



Blitzkrieg: War in Europe 1939 - 1945

PlayTek™
Games for mobile devices

www.pocketwargames.com

USER'S MANUAL

Last updated on December 13, 2004

For version 1.00

Blitzkrieg: War in Europe 1939 – 1945
Copyright © 2004 PlayTek, Marek Kujda
All Right Reserved

Introduction

Blitzkrieg: War in Europe 1939-1945 is the first WWII strategy game for the Palm OS platform.

Support

We did our best to deliver the game tested on as many devices as possible. Current release has been tested on the following Palm OS 5.x powered devices:

Palm Tungsten E/T/T2/T3/T5, Palm Zire 71/72, Tapwave Zodiac 1 & 2.

This game requires a Palm powered device with Palm OS 5.0 or higher, 2.5MB of free memory and a double density display (320x320 or 320x480 pixels).

This release is not compatible with Palm Tungsten C even though this device meets all minimum requirements. This release has not

been tested on Palm Tungsten W or Palm Treo 650. Neither is this game compatible with Palm Treo 600 or Zire 31 because these two models only feature low density screens (160x160 pixels).

Should you need help with this game, please start by reading game instructions or troubleshooting section of this document. If this does not solve your problem, please visit our online forum dedicated to this game on: www.pocketwargames.com/forum/

Support is available by e-mail in English, French, German or Polish. Please describe your problem with as many details as possible as well as steps to reproduce it (if possible). Furthermore, please enclose information on your device's model name and available memory. Finally, please attach the registration code you had received from us. The support address is:

support@pocketwargames.com

Un-locking the demo version



Enter the registration code you have received with your purchase in the Code field of the welcome screen. Your registration code is based on your HotSync ID that you have provided during purchase. If you don't enter any code or if the code is invalid, the software will run in a

demo mode in which you are limited to scenarios labeled “DEMO”.

In this screen you can enter the activation code or tap “Continue” for the demo.

Choosing scenario to play

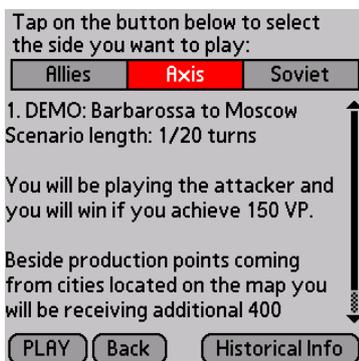
Highlight a scenario and tap “Play scenario” to continue.



Currently, there 11 scenarios in the game. We are working on a scenario pack with 10 more new scenarios as well as on a scenario editor for PC computers. Both are expected to be released around end of January 2005. They will be free for registered game owners.

Scenario briefing

On the briefing screen you can tap “Play” to continue or “Back” to go back and choose another scenario.

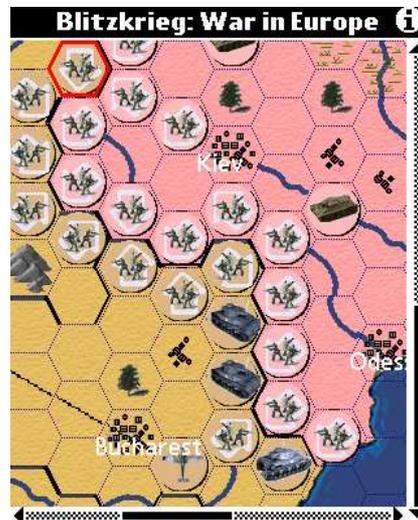


The briefing screen displays mission objectives for every player as well as game length in turns. This is the place where you choose if you wish to play as Axis, Allies or Soviets. The “Historical Info” button displays

information on historical background of the scenario you are going to play.

Playing the game

Now, you will see the main game screen



Rng:1 Str:99 Sup:4 Exp:2 Mor:2 Def:+0

Current version supports the extended screen mode of 320 x 480 pixels on Palm Tungsten T3/T5 and Tapwave Zodiac. On all other devices the resolution of 320 x 320 pixels will be used.

Meaning of hex colors:

- Green** – neutral hexes you cannot enter
- Brown** – hexes under Axis control
- Blue** – hexes under Allies control
- Red** – hexes under Soviet control

Moving the map

You can move the map by using sliders located next to the map’s window or the navigation keys of your device

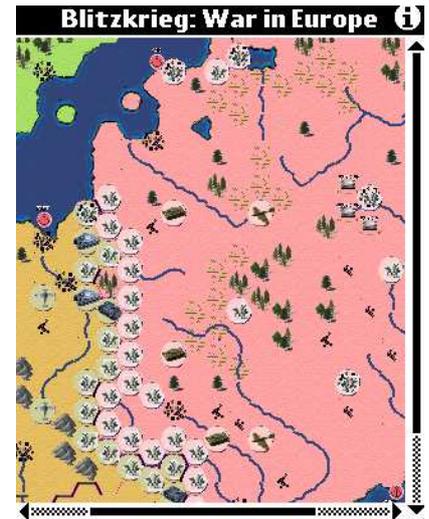


Tapwave Zodiac’s joystick is not supported in the current release.

Use the hardware select key to jump to the next unit with available movement points.



There are two levels of zoom. Display game’s menu, then choose “Map Zoom In/Out”.



Rng:12 Str:99 Sup:4 Exp:2 Mor:2 Def:+5

Units

When you tap a unit you will see the following information:

Rng: attack range, usually 1, it can be more than 1 for units that can attack from distance such as air units.

Mov: available movement points (attacking uses 2 movement points as opposite to normal movement).

Str: unit’s strength.

Sup: unit’s supply. Every attack or defense uses 1 supply point. In the end of each turn unit’s supply is calculated. If there is a path from the unit to a city under player’s control the unit will be resupplied (for instance, if you are playing Allies, if a path of blue hexes or blue hexes and Allied units exists between your unit and a city under your control, the unit can be re-supplied). Keeping your units supplied is important

because units with supply of 1 or less can be overrun very easily. Units with supply = 0 lose 10% of their strength every turn they are not supplied.

Exceptions are naval units – they get 30 supply points when they finish the turn in a friendly port.

Exp: unit's experience (values 0-2). Experience changes unit's strength from -10% (Exp=0) to +10% (Exp=2)

Mor: unit's morale (values are 0-2). Morale influences unit's strength in a similar way as experience.

Def: special defense bonus. Each unit gets defense bonus if:

- a river passes through unit's hex
- there are mountains
- there is a fortification icon
- the unit is located on its own territory

Moving units

Tap a unit to see unit's details. The unit's icon will be highlighted with a red outline. Now tap twice an empty destination hex. If a path between unit's hex and the target hex exist your unit will move as close to the target as unit's movement points allow. Your units cannot enter neutral hexes (green).

Units located in adjacent hexes can swap their positions. Tap twice the first unit. Choose "Swap Positions" from the popup list. Then tap an adjacent unit. If units have spare movement points and are supplied (supply > 0) you will be asked for confirmation of position swapping.

Artillery units attack from distance. To attack a unit, tap your artillery unit then tap twice an enemy unit. If the enemy is within range it will be fired at.

You can use the hardware select key to jump to the next unit with available movement points.



Air Units

You can move them by tapping twice the destination hex. If you tap twice an enemy unit, it will be attacked by your air unit.

Naval Units

Naval units can attack ground units located in the adjacent hex.

Cities

Cities are important in the game because they are the source of victory points as well as production points.

Victory points make you win or lose the game.

Production points allow you to purchase new units or reinforce units that suffered losses in previous turns.



Tap a city to see its name, production and victory points. Cities supply friendly units that are located within 10 hexes radius.

The pull down menu

Save Game... - saves the game's state. Currently, there is only one slot for saved games.

End turn – tap this when you want to finish your turn and let AI play its turn.

Hide/show units - shows or hides units from the map.

Jump to Next Unit – highlights next unit that has unused movement points and can move. This is useful when there are many units to command and you don't want to miss any unit.

Map Zoom In/Out – this changes the scale of the map.

Purchase New Unit – a dialog window pops up which allows you to purchase new units.

Reinforce All Units – if you have enough production points you can automatically reinforce all units. If there are units that occupy victory locations, it is recommended to reinforce them one by one before using this command because it reinforces as many units as production points allow without taking into consideration that certain areas are of higher value.

Turn Summary – displays turn statistics such as: the number of units available to each player, the number of units lost in the previous turn, available production points, victory points of each player as well as the number of victory points each player must achieve to win the scenario.

Abandon Game – you can close the current game and go back to the main screen. You will be asked whether you wish to save the game (a game previously saved will be discarded).

Disband Unit – you will be asked if you really wish to destroy the selected unit.

Giving orders to units

Embark/Disembark Unit – units located in a port can be moved across sea. Move your unit to a port, then tap "Embark/Disembark Unit" to disembark.

Reinforce Unit – this command allows you to reinforce the active unit.

Rename Unit – you can enter a new name for your unit.

Unit Info – shows attributes of unit's type such as attack or defense strength as well as attack range and unit's cost.

Rotate Clockwise /

Rotate Counterclockwise –

Each unit (there are exceptions such as air units) has a direction it faces. If the unit is being attacked from behind it gets -30% defense penalties.



Use this command in preparation for enemy attacks. Attacking units automatically change their direction to face the defending unit.

Swap Positions - Units located in adjacent hexes can swap their positions. Tap twice the first unit. Choose “Swap Positions” from the popup list. Then tap an adjacent unit. If units have spare movement points and are supplied (supply > 0) you will be asked for confirmation of position swapping.

Disband Unit – you will be asked for confirmation if you wish to destroy your unit that is being highlighted.

Troubleshooting

Game support is provided via user forum:

www.pocketwargames.com/forum/

or by e-mail in English, German, French and Polish

(support@pocketwargames.com).

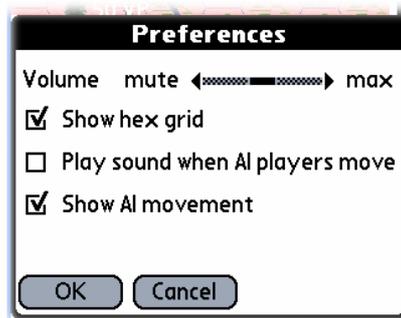
Performance

1. You can improve screen refreshing by going to game settings and unchecking “Show hex grid”.

2. If you find the AI turn to take too much time, you can do one of the following:

- Uncheck “Play sound when AI players move”
- Uncheck “Show AI movement” (in this case you will not see

movements of your opponent, but this is the fastest solution). Unchecking of this option cause unchecking of “Play sound when AI players move”



Device specific issues

Tungsten T/T2, Zire 71

On devices with low dynamic heap size such as Tungsten T/T2, Zire 71 the game cannot allocate enough memory for double buffering of the map window. Therefore, you will see how the map is being redrawn. Dynamic heap size is a fixed part of memory dedicated for running applications. It is not user upgradeable and it does not depend on the free memory in your device.

Tungsten T5

It is not possible to use hardware keys and the select button to control the game. This will be fixed in a later release. Except for this, the game is fully compatible and tested on Tungsten T5.

Tungsten T3/T5/Zodiac

Changing screen orientation while a unit is highlighted may cause an error.

Tungsten C

Current release is not compatible with Tungsten C. It may crash on Tungsten C during movement of units. We are investigating this issue.

Tapwave Zodiac

Pressing the function key causes the game to crash. This will be fixed in a later release.

Zodiac joystick support is one of our priorities for next updates.

Pre-Palm OS 5.0 devices

The game is not compatible with devices with OS version 4.x or earlier.

License Agreement

Cartefully read the following terms and conditions before using this product (Blitzkrieg: War in Europe). It contains software, the use of which is licensed by PlayTek to you, the original end user, for your use only as set forth below. If you do not agree to the terms and conditions of this agreement, you may not use this software.

Grant Of License

This License Agreement permits you to use Blitzkrieg: War in Europe and have it installed on only one handheld device at any time.

Copyright

Blitzkrieg: War in Europe (the “Software”) is owned by Marek Kujda, PlayTek (“PlayTek”) and is protected by international copyright laws and all other applicable national laws. You may not modify, adapt, translate, reverse engineer, decompile or disassemble this software.

Other Restrictions

You may not rent or lease the software, but you may transfer your rights under this license agreement on a permanent basis provided you transfer all copies of the software and the recipient agrees to the terms of this license.

No Warranty

The software is delivered as is and PlayTek makes no warranty as to its use or performance. PlayTek does not, and cannot warrant the performance or results you may obtain by using the Software or its documentation. PlayTek makes no warranties, express or implied, as to noninfringement of third party rights, merchantability, or fitness for any particular purpose. In no event will PlayTek be liable to you for any consequential, incidental or special damages, or for any claim by any third party.

Copyright Information

This game and manual is Copyright (C) 2004 Marek Kujda, PlayTek, Poland All Rights Reserved
PlayTek is a trademark of Marek Kujda, PlayTek