". Once you have managed to hide in a safe place, click on the activator and there will be a remote activation. In the case of the acoustic decoy, you can activate it and deactivate it as often as you wish.

UsE OF DEVICES In the scenario

Sometimes you will find in the scenario items and devices that you can't pick up and take away with you, but it will be possible to activate and deactivate them. You can open faucets, turn on switches, move sluice gates... If you move the movement pointer over an item or device in the scenario that the selected man can use in this fashion, the pointer will turn into a hand that moves a lever. If you click at that moment, the selected man will carry out the corresponding action.
You will observe that the pointer will only change shape if *the selected man* can use the item. Certain men can only use some items.

PICKING UP AN item IN THE scenario

There are items that your men can pick up and take away with them. Weapons, ammo cartridges, inflatable launch... Sometimes they belong to the enemy and can be stolen. On other occasions, they will have been dropped by parachute by the Allies.

Keep in mind that the person who is skilled in their use can only pick up certain items. Thus, only the **Marine** can pick up inflatable launches, only the **Sapper** can pick up grenades, etc**.**

In all cases, select the appropriate man, and click on the hand that is next to the knapsack, or else presses the "hot key" **H**. The movement pointer will turn into a hand. If when you pass the hand-shaped pointer over an item, the hand opens and closes, then the man you have selected can pick up that item. Click on that item and it will be yours.

VehiclEs

Throughout many of the missions you will run into various different land, water and aerial vehicles. You can board many of them, use them to move and even shoot from them in the case of vehicles that carry weapons.

To board a vehicle, select the man or men you want on board, then place the movement pointer over the desired vehicle. If the men you have selected are able to board the vehicle, the pointer will change shape and turn into a hand. At that time, click, and your men will board the vehicle.

Once on board a vehicle, click on the desired destination with the movement pointer. The vehicle will then start to move. You will see that, unlike movement on foot, when you are handling a vehicle you do not have the possibility of avoiding obstacles automatically, and therefore you can only set destinations that can be reached in a straight line from your current position.

If you deselect a vehicle with various men on board, and then want to select it again to move with it, you will see that you can only do so by selecting just one of those men. The man who will permit you to move the vehicle when you select it is the one who **drives** the vehicle.

¿When can you and when can't you board a vehicle? There are three factors involved:

- The vehicle may be out of commission, or worse yet, already occupied by the enemy. In that case, the movement pointer will not change its shape when it passes over the vehicle.

- Each vehicle has a maximum capacity. For example, the capacity of motorcycles with a *sidecar* is two men, and in an inflatable launch it is possible to fit three persons.

- The man who is able to drive it must drive each vehicle. The Driver may only drive Land vehicles. The Marine may only drive the aquatic vehicles. And finally, there is a mission where you must escape in a cargo plane, which can only be piloted by a **Fighter Pilot** whom you must rescue for that task.

In some cases, you can even shoot from a vehicle that carries weapons. To do so, point with the movement pointer while keeping the **Control** key pressed. The pointer will change shape, and turn into a gunsight. Click (without releasing the **Control** key) and you will shoot a volley at the target.

To get a man off a vehicle, select the desired man by clicking on his face in the upper part of the screen or using keys **1..9**. You will see that the screen focuses on the vehicle, which contains the soldier. In the knapsack you can only see a photograph of the soldier. Click on it, and the selected soldier will leave the vehicle and jump down to the ground.

If you want to get a man off an aquatic vehicle, bear in mind that you won't be able to do so until the vehicle is anchored in shallow water, except for the **Marine** when he is wearing a diving gear.

BUILDINGS

There are missions in which your men will be able to hide in certain buildings, thus disappearing from the sight of the enemy. If when you pass the movement pointer across the door of a building, the pointer changes shape, that means that it is possible to hide in that building. Click there, and the selected men will hide inside.

To get a man out of the building, do the same as in the case of vehicles: select the soldier who is inside, and then click on his photograph on the knapsack.

cameras

On occasions, it may be useful to be able to see simultaneously the action taking place in various locations throughout the scenario. To do this, you have at your disposal various multiple camera modes. Keys **F2** to **F7** can be used to activate each of these modes. Press each key repeatedly to cycle through different arrangements. **F2 is the single window camera (default)**

In multiple camera modes, there is just one window at a time in which you can carry out game actions. This window is the **active window**, and can easily be recognised because it is framed by a red line. Click on any window to make that window become the active window. You can then carry out all game actions in that window, including movement and zoom.

You can also make any of the cameras automatically track a mobile element, that is, a person or a vehicle, be it friend or foe. To do this, click on the movie camera that is on the upper edge of the screen. The shape of the pointer will change. then, click with that pointer on the person or vehicle that you wish to track. The camera will remain fixed on that person or vehicle, and will move along with him at all times. While in the lower left hand corner of the corresponding screen you will see a small icon that looks like a camera, that reminds you that this window has a tracking camera associated to it. Another way to activate the tracking camera is to press **Alt** and click on the element that you wish to track.

To cancel the tracking, click on the small icon mentioned above, or press **Alt** + click on any non-mobile (fixed) part of the scenario, and the window will once again follow only your specific movement orders.

The enemy

There are two main obstacles between your men and success. On the one hand, the various enemy soldiers patrolling throughout the scenario. On the other hand, your possible incompetence as commander of your group. Here, to be tactful, we will only cover the first point.
The enemy soldiers are disciplined, precise, and always alert. Alone or in patrols, stationary or making regular watch rounds they see, hear, detect and follow your tracks and can warn each other of your presence. You must be totally aware of this when deciding upon your tactics.

An enemy soldier is always on the lookout. Fortunately, there is a way to know at all times where he is looking. To do so, click on the eye- shaped icon that you will find in the upper right hand corner of the screen. The shape of the pointer will change. Next, click on the soldier that you want to watch (you can also do this by clicking on the desired enemy while keeping the Shift key pressed).

You will now see a coloured fan that appears above the head of the enemy soldier and sweeps from left to right across the scenario and accompanies the soldier's every move. This fan is his **Field of View**.

You will see that the field of view is, logically, blocked by houses, rocks and other solid items. You will also see that the field of view is divided into two areas: One, lighter and closer to the enemy is his short range field of view. The other, darker and further away: his long range field of view.

If one of your men is caught by the long range field of view of a soldier, he will be detected, unless he is lying down on the ground (see the paragraph "**Hit the Dirt and Crawl**" in the chapter "**THE GAME: CONTROLS**" to find out how to hit the dirt). If your soldier is caught in the short range view, then he will be seen even if he is lying down.

There is a system for finding out if a certain area is being swept by the field of view of the enemy. To do this, press **Shift** + click on a ground area in the scenario (or click on the eye-shaped icon, and then on the area you want to check). When you do this, you will leave a red mark on the ground. The first time that the enemy sweeps his view past this mark, his field of view will be lit up.

If you are viewing the enemy's field of view, and you no longer wish to continue seeing it, right-click on the eye-shaped icon, and the field of view will "turn off".

You can only see the field of view of one enemy at a time. But keep the following very much in mind: all your enemies have their fields of view operating simultaneously, and you can be discovered by any one of them even if you are not checking his field of view (in other words, you can't use the excuse that "if I can't see him, then he can't see me"). In order to find out by whom you have been detected, each time you are seen by an enemy soldier, his field of view will be automatically illuminated.

Keep the following tricks in mind to fool the enemy's field of view:

- The obstacles that interrupt the field of view are places behind which it is possible to hide. You can also hide behind large **vehicles**, although the continuity of the field of view may suggest otherwise.

- The **Green Beret** is invisible while he is buried in the snow or under the sand, unless he has been seen while he was burying himself.

- The **Marine** is invisible while he is diving, unless he was seen while putting on his diving gear.

- The **enemy ignores the Spy** while he is wearing an enemy uniform.

Remember that the enemy will not only react when he sees any of your men directly. He will also be alarmed if he sees a vehicle driven by you, or if he finds a wounded colleague. Likewise, if he sees tracks left by your men in the snow or sand, he will be aware of your presence.

Finally, keep in mind that to be detected is not always bad. Sometimes, you can have one of your men pass quickly through an area under surveillance, or leave some timely tracks, to attract the attention of the enemy and lead him into a trap.

HEARING

The enemy soldiers can not only see you, they can also hear any suspicious sounds that are a result of your activities. If they hear something suspicious, they will act accordingly.

The possibility that an enemy soldier hears what you are doing depends on two things: One, the distance at which you are from him, and two, the magnitude of the sound that you make. In this respect, you must use your common sense. If you cut a soldier's throat with your knife from behind (a very silent action), a mate of his who is two steps away but with his back turned away from the action would never realise what had happened. If, however, you get rid of him with a pistol, any soldier within a certain distance will hear the bang, although soldiers that are further away will hear nothing. And finally, if you explode a bomb or a barrel of explosives, probably everybody in the entire scenario will be aware of your presence.

The enemy's hearing can also be used to your advantage. The acoustic decoy of your **Green Beret** is a good example of this. For additional information, read the special page regarding this soldier.

Soldiers, patrols, artillery posts, vehicles and TROOP barracks

The enemy adopts various forms, with different behaviours for normal situations and in combat. Let's take a quick look:

- **Sentries:** these are soldiers on watch in specific sentry posts. During their normal duties, they stay still at their post. Depending on the importance of the area they are protecting, in case of alarm they will move out to look for you, or else they will defend the area without leaving their post.

- **Soldiers on watch rounds:** These soldiers cover an area by following a predetermined patrol route. If they detect you, they will normally abandon their rounds and go after you.

- **Patrols:** Formed by various men who cover the entire scenario under the leadership of a sergeant, patrols will be one of your most lethal adversaries. Every member of a patrol is equipped with a powerful machine gun and an extremely slight capacity for dialogue. Never stop to chat with them about the weather.

- **Artillery Posts:** From heavy machine guns to heavy cannons, the soldiers who man them have orders to shoot on sight at anything suspicious. If you should manage to kill an artilleryman, your **Driver** may be able to take over the artillery post and turn it into an allied weapon!

- **Vehicles:** Some are moving about, and others are waiting quietly in their hangars, ready to respond to any alarm. There are various types of vehicle controlled by the enemy. Some carry weapons and can fire at you. Keep all vehicles under surveillance. Some of them may be abandoned temporarily by their crews, at which time you can move in and take control of the vehicle. In some cases you can even force a vehicle to stop, so that its occupants get out and fall into your trap.

- **Troop Barracks:** Those structures over which there is an enemy flag waving, are troop barracks. Inside, there are many soldiers. At the slightest sign of alarm, they will pour out to look for you, and they won't be in a good mood.
In general, try to make sure that this never happens in your missions. If it does happen anyway, try to be far away when it does occur.   If you are really good with your weapons, you may be able to decimate the troops in the barracks.

If YOU ARE discovered...

The various kinds of enemy troops will react in different ways if they detect your presence. In all cases, they will shout out a warning, and this, in turn, will alert their nearby mates. Once they have done so, they may leave their sentry post to pursue you, or they may stay at their post if it is important enough. If they are free to do as they please they may run after you or follow your tracks if they have detected them, or if they have heard strange noises.

What they will do once they have you within firing range, depends on the seriousness of the situation. If they are calm, they will halt you and point their weapons at you. If at that moment you stay stock still, and if in the current mission there is a military stockade, they may possibly take you there, from where you may be rescued later by your fellow soldiers. If there is no stockade, they will remain there pointing their weapons at you, while they await reinforcements or decide what to do with you, a situation that your companions should make good use of to solve matters before things start looking pretty grim.

If the soldier who finds you is in a stressful situation (for example, because he has seen you kill a friend of his), or if you attempt to flee or shoot at him, he will almost certainly think "either him or I", and he will shoot you. In that case,... good luck, and aim well.

Tactical Advice

From the very first mission, you will realise that **Commandos** is different from other strategy games. You must think differently. Specifically, we can give you the following advice:

- **Think with your head, not with the gun.** Sending your men out running with all their guns blazing is the most efficient method for having a series of lovely skulls displayed on the upper part of the screen. Furthermore, you are expected to meet the objectives of your mission in the shortest possible amount of time, and suffering the smallest number of wounds. Remember that the number of enemy casualties you may cause, has not the slightest importance. For every problem there is at least one "elegant" solution: try to find it.

- **Go from hiding place to hiding place.** Find those places where you can be safe from enemy detection, and use them as waypoints.

- **Don't assume you have gotten away with it.** Normally, enemy soldiers watch over each other. Although you may easily get away from a single soldier who is alone, it is quite possible that a second soldier will notice and raise the alarm. Keep this in mind when you are planning your attacks.

- **Keep the scandal for the end.** Try to stay undetected as long as possible, attempting to have the enemy ignore your presence until you have built up a strong position. Specifically, try to keep the troop barracks oblivious to your presence until it is absolutely necessary to raise a ruckus. And when the moment of truth arrives, execute your escape plan with the greatest possible speed. (What? What do you mean, you haven't got an escape plan?)

- **Be very liberal with property rights.** Quite often you will find throughout the scenario wonderful enemy vehicles just waiting for you to board them. If you are detected, at least they are safer than if you have to escape on foot. Watch out also for abandoned artillery posts, and for weapons and items that you can "liberate".

MAP CONTROLS

F1-F10 = Activate additional Cameras (select camera window with mouse pointer – then click on camera icon – then select commando to assign that window
Num Keypad "-" = zoom out map
Num Keypad "+" = zoom in map
Num Keypad "*" = return map to normal view
Arrow Keys or Mouse Pointer = map scroll
In-Game Map – click of notepad to activate, RED is enemy, BLUE is friendly, left click anywhere on map to view area

Commandos – Facing is active/Red bar = health meter   Commando is standing
Camera lock   Enemy LOS

NOTE: LOS is Line of Sight (what the Soldier can see) Light Color represents a Commando that can be spotted in any position.   Dark Color means represents a Commando cannot be spotted if he is crawling.   Click on eye THEN on the German soldier you want to check out.

COMMANDO CONTROLS

Group selection – Right Click on map and drag box over commandos
Single Commando selection – Left Click on Commando Icon OR Click on Commando in the game

1-6 - select commandos
P = Pause
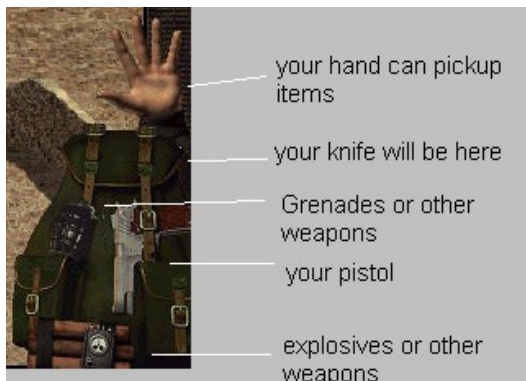**CTRL+S = quick SAVE (very handy!)**
CTRL+L = quick LOAD
ALT+LEFT CLICK = lock camera on location or man

ALT+ENTER= FULL SCREEN
SHIFT+LEFT CLICK = display LOS radar of soldier or vehicle
DOUBLE LEFT CLICKING ON A SPOT WHILE A COMMANDO IS SELECTED WILL ACTIVATE RUN OR FAST CRAWLING
Running with Gun – Double Left Click on spot, during run, click on GUN in knapsack or press G

your hand can pickup items

your knife will be here

Grenades or other weapons

your pistol

explosives or other weapons

Left Click on items in your backpack to use them.

Multiplayer Game: (LAN and TCP/IP only)
We have included a very early, but playable version of the Multiplayer game.   It is co-operative.   Each person can control a Commando in the scenario.   However, there will be bugs or the game may crash – please be understanding.
The final version will be perfect. From the Commandos Start Menu Folder, run the **Multiplayer Server**.   You will then be the server for the game.   Within the game, go to New Game and select Multiplayer Game.   Clients need to enter your IP address. You can chat in the lobby.   Then choose SELECT MISSION to select mission.   Finally choose Commando to play.

CTRL + S = QUICK SAVE

CTRL + L = QUICK LOAD

COMMANDO HOTKEYS

(Some of the below options are not available in demo)

A = Remote Bomb activate
B = Release Bomb
C = Crouch
D = Badge (spy)
E = Grenade
F = Flame Thrower
G = Pistol
I = Activate Vehicles/Objects
K = First Aid Kit (if Commando has possession)
I = Lethal Injection
M = Machine Gun
P = Pause
R = Sniper Rifle
S = Stand up from Crouch
U = Enemy officer uniform (if spy)
T = Boat Release
X= Knife

Multiplayer Game

To play the network game, the TCP/IP Protocol must be enabled for all users.

The recommended minimum system for the Multiplayer game is:

P200 with 32 MB RAM

Cyrix chip based systems WILL run slower than their Intel equivalent during the Network game.   This is due to the FPU performance of the chip.

If all variables "seem" right and yet you still are getting poor performance, it is probably due to one system in the configuration that is dragging down the performance of the others.   The server runs at the lowest system connection speed.

Modem or Serial Link support is NOT available in this game.

IPX NETWORK protocol is NOT supported.

SETUP NOTES:

1.   Faster gameplay can be achieved by starting a dedicated server (multiplayer server menu option).   This means locating the fastest system, installing the game, starting the server, and then getting the IP Address and giving it to the clients.
2.   If the Host chooses to run the server in the background, this is possible, but latency will increase by 10-20%.
3.   The Host NEEDS THE CD to HOST (Start) a game.   Clients DO NOT NEED the CD installed, BUT NEED A FULL GAME INSTALLATION.
4.   There in no automatic LAN/WAN server search, Clients need to manually enter the IP Address of the server.
5.   Playing Commandos over the Internet is gutsy call.   Generally if you and your clients live in a country will excellent phone lines or you and your chums have a 56k+ connection, you can play the game with efficiency. If you do not, play at your own risk OR ask your kind boss if you can play at the office.

GAME NOTES:

1.   If you lose a Commando, you will need to restart.
2.   We know this kind of stinks, but for the host, we do have QUICK SAVE and LOAD enabled – So save often!
3.   Pressing "**Z**" activates the chat window.   **CTRL+Z** closes the chat window.   Backspace deletes text.   Enter sends it to the other players.
4.   You will have access to all 20 game missions. Available missions are listed according to the number of human players.
5.   Multiplayer Game resolution is set at 640x480.

Playing on a Network
The submenu " **MULTIPLAYER GAME**" can be found in the "**NEW GAME**" menu in **Commandos**. This option allows you to connect to a network game or Internet server that is awaiting the arrival of new players.   In order to be able to play a multiplayer game, there must be a computer in the network that is acting as the **Server**. To act as server, a computer must be running the **Multiplayer Server** application that is provided in the **Commandos** Start Menu folder**.** This program is accessible from the Start menu next to the game, and is called "**Multiplayer server**"**.** When running **Multiplayer Server**, a window will display the **IP** address of the computer in which the application is running. Those players who wish to join a new game session with that computer, as a server must know this address and specify it when connecting.   The first person who connects to the server will be the HOST for that game.   The Host specifics mission details for the game.

As soon as a game server computer is running, following these steps can create a multiplayer session:

FIRST STEP: the players connect to the server

When a player selects " **MULTIPLAYER GAME** " from the "**NEW GAME** " submenu in **Commandos**, the following window will be displayed:

Select server
The option "**SERVER IP ADDRESS**" permits you to indicate the IP address of the server (you must type it in). As we have seen above, this is the address shown by the **Commandos** program **Multiplayer Server** when it is run in the computer that will be used as the server. When this option is selected for the first time, the address is displayed as IP **0.0.0.0**. Select the IP option and press **Enter** to type in the Host IP address. Once you have typed one in, the address will be kept in a configuration file and will be set by default each time you enter **Commandos**. If in another game session, the server should change, all the players will need to re-enter the new IP address before connecting.

Select player name
In the option "**PLAYER NAME**" each player will enter a name or nickname that identifies him. This name will appear later on the list of connected players and under the photos of the soldiers in the Commandos selection screen. The first time you will see *DEFAULT* as the name of the player, but once you have typed in a name, it will be kept in a configuration file and will be the default name each time you start **Commandos**. If two different players were to use the same name, the game server would accept this, but this is a situation that should be avoided.

Connection to the server and player inscription
The option "**CONNECT TO GAME SERVER**" will check to see whether a game session has begun in the server and will attempt to join it. The first player to connect to the server will be considered from then on as the **Master,** and his menus will have some additional options. In any case, once a player has activated the option "**CONNECT TO GAME SERVER**", the following menu will appear in his computer:

In the computer of the **Master** player (the first player to connect) the word **MASTER** will be displayed to the right of the word "**Players**", and in the last line there will be a **Select mission** button which is not available to the other players.
It is only possible to join a Multiplayer session while the **Master** is in the screen called "**Players**". Once the **Master** has selected a mission by using the **Select mission** option, the group of players will be closed and it will no longer be possible to join that game session.
If at the time the option "**CONNECT TO GAME SERVER**" is activated, the program **Multiplayer Server** is not running in the server**,** or the sign-up phase for players has finished, the "close session" warning will appear in the message window.
The line labeled "**Players**" is informative and shows how many players are connected to this game. Their names appear on the list that is displayed below "**Players**", which means that the number of players is equal to the number of names that appear on that list. When it is the **Master** who enters the game, the number of players shown is 1 and on the list there will be just his name.

Next, you will see a chat box for dialogue among the players, followed by a line on which each player can write his own messages. When someone, from his computer, sends a message (and ends that message by pressing **Enter**), his phrase will appear on the player message list, proceeded by the name (or nickname) of the transmitting player. In this stage, for example, the **Master** can use the message window to warn everyone that he is about to select a Mission.
During the player sign-up phase, any player may use the option "**Exit**" to disconnect from the network game and return to the Main Menu. This will remove him from the list as a player in this game session. If it is the **Master** who does this, then another connected player will inherit this role.
Finally, the option "**Select mission**", only available in the **Master's** computer, closes the player admissions phase and begin the next phase: selecting the mission.

System Messages during a network game session
The message window will also display, in all network game menus, the messages issued by the system that will have a different color than the players' messages. These messages include, for example, those that advise of the success or

failure of a mission. When any of these circumstances occurs, in all computers there will appear a menu window with the message issued by the system in the list of messages.

Second step: the Master selects a mission
When the **Master** considers that there are enough players and selects the option **"Select mission"**, the following menu will appear in all the computers.

The new menu will show on the top line the number of players that are connected and how many missions can be selected. Then it shows a list of the available missions. These missions will be the ones in which there are at least as many allied soldiers assigned, as there are players involved.
The message exchange window is still on display in this menu so that it is possible for players to communicate with each other during this stage. Just as in the previous menu, all the players can still select the option **"Exit"** to leave the game session, although it will no longer be possible for new players to join.
Finally, the option "**Accept mission**", only available to the **Master**, closes the mission selection stage and moves on to the next one, which is the selection of the Commandos. The mission that has been selected by the **Master** from among the available missions will be loaded in the computers of all the players, and will then proceed to the next screen.

Third step: the players select their commandos
Once the mission has been selected, a screen like this one will appear in all computers:
This is the last step before starting to play. The message exchange window is still on display in this menu so that it is still possible for players to communicate with each other during this stage.
Now you will see a gallery of photographs of the Commandos who participate in the selected mission. When a player clicks on one of the photographs, his name will be displayed under that portrait. This soldier will now "belong" to that player, and will be controlled by him during the game (the other players will not be able to give him orders). A second click on a character that "belongs" to you will cancel your selection, leaving the character free to be selected by any of the other players in the game.
A player will only be allowed to select the number of Commandos to which he is "entitled". For example: If there are 4 players and 4 characters, then each player will have the right to one character. If, however, there are 4 players and 5 Commandos, one of the players may select two characters, but once this happens, the other players will only be able to select one.
Once all the characters have been assigned to a player, and only then, will the **Master** be able to select the option **"Continue"** (an option that is only available to the **Master**). The **Master** also has the exclusive option "**Select mission"**, which allows him to return to the mission selection window.
When the **Master** selects the option **"Continue"**, the Multiplayer game will begin.

Menu display during a Multiplayer game session
In a game for a single player, if he presses **Escape** during the game, he will return to the Main Menu. In a Multiplayer game, however, it will be enough for a single player to press **Escape** for the game to be interrupted for *all the connected players*, and for the character selection window to appear.
While this window is being displayed, any player can cancel the selection of a character, leaving him free to be used by another player. It is also possible to select a character that has been abandoned by another player, exchange messages, or leave the game session by selecting the option **Exit**. In that case, all the characters selected by the "deserter" will be free to be selected by the remaining players.
The character selection window will also reappear during the course of the game if a player abandons the game, or if the communication of this player with the remainder of the network is interrupted for any reason. In this case, the remaining players must take charge of the characters that have become free.
It will not be possible to continue the game while there are free characters (not selected by any player).
During the reappearance of the character selection menu, the **Master** will also be able to change the mission, by using the option **"Select mission"**. Just like in previous stages, if the **Master** is disconnected, someone will have to take over his role.

The Master ONLY can save and load the game
A network game can be saved and loaded. This option is only available to the **Master**, and only using the options of **Quick Save** and **Load Quick Saved Game** (**Control + S** and **Control + L**, respectively). If the mission has been changed during the Multiplayer game session, a game that has been saved using the Quick Save option and

corresponds to the previous mission will no longer be valid.

Continuing after the success or failure of a mission
As has been said before, any system message due to the success or failure of a mission will return all players to the Commandos selection screen. At that point, the **Master** will be able to press the **"Continue"** button to continue the game. What happens next will depend on why the mission has finished:
• If the mission is over, the **"Continue"** button will cause the mission selection menu to be displayed, so that the players may play another mission. If the mission has been finished successfully, then the next mission after the one that was being played will be selected by default. If, on the other hand, the mission has ended in failure, the option by default will be to play the failed mission again.
• If something has occurred that has led to the failure of the mission, but that permits the game to continue (for example, if the escape vehicle has been destroyed), then the **"Continue"** button will permit you to continue playing the same mission from the point at which it was interrupted. To play another mission or replay the failed mission, the **Master** must select the option **"Select Mission"**.

Hints

- Commandos RUN by double clicking on a location
- You operate vehicles by loading the commando into the vehicle he can use (fins=boat / sid=truck), you then Left Click in the location/direction of desired movement You can RUN and while running, draw gun by pressing "G" you are now ready to fire
- To select a commando group, right click and drag red selection box over the group – you can then have them move together or fire together ("G")
- Once you select a commando, you can move the cursor over locations/items – the cursor will change to show commando can use the object
- You cannot search Germans and take uniforms or weapons – that would make the game too easy

Mission 13: David and Goliath

- Fins needs to wait until the guards open the tidal gates for the gunboats
- He can scuba in and sneak up the ramp
- Tiny can climb the wall and eliminate the guards on top – this will allow safe passage for the raft
- There are TWO objectives for this mission: destroy the Bismarck and take out the fuel tanks near the ship
- Block the tank in the garage with the truck
- DO NOT raise the alarm
- Duke needs to take out the guards protecting the dock
- This will allow Fins to get the sub
- A brave Commando needs to open the gates so the minisub can get a shot
- While in the sub, select Fins and press Control to target the sub – click to fire