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The places, persons, situations and events related in this game are a fantasy that is freely inspired by the Second World War, in which real and imagined events have been combined. In no case should the events in this game be considered as a valid source of historical data.

UPDATE FOR

VETERAN COMMANDOS

This section describes new features and other changes in **COMMANDOS: BEYOND THE CALL OF DUTY** that veterans of **COMMANDOS: BEHIND ENEMY LINES** should be aware of.

Tutorials

In **COMMANDOS: BEYOND THE CALL OF DUTY**, the Tutorials can be accessed through the **Start** menu. Select **Start/Eidos Interactive/Pyro Studios/Commandos: Beyond the Call of Duty/Tutorials**.

Commando Warnings

This option informs you if one of your Commandos is being seen or attacked. If he is being seen by an enemy soldier, his face on the upper left of the screen will be shown in blue; if he is being attacked, his face will flash in red. To activate or deactivate this option, go to **Game Preferences** in the **Options** menu.

Difficulty Level

Now you can choose between the **Easy** level - for Rookies - and the **Difficult** level - for Veterans. Select the **Single Player** option in the **New Game** menu and you will see the **Skill** screen.

Controlling the Enemy

In **COMMANDOS: BEYOND THE CALL OF DUTY**, you can use an enemy soldier (once he has been knocked unconscious and handcuffed) to distract his mates, drive vehicles, or interact with various elements in the scenario.

- Distract other enemy soldiers. Privates can distract only other privates. Sergeants can distract other sergeants, privates and patrols. Officers can distract any other German soldier, regardless of his rank.
- Sid, the driver, can force any enemy soldier to drive unoccupied vehicles, although he must board the vehicle as well. The vehicle will not be detected by the enemy unless it acts suspiciously.
- Any Commando who controls an enemy soldier can force him to carry out actions on his behalf, such as opening doors, activating machines, etc.

You can control the enemy soldier as long as he is in your line of sight and you are not in the line of sight of any other enemy soldier. To do this, click on the puppet icon in the knapsack, or press **R**. Next, click on the target in order to control him. You will then see an area highlighted in blue, which shows your line of sight. Inside this area you can move the enemy soldier to your heart's content.

However, if the enemy leaves your line of sight, you will lose control of him, and he will raise the alarm. If you make the enemy go into a house, he will still be in your line of sight; however, if you go into a house alone, the enemy will be considered to be out of your line of sight.

If you are shot at when you control an enemy soldier, you will lose control of that soldier. He will run off and raise the alarm.

New Enemy

There is a new type of enemy: the infamous Gestapo. You will know who they are because of their different uniform. These men are able to detect the spy even if he wearing a German uniform, and they will also recognize the Dutch Resistance member, Natasha van de Zand, if they come across her.

New Allied Characters

Although there are no new Commandos, there are two new characters in **COMMANDOS: BEYOND THE CALL OF DUTY**.

- The Dutch Resistance contact, Natasha van de Zand
- An officer of the Yugoslavian partisans, Dragisa Skopje

For more details on their biographies, read the section "Your Commandos."

New Hot Keys

Warning! The hot keys in **COMMANDOS: BEYOND THE CALL OF DUTY** ARE NOT THE SAME as those in **COMMANDOS: BEHIND ENEMY LINES**. The most often used hot keys were moved to the left side of the keyboard to facilitate use.

Hot Key Action

A	Explode time bomb (Inferno; complements B key)
B	Release time bomb (Inferno; complements A key)
C	Lie down on the ground (complements S key)
D	Diving Gear (Fins)/Distract enemy (Spooky)/Lipstick (Lips)
E	Grenade (Inferno)/Harpoon (Fins)/Sniper Rifle (Duke)/Rifle (Tread)
F	Shovel (Tiny)
G	Release acoustic decoy (Tiny; complements I key)
H	Hand (used for picking up items)
I	Activate/deactivate acoustic decoy (Tiny; complements G key)
J	Handcuffs (Tiny & Spooky)/Wire Cutters (Inferno)
K	First Aid Kit
N	Release inflatable launch (Fins; only works in shallow water)
Q	Pistol
R	Puppet
S	Stand up (complements C key)
T	Hanger (Spooky)
U	Reuse uniform (Spooky)
V	Cigarette pack
W	Submachine gun (Tread)/Knife (Tiny & Fins)/Trap (Inferno)/Lethal Injection (Spooky)
X	Blackjack (Tread)/Fist (Tiny)/Chloroform (Spooky)
Y	Stone

New Weapons & Skills

FIST (Tiny)

Hot Key: X

To render an enemy soldier unconscious, you can use your fists. To do so, click on the fist icon in the knapsack, or press **X**. Then click on the enemy soldier. Unconsciousness lasts a limited amount of time. If you don't do anything with the unconscious enemy, he will eventually wake up and sound the alarm.



HANDCUFFS (Tiny & Spooky)

Hot Key: J

Once a German soldier has been knocked unconscious by any of the Commandos who are able to do so, Tiny, the Green Beret and Spooky, the spy can handcuff him. Once handcuffed, the enemies can be controlled (see the section "Controlling the Enemy") or left behind, rendering them useless. They will remain out of the game until they are seen by their mates, who will free them and sound the alarm.



CIGARETTE PACK (All Commandos and Allies)

Hot Key: V

You can click on the cigarette pack in the knapsack, or press **V**, and then click on any nearby spot to throw the pack on the ground (the cursor will indicate whether or not this action is permitted). When a German soldier sees the cigarette pack in his short field of view, he will walk over to pick it up.

To get the cigarette pack into your knapsack, there are various options: when you handcuff an enemy soldier, if he has any cigarettes, you will remove them from him automatically. Also, if when you move the cursor over an enemy body, it changes into a hand holding a cigarette pack, you can click and grab the pack. Finally, you can also pick up the pack straight off the ground by selecting the hand in the knapsack (or pressing **H**) and then clicking on the pack.

STONE (All Commandos and the Partisan officer)

Hot Key: Y

To force a German soldier to look in a specific direction, you can throw a stone towards a spot close to the soldier, or directly at him. If you throw several stones, the soldier may go and investigate the source of the distraction.



RIFLE (Tread)

Hot Key: E

This weapon kills with a single shot, has a longer range and unlimited ammo, but makes lots of noise when fired and is slow to reload.

BLACKJACK (Tread)

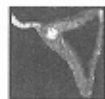
Hot Key: X

The blackjack is used to hit an enemy soldier and knock him unconscious. To use the blackjack, click on it in the knapsack, or press **X** and then click on the target. Unconsciousness will last for a limited time. If you do nothing with the unconscious enemy, he will eventually wake up and sound the alarm.

HANGER (Spooky)

Hot Key: T

When you have an enemy soldier knocked out and unconscious, you can steal his uniform. To do this, click on the hanger in your knapsack, or press **T**, and then click on the enemy soldier. His uniform will become yours. The uniform can be one of three kinds: it could be a private's uniform, in which case you will not be discovered by any other private, but you will be found out by sergeants and officers. It could be a sergeant's uniform, in which case you will only be discovered by officers. Or it may be an officer's uniform, in which case, nobody will recognize and expose you except for the infamous Gestapo.



CHLOROFORM (Spooky)

Hot Key: X

To render an enemy soldier unconscious, you can use the bottle of chloroform. To use it, click on the chloroform icon, or press **X**. Then click on the enemy soldier. The state of unconsciousness will last for a limited time. If you do nothing with the unconscious enemy, he will eventually wake up and sound the alarm.



LIPSTICK (Lips)

Hot Key: D

You can click on the lipstick that will appear in your handbag or press **D** (the pointer will change shape), and then click on the enemy target. This will permit you to talk to the enemy, distracting him. Regardless of his rank, the enemy soldier will stand and stare at you until you right-click to allow him to move. However, if you move, his field of view will also move accordingly.

A HANDFUL

OF EXCEPTIONAL SOLDIERS ...



"... no routine, no bureaucracy ... only pure operations, whose success depends basically on oneself and on the men that have been chosen to carry out the task.

This is revolutionary."

Lieutenant Colonel Dudley Clark

It is late 1940. The Axis forces control all of Western Europe. Momentarily held back by the English Channel, the German army gathers strength for an imminent invasion of Great Britain.

However, there is one man in the British ranks who will not resign himself to play a merely defensive role. This man is Lieutenant Colonel Dudley Clark. His plan: to create a special unit with a handful of exceptional men. Men who are skilled at handling any type of weapon and the equipment of war. Men who are able to hit the enemy hard in the most dangerous circumstances and live to fight another day. Men who could change the course of the war by taking the fight behind the enemy lines.

Due to the special characteristics of this unit, the officers who conceived and created the Commandos were forced to forget most of what they had learned at the military academies. Small units, executing raids, had to be self-reliant and able to take the initiative when faced with unexpected situations. Men with highly varied training and background went through mercilessly tough training at the Scottish castle of Achnacarry. They left there prepared to face just about anything.

Throughout the entire war, the Commandos showed great unity and discipline in combat; additionally, on various occasions some soldiers carried out individual actions with great heroism. Thus, by the end of the war the Commandos had accumulated the largest number of decorations received by a single Army unit: eight Victoria Crosses, 37 Distinguished Service Orders, 162 Military Crosses, 32 Distinguished Conduct Medals and 218 Military Medals.

COMMANDOS: BEYOND THE CALL OF DUTY wishes to pay a modest tribute to those men who were witnesses and privileged actors in several of the most dramatic and decisive moments of the Second World War: Men Who Were Fated to Make History.

INSTALLING THE GAME

System Requirements

- Windows® 95 or 98
- Pentium® 166MHz or equivalent processor (233MHz or faster recommended)
- DirectX 6.1 or higher (supplied)
- 32MB of RAM (64MB recommended)
- 225MB uncompressed hard disk space
- 1MB - 100% DirectX 6.1 compliant SVGA card (2MB recommended)
- 4X CD-ROM drive (8X recommended)
- Keyboard and Mouse
- 100% DirectX 6.1 compliant Sound Card recommended

Multiplayer Requirements (2-6 Players)

- Pentium® 200 or faster
- TCP/IP for LAN
- TCP/IP for WAN requires a 33.6Kbps connection to the internet
- Enhanced Multiplayer gaming at www.cidsgames.com

NOTE: We do not support gameplay on Windows NT or laptop computers. You may need to update your hardware drivers. Please see documentation for details.

Installation

1. The **COMMANDOS: BEYOND THE CALL OF DUTY** installation program runs automatically when the CD-ROM is inserted into the CD-ROM drive, if your computer detects that the game has not been previously installed. In case you do not have the AutoRun option activated, you can open the installation program by double-clicking on the **Setup** program that appears in the root directory of the CD-ROM.
2. Once the installation program has begun, follow the on-screen instructions.
3. Once the game has been installed, you can start playing by selecting **Start/Programs** and then selecting the appropriate option.
4. You can uninstall **COMMANDOS: BEYOND THE CALL OF DUTY** at any time by selecting **Start/Programs** and then selecting the corresponding option, or by using the **Add and Remove Programs** option in the Control Panel.

The Tutorials

Before you go and fall straight into the hands of the enemy, you probably need some instructions. You will find the **Tutorials** in the Tutorials folder in the **Start** menu. There, you will find the help that you need to quickly become familiar with the game. There are two kinds of tutorials:

- **Seven Theory Sessions**

These are short lessons in which you get an explanation of the game controls. There is one Theory Session that shows the general concepts of the game and six other, shorter sessions that show you the capabilities of each of your Commandos.

- **One Training Mission**

This is a small mission that works as in the real game, except that it takes place in a training camp. Furthermore, your soldier can suffer unlimited damage. The point is that you should become familiar with the specific actions of each of your soldiers.

We strongly urge you to complete the Training Mission before playing the first real mission in the game. After having successfully completed the mission, you can consider yourself well prepared for real combat.

THE MAIN MENU

When you enter the game, the Main Menu will be displayed. From this menu you can select all the options in the game. You can also access the Main Menu by pressing the **Esc** key at any time from within the game.

Moving around the Main Menu and its submenus is very simple:

- Use the **Up** and **Down arrow keys** to move through the options.
- To select the desired option, press **Enter** or click on the option with the mouse.
- If you are in a submenu, press **Esc** or right-click to return to the previous menu.
- If you find yourself in the Main Menu during a game, press **Esc** or right-click to return to the game.



New Game

Permits you to start a new game of **COMMANDOS: BEYOND THE CALL OF DUTY**. When you choose this option, the following submenu appears:

- **Single Player**
Lets you begin a new game of **COMMANDOS: BEYOND THE CALL OF DUTY** for a single player.
- **Multiplayer**



Lets you begin a **COMMANDOS: BEYOND THE CALL OF DUTY** multiplayer game. Use this option to play with other people on a LAN (IPX or NT based) network, over a TCP/IP (Internet Connection) or on the Mplayer gaming service. (See the section "The Multiplayer Game" at the end of this manual.)

- **Restart Mission**

Allows you to restart the current mission.

- **Load Quick Saved Game**

Lets you load the last game that you have saved using the Quick Save system. The Quick Save system makes it easy to save the current game, by pressing **Ctrl S** at any point during the game. To resume a game saved in this fashion, you can use this menu option, or press **Ctrl L** during the game.

- **Password**

This option allows you to directly play any of the missions in **COMMANDOS: BEYOND THE CALL OF DUTY**. To do this, each time that you successfully complete a mission you will be given a password to access the next mission. Write down the password so that you can use it to play the next mission or to replay a specific mission. Keep in mind that this option is used to replay single missions, and can't be used to follow a continuous career from the first to the last mission in the game.

Save Game

When you select this option, you will see a list of slots where you can save the current game. Choose one of the slots, give it a filename, press **Enter**, and the current game will be saved for retrieval.

You can also quick save the game by pressing **Ctrl S** during the game (Quick Save system), although you will not be able to give a name to a game saved in this manner. To reload it, select **New**

Game/Load Quick Save Game, or press **Ctrl L** during the game.

If various people play **COMMANDOS: BEYOND THE CALL OF DUTY** on the same computer, see the section on "Options/Game Preferences/User Profile Name." Each person can have his or her own set of slots in which to save games.



Load Game

When you select this option, you will see a list of the available slots. Choose the desired slot to recover one of the saved games.

Remember that if the game that you wish to load has been saved with the Quick Save system, then you will have to recover it pressing **Ctrl L** or selecting the option **New Game/Load Quick Save Game**.

Options

This option in the Main Menu permits you to change certain game parameters. When you select this option, the following submenu will be displayed:

Sound Options

- **SFX Volume/Music Volume**

These options allow you to adjust the volume of the sound effects or music during the game. Select either option and then press the **Left** or **Right arrow keys** for a discreet or a very loud game. You can also drag the sound effects slider by clicking on it with the mouse, and then dragging it sideways without releasing the button.

- **Ambient Noise/Commando Voices**

You can activate or deactivate the ambient noises or voices of the Commandos by using the appropriate switch. If the red pilot light is on, the option is activated.

Video Options

Use this option to select your favorite resolution for playing **COMMANDOS: BEYOND THE CALL OF DUTY**. The greater the resolution, the wider the game area that you can view on your screen; on the other hand, everything will be smaller. The resolution with which you get the best results and game satisfaction will depend on the speed of your computer, the capabilities of your monitor and graphics card, and your preferences and game style.

Game Preferences

Here you can select three options that affect the way you play. To change, highlight your choice, then press the **Left** or **Right arrow key** to select.

- **User Profile Name**

If various people play **COMMANDOS: BEYOND THE CALL OF DUTY** on the same computer, by using this option each one of them can have his/her own set of saved games and game options. The operation is simple: each time you want to play, choose this option and enter a name or nickname that is uniquely yours. If this is the first time you do this, a new set of game values and slots for saving games will be created. If you have already entered your name previously, this action will recover the set of values that belong to you.

- **Ignore Enemy Halt**

When one of your soldiers is carrying out a movement order and an enemy orders him to halt, this option will determine what he does until he receives new orders from you. You can activate or deactivate this option by using the switch. If the red pilot light is on, the Commandos will ignore an enemy halt.

- **Commando Warnings**

This option will inform you if one of your Commandos is being seen or attacked. If he has been spotted by an enemy soldier, his face on the upper left of the screen will be shown in blue, whereas if he is being attacked, his face will flash in red. You can activate or deactivate this option by using the switch. If the red pilot light is on, the warning system is activated.

- **Game Speed**

This allows you to adjust the speed of the game. Select this option and then press the **Right** or **Left arrow key** for a faster or slower game. You can also drag the speed slider by clicking on it with the mouse, and then dragging it sideways without releasing the button.

- **Exit**

Allows you to return to the previous menu.

Credits

Do you want to view the people who have developed this game? If so, this is your option.

Help

Allows you to access the Help screens.

Quit Game

This option will let you leave the exciting world of **COMMANDOS: BEYOND THE CALL OF DUTY**.

Assigning Objectives: The Briefing

At the start of each mission, you will be given a "briefing," that is to say, a few brief instructions where you will be clearly told what is expected of you and your troops. The "briefing" will give you the following information:

- The strategic circumstances in which the mission takes place.
- The main objective of the mission.
- A brief run-through of the scenario of the mission, in which you will be given the position of the objectives, the location of the points of interest or danger, and brief tactical advice.

If you do not wish to listen to the entire briefing, you can press **Esc** while you are within the briefing. You will then go directly to playing the mission.



The Commandos

As a player of **COMMANDOS: BEYOND THE CALL OF DUTY**, you will be the leader who has been entrusted with the command of a group of very special Commandos. There are just six men. A rather small number perhaps, but these are not ordinary soldiers.

These are exceptional men. Their background and respectability is sometimes, well... doubtful, but they have skills that are so unique that they can only be based on inherent abilities, or be the result of a highly unconventional biography. They are so highly trained, and they work so closely together, that they are able to sneak right into the heart of the enemy's installations without being detected, fulfill objectives that would be unthinkable for a larger unit, and hit the enemy where they least suspect.

To make soldiers like these takes months and months of study, training and specialization... and luck. The General Staff has invested a great deal of time and resources in these men. They have received so much training as a team that they work perfectly together, forming a unique group that can not be replaced. That is why your duty is to keep them alive through the entire war. The death of a single man would be an irreparable loss. If during the course of a mission you lose a single member of the team, you will not be allowed to continue your command.

As you will soon learn, this is one of those details that make **COMMANDOS: BEYOND THE CALL OF DUTY** a unique game, and absolutely determines the manner in which you have to play.



THE GAME: BASIC CONCEPTS

The Missions

In **COMMANDOS: BEYOND THE CALL OF DUTY** you must take your troops successfully through a series of missions that are freely inspired by the various fronts where the allied Commandos participated during the Second World War. There are eight missions, each of which is quite unique. They each have different objectives and landscapes, unique problems and various possible approaches depending on your tactical skill and your skill in handling weapons.

All missions have a main objective. It may be to blow up an enemy installation, rescue a prisoner or "take out" an enemy general. If you do not succeed in this objective, you will not have successfully completed the mission and will not be allowed to continue to the next assignment.

When creating **COMMANDOS: BEYOND THE CALL OF DUTY** we have attempted to design a game that is fun, rather than a faithful depiction of the role of the Commandos in the Second World War. If your history book contradicts something that you find in this game... believe your history book.

Taking Care of Your Career

To be able to commence a mission, it is absolutely necessary that you have successfully completed the main objective of the previous mission. Each time you finish a mission successfully, the game will assign points depending on the degree of completion, and will give you access to the following mission. The points will depend mainly on the amount of time you have needed to complete the mission (the less time, the better), and the wounds you have suffered (the fewer wounds, the better). The number of enemy casualties that you cause is totally irrelevant to the number of points you receive, although you will be informed of this figure at the end of the mission.

As you complete missions, the points received will keep adding up. Depending on the accumulated points, you may be promoted.

You begin the game with the rank of **Sergeant**. As you accumulate sufficient merits, you will continue to be promoted. If, when the war ends, your results have been spectacular, you may have reached the rank of **Field Marshal**, which means that your acts have been absolutely brilliant. If, however, your efficiency and worth have been just barely passable... well, you may have remained a Sergeant throughout the entire war. So it is up to you whether you wish to simply do what is required, or, on the other hand, become an example for your men by going **Beyond the Call of Duty**. Your honor and your military career depend on it... and so does your retirement pay.



Each of the six men is highly specialized in one specific field (see the section "Your Commandos"). There are actions that all are capable of carrying out, but there are also other items and actions that are reserved for just one member. For example: only Inferno, the Sapper, can activate or even pick up and transport explosives, and only Fins, the Marine, can capture an inflatable launch and use it.

You must learn to spread out the tasks.

Remember: success in a mission may depend on the fact that a single man, or appropriate one, is in the right place at the right time. Get the time wrong, or the man, or the place... and you are history.

THE GAME: CONTROLS

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

The Scenario

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 troops. This way you can get an overall idea of the situation.

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

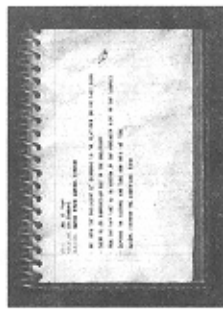
You can also vary the amount of zoom, from a detailed view to a general panoramic view. To do this, use the **+** and **-** keys in the numerical keypad. The **+** key is used to increase the level of zoom, the **-** key to diminish it, and the ***** key will return you to a normal zoom level.



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 viewing screen 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.



Selecting Soldiers

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 8 in the alphanumerical keyboard. Each key corresponds to one of your troops, according to the following table:

Key	Selects Soldier
1	Tiny, the Green Beret
2	Duke, the Sniper
3	Fins, the Marine
4	Inferno, the Sapper
5	Tread, the Driver
6	Spooky, the Spy
7	Dragisa Skopje, the Yugoslavian Partisan
8	Lips, the Dutch Resistance Contact

There are also two methods to simultaneously selecting 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 **Ctrl** 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 he is wounded. When it reaches the bottom... your soldier is dead. In every mission there is a man who has limited medical supplies to increase the health level (see the descriptions of your troops at the end of this manual).

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.

Controlling the Enemy

In **Commandos: Beyond the Call of Duty**, you can use an enemy soldier (once he has been knocked unconscious and handcuffed), to distract his mates, drive vehicles, or interact with various elements in the scenario.

- Distract other enemy soldiers. Privates can distract only other privates. Sergeants can distract other sergeants, privates and patrols. Officers, however, can distract any other German soldier, regardless of his rank.
- Tread, the driver, can force any enemy soldier to drive unoccupied vehicles, although he must board the vehicle as well. The vehicle will not be detected by the enemy unless it acts suspiciously.
- Any Commando who controls an enemy soldier can force him to carry out actions on his behalf, such as opening doors, activating machines, etc.
- You can control the enemy soldier as long as he is in your line of sight and you are not in the line of sight of any other enemy soldier. To do this, press on the puppet icon in the knapsack, or press **R**. Next, click on the target soldier in order to control him. You will then see an area highlighted in blue, which shows your line of sight. Inside this area you can move the enemy soldier to your heart's content. However, if the enemy leaves your line of sight, you will lose control of him, and he will raise the alarm. If you make the enemy go into a house, he will still be in your line of sight; however, if you go into a house alone, the enemy will be considered to be out of your line of sight.
- If you are shot at when you control an enemy soldier, you will lose control of that soldier. He will run off and raise the alarm.

Hit the Dirt & 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 **C**. The selected men will hit the ground.

A man who is lying on the ground can be moved 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 in the enemy's dark green (long-range) field of view. However, tracks will be visible to the enemy in his light green (short-range) field of view.

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

The Knapsack

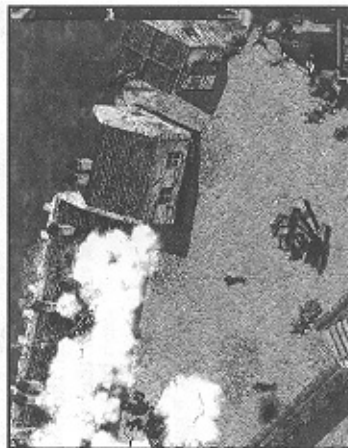
If you select a single soldier, you will see that on one side of the screen there is a knapsack with various items. These items represent the options available to your soldier at this time. If you prefer to have the knapsack on the other side of the screen, press **Tab**.

To use or activate any of the items in the knapsack, click on the item. 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.).

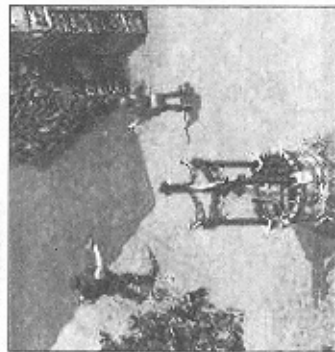
With other items, such as certain weapons and tools, the movement pointer will turn into an icon that shows what can be done with that item.

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



Knapsack



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 door opening. 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 him is the one who drives the vehicle.

When can you and when can't you board a vehicle? There are several 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 a motor-cycle with a sidecar is two men.
- Some vehicles have two speeds: a slow speed that is achieved with a single click, and a fast speed that is achieved with a double-click. Vehicles that are moving at the fast speed can run over all characters in the game, including your own Commandos.
- Each vehicle must be driven by the man who is able to drive it. Land vehicles may only be driven by Tread, the driver. The aquatic vehicles may only be driven by Fins, the Marine. And finally, there is a mission where you must escape in a plane that can only be piloted by a German pilot whom you must capture for that task.

Using 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.

Using Devices

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, and so on. 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 notice that the pointer will only change shape if the selected man can use the item. Certain men can only use some items.

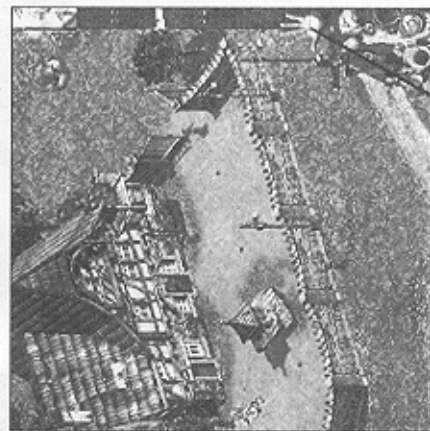
Picking Up Items

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

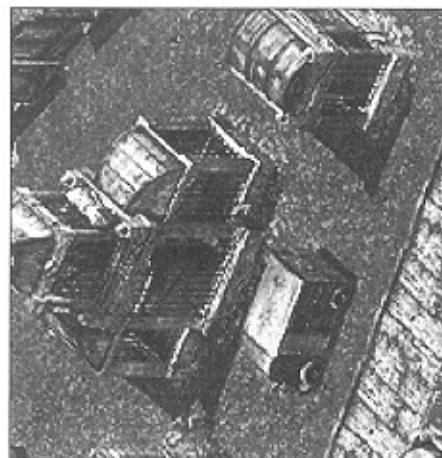
Keep in mind that certain items can only be picked up by the person who is skilled in their use. Thus, only Fins the Marine can pick up inflatable launches, and only Inferno the Sapper can pick up grenades.

In all cases, select the appropriate

man, and click on the hand that is next to the knapsack, or else press the **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.



Hand Icon



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

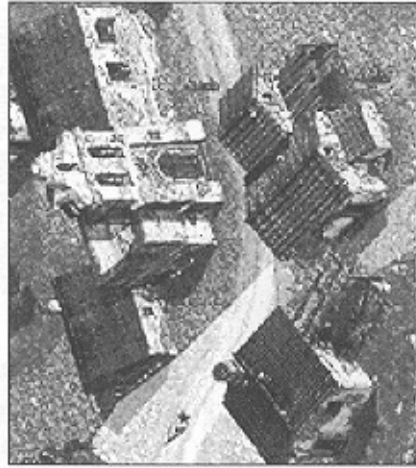
To get a man off a vehicle, select the desired man by clicking on his face in the upper part of the screen or using keys **1 - 8**. You will see that the screen focuses on the vehicle that contains the soldier. In the knapsack you can only see a photograph of the soldier. Click on it, and the selected 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 Fins, the Marine, when he is wearing 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 the movement pointer changes shape when you pass it across the door of a building, 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 in the knapsack.



Cameras

On occasions, it may be useful to simultaneously see the action taking place in various locations throughout the scenario. To do this, you have at your disposal various multiple camera modes. Keys **F2** through **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 recognized because it is framed by a red line. Click on any window to make that window 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 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.

In the lower left hand corner of the corresponding screen you will see a small icon that looks like a camera. This 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 tracking, click on the small icon mentioned above, or press **Alt** and click on any non-mobile (fixed) part of the scenario. The window will once again follow only your specific movement orders.



Tracking Camera

THE ENEMY

There are two main obstacles between your Commandos and success: On 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.

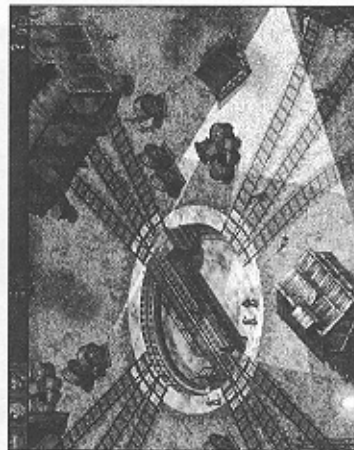
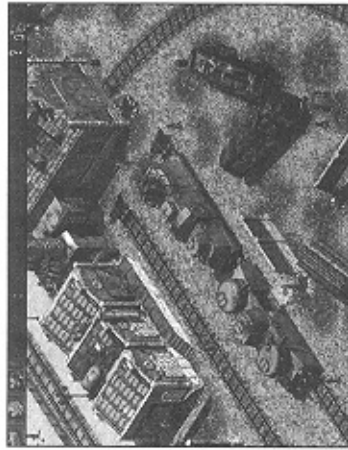
Sight

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 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 colored 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 farther away, is his long-range field of view.

If one of your men is caught in the long-range field of view of a soldier, he will be detected, unless he is lying down on the ground (see "The Game: Controls/Hit the Dirt & Crawl" 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** while clicking 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 enemy's 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. 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 who (if anyone) has detected you, each time you are seen by an enemy soldier, his field of view will be automatically illuminated.

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

- Obstacles that block the field of view are places behind which you can hide. You can also hide behind large vehicles, although the continuity of the field of view may suggest otherwise.
- Tiny, 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.
- Fins, the Marine, is invisible while he is diving, unless he was seen while putting on his diving gear.
- Spooky, the spy, is ignored by the enemy while he is wearing an enemy uniform. **Important:** Spooky is always recognized by the Gestapo, even when in enemy uniform. See the description of Spooky for more details.

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 comrade. 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 enemy's attention 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 you are from him, and two, the magnitude of the sound 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 realize what had happened. If, however, you get rid of him with a pistol, any soldier within a certain distance will hear the shot, 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. Tiny's acoustic decoy is a good example of this. For additional information, read the special page regarding this soldier.

Soldiers, Patrols, Gun Emplacements, Vehicles & Troop Barracks

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

Sentries

These soldiers are on watch in specific sentry posts. During their normal duties, they remain at their post. In case of alarm, they may leave their post to search for you. If guarding a vital installation, they may 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.

Gestapo

These soldiers can detect Spooky even when he is wearing a German uniform. They can also recognize Lips, the member of the Dutch Resistance.

Gun Emplacements

From heavy machine guns to heavy cannons, the soldiers who man the gun emplacements have orders to shoot on sight. If you should manage to kill an artilleryman, Tread, your driver, may be able to take over the gun emplacement 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 vehicles 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

Structures over which you see 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 occur, try to be far away. 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 types 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 comrades. 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 me," and he will shoot you. In that case ... good luck and aim well!

SERGEANT JERRY ACHALE "TINY" GREEN BERT

This heavyweight of Irish origins, Army boxing champion four consecutive times from 1934 to 1937, was sentenced in 1938 by a military court to 14 years of forced labor after hitting an officer. His sentence was suspended when he joined the Commandos.

He was promoted to Sergeant after the raid on the island of Vaagso, where, after having received a bullet in the arm, cut off from his unit and without ammunition, he penetrated a bunker and wiped out 16 enemy soldiers before returning to Allied lines.

An extremely violent character, this man has serious discipline problems. A hard bone to gnaw for his superior officers ... and a real nightmare for the enemy.

KNIFE

Hot Key: W

The Wilkinson Sword combat knife, 177 mm. long and built of carbon steel, is the official knife of the Commandos. In Tiny's hands, it is a weapon that is as deadly as it is silent. Click on it in the knapsack, and then on the soldier whom you wish to attack. If you double-click, Tiny will run up to his victim.

PISTOL

Hot Key: Q

This is the W9, an automatic Smith & Wesson 9mm pistol. Reliable and quick, it uses a magazine that holds 10 bullets. It can be used at will - but be aware of the noise it makes. Click on it on screen, and then on the target soldier.

ICE PICK

Using only his ice pick, and disdaining harnesses and safety ropes, Tiny can climb both the smoothest wall and the steepest rock cliff. If the movement pointer changes to an ice pick when you move it over one of these areas, then this is an area that Tiny can climb. He will do so when you click on the area.

ACOUSTIC DECOY

Hot Keys: G (release); I (activate/deactivate)

This small and extravagant invention of Major Arthur Forrester was never mass produced. Nevertheless, it is one of Tiny's favorite toys. Click on it to release it anywhere you wish. Then, from a safe hiding place, click on the activator. The decoy will make a disagreeable noise. You can use the activator to turn the noise on and off as often as you wish. The closest enemy soldiers will come over to investigate the source of the noise, a circumstance that Tiny and his mates will know how to take care of.

TACTICAL ADVICE

From the very first mission, you will realize that **COMMANDOS: BEYOND THE CALL OF DUTY** 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.
- 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. Keep a lookout also for abandoned gun emplacements, and for weapons and items that you can "liberate."

YOUR COMMANDOS

The following pages discuss the members of your team. Take care of them and they will respect you. Treat them badly and they will climb out of their tombs to cause you nightmares and ruin your life.

MOVING BARRELS

From time to time you will run into explosive barrels. Only Tiny has the strength needed to lift them and change their location, depositing them where they will cause the maximum amount of damage. Click on the desired barrel, and Tiny will pick up the barrel. Right-click, and he will release it.

HIDING BODIES

This skill permits Tiny to carry the body of a fallen enemy. A very useful move, since if an enemy patrol should find the body of one of their soldiers, they will immediately raise the alarm. Click on the hand (or press **H**) and then on the body you want to carry. It is also possible to place a barrel on top of the body to hide it. To do this, while Tiny is carrying a barrel, place the movement pointer over the fallen enemy soldier. The cursor will change shape. Click, and Tiny will drop the barrel on top of the enemy body, hiding it.

SHOVEL

Hot Key: F

One of Tiny's favorite tactics is a surprise attack that emerges from snow or from sand. To do this, he will dig a hole with his small shovel and hide under the surface, then suddenly reappear behind the back of an unsuspecting enemy. While you are over snow or sand, click on the shovel in the knapsack and Tiny will hide. When you want to emerge again, right-click.

PUSH

Tiny can also push vehicles, train coaches and fuel dumps. When an object can be pushed, the cursor changes into two hands on screen. Click on the object, and Tiny will begin to push the item until you click right-click, or the item runs into an obstacle along the way.

FIST

Hot Key: X



To render an enemy soldier unconscious, you can use your fists. To do so, click on the fist icon in the knapsack, or press **X**. Then click on the enemy soldier. Unconsciousness lasts a limited amount of time. If you don't do anything with the unconscious enemy, he will eventually wake up and sound the alarm.

HANDCUFFS

Hot Key: J



Once a German soldier has been knocked unconscious by any of the Commandos who are able to do so, Tiny can handcuff them. Once handcuffed, the enemies can be controlled (see "Controlling the Enemy" or the description of "Puppet" on the next page) or left behind, rendering them useless. They will remain out of the game until they are seen by their comrades, who will free them and sound the alarm.

CIGARETTE PACK

Hot Key: V

You can click on the cigarette pack in the knapsack, or press **V**, and then click on any nearby spot to throw the pack on the ground (the cursor will indicate whether or not this action is permitted). When a German soldier sees the cigarette pack in his short field of view, he will walk over to pick it up.

To get the cigarette pack into your knapsack, there are various options: when you handcuff an enemy soldier, if he has any cigarettes, you will remove them from him automatically. Additionally, if when you move the cursor over an enemy body, it changes into a hand holding a cigarette pack, you can click and grab the pack. Finally, you can also pick up the pack straight off the ground, by selecting the hand in the knapsack (or pressing **H**) and then clicking on the pack.

STONE

Hot Key: Y



To force a German soldier to look in a specific direction, you can throw a stone towards a spot close to the soldier, or directly at him. If you throw several stones, the soldier may go and investigate the source of the distraction.

PUPPET

Hot Key: R



To control an enemy whom you have previously knocked unconscious and handcuffed, press on the puppet icon in the knapsack, or click on **R**, and then on the enemy soldier you wish to control.

SID PERKINS "TREAD" DRIVER

He says his name is Sid, and not much is known about his background. In 1937, after a long criminal career in the United States, he crossed the Atlantic and joined the British Army. He had a pending prison sentence and was being sought by the American authorities. During some sessions of "custodial collaboration" with the Foreign Office, in which he helped to test and investigate weapons and vehicles stolen from the enemy, he met Paddy Maine, who recruited him for the Commandos.

During the raid on the airfield at Tamet together with the Long Range Desert Group, and after destroying eight German fighter planes with the machine gun aboard his light vehicle, he was left without ammunition. His ingenious personal solution was to crash the vehicle against the remaining aircraft that were full of fuel, which destroyed four additional fighters, but left him with serious burns.

This rough man, cheerful but occasionally timid, can use any weapon or vehicle with great skill. His manners reflect the education he received on the street. We will probably never know his real name, but then ... who cares?

PISTOL

Hot Key: Q

Given the difficulty of finding the appropriate ammunition for his Colt in the British Army, Tread has no choice but to use the efficient Smith & Wesson W9. Click on it, and then on the target.

ARMED VEHICLES & GUN EMPLACEMENTS

As was explained earlier, Tread can drive land vehicles. While you are driving an armed vehicle, press **Ctrl** and the movement pointer will turn into a gunsight. Without releasing the **Ctrl** key, click on a target to shoot at it.

Tread can also capture heavy machine guns and even heavy artillery pieces. He handles these kinds of weapons as if they were a vehicle, except that it is not possible to move with them (click on the item to pick it up, click on a target to shoot at it, and click on the photograph to abandon the post).

SUBMACHINE GUN

Hot Key: W

A rather more powerful weapon than the pistol. It is used in the same way as the pistol, and fires deadly fan-shaped bursts.

RIFLE

Hot Key: E

A weapon that kills with a single shot, has a longer range and unlimited ammo, but is slow to reload and makes lots of noise when fired.

FIRST AID KIT

Hot Key: K

In addition to being the driver and the artilleryman, Tread is the group's medic. Click on the first aid kit and the pointer will turn into a syringe. Then use it on yourself or on a wounded mate to increase a low health level. Too easy, right? Correct: the first aid kit has a limited number of uses. If Tread is absent, the role of medic will be taken over by Spooky the spy or Duke the sniper.

BLACKJACK

Hot Key: X

The blackjack is used to hit an enemy soldier and knock him unconscious. To use the blackjack, click on it in the knapsack, or press **X** and then click on the target. The state of unconsciousness will last for a limited time. If you do nothing with the unconscious enemy, he will eventually wake up and sound the alarm.

CIGARETTE PACK

Hot Key: V

You can click on the cigarette pack in the knapsack, or press **V**, and then click on any nearby spot to throw the pack on the ground (the cursor will indicate whether or not this action is permitted). When a German soldier sees the cigarette pack in his short field of view, he will walk over to pick it up.

To get the cigarette pack into your knapsack, there are various options: when you handcuff an enemy soldier, if he has any cigarettes, you will remove them from him automatically. Additionally, if when you move the cursor over an enemy body, it changes into a hand holding a cigarette pack, you can click and grab the pack. Finally, you can also pick up the pack straight off the ground, by selecting the hand in the knapsack (or pressing **H**) and then clicking on the pack.

STONE

Hot Key: Y

To force a German soldier to look in a specific direction, you can throw a stone towards a spot close to the soldier or directly at him. If you throw several stones, the soldier may go and investigate the source of the distraction.

PUPPET

Hot Key: R

To control an enemy whom you have previously knocked unconscious and handcuffed, press on the puppet icon in the knapsack, or click on **R**, and then on the enemy soldier you wish to control. Cuffed, press on the puppet icon in the knapsack, or click on **R**, and then on the enemy soldier you wish to control.

JAMES BLACKWOOD "FINS" MARINE

Born in Melbourne and educated at Oxford, this polite Australian, naval engineer, great rower and tireless swimmer has three unique skills: sailing, diving ... and getting into trouble for swallowing certain liquids that have nothing to do with water. Fins was able to swim across the English Channel on a bet, was promoted to captain only one year after joining the Navy, and was demoted to sergeant when, two years later, he started a fight in a private club during a stopover in Hawaii. Subsequent behavior problems led him to consider a hard choice: be expelled from the Armed Forces, or join the Commandos as a simple soldier.

Leaving aside his problems with alcohol, apparently under control for now, he was decorated with a Military Cross for his heroic behavior when he rescued with his launch 45 men who were about to be captured on the beaches at Dunkirk. Fins is an irreplaceable character when it comes to aquatic operations: his mates insist that he could cross the Atlantic Ocean in a shoe box - as long as he has a good supply of "fuel."

KNIFE

Hot Key: W

Fins, like Tiny, is a fan of the knife because it is a silent weapon. To use it, click on it and then click on the target.

PISTOL

Hot Key: Q

Although he prefers other weapons, Fins never leaves his W9 behind. Remember: click on the pistol, then click on the target.

INFLATABLE LAUNCH

Hot Key: N to release

As you have seen in the section on "Vehicles," Fins can drive all sorts of aquatic vehicles. The inflatable launch, in addition, can be comfortably carried with you. If you don't begin the mission with an inflatable launch, you might find one. To pick it up, click on the hand next to the knapsack, and then click on the launch. This will make Fins deflate the launch and carry it. When you wish to launch it, you must go into shallow waters and then click on the package in the knapsack. The launch will inflate in the water. Then you can board it just like any other vehicle.

DIVING GEAR

Hot Key: D

When Fins walks into shallow waters, the diving gear appears in the knapsack. Click on it and Fins will submerge. At that point, you can make him dive to wherever you want, marking his destination with the movement pointer. While he is diving, Fins will be invisible to the enemy, unless he was seen as he submerged. To return to land, lead Fins toward shore. When he is in shallow water and the diving gear reappears in the knapsack, click on it. Fins will remove his diving gear and stand up on the shore. Now you can send him walking wherever he is needed. The diving gear can also be used directly from small boats.

HARPOON

Hot Key: E

The harpoon is one of Fins's favorite weapons. It is silent and lethal, although slow to reload and more useful on dry land than in the water. Click on the harpoon in the knapsack, point at the target, and shoot by clicking again.

CIGARETTE PACK

Hot Key: V

You can click on the cigarette pack in the knapsack, or press V, and then click on any nearby spot to throw the pack on the ground (the cursor will indicate whether or not this action is permitted). When a German soldier sees the cigarette pack in his short field of view, he will walk over to pick it up.

To get the cigarette pack into your knapsack, there are various options: when you handcuff an enemy soldier, if he has any cigarettes, you will remove them from him automatically. Additionally, if when you move the cursor over an enemy body, it changes into a hand holding a cigarette pack, you can click and grab the pack. Finally, you can also pick up the pack straight off the ground, by selecting the hand in the knapsack (or pressing H) and then clicking on the pack.

STONE

Hot Key: Y

To force a German soldier to look in a specific direction, you can throw a stone towards a spot close to the soldier, or directly at him. If you throw several stones, the soldier may go and investigate the source of the distraction.

PUPPET

Hot Key: R

To control an enemy whom you have previously knocked unconscious and handcuffed, press on the puppet icon in the knapsack, or click on R, and then on the enemy soldier you wish to control. Cuffed, press on the puppet icon in the knapsack, or click on R, and then on the enemy soldier you wish to control.



THOMAS HANCOCK "INFERNO" SAPPER

Inferno was born in Liverpool, obtained a degree in Chemistry, joined the Fire Brigade at the age of 22, and became a specialist in the High Risk Explosives department. He joined the Army six years later, and volunteered for the Commandos in 1940.

During the raid on Saint Nazaire, he was responsible for the explosions that caused a great number of casualties in the German garrison and knocked out the port facilities for months. Captured by the Germans in this operation, after four escape attempts in eight weeks he managed to escape, cross the Pyrenees and return to England.

Always polite, formal and highly respectful with his superior officers, this soldier's courage borders on recklessness. His knowledge of the manufacture and placement of explosives enables him to blow almost anything to smithereens. The nickname "Inferno" was given to him by his mates in a clear case of double meaning.

PISTOL

Hot Key: Q

Inferno always keeps his regulation weapon handy. Click on it, and then click on the target.

TRAP

Hot Key: W

Inferno loves this weapon. Place it in a spot where you expect an enemy soldier to pass. Click on the trap to release it on the ground, and then run to hide in a safe place. If an enemy soldier steps on the trap, it will be the last thing he does on Earth. Don't forget to pick up the trap after each use (click on the hand next to the knapsack or press H, and then click on the trap).

TIME BOMB

Hot Key: B to release

This device explodes shortly after being released. Go to the spot which is about to vanish, and click on the bomb in the knapsack to release it. You have 10 seconds to get out of the way. Often, this item will not be available at the start of the mission, which means you will have to acquire it.

REMOTE CONTROL BOMB

**Hot Key: B to release;
A to activate the detonator**

This item is equipped with a radio activation system. Click on the bomb in the knapsack, and Inferno will deposit it on the ground. Now pull back to a sheltered spot, and when you believe the time is right, cover your ears and click on the detonator.

GRENADES

Hot Key: E

You will often find grenades in the scenario. Click on the grenade in the knapsack and the cursor will change shape. To throw a grenade, point with the cursor and click. If the target is out of range, a "forbidden" sign appears.

WIRE CUTTERS

Hot Key: J

On special occasions you will have to pass through an ordinary wire fence. Click on the wire cutters, and then place the pointer on the fence. When it passes over an appropriate place in the fence, the pointer will become animated. Click there, and you will cut a gap through which you can sneak through. The wire cutters will not work with barbed wire fences.

CIGARETTE PACK

Hot Key: V

You can click on the cigarette pack in the knapsack, or press V, and then click on any nearby spot to throw the pack on the ground (the cursor will indicate whether or not this action is permitted). When a German soldier sees the cigarette pack in his short field of view, he will walk over to pick it up.

To get the cigarette pack into your knapsack, there are various options: when you handcuff an enemy soldier, if he has any cigarettes, you will remove them from him automatically. Additionally, if when you move the cursor over an enemy body, it changes into a hand holding a cigarette pack, you can click and grab the pack. Finally, you can also pick up the pack straight off the ground, by selecting the hand in the knapsack (or pressing H) and then clicking on the pack.

STONE

Hot Key: Y



To force a German soldier to look in a specific direction, you can throw a stone towards a spot close to the soldier, or directly at him. If you throw several stones, the soldier may go and investigate the source of the distraction.

PUPPET

Hot Key: R



To control an enemy whom you have previously knocked unconscious and handcuffed, press on the puppet icon in the knapsack, or click on R, and then on the enemy soldier you wish to control. Cuffed, press on the puppet icon in the knapsack, or click on R, and then on the enemy soldier you wish to control.

SIR FRANCIS T. WOOLRIDGE "DUKE" SNIPER

Born in Sheffield, in the bosom of one of the finest families of the local aristocracy, this laconic, distinguished and coolheaded man received a Military Medal during the invasion of Narvik, where he killed the Commander of the German garrison with a single shot at a distance of more than one thousand yards, while the officer was inspecting his troops.

Known by his mates as "Duke" due to his reserved personality, Woolridge is an exceptionally efficient shooter even in extremely tense situations.

PISTOL

Hot Key: Q

Duke also has a W9, which he handles skillfully. Click on it, and then click on the target.

SNIPER RIFLE

Hot Key: E

The sniper rifle is Duke's star weapon - silent, precise and with great range. Click on the telescopic sight in the knapsack and you will see a pointer that looks like a telescopic sight. Place it over the target, click and ... Hasta la vista!

- **Firing Range**
If the telescopic sight is red, then the target is out of range, either because it is too far or because there are obstacles in the way.
- **Kill Discreetly**
When you shoot an enemy, try not to leave bodies in visible places. Remember that your enemies will react if they see dead comrades, and will sound the alarm.
- **Ammunition**
Unfortunately, the sniper rifle has limited ammunition. While you are using it, you can see how many bullets you have left in the knapsack.

FIRST AID KIT

Hot Key: K

In those missions in which neither Tread nor Spooky is present, the first aid kit is carried by Woolridge. To use it, click on it, and then on yourself or a colleague to increase a depleted health level.

CIGARETTE PACK

Hot Key: V

You can click on the cigarette pack in the knapsack, or press V, and then click on any nearby spot to throw the pack on the ground (the cursor will indicate whether or not this action is permitted). When a German soldier sees the cigarette pack in his short field of view, he will walk over to pick it up.

To get the cigarette pack into your knapsack, there are various options: when you handcuff an enemy soldier, if he has any cigarettes, you will remove them from him automatically. Additionally, if when you move the cursor over an enemy body, it changes into a hand holding a cigarette pack, you can click and grab the pack. Finally, you can also pick up the pack straight off the ground, by selecting the hand in the knapsack (or pressing H) and then clicking on the pack.

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Hot Key: Y



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PUPPET

Hot Key: R



To control an enemy whom you have previously knocked unconscious and handcuffed, press on the puppet icon in the knapsack, or click on R, and then on the enemy soldier you wish to control. cuffed, press on the puppet icon in the knapsack, or click on R, and then on the enemy soldier you wish to control.

IRENE DUCHAMP "SPOOKY" SPY

Born in Lyon, Duchamp joined the French Secret Service at the age of 25. He was Chief of Security in the French Embassy in Berlin, where he obtained valuable knowledge regarding the members of Hitler's General Staff. When the Embassy was closed at the beginning of the war, he joined the French Army and then became one of the leaders and local co-founders of the Resistance.

A valuable part-time member of the Commandos, he has had an important role in numerous raids. At least three trains, 14 tanks and more than 30 land vehicles have been knocked out thanks to his skills of information, infiltration and sabotage. His knowledge about the tactics and personality of the German military chiefs are of great interest to the British Secret Service.

Duchamp speaks fluent French, German, English, Italian and Russian. His ability at imitating the voices and expressions of many enemy generals is astounding.

PISTOL

Hot Key: Q

Spooky dislikes weapons that fire, since he finds them "unrefined." However, if needed he will not hesitate to use his W9. To use it, click on it, and then click on the target.

LETHAL INJECTION

Hot Key: W

This practical syringe is provided with a small bottle of potassium cyanide. Click on it and the shape of the pointer will change. Then click the new pointer on your "patient." The poison will have an instantaneous effect.

ENEMY UNIFORM

Hot Key: U

When you find a uniform hanging on a washing line, take it. The uniform can be of three kinds: It could be a private's uniform, in which case you will not be recognized by any other private, but you will be recognized by sergeants and officers. It could be a sergeant's uniform, in which case you will only be recognized by officers. Or it may be an officer's uniform, in which case, nobody will recognize you except the Gestapo. But be careful. While you are wearing the uniform, if you are seen doing something irregular (such as killing a soldier), you will lose the protection of your disguise. If you manage to hide, click on the uniform once again (this time you will find it in your knapsack) or press U, and you will be disguised again.

HANDCUFFS

Hot Key: J



Once a German soldier has been knocked unconscious by any of the Commandos who are able to do so, Spooky can handcuff them. Once handcuffed, the enemies can be controlled (see "Controlling the Enemy" or the description of "Puppet" below) or left behind, rendering them useless. They will remain out of the game until they are seen by their comrades, who will free them and sound the alarm.

HANGER

Hot Key: T



When you have an enemy soldier knocked out and unconscious, you can steal his uniform. To do this, press on the hanger in your knapsack, or press T, and then click on the enemy soldier. His uniform will become yours. The uniform can be of three kinds: it could be a private's uniform, in which case you will not be discovered by any other private, but you will be found out by sergeants and officers. It could be a sergeant's uniform, in which case you will only be discovered by officers. Or it may be an officer's uniform, in which case, nobody will recognize and expose you except for the infamous Gestapo. You can steal multiple uniforms. To cycle through them, click on the uniform in your knapsack or press U.

CHLOROFORM

Hot Key: X



To render an enemy soldier unconscious, you can use the bottle of chloroform. To use it, click on the chloroform icon, or press X. Then click on the enemy soldier. The state of unconsciousness will last for a limited time. If you do nothing with the unconscious enemy, he will eventually wake up and sound the alarm.

DISTRACTING ENEMY SOLDIERS

Hot Key: D

While you are wearing the enemy uniform, you can approach an enemy soldier, click on the badge that appears in your knapsack or press D (the pointer will change shape), and then click on the desired enemy. You will then be able to speak to your enemy, distracting him. Regardless of his rank or function (except for the Gestapo), that enemy soldier will remain still with his eyes fixed on you until you dismiss him with a right-click.

FIRST AID KIT

Hot Key: K

In those missions in which Tread is not present, Spooky carries the first aid kit. To use it, click on it, and then on yourself or a colleague to increase a depleted health level.

HIDING BODIES

Just like Tiny, Spooky can carry the body of a fallen enemy. Click on the hand (or press H) and then on the body that you wish to pick up. When you want to release it, right-click on it.

CIGARETTE PACK

Hot Key: V

You can click on the cigarette pack in the knapsack, or press **V**, and then click on any nearby spot to throw the pack on the ground (the cursor will indicate whether or not this action is permitted). When a German soldier sees the cigarette pack in his short field of view, he will walk over to pick it up.

To get the cigarette pack into your knapsack, there are various options: when you handcuff an enemy soldier, if he has any cigarettes, you will remove them from him automatically. Additionally, if when you move the cursor over an enemy body, it changes into a hand holding a cigarette pack, you can click and grab the pack. Finally, you can also pick up the pack straight off the ground, by selecting the hand in the knapsack (or pressing **H**) and then clicking on the pack.

STONE

Hot Key: Y



To force a German soldier to look in a specific direction, you can throw a stone towards a spot close to the soldier, or directly at him. If you throw several stones, the soldier may go and investigate the source of the distraction.

PUPPET

Hot Key: R



To control an enemy whom you have previously knocked unconscious and handcuffed, press on the puppet icon in the knapsack, or click on **R**, and then on the enemy soldier you wish to control. cuffed, press on the puppet icon in the knapsack, or click on **R**, and then on the enemy soldier you wish to control.

NATASHA VAN DE ZAND "LIPS" DUTCH RESISTANCE CONTACT

Natasha's political ideals led her to join the Dutch Resistance movement in 1943. During 1944, she participated in various highly dangerous actions, always designed to assist the advance of the Allied forces.

LIPSTICK

Hot Key: D

You can click on the lipstick that will appear in your handbag or press **D** (the pointer will change shape), and then click on the enemy target. This will permit you to talk to the enemy, distracting him. Regardless of his rank, the enemy soldier will stay still and stare at you until you right-click to allow him to move. However, if you move, his field of view will also move accordingly.

PISTOL

Hot Key: Q

Lips also has a Beretta 1935, which she handles with great skill. Click on it, and then click on the target.

CIGARETTE PACK

Hot Key: V

You can click on the cigarette pack in the knapsack, or press **V**, and then click on any nearby spot to throw the pack on the ground (the cursor will indicate whether or not this action is permitted). When a German soldier sees the cigarette pack in his short field of view, he will walk over to pick it up.

To get the cigarette pack into your knapsack, there are various options: when you handcuff an enemy soldier, if he has any cigarettes, you will remove them from him automatically. Additionally, if when you move the cursor over an enemy body, it changes into a hand holding a cigarette pack, you can click and grab the pack. Finally, you can also pick up the pack straight off the ground, by selecting the hand in the knapsack (or pressing **H**) and then clicking on the pack.

DRAGISA SKOPJE YUGOSLAVIAN PARTISAN

Dragisa Skopje joined the Royal Yugoslavian army, in the service of King Peter II, in 1934. In early 1941, a group of Yugoslavian officers overthrew the King to prevent their country from joining the Tripartite Pact with Germany. Skopje, by now a major, joined the partisan army. When Yugoslavia was invaded by Germany in April, he was arrested and sentenced to death by firing squad.

CIGARETTE PACK

Hot Key: V

You can click on the cigarette pack in the knapsack, or press **V**, and then click on any nearby spot to throw the pack on the ground (the cursor will indicate whether or not this action is permitted). When a German soldier sees the cigarette pack in his short field of view, he will walk over to pick it up.

To get the cigarette pack into your knapsack, there are various options: when you handcuff an enemy soldier, if he has any cigarettes, you will remove them from him automatically. Additionally, if when you move the cursor over an enemy body, it changes into a hand holding a cigarette pack, you can click and grab the pack. Finally, you can also pick up the pack straight off the ground, by selecting the hand in the knapsack (or pressing **H**) and then clicking on the pack.

STONE

Hot Key: Y

To force a German soldier to look in a specific direction, you can throw a stone towards a spot close to the soldier, or directly at him. If you throw several stones, the soldier may go and investigate the source of the distraction.



THE MULTIPLAYER GAME

The Commandos multiplayer game permits various players to play a mission cooperatively. To use this option, each player must have a computer with a copy of the game installed, and their computers must be connected to each other by a Local Area Network (LAN) that supports the TCP/IP protocol. You can also play with other people by connecting to a dial-up multiplayer game server, if one is available. (Check with your local distributor regarding this possibility.)

We will now explain in detail the steps that you need to follow to play a multiplayer game of **COMMANDOS: BEYOND THE CALL OF DUTY** over a Local Area Network. If you only need a quick description, go directly to the section "Quick Guide" at the end of this discussion.

Playing over a Local Network

The submenu **Multiplayer Game** can be found in the **New Game** menu in **COMMANDOS: BEYOND THE CALL OF DUTY**. This submenu allows you to connect to a network game 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 **TcpServer** application that is provided with **COMMANDOS: BEYOND THE CALL OF DUTY**.



This program is accessible from the **Start** menu next to the game, and is called **TcpServer: Multiplayer game server**.

When you're running **TcpServer**, 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.

As soon as a computer/game server is running **TcpServer**, you can set up a multiplayer session by following these steps:

Step 1:

The players connect to the server
When a player selects **Multiplayer Game** from the **New Game** menu, a window will be displayed with options to perform the following functions:

Select Server

The option **Server IP Address** permits you to enter the IP address of the server. As we have seen above, this is the address shown by the program **TcpServer** 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**. Once you have typed in an address, that address will be kept in a configuration file and will be set by default each time you enter the game. If the server should change in another game session, all players will need to 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/her. This name will appear later on the list of connected players and under the photos of the soldiers in the **COMMANDOS: BEYOND THE CALL OF DUTY** 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 the game. 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.

done by another player, exchange messages, or leave the game session by selecting **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 is not 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 as in previous stages, if the Master is disconnected, someone will inherit the role.

The Master Can Save & Load the Game

A network game can be saved and loaded. This option is only available to the Master, and only by using the options **Quick Save** and **Load Quick Saved Game** (Ctrl S and Ctrl 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 Mission Success or Failure

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, pressing the **Continue** button displays the mission selection menu so the players can play another mission. If the mission was finished successfully, then the next mission will be selected by default. If the mission ended in failure, the option by default will be to play the failed mission again.

Step 3: Players Select Their Characters

Once the mission has been selected, a screen appears on all computers.

This is the last step before starting 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 are available for the selected mission. When a player clicks on one of the photographs, his/her name will be displayed under that portrait. This soldier will now "belong" to that player, and will be controlled by the player during the game (the other players will not be able to give that soldier orders). A second click on a character that "belongs" to you cancels your selection, leaving the soldier free to be selected by another player. A player will only be allowed to select the number of Commandos to which he/she is "entitled." For example: If there are four players and four characters, then each player will have the right to one character. If, however, there are four players and five Commandos, one of the players can select two characters. Once this happens, the other players will only be able to select one soldier.

When all the characters have been assigned to players, 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 the Master to return to the mission selection window.

When the Master selects **Continue**, the multiplayer game will begin.

Menu Display during a Multiplayer Game

In a single-player game, if the player presses **Esc** during the game, he/she will return to the Main Menu. In a multiplayer game, likewise, when one player presses **Esc**, the game is interrupted for all connected players, and the character selection window appears.

While this window is being displayed, any player can cancel the selection of a character, leaving that soldier free to be chosen by another player. It is also possible to select a character that has been aban-

doned by another player. This will remove the player from the list as a participant 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 admission phase and begins 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, which will have a different color than the players' messages. These messages include, for example, a notice of the success or failure of a mission. When any of these circumstances occurs, a menu window will appear on all computers, showing the message issued by the system.

Step 2:

The Master Selects a Mission

When the Master considers that there are enough players and selects the option **Select Mission**, a menu will appear on 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 stage, which is the selection of the Commandos. The mission that has been selected by the Master will be loaded in the computers of all the players, and the process proceeds to the next screen.

Connect to the Server & Player Inscription

The option **Connect to Game Server** will check to see whether a game session has begun in the server, and if so, will attempt to join it. The first player to connect to the server will be considered from then on as the Master, and his/her menus will have some additional options. In any case, once a player has activated the option **Connect to Game Server**, a menu will appear on his/her 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 button that is not available to the other players; this button is **Select Mission**.

It is only possible to join a multiplayer game session while the Master is in the Players screen. 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.

At the time the option **Connect to Game Server** is activated, if the program **TopServer** is not running in the server, or if the sign-up phase for players has finished, pertinent warnings 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 displayed below **Players**. The number of players is equal to the number of names that appear on that list. When the Master enters the game, the number of players shown is 1 and on the list there will be just one name: the Master's.

Next, you will see a message box for dialog among the players, followed by a line on which each player can write messages. When someone, from his/her computer, writes a message and presses **Enter**, that phrase will appear on the lists of messages of all the players that have connected, preceded 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 can use the option **Exit** to disconnect from the network game and return to the

QUICK KEY CHART

Gameplay

Keys	Action
1 - 8	Select specific Commando (use alphanumeric keyboard)
F1	Help
F2 - F7	Activate various modes in game screen
Pause	Pause
+ or -	Zoom in/zoom out (use numeric keypad)
.	Normal view (use numeric keypad)
Tab	Change left/right position of knapsack on screen
Esc	Go to Main Menu
Ctrl B	See a summary of Mission Briefing
Ctrl S	Quick Save current game
Ctrl L	Load last game saved with Quick Save
Alt + Click	Make camera track designated target
Ctrl + Click	Shoot from an armed vehicle
Shift + Click	See field of view of selected enemy soldier

Hot Keys

The hot keys for each special action work just as if you clicked on that item in your knapsack, keep in mind that you can only use the hot keys if the corresponding items are in the knapsack of the selected soldier.

Hot Key	Action
A	Explode time bomb (Inferno; complements B key)
B	Release time bomb (Inferno; complements A key)
C	Lie down on the ground (complements S key)
D	Diving Gear (Fins)/Distract enemy (Spooky)/Lipstick (Lips)
E	Grenade (Inferno)/Harpoon (Fins)/Sniper Rifle (Duke)/Rifle (Tread)
F	Shovel (Tiny)
G	Release acoustic decoy (Tiny; complements I key)
H	Hand (used for picking up items)
I	Activate/deactivate acoustic decoy (Tiny; complements G key)
J	Handcuffs (Tiny & Spooky)/Wire Cutters (Inferno)
K	First Aid Kit
N	Release inflatable launch (Fins; only works in shallow water)
Q	Pistol
R	Puppet
S	Stand up (complements C key)
T	Hanger (Spooky)
U	Recuse uniform (Spooky)
V	Cigarette pack
W	Submachine gun (Tread)/Knife (Tiny & Fins)/Trap (Inferno)/Lethal Injection (Spooky)
X	Blackjack (Tread)/Fist (Tiny)/Chloroform (Spooky)
Y	Stone

If something occurred that led to the failure of the mission, but permitted the game to continue (for example, if the escape vehicle was destroyed), then pressing **Continue** 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 from the beginning, the Master must select the option **Select Mission**.

Quick Guide

Everything explained above about a network game can be quickly summarized in the following steps:

1. In a computer connected to the network, run the program **TopServer**.
2. Various players run Commandos and, from the Main Menu, select the options **New Game/Multiplayer Game/Connect to Game Server**. (If it is the first time they play, they will have to have entered the server IP address and their names or nicknames as players in the menu **New Game/Multiplayer Game**). The first player to connect to the server becomes the Master.
3. In the player window, the Master selects the option **Select Mission** when he/she considers that there are enough players connected.
4. In the mission window, the Master selects a mission from the list and clicks on **Accept Mission**. The mission will then load in all computers.
5. In the **Select Commandos** window, the players click on the photos of the characters they will be handling. When all the Allies have been selected, the Master clicks on **Continue** to begin play.
6. During the game, the Master can save and load the game with **Ctrl S/Ctrl L**. He/she can also change the mission.
7. The players can "abandon" characters or recover the control of "abandoned" characters during the course of a mission. If a player abandons the game, he/she forces the remaining players to recover the control of the characters the player abandoned before they can continue playing the game.
8. Press Shift + right-click to see a mark on the scenario indicating a specific location to another player.

Limited Warranty

Eidos Interactive reserves the right to make improvements in the product described in this manual at any time and without notice. Eidos Interactive makes no warranties expressed or implied, with respect to this manufactured material, its quality, merchantability or fitness for any particular purpose. If any defect arises during the ninety (90) day limited warranty on the product itself (i.e. not the software program, which is provided "as is") return it in its original condition to the point of purchase.

Customer Service

Please read the following section before calling Customer Service:

There are millions of different hardware and software combinations possible with today's PC's. You may still have to contact your computer or hardware manufacturer in order to properly configure their products with our game. If at all possible, be near your computer when you call. Our Customer Service agent will need specific information about your computer. It may be necessary to access or change some files or configurations while you are on the phone. If it is not possible to be near your computer, be sure that you have the following information:

- Make, Model and Manufacturer of your system.
- Which operating system you are using.
- The text of any error messages you have seen during your attempt to start or play the game.
- How you have the game configured.

Our technical support line number is (415) 547-1244. Technical support is available Monday through Friday 9:00AM to 5:00PM Pacific Time. You may also fax us your problem. Our fax numbers are (415) 537-0095 or (415) 547-1202.

For online technical support, go to www.eidosinteractive.com/help.html

Original idea of COMMANDOS: BEYOND THE CALL OF DUTY

by GONZO SUAREZ & IGNACIO PEREZ

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German Patrols AI
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Software Design, Lead Technology & Console Programmer
Vehicles and Behavior
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Missions & Tools
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