

VICTORIAN ADMIRALS



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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 / 7, 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 / 7, 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

Camera Management

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.

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.

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

Hotkeys

Click to real time mode.	(Key - Z)
Click to time acceleration.	(Key - X)
Click to pause.	(Key - C)
The units group number - I	(Key - 1)
The units group number - II	(Key - 2)
Menu: save, load, exit game	(Key - Esc)
Screenshot	(Key - F5)
Hide game user interface	(Key - F4)

How to Play

The ships of each group in battle will follow the first ship in a column. The velocity of all groups is defined by the slowest ship. During battle it will be impossible to separate the column. During battle it will be impossible to create a new column. After each battle your squadron will come back to the harbor and repair the damaged ship. At the beginning of battle you will see a battle area which is defined by red anchor buoys. Squadrons can fight only in this battle area. Along with the limited battle area there is a time limitation for the battle. In the top left corner under the compass the timer is located. This timer shows the time remaining in the battle. After battle all remaining ships come back to the harbor.

The player can control movement of only the first ship in a column. The column moves with the speed of the slowest ship. During turn maneuvers, it is not recommended to change a movement direction sharply. This can lead to a loss of formation or collisions. After a collision, the player cannot control the ship.

If during battle the ship receives severe damage from gunfire, flooding, or a fire, it independently leaves battle. When the ship leaves for anchor buoys, it comes back to the harbor and can be used by the player or the computer in the next battle. The purpose of each battle is to destroy enemy ships. It is necessary to destroy as many enemy ships as possible.

Each ship will automatically select targets to fire at, as they come into range of its armaments. Shooting begins at the 25% accuracy of hitting. If you wish to control the firing of individual ships, bring the ships into range and click on the “Begin Gun Fire” control. The ship will fire all available guns at the enemy target simultaneously, if you wish the ship to stop firing click on the “Stop Gun Fire” control.

During a battle shells fired at a target may hit above the water line or below the water line. A successful hit above the water line may cause a fire. A successful hit below the water line may cause flooding. As the ship takes fire from the enemy or is on fire the percent damage will increase. Eventually the damage will cause the ship to sink. A ship crew will automatically try to put out fires and pump out flooding during a battle. The more percent damage a ship sustains the harder it is to repair flooding and put out fires. Damage also reduces a ship's movement.

	displacement		damage
	main / second. battery		starboard damage
	iron armor		portside damage
	max / current speed		hit accuracy
	repair after battle		armor penetration
	flooding		fire

management of game time:
pause - real time - acceleration*
(*only at a safe distance)



How to understand data on artillery:

4 x BL 8in = 4 (number of guns) x BL (breech-loading rifle) 8 (caliber in inches)

QF quick-firing gun (in U.S. rapid-firing)
BL breech-loading rifle

Naval Gun Characteristics (where 100 % - the best value)

type & caliber >	QF 2in	BL 5in	BL 6in	BL 8in
damage	6%	45%	65%	100%
armor penetr.	13%	60%	70%	100%
accuracy	32%	70%	100%	85%
rate of fire	100%	40%	20%	12%

Support Service

For technical support relating to installation, start up, or game crash issues contact us: 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 and game log file. To get the files, follow the instructions below:

1. Find and start a file "Info.exe" in a game folder (example C:\Program Files\Victorian Admirals\ Info.exe).
2. Follow program instructions.
3. Send both files (Totem3Log.log and DxDiag.txt) to the support@totemgames.ru