



# Blitzkrieg: War in Europe

1939 - 1945

PlayTek™  
Games for mobile devices

## USER'S MANUAL

Last updated on November 2006  
For version 2.00

Blitzkrieg: War in Europe 1939 – 1945  
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## Introduction

Blitzkrieg: War in Europe 1939-1945 is the first WWII strategy game for the Palm OS platform.

## Support

We did our best to deliver the game tested on as many devices as possible.

*This game requires a Palm powered device with Palm OS 5.0 or higher, 3.5MB of free memory and a double density display (320x320 or 320x480 pixels).*

*This game is not compatible with Palm Treo 600 or Zire 31 because these two models only feature low density screens (160x160 pixels).*

Should you need help with this game, please start by reading game instructions or troubleshooting section of this document. If this does

not solve your problem, please contact the online store from which you downloaded the demo.

## Un-locking the full version

**There are two versions of the game, one is the demo, and another one is the full version for which you need an activation key. You cannot unlock the demo version.**

Enter the registration code you have received with your purchase in the Code field of the welcome screen. If you don't enter any code or if the code is invalid, the software will run in a demo mode in which you are limited to scenarios labeled "DEMO".

In this screen you can enter the activation code or tap "Continue" for the demo.

## Choosing scenario to play

Highlight a scenario and tap "Play scenario" to continue.



There are 19 scenarios in the game at the moment.

A memory card is required for saving games. If you save a game it will be given name

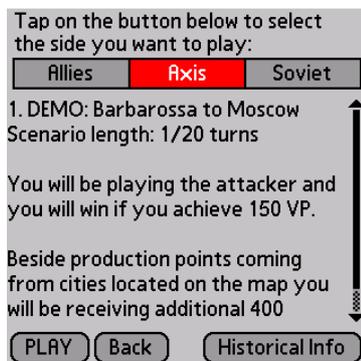
PlayerSavedGame.blitzkrieg. You can have only one game saved, however you can change the name of the saved game (but you must keep extension .blitzkrieg).

The game is also automatically saved when:

- you tap 'End Turn'
- AI turn has finished
- you are about to leave the game (for instance when you accidentally tap the Home icon).

## Scenario briefing

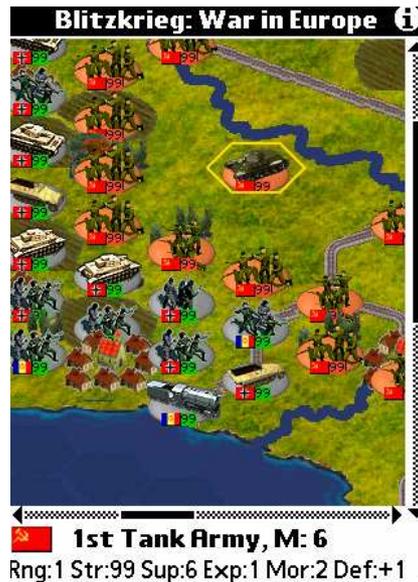
On the briefing screen you can tap "Play" to continue or "Back" to go back and choose another scenario.



The briefing screen displays mission objectives for every player as well as game length in turns. This is the place where you choose if you wish to play as Axis, Allies or Soviets. The "Historical Info" button displays information on historical background of the scenario you are going to play.

## Playing the game

Now, you will see the main game screen



Current version supports the extended screen mode of 320 x 480 pixels on Palm Tungsten T3/T5 and Tapwave Zodiac. On all other devices the resolution of 320 x 320 pixels will be used.

## Meaning of hex colors:

- Green** – neutral hexes you cannot enter
- Brown** – hexes under Axis control
- Blue** – hexes under Allies control
- Red** – hexes under Soviet control

## Moving the map

You can move the map by using sliders located next to the map's window or the navigation keys of your device



Tapwave Zodiac's joystick is not supported in the current release.

Use the hardware select key to jump to the next unit with available movement points.



There are two levels of zoom. Display game's menu, then choose "Map Zoom In/Out".

## Units

When you tap a unit you will see the following information:

**Rng:** attack range, usually 1, it can be more than 1 for units that can attack from distance such as air units.

**Mov:** available movement points (attacking uses 2 movement points as opposite to normal movement).

**Str:** unit's strength.

**Sup:** unit's supply. Every attack or defense uses 1 supply point. In the end of each turn unit's supply is calculated. If there is a path from the unit to a city under player's control the unit will be resupplied (for instance, if you are playing Allies, if a path of blue hexes or blue hexes and Allied units exists between your unit and a city under your control, the unit can be re-supplied). Keeping your units supplied is important because units with supply of 1 or less can be overrun very easily. Units with supply = 0 loose 10% of their strength every turn they are not supplied.

Exceptions are naval units – they get 30 supply points when they finish the turn in a friendly port.

**Exp:** unit's experience (values 0-2). Experience changes unit's strength from -10% (Exp=0) to +10% (Exp=2)

**Mor:** unit's morale (values are 0-2). Morale influences unit's strength in a similar way as experience.

**Def:** special defense bonus. Each unit gets defense bonus if:

- a river passes through unit's hex
- there are mountains
- there is a fortification icon
- the unit is located on its own territory

## Moving units

Tap a unit to see unit's details. The unit's icon will be highlighted with a red outline. Now tap twice an empty destination hex. If a path between unit's hex and the target hex exist your unit will move as close to the target as unit's movement points allow. Your units cannot enter neutral hexes (green).

Units located in adjacent hexes can swap their positions. Tap twice the first unit. Choose "Swap Positions" from the popup list. Then tap an adjacent unit. If units have spare movement points and are supplied (supply > 0) you will be asked for confirmation of position swapping.

Artillery units, rockets and battleships attack from distance. To attack a unit, tap your artillery unit then tap twice an enemy unit. If the enemy is within range it will be fired at.

You can use the hardware select key to jump to the next unit with available movement points.



## Air Units

You can move them by tapping twice the destination hex. If you tap twice an enemy unit, it will be attacked by your air unit.

If a naval unit with 8 hexes range is attacked by enemy aircraft, the nearest air unit will provide protection for friendly units.

When a ground unit is attacked by enemy aircraft, its defense strength is increased by a nearby anti-aircraft unit's defense points (within AA unit's attack range).

## Naval Units

Naval units can attack ground units located in the adjacent hex.

## Cities

Cities are important in the game because they are the source of victory points as well as production points.

Victory points make you win or lose the game.

Production points allow you to purchase new units or reinforce units that suffered losses in previous turns.



Tap a city to see its name, production and victory points. Cities supply friendly units that are located within 10 hexes radius.

## 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.

**Map Zoom In/Out** - this changes the scale of the map.

**Purchase New Unit** - a dialog window pops up which allows you to purchase new units. Sometimes, you are unable to purchase all units. For instance, V1/V2 rockets are reserved to the Germans, and only in a few scenarios.

**Reinforce All Units** - if you have enough production points you can automatically reinforce all units. If there are units that occupy victory

locations, it is recommended to reinforce them one by one before using this command because it reinforces as many units as production points allow without taking into consideration that certain areas are of higher value.

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

**Abandon Game** - 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.

## Giving orders to units

**Embark/Disembark Unit** - units located in a port can be moved across sea. Move your unit to a port, then tap "Embark/Disembark Unit" to disembark. Units can disembark on "Landing Zone" marked hexes as well.

**Reinforce Unit** - this command allows you to reinforce the active unit.

**Rename Unit** - you can enter a new name for your unit.

**Unit Info** - shows attributes of unit's type such as attack or defense strength as well as attack range and unit's cost.

**Rotate Clockwise / Rotate Counterclockwise** -

Each unit (there are exceptions such as air units) has a direction it faces. If the unit is being attacked from behind it gets -30% defense penalties.



Use this command in preparation for enemy attacks. Attacking units automatically change their direction to face the defending unit.

**Swap Positions** - Units located in adjacent hexes can swap their positions. Tap twice the first unit. Choose “Swap Positions” from the popup list. Then tap an adjacent unit. If units have spare movement points and are supplied (supply > 0) you will be asked for confirmation of position swapping.

**Disband Unit** – you will be asked for confirmation if you wish to destroy your unit that is being highlighted.

**Transport by rail** – allows operational moves of your units over larger distances.

## Troubleshooting

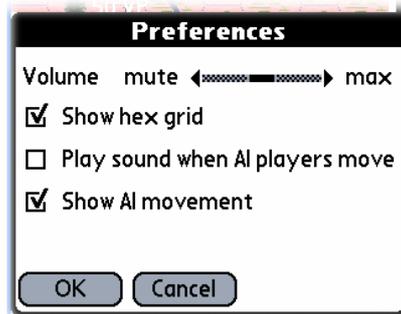
If this manual does not solve your problem, please contact the web site from which you downloaded the demo.

## Performance

1. You can improve screen refreshing by going to game settings and unchecking “Show hex grid”.
2. If you find the AI turn to take too much time, you can do one of the following:
  - Uncheck “Play sound when AI players move”
  - Uncheck “Show AI movement” (in this case you will not see movements of your opponent, but this is the fastest solution).

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Unchecking of this option cause unchecking of “Play sound when AI players move”



## Device specific issues

### Tungsten T/T2, Zire 71

On devices with low dynamic heap size such as Tungsten T/T2, Zire 71 the game cannot allocate enough memory for double buffering of the map window. Therefore, you will see how the map is being redrawn. Dynamic heap size is a fixed part of memory dedicated for running applications. It is not user upgradeable and it does not depend on the free memory in your device.

### Tungsten T5

It is not possible to use hardware keys and the select button to control the game. This will be fixed in a later release. Except for this, the game is fully compatible and tested on Tungsten T5.

### Tapwave Zodiac

Pressing the function key may cause the game to crash. This will be fixed in a later release.

**In case if you are unable to load/save games, you must insert the memory card to another slot (as you probably have it inserted into slot 1). At present, only slot 0 is supported.**

### Pre-Palm OS 5.0 devices

The game is not compatible with devices with OS version 4.x or earlier.

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