



Installation

*Welcome to the demo of Commandos: Behind Enemy Lines. Double click on the COMMANDOS.EXE file to install the demo. The Demo will then install and run from your hard drive. This demo features **TWO LEVELS** from the final game. This demo will **NOT** run on German language systems, you will need to download the German specific version from our UK Website.*

The Commandos demo needs these system requirements:

- Windows 95
- Direct X 5.0 installed
- Pentium 120 processor or greater
- 16MB of Ram
- Fast 1MB SVGA Card
- 60 MB of Hard Drive space
- Soundcard is recommended
- Mouse

NOTE: we have reduced the quality of the demo briefing sound files to decrease the size of the demo. The final game will have crisp, stereo sound.

Introduction

Welcome to Commandos: Behind Enemy Lines. A real time tactical wargame that features intense combat spiced with formidable mission puzzles.

Did you ever imagine yourself in classic war movies such as "Eagle's Nest", "Dirty Dozen", "Force Ten From Navarrone", etc. Well, now you really can venture behind enemy lines. As commander of an elite group of Commandos in WWII, you can relive history by completing some of the most hair-raising missions of the war. You are outgunned and outmanned, but not outclassed.

Each mission starts with a briefing that outlines your goals. There are several secondary objectives that must be completed in order to complete the overall mission. Save often and plan your moves carefully. There are many paths to solving your goals. The main objective is NOT to lose any Commandos. They are indispensable. Each Commando has unique combat abilities that others cannot match.

The German units outnumber and out gun your boys. If you attempt to fight them head on, you will quickly lose your team. Instead, try to watch their patrol paths, and then take them out in a stealthy/ambush manner. German soldiers have realistic AI. They can hear and see your men. They can see footprints and dead bodies. They also have unique dispositions. Some will merely ask you to halt, while others will execute you on sight.

Commandos can operate many items/objects – you will see the cursor change to **a hand pulling a lever** when this action is possible.

Your men have two main weapons: Gun and Knife. The knife is silent and will not attract attention (just make sure Tiny or Spooky moves the body!). The gun is quick and has a longer range. It is best used in ambush. However it will attract attention. Listen carefully to your mission briefing and plot your attack.

YOUR TEAM



Green Beret

Jerry "tiny" Mchale – "tiny" usually solves problems with his fists and combat knife. In Chicago, he was often cited for climbing skyscrapers in win beer money.



Sapper

Rene "Spooky" Duchamp – this Frenchman is the brain of the group. A master of disguise and guile, he will worm his way into any German stronghold to get his man. Use his lethal injection to finish a quiet job.



Sniper

Thomas "Inferno" Hancock – this Englishman is the master of flame. He is renowned for his "explosive" temper and wicked talent with nitro glycerin.



Marine

Duke "Duke" Woolridge – an arrogant lad from England who is a lethal machine with his silenced sniper rifle. Reliable, but just do not is tea time.



James "Fins" Blackwood – this Aussie is a fish out of water. A marine expert who owns the water and especially likes to use his knife to filet runts.



Sid Perkins – expert driver of all things with wheels. Raised in the toughest corner of Brooklyn. Loves hunting, Germans that is, with his bear trap! Oh yeah, make his day and let him use any machine guns you find.

MAP

F1-F10 = Activate additional Cameras (select camera window with mouse pointer – then click on camera icon – then select commando to assign that window)

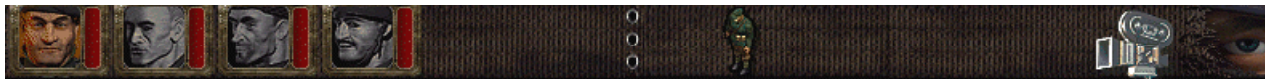
Num Keypad "-" = zoom out map

Num Keypad "+" = zoom in map

Num Keypad "*" = return map to normal view

Arrow Keys or Mouse Pointer = map scroll

In-Game Map – click of notepad to activate, RED is enemy, BLUE is friendly, left click anywhere on map to view area



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

Commando is standing

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

COMMANDO CONTROLS

Group selection – Right Click on map and drag box over commandos

Single Commando selection – Left Click on Commando Icon OR Click on Commando in the game

1-6 - select commandos

P = Pause

CTRL+S = quick SAVE (very handy!)

CTRL+L = quick LOAD

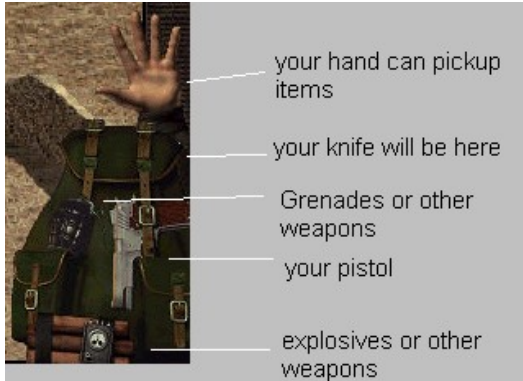
ALT+LEFT CLICK = lock camera on location or man

ALT+ENTER= FULL SCREEN

SHIFT+LEFT CLICK = display LOS radar of soldier or vehicle

DOUBLE LEFT CLICKING ON A SPOT WHILE A COMMANDO IS SELECTED WILL ACTIVATE RUN OR FAST CRAWLING

Running with Gun – Double Left Click on spot, during run, click on GUN in knapsack or press G



Left Click on items in your backpack to use them.

Multiplayer Game: (LAN and TCP/IP only)

We have included a very early, but playable version of the Multiplayer game. It is co-operative. Each person can control a Commando in the scenario. However, there will be bugs or the game may crash – please be understanding.

The final version will be perfect. From the Commandos Start Menu Folder, run the **Multiplayer Server**. You will then be the server for the game. Within the game, go to New Game and select Multiplayer Game. Clients need to enter your IP address. You can chat in the lobby. Then choose SELECT MISSION to select mission. Finally choose Commando to play.

COMMANDO HOTKEYS

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

A = Remote Bomb activate

B = Release Bomb

C = Crouch

D = Badge (spy)

E = Grenade

F = Flame Thrower

G = Pistol

I = Activate Vehicles/Objects

K = First Aid Kit (if Commando has possession)

L = Lethal Injection

M = Machine Gun

P = Pause

R = Sniper Rifle

S = Stand up from Crouch

U = Enemy officer uniform (if spy)

T = Boat Release

Hints

1. Save often with CTRL+S and the load with CTRL+L
2. Use Crawling (C) as your default ready position
3. If a commando is in a boat, tank, truck, etc., you will see his photo on the knapsack. Click this photo to unload him. Remember – Fins operates boats and subs, while Sid takes care of tanks and trucks.

4. Mission Baptism of Fire – use the Raft to cross the river when the patrol boat is not there, Duke can help with the guard on the wall, raft holds only three commandos, use FIN’s scuba diving to sneak in, the gate must be raised to exit the compound with your men in the truck.
5. Mission Reverse Engineering – Spooky can grab the German uniform that is hanging on the clothesline in the compound. There is also a boat there for Fins to ferry the men. The pillbox overlooking the dam needs to be shut down by Inferno.

SCOOP!

Comments: commandos@eidos.com

Commandos’ Website: <http://www.eidosinteractive.com/commandos/commandos.html>

NOTE: this is an early demo, a fraction of the retail game, therefore the possibility of a problem is increased. We cannot provide technical support for the demo.

The final game will include these “neato” features:

- **There are 20 Missions that each have multiple completion paths**
- **There are 4 Training Missions (Boot Camp)**
- **Six player co-op multiplayer game with new missions every month on the Commandos website**
- **Complete vocal Commando and enemy feedback**
- **Career Mode Tracks your performance for each mission and cumulatively rates you performance**
- **Tenacious enemy AI with multiple units (including guard dogs!) ranked on skill and perception**
- **There is a really cool secret mission (hint: Colditz) that you can only get if you obtain a certain rank in the game.**
- **The missions are broken-up into FOUR geographical regions: North Africa, France, Germany, and Norway. Each region has special objectives and challenges.**
- **A mission editor may be released – uncertain at the moment.**

Shipping in Europe [June 1998] – Shipping in North America [August 1998]

LEGAL

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