



COMPANY OF HEROES 2



HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experience any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

PRODUCT CARE

Handle the game disc with care to prevent scratches or dirt on either side of the disc. Do not bend the disc or enlarge the centre hole.

Clean the disc with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the center hole towards the edge. Never clean the disc with paint thinner, benzene, or other harsh chemicals.

Do not write or attach labels to either side of the disc.

Store the disc in the original case after playing. Do not store the disc in a hot or humid location.

The COMPANY OF HEROES™ 2 game disc contains software for use on a personal computer. Please do not play the disc on an ordinary CD player, as this may damage the headphones or speakers.

Also read the manual of your personal computer.

The game disc may not be used for rental business.

Unauthorized copying of this manual is prohibited.

Unauthorized copying and reverse engineering of this software is prohibited.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second are icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and pegionline.eu

COMPANY OF HEROES™ 2

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★ INSTALLATION INSTRUCTIONS ★

BOXED COPY INSTALLATION

If you purchased a boxed copy of **COMPANY OF HEROES™ 2**, insert the DVD-ROM into your drive. Select your language, and then install the game. You will be prompted during the installation to install Steam if you do not yet have it installed, and then it will ask you to login to your Steam account. Follow the on-screen instructions to finish the installation. You must be connected to the Internet during this initial installation process.

If prompted for your Product Key, please note it is located on the back of the manual cover.

STEAM INSTALLATION

For purchases of **COMPANY OF HEROES™ 2** through Steam's online storefront, the game will automatically appear in your Games list. Click on the **COMPANY OF HEROES™ 2** title to bring up the game page.

Click on the Install button at the top of the page to begin installation.

You can also choose to add a box copy of **COMPANY OF HEROES™ 2** purchased through a store to your Steam account. From the Games menu, click on "Activate a Product on Steam..." and agree to the Terms of Service. Enter your product key into the provided line and click on Next. You can now download and play your copy of **COMPANY OF HEROES® 2** as if you had purchased it directly from within Steam.

TROUBLESHOOTING

Please refer to the Readme file in your installed game directory for the latest information regarding troubleshooting and technical support.



★ HUD ★

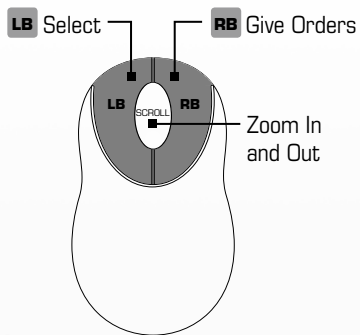


1. Team Score	9. Commander Abilities
2. Victory Points	10. Manpower
3. Enemy Score	11. Munitions
4. Elapsed Time	12. Fuel
5. Global Unit Controls	13. Population Cap
6. Event Queues	14. Building Selection
7. Next Idle Infantry	15. Player List
8. Commander Points	

16. Next Idle Vehicle	23. Squad Health
17. Menu	24. Squad Veterancy Rank
18. Attack Here Signal	25. Squad Information
19. Minimap	26. Upgrades
20. Tactical Map	27. Production Queue
21. Squad Kill Count	28. Production Buildings
22. Squad Temperature	29. Field Defences



★ GAME CONTROLS ★

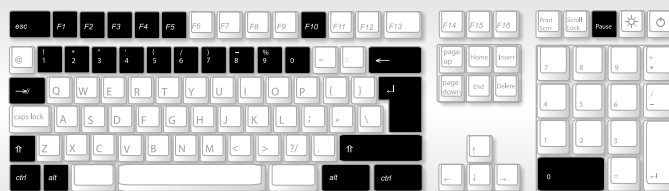


CLASSIC HOTKEYS: UNIVERSAL KEY ASSIGNMENTS



Attack Move	[A]
Attack Ground	[G]
Stop	[S]
Retreat	[T]
Reinforce	[R]
Reverse Drive	[U]
Enter Primary Build Menu	[V]
Enter Secondary Build Menu	[B]

GENERAL HOTKEYS



Select Headquarters	[F1]
Select Tier 1 Building	[F2]
Select Tier 2 Building	[F3]
Select Tier 3 Building	[F4]
Select Tier 4 Building	[F5]
Toggle in-game menu	[ESC] or [F10]
Activate mini-map capture point ping	[CONTROL] + [C]
Activate mini-map attack point ping	[CONTROL] + [A]
Activate min-map defence point ping	[CONTROL] + [D]
Toggle next idle vehicle	[ALT] + [L]
Toggle next idle infantry	[ALT] + [I]
Toggle all vehicles	[CONTROL] + [L]
Toggle all infantry	[CONTROL] + [I]
Toggle team chat (Online games only)	[ENTER]
Toggle all chat (Online games only)	[SHIFT] + [ENTER]
Rotate and tilt camera	[ALT] + MOUSE
Reset camera tilt	[BACKSPACE]
Reset camera rotation	[BACKSPACE] x2
Pause the game (Campaign, Skirmish, and Theatre of War only)	[PAUSE] BREAK
Assign selected squad(s) to control group 0-9	[CONTROL] + [0] - [9]
Select control group 0-9	[0] - [9] (with control groups assigned)
Lock camera to control group 0-9	[0] - [9] x2 (with control groups assigned)
Toggle Tactical Map	NUMPAD [0]
Clear all selections	[ESC]
Cycle through units from a group of selected squads	[TAB]
Set Rally Point	RIGHT MOUSE BUTTON

GRID KEYS



GERMANY ARMY WITH A BASE BUILDING SELECTED

HQ - Kampfgruppe Headquarters	
Unit 1	[E]
Tier 1 - Infanterie Kompanie	
Unit 1	[G]
Unit 2	[H]
Unit 3	[R]
Unit 4	[S]
Tier 2 - Leichte Mechanized Kompanie	
Unit 1	[G]
Unit 2	[H]
Unit 3	[S]
Unit 4	[A]
Tier 3 - Support Armor Korps	
Unit 1	[S]
Unit 2	[T]
Unit 3	[W]
Unit 4	[V]
Tier 4 - Heavy Panzer Korps	
Unit 1	[B]
Unit 2	[A]
Unit 3	[E]
General	
Building / Squad upgrade #1 (if available)	[B]
Building / Squad upgrade #2 (if available)	[G]
Building / Squad upgrade #3 (if available)	[T]
Set Rally Point	[V]
Unload all units	[D]

SOVIET ARMY WITH A BASE BUILDING SELECTED

HQ - Regimental Field Headquarters	
Unit 1	[E]
Unit 2	[C]
Tier 1 - Special Rifle Command	
Unit 1	[S]
Unit 2	[C]
Unit 3	[B]
Tier 2 - Support Weapon Kampaneya	
Unit 1	[H]
Unit 2	[R]
Unit 3	[T]
Tier 3 - Tankoviy Battalion Command	
Unit 1	[H]
Unit 2	[N]
Unit 3	[T]
Tier 4 - Mechanized Armor Kampaneya	
Unit 1	[R]
Unit 2	[A]
Unit 3	[S]
General	
Building / Squad upgrade #1 (if available)	[H]
Building / Squad upgrade #2 (if available)	[M]
Building / Squad upgrade #3 (if available)	[T]
Set Rally Point	[V]
Unload all units	[D]

GERMAN UNITS

Pioneers	
Repair	[E]
Wire Cutters	[W]
Hull Down	[D]
Veteran Ability (Field First Aid)	[M]
Grenadiers	
Fire Panzerfaust	[F]
Rifle Grenade Shot	[E]
Hull Down	[D]
Veteran Ability (Field First Aid)	[M]
MG42 HMG Team	
Veteran Ability (Incendiary AP Rounds)	[F]
GrW 34 Mortar Team	
Mortar Barrage	[B]
Smoke Barrage	[C]
Hold Fire	[H]
Veteran Ability (Counter Barrage)	[E]
Sniper	
Hold Fire	[H]
Veteran Ability (Incendiary Explosive Round)	[F]
Panzergrenadiers	
Bundled Model 24 Grenades	[E]
Hull Down	[D]
Veteran Ability (Field First Aid)	[M]
SdKfz 251 Half-track	
Veteran Ability (Infantry Awareness)	[N]
SdKfz 221 Scout Car	
Veteran Ability (Infantry Awareness)	[N]
Pak 40 75mm AT Gun	
Veteran Ability (Target Weak Point)	[W]
StuG III Ausf. G Assault Gun	
Veteran Ability (Target Weak Point)	[W]
StuG III Ausf. E Assault Gun	
Veteran Ability (Blitzkrieg Tactics)	[W]
Flakpanzer IV Ostwind	
Veteran Ability (Blitzkrieg Tactics)	[B]
Panzerwerfer 42 Multiple Rocket Launcher	
150mm Rocket Barrage	[B]
Veteran Ability (Counter Barrage)	[C]
Panzer IV Medium Tank	
Veteran Ability (Blitzkrieg Tactics)	[B]
Panzer IV Command Tank	
Veteran Abilities (Blitzkrieg Tactics)	[B]
Sturmpanzer IV Brummbär	
Special Ability (Target Weak Point)	[W]
Panther PzKpfw V Medium Tank	
Veteran Ability (Blitzkrieg Tactics)	[B]
Elefant Heavy Tank Destroyer	
Focused Sight	[F]
Veteran ability (Target Weak Point)	[W]

SOVIET UNITS

Combat Engineer Squad	
Repair Vehicles	[E]
Wire Cutters	[W]
Plant Demo Charge	[D]
Veteran Ability (Tripwire Flares)	[N]
Conscript Infantry Squad	
Throw Molotov Cocktail	[V]
OORAH!	[H]
RPG 43 Anti-Tank Grenade	[E]
Veteran Ability (Tripwire Flares)	[N]
Scout Sniper Squad	
Flare	[F]
Veteran Ability (Sprint)	[N]
M3A1 Light Scout Car	
Veteran Ability (Overdrive)	[T]
Penal Battalion	
Throw Satchel Charge	[E]
Veteran Ability (Tripwire Flares)	[N]
M1910 Maxim HMG	
Veteran Ability (Sprint)	[N]
PM-41 82mm Mortar Squad	
Mortar Barrage	[B]
Fire Smoke Barrage	[C]
Veteran Ability (Precision Strike)	[V]
HM-38 120mm Mortar Squad	
Mortar Barrage	[B]
Fire Smoke Barrage	[C]
Veteran Ability (Precision Strike)	[V]
KV-8 Heavy Flamethrower Tank	
Veteran Ability (Secure Mode)	[C]
ZiS-3 76mm Divisional Field Gun	
Light Artillery Barrage	[B]
Veteran Ability (Tracking)	[T]
M5 Half-Track Transport	
Veteran Ability (Overdrive)	[T]
T-70 Light Tank	
Recon Mode	[R]
Veteran Ability (Secure Mode)	[C]
T-34/85 Medium Tank	
Ramming Maneuver	[R]
Veteran Ability (Secure Mode)	[C]
BM-13 Katyusha Rocket Truck	
132mm Rocket Barrage	[B]
Veteran Ability (Concentrated Barrage)	[W]
SU-76M Assault Gun	
Light Artillery Barrage	[B]
Veteran Ability (Tracking)	[T]
SU-85 Medium Tank Destroyer	
Focused Sight	[F]
Veteran Ability (Tracking)	[T]
ML-20 152mm Gun-Howitzer	
Heavy Artillery Barrage	[B]
Veteran Ability (Precision Strike)	[W]
IS-2 Heavy Tank	
Veteran Ability (Secure Mode)	[C]

★ WARRANTY ★

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ENTERTAINMENT

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