

# Requirements

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***Ardennes '44 requires a device with Palm OS 5.0 or higher*** (if your device was manufactured in 2005 or later, you can safely assume that you own the correct version of the OS).

***3.5 MB of available storage is required as well.*** The game can be installed to a memory card, however certain revisions of the Palm OS tend to cache programs that you often use in the main storage, therefore you should also assume 3.5 MB of free main storage memory. If the operating system copies Ardennes '44 to the main storage, you can reclaim this space by deleting it when you don't play it. Games are saved to a memory card if it is available or to the internal drive in the case of Palm T5, Palm TX and Palm Lifedrive (or other device with built-in flash drive if Palm releases such devices in the future).

***A high density display is also required.*** The game supports as well square displays (320x320 pixels) as the bigger 320x480 pixel-displays (both in landscape and in portrait modes). For best performance we recommend playing the game in the portrait mode – none of Palm OS powered devices (except for the Zodiac) features a graphics accelerator, therefore the CPU is involved in rotating graphics.

# Installation

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## **Installation over-the-air**

When you download this game directly to your device, there must be approx. 5 MB of storage memory available for installation (the installer takes approx. 1.5MB, the game approx. 3.5). You can delete the installer afterwards.

## **Installation with help of a PC computer**

The game comes packed in .ZIP format. Windows will automatically decompress the archive and place its content in the folder of your choice.

Now look at the content of the decompressed archive and follow steps recommended for your operating system.

## **Windows XP or earlier**

If a file with extension .PRC is provided you can double click its icon – this should launch Palm Quick Install. During the next HotSync operation the game will be copied either to the main storage or to the memory card (depending on your choice). This method requires prior installation of Palm Desktop software.

If a file with .EXE extension is provided, double click its icon to launch a game setup under Windows. Now, choose either main storage or the memory card. You must perform HotSync too in order to have the game copied to the device.

### *Windows Vista*

At the time of writing this manual, Palm QuickInstall was not supported under Windows Vista. Use the setup file for Windows (the file with extension .EXE) or copy the game (the file with extension .PRC) to your device by yourself using for instance a memory card reader. To make the game automatically recognized when you insert the memory card into your device, place the .PRC file in the folder */Palm/Launcher/* You can also place it in any folder (just don't forget its name ;).

### *Mac OS/X or Linux*

You must copy the game (the file with extension .PRC) to your device by yourself for instance using a memory card reader. To make the game automatically recognized when you insert the memory card into your device, place the game .PRC file in folder */Palm/Launcher/* but you can place it in any folder (just don't forget its name ;).

## Playing the game

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### *Scenarios*

Choose a scenario from the list. Saved games are listed at the bottom of the list. The demo doesn't allow you to save any games. There are two game slots – auto save is performed automatically in the beginning and in the end of human player turn or when the game is being closed. Furthermore, you can save the scenario at any moment.

### *Briefing screen*

The briefing screen allows you to choose the side that you wish to play and gives you information on the scenario. Tap **Play** to start a game. If your opponent starts the scenario you can scroll the map and must tap **End Turn** from the menu to start the game.

### *Realism settings*

If your device has a fast CPU, you can enable realistic rules for re-supplying units (a path is calculated between every unit and a city or supply route when this option is enabled, this is more realistic, but takes considerable time to calculate when there are dozens of units on the map).

### *Moving the map*

Use scroll bars or the 5-way navigation buttons to move the map.

### *Giving orders to units*

When you tap your units, adjacent hexes will change their color showing you unit's **approximate movement range** (number of movement points divided by 2 – it means by the cost of movement through a clear hex). A PDA is too slow to find all possible paths, therefore this simplification.

Tap destination hex to move unit or attack enemy. **Your unit will take the fastest route not the shortest!!!** Terrain played an enormous role in the battle in Ardennes. German units had to follow roads because of snow, mud and the type of terrain in Ardennes.

Even if a unit seems to move in a wrong direction, you can be sure that this is “cheapest” and fastest path to the destination. If the moving unit doesn't have enough movement points to reach its destination, you may get the feeling that it is going the wrong way.

*If no path between the unit and the destination exists (for instance because the unit is blocked by other units, forests inaccessible for vehicles, rivers etc.), the unit will ignore your order.*

## *User interface*

### *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.

**Toggle Zoom** – this changes the scale of the map.

**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 players as well as the number of victory points each player must achieve to win the scenario.

**Abandon Scenario** – 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.

### *Shortcuts for Palm Treo 650, Treo 680 and Treo 700p*

<b>Z</b>	<b>toggles map zoom</b>
<b>D</b>	<b>destroys unit's vehicles (this allow you to move a mechanized unit that has run out of fuel)</b>
<b>spacebar</b>	<b>jumps to next unit</b>

## *Terrain*

Terrain affects units' movements in many ways.

### *Plain terrain*

Typical movement cost is 2 points.

### *Roads*

The movement cost is only 1 point.

### *Forest*

The cost of moving through a forest is 3 movement points. Vehicles, tanks and guns cannot enter **dense forests** that are considered unsuitable for vehicles.

### *Hills*

The cost of moving through a hill is 3 movement points.

### *Rivers and bridges*

Units cannot cross rivers.

### *Fortifications*

Fortifications improve unit's resistance to attacks.

### *Trenches*

Trenches improve unit's resistance to attacks.

### *West Wall*

The West Wall fortifications are considered inaccessible for Allied units. Allies assaulted the West Wall only several months after the battle in Ardennes.

### *Units*

There are two types of units in this game:

1. Air units
2. Ground units

Air units cannot fly when the weather is: snow, fog or rain. They are usually considered out of the battle scene. Therefore, they cannot be attacked by ground units.

### *Ammo and fuel*

Fuel played an important role in the battle. Many German units run out of fuel due to wrong calculations of supplies before the battle. Infantry doesn't need fuel, but all other mechanized vehicles do. 1 unit of fuel is consumed per every hex. Battles lead to consumption of ammo and fuel.

### *Moving units*

Tap once your unit – nearby hexes will change their color. Now tap a destination hex. If you don't want to give any orders to the unit, just tap it again.

### *Spotting range*

The spotting range can be verified by choosing **Menu->Unit->Unit Info**. Only enemy units within your units' spotting range are shown (but you can toggle the fog of war using **Menu->View->Toggle Fog of War**).

### *Attack points*

This is the number of possible attacks per turn. This value is usually 1.

### *End you turn*

When you have finished moving your units it is time for your opponent to play. Choose **Menu->End Turn**. Current game will be saved automatically.

### *Saving games*

Choose Menu->Save Game. You need a memory card for saving games.

## Support

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For support please visit [www.playtek.pl](http://www.playtek.pl) or write to [support@playtek.pl](mailto:support@playtek.pl)

Quite often we receive messages that only say “there is a problem” or “it doesn’t work”. Sometimes, we even don’t know if this is an issue with the Palm OS or Windows Mobile version of our software. We are unable to help you if we don’t know any details about the problem or about your configuration. Sure, we will ask you for such information, but if you wish to quickly receive real help then please don’t forget to mention:

1. As many details as possible about the problem – what is not working, how we could reproduce it.
2. Who manufactured your device and what is its model name?
3. If your question relates to the full version, please include the serial number received with your purchase – sometimes, we could solve your problem by e-mailing you the latest update, however if you cannot find your order (and not every distribution partner sends us purchase notifications), we first need to ask you for the serial number, store from which you had purchased our software etc.

Please keep in mind that the more details you provide the faster we will come back with a solution. We are located in Europe (in Poland), which is GMT + 1 hour time zone and probably a time zone different than yours. When we ask you for more details and you reply even the same day, you may have to wait till the next day, because it is a deep night for us when your answer arrives. We usually answer customers’ inquiries the same business day.

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