

CLASSIFIED

FM 14-29

WAR DEPARTMENT

ADVANCED FIELD MANUAL



TACTICAL WARFARE

1944

EYES ONLY
ENIGMA SQUAD

ADVANCED FIELD MANUAL



TACTICAL WARFARE



DEVOLVER DIGITAL
CENTRAL PRINTING OFFICE
U.S.A, 1944

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INTRODUCTION

★ ★ ★

In the years following the First World War, British engineer Alistair Sterling gathered a group of brilliant scientists to study a mysterious, obscenely powerful material named Geiststoff.

He believed this arcane energy could be harnessed to create incredible technological advances, improving the war-torn world for the better.

However, following a freak accident during an experiment gone awry, these scientists—the original Enigma Squad—concluded that Geiststoff was far too dangerous. Well, all but one.



As Adolf Hitler rose to power in Germany, former Enigma Squad member Hans Kammler promised the dictator that, using the terrible power of Geiststoff, he could create him a Wunderwaffe, or wonder weapon, to help him take over the world.

As a reward, Hitler made the treacherous Kammler the commander of his own special unit, the feared SS-Geistesstärke. Using the Enigma Squad's research, stolen from his former friends, Kammler plans to use Geiststoff to win the war for the Third Reich and his beloved Führer.

An evil plot the next generation of the Enigma Squad will stop at nothing to thwart.

Combining their incredible supernatural and technological abilities, Alistair Sterling, Isabella Sterling, Sid Sterling, Rosa Reznick, Siegfried von Adelsberg, and Wojtek Galica are primed and ready to make the Nazis' lives a living Hell.



SID STERLING

★★★



Sid has no science background, but a knack for using the Enigma Squad's many high-tech gadgets. Originally born in Iraq, he was taken in by Alistair at a young age and became his adoptive son.

He is cocky and charming, and uses humour to hide his emotions—even if the mask slips sometimes and his hot-headedness is exposed. Despite his sibling rivalry with Isabella, he cares for her deeply—and, unlike his father, will always prioritise her safety over the mission.

SPECIALIST IN

- Mastering gadgets and technology
- Using a handgun to take down enemies
- Unlocking an ancient power within him

ABILITIES

★★★



FLASH BOMB

With this throwable gadget, you can blind any enemies that are in the range of the blast. Sid has an infinite supply of Flash Bombs and can deploy them on the battlefield as often as he likes.



HITCHHIKE

Allows Sid to disappear into enemies and travel with them unnoticed. While inside someone he can leap directly into another nearby enemy. Use on patrolling guards to bypass obstacles.



DASH

Unlocked later in the game, Dash lets Sid move at a speed too fast to be noticed by the human eye. Dash through an enemy and they'll be dragged along, then killed at the target destination.



PHANTOM STRIKE

Also unlocked later, this melee attack lets Sid create a phantom copy of himself and kill the enemy in his place. You can queue up to two Phantom Strikes in the Action Planner.

ISABELLA STERLING

★★★



A British archaeologist and historian who specialises in ancient Sumerian history. Isabella, or Izzy for short, is intelligent, educated, and a highly capable operative, but occasionally has moments of self doubt.

She believes her brother Sid, the ‘golden boy’ of the family, is always trying to upstage her, and competes with him for their father’s approval. Learning Hans Kammler was looking for a Sumerologist, she used this intel to covertly infiltrate his secret Nazi research team.

SPECIALIST IN

- Confusing enemies with hypnotic illusions
- Using advanced cloaking technology
- The history and culture of ancient Sumeria

ABILITIES

★★★



SWAP PLACES

Use this ability to switch locations with an enemy of your choosing. The affected enemy will be stunned for a brief period, making them easy pickings for another character to strike.



LURING LIGHTS

Creates an irresistible hypnotic illusion that will attract the first susceptible enemy who sees it, blinding them on arrival. Officers are too strong-willed and won’t approach.



CLOAKING DEVICE

Activate the cloaking device and Isabella will turn, temporarily, completely invisible. The effect only depletes when she’s moving. If she attacks, it will end immediately.

TOP SECRET

ROSA REZNICK

★★★



Rosa, a brilliant Jewish chemist, found a way to refine Geiststoff into a potent fuel. After the Enigma Squad disbanded, she tried to return to her university work, but couldn't because of the Nuremberg Laws.

She never trusted Kammler, and now that he's using her stolen research to help the Third Reich, she hates him even more. Rosa is ruthless when it comes to killing Nazis and fiercely loyal to her allies—even if her abrasive personality can sometimes cause friction in the squad.

SPECIALIST IN

- Researching and refining Geiststoff
- Offensive use of chemicals and compounds
- Killing Nazis with extreme prejudice

ABILITIES

★★★



DISSOLVING STRIKE

Inject a caustic liquid into an enemy, killing them and causing their corpse to quickly dissolve. A slower melee attack, but the benefits of bodies disappearing is obvious.



DISPERSE

Create a stinking cloud of noxious gas, causing enemies to move away from the area where it landed. Use Disperse to break up enemy groups and move enemies in a desired direction.



HUMAN BOMB

Rosa can turn enemies into living bombs and detonate them at will later. Exploit patrol patterns or combine with other characters' abilities to eliminate large groups.



STUNNING LINK

Allows Rosa to stun a single enemy indefinitely. The stun effect lasts as long as the link persists, but keeps Rosa busy. Will go unnoticed by other enemies and can be launched over obstacles.

WOJTEK GALICA

★★★



A Polish prisoner of war used by Hans Kammler as a guinea pig for his inhumane Geiststoff experiments. As a result, Wojtek was turned into a fearsome werebear and can switch between human and beast forms at will.

Unlike the rest of the squad, Wojtek is no scientist. His grounded outlook often stands in contrast with his more analytical colleagues. He's prone to dark moods, feeling like the experiments he was subjected to inadvertently helped Kammler create his Geiststoff-powered supersoldiers.

SPECIALIST IN

- Transforming into a werebear
- Ranged combat with submachine guns
- Throwing bottles to distract enemies

ABILITIES

★★★



SMG

Wojtek is equipped with a submachine gun, which is very loud and attracts a lot of attention. Hold CTRL while clicking an enemy and he'll fire continuously until the target is dead.



BESTIAL STRIKE

Wojtek's bear form is stronger, letting him carry two bodies at once or heavy objects like explosive barrels, but he can't crouch or use ladders. His Bestial Strike melee attack is extremely powerful.



GO BEARSEK

Going into a Berserk fury allows Wojtek to kill groups of weaker enemies. However, it does limited damage per enemy and won't instantly kill tougher enemies such as Panzerwolves.



HURL

Wojtek can hurl whatever he's carrying. Throw bodies at individual standard enemies to kill them. Toss explosive containers to kill groups of regular enemies or individual tougher foes.

ALISTAIR STERLING

★★★



A British engineer with a military background, and the founder of the original Enigma Squad. He and his friend Hans Kammler conducted experiments on Geiststoff, a strange material that holds a huge amount of power.

Later, realising the danger this otherworldly substance posed to the world, Alistair immediately ceased his experiments. But his former friend stole the research and now Kammler has allied himself with Hitler and the Nazis—a dangerous relationship Alistair has sworn to end.

SPECIALIST IN

- Engineering advanced technology
- Harnessing the power of the elements
- Launching enemies to their doom

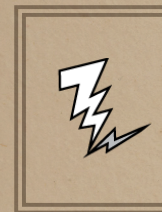
ABILITIES

★★★



LAUNCH PAD

This device can catapult lighter enemies and explosive containers towards a target location, killing or detonating them in the process. Can also be used to quickly dispose of bodies.



CHAIN LIGHTNING

An experimental electricity gun that fires a bolt of crackling lightning, which will jump between the target and other nearby enemies or explosive containers. Can kill large groups.



WHISTLE

No gadget here; just putting your lips together and blowing. A whistle will attract enemies to Alistair's current location, and is an effective way to get them to step onto the Launch Pad.

CONFIDENTIAL

SIEGFRIED VON ADELSBERG

★★★



A German psychiatrist who, as a member of the original Enigma Squad, studied the effects of Geiststoff on the human mind. Eloquent and inquisitive, he likes to psychoanalyse his allies and make them face their emotions.

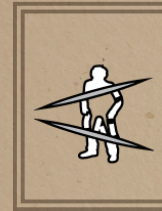
This is particularly true of Isabella, Sid, and Alistair. The Sterling clan's many familial issues and conflicts are fertile ground for his particular brand of Freudian psychonalysis. Siegfried is stoic and philosophical, even while he kills his enemies, and has incredible mental powers.

SPECIALIST IN

- Striking fear into the hearts of the enemy
- Transcending his physical form
- Understanding the human mind's complexities

ABILITIES

★★★



ZONE OF INVISIBILITY

Characters, enemies, and bodies caught in Siegfried's Zone of Invisibility can't be seen by anyone outside it. Siegfried stays visible and cannot move while the ability is in use.



SOUL BOLT

The Soul Bolt is a quiet long range weapon. It's one-of-a-kind, but can be retrieved after each use and used again. Any member of the Enigma Squad can pick it up and bring it back to Siegfried.



SPIRIT FORM

Siegfried can leave his body and travel around in a ghostly spirit form. This form is invisible to regular soldiers and has access to a special set of abilities. Certain enemies can detect it, however.



SCARE/DISTRACT

While in his spirit form, Siegfried can strike fear into regular soldiers and make them run far away in a panic. He can also take the appearance of an officer and distract other enemies.

ENEMY INTEL

★ ★ ★



HANS KAMMLER

A disgraced former member of the Enigma Squad who sold his soul to Adolf Hitler. Has dedicated his life to the Third Reich and the development of a Geiststoff wonder weapon that will win the war for the Nazis.

SOLDIER

The standard rank-and-file grunts of the Nazi war machine. They have no special weapons or abilities, and are easy to fool, but are still trained fighters. Don't get cocky: if they spot you they can still be dangerous.



OFFICER

Unlike the grunts under their command, these decorated officers are resistant to abilities such as lures and distractions. Fiercely loyal to Kammler, they have a will of steel and will never leave their post or patrol.



PANZERWOLF

One of Kammler's Geiststoff-enhanced supersoldiers. Armed to the teeth with Geiststoff weapons, they are a force to be reckoned with and impervious to most attacks. However, they're slow moving and not very smart.

GEIST

The Geists' powers don't just come from Geiststoff weapons: they ARE weapons. Smart, mobile, and able to teleport, they are difficult to pin down and defeat. The Enigma squad will have to work together to bring them down.



[UNKNOWN]

Troubling rumours are circulating of even more terrifying troops joining the ranks of Kammler's SS-Geistesstärke. Who knows that fresh experimental horrors he's been secretly developing with the power of Geiststoff...

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CUSTOMISATION

★ ★ ★

Some of the options you can tweak, enable, or disable to suit your playing style.

VISION CONE INTENSITY

Control the visibility of enemy vision cones. Higher value: more solid. Lower value: more transparent.

DETECTION SLOWDOWN

By default, the game automatically slows down as your characters are being detected by enemies, giving you more time to react. Turn this setting off if you want the game continue at regular speed.

ENEMY VISIBILITY INDICATOR

When this setting is switched on, an icon is displayed next to enemy names to indicate whether they are currently seen by another enemy.

PLAYER CHARACTER MARKERS

Displays a marker above all selected player characters. Turn this on to improve their visibility, especially when obscured by obstacles.

OUTLINE THICKNESS

Controls the thickness of character and object outlines when you press H to enable Highlights. Higher values make them appear thicker.

AUTO FOLLOW

If you enable this option, the gameplay camera will automatically follow your player characters whenever it gets centred on them. Moving the camera manually will abort Auto Follow.

BORDER SCROLLING

With this on, moving the mouse cursor to the border of the game window can be used to scroll the camera. If it's off, the camera can only be scrolled using the keyboard or by drag scrolling.

INTERRUPT SKILL USE BY MOVING

Determines if you can give move orders to characters busy focusing on a continuous skill. On: move order stops skill. Off: move orders are ignored by characters focusing on a skill.

RESET CAMPAIGN PROGRESS

Skill experience and challenge progress can be reset. Only activate this if you're certain you want to replay the whole campaign from scratch.

DIFFICULTY MODES

★★★

EASY ★

Recommended for beginners or anyone prone to throwing their keyboard at the wall.

- Characters have more health
- Enemies take longer to detect you
- Reduced number of enemies

NORMAL ★★

Standard difficulty. Strikes a balance between challenge and accessibility.

- Characters have moderate health
- Enemies detect you quickly
- Standard number of enemies

HARD ★★★

A serious challenge. Only recommended for experienced players of the genre.

- Characters have less health.
- Enemies detect you very quickly.
- Increased number of enemies.



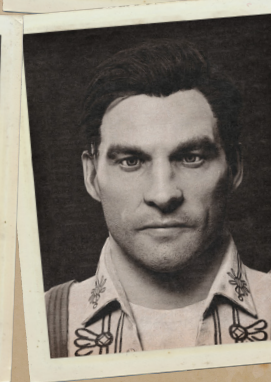
EYES ONLY ENIGMA SQUAD

TIPS

★★★

- Use the Action Planner if you need several characters to strike at once.
- Officers don't leave their post willingly. They ignore lures, but swapping locations and launching them will still displace them.
- If a soldier notices his conversation partner is missing, he will start looking for him.
- Not sure what to do? Click on an objective and the game will show you your target(s). You can always consult your map as well.
- Keep your distance from Demons. They are shortsighted but they can sense you even through solid walls.
- Alistair's launchpad can launch both living enemies and dead bodies.
- Rosa's Human Bomb is very versatile when combined with skills that displace enemies.

- Unlike most other noises, gunshots and explosions will instantly cause an alarm if heard by the enemies.
- The Werebear can throw anything he is carrying, be it bodies or explosive barrels.
- Wojtek's SMG can fire long bursts that take down tougher enemies in one go. Hold the Control key when you give the order for continuous fire.
- Whistle to lure enemies into stepping on the launchpad.
- Anyone can pick up Siegfried's soul bolt for him.
- You can queue up two Phantom Strikes for Sid in the Action Planner.
- Different characters interact with bodies in different ways, which makes them useful for various situations. Hover over their portraits for details.
- Careful! If Sid's hitchhiking host dies, so will he.
- While hitchhiking, Sid can jump from enemy to enemy unnoticed.
- Only some characters—including Sid—an jump over gaps or climb vines.



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