

ÜBERSOLDIER



MANUAL



SAFETY INFORMATION

A very small percentage of people (about 1 in 4000) may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued. Take a 10 to 15 minute break every hour.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.



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SUPPORT

Please write down all important specification information for your computer (see below) as well as an exact description (when, how and where the error occurred; what exactly were you doing?), before contacting our technical support. This guarantees that we can help you in a fast and efficient way.

Please provide us with the following information:

PERSONAL DETAILS:

- E-mail address
- If you are contacting us from outside of Germany, please provide us with information on your location and the language version of the program you are using.

COMPUTER DETAILS:

- Computer make and model
Windows version
- Speed and manufacturer of the processor
- Speed and manufacturer of the CD ROM drive
- Total System RAM
- Video card make and model
- Sound card make and model

- Mouse and driver information as well as information on any further peripherals (e.g. joysticks)

In order to get this information, please go to "Run" in your Windows-start-menu and type "dxdiag" in the command line before confirming it by pressing the Enter key. Now the DirectX diagnostic program will start. It mainly shows all the relevant driver files of your system components. In order to receive a text file of this information, simply click the button "Save All Information". You can then place a text file with all the relevant data on your hard drive in order to send it via e-mail or keep it for future reference.

Contacts:

You can find our online support form on www.cdv.de/support/english

Please do not direct support requests to our company address or phone number as staff cannot answer any technical questions.

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SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS



PC OS: Windows 2000, XP with DirectX 9.0c



DirectX 9.0c



CPU: Intel P4 2.4 GHz/AMD Athlon XP 2000 +



Video card: ATI Radeon 9600, 128 MB/nVidia FX5700, 128 MB (T&L accelerated cards only)



RAM: 512 MB



2,5 GB free space on **HDD**



DirectX-compatible **sound card**



DVD drive

RECOMMENDED SYSTEM REQUIREMENTS



PC OS: Windows XP ® with DirectX 9.0c



DirectX 9.0c



CPU: Intel P4 3.2 GHz/AMD Athlon XP 3000 +



Video card: ATI Radeon X800, 256 MB/nVidia FX6800Ultra, 256 MB (T&L accelerated cards only)



RAM: 1 GB



2,5 GB free space on **HDD**



DirectX-compatible **sound card**



DVD drive

1. THE STORY AND GAME ENVIRONMENT

1.1. PROLOGUE

In 1938 Ernst Schäfer's expedition financed by the Nazi occult organization Anenerbe had reached its point of destination - the Tibetan city of Lhasa.

In spite of the warm welcome from the Tibetan monks, Ernst Schäfer did not find what Anenerbe was looking for and returned to Berlin empty-handed.

It could have been this way... but it wasn't.

In Tibet, Ernst Schäfer, accompanied by the organization Anenerbe, discovered the secret of bringing the dead back to life. After extensive resurrection experiments, Schäfer found that the death shock endows the human mentality with supernatural abilities. These abilities were used for the creation of Übersoldiers: fearless and very tough killing machines.

Many years were spent on the creation of a life-giving machine, a machine able to bring the dead back to life. However, after it had been created, Schäfer discovered that the power of the Übersoldier turned out to be its one weakness. The death shock destroyed the part of the brain responsible for the call of duty and subordination. Resurrected soldiers no longer obeyed orders. However, at the end of summer 1944, with a very precarious situation on the German fronts, Schäfer found a solution to this problem ...

The environment of the game is based on Nazi scientists' true interest in Tibetan mystics. In search of a "scientific" verification of racist theory, scientists resorted to investigating esoteric myths and legends. One such legend was based on the lost Tibetan city of Shambala, which was supposedly inhabited by a proto-race of Atlantes - the ancestors of "pure Aryans". Many Tibetan expeditions had set out to look for these ancestors, but in spite of good diplomatic relations with Tibet - independent at that time - nothing had been found in the mountains.

1.2. MAIN CHARACTER: A BRIEF BIOGRAPHY

Karl Stolz, born in Berlin in 1921. At school Karl was a quiet, calm and industrious boy who had few friends. In 1937 he graduated from high school with honors and went on to study chemistry at the Humboldt University in Berlin. When the war began he was drafted and sent to the front.

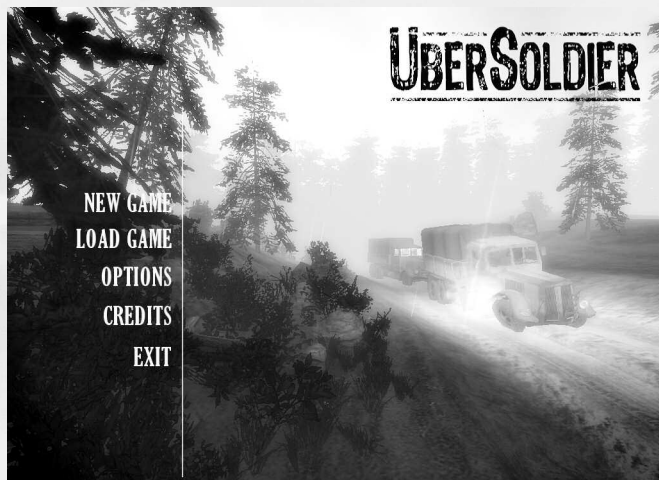
Karl Stolz participated in the French, Polish and Russian campaigns as a special-purpose soldier where he proved himself as one of the best specialists of subversive war. His main character drawbacks, as noted by his commanders, were his stubbornness and his disagreements with his superiors; but as soon as all operations in which Stolz took part turned out to be successful, a blind eye was turned.

The end of summer, 1944. During this time the subversive squad, commanded by Stolz, was ambushed by members of a French underground organization at the German border. In the course of the skirmish Karl perished ... and, three hours later was resurrected by Dr. Schäfer for further service within the Third Reich.



2. GAME MENUS

2.1. MAIN MENU



In the main menu you can select one of the following options:

- > **NEW GAME.** Click this option to start a new game. You will be offered to select the game difficulty before the game starts:
 1. Easy level is specially adapted for people unfamiliar with first-person shooters (FPS).
 2. Medium level is adapted for those players who have experience with playing FPS.
 3. Hard level is offered for players who have already completed ÜberSoldier or just want a very difficult challenge from the start.
- > **LOAD GAME.** This option shows a loading menu with saved games.
- > **OPTIONS.** This option lets you configure the game according to your computer system.
- > **CREDITS.** Here you can see the names of ÜberSoldier developers.
- > **EXIT.** Select this option if you wish to quit the game.

2.2. CONTROLS SETTINGS



In the CONTROLS menu you can assign control buttons. To do this you have to left-click with your mouse once on the pre-assigned button (marked in green) and then press the button you wish to assign to this action.

The above picture represents the main actions and their control buttons assigned by default.

There are two tabs in the menu - GAME and WEAPONS. In the GAME tab you can assign common controls and in the "Weapons" tab you assign weapon controls.

GAME CONTROLS:

1. The first four buttons are used for the player's movement.
2. The JUMP and DUCK buttons are used for jumping and ducking (or crouching).
3. The USE button is used for picking up new weapons and using stationary or mounted weapons.
4. The TIME SHIELD button is used for controlling the Time Shield.
5. By pressing the OBJECTIVES button you can view the current objective of the mission.

6. MOUSE SENSITIVITY assures the precise correspondence between the mouse and your movements.
7. The INVERT MOUSE button enables the inverse mouse mode along the Y-axis; i.e., when you move the mouse down, the player's view lifts up and vice versa.
8. The TUTORIAL button displays additional information concerning new game aspects (such as the Time Shield tutorial).
9. The ZOOM COMPASS button decreases the level scale indicated on the mini-map. This helps you obtain a better situational awareness in complicated situations.
10. The last two buttons are responsible for QUICK SAVE and QUICK LOAD.

WEAPON controls:



1. The first two buttons are responsible for shooting. The FIRE button is for a normal shot; ALTERNATIVE MODE is used for precise aiming.
2. The RELOAD button reloads the weapon.
3. The NEXT/PREVIOUS WEAPON buttons scroll active weapons back and forth.

4. The next 5 buttons are responsible for the selection of appropriate weapon slots.
5. The DROP WEAPON button allows you to drop the current weapon.
6. The MELEE button allows the use of the knife in close combat. When the player uses the knife, no other hand-held weapons can be used.

To store the selected settings after all required changes have been made you have to click the APPLY button.

2.3. VIDEO SETTINGS



To observe the VIDEO menu you must select OPTIONS in the main menu, and then in the OPTIONS menu select the SYSTEM option. The VIDEO tab opens by default.

The first two columns allow you to configure the graphic quality in detail. Here are the VIDEO menu options.

- > BRIGHTNESS. Move to adjust the level of brightness.
- > RESOLUTION. Left-click to change the screen resolution. Lower resolution makes the game faster but impairs graphic quality.
- > LEVEL/WEAPON/MODEL DETAILS. Left-click with your mouse to select

the required detail level of different aspects in the game. The lower this level is the faster the game runs but the graphic quality will be reduced.

- > SHADOW DETAIL. This influences the quality of shadows. Better shadows impair game speed but give a more realistic picture.
- > PS 2.0 FOR MODELS/LEVEL. This option lets you turn on/off shaders of version 2.0 which are responsible for visual effects like air refraction, reflection and more detailed relief of objects.
- > TEXTURE FILTER. The tri-linear texture filter assures better quality textures than bilinear. The anisotropic filter improves the quality of textures to an even greater degree than the other two.
- > ANTI-ALIASING. This option turns on/off the smoothing of model edges. When enabled the picture is more realistic but the game speed may decrease.
- > ENABLE SHADOW. This option turns on/off dynamic shadows from characters and physical objects.
- > SYNCHRONIZATION. This option synchronizes the frame rate with the frame rate of the monitor. This yields a smoother game but decreases the game speed.

In the VIDEO QUALITY column you can select either one of the graphic configurations suggested - minimum, low, medium, high or maximum - or let the game automatically configure the graphics according to your computer's specifications (Autotune).



Next to the VIDEO tab there is a GAME tab that helps you to set additional graphic settings in the game:

The following options are available here:

- > ENABLE BLOOD
- > AUTO SAVE - activates the automatic save at the beginning of a new level.
- > ENABLE TUTORIAL - you can turn the tips off if you are playing the game for the second time.
- > ENABLE SUBTITLES - turns on subtitles in in-game cutscenes.

To store selected settings after all required changes have been made you must click the APPLY button.

Some graphic settings require a restart. When you change a few settings at once there may be a delay of 5-30 sec while the game performs the secondary initialization of game resources for the new settings.

2.4. SOUND SETTINGS



In this menu you can configure the sound of the game.

1. The first three sliders change the volume of different sound - music, sound effects, (gun shots, screams and so on) and sound environment of the level (sound of the wind, rain, machines).

2. **Hardware acceleration.** Many sound cards do not support full hardware 3D sound. This often happens with built-in sound cards; however it also depends on the driver version for the sound card. In such cases the hardware acceleration must be turned off. If you experience problems with the sound try turning this option on/off.
3. **EAX on/off** - if your sound card supports this, this option allows you to play special sound effects.

To store selected settings when all required changes have been made you must click the ACCEPT button.

3. GAME MANAGEMENT

3.1. MAIN WINDOW



The picture shows the main game window - the view that the player has during most of the game. Here is an explanation of the numbers:

1. **Ammo status.** The first number shows the current ammo amount in the selected weapon and the second one indicates the amount of spare ammo.

2. **Health status.** The first number indicates the current amount of health of the main character; the second one represents the maximum health level, which can be restored by medical kits. If the health falls to zero, the main character perishes and the game is over.
3. **Time shield energy status.** This bar reflects the current energy of the character. The energy is used by the time shield and can be restored with the help of emotions. The blue range of the bar means that the shield is in its weak state and all stopped bullets fall to the ground after deactivation of the shield. The white range means that the shield is in its most powerful state and all stopped bullets will be shot in the direction of the crossbar.
4. **Current objective.** This field shows your current objective. To observe this window press the objective key (TAB by default).
5. **Ally status.** All allies have this mark above their heads. It identifies the ally and you cannot kill him.
6. **Compass.** Your destination is marked on the compass - the point where the current objective can be completed. The compass is described below.

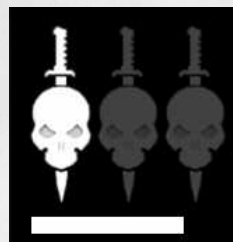
3.2. EMOTIONAL INTERFACE

The player can use one of two emotions to "upgrade" the character at any point in the game. The emotional system itself is described in the following chapter; below is a description of the interface.



1. **Anger.** The player must shoot three enemies in the head within a short period of time.

This emotion is represented by icons of skulls with bullet holes. There is also a time bar, which shows the time remaining in which to repeat this action.



2. **Rage.** The player must stab three enemies within a short period of time.

This emotion is represented by icons of skulls with knives. There is also a time bar, which shows the time remaining in which to repeat this action.

When you perform one of these actions (head-shot or stab), the corresponding icon appears at the bottom right-hand corner of the screen.

3.3. WEAPON SELECTION

All weapons in the game are selected by keys 1-5 which correspond with certain slots. Each slot can contain one type of weapon only; hence the character can carry a maximum of 5 weapon types.

These slots are:

1. Pistols
2. Rifles
3. Automatic (machine guns)
4. Heavy weapons (flamethrower, bazooka)
5. Grenades

Weapons are selected by pressing one of the number keys (1-5) which reveals the weapon slot menu at the top of the screen and the one selected slot.



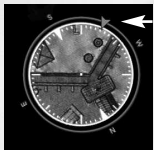
In the above graphic, the player has pressed button "3" for slot 3; automatic weapons, has been selected.

In the weapons slot menu, the player can switch the active slot with the help of the number keys or by use of the mouse scroller.

By pressing the FIRE button (the left mouse button by default) the player arms the character with the selected weapon. The slot menu then closes.

3.4. COMPASS

The compass helps the player to navigate within a level. Usually the compass looks like this:

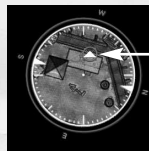


The markers are:

1. The triangular arrow indicates the direction in which the player must move in order to complete the level.
2. The small red dots indicate the nearest medical kits.



When the player is near to the location of the objective, the arrow turns to a cross-barred circle (objective marker), which indicates the exact location of the objective:



If the goal is near yet either above or below the player, a yellow arrow within the objective marker indicates the location of the objective:

Here the yellow arrow points upwards which means that the current location of the objective is above the player. The arrow can also point down.

4. ADDITIONAL GAME INFORMATION

4.1. TIME SHIELD

Press the button [Q] by default) to activate the time shield.

The time shield is the sphere around the player that protects him from bullets. The shield stops any bullets that hit it. These can be both enemy bullets and friendly fire. Stopped bullets hang in the air, move with the player, and turn according to the player's view.

The time shield requires energy. The current amount of energy is represented by the bar at the bottom left-hand corner of the screen. The energy is replenished when the player kills enemies; however, the more bullets the shield stops the faster the energy expends. The bar has two states - first it is blue, and while being replenished, it turns white.

If the player presses [Q] button again then the time shield is deactivated and the consequences then depend on the energy quantity.

If your energy level is blue, all bullets will simply fall to the ground after deactivation of the time shield. However, if the energy level is white, the stopped bullets are then fired in the direction of the player's view.

4.2. EMOTION SYSTEM

You are able to wake certain emotions in your character and thus develop his abilities. There are two types of emotions:

1. **Anger.** You have to perform three headshots within a certain period of time. Once you have done this the power of the time shield will increase due to the increase of the white energy dispersion that lets you shoot the stopped bullets.
2. **Rage.** You have to stab three enemies with a knife within a short period of time. When completed the maximum health increases.

To gain the emotion you don't have to kill enemies one after another, but you do have to kill them within a certain period of time. This means that after you have stabbed someone to death, then the time during which you must stab two more enemies begins to run out. During this time the player can, of course, kill other enemies with any other weapon.

All changes - maximum health increase and time shield power increase - influence the whole game. This means that the increased maximum health stays with you until the end of the game.

After an emotional action (a bullet through a head or a stabbing), an icon appears at the bottom right-hand corner of the screen. There is also a time-bar, which indicates how much time is left in which to perform the same action again.

The skull icon with a bullet hole indicates a headshot and the skull icon with a knife indicates you have stabbed someone.

4.3. USING THE KNIFE

The main character uses the knife by pressing the STAB button [Shift] by default) -while using the knife, no other weapons can be used. The knife is used for close combat, so it is always close at hand.

4.4. CLIMBING LADDERS

When you approach a ladder press the FORWARD button to climb it. You will fall from the ladder if you turn too sharply while climbing. To climb down the ladder you must approach it backwards.

4.5. TORPEDOING

Use the mouse to rotate the periscope and locate targets. Use the LEFT and RIGHT buttons to rotate the submarine and set the direction of fire.

Torpedoes can only be fired in one direction, which is indicated by a large frame. There are four torpedoes on board and they are fired with delays - so judge firing intervals carefully.

Remaining torpedoes are shown at the bottom left-hand corner of the screen and the bar below them indicates the loading time of the torpedo tube. To fire you must wait till the bar is completely full and the torpedo stops blinking.

Enemy ships keep firing at you, so you do not have much time to fire back at all of them.

The submarine damage is indicated at the top part of the screen. When the image of the submarine turns red, then the submarine will sink with you on board.

4.6. ANTI-AIRCRAFT DEFENSE

Use the anti-aircraft gun to hold back enemy aircraft. The mini-map displays enemy aircraft for a better orientation. Some of the aircraft shoot directly at you; others drop torpedoes into the water. Torpedoes can also be destroyed by the machine-gun. Be careful - the submarine will not last forever!

Enemy aircraft are represented by military crosses on the compass; dropped torpedoes by flashing diamonds.

The submarine damage is indicated at the top part of the screen. When the image of the submarine turns red, then the submarine will sink with you on board.

5. WEAPONS

5.1. PISTOLS

Walther P38

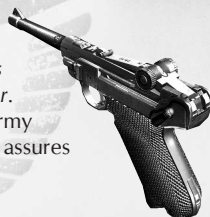
A compact and powerful pistol and manufactured in large quantities. The Luftwaffe, tank crews, and crews of other Wehrmacht armored cars currently use this pistol. The pistol has an open direct aim and can be equipped with a silencer.



Clip capacity >>>>>>> 8 cartridges

Luger Parabellum

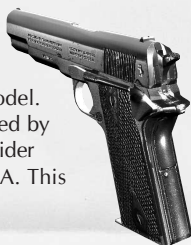
The name of this pistol comes from Latin proverb *Si vis pacem, Para bellum* - if you want peace prepare for war. This has been used as the main pistol of the German army since WWI. The pistol has a well-designed handle that assures high stability and precise fire.



Clip capacity >>>>>>> 7 cartridges

Colt 45M or M1911 (American assemblage)

Commercial name of the Colt company's government model. The pistol was created in 1911 and has since been adopted by the US Army. Reliable and precise, many specialists consider the Colt 45 to be one of the best pistols ever made in USA. This pistol has a great stopping power.



Clip capacity >>>>>>> 7 cartridges

5.2. RIFLES AND GUNS

Mauser Carbine Kar. 98k

This was the main weapon of the Wehrmacht during WWII. It was a modified version of the Mauser rifle produced in 1898 (Gew.98). When the Wehrmacht entered into the war it had 2,769,533 rifles; over 7,540,000 more rifles were manufactured during the course of the war. This quantity was distributed



amongst the Luftwaffe - 925,984 rifles, the fleet - 62,600 rifles and the SS - 62,600 in addition to the Wehrmacht. The Carbine Kar. 98k has a longitudinal sliding breechblock, which turns when the barrel is locked; the carbine is assembled and disassembled manually, without any special tools. All parts of the breechblock are connected with a special sleeve. Cartridges are arranged in staggered rows in a clip. The loaded rifle magazine is compact, easy and reliable. There is a special belt sheath for a bayonet.

Magazine capacity >>>>>>> 5 cartridges

Self-loading sniper rifle SVT-40

(Soviet assemblage)

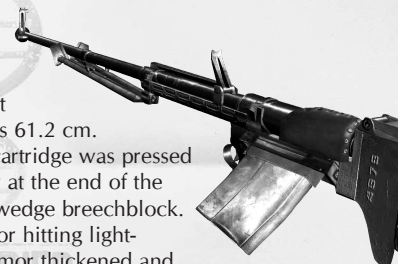
The Tokarev self-loading rifle was originally adopted by the Red Army in 1938 and was called the SVT-38. This was due to the fact that the Simonov automatic rifle, AVS-36, previously used had serious disadvantages. So, after experiences in 1940, a lighter variant of the rifle was designed - the SVT-40. General opinion about this rifle is mixed: on the one hand, the Red Army considered it unreliable, as it was too sensitive to dirt and cold weather; on the other hand, many soldiers preferred it due to its stopping power.



Magazine capacity >>>>>>> 10 cartridges

Anti-tank rifle s.Pz.B-41

The barrel of the s.Pz.B-41 had a 28 mm caliber at the breech end and 20 mm at the muzzle end, the length of the barrel was 61.2 cm. The bore had two conic junctions, i.e. the cartridge was pressed out twice. There was a special compensator at the end of the barrel. The solid breech had a socket for a wedge breechblock. This powerful weapon was initially meant for hitting light-armored targets; therefore when the tank armor thickened and lighter weapons were developed, this rifle lost its original purpose. However, this heavy rifle releases the bullet with supersonic speed and has a great piercing ability.



Magazine capacity >>>>>>> 4 cartridges

Browning automatic rifle M1918A2

(American assemblage)

The original model BAR

- M1918A was tested

by American soldiers in the First World War and gained respect for its reliable functionality in bad weather conditions. The US Army adopted the model M1918A2 in 1940. Unlike earlier models, this rifle had two firing modes: slow (300-450 shots per minute) and fast (500-650 shots per minute); a semi-automatic mode was not available. Both models were widely used during the Second World War; the BAR rifle was quite popular within the American infantry. It was reliable, had a good firing rate and a destructive power. The main drawback of this rifle was overheating.



Magazine capacity >>> 20 cartridges

"Panzerschreck" Grenade cup discharge

Unlike a bazooka, a

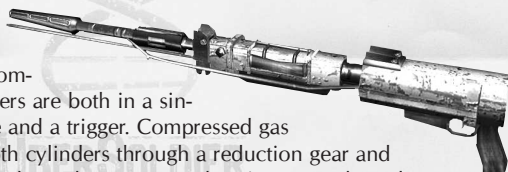
"Panzerschreck" is a multi-loading device intended to destroy armored targets, like tanks. The device is a hollow tube encasing the ignition system; a grenade is loaded into the open end.



Flamethrower "Phoenix"

The flamethrower comprises of a cylinder

with a flammable substance, a cylinder with compressed gas (these cylinders are both in a single block), a supply hose and a trigger. Compressed gas simultaneously enters both cylinders through a reduction gear and reverse electromagnetic valve. The converter then increases the voltage from batteries of up to 20000 volts and transfers it to spark the trigger, which ignites the flammable substance.



6. CHARACTERS

6.1. MAIN CHARACTERS



Claus Drecksler

The leader of the eastern division of the German opposition. Throughout the whole game the player will be a part of Claus' group which, although relatively young, has already won a reputation as a daring, brave and professional squad in the east of the Third Reich. Claus is ready to sacrifice many lives for the life of any of his group members. He is a mathematician; his analytic mind plans all parts of the operation. He never loses his courage.



Anton Drecksler

Claus' older brother and his closest friend. Anton is not as intelligent as his brother but he is the best soldier in the opposition and has played a key role in most of its victories. Anton is silent, stubborn, never gives in and is always ready to sacrifice his life for his cause. When Claus plans operations he always tried to keep Anton safe, yet he always manages to get in to the heart of the battle.



Maria

A pretty young French woman; she joined the opposition after the French organization for which she previously worked was destroyed by the Gestapo. Maria is usually employed as a messenger and rarely takes part in operations. She has an impulsive and explosive temper - because of this, she has frequent quarrels with Anton Drecksler. However, Maria has a reputation as an intelligent, skillful and dexterous person.



Ernst Schäfer

An historical character, the leader of all Anenerbe expeditions to Tibet since 1930, a member of a secret organization Tule and one of the founders of "Wehl" doctrine, which aimed to prove the existence of the mystical country Shambala.

Ernst Schäfer (1910-1992) was born into the family of the director of the Hamburg rubber factory "Phoenix." Not much is known about his childhood and youth; the only thing that is known is that Ernst graduated from high school with honors and began to study at the University of Heidelberg (a year later he moved to Hettingen).

His first Tibetan expedition started out from Burma in 1931. The expedition was headed by Dr. Hugo Veihgold; Schäfer, at that time a student of zoology and botany, was invited along, as he was known as a skillful hunter.

Schäfer went on to make quite a few brilliant scientific discoveries. He was the first European to document orango antelope, dwarf pigeon and blue sheep, and he also stuffed rare birds. Ernst achieved instant recognition and was invited to address conferences.

In his reports Schäfer clearly revealed his racist frame of mind. He emphasized "Aryan" and "Caucasian" human types, which interbred the Tibetan people many centuries ago.

Himmler gave Schäfer the rank of SS chief fuehrer for these two American-German expeditions. In 1937, Schäfer wrote his thesis based on his discoveries in Tibet.

The largest of Schäfer's expeditions in 1938 had stunning results, which are the basis of this game.



Martin Strauberg

A former colleague of Anton Drecksler, he now works as a technician on the naval base Black Shark. He is the agent of the rebel organization, which helps the main character to complete the level.

6.2. OTHER CHARACTERS



Soldier 1

An ordinary soldier of the German empire;

He has medium health and abilities.

> **Weapons:** Kar 98k carbine and grenades.

> **Health:** medium



Soldier 2

A more powerful and skillful soldier equipped with a Submachine gun MP-40.

> **Weapons:** Submachine gun MP-40 and grenades.

> **Health:** medium



Soldier

More powerful and dangerous than the previous two. Soldiers have fighting experience and serve in special divisions, which guard important military units.

> **Weapons:** Submachine gun MP-40 and grenades.

> **Health:** higher than medium



Sailor

A soldier of the German navy. Only very physically fit men are allowed in to the navy so the Sailor has good health.

- > **Weapons:** Submachine gun MP-40 and grenades.
- > **Health:** higher than medium



Fire starter

Special elite soldier equipped with a powerful flamethrower meant for a close combat - very effective in street riots. Although the flame range is not longer than 10 meters it is extremely powerful.

- > **Weapons:** Flamethrower "Phoenix"
- > **Health:** high



Assaulter

Assaulters are specially trained for local combats within in cities. Well equipped, intelligent and very dangerous enemies.

- > **Weapons:** Assault rifle StG-44 and grenades.
- > **Health:** high



Guard

Guards are very powerful and skillful soldiers. They have been resurrected by Schäfer like the main character, yet do not have any special abilities except high power and endurance.

- > **Weapons:** Hand machine-gun MG-42 and grenades
- > **Health:** very high



Elite Assaulter

A second type of Assaulter; has different weapons but this does not make him any less dangerous. Unlike the Assaulter he is good at both close and ranged distances thanks to his FG-42 rifle.

- > **Weapons:** Automatic rifle FG-42 and grenades.
- > **Health:** high



Telekinetic

One of the Übersoldier experiments concerned itself with telekinetic interaction on objects - to move things without touching them. When the main character comes across a telekinetic, all objects are under his control. They fly and spin around the main character's body. The spinning objects weaken the player's orientation, occasionally hit him and seriously reduce health. A Telekinetic has very good health and avoids close combats.

- > **Weapons:** Telekinesis
- > **Health:** very high



Psycho

These creatures are the result of the SS experiments into the resurrection of the dead. Psychos are uncontrollable and kill everyone. A Psycho only knows close combat; his speed and high health level make him one of the most dangerous enemies in the game.

- > **Weapons:** close combat
- > **Health:** high



Officer

The Officer is a seldom seen enemy; not particularly powerful but intelligent. He is often surrounded by guards.

- > **Weapons:** Luger Parabellum pistol
- > **Health:** medium



Hospital attendant

Attendants work in medical institutions and various secret labs; they use rubber batons to beat patients.

- > **Weapon:** rubber baton
- > **Health:** high



Technician

Technical personnel are very common at many different game locations. Technicians are employed at military bases, scientific centers and so on. In spite of the fact that they have Luger pistols, they will first try to surrender when under attack. However, you shouldn't turn your back on them.

- > **Weapons:** Luger Parabellum pistol
- > **Health:** low



Rebel

Ordinary member of the German opposition; joins the player in different operations. He is quite skillful at combats and has a good health. Reliable.

- > **Weapons:** StG-44 and grenades
- > **Health:** high



Russian POWs

Karl visits a German prison where he comes across Russian POWs. They are friendly characters that help Karl in combat. As a rule these soldiers are initially unarmed but as the combat begins they find and use weapons.

- > **Weapons:** nothing or MP-40
- > **Health:** low

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