I. Game Description.

This game will include elements of various genres - historical wargame, naval simulation and turn-based tactical strategy.

The flow of time is organized into rounds. Within the limits of each round, the player and the computer opponent take turns executing all actions possible within five minutes of real time combat for each of their ships. At the moment when the selected active ship is carrying out an action, all other game units are motionless. Time for decision-making is not limited.

Game locations are presented in real 1:1 scale and are not divided into cells or hexagons. The trajectory of movement of the active ship is determined by laws of physics and calculated using realistic speed, size and shape of a unit.

Immersion in the game world is created by means of two key features: historical accuracy in the presentation of events, and realism in simulating combat.

II. System requirements.

Before installation, verify that your computer meets the minimal system requirements. Close all other programs prior to installing. You must have DirectX 9.0c installed. After installation you can start the game from the windows “Start” menu.
WARNING: Game stability or performance on notebooks and laptops has not been tested.

Minimal:

OS: Windows XP SP2 / Vista, DirectX 9.0C
The processor: Pentium 4 / Athlon 1.1 GHz or better
RAM: 512 MB
Videocard: 128 MB GeForce 6600 / RADEON 9600 or better
Sound card: compatible with DirectX 16-bit sound PCI a card

Recommended:

OS: Windows XP SP2 / Vista, DirectX 9.0C
The processor: Pentium 4 / Athlon 2,4 GHz or better
RAM: 1024 MB or above
Videocard: 256 MB GeForce 7600 / RADEON x1600 or better
Sound card: compatible with DirectX 16-bit sound PCI a card

III. How to install.

Before installing Ironclads: ACW on Windows 2000 or XP, please ensure that you have administrative rights. Ironclads: ACW must be installed in an account that has adequate permissions to perform its function. If you are unsure if you have the requisite permissions please contact your system administrator or refer to your computer's user guide before proceeding.

1. Start installation: when the download is completed, double-click on the setup file to start the installation.

2. Welcome Screen: press "Next" to continue to the license Agreement Screen. Please read the license agreement before you proceed. When you have completed reviewing the agreement and if you agree to the terms, click the checkbox next to "I accept the license agreement" and press "Next" to continue with the installation of the software.

3. Destination Location: click "Next" to accept the default location or use "Browse" to specify where you want Ironclads: ACW installed.

4. Start Installation: click "Next" to start installing Ironclads: ACW into your computer. After the copying of files you will get a confirmation that the installation was successful.

5. Installation successful. Click "Finish" to complete the installation process.

IV. Management of the game camera.

1. Camera rotation: Move the mouse left or right while holding the right mouse button. This can also be accomplished using the “Home" and “End” keys on the keyboard.

2. Camera height: move the mouse up or down while holding the right mouse button. This can also be accomplished using the "PgUp" and “PgDn” keys on the keyboard.

3. Camera zoom: scroll the mouse wheel up or down or use the “+” and “-“ keys on the keyboard.

V. Tactics and unit stats.

The player is provided information about his ships such as their arms and armor, and damage sustained during the fight. Information on enemy ships is not available. This way you know just as much as your counterparts did back then. You may be able to tell that you have damaged the enemy, but you won't truly know how badly until he runs or sinks.

All information for naval officers of the time had the general specifications of their ships. Data for the artillery tables and other similar documents were only estimates and in some instances guesses as to reliability or performance.

To destroy an enemy ironclad, it was necessary to come as close as possible, almost point blank range, and then to fire all available guns. Ideally, turning parallel to the enemy to fire a broadside was the best means of doing this. Iron and steel shells for the rifled guns and large caliber smooth-bore guns should punch the armor. Explosive shells could not punch through armor, but damaged or destroyed the ship with powerful explosions on unprotected areas.

In addition to guns, some ships were also equipped with a large ram. Ships with rams were able to easily destroy unarmored opponents and severely damage ironclad ships and sometimes even sink them.

VI. Ship Management.

The Menus for ship management are located from top to bottom as follows:

1. The control panel №1.

Line 1: Shows the total rounds per mission and the number of rounds already played.
Line 2:



to open the 2d map



to finish a round



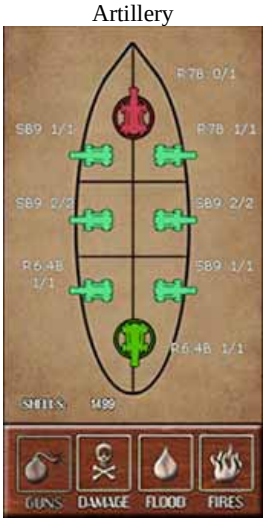
exit to help screen



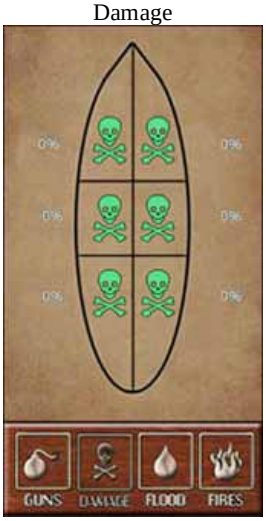
exit to game menu

2. The control panel №2.

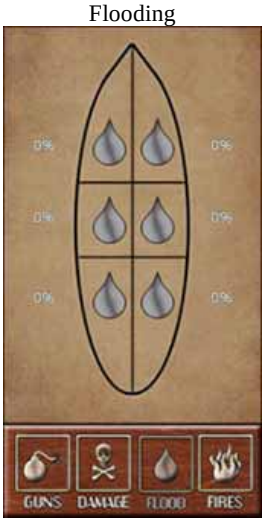
Artillery



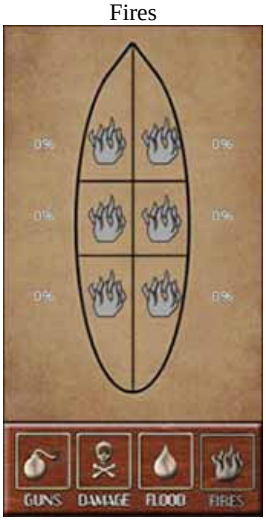
Damage



Flooding



Fires

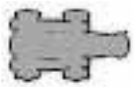


SB - smooth-bore guns
R - rifle guns
D - Dahlgren guns
P - Parrott guns
B - Brooke guns

100% - Destroyed
0% - No damage

100% - Sunk
0% - No flooding

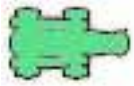
100% - Destroyed
0% - No damage



there are no guns



already fired



ready to shoot



aimed at the enemy



nearly destroyed



heavy damage



average damage



undamaged



sinking



heavy flooding



average flooding



undamaged



engulfed in flames



ablaze



burning



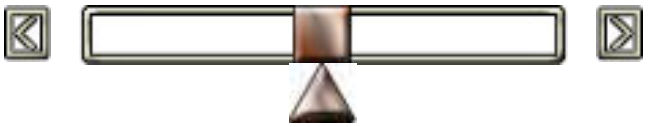
undamaged

trunk/calibre/type: Rifle 6.4 in. Brooke = R6.4B
R6.4B 1/1 : number of guns available and number of guns that are operable

3. Control panel №3.

3.1. Movement of the ship:

turn the ship to the left <<



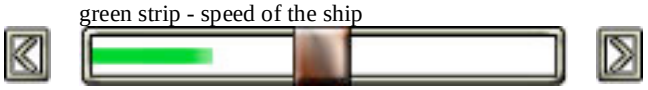
>> turn the ship to the right

movement on a straight line

3.2. Ship speed:

green strip - speed of the ship

to reduce speed <<



>> to increase speed

stop full speed

TIP: Your speed can only be increased or decreased without penalties when going in a straight line.
All movement must be completed before a round can end.

3.4. Buttons of management:

The ship's movement path is set by a sequence of anchor buoys.





to begin movement



to stop movement



remove from group

VII. Management of shooting.

Sequence of actions necessary for a shot:

1. On your ship's diagram, determine which guns are aimed at the enemy.
2. Place the cursor on the gun/guns and click the mouse button.
3. The cursor should now change to a "shell" (see picture below).
4. Target the nearest enemy ship highlighted by a red circle.
5. The "shell" should turn red and note the accuracy % of a shot. Click the mouse to fire.

After a successful shot the gun will turn "red" indicating it has been fired this round. If all actions have been executed correctly there will be a shot and you will see splashes (miss) and explosions (hit).



The name of the enemy ships is in red. The name of your ships is in green.

The base accuracy percentage of each shot is shown. The distance from the target will increase (closer) or decrease (farther) this percentage.



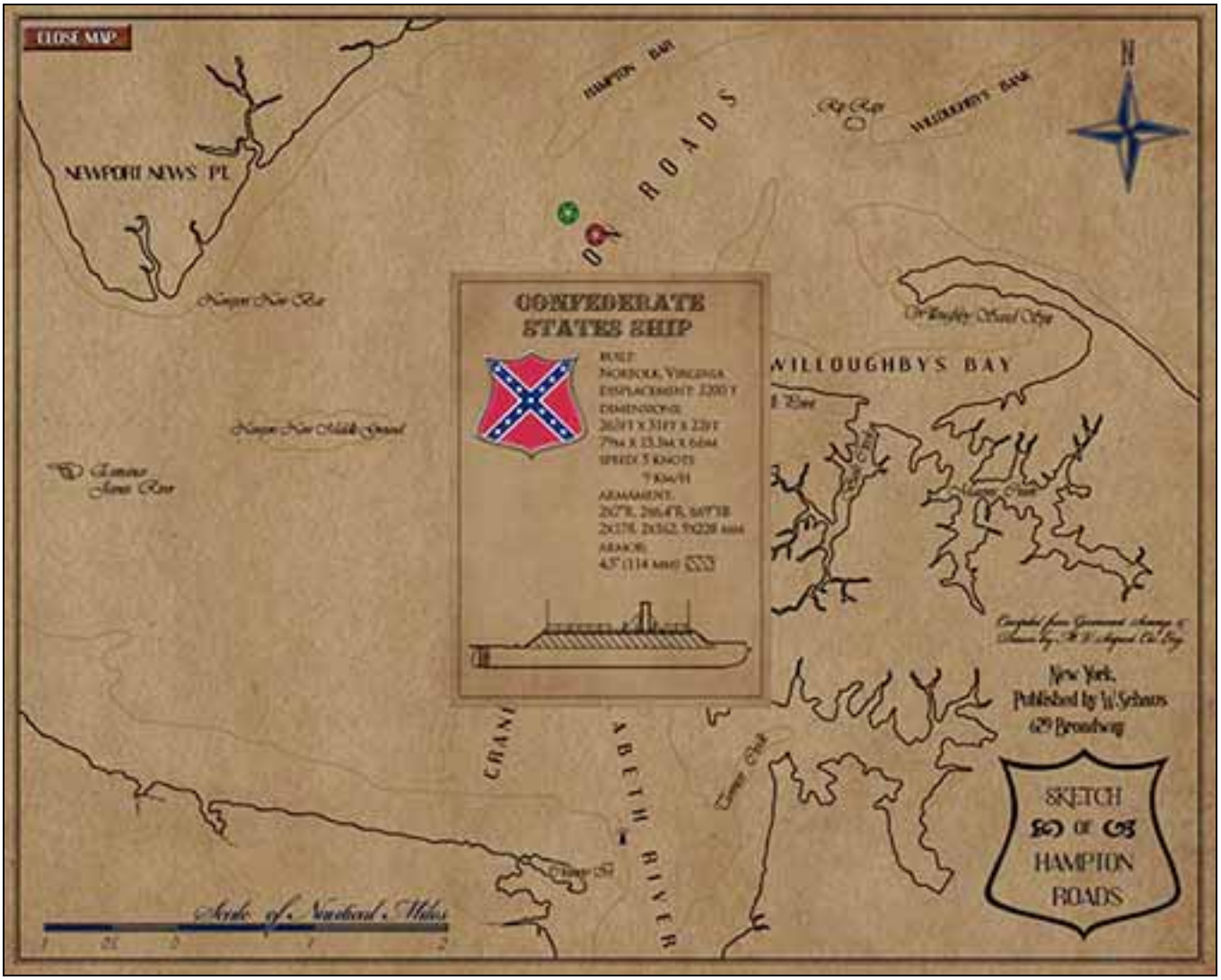
the gun is active



aimed at the enemy

VIII. Navigation 2d map.

To open the information screen on the vessels involved, use the 2D map and click on the circle with a star inside. To close the ship information screen, move the cursor to the map border and press the mouse button.



The green symbols show your ships and red the enemy ships.

TIP: Moving outside the 2d map will exit the ship(s) from the fight. Use this tactic to save damaged ships from destruction.

Be aware of your ship's position in relation to the coast. If you run your ship aground, you can't move it anymore and the movement control panel will be switched-off.

IX. Support service.

For technical support relating to installation, start up, or game crash issues contact us at support@totemgames.ru

Before contacting us, please ensure that your computer meets the minimal system requirements. Additionally, check to make sure you have the latest version of your computer's video drivers and that DirectX 9.0c is installed.

When sending an email requesting technical support, attach your computers diagnostic file. To get the file, follow the instructions below:

1. Press the Windows «Start» button;
2. Click on «Run»;
3. Type the following: dxdiag, then hit enter;
4. Save result in a separate file and pack this file in ZIP archive;
5. Attach the file to your email.