

SILENT HEROES

ELITE TROOPS OF WORLD WAR II



paradox
INTERACTIVE

USER MANUAL

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1. INSTALLING GAME

Before you start installation it is recommended that you finish all applications active on your PC. Insert Disc 1 into your CD-ROM drive. If Autorun option is active on your PC installation of the game will start automatically.

If Autorun option is not active on your PC, please, open My Computer folder, find the 'Silent Heroes' icon and double-click it with the left mouse button.

After you launch the setup manager, please, follow the on-screen instructions. Please, note that setup of the game requires prior installation of DirectX version 9.0b and Windows Media Format 9 Series libraries onto your system. During the game setup you will be given an opportunity to install the above software.

2. MAIN MENU

SINGLE-PLAYER GAME

CAMPAIGNS

Your soldiers are in good shape and ready to start their first mission.

Each mission begins with a briefing, which familiarizes you with details of the forthcoming mission. The game camera will show you the vista of the level: you can examine the scene of action and learn what your enemy is doing thus carrying out a pre-reconnaissance of the situation.

Please, remember that your soldiers are on the enemy's terrain. Don't let the enemy detect you until you are ready for a decisive attack. Avoid accidental shots and do everything possible not to disclose your presence. Breaking this rule can have the most serious consequences for you:

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in case of an alarm the enemy's troops will be put on alert and sent to your disposition, which will threaten success of your mission.

In case you progressively pass a campaign game mission by mission only soldiers that survived when completing previous tasks will stay with you. However, if you decide to replay a mission you have once accomplished it will be loaded with a default set of troops.

LOADING

Press 'Load' to selected a previously saved game.

BACK

Please, use this menu item if you need to get back to the previous screen.

SETTINGS

SOUND SETTINGS

Here you can adjust parameters of sound replayed as well as to switch Music, Sound Effects and Speech on and off. To increase or reduce volume, please, pull the slider on the respective control panel to the left or to the right.

VIDEO SETTINGS

Here you can adjust display resolution, textures qualities, color filtration and depth, select shadows type and switch on textures compression (recommended for low RAM video cards).

If you want to apply during the game video settings of your Desktop in Windows OS please, select 'Windows Desktop Settings' in the 'Resolution' menu item.

In case problems with computer output occur during the game, please, try to decrease display/textures resolution and/or color depth.

GAME SETTINGS

Here you can adjust playing of videos and activation of animated scenes in the menu. You can also set options that influence game process directly.

CREDITS

Here you can get information about the game developers' team.

3. CONTROLS

3.1. BASIC COMMANDS

Select one unit (a soldier or a machinery unit)	Left mouse button
Select one unit (a soldier or a machinery unit)	Left mouse button
Select several units	Press left mouse button and select units with a bounding box
Select next unit	<
Select previous unit	>
Create group of selected units (from 1 to 9 groups)	Ctrl+1 - Ctrl+9
Switch to group (from 1 to 9 groups)	1 - 9
Deselect units	Right mouse button
Attack	A
Close combat	F
Reload current weapon	+
Unload current weapon	-
Leave transport	E
Follow unit	J
Rotate unit	R
Open map	M
Decrease game speed	Backspace
Pause game	Pause
Display mission's goals	0
Perform an action	Left mouse button (see Section 3.4. 'Context commands')

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3.2. OPERATIONS WITH OBJECTS

Examine (dead body, box, machinery etc.)	X
Open backpack	I
Use object held in hands (but for weapon)	U
Throw object held in hands	D
Highlight objects on the ground	Tab

3.3. CONTROLLING POSITION OF A SOLDIER




Stand up/lie down	Space
Get up	PgUp
Go down	PgDown

3.4. CONTEXT COMMANDS

The mouse cursor is context-sensitive: it changes during movements within the main game screen providing information on set of movements, positions and actions available to your units at a certain moment of time. For example, your units can hide in covers, capture transports, take seats in transports, examine dead bodies and pick up objects from the ground. Below are just some of the symbols you will see in the game:

Sign	Action	Sign	Action
	Move to a certain point (double click - run)		Climb over a fence/obstacle
	Attack		Get on a transport / take up a cannon or a machine-gun
	Use cover		Examine defeated enemy/object
	Set on fire		Pick up weapons or objects

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	Throw		Repair (soldier needs to hold a repair kit in hands)
	Throw a railroad switch		

3.5. DIRECT CONTROL MODE

Direct control mode enables the most efficient control over every single unit's movements and combat actions. Select a soldier or machinery unit and then activate a Direct Control Mode (DCM) using the commands below. Note! You can manage just one unit at a certain moment of time using a Direct Control Mode.

Action	Control by mouse	Control by keyboard
Switch DCM on/off		End
Temporarily switching DCM off		Hold Ctrl
Movements		←, →, ↓, ↑
Aim	Mouse cursor	
Shoot/attack	Left button	
Switch to main weapon /secondary weapon	Right button	
Automatic aiming on/off		Shift + A

3.6. CAMERA CONTROL

Rotate	Mouse wheel pressed
Zoom in/out	Scroll mouse wheel

AT THE BATTLEFIELD



- 1. Main window:** the heart of combat activities in 'Silent Heroes'.
- 2. Description of a soldier:** select a soldier to view his data.
- 3. Weapon panel:** displays weapons currently used by the selected soldier. For details, please, see 'Armament' section.
- 4. Command panel:** here you can give orders and determine tactical status of units selected. Besides, you can keep the area under control looking at the mini-map (6) and also check the mission's goals at the log (5). For details, please, see 'Commands and tactics' section. Transport panel is not shown on the screenshot. It is displayed when you select a transport (for more details see 'Machinery' section).

4. SOLDIER DESCRIPTION



Selecting several soldiers under your command you can get information about them. To get detailed data about a certain soldier, please, click the mouse cursor on a respective portrait on the information panel.

4.1. BACKPACK



A window, displaying the contents of a soldier's backpack is activated by a left mouse-click on the backpack's image (located to the left of the portrait). You should monitor the situation to make sure your soldiers have ammunition, first-aid kits and weapons not to find themselves with discharged weapon during combat.

To equip your soldier drag and drop weapons and objects to be used from the backpack's screen over the image of the soldier (please, also see 'Armament' section). Also, you can just double-click the icon of a weapon/object you need.

You can replenish your reserves by searching backpacks of the enemy's soldiers. Remember: the more weapons or ammunition your soldier finds the more dangerous he is for the enemy.

Click the 'Examine' option with cursor on the defeated enemy body (see Section 3.4, 'Context commands'). On the screen you will see a window showing the content of the enemy's backpack. To move objects from one backpack to another click the arrows or double-click the respective object's image.


4.2. SOLDIERS' STRENGTH AND HEALTH

Each combat is a hard and dangerous trial for your soldiers

The blue strip to the right of the portrait shows a current level of the soldier's Strength. The

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strength level decreases if the soldier spends energy (e.g. runs) but is fully replenished if a soldier has enough rest. The strength of the soldier carrying heavy loads wears out quicker if compared to a soldier carrying a lighter weight. The total weight of soldier's outfit is indicated on the soldier's backpack.

The red strip to the right of the portrait indicates a current level of the soldier's Life. Life decreases if the soldier is injured and grows if first-aid kit is used. If injuries are too grave the soldier's Life level drops down to zero and the soldier dies. To use the first-aid kit and restore the Health level click on the icon of the first-aid kit . It is located near the soldier's left shoulder on his portrait. (The first-aid kit icon is displayed only if there is at least one first-aid kit inside the backpack).

5. ARMAMENT



Weapon currently available, which soldier has, is displayed on the panel in the bottom part of the screen. The main small arms weapons are located at the left, secondary weapons (grenades, knife etc.) are at the right. The figures indicate the number of ammunition available.

To hide a weapon, click its icon on the Armament panel with the right mouse button. To take the weapon into your hands double click the same icon with the left mouse button.

To view what is available inside the backpack and select a weapon you currently need click the icon of main or secondary weapon on the panel at the bottom of the screen. Position the cursor on the weapon you need and press the left mouse button again to make the soldier take the weapon into his hands.

You can also arm soldiers inside the Backpack window (see Section 4. 'Soldier description').

Remember that your soldier can pick up weapons and ammunition from defeated enemies' bodies (see Section 3.4. 'Context commands').

6. USING OBJECTS

Aside from weapons some other objects can have destructive effect in certain missions.

6.1. MATCHES

If your soldier has got matches you can put them into his hands like a knife or a grenade. With matches in hands you soldier will be able to set grass or cords of wood on fire.

Warning! Remember that fire spreads quickly under the influence of wind. Take care not to burn yourself!

6.2. MINES/DYNAMITE

Equip your soldier with mines or dynamite. Press the button 'Use' and point out to him a suitable place for putting a mine or dynamite by clicking the left mouse button.

7. COMMANDS AND TACTICS








At the right low corner of the screen there is a Command panel to control tactical behavior of your troops. Icons on this panel enable you to give orders additional to those available via context-sensitive commands.







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7.1. TACTICAL COMMANDS




The panel's top five buttons alter offensive/defensive behavior of selected troops. (Note: in Direct Control Mode these commands are not available and in this situation you directly manage actions to be carried out by your troops). From left to right:

	Restrain from shooting:	Restrain from shooting despite everything. Use this command when secrecy is your top priority or to save ammunition.
	Return fire:	Start shooting under enemy's fire only.
	Shoot at your discretion:	In some cases your troops need to make decisions independently and shoot as soon as it is required.
	Hold position:	Ban your unit from moving.
	Free movement:	Let your unit move under control of AI.




7.2. ACTION COMMANDS

	Attack:	Order selected unit(s) to attack specified target.
	Discharge:	Discharge soldiers occupying a transport or firing point. You can also press 'E' on the keyboard.
	Throw:	Throw an object held in hands, for example, a weapon or a gasoline can. You can also press 'D' on the keyboard.
	Use:	Use an object held in hands (except for weapons). You can also press 'U' on the keyboard.
	Examine:	Examine enemy's backpack or contents of a vehicle or an object. You can also press 'X' on the keyboard.
	Rotate:	Rotate unit.

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	Hit:	Close combat command. You can also press 'F' on the keyboard.
	Follow:	Select a unit and click on the icon 'Follow'. Then select a unit you need to follow. Wherever you direct the latter unit, the former one follows it.
	Cancel:	Click here to cancel an order. You can also press "S" on the keyboard.

7.3. POSITION OF A SOLDIER

	Lie down:	Take a lying position and crawl
	Stand on a knee:	Allows to be less visible, increases shooting precision
	Stand up:	Return to standing position

Besides, to switch quickly between 'Lie down' and 'Stand up' positions you can use the space bar.

7.4. QUICK OPERATIONS WITH WEAPONS

Click your left mouse button on the image of holster to pass weapon into the hands of soldier. The soldier will take out the weapon displayed on the Armament panel. Left-click the mouse on the left (loaded) charger to reload weapon or on right (empty) charger to unload it (if required). In case the current charger gets empty your soldier will automatically reload his weapon.

7.5. MAP

The map displays the surrounding area, location of the enemy's troops (red), your own troops (blue), your allies (green) and neutral units (yellow).

Before you start mission, please, study the map thoroughly.

During the combat you will be able to track movements of your enemies and allies. Use the map to detect resistance areas and to prepare timely to an imminent threat. Don't forget to monitor what is happening on the screen.

7.6. GAME LOG

The game log describes the goal of the current mission.


8. MACHINERY



In some missions for a successful completion it is necessary and even vitally important to use machinery – guns, tanks, jeeps and even ships. When your soldiers capture machinery respective data are displayed on the information panel.

Let's examine all possibilities in that situation on the example of a tank (the same can be applied to the rest of the machinery).

8.1. CAPTURING ENEMY'S MACHINERY

To increase your fire power you can try to capture an enemy's tank. Once there are no enemy soldiers inside select your soldiers and position the cursor on the tank. The cursor changes  indicating an opportunity to capture the machine. Confirm your command by a left click of the mouse and the soldiers will take place inside the captured tank.

8.2. EQUIPMENT AND AMMO

The number of ammunition available in reserve is displayed by figures on the Armament panel at the bottom of the screen. Switching between the cannon and the machine-gun is done exactly the way you change between the main and secondary weapon for the soldiers – click left click your mouse on the respective icon (in Direct Control Mode click the right mouse button).

Click the icon  with an image of box (located to the left of a machinery unit image) or the unit (machinery unit) itself executing the 'Examine'  command.

Inside the window that opens you will see information on ammunition reserve and equipment available.

Your soldiers can replenish tank's ammunition reserves the way they search defeated enemies. Mind that ammo caliber must match the caliber of your guns. Please, note that projectiles marked in red are high-explosive and the ones with blue marking are armor-piercing.

8.3. TECHNICAL CONDITION

On the information panel you can see an image of the selected tank. This image will enable you to detect damage to the machine's components and also to evaluate gravity of the damage.


8.4. REPAIR

Your soldiers can repair damaged components marked in red using a Repair kit. Components marked in grey have suffered major damage and are not subject to repair or restoration.

Put a repair kit into your soldier's hands (see Section 4. 'Armament'). Position the cursor on the tank (the cursor changes to the icon 'Repair' ). Now a left mouse click will mean for the soldier a command to start working.

8.5. FUEL

The tank's fuel level is displayed by a blue strip which decreases as the tank moves along.

Remember a tank which ran out of fuel amid a severe tank combat may become a quick and easy prey. Your soldiers can refuel a transport using a gasoline can (put the can into the hands of the soldier). At the bottom of the screen you will see figures indicating volume of the can and a current level of fuel inside it. Using the can you are able to drain  or to top up fuel



8.6. COMPOSITION OF CREW




Composition of the tank's crew is displayed at the top left corner of the screen (except for the Direct Control Mode) with indication of positions taken by the soldiers (e.g. driver, shooter, commander etc.).

If you want to make full use of a transport's capabilities ensure that the machine's crew is fully manned. For example, a tank cannot move and shoot at the same time unless the crew includes at list two soldiers, a driver and a shooter.

If a transport's crew is not fully manned then the soldiers will automatically change positions to ensure the best possible output. For instance, if there is just one soldier in the tank he will alternatively take driver's or shooter's positions depending on your instructions but will not be able to take both positions at the same time.

8.7. EVACUATING PERSONNEL

If machinery has suffered major damage, act quickly to evacuate your soldiers (option unavailable in Direct Control Mode). Left-click your mouse on portraits of the crew members or the 'Discharge' icon  and use the left mouse button to mark a gathering point for the crew.

If a tank explodes or is set on fire as a result of a direct hit the machine's crew has virtually no chance to survive.

DARK FOX

DIRECTOR AND PROJECT MANAGER: Pavel Nazarov
CHIEF GAME DESIGNER: Aleksey Nazarov
ART DIRECTOR: Maksim Aksenov
SKETCHES, 2D GRAPHICS: Yelena Kaskova
GAME CONCEPT: Aleksey Nazarov Vladimir Kislov
SCENARIO: Aleksey Nazarov Dmitry Gusenkov
INTERFACE PROGRAMMING: Aleksey Nazarov Andrey Ovsyannikov
INTERFACE DESIGN: Aleksey Nazarov Yelena Kaskova Dmitry Larin
VIDEOS: Aleksey Nazarov Maksim Aksenov
MISSION DESIGN: Aleksey Nazarov Dmitry Larin Yevgeny Klevakichev Andrey Ovsyannikov Oleg Korobov Sergey Lavrenov Vladimir Kislov Andrey Kislov
TEXT AUTHOR: Dmitry Gusenkov
 SOUND DESIGN: Aleksey Nazarov
INTERNAL TESTING: Aleksey Nazarov Yevgeny Klevakichev Andrey Ovsyannikov Oleg Korobov Sergey Lavrenov
SCRIPTS: Dmitry Larin Aleksey Nazarov

1C COMPANY

PRODUCER: Aleksey Patsiorovsky
MARKETING AND PR: Nikolay Baryshnikov Anatoly Subbotin Aleksey Artemenko
QA MANAGER: Aleksandr Shishov
TESTERS: Aleksandr Barkov Sergey Kiyatkin Dmitry Kiyatkin Pavel Krutov Aleksandr Latyshev Dmitry Savin Aleksandr Trifonov Aleksandr Shelaputov
PACKAGE DESIGN AND PAGINATION: Anton Inshakov Sergey Yakovlev Sergey Konovalov
LOCALIZATION: Oleg Mironov
AUTORUN AND INSTALLATION: Konstantin Shavrook

TRIDIGITAL STUDIO

Oliga Antonenko Anton Gridchin Artyom Kirillin Stas Kritsky Andrey Litke Natalya Mazevich Ieksey Mazurenko Anton Maslov Viktor Ochirov Konstantin Skachinsky

THE PARADOX TEAM

PRESIDENT AND CEO: Theodore Bergquist
DIRECTOR OF PUBLISHING: Fredrik Wester
FINANCIAL CONTROLLER: Lena Eriksson
MARKETING & PR DIRECTOR: Susana Meza
ART DIRECTOR: Stefan Thulin
PRODUCT MANAGER: Jeanette Bauer
QUALITY ASSURANCE: Florian Santer
SPECIAL THANKS TO ALL OUR FORUM MEMBERS, PARTNERS AND SUPPORTERS, WHO ARE INTEGRAL FOR OUR SUCCESS.

BEST WAY

PROJECT LEADER: Dmitry Morozov
DIRECTOR: Sergey Bukakchitsky
LEAD GAME DESIGNER: Dmitry Morozov
LEAD ARTIST: Vladimir Tsvetnoy
LEAD PROGRAMMER: Vladislav Dotsenko
GAME CORE: Vladislav Dotsenko Maksim Kamensky Vladimir Sukhorukov
AI ENGINE: Maksim Kamensky Vladislav Dotsenko
AI BEHAVIOR: Vladislav Dotsenko Maksim Kamensky
GAME MECHANICS AND BALANCE: Maksim Kamensky Andrey Roska
GRAPHICS AND SOUND: Vladimir Sukhorukov
MULTIPLAYER MODE: Maksim Kamensky Vitaly Andreyev Vladimir Sukhorukov Vladislav Dotsenko
USER INTERFACE: Vladislav Dotsenko Andrey Roska Vitaly Andreyev
GAME EDITORS: Vladislav Dotsenko Vladimir Sukhorukov
SCRIPTS: Andrey Roska
TOOLS: Vladislav Dotsenko Aleksandr Golub Vladimir Sukhorukov
3D MODELING: Viktor Paterilo Dmitry Danko Sergey Kutsenko Svetlana Ageyeva Igor Diulin Andrey Ubrashov Aleksandr Shevchenko
2D DESIGN: Vladimir Tsvetnoy Dmitry Danko Viktor Paterilo Andrey Ubrashov Igor Diulin Yevgeny Dyadechko Yelena Shevchenko
LANDSCALE DESIGN: Vladimir Tsvetnoy Dmitry Danko Andrey Ubrashov Sergey Kutsenko Svetlana Kutsenko
LEVEL DESIGN: Dmitry Morozov Andrey Kholokholov Aleksandr Tyschik Sergey Kutsenko
3D ANIMATION: Yevgeny Yurov Dmitry Danko Special effects Viktor Paterilo Dmitry Morozov
SOUND: Igor Diulin Andrey Katsimon Aleksey Zolotukhin
SCENARIO: Dmitry Morozov Aleksandr Zorich
MISSION STORY: Dmitry Morozov Vladimir Tsvetnoy Vladislav Dotsenko Dmitry Danko
HISTORY CONSULTANT: Aleksandr Zorich
SPECIAL THANKS TO: Andrey "Krank" Kuzmin Andrey Kiyanovsky Aleksandr Shursha

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