

MOSCOW to BERLIN

RED★SIEGE

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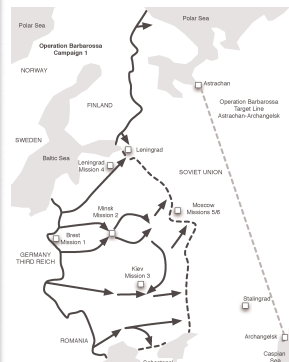
1. PREFACE

The game *Moscow to Berlin: Red Siege* covers the Eastern theatre of War in World War II from the very beginning in 1941 with the German attack codenamed "Barbarossa" till the final end with the Soviets hoisting their red banner on the Berlin Reichstag building in 1945.

Moscow to Berlin: Red Siege is the fourth game in a row which started with *Desert Rats vs Afrika Korps*, went on with *D-Day* and *1944: Battle of the Bulge*. Gamers who already have the predecessors of "Moscow to Berlin: Red Siege" will find themselves familiar with the game, although we did a lot to introduce the real feeling of the war in the East. Therefore you will not only get a bunch of new units - especially for the Red Army of course - but also new buildings, new atmosphere and new AI elements. In this booklet we will describe what you can expect.

2. CAMPAIGNS AND MISSIONS

2.1 Operation Barbarossa



The game is split into three campaigns which cover the main phases of the East Front. The first campaign is focused on Operation Barbarossa, the German attack on the Soviet Union in Summer 1941 and ends with the failure of this Operation within sight of Moscow.

2.1.1 Brest Litovsk - Mission 1

Period of time: Summer of 1941.

Weather: Sunny.

Location: The fortress of Brest Litovsk at the Border between German occupied Poland and the Soviet Union.

Your orders: Take control of all the bridges across the Bug and maneuver a group of tanks through the fortified town untouched.

Your units: Parts of the German 45th Infantry Division with Sturmgeschütze and artillery.

Your opponent: Soviet fortress troops defending their bunker positions.



Significance: Controlling the Bug river crossings at Brest was of major importance for Operation Barbarossa, since this town would later be the supply basis for all action of Army Group Center in Russia. More details regarding the historical background of this mission can be found within the game's mission descriptions. This also applies to all further missions.

2.1.2 Minsk / T34 - Mission 2

Period of time: Summer of 1941.



Weather: Sunny.

Location: White Russia West of the capital Minsk.

Your orders: Capture all Soviet strong points around the City and repel a heavy counterattack before finally overrunning the last line of Russian defense.

Your units: Parts of a German tank division with Panzer II, III and Sturmgeschütze. Later you get a Flak 88 battery.

Significance: This mission exemplarily shows the weakness of the German forces when they were confronted with the modern Soviet T34 tank. Only the Flak 88 could stop this tank.

2.1.3 Kiev Pocket - Mission 3

Period of time: Summer of 1941.



Weather: Sunny.

Location: Lochvitsa, East of Kiev, the Ukrainian capital.

Your orders: Capture with advanced elements of two tank divisions the crossroads of Lochvitsa and repel all Russian attacks trying to break the encirclement from East and West.

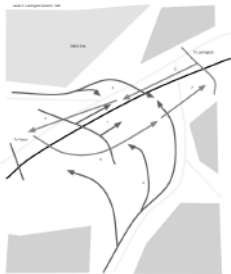
Your units: Elements of the German 3rd and 16th Panzerdivision with Panzer II, III and some Panzer

IV plus Panzergrenadiere and anti-tank JU 87.

Significance: The German success in 1941 against the Red Army was based on the German tank tactics of rapid movement, encircling Russian units from behind and eliminating these pockets fast. The Kiev pocket was the largest pocket ever: After five days of tremendous slaughter, it was all over. The Germans claimed to have captured a total of 650,000 Russians as POW's. The Russians yielded a tally of 527,000.

2.1.4 Leningrad - Mission 4

Period of time: Autumn of 1941.



Weather: Autumn weather, windy, foggy.

Location: Near Pskov, Southwest of Leningrad.

Your orders: Stop the German advance on Leningrad, attack the German Army Group North frontally.

Your units: Light and medium tanks and infantry.

Signification: This mission shows that the Soviets already tried smashing the Germans out of their country in 1941. But up to then, their tank

doctrine was weak: their frontal counterattack was encircled by a flanking attack of German tanks and so a hasty withdrawal saving the remnants of their troops was the last option for the Soviets.

2.1.5 Moscow / Operation Typhoon - Mission 5

Period of time: Summer of 1941.



Weather: Beginning winter, foggy, light snow.

Location: Southwest of Moscow.

Your orders: Advance Eastwards and smash the last Soviet defenses around Moscow.

Your units: Already worn out troops of a German tank division with Panzer II, III, IV and Sturmgeschütze.

Signification: Operation Typhoon - the final attack on Moscow - marked the end of quick German advances in the East. It was the Soviet's opportunity to fight back.

2.1.6 Moscow / Soviet Counterattacks - Mission 6

Period of time: Winter 1941/42.



Weather: Snow and fog.

Location: Northwest of Moscow.

Your orders: Cut through the German lines and eliminate all pockets of resistance.

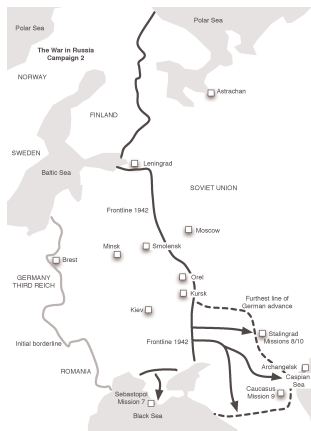
Your units: Fresh Siberian troops with Winter camouflage uniforms and T34 tanks in masses.

Signification: In early 1942, the Soviets launched a massive counter-offensive with fresh Siberian troops

on the weakened and worn out German lines around Moscow. Only the harsh "Stand and Die" Order by Hitler avoided a German catastrophe. With this order German troops stood where they were and built up around defenses in the villages while a flood of Soviet troops went by.

2.2 The War in Russia

The main campaign of the game deals with the War in Russia. It covers the second part of the German attack towards Stalingrad and the Caucasus as well as History's biggest tank battle at Prochorowka during Operation Zitadelle. This part ends with the withdrawal of German troops from Russian territory in late 1944.



2.2.1 The Siege of Sebastopol -

Weather: Sunny.



Location: Crimean peninsula, Sebastopol harbor.

Your orders: Capture all the bunkers of the harbor fortifications and gain control of the harbor.

Your units: Mainly German infantry from the 11th Army.

Significance: The capture of Sebastopol deprived the Red Banner fleet in the Black Sea of its last main harbor. This prevented the Black Sea fleet from being a threat to the Southern flank of the German advance in 1942.

2.2.2 Stalingrad / The German Attack - Mission 8

Period of time: Summer of 1942.



Weather: Sunny.

Location: Stalingrad, Mamai Hill, Hill 102.

Your orders: Take Hill 102 and the surrounding railway station, reach the Volga.

Your units: Armored parts of the German 6th Army.

Significance: This mission shows the heavy fights in and around Stalingrad, which had no strategic significance for both sides - only the two dictators both didn't want to lose face. Stalin didn't want to

lose "his" town and Hitler wanted to capture it just because of its name.

2.2.3 Run to the Caucasus / Kalmyk Steppe - Mission 9

Period of time: Summer of 1942.



Weather: Sunny, desert climate.

Location: In the Kalmyk steppe, South of Stalingrad close to the Caspian Sea.

Your orders: Find out about Russian reserves, units and strong points in this region and report back to headquarters.

Your units: German reconnaissance detachment.

Significance: In Summer 1942 some German troops made the furthest advances to the East and

even reached Asia. They hoisted the German banner on the Elbrus and they came in sight of the Caspian Sea - but they never reached the oilfields of Baku.

2.2.4 Stalingrad / Operation Uranus - Mission 10

Period of time: Winter 1942/43.

Weather: Snow, fog.

Location: West of Stalingrad, Pitomnik airfield.

Your orders: Capture the airfield and stop the Germans flying out troops.

Your units: Soviet infantry and tanks.

Significance: After the Russians had encircled the 6th Army in Stalingrad, Goering offered to Hitler to supply the Army with the Luftwaffe via the airfields in

the pocket. This would stabilize the front and give time to the troops in the Caucasus to return West. Of course, the Russians focused on eliminating the

airfields after they had repelled the German ground offensive of the 4th Panzer Army trying to liberate the 6th Army.

2.2.5 Operation Zitadelle / Kursk, Prochorowka - Mission 11

Period of time: Summer of 1943.



Weather: Sunny.

Location: Near Prochorowka, South of Kursk.

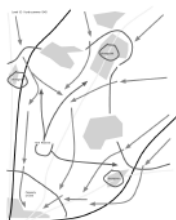
Your orders: Smash all Soviet lines of defense and all counterattacks.

Your units: Elite tank troops with Tigers and Panthers plus some Elephants.

Significance: Prochorowka was the biggest tank battle ever. It was a meeting engagement of 4th Panzer Army and 5th Guards Tank Army.

2.2.6 Kursk and Orel / Soviet Counter-offensive - Mission 12

Period of time: Summer of 1943.



Weather: Sunny.

Location: Near Orel, North of Kursk.

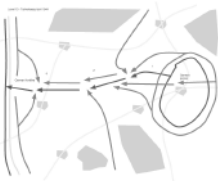
Your orders: Capture Orel.

Your units: Infantry and tanks.

Significance: After the Germans had cancelled Operation Zitadelle, the Russians started their counter-offensive North of Orel and South of Kursk, now trying to encircle the German troops.

2.2.7 Tscherkassy Pocket - Mission 13

Period of time: Winter 1943/44.



Weather: Snow.

Location: Tscherkassy, Southern Ukraine.

Your orders: Move the troops in the Tscherkassy pocket westwards and escape the encirclement by crossing the Dnjestr River.

Your units: Heavy tank units which are encircled by Russian troops.

Significance: In late 1943, the Wehrmacht was on permanent retreat. While retreating, more and more troops were encircled by the Russians. But the Germans were able to break out and to avoid complete destruction of their units in most cases.

2.2.8 Operation Bagration - Mission 14

Period of time: Summer of 1944.



Weather: Sunny.

Location: East of Minsk, White Russia.

Your orders: Smash all German lines of defense and capture Minsk.

Your units: Infantry and medium and heavy tanks.

Significance: In Operation Bagration the Soviets managed to completely destroy German Army Group Center. After Stalingrad this was the second and even heavier defeat of the Wehrmacht on the Eastern Front.

2.2.9 The Courland Pocket - Mission 15

Period of time: Autumn/Early Winter 1944.



Weather: Some snow, foggy.

Location: Baltics (Courland).

Your orders: Cut the German forces in two by reaching the Baltic Sea.

Your units: Soviet tanks and infantry.

Significance: When the Soviets reached the Baltic Sea North of East Prussia, they cut off parts of the German Army Group North which was then called Army Group Courland. These troops fought several Courland battles successfully till the capitulation in May 1945, but were of no help for the defense of the Third Reich anymore.

2.3 The Final Battle

Finally the Soviets couldn't be stopped anymore in their drive to Berlin. One battle after the other was lost by the Wehrmacht. This last campaign covers the siege of East Prussia, the last German offensive in the East (Hungary, Operation Spring Opening / Frühlingserwachen), the battle of the Seelow Heights only about 80 kilometers from Berlin, the Halbe pocket south of Berlin and finally the battle of Berlin in sight of the Reichstag building.



2.3.1 East Prussia / Masurian Lakes - Mission 16

Period of time: Winter 1944/45.



Weather: Snow.

Location: Masurian lakes in East Prussia, east of the capital Königsberg, now Kaliningrad.

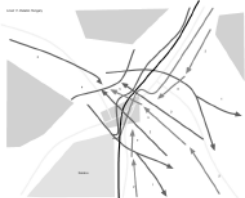
Your orders: Find a way through the German defenses and get to Königsberg.

Your units: Russian tanks and infantry.

Significance: In East Prussia the Soviet Red Army first put foot on German ground. In late 1944 the Wehrmacht were able to push the Russians back at Goldap, but in 1945 East Prussia fell to Soviet hands.

2.3.2 Hungary / Operation Spring Opening - Mission 17

Period of time: Spring of 1945.



Weather: Foggy, rainy.

Location: Southern Hungary.

Your orders: Split the Russian lines of defense and make a breakthrough.

Your units: Heavy element with Kingtigers and Panthers of the 6th Panzer Army.

Significance: Operation Spring Opening was the last major German offensive on

the Eastern Front. Despite early successes, it was a complete failure. Hungary was quickly overrun by the Russians and Austria was in Soviet hands only a month later.

2.3.3 Seelow Heights - Mission 18

Period of time: Spring 1945.



Weather: Dry, overcast.

Location: Oder river (today's border between Germany and Poland).

Your orders: Cross the Oder and fight a way through the German lines to Berlin.

Your units: Elite tank units with medium and heavy tanks.

Significance: The Oder frontline was the last significant line of German defense in the East. After that was overrun by the Soviets, Berlin was without real defense.

2.3.4 Halbe Pocket - Mission 19

Period of time: Spring 1945.



Weather: Dry, overcast.

Location: Halbe, Spreewald, South of Berlin.

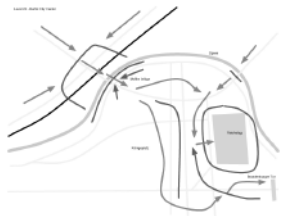
Your orders: Destroy the remnants of the German 9th Army and stop their retreat to the American lines.

Your units: Soviet tanks and infantry.

Significance: In the Halbe forest the remnants of the 9th Army gathered. They were encircled, bombed by planes and artillery and attacked from the Russian troops on all sides. Still they tried to fight a way West to the American lines.

2.3.5 Berlin Reichstag - Mission 20

Period of time: April 1945.



Weather: Dry, smoke from the burning city.

Location: Berlin, near Reichstag and city center.

Your orders: Cross the Moltke bridge over the Spree and capture the fortified Reichstag building.

Your units: Elite units with infantry and tanks.

Significance: When the Soviets hoisted their red banner on the Reichstag buildings this marked their final victory over Nazi Germany.

3. NEW WEAPONS AND UNITS

The game contains a large range of new weapons and units. You'll find the historical and technical aspects explained in detail in the encyclopedia within the game; the following explanations aim further at the gaming part.

3.1 New weapons

Rocket launchers shoot rocket-powered shots in fast sequence and in a large number at the opponent. The rocket tail, which gives an idea of an approaching of the rocket shots, is clearly visible. The destruction is



Nebelwerfer



BM 13 Katiusha



Sturmtyger

devastating, particularly on soft targets such as infantry and unarmored vehicles. The accuracy of the rocket launchers is low, bringing fear to those facing its fire. The rocket launchers in the game are the Soviet Katiusha and the German Nebelwerfer. The Sturmtyger is a particularly powerful (though slow) rocket launcher.

Artillery is an effective weapon for the remote bombardment of enemy positions from a safe distance. The artillery batteries, however, can easily be identified with the cannons' roaring. Counter battery fire - firing on enemy artillery with your own artillery - can quickly put an end to the artillery use and destroy howitzers and their crews. Therefore guns which can be easily shifted have the advantage. Self-propelled guns - guns installed on tank chassis - are most appropriate for moving artillery about, and provide a particularly powerful weapon. Self-propelled guns are the Soviet SUs and the German SD KFZ 165 Hummel.

The mortars, so-called high-angle weapons, which shoot shells on short distance and in fast sequences on the enemy, give easy artillery support for the infantry in foremost front. In the game, mortars are installed in the LendLease M3 and the German SD KFZ 251.



Hummel



ME 262

On the Eastern front, planes were often used in the anti-tank role. The Russians used their famous IL 2 Sturmovik for the task and the Germans had a special version of the JU 87. We have both in the game. Towards the end of the war, the world's first jet airplanes were developed and deployed by the Germans. These jet aircrafts were significantly faster than propeller-driven airplanes of that time and could in such a way successfully sustain aerial battles. Moreover, they usually were too fast for being hit by air defense guns. The German ME 262 is a hunter and a fighter-bomber, the Arado AR 234 is a pure bomber.

3.2 New Units

The game offers a wide range of new units which you do not know yet from *Desert Rats vs Afrika Korps* or *D-Day*. This chapter will provide you with a short overview. The encyclopedia included in the game explains the technical details as well as the historical backgrounds.

3.2.1 German units

The Jagdpanther is based on the chassis of the battle tank Panther, on which a fixed superstructure is fixed. The legendary 88 was mounted on the Jagdpanther. This strong weapon combined with the good handling characteristics and strong armor make the Jagdpanther a dangerous opponent for British Churchills and American Shermans. Chain damage put the Jagdpanther practically out of action because of the fixed turret.



Jagdpanther

The Jagdtiger is a similar construction to the Jagdpanther, the chassis however coming from the Tiger battle tank. Again a stronger weapon could be installed, the 12.8 cm PAK, due to the fixed superstructure. This strong weapon together with extremely heavy armoring - the Jagdtiger weighed 70 tons! - make the Jagdtiger a mobile shelter. Due to its weight, it is very slow however, and a chain damage amounts to a death sentence for the vehicle.



Jagdtiger

The Elephant was constructed on the Chassis of the Tiger I mounting the 8.8 cm anti-tank gun. This vehicle was slow and didn't have a machinegun for close defense against infantry. First Elephants were used in Operation Zitadelle on the Eastern Front. Although they were poorly constructed, they had great success in destroying hundreds of T34s on long range fire fights.



Elephant

The Sturmtiger is used against heavily-fortified positions and cities. This vehicle based on the Tiger I, received a fixed structure and a 380 mm mortar. Rocket-powered explosives were fired. These had in fact been developed by the navy for destroying submarines. Where these shells impacted, the damage was enormous: whole house blocks were flattened. In the game, the Sturmtiger is also very strong, but no all destructive super weapon.



Sturmtiger

The Hetzer was a very successful tank hunter. It was based on the chassis of the Panzer 38 and built at Skoda in Czechoslovakia. It was fast, very small and had a low silhouette. Despite this, it had a heavy and high velocity gun. There was also a flamethrower version of the Hetzer.



Hetzer

Another vehicle that saw heavy action on the Eastern front was the AA-gun version of the Panzer IV, first introduced as the "Moebelwagen", then named Ostwind and Wirbelwind. It was the first armored fully motorized anti-aircraft weapon of the war and could follow the tanks even on heavy terrain with the same speed. This helped German tank troops to compensate at least a little for the growing weakness of the Luftwaffe. With the Moebelwagen, the ground troops could defend themselves against the waves of IL 2 Sturmovik planes.



Moebelwagen

We've already mentioned the self-propelled gun Hummel in the chapter dealing with the new weapon systems. The Hummel changed position fast and represents an effective artillery weapon. The combat area is only easily armored, however, and the crew thus is vulnerable. The vehicle can be easily taken over.

The Panzer IV H, is a variant on the Panzer IV, already introduced in the game. The version H differed from its predecessors by the added armor plating which was installed outside at both sides and around the tower. This and increased armor provided good protection against English PIATs and American bazookas. Also, the late forms of the assault gun Sturmgeschütz III were equipped with lateral armor skirts.

The standard vehicle of the German armored infantry was the SD KFZ 251. In the game, this vehicle is present in three versions. The standard version is armed with a machinegun and transports a group of soldiers. The version with a mortar installed in the combat area already has been mentioned before. Moreover, we have added the SK KFZ 251/22 to the game, a variant with an anti-tank gun.



SD KFZ 251

In the game, there are various new airplanes for the Germans. The JU 52 "Tante Ju" represented the standard transport aircraft of the Air Force and drops supplies and paratroopers in the game. The propeller-driven aircraft, flying very slowly, however, is an easy victim of Flak and fighters due to its skin made of corrugated iron.



JU 52

During the war, the Focke Wulf FW 190 replaced the ME 109 more and more as the standard hunter of the Air Force. In the game, it is used as fast hunter and fighter-bomber. The ME 262 was the world's first operational jet military plane. While the production of fighter bombers were priority for Hitler, it would have been more beneficial to focus defense efforts on producing planes of the hunter variety. In the game, the ME 262 fulfills both tasks and due to its speed has no real enemy.



FW 190

3.2.2 Russian units

Of course the emphasis of development for this game lay on the Soviet units. All in all we developed more than 20 complete new 3D models to represent the Red Army.

3.2.2.1 Tanks

The Soviets not only had a great number of tanks, but also a great variety in constructions. There were very light tankettes like the T60s and T70s, fast medium tanks like the BT7, heavy tanks like the KVs and the IS2 and of course the highly successful T34 series. We have all of these in the game.



T60 light tank

T60 and T70

Both the T60s and the T70s were light tanks, although they were already more heavily armored than the previous tankettes of the 1920s. They featured a modern chassis with a fully rotatable turret wearing 20mm or even 45mm guns plus a machinegun. These tanks were very fast and so could be used ideally for reconnaissance tasks. But when they were confronted with opponents like the Panzer III or IV, they had no chance.



T70 light tank

BT7

The BT5 and BT7 tanks were also classified as light tanks, but were much bigger and heavier than the T60 and T70. These tanks were very fast, well armored for their weight and size, and featured a 45mm cannon. They were very common in Soviet tank brigades, but stood no chance against Panzer IVs and nor the later Panthers and Tigers.



BT7 light tank



T 34 series of medium tanks

German army could only knock them out using their famous 8.8cm Flak. The 3.5cm anti-tank gun was called a "Reichsanklopfgerät" because it knocked on the doors of the Russian tank, but did it no harm. The T34 was produced in masses and the Soviets built several versions of it with heavier armor, stronger guns and so on. Due to the success of this fast and powerful tank, the Germans even planned to build a clone of the Russian tank. But, in the end they only copied the sloped armor for the Panther construction. In the game you find the early T34, the T34 with the 85mm cannon and the 1943 version of the T34

KV1

The KV series of tanks were constructed by an engineer named Klim Voroshilov. All tanks designed by his bureau were considered heavy tanks. All were heavily armored and had massive weapons. The KV2 even had a 152mm howitzer in a rotating turret. But these tanks were slow and German tanks could outflank them, attack them from behind, and kill them this way. All in all they were not comparable to the threat of the T34.

In the game we have the most commonly built KV1.



KV1 heavy tank



IS2 heavy tank

IS2

The IS (Iosif Stalin) tanks were the heaviest Russian tanks in the war. The IS2 was used in greater numbers and took part on the battle of Berlin, but the IS3 came too late to play an important role. The IS2 had a very powerful 122mm gun, but due to the relatively small turret it could not transport much ammunition. Thanks to its low silhouette and a weight of

only 46 tons it was a dangerous counterpart for the Kingtiger, which was tall, weighed over than 60 tons, and was slow. But though the Kingtigers' 88mm gun was considerably smaller, it had a higher armor penetration.

Lend Lease

The Soviets received several types of British and US tanks via the Lend-Lease contract between the Western Allies and the Russians. The most commonly used were the British Churchill and the American Sherman. In the game you will find these tanks in Soviet camouflage schemes, too.

3.2.2.2 Assault guns

The Germans and Soviets produced various versions of assault guns in great numbers. The Russians mainly used them in the infantry support role and not as tank hunters as the Germans did. So Russian infantry rode on the top of these vehicles into the battlefield, jumped off when encountering the enemy and started their fight supported by the assault gun's howitzer. The assault guns mainly differ in size of the chassis and caliber of the gun mounted.



SU 122



SU 100

3.2.2.3 Artillery and AA-guns

The Soviet Army had masses of artillery pieces, anti-tank guns, and anti-aircraft guns. Stalin himself named the artillery "Mother of all weapons". Heavy artillery barrages were the standard concept in Russian doctrine for preparation of an assault on the medium artillery, anti-tank guns, and aa-guns. Of course, you will also find the famous BM 13 Katiusha rocket launcher, which the fearful German soldiers called "Stalinorgel". This deadly weapon can destroy wide areas and lower the moral even of the toughest troops.



ZIS 3 anti tank gun, M30 howitzer and 52k AA gun

3.2.2.4 Support vehicles

For the support and transport of troops and guns, we have two trucks in the game. The ZIS standard truck and a ZIS repair vehicle. For reconnaissance purposes the Soviet troops also have the light armored car BA 64 with a machine gun.



BA 64



**ZIS 22 tracked
repair vehicle**

3.2.2.5 Airplanes

On the Eastern front, ground support by the airforce played an important role. Hundreds of tanks of the enemy were destroyed by the IL 2 Sturmovik or the JU 87. Further-more, tactical bombardments on railway lines, communication zones, and assembling areas were very common. We did the most common planes for the game, namely the IL2 ground attack plane, the IL4 bomber and the PE2 bomber.



IL4 Bomber



IL 2 Sturmovik

4. NEW AI ELEMENTS

When planning for this game we thought about the possibilities of improving the gameplay, especially how to improve the computer's Artificial Intelligence (AI), so that you, the player, get more a feeling of fighting against a real world opponent, that reacts intelligently and varies his reactions when you replay a mission. This is an overview of what we did.

Retreat

In *Desert Rats vs Afrika Korps, D-Day* and infantry with light weapons like pistols, rifles, and machineguns kept shooting at tanks, even if they had no chance of damaging the enemy at all. That way the AI soldiers just waited to be killed by the player. So we did extensive AI scripting for "Moscow to Berlin: Red Siege" resulting in soldiers that retreat. The scripts checks whether the soldiers are shooting at targets they can't destroy and if that is so, they try to get out of sight of this enemy.

Giving up

But we thought, that retreating soldiers were not enough. Not every soldier in real life would retreat, just for keeping on fighting just some meters behind, facing the same enemy, bearing the same threat for life. Some soldiers would decide to give up, to raise hands. Our AI scripting does that, too. Soldiers give up, cross lines and go off the map. This happens to your soldiers too, if they are faced with an enemy they can't fight.

Jump off infantry

Before "Moscow to Berlin: Red Siege" infantry was always carried in trucks and armored vehicles to the battlefield. Especially for the armored halftrucks it made sense to keep the infantry inside the vehicle, because that protected the infantry with its armor. The player had to decide when to unmount the infantry. On the Eastern Front, the Soviet Army didn't have something like the German SD KFZ 251 armored vehicle. Infantry rode on tanks and assault guns into the battlefield. And of course when sitting on the hull of a tank, you aren't protected in any way. Now, as soon as a tank or assault gun with riding infantry on it gets under direct fire, the infantry jumps off automatically, increasing the line of sight and starting light weapon fire against the enemy for both player and AI units.

Tactical mobile reserves

In "1944: Battle of the Bulge" maps and possible ways for attack and defense were very narrowed due to the terrain. In Russia things are much different of course. Wide open country is the rule, which allows for quick and flexible movement even of larger numbers of troops. The Germans for example used their Tiger heavy tank battalions as fire brigades driving behind the frontline from one hotspot to the next.

So we did some further scripting giving the AI tactical mobile reserves, that not only defend a certain area, but react flexible to different threats all over the front, sometimes even hunt the players units and after accomplishing their task return to an assembling area.

Encirclement and breakouts

Encircling tactics, flanking attacks and breakouts out of pockets played an important role on the Eastern Front throughout the war. Therefore you will find many missions in this game where you encircle enemy troops and they try to break out, or where you are encircled yourself and you have to break out and so on. This also means, that the enemy is not always in front of you, but may appear on the left, on the right or even in your back. Plus your direction for attack or retreat may vary depending on the question whether you are encircling the enemy or you are being encircled. So you might get the feeling of going back and forth. And don't underestimate the AI. Sometimes the computer will try everything to put you in a pocket and to hold you there.

Automatic change of weapon mode

Until now, AA-guns like the Flak 8,8 had two weapon modes: shooting at aircraft or at ground targets. Only the player could manually change this behavior. Of course it is very senseless, if AI controlled AA-guns stay in AA-mode, when they are attacked by ground troops of the enemy and vice-versa. So we integrated automatic change of weapon modes for the AA-guns when they are attacked to fit the more flexible behavior of the AI with retreat, surrender and the mobile reserves.

5. KEYBOARD SHORTCUTS

In-game controls:

These are the most important keys in the game, indispensable to your success.

ESC	In-Game menu
SPACEBAR or P	Pause game
F1	“Tips and Hints” Section (In-Game Help)
F5	QuickSave
F9	QuickLoad
NUM+	Increase Game Speed
NUM-	Decrease Game Speed
CTRL+V	Show detection/firing range circles
CTRL+A	Show waypoints
~ (tilde key)	Objectives Menu
TAB	Focus on last message action

Camera Movement keys:

The in-game camera can be moved by the mouse, using the Middle Button and by moving the mouse, or, it can be manipulated by the keyboard.

DELETE	Rotate Camera Left
END	Rotate Camera Right
PAGE UP	Pitch Camera Up
PAGE DOWN	Pitch Camera Down
INSERT	Zoom In
HOME	Zoom Out

GUI commands:

(for English and US keyboards!)

Q	Stop command to selected unit(s)
W	Move command to selected unit(s)
E	Attack command to selected unit(s)
R	Special Attack command to selected unit(s)
A	Turn command to selected unit(s)
S	Special Abilities command to selected unit(s)
D	Dig In/Dig Out command to selected unit(s)
F	Follow command to selected unit(s)
Z	Run/Crawl command to selected unit(s) (only available for infantry units)
X	Mount/Unmount command to selected unit(s) (only available for infantry units)
C	Move in Formation command to selected units
CTRL + Left Click	Rotate turret (only available for tanks)
G	Hold Position
H	Move in Vicinity
J	Move Freely
B	Hold Fire
N	Return Fire
M	Fire at Will
CTRL+0-9	Set Quick-Selection Group
0-9	Recall Quick-Selection Group
0-9 pressed two times	Center camera on Quick-Selection Group
SHIFT+(0-9)	Add selected units to a previously defined Quick-Selection Group
=	Select all visible units
-	Select all units

Other keyboard commands:

F11	Capture Screenshot
CTRL+K	Free Camera Mode*
TAB	GUI On/Off (full-screen mode)
CTRL+TAB	Screenshot Mode On/Off
ENTER	Send message to everybody (only available in Multiplayer Mode)
SHIFT+ENTER	Send message to team-mates (only available in Multiplayer Mode)

*Please note that “Moscow to Berlin:Red Siege” was not designed to allow the kind of close-ups and zoom-outs that you can achieve with this feature. Soldiers, buildings and terrain were not designed to be seen from in close or in such angles. This is also an unsupported feature that could cause the game to be extremely slow, choppy and unstable. Use it at your own risk!

Basic Icons



As mentioned previously, there are 11 Basic Icons on the GUI. They can be accessed by a left-click on a target designated by a right click on the 3D map. Depending on the unit(s) selected, the availability of these icons will vary.

These commands would only be available if their icon is yellow (lit); if there's a grey icon, the command is not available.

All the Basic Commands have their respective keyboard shortcut – to make things simple, they are on the left side of the keyboard and with the US standard keyboard (QWERTY) we used the Q-W-E-R, A-S-D-F, and Z-X-C keys.



Stop: The Stop Command is essential if the unit is on the move or is carrying out another command, and it encounters heavy enemy resistance. If you don't use the Stop Command, the unit will continue to obey the order it was given until completed. This command cancels all commands previously given to the unit.



Move: This is the most used command in the game, generally executed via the Smart Pointer.



Attack: This command is generally also used via the Smart Pointer over enemy units, but certain orders (e.g. attacking a neutral building) will require that you use the GUI. The game also features an “attack and move” command, meaning that if a move command was ordered to a unit to a position whenever this unit gets held by enemy entities, it will first fight them off then continue its way towards the indicated waypoint. This is specially useful for Infantry. Use E+RMB to give an attack and move order.



Special Attack: Giving this order via the GUI – or using the equivalent keyboard shortcut – opens a new menu with another set of icons, described in “Special Icons” section of this manual.



Turn: Once a unit has reached a certain position you can set the direction it is facing using the Turn Command. It is most effective when used with infantry and caterpillar units. Facing the wrong direction could be critical in many occasions as vehicles possess lighter armour at the rear.



Special Abilities: If the unit selected is capable of performing a special task, this button will be lit. Please continue to “Special Icons” section of this manual for further detail.



Dig In/Dig Out: Tanks, guns and artilleries can use this command, which places sandbags to the vehicles front and sides.

The vehicle has now gained extra protection from front and side attacks, but can no longer move other than moving its turret. Use the command again on the unit to remove the sandbags and have the unit move normally again.



Follow: Issuing this command makes the selected unit follow the targeted friendly unit. This command is useful, as you only have to issue new orders to the unit that the others are following: they'll continue to follow it until you assign a new command to them or till the unit being followed is destroyed.



Run/Crawl: Infantry units can crawl on the ground, providing them with better cover (making them more difficult to hit).

NOTE: Enemy units will use this command automatically if there's a blast in the vicinity of their infantry units.



Mount/Unmount: In "Moscow to Berlin:Red Siege" infantry units can use vehicles, buildings and other installations. They can Mount in those "structures" and Unmount from them.



NOTE: In the case of some vehicles (recon and transport types) only passengers will be unmounted first then you can unmount the crew from a vehicle.



Move In Formation: Using this Command, you can move your units selected at the pace of the slowest unit. By default in a group of units, each unit moves at its own speed. Both methods have their own advantages and disadvantages. ALT+RMB makes the selected units move in formation.

Special Icons

There are two buttons on the Command Icon part of the GUI leading to another set of 4-4 icons.



The first is the Special Attack icon, which opens a new submenu with the following possibilities: force attack, attack caterpillar, attack gun and air/ground defense. Every unit can gain access to this submenu, but depending on the type of the selected unit, the choices will vary.



Force Attack: To attack enemy units you simply use the Attack Command provided by the context-sensitive cursor. It is possible to target Neutral (i.e. non-occupied) Units, buildings and other objects, as well as terrain itself with the help of the CTRL key then RMB-click on the targeted unit or terrain. Force Attack is especially useful when trying to hit fast-moving units (Speed), or demolishing buildings that are blocking your units' way or Line of Fire (including neutral buildings).



Attack Caterpillar: Armored vehicles are very powerful but can be disabled if the caterpillar is damaged. Once disabled, the vehicle cannot move from its position, but is still able to shoot. The only way to move it again is to repair the caterpillar – both sides possess one vehicle that can repair such damages.

NOTE: Some vehicles are more likely to lose their caterpillars than others – e.g. the unreliable Panther – whereas others have special caterpillar protection to defend their weak point. All related information is stored in the Encyclopedia part of the game located in the Extras Menu.



Attack Gun: Tanks have a weaker point than the caterpillar: their turret (or gun). If you target it, you can disable it, so the vehicle can only move but won't be able to attack your units anymore. In this case, the crew will tend to unmount and attack on foot, allowing you to capture such vehicles.



Air/Ground Defense: Some units (e.g. the famous Flak88 cannon on the Axis Side or the Bofors AA gun on the Allied Side) can fire both at aerial and ground units. This function allows these units to switch from aerial mode to ground mode and vice versa. While changing modes the vehicle is not operational, you need to factor this into your planning when trying to switch opponents.



Another button leads you to a submenu from the Command Board: the **Special Abilities** button. This submenu will be available to some special units. The following commands are given here: heal, repair, tow, disable mines, lay mines and detonate.

Whenever a unit uses its special ability, you'll see an 'exclamation mark icon' above it, meaning that the unit is busy. There will be another icon above the object/unit that this unit is currently "working on" (e.g. a red cross in case of healing, a wrench in case of repairing or a mine in case of disabling a mine).



Heal: The medic is the only unit in the game who can heal wounded soldiers. If you select a Medic and place the cursor above a wounded soldier, it will automatically change shape into a syringe icon and the Command can be executed by a simple right-click. Finally, medics can heal units automatically if their Moving Behavior is set to Move Freely – in this case they'll search for wounded soldiers in their vicinity and heal them. In *Moscow to Berlin: Red Siege*, if a medic is hit, he is unable to heal wounded soldiers for a short period of time.



Repair: As with the medic, there is only one unit in each side's camp that can repair damaged vehicles. These vehicles can repair any type of damage, but they needed more time to repair a damaged caterpillar or a damaged turret (gun) than to repair just physical damage. They work like medics, but with vehicles the cursor will change shape into a hammer. These vehicles also tend to search for damaged vehicles in their vicinity if you set their Moving Behavior to Move in Vicinity. In *"Moscow to Berlin: Red Siege,"* if a repair vehicle is hit, it is unable to repair damaged vehicles for a short period of time.

NOTE: The repairing vehicles will only repair your own units automatically. In order to repair neutral units you have to order them to do so!



Tow: This possibility is only available to some of the vehicles. They can tow guns and artillery pieces. You need to select such a vehicle then issue the Tow Command then carry it out with the right click.



Disable Mines: Mines can only be detected by Infantry Units, and only the Sapper can disable them. Mines are anti-vehicle mines, so they explode only if a vehicle runs over them. If a mine was detected, select your Sapper Unit, place the cursor above the mine – it will change shape into a mine with the Smart Pointer – and right-click to issue the command.



Lay Mines: Only Sappers can lay mines. Mines are anti-vehicle mines, so they explode only if a vehicle runs over them. These mines can only be detected using Infantry Units. One Sapper can lay up to 5 mines.

NOTE: Laying Mines is a ton of fun in MultiPlayer games as even the most devastating army of tanks can be pulled to a halt by some well-placed mines!



Detonate: Sappers also have the ability to plant explosive charges on buildings or bridges.

NOTE: Please consider that by blowing up bridges, you can gain a significant strategic advantage over your opponent, but it can limit your troops' movements too!

6. CREDITS



Jean-Christophe Marquis
Jérôme Gastaldi

External Productions Manager
Pascal Hery

Producer
David Hockley

Assistant Producer
Florence Reidenbach

Lead Tester
Thomas Iacobone

Testers
David Silverio
Cathy Czarik

Additional Multiplayer Level Design
Thomas Iacobone

Sales & Marketing
Sandrine Chastang
Julia Salmon
Stéphane Roger
Nathalie Bousquet
Stéphane Grand-Chavin

Idea and realization
Martin Böhmer

Programming/Scripting
Vasiliy Kirichenko

**3D model design,
texturing & rendering**
Vasiliy Kirichenko

Mapping & level design
Martin Böhmer

Translations and Localization
Sylvia Böhmer

Background & historical research
Martin Böhmer

Artwork and maps
Vasiliy Kirichenko (unit renders)
Martin Böhmer (maps)

**3D Engine and Technical Support
provided by**
Digital Reality
Norbert Szabo a.k.a. Genesis

Voices
Hifi Génie

Localization
DL Multimedia

Special Thanks to
Delphine and Deborah Hockley

**Production**

Kevin Bonner
Associate Producer

David Mercer
Associate Producer

Lars Fuhrken-Batista
*Vice President,
Development*

Creative Services

Kim Branson
Lead Designer

Sales & Marketing

Richard Siporin
*Vice President, Sales &
Marketing*

Cindy Yeagle
*Sales & Marketing
Manager*

Greg Zesinger
Product Manager

Public Relations

Lisa Hinsch
PR Manager

Sandbox Strategies
Public Relations

**Quality Assurance &
Customer Service**

Nicholas Sciarra
*Customer Service
Specialist*

Joshua Lyons-DiCamillo
QA Specialist

Ryan McKeown
Web Producer

**Special Thanks
(in alphabetical order):**

Susan Boudreau, Larry
Fanelle, Jerry Klein, Paul
Lang, Jon Luciano, Gene
Mauro, Tom Murphy,
Tom Parente, Ellen
Pulver Flatt, Art
Rountree, Marina
Shindel, Kristin Simko,
Lambert Thom

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- Play video games preferably on a small screen.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for 10-15 minutes per hour while playing video games.

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Checkout the support section for frequently asked questions at:

www.cinemawaremarquee.com

OR

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Cinemaware Marquee
2000 Cabot Boulevard West, Suite 110
Langhorne, PA 19047
(215) 750-6606

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