

COMMANDOS



 PYRO
STUDIOS

EIDOS
INTERACTIVE

WARNING:**READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM:**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

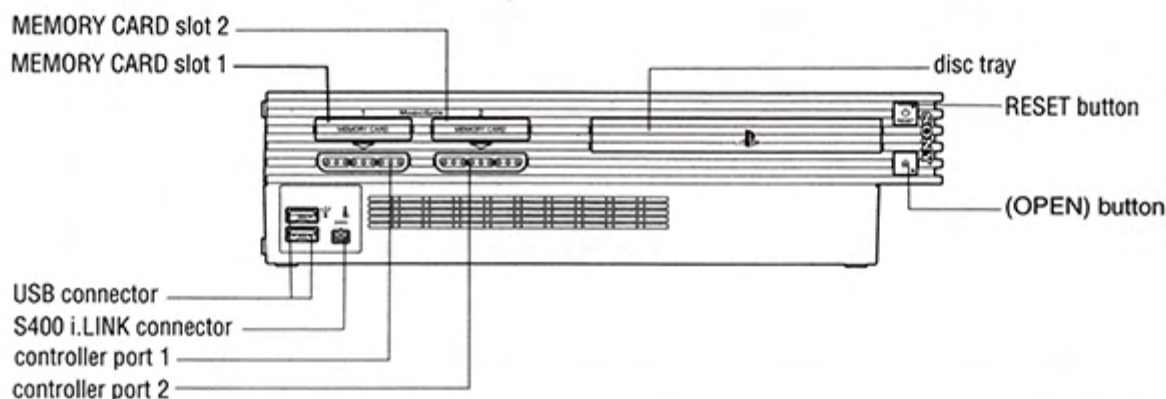


CONTENTS

GETTING STARTED	2
STARTING UP	3
THE MISSIONS	4
YOUR CAREER IN THE ARMY	4
SETTING UP	5
THE GAME	6
CONTROLS	7
THE GAME INTERFACE	8
VIEWING THE ENVIRONMENT	10
MOVING AROUND THE MAP	12
EXAMINE	18
THE BACKPACK/INVENTORY	19
RELEASING HOSTAGES	20
SELECTING ALLIED SOLDIERS	21
NOTEBOOK	21
CHARACTERS	22
THE COMMANDOS	22
THE ENEMY	27
WEAPONS AND EQUIPMENT	31
WEAPONS	39
VEHICLES	42
THE PUZZLE	43
SOME GEOGRAPHIC AND HISTORIC CONCESSIONS	43
SAVING AND LOADING GAMES	44
CREDITS	45



GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

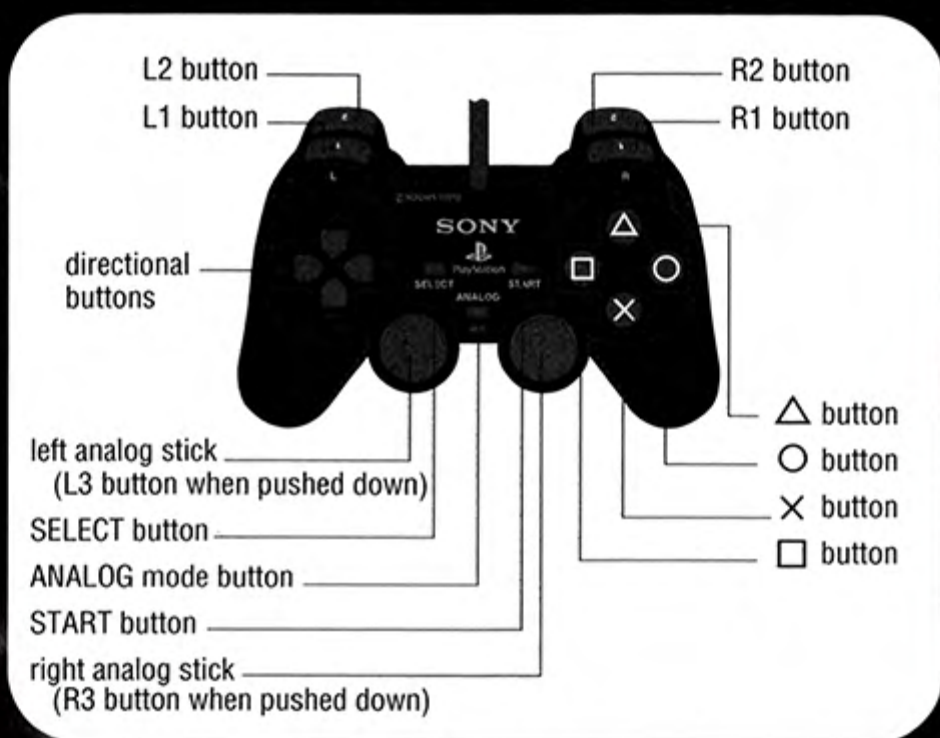
When the power indicator lights up, press the open button and the disc tray will open. Place the **COMMANDOS 2: MEN OF COURAGE™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLLER

- The controller should be connected to controller port 1. Do not insert or remove the controller or accessories once the power is turned on.
- The DUALSHOCK®2 analog controller's ANALOG mode button and mode indicator are always ON, indicating that the controller is in analog mode.
- When the controller's vibration function is set to ON (default), the controller will vibrate in response to game events.

MEMORY CARD

If you want to save your progress in **COMMANDOS 2: MEN OF COURAGE™**, make sure that you have a memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1 with 1024KB of free space, before you start your game.

THE MISSIONS

In **COMMANDOS 2: MEN OF COURAGE™**, you have to successfully take your men through a series of missions inspired by events that took place during WWII. The missions have several different objectives, new challenges and many possible approaches that depend on your tactic, skills and weapon dexterity. All missions have at least one main objective. These include rescue, espionage, assault and defend. Missions also include sub-objectives and clues that take you closer to your goal. If you don't complete your objectives or if you lose some of your team you will have to try again.

When creating **COMMANDOS 2: MEN OF COURAGE™**, we tried to make an enjoyable game that is more than just a faithful depiction of Commandos activity during WWII. Please note, if your history book contradicts what you see in the game ... trust your history book.

YOUR CAREER IN THE ARMY

The army life is a hard one. To excel you must complete objectives set out before and during the mission. Once you complete a mission you will be able to move to the next one. Each time you successfully finish a mission, you will be

assigned a number of points according to your degree of success. The points are based on the number of secondary objectives accomplished, the time it took you to finish and the damage you received. Not being detected, visiting different areas of the map, and the number of enemies neutralized are also factors when scoring points. You get maximum points if you tie enemies up, fewer points if you kill them with a knife and the fewest points of all if you kill them with a firearm.

As you progress through the missions, your points continue to accumulate and your rank should increase. When you start the game you are the lowest rank. By the time the war ends, if you have successfully completed the missions and displayed exemplary behavior you could attain the rank of Field Marshal. Your honor and your career depend on how effective you are ... and your pension depends on it too.



SETTING UP

SELECT YOUR PLAYER NAME AND THE MISSION

When you start **COMMANDOS 2: MEN OF COURAGE™** for the first time, you must create a player identity and assign it a name.

As this will be your first encounter you will only be granted access to the training missions. As your experience increases, you will be allowed to risk the Commandos and take on further missions.

Each new player you create will start from scratch, with no experience, and you will have to train him from the beginning.



LEVEL OF DIFFICULTY

Mission objectives of a particular mission will not change even if the difficulty level is altered. The differences you will experience will be in the behavior of your enemies and the supply of tools and provisions. For example, in Normal difficulty mode the enemy will be less likely to leap into action and will take more time recognizing and shooting at you than in the Hard and Very Hard difficulty modes.

In Normal mode your firearms have the longest range and shoot extremely fast. Enemies are more relaxed and their reaction times far longer, giving you a larger margin of error. If a Commando's health level drops to zero, you can bring him back from the brink of death by using any of the multiple first-aid kits that you will find. There is no shortage of ammo and items. Grenades and explosives have a larger damage radius.

In Hard mode you will encounter more enemies, the range and speed of your firearms is decreased and the enemy's reaction time is faster. Enemy firearms are more deadly. When one of your men dies, there is no way to bring him back.

In Very Hard mode, enemies react as soon as they see you, the range of their guns is the longest and their shots the deadliest. First-aid kits and ammunition are in very short supply. Success could rely on a single bullet, so ammunition must be used wisely. Just in case this wasn't enough, enemies recover from being knocked out by Commandos far faster. Wine also affects them for a shorter period of time.



TUTORIALS

A number of tutorials are designed to aid you in completing your task. It is recommended that you try some of these before playing the game.



THE GAME

This section contains information regarding the core areas of COMMANDOS 2: MEN OF COURAGE™. You will receive information about your men, the weapons you will use throughout the missions and various tactics that will help you accomplish your objectives. Reading them does not guarantee your success, but will help you recognize your options, rate the enemy's chances and anticipate the different perils that you will have to face.

ASSIGNMENT OF OBJECTIVES

At the beginning of each mission you will receive brief instructions on what is expected from you and your men. You will be given information in the following areas:

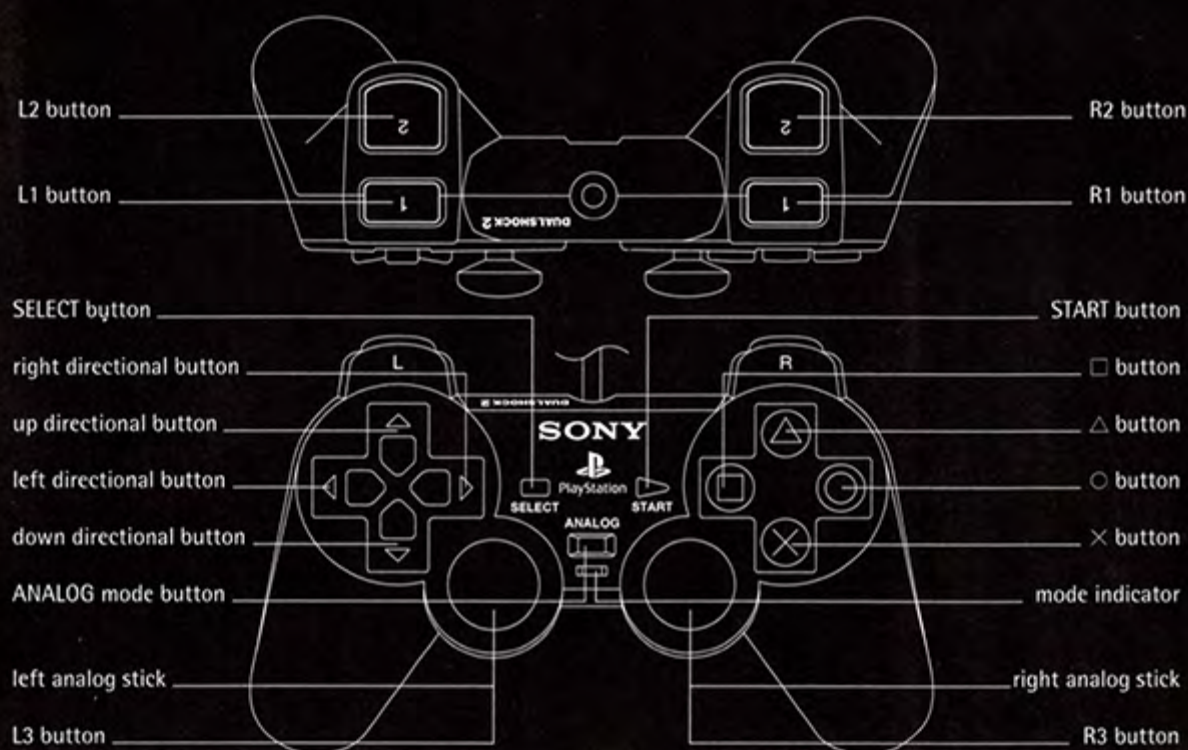
- The overall strategic situation
- The main mission objectives
- A tour of the environment, at which point you will see where objectives can be completed and the position of key areas. You'll also receive advice on the tactics you should employ.

If you would rather skip the briefing, press the  button at any point to start the mission.

If you need to check any of the objectives while in a mission, you can use the Notebook in the Interface. See "Notebook" on pg 21.



CONTROLS



L2 button	Stand / Crawl
L1 button	Change Offensive mode/Interaction mode
R2 button	Rotate View and Zoom (with right analog stick)
R1 button	Change options available in Interaction mode
SELECT button	Open Sight Indicator, Notebook, Detect Enemies, Objects and Map
↑ directional button	Tap through available offensive items
← directional button	Tap between possible targets and move through the Notebook
↓ directional button	Tap through available offensive items
→ directional button	Tap between possible targets and move through the Notebook
left analog stick	Move selected Commando
right analog stick	Move camera
× button	Select current option or mode
○ button	Direct action options
△ button	Cancel action/Exit
□ button	Display Character Select bar
START button	Pause game/Display Option screen/Skip Intro

INDIVIDUAL SELECTION

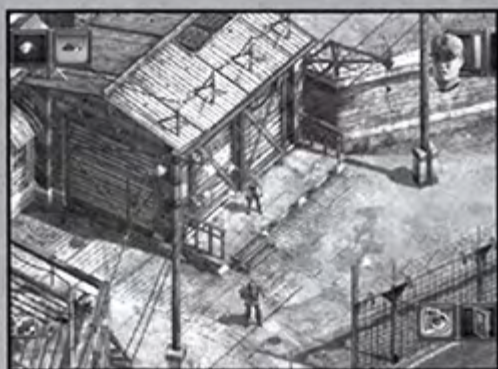
To give your Commandos orders you must first select them. Press the  button, and then press the directional button  or  to highlight the target character. Press the  button to select that man. The highlighted character will face the screen. An outline will appear around that Commando and his interface will appear. If your view of the Commando is obscured by a building, tree or wall, rotate the map to bring the character into view.



To select more than one Commando, tap the  button and press the directional button  or  to highlight the other characters you want to select. Once each one is highlighted, press the  button to add him to the group. Once all the characters are chosen, tap the  button to select. All selected Commandos will then follow the first Commando when you move the left analog stick.

THE GAME INTERFACE

The Interface is your command center. From here you control the game and give your men the necessary orders to complete the mission.



ABILITIES

Abilities are divided into two main modes. The first is Offensive mode and the second is Interaction mode.

OFFENSIVE MODE

When you move the selected Commando in Offensive mode, other characters and enemies are highlighted automatically by a target icon when in line of sight. The item currently selected in the Offensive mode box can be used against enemies by pressing the  button.

Offensive Objects are items you can use against the enemy either for distraction or attack. Also contained are items that can aid your Commandos or Allies, such as first-aid kits and ladders.

To change the selected object in the Offensive Box press the directional button  and tap the  button. Once the  button is pressed that object will be the currently selected one. Press the  button to proceed with that action. If you tap the button twice the Commando will run to that position and proceed with that action.

INTERACTION MODE

Interaction mode allows you to interact with the environment. This includes looking through windows, opening doors, carrying boxes and climbing walls.

If an object on the map is highlighted, there may be more than one interaction with that object. For example, the Green Beret can look inside the box or pick it up and carry it to an alternative position. To choose the appropriate action, tap the **R1** button to toggle. Press the **X** button to proceed with that action. If you tap the button twice the Commando will run to that position and proceed with that action.

DIRECT ACTION

Each Commando has a certain number of objects that can be accessed directly. Press the **○** button to display available objects. Objects include the Decoy and the Mine Detector.

CHANGING TARGET

If more than one available target appears in your line of sight, you can change the primary target by pressing the directional button **◀** or **▶**.

HEALTH BAR

This orange colored bar indicates your general health level. At the beginning of each mission it will always be full. As the mission progresses you may be shot, fall, suffer from lack of oxygen when swimming underwater or freeze in Arctic conditions. When these instances occur the health bar will diminish, indicating your increasingly precarious situation.



Fortunately you will have the opportunity to regenerate the health level of your Commandos when you find a first-aid kit or a tin of food in houses or other areas in the mission.

If your health bar continues to decrease and you fail to find the means to regenerate your Commando's health, he will soon die. Should this happen a skull will appear on the Interface to display the unfortunate end your soldier has met. In Normal mode you can revive fallen comrades. This does not apply in Hard and Very Hard modes.

STAMINA, OXYGEN AND BODY TEMPERATURE INDICATORS

Certain activities and areas will involve dangerous situations. Climbing and hanging have an impact on a Commando's physical condition and is displayed by a stamina indicator in the Interface. If the Stamina Bar reaches zero your Commando will run out of stamina and fall to the floor. Damage incurred is proportional to the distance fallen.



The indicator will also display the amount of oxygen left, while the Commando is swimming underwater. Again if the bar reaches zero the Commando's health will decrease and he will eventually drown. When Commandos are outdoors in the freezing temperatures of the Arctic without the proper clothing, a body temperature bar is displayed. If the bar reaches zero the Commando's health will fall and he will freeze to death unless you can get him somewhere warm.



VIEWING THE ENVIRONMENT

MOVING THE CAMERA

From the moment a mission starts you can freely scroll the camera around the whole external environment. It is highly recommended that you do this prior to issuing orders. Doing this will give you a better indication of the global situation.

Use the right analog stick to move toward the boundaries of the screen. When the screen stops moving you have reached the edge of the map.

ROTATING THE CAMERA

As you move the camera around the map, many areas will be hidden by houses, walls, furniture or vegetation. In order to view the whole environment you must combine the normal moving around the map with the three other camera angles.



Press and hold the **R2** button and move the right analog stick to the left. The camera will rotate in angles of 90° to the left. Alternatively, if you move the right analog stick to the right the camera will rotate in angles of 90° to the right.

Inside buildings, passages and tunnels, you can rotate the camera in the same way as outside. The difference is that the camera rotation angle is free (i.e. not in 90° steps). This allows you to examine the interiors from the angle you require.

ZOOMING IN AND OUT

You are able to change the zoom level of a map. Press and hold the **R2** button and move the right analog stick back. This makes the viewing area zoom out and you will observe a larger area of the map. Alternatively, press and hold the **R2** button and move the right analog stick forward to zoom in to view specific areas of the environment.

Press and hold the **R2** button, then press the R3 button to revert to default zoom.

ENEMY FIELD OF VIEW

Press the  button, highlight SIGHT INDICATOR and tap the  button to select. As you move the left analog stick you see that a red indicator moves around the environment. If this passes in front of enemy view, that view area will be indicated. You can also fix the indicator on the environment by pressing the  button. Press the  button to regain control of your Commando.



Use this tool to observe the movements of the enemy soldiers. Doing this will help you to prepare your strategy.

MAP

You can also locate the enemy by pressing the  button, highlighting MAP and tapping the  button. This will reveal a sketch of the mission map. You will find several points with various colors representing the different elements of the game, as well as a rectangular box representing the area that is currently contained in the viewable area of the screen. Blue points are Allied soldiers and red points are the enemy. To put the map away, press the  button.



LOCATING THE ENEMY AND INTERACTIVE ELEMENTS

As explained in "Rotating the Camera" on page 10, your camera position will determine the elements you can see on the map. Press the  button, highlight DETECT ENEMY and press the  button to activate. All enemies in that area will be highlighted regardless of whether they are hidden or not. In a similar way, select DETECT OBJECTS and press the  button to locate doors, ammunition, food, tools and other supplies distributed around the scenery. Every object you can interact with will be highlighted. These two functions are extremely useful as they provide information on the map and include elements that may be hidden from you. It will help you plan your strategy far more effectively.



MOVING AROUND THE MAP

MOVING BETWEEN LEVELS

Once a Commando is selected, move the left analog stick to move the Commando. The Commando selected will walk if you apply slight pressure to the left analog stick. If you want the Commando to run, move the left analog stick to the extreme of the direction in which you want him to move. While running will save time, your haste will create far more noise than walking or crawling.

Inside buildings your Commandos can move from level to level using stairs. Commandos are able to do this whether they are standing or crawling.

SWIM, DIVE AND SURFACE

All your men know how to swim and dive. If you approach the water in a standing position, the Commando will dive head-first into the water, creating a loud noise that could alert the enemy. If you want to enter the water quietly, command the character to crawl to the edge and he will enter in silence.

Once in the water, you can swim with the minimum of noise by applying slight pressure to the left analog stick. If you require more speed, apply further pressure to the left analog stick. Again faster but far more noisy!

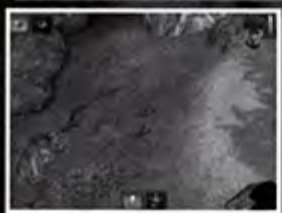
If the water is a sufficient depth your Commandos can swim underwater. This allows them to avoid enemy detection and find alternative paths through the mission. The ability to dive is indicated by the appearance of a dive icon on the Commando control panel.

The Commando will submerge and an oxygen bar will appear indicating how long your Commando can stay underwater. If the bar reaches zero the Commando's health bar will decrease and the Commando's facial animation will turn green, indicating that he is drowning. Each Commando has individual attributes. This is clearly visible when swimming as different Commandos can stay underwater for varying lengths of time.





To surface for air, use the surface icon in the Commando Interface. The oxygen bar will then fill until completely replenished, but if you dive prior to the bar being completely filled, your Commando will dive with that amount of air.



While your Commando is submerged, the Look Above icon allows him to look above the water to view his surroundings. However, the oxygen bar will continue to fall as your Commando is still underwater.

To exit the water, move the Commando using the left analog stick and press the  button in Interactive mode. The only Commando who can stay submerged for an indefinite amount of time is the Diver, using the diving equipment. He is also the only Commando who can defend himself underwater, as his harpoon gun offers protection from sharks, walrus and crocodiles, but unfortunately not against piranha.

While submerged the Diver will also be able to disarm enemy mines and fight enemy divers. Hiding in shoals of fish is a highly recommended way of avoiding detection.

DOORS, WINDOWS, TRAP DOORS AND LADDERS

To walk through a door you must first ascertain if the door is unlocked. If the door is indeed unlocked an Enter icon will appear when you approach. Alternatively, if the door is locked a similar icon will appear but with a No Entry sign around it. To open a locked door you will have to command the Thief to enter the building and unlock the door from inside. Some doors require a special key. When you attempt to enter a security door without the key, a blue icon will appear indicating the need to find the correct key. Not even the Green Beret can knock down doors that require a special key.

Before entering a room it's highly recommended that you look inside first. A small screen will appear in the top left corner showing you the contents of the interior. If you look through an opening leading outdoors, the screen will switch to the exterior view. You are able to move around, zoom in and out and rotate the camera in this view. To leave this view press the  button. These rules apply to all openings, from doors and windows to tunnels and trap doors.



If you look through a window at an interior, the enemies inside will not see you. If however you are inside a building and look out through a window, the enemy soldiers will be able to see you. To make things easier, when you enter a building all enemies contained within are outlined in red. You can also press the  button, highlight DETECT ENEMIES and tap the  button. All enemies on screen will be outlined even if they are in a different room or floor. The Green Beret can also climb out through windows in Interaction mode. If the drop from the window is great the Green Beret can hang from the window.

Once you're on a ladder or telephone pole, move the left analog stick forward to climb up and backward to climb down. While you are climbing the ladder the stamina bar will appear and start to decrease. If it reaches zero the Commando will fall to the floor. Any damage sustained is proportional to the drop.

HOLES AND HIDING PLACES

Thanks to his small frame and agility, the Thief can sneak around and hide in very small places including cupboards, under beds and tables. This allows him to assume extremely advantageous positions that will help clear the path to victory.

The Thief can use holes in walls as entry points to buildings. Approach the hole in Interaction mode. If you are able to enter the hole the option will become available in the bottom right of the screen. You can then press the  button to enter and cross to the other side.

You can also use the hiding places with the Thief. If it is a suitable hiding place the option will become available. Press the  button and the Thief will hide. While in a hiding place you are safe from all enemies. The drawback is that the Thief is unable to participate in any way while hiding. To exit the hiding place press the  button.

There also exist special passages above and below ground that all the Commandos can use. Press the  button, highlight DETECT OBJECTS and tap the  button to activate.

KNOCKING ON WALLS

The Green Beret can also knock on walls to attract enemy attention. Highlight the fist as your weapon and approach a wall. The Knock On Wall icon will appear. Press the  button to knock. Any enemy who can hear the sound will investigate.



CLIMB POSTS AND SWING ALONG WIRES

Posts and cables are another path you can chose to aid in the completion of a mission. Once up a pole you may be able to access windows you were previously unable to reach. While you're at the top of a post or hanging from a wire, the enemy soldiers will be unable to see you. The enemy will not see you again until you run out of strength and fall or descend from the pole.

Only the Green Beret and the Thief can climb the posts and swing along the wires. The Sniper can also climb posts but cannot swing across the wires.

To climb a post, select one of the Commandos that have climbing ability. That option will become available once you're near the post and in Interaction mode. Press the **X** button to commence the climb. Once on a pole you must then push the left analog stick forward to climb up and backward to climb down. Once the Commando is at the top he will swing at the top and stay there until told to do otherwise. If you have selected the Sniper he will climb to the top and grip the post with his legs so his hands are free for his rifle.

When hanging from a wire you can swing along it by moving the left analog stick **◀** or **▶**. If you then want to drop to the floor, press the **△** button. The green cursor directly underneath Commandos swinging along wires indicates where the Commando would land, should he fall or should you chose to descend. Once you commence with the climb a stamina bar appears and begins to decrease. If the bar reaches zero you will fall.



TAKING AND LEAVING ITEMS

Scattered around the maps are weapons, ammunition and provisions that your Commandos are able to collect and use. You can find these items in cupboards and wardrobes. They can also be taken from enemy soldiers.

If you want to carry a box or barrel you may only use the Green Beret. These items are far too large and heavy to place in your backpack and you will also lose the ability to run. When carrying a large item, press the **△** button to drop it. Barrels are very useful as they will explode when shot at.

You can pick up the bodies of dead or bound enemy soldiers in the same way as picking up larger items. You cannot pick up enemy soldiers until they have been tied up or have been killed. The option to pick up the soldier will become available in Interaction mode. Select this option by pressing the **⊗** button. Once you have reached the desired location press the **△** button to drop the soldier. You can also dispose of bodies by throwing them out of windows, in tall grass or at sea. All the Commandos can carry enemy soldiers' bodies, but the ability to run is disabled for all Commandos during this time.



CRAWL, STAND UP OR EXIT FROM ...

Press the **L2** button to toggle between walking or crawling to avoid the enemy in certain situations. Crawling allows your Commandos and other characters to move around and avoid being detected in the outer view range of the enemy field of view. Using this method the Thief can crawl under barbed wire.

If you decide to walk, your Commandos will be able to move faster but will be easily spotted by the enemies at any of the ranges of their field of view.

Note that the faster you move the more noise you produce. You can be heard when walking if you are very close to an enemy soldier. Crawling is far less noisy than walking or running.

THROWING ITEMS

Your Commandos can throw objects in an attempt to distract the enemy. A packet of cigarettes or bottle of wine can prove a tempting sight to enemy soldiers, who may then leave their post, offering you an opportunity to sneak past or maybe even sneak up on them!

Select the item you want to throw from the Offensive menu. Then press the **R1** button, move the left analog stick to the desired target location and press the **X** button to throw. These items can be thrown a limited distance.

If you are too far away the cursor will clearly indicate this and you will have to try to get closer to the target. You can retrieve the item from the floor or from the enemy soldier's backpack once he has been knocked out or killed.

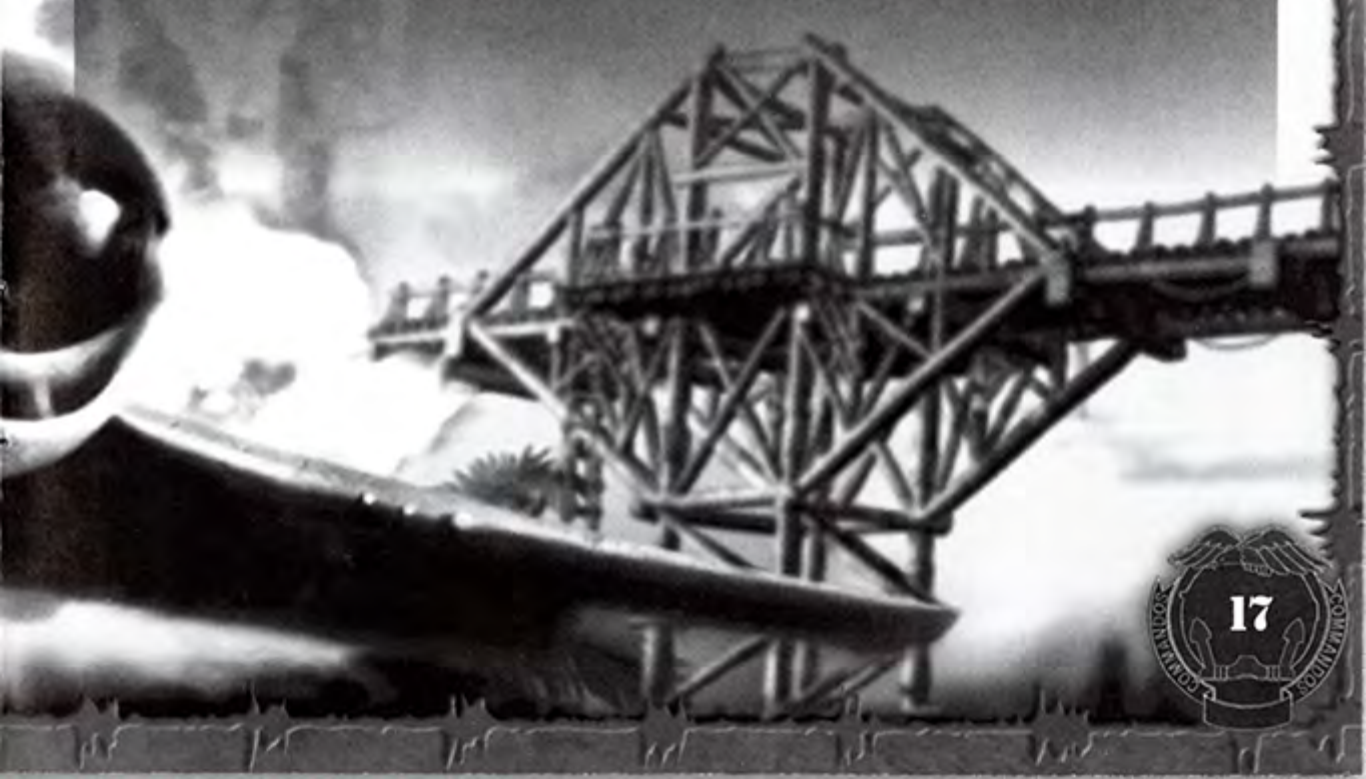


The Sapper can throw grenades. Select the grenade in the Offensive menu. Then press the **R1** button and move the left analog stick to the desired target location at which you would like the grenade to explode. Grenades have a maximum and minimum distance. Try to use them wisely as they kill everyone in the surrounding area upon detonation. You can also throw grenades through doors, windows and trap doors.

SWITCHES IN MISSIONS

You will find electrified fences, floodlit areas and doors activated by switches. You can first examine what effect the switch will have prior to operating. Do this by selecting the Examine option and pressing the **X** button. A small window will appear indicating what effect the switch will have.

To use the switch select the Use option and press the **X** button. A small window will appear displaying the switch's effect.



EXAMINE



The "Examine" ability has different uses, all of which you will find extremely helpful.

If you use this ability on dead or bound enemy soldiers, allies, boxes and cupboards, your Commando's inventory will be displayed as well as a graphic of the soldier's backpack or the object's contents. You can then easily select and transfer items back and forth by pressing the **X** button on the item you want to move and then moving the item by pressing the directional button **←** or **→**. To drop the item in your backpack, press the **X** button to place it in desired spot. The Examine ability also has an important strategic function. The game involves both the interior and exterior of buildings. Therefore, your viewable area will not always be capable of displaying what you would find when using a door or climbing a ladder. If you are inside a building, use the Examine ability. The external view will be displayed. Enemy soldiers in the area will be outlined in red. To return to the interior view, press the **△** button. If you are inside a building and want to move carefully, use the Examine option on doors, trap doors and ladders. A window will pop up in the top left corner of the screen. You can move the viewing angle by moving the left analog stick. To exit this mode and regain control of your Commando, press the **△** button. •

In some missions you will discover switches that activate and deactivate electrified fences, floodlit areas and doors. If you use the Examine ability a window will pop up displaying the element that the switch will activate.

THE BACKPACK/INVENTORY



This is where your Commandos store all the objects they have found during the mission. These can include weapons, ammo, food and enemy uniforms. To open the backpack, press the  button, move to the required Commando image by pressing the directional button  or  and press the directional button  to open.

You have several empty spaces in your backpack at the beginning of each mission. You will be able to use these spaces with items you find along your exploration of the mission. Space in the backpack is limited.

The weapons, tools and items that each character has been trained to use can be controlled through the Interface. All characters can carry all items even if they are not trained to use them. If this is the case the item will appear in the Inventory but not in the Interface. For example, if the Thief finds a mine he can pick it up and place it in his backpack. You will not see it on his interface as he is not trained to use it. He can however pass it to the Sapper and it will appear in his Interface as he is trained in the use of mines.

Enemy soldiers who have been knocked out or killed are a good supply of useful equipment. Search the bodies using the Examine icon and two inventories will appear on screen.

One is the enemy inventory and the other is your own. Press the  button on the equipment you require and move it to a free space in your Inventory by pressing the directional button  or . Press the  button again to place it in your backpack.

If your backpack is full when you attempt to pick up another item, an icon will appear indicating that you cannot pick up the item. If your backpack is already open and you attempt to place more items into it, a red highlight will indicate that you have no more room. You can try to re-organize your backpack to create more space.

You can also leave items you currently have on the floor to make space for other items you have just found. To do this, select the item to drop by tapping the **X** button and drop it on the floor by tapping the **O** button. The item will be left at your feet as you may want to pick it up later.

To exchange objects with other characters, move your Commando near another and use the Examine ability in the Interface. Press the **X** button on the item you want to move, and move it across by pressing the directional button **◀** or **▶**. Once the item is in the desired position, press the **X** button again to place it. Alternatively, press the **R1** button to enable selection of a character to swap items with.

If the background color of the section turns green, this indicates that there is space for this object and you can store it in your backpack.

If the background color of the section turns blue, this indicates that this item will occupy no extra room as it can share space with an item you already possess. This is very useful especially with ammunition and weapons of the same kind.

If the background color of the section turns red, this indicates that there is no space for that object. This can occur due to the backpack reaching its capacity or because the objects you currently possess have been arranged inefficiently.

Some items can be combined. For instance, the sleeping pills with the wine will knock out enemy soldiers. Select one object by pressing the **X** button and place it over the item you want to combine it with. Then press the **X** button again to combine. Some items (such as the first-aid kit) can be used from within the Inventory. This is done by pressing the **□** button.

You can also choose to only remove the ammo from an enemy soldier's gun. To do this hold down the **L1** button and tap the **□** button. You may also encounter a situation where you will want to move only one weapon from the enemy or from a friendly character. To do hold down the **L1** button and tap the **X** button.



RELEASING HOSTAGES

Liberate hostages by approaching one with a Commando in Interaction mode. When you're close, the Talk icon will appear. Select this option and the hostage will be released and can be controlled in the same way as your Commandos.



SELECTING ALLIED SOLDIERS

You can select an Allied soldier if you have spoken to him with one of your Commandos. Lupin cannot speak with the Allies as he is not of sufficient rank.

To control the Allied soldier, approach him and press the **□** button. Press and hold the **R1** button and cycle through the available soldiers by pressing the directional button **◀** or **▶**. Once you have highlighted the appropriate soldier press the **×** button to assume control.

NOTEBOOK



If you are unsure about the mission objectives or about any of the objects present in the game, you can view the Notebook. In it you will find detailed information on the mission, weapons, equipment and techniques. There is also a general help section to aid your success in the completion of the more difficult missions.

To view the Notebook, press the **SELECT** button, highlight **NOTEBOOK** and tap the **×** button. Your current Primary and Secondary objectives are listed and can be selected by pressing the directional button **▲** or **▼** and then tapping the **×** button. To return to the full list of objectives, press the **△** button.

If you view an objective, you can rotate the map displayed by pressing the **×** button. Once you view an objective you can then select **GOAL PATH** in the Play menu. This will give you an indication of where you should be going.

You can toggle between mission objectives and general information by pressing the **R1** button when the Notebook is on screen. Press the directional button **◀** or **▶** to move through the pages of the Notebook.

To exit the Notebook, press the **△** button.

CHARACTERS

When playing Commandos you are the official responsible for a very special group of characters. They are all exceptional and have been thoroughly trained for missions behind enemy lines. Additionally, each one has special skills that you will have the chance to exploit when assigning orders during the missions.

It is also extremely important to know your enemies. This is especially helpful when planning your tactics. You will find this information at the end of this chapter.

THE COMMANDOS

JERRY MCHALE "TINY" (GREEN BERET)



SKILLS

He is the biggest member of the group and his tremendous strength allows him to fight, knock out and tie the enemies very quickly. He is able to knock down virtually every door, jump from incredible heights, climb poles and swing along wires. He is also the second fastest runner of the group of Commandos and his amazing stamina allows him to withstand flesh wounds and gunshots that would kill any other. His preferred lethal weapons are his knife and his bare hands. He can use both in deadly combinations especially when he uses the element of surprise. His enemies don't stand a chance.

RENE DUCHAMP "SPOOKY" (SPY)



Born in Lyon, France on the 20th of November 1911, DuChamp joined the French Secret Service when he was 25 years old. He served as Security chief at the French Embassy in Berlin, where he learned relevant information about several members of the Hitler Staff.

At the start of the war he joined the French Army and became one of the main active leaders of the French resistance. He has often been a valuable team member of the Commandos group and on many occasions has been of vital help when planning covert assault operations. His knowledge of the tactics and personalities of the German military has repeatedly proved its use for the English Secret Service.

SKILLS

He speaks several languages fluently and has a natural talent for imitation. These skills are invaluable on his missions as a secret agent. One of his most common assignments is to infiltrate enemy lines wearing a stolen enemy uniform and divert, deceive or give deceptive orders to enemy soldiers. His attack involves silent and cautious movement and he attempts to use minimum force if possible. His preferred weapon is a syringe loaded with a lethal poison that eliminates enemies in absolute silence.

THOMAS HANCOCK "INFERNO" (SAPPER)



Born in Liverpool on the 14th of January 1911, Hancock graduated in chemistry. He was 22 when he joined the Firefighters where he specialized as an expert in High Risk Explosives. In 1939 he joined the Army and one year later joined the Commandos group as a volunteer.

His profound knowledge of developing and planting explosives has resulted in a string of successful missions. During the assault on Saint Nazare he was responsible for all the controlled explosions that flooded the harbor buildings and killed numerous German enemies.

SKILLS

He is an expert at calculating, placing and developing explosives. The materials he carries in his backpack are always delicate but heavy. This forces him to move slowly and can stop him from entering water in order to protect the sensitive products in his backpack. He can operate other weapons, such as grenades, bazookas, flame-throwers and mine detectors. He can detect and deactivate mines to then use them at a later time. He can form minefields in areas where enemies and their vehicles will pass.

JAMES BLACKWOOD "FINS" (DIVER)



He was born in Australia on the 3rd of August 1911. He joined the Navy where his ability to swim and row greatly accelerated his promotion to the rank of captain. Two years later, his aggressive character and repeated disobedience were to blame for his demotion to the rank of private within the Commandos group. In

1943 he was honored with the Military Cross following his heroic evacuation of 45 men from the beach of Dunkirk after it had been taken by the enemy.

SKILLS

Fins is a specialist trained for aquatic-based missions. With his harpoon gun and diving equipment he is able to spend hours underwater without worrying about his oxygen supply or any danger he may encounter at sea.

On land he has complete mastery of throwing knives. He carries a grappling hook that he uses to silently climb buildings, walls and trees.

SID PERKINS "TREAD" (DRIVER)



He was born on the 4th of April 1910 in Brooklyn, USA. Little is known of his early life but in 1937 he traveled to the UK and joined the British Army. While

co-operating with the Foreign Office, he investigated and tested weapons and vehicles taken from enemy armies. During this time he met Paddy Maine, who convinced him to join the Commandos group.

In 1942 he appeared in all the British newspapers when during the course of the assault on the Tamet aerodrome, he ran out of ammunition and decided to ram his vehicle against the target. The explosion that destroyed the first airplane produced a chain reaction that demolished most of the aerodrome with astonishing results.

SKILLS

He enjoys fighting the enemy and can drive all types of vehicles. His regular tools of choice are gas bombs, smoke bombs, hunting traps, and cable to make traps - to name a few.

SIR FRANCIS T. WOOLRIDGE "DUKE" (SNIPER)



He was born in Sheffield, England, on the 21st of March 1909, into one of the more influential families of the British aristocracy. Known among his colleagues as "Duke," he is an excellent sniper. His cool temperament and self-control allowed him to shoot and kill the chief commander of the German army with a single shot, at a distance of over a mile, during the Narvik invasion.

SKILLS

He is cool and self-controlled. All his actions are perfectly calculated. He will rarely waste a bullet. He is considered one of the best snipers in the world. His most common missions involve clearing a path for his colleagues and eliminating concealed enemies. He will then stand behind windows, poles or other objects that provide shelter while he provides cover for the advancing Commando troops.

NATASHA NIKOCHEVSKI "THE SEDUCTRESS" (RESISTANCE OPERATIVE)



She was born in Kiev, Ukraine, on the 21st of April 1912. She is the daughter of an aristocrat from the Netherlands and a Russian dame exiled after the 1917 Revolution. Following her political convictions, she joined the Resistance in her father's country in 1943. She combines this activity with occasional mission with the Commandos.

SKILLS

She speaks several languages as her alias shows. She is a fascinating woman - but extremely deadly. She is always ready to distract the enemy by combining intoxicating conversation with an appropriate costume and the help of her lipstick. She is not especially aggressive but is perfectly able to assist the Commandos when necessary and is a remarkably good sniper, as Duke will attest.

PAUL TOLEDO "LUPIN" (THIEF)



Born in Paris, France, on the 1st of March 1916, Paul is a recent addition to the group of Commandos. When the Germans invaded Paris he decided to start his own one-man war, entering every house occupied by the Germans and stealing every German's wallet within his reach. In 1940 he stole René Duchamp's suitcase, mistaking him for a German officer. He was greatly surprised when he found important documents inside the suitcase and decided to put them in the hands of the French resistance. From this moment on he was recommended by Frenchy to the Commandos and has been of great help since then.

SKILLS

He is the smallest and fastest of all of the Commandos. His tiny frame is more than compensated for by his agility to access small areas, break into houses, climb poles, pick locks and a host of other talents. This allows him to break through enemy lines through avenues completely closed to other men. He has mastered several martial arts and enjoys stalking and picking the pockets of enemy soldiers. He can also open doors and safes with his tools. He has a pet rat, Spike, that he has trained to divert the enemies. His most common missions consist of allowing other Commandos to access buildings. He can enter buildings through windows and holes. Once inside, he opens doors with his tools and the keys he has stolen from the Germans he found on his way.

WHISKEY



Whiskey grew up in the New York submarine shipyard and became the mascot of the submersible E-423 in 1941. During an incursion into the North Sea, the ship was captured by a German patrol and taken to the base of La Pallice on the French coast. After Whiskey's owner died, Lupin looked after him and he joined the Commandos group.

SKILLS

Whiskey diverts enemies by barking and running around them. He can carry small objects from one Commando to another, crossing through fields containing enemies. With his keen sense of smell he can detect mines, although he is obviously unable to deactivate them. He cannot climb ladders but any Commando can put him in his backpack and carry him around.

SPECIAL CHARACTERS

In addition to the main characters described, in certain missions you will count on the help of some Allied characters such as United States soldiers, Gurkhas, the French Resistance, a Hindu spiritual leader, an exceptional prisoner by the name of Guinness, and Wilson, the shipwrecked sailor on a not-so-abandoned island, who will help you divert your enemy.



THE ENEMY



You are already familiar with your men and some of their abilities. You can now learn about your enemies. In different missions you will find German and Japanese soldiers and, although their behavior is very similar, studying their weak points will help you take advantage of them and even defeat them on their own soil.

An enemy soldier can see and hear your men. He can also be alerted by other soldiers or by alarms. If he sees a corpse or something suspicious or hears an explosion, he will stare at this point and will be more vigilant of anything that may happen until, after a certain amount of time, he relaxes again.

GENERAL BEHAVIOR

Enemies will normally remain at their posts watching over a zone, busy with some activity or patrolling a particular area. When alerted, some of them will stay in their positions, but many will rush toward the point where something suspicious has occurred. You can find out which enemies will leave their posts by using the binoculars to observe them.

MILITARY RANK

There are three enemy ranks: soldiers, corporals and officers. The main difference is the ability the Spy has when he issues orders while disguised as the enemy. His orders will be accepted far more easily by the lower ranked enemies than by the corporals.



In addition, the officers can always recognize the Spy and Natasha in their short range of vision, and the SS officers can tell them apart as soon as they see them, even when disguised.

FIELD OF VIEW

The sight of all the enemies forms a triangular area divided into parts. These parts are known as short-range area and long-range area. In the long-range area of their sight the enemy soldiers will not see your men immediately. It will take them awhile if your men are standing, and they will not see your men at all when crawling. Your men will also be oblivious to the enemy if they are disguised, under a shadow or against a wall.

During night missions enemies can see your men if they're under a lamp or floodlight.

When one or several enemies sees one of your men, a blue line will be drawn to show you who has detected him and considering whether he is friend or foe. If after a period of time (long or short depending on the difficulty mode), you haven't moved the Commando from that area, the enemy soldiers will eventually recognize him. The line will turn from blue to red and the soldiers will chase you.

If you throw a packet of cigarettes or a bottle of wine, an orange line will indicate who has detected it and may go to get it.

When an enemy sniper aims at one of your men with his rifle, a crosshair icon will appear over the Commando while the enemy is preparing to shoot. If you don't run for cover, your Commando will be killed. Remember that the icon will not tell you where the sniper is located, therefore you will have to act quickly and hope you run in the right direction.



ALERTED STATUS



When an enemy's field of view is green, it means that he is relaxed and will tend to occupy himself with his own normal duties, things he'll keep doing as long as there is

nothing to arouse his suspicion. If the area is red, the enemy is clearly alert. This means that he will react immediately if he sees any of your men. If you wait a sufficient period of time, the enemy will return to his duties.

ENEMY WEAPONS



Each enemy uses a weapon according to his rank. Corporals and officers will use their regulation pistols. The soldiers have rifles and machine guns.



Some enemies who are dressed as civilians do not carry weapons but are able to

defend themselves with their bare hands. These include workers, executives and sailors. They are not a great danger for your firearms but could sound the alarm and the real problems will begin. Some mechanics wear flame-proof suits and are resistant to the flame-throwers, but not to your guns.

SPECIAL ENEMY UNITS



Elite snipers use precision rifles. They can see far further and can see your men even if they are lying on the floor. At long distances they will undoubtedly use their rifles. When close enough, they will use their pistols, which are far less

powerful but more effective at close range.

The grenadiers corps of the German army are a fearsome foe as they can throw grenades when outside and also through windows. A single grenade can kill all your Commandos if they are in the same room. Be extremely careful if you see a German grenadier.

When underwater, you can encounter groups of divers with harpoon guns. The range of their weapons is limited but they can be very dangerous.

Enemies also take up lookout positions and can be equipped with binoculars. They can spot you from a great distance and rapidly advise enemy guns to shoot at your position.

There are posts with heavy machine guns guarding strategic areas. If you can take control of these points you can turn the guns against your enemies.

Patrols consist of several soldiers in formation and commanded by an officer. They make vigilant rounds and escort other enemies. When an alarm sounds they change their normal routes to cover larger areas that will make your mission more difficult.

Some patrols can arrest your men and take them to prison. You will then have to rescue them so that you can complete your mission. If a patrol attempts to arrest you, don't resist them or you will be shot. If you do decide to run make sure you can get away.



OBTAIN INFORMATION AND RESOURCES FROM THE ENEMY

Use the binoculars to get additional information about the enemy, including type of gun, health level and whether or not they will leave their position,

Inspect the bodies of dead or bound enemies as you may find valuable items on their person. You can salvage their weapons, ammunition, explosive materials, uniforms and special items such as codes or keys.

The weapons that you take from enemies have limited ammunition and uniforms will disguise your men for a limited amount of time. Consequently you should try obtaining as many as possible.

WAYS THE ENEMY CAN BE ALERTED

Enemies can see you, hear you and follow your footprints on snow or sand.

If they encounter bound comrades or find a dead soldier they can sound the alarm. The enemy will do everything he can to find you during a certain period of time before going back to his normal duties.

Doberman guard dogs can see you and will attract the enemies as they bark while they attack you.

Wild animals will attack you and your enemies. If you are skillful enough you can use the wild animals to your advantage to attack your enemies.

ENEMY VEHICLES



The enemy has various types of vehicles that they use to dramatic effect. Your Commandos can assume control of these vehicles but not if they are occupied by enemy soldiers. You can destroy vehicles with rocket launchers, bombs, anti-tank mines and bazookas. The best method is to find vehicles that are not currently manned by the enemy.

WEAPONS AND EQUIPMENT

You will now be given a brief description of the items you will encounter on your missions.

To use or activate these objects, press the  button. Depending on the type of object, the action can execute immediately or not, as in the case of some weapons where the cursor will change its shape so that you can use it as a target. The cursor may sometimes show a Forbidden sign indicating that this action cannot be performed with the place or object that you were targeting.

Other tools, such as the decoy, can be remotely activated. When you place these objects you can then move away and activate them from a safe distance. There are also other objects that you can use to distract or deceive the enemy.

Your men are well-trained and experienced specialists and you will very seldom encounter problems using weapons and equipment.

OBJECTS THAT UTILIZE THE DIRECT ACTION BUTTON (BUTTON)

All the objects in this category can be selected by pressing the  button, pressing the directional button  and  to highlight and pressing the  button. Once selected, that item can then be used by the current character.



Changing uniform/clothing

All the characters except Whiskey have a normal uniform that they pack away while disguised as enemies.



Enemy uniform

All of the Commandos are able to use an enemy uniform. The most common way to obtain an enemy's uniform is to steal it off his back. Once the enemy is knocked out or killed you can examine his Inventory and take his clothes. By wearing the uniform, Commandos will escape the long-range view of the enemies (except if they are SS officers), as long as they do not appear suspicious.



Corporal and officer uniforms

The Spy is the only one who can take advantage of these uniforms. If he is in possession of a corporal or officer's uniform he will convince the enemy that he is indeed one of them.



Diving equipment

When you select the diving equipment, the Diver will put on his wet suit and oxygen tank that allow him to spend hours underwater.



Snow equipment

It is absolutely essential that you wear this special equipment in order to survive in the extreme colds of the Arctic. Each character has his own snow uniform but, in case he loses it or doesn't find it, he can try to obtain one from an enemy backpack. Unfortunately, enemy snow clothing only lasts for a limited time.



Natasha's Clothing

Natasha will change her look and dress often during each mission. Every time you select this option, she will decide what is appropriate for the occasion and dress in it. It may well be a Chinese costume or the dress of a German secretary. She is able to walk around scenarios full of German enemies without arousing suspicion.



Release Whiskey

Whiskey enjoys traveling inside the Commandos' backpacks and wants to go wherever the rest of your men go. If you want to place Whiskey on the ground, select his icon.



Whistle

This is the instrument that all the Commandos use to call Whiskey.



Attack mode

When the enemy attacks on several flanks, this ability will provide a method of placing your men at different defensive points. To activate this mode, the Commando must have a firearm selected. Then press the  button and select the Attack mode icon by pressing the  button.

When you select a Commando's attack mode, he will remain stationary at that point and a field of view is displayed. Any enemies that enter the area will be shot until killed or until the soldier runs out of ammunition.

Allied soldiers will place their backpacks in front of themselves to offer protection. You can use this feature to protect soldiers from attack from areas other than the direction they are facing.

Remember that some firearms have limited ammunition, so be careful not to leave your men unprotected when they run out of bullets or they will be killed.



Mine detector

The Sapper is trained to clear a path through minefields for his comrades, detecting dangerous anti-personnel and anti-tank mines with his mine detector. You can sweep for mines, deactivate them and put them in his backpack for use when necessary.



Bury

This is one of the Green Beret's abilities. He will use his shovel to dig a hole in the ground and bury himself. Unless someone sees him while digging, once buried he is completely undetectable.



Tinned food

You can find food in cupboards and closets inside buildings or wherever the enemies keep their provisions. All the Commandos will need food supplies sooner or later so they can regenerate their health levels.



Whiskey's bark

A loud bark from Whiskey will attract the attention of all people nearby, giving you a golden opportunity to take advantage of the distraction caused.

OBJECTS THAT CAN BE PLACED ON THE SCENERY

All the following objects can be left or dropped on the scenery. Select the object by activating Offensive mode and pressing the directional button . A cursor will be displayed indicating where you want to place/throw the item. To change the position of this cursor you can move the character or hold the **R1** button and move the left analog stick. Place the new cursor over the target spot and press the  button to throw the item. If the cursor shows a Forbidden icon, try to decrease the distance of your intended throw. To cancel this action, press the  button.



Cigarettes

Tobacco is a rare commodity during war time. If you are lucky you'll find a packet inside some houses or you could steal some from the enemies. Your men can throw the cigarettes to a certain point in an attempt to entice enemy guards away from their positions.



Fish Food

The Diver and Green Beret can hide from danger when swimming underwater by hiding in large shoals of fish. They place fish food in the water that attracts the fish who then form a wall around them. The fish will then move with the swimmer, hoping to receive more food.



Decoy

To use it you will need the emitter model PHILIPS L12 and the switch that will activate it. All the Commandos know how to operate the decoy. It is used to attract enemies and works by emitting a loud noise that the enemy then investigates.



Bottle

You can find bottles of wine in places where the enemy keep their provisions. As with the cigarettes, the enemy will seldom resist the temptation to grasp a bottle of wine and, when they get one, they will drink all of it. The effect of the wine is to put them to sleep for a little while, unless you fill the bottle with some sleeping pills in which case they will sleep until someone wakes them up.



Dog food

If you put some sleeping pills in the dog food it will turn a green color. You can then feed it to enemy dogs and put them to sleep. After it's used, you can recover the pills and use them again.



Remote bomb

This is a powerful explosive that can be detonated by remote control. The only person who dares to use it is the Sapper.



Trap

The Driver is in charge of studying the movements of the enemy and placing traps in the environment. Traps are deadly to those who step on them and can be put anywhere — the enemy will never notice them. Another good thing about traps is that the Driver can always recover them and use them again.





Cable trap

This is one of the more sophisticated wartime tools that the Driver uses in missions. The cable is extended across narrow passages and corridors. Select one point of a wall with the cursor — this is where the cable will be tied. Then select a point for the other end. Once the cable is pulled tight the Driver will retreat and hide in a secure place and enjoy the show.



Spike the rat

Spike is the Thief's friend and obeys only his wishes. The Thief has trained Spike so that when you select a specific spot on the scenery, Spike will run there and perform a couple of somersaults to attract the enemy's attention. When finished, Spike will run back to the Thief.



Anti-tank mines

You will find lots of them in the ammunition boxes or buried somewhere close to fences and other protected areas. The Sapper can find them with the metal detector. He is the only Commando who can do this. Once an anti-tank mine is selected, tap the  button on the spot where you want to place it. Anti-tank mines will only explode when a vehicle passes over them.



Zodiac

The Zodiac is a type of boat used by the Diver who can carry it in his backpack. When you select it with the cursor it will open. You can use it as a means of transportation for your men as well as for other people.



Anti-personnel mines

Whiskey can smell them and the Sapper can find them with the mine detector. Only he can deactivate and pick up mines. He can then place them at strategic points. Allied soldiers will not set off mines placed by the Sapper.



Time bomb

Once the Sapper has activated a time bomb, he then has 30 seconds to escape before it explodes.



Smoke bomb

The smoke bomb creates a curtain of smoke that will mask your men from the enemy's field of view for a short while. You have to be prepared and move quickly to take advantage of it while it lasts.

OBJECTS THAT REQUIRE TWO-STAGE SELECTION

To use the following elements you will need to select the corresponding icon on the interface and then press the  button. Place the new cursor on the object or place you want to use it.

To cancel this action, press the  button.



Leica SLC 8x56 Binoculars

The binoculars can be used by all the characters. You can obtain binoculars from enemy guards and lookouts or in some cabinets. They are an extraordinary tool for spying from exteriors into interiors. If you click with the binoculars on any enemy, you will get information about him.



Wirecutters

All the Commandos can use these to cut through fences and cables. Beware of electrified fences. Remember that you will have to disconnect them from their power supply prior to cutting them. You will find the wirecutters in garages, stores and in the backpacks of enemy mechanics.



Lockpicks

With the lockpicks the Thief is able to open all metallic ammo boxes and many doors. To open the doors he will need to enter the house and open the door from the inside.



First-aid kit

You will find first-aid kits in various areas in the mission environment. Each First-aid kit has several doses that you can use. The doses can be applied to any Commando or Allied comrades to regenerate their health.



Sneaking behind enemies

The Thief is a master of getting as close as possible behind an enemy's back without being noticed. He can then look inside the soldier's backpack to see whether there is something of interest. He can move at the same speed as the enemy and will not be seen, but remember that other enemies nearby will be have no problem detecting him.

To use this ability, select the Sneak Up icon, approach the enemy and press the  button.



Blowtorch

Both the Sapper and Driver can use the blowtorch. It can prove very useful when you need to build and fix things during a mission. You can also use it to open metal doors and even as a weapon. You'll have to search the map to find it.



Sleeping pills

These can be used with bottles of wine and with meat which can be fed to dogs. When the enemy drinks the wine, he will fall asleep and will remain in this state until the end of the mission or until a fellow soldier wakes him up.



Lipstick

Natasha uses her lipstick to distract the enemy. Choose your victims by approaching the enemy. When the Lipstick icon appear, press the  button. The enemy will be momentarily blinded by Natasha's beauty.



Grappling hook

The Diver uses the hook in two ways. First, to place traps for the enemy. Fix the hook to a wall by selecting the Hook icon and placing the cursor on the bottom part of a wall. Then place him where you want him to stand and pull the rope. Pulling the rope will cause stress and his stamina bar will decrease. If the Diver runs out of stamina he will have to set the trap again when he has recovered. The second use of the hook is for scaling walls when there are no ladders at hand. Select the Hook icon and place the cursor at the top of the wall to fix the hook. In Interaction mode you can then climb the rope by pressing the **X** button.



Rope ladder

Not all the characters have the ability to climb walls like the Thief. Therefore, the rope ladder will come in very handy. It can be thrown from any height from windows, hand rails and balconies. The rope ladder has to be thrown from above. Select the Ladder icon and approach a window or balcony. Press the **X** button and the ladder will drop to the floor. Press the **X** button when in Interaction mode. Press the directional button **↓** to descend.

When you want to collect the ladder, you will have to do it from above. Approach the ladder in Interaction mode and an option to pick up the ladder will appear. Select the option and the character will roll the ladder and place it in his backpack.

To retrieve a ladder when hanging from a window, select Interaction mode and look out the window. Once the view has changed, the option to pick up the ladder will appear on the interface. Press the **X** button to select it.



Shovel

The Driver enjoys digging holes with the shovel to form traps for enemies.





Issue orders to the enemy

The Spy is the only one who can do this. He needs to be disguised as an officer, and then is able to attract the attention of enemy soldiers.



Issue Look At and Go To orders to the enemy

The Spy can issue orders to the enemy. He can make them look in a certain direction or make a soldier move to another position.



Sheets

Inside Colditz prison, the beds are many but the ladders are scarce. Steal some sheets and tie them to form a provisional ladder that you can use to escape through the window. A very old trick but still very effective.

WEAPONS

Weapons are the main tools for the Commandos. Some of these weapons you start missions with, others you must find. When you select a certain firearm, the cursor will change to a crosshair that will indicate if the target is in range. If the crosshair is red you are too far from your victim.



MP40 machine gun

This automatic firearm is very light and fires in tremendous bursts but has limited ammunition. Its wide range of action makes it a fearsome weapon. You can find machine guns and ammunition or you can take it from enemy backpacks.



Pistol

The most often used pistol is the COLT 1911 A. The pistol has unlimited ammo. Most of your men know how to use one and they always have one with them.





Hit, tie and gag

Some of your men have fearsome physical strength. Their fists are dangerous weapons and they are able to hit and daze even the biggest of the enemies. Once on the floor your men will easily tie them and gag them. Select Interaction mode. Two options become available: Pick Up and Tie and Gag. Press the **R1** button to switch between these options. Once enemies are tied and gagged you can take the contents of their backpack with the Examine option. This is selected in the same way as Tie and Gag.



Please note, neither Natasha nor the Thief is able to tie and gag enemies. Also note that an enemy will remain tied until one of their fellow soldiers frees him.



Knife

This is a Fairburn assault knife with double blade and a combat grip. The Green Beret approaches his victims and delivers a single mortal wound. The Diver however prefers to throw the knife at his victims.



PIAT rocket launcher

This weapon is very light and powerful. Its ammunition is a separate part. The Sapper uses it to fight armored troops.



Gas grenade

This is a non-lethal bomb that the Driver uses, especially in enemy-crowded areas. The grenade creates a thick cloud of gas that dazes all enemies in the area. It does not affect Allied soldiers.



Rifle

This rifle is used by the Allied forces. It is a Lee-Enfield n°4 MKI with unlimited ammunition. The Commandos will have the chance to steal some Karabiner 98K rifles from enemies. If you are a good shot it will only take one shot to kill an enemy. The Karabiner has limited ammunition.



Sniper rifle

The rifles used by your men are M1903, 30 Springfields with unlimited ammunition.

You can obtain some Gewehr 98 rifles from the enemy. Again, you will have to get these from their backpacks. Remember that you will need ammunition too. These are very long range rifles that only Natasha and Duke can use.



Hand grenade

This is a number 36 M, Mk1 Mills bomb. The Sapper throws it through doors, trap doors and windows. It's a very handy weapon but extremely noisy.



Syringe

The Spy's favorite weapon. Its effect will depend on the number of doses that he injects into his victims. One dose will daze them, two will render them senseless and make them fall, three will definitely kill them.



Bottle

Most people will rather drink the wine than use it as a weapon, but Natasha won't hesitate to break it on anyone's head if it aids the successful completion of the mission.



Harpoon gun

A very important weapon for the Diver. Without the harpoon gun he would be unable to defend himself and others from sharks, crocodiles and enemy divers.



Molotov cocktail

Some gasoline and a little spark can make this explosive cocktail that can kill several enemies at once.



VEHICLES

In many of the missions you will find different types of land, sea and air vehicles. Your Commandos can use them to move around the map and infiltrate enemy lines.

DRIVING VEHICLES

All your men can drive vehicles as long as they are in working order and not occupied by the enemy. To do this, approach the vehicle in Interaction mode and press the **X** button to enter it. Pressing the **L1** button will move the boat forward. Pressing the **L2** button will move the boat backward. Use the left analog stick to control its direction.

If you are inside a vehicle and enemies detect you they will shoot at you (unless the Spy is driving the car disguised as an officer).

If you are in a balloon, enemies will not detect your presence. This does not apply if you travel recklessly, in which case enemies will shoot at you regardless of who or where you are.

In some cases you will be able to shoot from an armed vehicle. To do this press the **X** button when the cursor is over the desired target. To shoot from a tank the Sapper must be inside.

To have a Commando exit a vehicle, select him first and press the **△** button.

If you order a Commando to exit a boat, remember that he will have to swim to shore.

If you use a balloon, it must take off before it can move. Select the Take Off icon and the balloon will float skyward. The balloon is controlled in the same way as other vehicles. When flying you will not be spotted by enemies unless they spotted you taking off. To land, find a suitable area and select the Land icon.



THE PUZZLE

Each mission contains pieces of a puzzle. If you collect all these pieces you will unlock a bonus mission.

The pieces are scattered all over the map. They could be found on the floor but could also inside boxes, cabinets, enemy inventories, and anywhere items can be stored. The objects will be stored in a table that you can access via an icon placed at the top of the Interface.



SOME GEOGRAPHIC AND HISTORIC CONCESSIONS

We know that...

- There are no penguins in the Arctic.
- The submarine bunkers at La Pallice in La Rochelle had more than three hangars.
- The bridge over the river Kwai exists, but it was never destroyed and is not made of wood.
- The statue of Buddha is not in India but in a temple in Kyoto, Japan.
- The Shinano was sunk before entering into active combat.
- There are no piranhas in Asia, only in the Amazon river.

The dates and the historic events are based on real ones but have been adapted for gameplay reasons. We maintain that you should always trust your history books. This is a video game after all!



SAVING AND LOADING GAMES

SAVING YOUR GAME

Make sure that a memory card (8MB) (for PlayStation®2) is inserted into either MEMORY CARD slot. During a game, press the  button to access the Options menu. Highlight SAVE GAME and tap the  button. You will then be prompted to select which slot you want to save to. Use the directional button to highlight a save area and tap the  button.

Do not switch off or reset your console while the data is being saved. This will result in the loss or corruption of saved information.

LOADING A SAVED GAME

Make sure that a memory card with existing saved data is inserted into either MEMORY CARD slot. Use the directional buttons to select the game you want to load and press the  button.

PYRO

GONZO SUÁREZ: Author of Commandos 2: Men of Courage

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NOTE: THE CONSOLE VERSION IS BASED ON THE ORIGINAL VERSION OF THE GAME, A GREAT PART OF THE MATERIALS WERE DEVELOPED BY THE ORIGINAL COMMANDOS 2 TEAM.



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NOTES

[illegible]

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Comic Mischief
Mild Violence

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