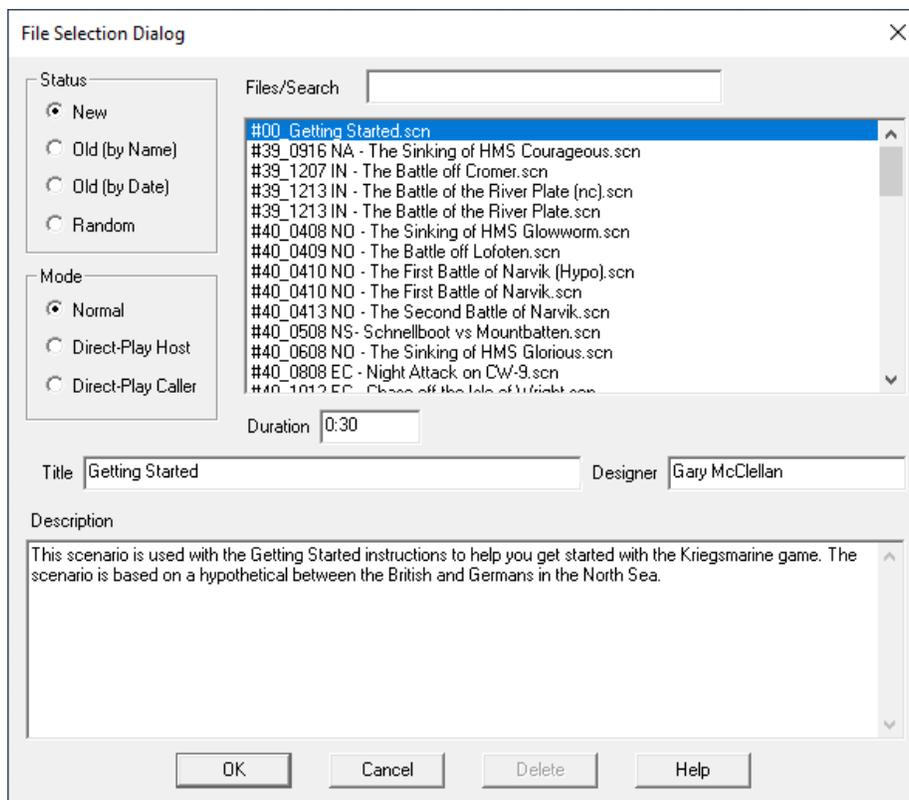


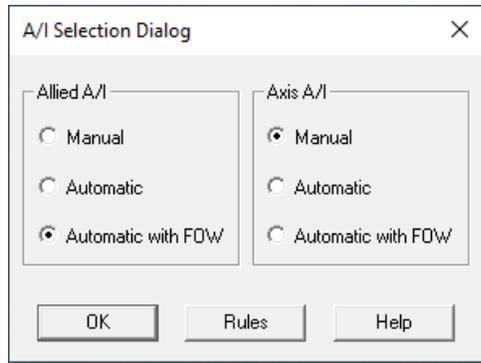
Getting Started

This file helps you get started playing the game Kriegsmarine. If you have just finished installing the game, then the Kriegsmarine main program should be running soon. Otherwise, you should start the main program by clicking on the Kriegsmarine Start icon on your Desktop. If you prefer, you can print these instructions using the Print button above. You will get about 9 pages of text and graphics if you do this.

This version of the document is designed to be used with the “**Alternative Interface**”. To toggle over to that after the game is launched and you are in a scenario go to the “Settings” menu and select that option. This, along with all other supporting documentation can be found in the main game directory:
C:\WDS\Kriegsmarine



By default, after the introduction, the Main Program begins by prompting you for the name of the file to open using the File Selection Dialog. These instructions will get you started using #00_Getting Started.scn. In the list of files displayed by the File Selection Dialog, this should already be selected. Notice that a short description of the battle will appear at the bottom of the dialog. Also, you can see that this battle will last 30 minutes of real-time. After reading this information, click on the OK button.



Next, the A/I Selection Dialog will appear. Since you are going to play as the German side, select Automatic with FOW in the Allied A/I group on the right-hand side of the dialog. This will cause the computer to play as the Allied side.

Note: The **Rules** button opens a new window which allows you to select various optional rules which change how the program performs. For this play through we will not select any of these, but you may wish to visit that screen in the future. These rules can only be set when you first begin a

scenario.

Click on the OK button to continue.

In the lower right-hand corner of the screen, you will see the Jump Chart which displays the overall situation. The blue dots represent British ships that you can currently see, though there may be others outside your range of visibility. The red dots represent the German ships. The red rectangle indicates how much of the overall situation is visible on your Main Chart, which is the larger display on the screen.



Click on the area of the Jump Chart that contains German ships towards the lower right. Notice that the Main Chart centers the display on that area. In general, you will use the flagships to control your formations during the battle.





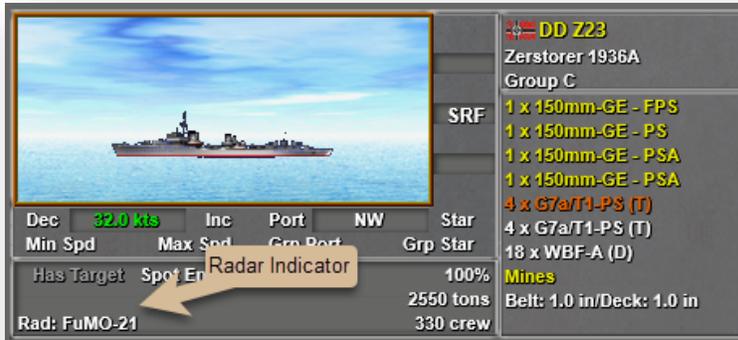
Click on the lone ship in the center of the Main Chart and notice that more detailed information about that ship appears on the lower left-hand side. In this example, you see the Scharnhorst. Because it is a **flagship**, its name is displayed in yellow. The flag of Germany is shown in one corner. The Scharnhorst is currently sailing at 32 knots, or nautical miles per hour, and it is heading in a North-West (NW) direction. Its current status is 100% representing the fact that it is undamaged by battle.



Notice that this image shows you additional information about the ship. We see that the Scharnhorst is a Battlecruiser (BC), one of the larger ships in the fleet. We can also see its crew size, the size of the ship in tons, information about its armor, the maximum range of its main guns, and information about its armament. Notice that the Scharnhorst has 9 large caliber guns and can fire torpedoes.

Also note the side designator on the torpedos – currently the starboard side is selected to fire (in white text).

Next, click on the lead Destroyer (DD) in the right-hand group on the Main Chart and notice in the Unit List that the destroyer Z-23 is displayed.



There is a very important aspect to this ship that you should pay careful attention to. Notice that in the bottom left an entry is displayed Rad: FuMO-21. This indicates that this ship is equipped with the FuMO-21 type of surface radar, an early form of radar deployed by the Germans at this point in the war. This radar and the more powerful FuMO-

24 radar will enable the German

player to spot ships even outside of visible range. The British will generally have equivalent or better radar than the Germans.



To determine more information about the selected ship, click on the "Ship/Acft Range" entry further to the right from the Control Menus.

In the Jump Chart and on the Main Chart, a number of circles will be drawn showing various ranges associated with the selected ship. The **yellow circle** indicates the maximum visibility from the selected ship, based on the current conditions. This maximum visibility can change during the battle. The **black circle** indicates the maximum range of the main guns on the ship. The ship can only fire at enemy ships when they are within this circle. When it is present, an **orange circle** indicates the maximum range of any secondary guns on the ship, although not all ships have secondary guns. Likewise, if there is a **blue circle**, then it indicates the maximum range that torpedoes can be fired, if the ship has torpedoes.

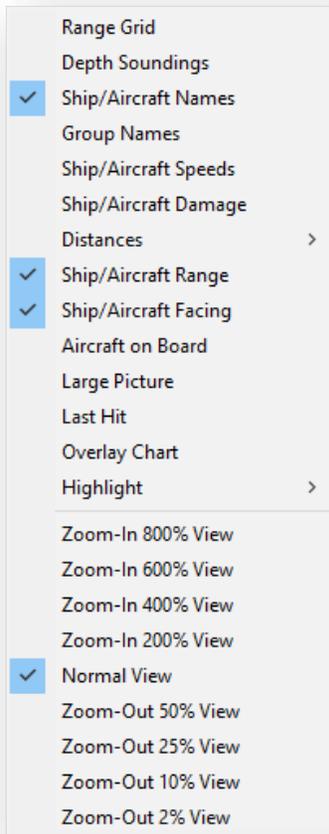
In addition, since this ship is equipped with radar, you will also see a **purple circle** indicating the maximum range of the radar.

The words "Spot Enemy" being in white text indicates that the ship has spotted an enemy ship. Likewise, the words "Has Target" being in white indicates that this ship has a target and is firing its main guns. If the text is in gray, then it means the ship is either out of range of the enemy or its view of the enemy ships is blocked by another ship or by land.

Also notice that if you move the mouse to the edge of the screen, then the Main Chart will scroll in that direction. To return to the area you were viewing click on the jump screen. If you select a ship then the Main Chart will automatically scroll to follow the ship

as it sails during active game play.

In the same area of the Control Menus you can click on the entry “Ship/Acft Names”, then the name of each ship will be drawn on the Main Chart. On all of these menus, if an item is selected the text will be white – and un-selected it is gray.



You may also right-click in this area and further options will be open to you. While you can use the scroll wheel on your mouse to move through the various view levels, you can also jump to any given one with this right-click menu.

Turn off the Ship Names and Ship Range features at this point and then click on the Jump Chart near the British ships (the blue dots). If you click on one of the ships, only certain information will be displayed about that ship in the Ship List since we are playing with Fog-of-War. In particular, you will only have general information about the ship’s status such as No Damage, Light Damage, and so on. In this example we see a Destroyer (DD) sailing to the East at 36 knots.



Continue using the Jump Chart, Main Chart, and Control Panel to get an idea of the current situation. You will see that you have a Battlecruiser, a few Cruisers, both Heavy (CA) and Light (CL) and some Destroyers. You have encountered enemy ships in the distance, but there may be more enemy ships beyond your current visibility or radar range. In particular, you should be aware that the British probably have a Battlecruiser of their own and may have additional Cruisers and Destroyers.

During the battle, your ships will automatically fire on the enemy ships they have spotted within their range. If you want to change the target one of your ships is firing at, you can do so in the following way:

First, click on your ship.

Next, right click on the new target ship.

If you are able to fire on the enemy ship, it will have a red flag placed on it.



Note: With your ship selected a dotted line will be drawn to its current target it is firing upon with its main guns.

It will be important during the battle that you stay aware of torpedoes fired by the enemy. You will notice these torpedoes coming towards you displayed as a white dot in the water. When you see these, you must maneuver to avoid them or it can cause significant damage to your ship. Remember the optional rules? There are options to make torpedos always visible as well as for a sound to be played when an enemy ship launches torpedos at you.

During the battle, the computer will take care of firing your ships at the enemy, although you can change its selection using the technique described above. Your main task will be to maneuver your ships to cause the most damage to the enemy, while avoiding damage to your own ships. You perform most maneuvers using two functions: turning and changing speed.



Under the picture of the selected ship you will see options for turning your ships, the first for turning to Port (left) and the second for turning to Starboard (right). When you click on either of these buttons, it issues a command to the selected ship to turn in that direction. Each time you click on the button, it will command the ship to turn an additional 2 naval points, or 22 ½

degrees. Thus, you can click on the button twice to turn 45 degrees, four times to turn 90 degrees, or as many as 8 times to turn 180 degrees.



Select one of your ships on the chart and click on one of the turn buttons to change the direction it should sail in. Notice that on the Main Chart, a yellow arrow appears showing you the new commanded direction. However, based on the size of the ship, it will take some time for the ship to accomplish the turn and face that direction. Also, you should understand that when you change the direction of a group of ships, that you should issue the turn command only to the flagship. The other ships in the group will automatically follow the flagship through the turn. You should avoid issuing commands to individual ships in a group as this will cause

them to become Detached from their group and require that you issue commands for them separately.

Note: The “Grp Port” and “Grp Star” commands in the above ship image.

There are four commands for changing the speed of the selected ship. Clicking on the Inc will cause the speed of the selected ship to increase by 1 knot while clicking on the Dec will lower the speed by one knot. You can also use “Min Speed” to sail at the slowest speed, or “Max Speed” to accelerate to the max possible speed with a single click. Again, when you have ships sailing in a group, you should only issue this command to the flagship in that group, not the individual ships behind it.

Note: A group of ships cannot go any faster than the slowest ship in the group.

Finally, if you want to fire the torpedoes that your ships carry, you do the following. First select the ship that you wish to use. This ship must have torpedos as part of its weapon load. Then, while holding down the Ctrl (Control) key, right-click on the main chart in the direction you wish to fire the torpedo. The torpedo will go in a straight line towards that point and run until it either reaches its maximum range or strikes a ship.



You are finally ready to start the battle. This block of values can be used to control the speed at which the action unfolds. 1x is “real time” while each step above that increases the speed at which the game unfolds. For example, if you are in a search pattern and have not discovered the enemy yet, you may wish to bump the speed up to 5x or even 10x, and then drop it down to 1x once contact is made in order to give you more time to react. You can also pause the game completely by clicking the 0x option.

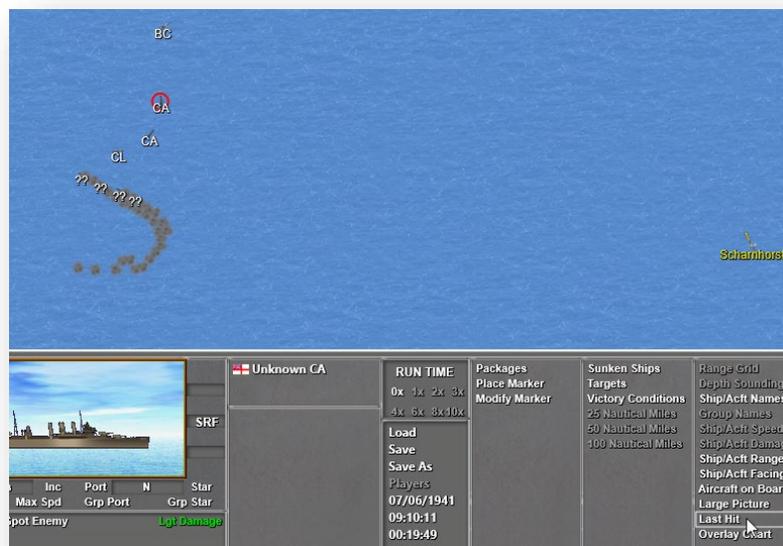
NOTE: the pause function can also be invoked using the Space Bar. Pressing the Space Bar once will stop the action while pressing it again will restart it.

Click on the 1x to begin the battle. After a short period, you should notice your ships and the enemy ships firing at each other. You will even see the shots they fire moving across the Main Chart and Jump Chart as small black dots. The computer is controlling this firing, so during this time you are free to move about the chart and watch what is happening. Your general strategy during this time is to sail towards the enemy ships and get them within range of your guns.



If a ship is hit during the battle, a message will flash at the top of the Main Chart indicating that hit. If the hit is on one of your ships, then two numbers will be displayed showing the percentage damage to the ship as a result of the hit and the remaining status of the ship after the hit.

If you are not currently viewing the ship that was hit, then you can use the “Last Hit” button on the Control Panel to scroll the Main Chart to the location of that ship.



The bar in the lower right-hand corner of the screen, just above the jump map, will show you the victory status of the battle. When there is a red area showing, then you hold the advantage in victory points or if there is a blue area showing, then the British side holds the advantage. If your flag appears there, then you have at least a minor victory and if the entire bar is red, you have a major victory. Likewise for the British player.

Note: there is a complete list of HotKeys for the game beginning on page 32 of the Main Program Help File accessible from the Help menu in the game or by pressing F1.

At this point, you know quite a bit about how to fight your naval battles. You can continue reading in the following documentation to complete your knowledge, all located inside the main game directory in PDF format:

- User Manual
- Main Program Help File
- Scenario Editor Help File
- Designer Notes
- Naval Campaigns Advanced Guide

The battle is scheduled to last a total of 30 minutes of real-time. When you are done, the victory outcome of the battle will be shown to you. After that, you can continue with any of the scenarios associated with the game. Our scenario ended in a Draw...can you do better?

A list of Hot Keys is displayed on the following page.

Hot Keys

You can use the following hot keys in place of various menu and toolbar commands.

Space Bar – Toggle the game between Pause and Normal Speed.

1 – 9 Display Main Chart in the various views. (You can also use the wheel on your mouse.)

E – Increase the speed of the selected ship by 1 knot or the selected aircraft by 10 knots.

Alt + E – Increase the speed of the selected ship by 1/10 of a knot or the selected aircraft by 1 knot.

C – Decrease the speed of the selected ship by 1 knot or the selected aircraft by 10 knots.

Alt + C – Decrease the speed of the selected ship by 1/10 of a knot or the selected aircraft by 1 knot.

L – Place a Location Marker at the current location.

P – Open the Packages Dialog box.

B – Open the Aircraft on Board Dialog box.

I – Toggle between the Alternative and Classic Interfaces.

W – Set the selected ship or aircraft to full speed.

X – Set the selected ship to full stop or the selected aircraft to minimum speed.

A – Perform a Group Turn counterclockwise (to port) with the currently selected ship.

R – Selected aircraft flight will return to base.

S – Turn the selected ship counterclockwise (to port).

D – Turn the selected ship clockwise (to starboard).

F - Perform a Group Turn clockwise (to starboard) with the currently selected ship.

N – Jump to the location of the last ship hit.

Z – Toggle the display of the Overlay Chart.

Up Arrow – scroll the map up.

Down Arrow – scroll the map down.

Left Arrow – scroll the map left.

Right Arrow – scroll the map right.

F1 – Display the Main Program help file.

F2 – Display the Parameter Data Dialog.

F3 – Display the Database Dialog.