Game Manual

INTRODUCTION

Rising Storm takes the Red Orchestra series of games into the Pacific Theater of World War 2 for the first time. It is entirely a multi-player game. The game also includes all the multi-player content from the original Red Orchestra 2: Heroes of Stalingrad. The two components are seamlessly linked, so that the whole player base can play together on Rising Storm or Red Orchestra 2 maps, regardless of how you bought the game. The only restriction is that players who only own Red Orchestra 2 will only be able to play Rising Storm using bolt action rifles. In order to unlock all the other weapons, the player will need to buy an upgrade from RO2 to Rising Storm.

MENU SYSTEM

From the Main Menu the following options are available:

- Multi Player

- Profile Stats

- Steam Workshop

- Settings

- Exit Game

MULTI PLAYER

Taking this option allows you to chose one of the following:

- Server Browser - search for a game online to suit your requirements

- Instant Match - let the game find an online match for you and connect to it

SERVER BROWSER

The Server Browser is the main route to finding a Multi Player match within the game. It will list all the servers it can find that match your filters. The tabs across the top allow you to chose a subset of the globally-available servers:

Ranked: Ranked servers run "standard" versions of the game, where players can work on increasing their profile statistics while playing.

Unranked: Unranked servers are those where less standard versions of the game are being played, with the server admin having changed some of the game defaults; this can include things as simple as disabling Heroes to major modifications. Each server should list the modifications, so you know what you are getting!

Favorites: Lists those servers you have previously marked as favorites.

Friends: Lists those servers where any of your Steam friends are currently playing.

LAN: Lists servers on a Local Area Network you are connected to.

Recently Played: Lists the servers you most recently played on.

You can also apply filters to cut down the list to the type of game parameters you are looking for, such as the level of realism (Hardcore or Relaxed), the game mode (Territory, Countdown, Firefight or Multi Player Campaign) and the game type (Infantry, Tank, Combined Arms). If in doubt - simply try them out!

MULTI PLAYER GAME MODES EXPLAINED

Territory: In this game mode, players are attempting to attack or defend specific Objectives. Your Overhead Map or Tactical View will show you where the active Objectives are. Killing the enemy certainly helps, but the key is to pick an Objective to attack or defend as necessary. Players will respawn in waves, unless the Commander uses his "Force Respawn" option. You will be able to choose which spawn location you respawn at or, if your Squad Leader is alive and in a safe location, you can choose to respawn close by his location.

Firefight: This game mode is the simplest - the objective is to kill more of the enemy than they can kill of your team. There are no Objectives to attack/defend - just find enemy soldiers and kill them, before they kill you. You will respawn close to other soldiers on your team automatically, in a "safe" location.

Countdown: In this mode, one side will start attacking, the other defending. There are multiple Objectives, to be attacked/defended in sequence - but both teams only get one life per Objective and there is a (short) time limit in which the attackers have to take the Objective. If the attackers kill all the defenders, or capture the Objective, within the time limit, everyone respawns and the fight shifts to the next Objective on the map. If all the attackers are killed, or the time runs out on any Objective, the defenders win; if the attackers take the final Objective, they win. In either case, the attackers and defenders swap places - and the side that defended first now has to try and do better! To give the attacking side a better chance, their Commander has 2 (and only 2) reinforcement waves he can use, forcing a respawn wave, so long as the Objective timer hasn't run out. These need to be used very carefully!

Multi Player Campaign: To expand on the 3 core game modes, there is an overall MP Campaign. In the Campaign, two sides can fight over the whole City of Stalingrad, divided into 10 Sectors. Each side starts owning 5 Sectors, with their strength represented by "Combat Strength". One side gets to vote to attack an enemy-held Sector, or to defend and force the enemy to attack. Defending can be risky - get it wrong and you lose a Sector - but may be necessary if you have taken heavy casualties. Each of the 10 Sectors is represented by one of the standard MP maps. Whichever side is attacking each turn gets to choose which game mode is played on each map. Whoever wins the map takes (or keeps, if defending) the Sector being fought over. But now, your casualties matter: your casualties are deducted from your side's Combat Strength. You will receive reinforcements dependent on the number of Sectors you now hold. Your Combat Strength is unlikely to go up - but you want to make sure the enemy loses strength quicker than you do! The winner of the map then gets to choose to attack or defend - so long as they have enough Combat Strength to attack at all!

One side will win if it takes all the Sectors; if both sides' Combat Strength is too low to attack, the side owning the most Sectors is the winner.

SCORING AND SCOREBOARD

There are multiple opportunities for you to score points. The most obvious way to score points is to kill enemies - or to assist, by wounding them. But there are additional, team-oriented, points as well - for capturing/defending Objectives, resupplying machine-gunners and so on. Points scored are shown in the HUD, as well as in the After Action Report at the end of a match. All your points scored go towards increasing your Honor; kill points count towards Weapon XP and all points count towards your Class XP. The scoreboard is also available at any time during a match.

GAMEPLAY MECHANICS

SQUADS

The team for each side (i.e. Axis or Allies) is divided up along the lines of a real-life platoon of the period. This means there will be an overall Platoon Commander, plus a number of Squads and, sometimes, a small sniper team as well. Each squad consists of about 10 men - the Squad Leader, plus 2 or 3 fireteams. Depending on the nature of the unit and/or the mission, the fireteams are likely to be a rifle team, an assault team (equipped with SMGs) or an MG team (Light MG plus a couple of back-up soldiers).

In Multi Player, you can choose the role you take (unless someone else has already taken the role you want to play) - as well as which Squad you join. This means that, if you are playing with friends, you can band together to form your own Squad. In MP play, there are additional benefits to the Commander and Squad Leader roles. The Squad Leader can set an artillery target and request the Commander for artillery. The Commander has very limited artillery assets, though, so he will have to decide where it is most needed. So long as the Squad Leader is alive and in a "safe" location, other players from his squad can choose to spawn on the Squad Leader, potentially getting them back into the fight quicker. The Commander can also "Force Respawn". This allows the Commander to respawn all the players on his team currently "dead" immediately, instead of waiting - delivering instant reinforcements. The catch is that this cannot be used very often, so the moment needs to be carefully chosen to have the most impact. This same "Force Respawn" is used in the Countdown game mode - even more tactically important!

ROLES

In addition to the Commander and Squad mentioned above, the infantry are divided up by roles. These relate both to the initial equipment load-out each soldier carries, as well as to your Profile Stats, as you can rank up in each role. These roles are:

- Rifleman - the core of the squad, equipped with bolt or semi-automatic rifle

- Assault - soldiers equipped with SMGs for close-assault tasks

- Automatic Rifleman - specific US class for the BAR (Browning Automatic Rifle)

- Machine-gunner - equipped with the light MGs

- Flamethrower - soldiers equipped with a flamethrower

- Light Mortar - soldiers carrying the man-portable Japanese "knee mortar"

- Engineer - equipped with SMGs, plus satchel charges or anti-tank grenades

- Sniper - equipped with a scoped rifle

- Anti-tank soldiers - equipped with anti-tank rifles

There are equivalents of the Commander and Squad Leader in tanks, as well as the standard tank crew.

WEAPONS

The game contains a wide range of weapons, some of which will be familiar to players - some of which will not! Most weapons are available from the start, although some are "Hero" weapons that must be unlocked. Weapons have various upgrades available for them, as your skill with those weapons progress - for the details, look at each weapon on your Profile Stats pages.

You can carry two primary weapons (Key "1"), a pistol (Key "2"), grenades (Key "3"), special items, such as smoke grenades and satchel charges (Key "4") and binoculars (Key "5"). But keep in mind that the more you are carrying, the more encumbered you will be, which will slow you down. There is also a key for the weapons special actions, such as select fire and barrel change (Key "6").

PISTOLS

The Germans are equipped with the Walther P 38 and the Mauser C96, while the Russians have the TT-33 and the Nagant M1895 revolver. The US forces start with the M1911A1, while the Japanese have the Nambu Type 14.

RIFLES

The game has multiple bolt-action rifles - the Mauser Karabiner 98K for the Germans and the Mosin-Nagant M1891/30 for the Russians. The US forces have more automatic weapons, but are also issue with the Springfield M1903, while the Japanese have the choice of the Arisaka Type 38 or Type 99. All can be used with a bayonet - and most can have various sniper scopes fitted to them.

MACHINE PISTOLS AND SUB-MACHINE GUNS

Light, fully-automatic weapons, intended for close assault work. The German MP40 can be upgraded with a dual magazine, while the Russian PPSh-41 uses a stick or drum magazine, as well as having a single-shot capability when upgraded. The Japanese use the simple Type 100 SMG, while the Americans carry the classic Thomson M1928.

AUTOMATIC AND ASSAULT RIFLES

Most armies fielded semi-automatic rifles - the Russian SVT-40 and the German G 41(W) on the Eastern Front. The Americans had a wide choice - the M1 Garand, the M1 Carbine and the Browning Automatic Rifle (BAR), which can fire in semi or full-auto modes. Many can be equipped with various sniper scopes. The Russians also produced small numbers of the fully-automatic version of the SVT - the AVT-40, firing a full-power rifle round, making it very powerful, but hard to control. The Germans issued a small number of the MKb 42(H) in 1942, to field-test the prototype of the world's first assault rifle (that was later issued as the Stg 44). This fires a lighter round than other rifles and can be upgraded with a sniper scope.

MACHINE GUNS

The light machine gun (LMG) is the main squad support weapon. The Russian DP-28 uses a large, flat drum magazine, firing at around 600 rounds per minute. The German MG 34 uses a 50-round drum as standard, but can be upgraded to a 75-round double drum, firing at over 900 rounds per minute. The Americans used both the BAR and the M1919A6 in the support role, while the Japanese relied on the Type 96 or Type 99 LMGs. Most can be used in the assault role, but are far more accurate when deployed on their bipods.

The game also includes the MG 34 in its heavy machine-gun role, emplaced on the Lafette tripod, where it is belt-fed. The Russians are equipped with the Maxim M1910 water-cooled heavy machine gun, also belt-fed. The Japanese use the Type 99 as a static weapon, fed by a simple 30-round strip. The Americans have access to the M1917 Heavy Machine Gun.

FLAMETHROWERS

Rising Storm introduces Flamethrowers to the franchise for the first time, as they were an integral part of the American arsenal in the Pacific fighting. They are potentially devastating weapons, but are heavy and only carry enough fuel for 7-10 seconds of usage. The perfect weapon for clearing bunkers.

LIGHT MORTARS

While light mortars were being used less and less in the west, the Japanese persisted with them as a very useful light support weapon, especially in the complex jungle terrain. They were known to westerners by the misnomer of "knee mortar" due to the shape of the base-plate, but were correctly known to the Japanese as the Type 89 Grenade Discharger. Each could throw a small bomb out to about 200 meters - either in a direct-fire mode, or the more standard indirect fire mode, with a spotter.

SHOTGUNS

While shotguns had largely been discarded by the 1940s, as an infantry weapon, the Americans found the M1912 Trench Gun particularly useful in the brutal close-quarters combat against the Japanese.

GRENADES AND EXPLOSIVES

The game includes the standard German stick grenade, the Russian F-1, the American Mark 2 and the Japanese Type 97 fragmentation grenades. . In addition, the Germans and Russians have an anti-tank grenade. These aren't always the most effective and you have to get close to use them - but that may be better than nothing at all. The Russians are equipped with the RPG-40 grenade, while the Germans use the HHL 3Kg grenade.

Commanders and Squad Leaders may also be equipped with smoke grenades.

The engineers on all sides are equipped with standard 3 Kg demolition charges, known as satchel charges, used for destroying obstacles and fortifications and, sometimes, for attacking enemy tanks.

ANTI-TANK RIFLES

The Soviet Union made large numbers of anti-tank rifles, including the semi-automatic 14.5mm PTRS used in game. The Germans captured large numbers of these in 1941, made their own (improved) ammunition for them and pressed them into service as the PzB 784(r).

SWORDS

In any army except the Japanese, swords had long since become purely a ceremonial object for soldiers. However, all Japanese officers and most senior NCOs were expected to carry a "shin gunto" (the "new army sword"), typified by the Type 94, 95 and 98 Katanas ("katana" simply being the Japanese term for the type of long sword, even if the models made for the army were made by far more simple process than the older, hand-crafted swords). They were also expected to lead their men into combat wielding them...

VEHICLES

There are two vehicles in the game at launch - the Russian T-34 76 and the German Panzer IV. The T-34 has a crew of 4, with 3 positions playable, while the Panzer IV has a crew of 5, 4 playable. While most of the vehicle operations are covered in the Tank Training, this is a quick recap of the crew positions:

The driver in both vehicles sits in the hull, front left. He directly controls the tank and can see to the front through vision devices and to the left side, through a view port.

The hull gunner sits in the hull, front right, in both vehicles and operates the machine gun mounted in the hull.

The loader sits in the turret, on the right side of the gun. His task is to ensure that the main gun is loaded as quickly as possible with the type of round requested by the commander. This is NOT a playable crew position.

The gunner and commander are separate positions in the Panzer IV but are combined in the T-34. This was a Russian design decision to help keep the turret smaller and the overall weight of the tank down (making it faster), but it makes it harder to command the tank and fire. With later models, they moved to a 5-man crew like the Germans.

Command Wheel

Resume

Attack

Defend

Mark Artillery Target

Selected Squad: All Squads

Force Respawn (0) Waiting

Request Artillery Coordinates

Follow Me

Communication Wheel

Request Orders

Request Support

Attack

Acknowledgments

Request Ammo

Retreat

Take Cover

Taunt

COMMUNICATIONS AND COMMAND

There are two key concepts, that will be covered in training, but are also covered here. The first are the "wheels" for Communications and Commands. You can bring up the Communications wheel by pressing and holding the Communication key (default is "V"). While the key is held, the Communications wheel will stay on-screen. Use the mouse to select options from that wheel.

To issue commands, you can either press and hold "F" to place the pointer in the world (for example, if you want to order someone to "move to" a specific location) and left-click to have them move there; right-click to set an artillery target. Press the Quick Command key (default is "B") to bring up wheel. You can click in the center of the wheel to select the unit you want to give the order to and use the mouse to select options from that wheel.
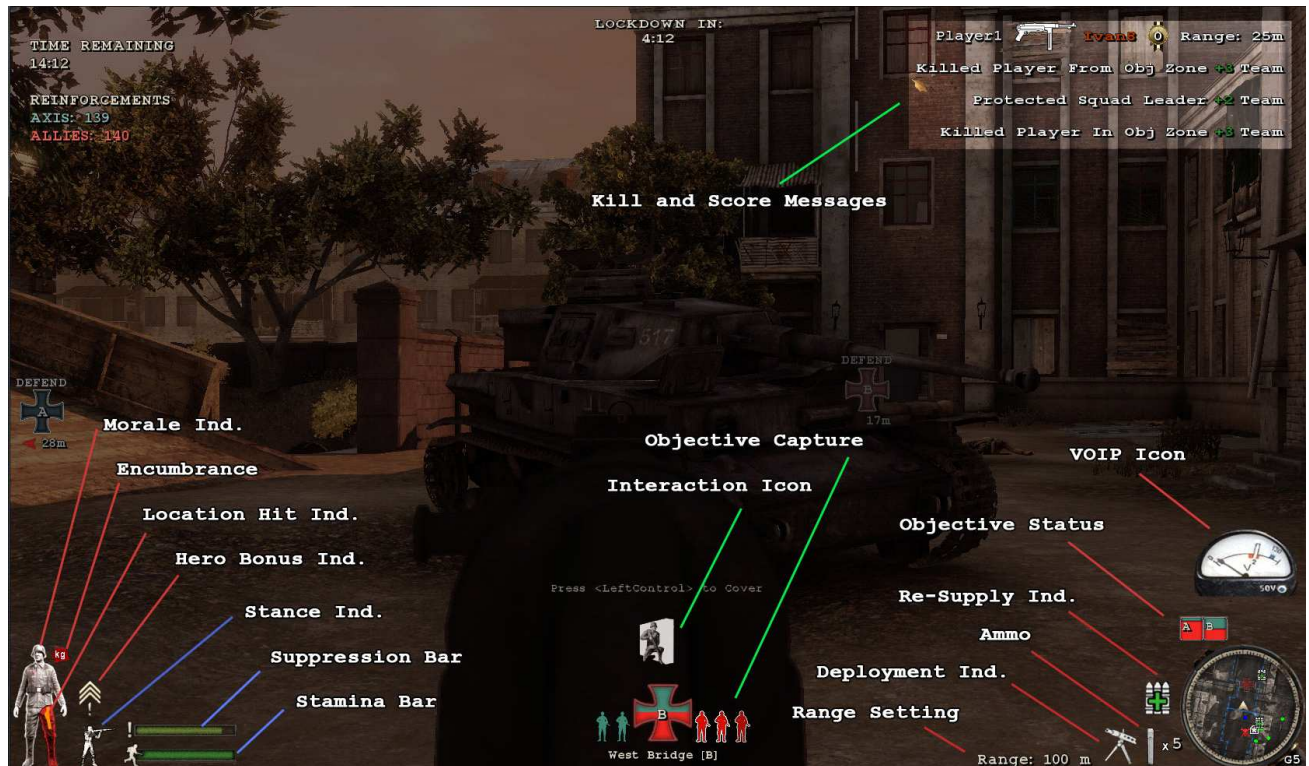
The options available on the wheel will be dependent on the role you are playing and the current situation.

The Commander can also use radios on some maps to issue specific commands. These include calling in artillery and recon planes, as well as forcing respawns. All these items are on a timer, so they cannot be used too often. One of the key elements is the use of the recon plane. After a short delay, positions of enemy units visible to the recon plane will be reflected on the Commander's Overhead map, so long as he is still using the radio. After a further short delay, this information will also be relayed to his Squad Leaders.

OVERHEAD MAP

The Overhead Map gives the player a more "strategic" view of the battlefield. It will show the locations of team members, the rest of your squad, your Squad Leader and any enemies "spotted". It will also show your location and the location of all the Objectives that are currently open. If an artillery strike has been called by your Commander, that will also be shown. Resupply points (where you can go to get more ammo if you are running low) will be shown.

TIME REMAINING
14:12

REINFORCEMENTS
AXIS: 139
ALLIES: 140

LOCKDOWN IN:
4:12

Player1 ⟨gun icon⟩ Ivans ⟨0⟩ Range: 25m
Killed Player From Obj Zone +3 Team
Protected Squad Leader +2 Team
Killed Player In Obj Zone +3 Team

Kill and Score Messages

Morale Ind.

Encumbrance

Location Hit Ind.

Hero Bonus Ind.

Stance Ind.

Suppression Bar

Stamina Bar

Objective Capture

Interaction Icon

Press <LeftControl> to Cover

West Bridge [B]

VOIP Icon

Objective Status

Re-Supply Ind.

Ammo

Deployment Ind.

Range Setting

Range: 100 m

HUD - INFANTRY

The HUD on screen for infantry is intended to be as minimal and unobtrusive as possible. Most of the HUD elements will show only when they change (i.e. you need to take notice) and the last category make up the Tactical View, which only shows when you press and hold the Tactical View key (default is "T") (see below).

The key piece that is permanent is the mini-map. This will show a local view of the overhead map, along with any of your team-mates that are within that area and visible/within hearing range of the player. Below that is the grid reference of your current location. The mini-map does NOT show enemies.

The following key HUD elements only appear when they change:

- Morale - the music in game will give you a clue to your morale status and so will the stance of your indicator

- Encumbrance - an indicator of how much weight you are carrying, so how quickly you will run out of stamina

- Location Hit Indicator - will show you where on your body you have been hit and the criticality

- Hero bonus indicator - shows if you are close enough to a Hero character to get bonuses from him

- Stance indicator - shows standing, crouched, prone or sprinting

- Suppression bar - shows the level of suppression you are under - and so does the player view!

- Stamina bar - shows how much Stamina you have; when you are out of stamina, you cannot sprint

- Objective capture - the Objective capture status indicator shows the status of the Objective you are in, who owns it, if it is contested and the relative strength of the forces on the Objective

- Interaction icons - these show you when you can interact with something in the world, such as Cover, objects to Mantle, Ladders, stationary MGs, and Ammo resupply areas

- Range setting - when in Iron Sights, you can set the sighting range on some weapons

- Deployment icon - these show you when you can Deploy or Rest your weapon to steady it

- Ammo - ammo is shown in numbers of clips/magazines/grenades, NOT individual rounds

- Re-Supply indicator - shows when you are close enough to a supply point to pick up fresh ammo

- Objective status - the status of all contested Objectives is shown above the mini-map

- VOIP icon - shows up when you activate your microphone to talk to other players

- Kill and score messages - give you information on kills and scoring

The HUD (and your view) will change when you are suppressed or wounded. Suppression will blur your view slightly, making it harder to aim when under direct fire. Being wounded will be indicated by a reddening of your vision. There are also Peripheral Vision Indicators that may appear at the side of the view. These work to simulate your real life peripheral vision: if something is moving to one side of you, you can detect the movement, but you can't tell what it is, without turning your head to look. It could be a friendly - or it could be an enemy flanking you.
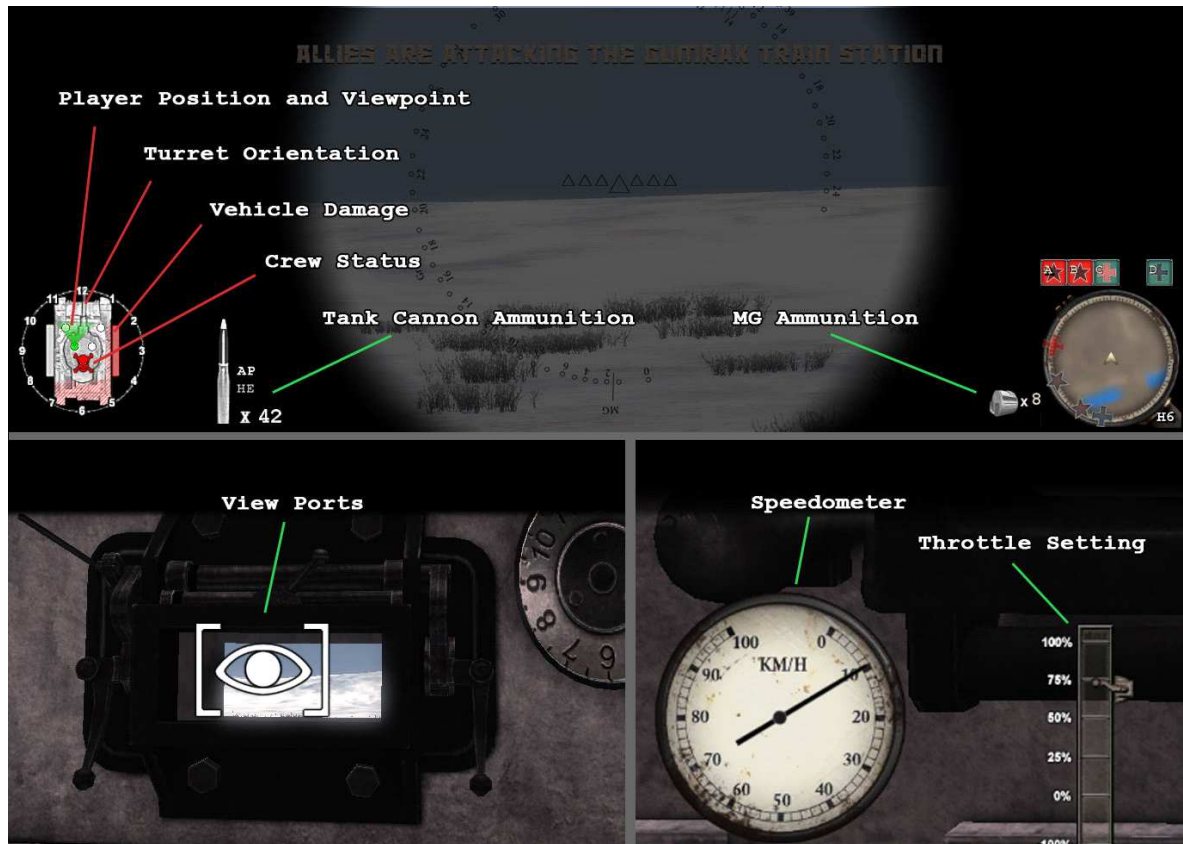
HUD - VEHICLE

When you are in a tank, the HUD is changed to reflect that. The parts that refer to a single soldier (Stance, Stamina, Encumbrance etc) are removed and replaced by a Vehicle indicator instead. This includes:

- Player position and viewpoint - the position you are in is shown in green, and shows which direction you are looking

- Turret orientation - showing where the turret is facing, relative to the hull

- Vehicle damage - is indicated by coloring of the relevant section of the vehicle

- Crew status - dead or injured crew are indicated with red position indicators

- Ammunition - the number of rounds remaining for the main gun will be shown, along with the type of round (AP, HE) currently selected along with the number of drums of MG ammo.

- View ports - when you can look through different view ports in the tank, an icon will appear

- Speedometer - shows your current speed in Km/hour

- Throttle setting - shows your current throttle setting
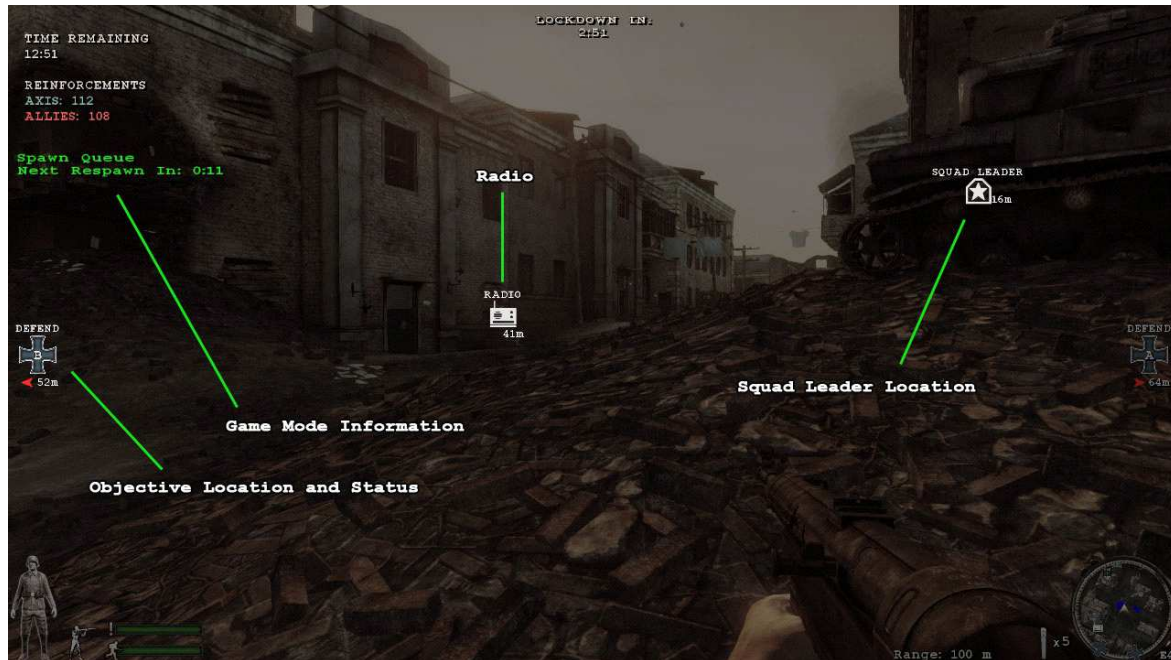
TACTICAL VIEW

When you press and hold the Tactical View key (Default "T"), the elements of the HUD that are normally hidden are made visible - handy when you want to check your status. The Tactical View also places a number of indicators in the world to help you:

- Objective location and status - indicators will appear in the world, showing active Objectives, who owns them and how far away they are, so that you can quickly orient yourself and decide where to fight

- Game mode information - the time remaining, reinforcements left and other information will be displayed

- Radios - if you are a Commander, the location of any radios will also be shown

- Squad Leader location - shows where in the map your Squad Leader is

PROFILE STATS

The Profile Statistics show how you are progressing your skills in the game. This is broken up into a number of tabs for you to view in game - and each element has a brief explanation. This section gives you a summary of all the areas.

OVERVIEW

The key element is Honor. This represents your overall points and ranking in the game. The Honor rating is used to help you find MP games with other players of similar skill level to yourself and also drives many of the rewards in the game. The other statistics on this page are about your combat history and overall career history - such as the total number of kills, wins and losses and so on.

CLASS PROGRESS

This page will tell you how you are scoring and ranking class by class. It will show you how good a rifleman you are, or squad leader and so on. It will tell you your rank in each class and, crucially, what you have unlocked and what you have to do to get to the next unlocks. Along with that, it shows you any bonuses you get due to your rank.

WEAPON PROGRESS

Similar to the class progress, this page will tell you how you are doing with each of the weapons in game. It will show you what upgrades you have per weapon, plus any benefits you have gained due to your level of expertise.

ACHIEVEMENTS

Achievements do not affect how you play the game - but they are "badges of honor" for getting to certain achievements in the game. This can range from something as simple as your first 10 kills, to managing a 500-meter shot to the head with a sniper rifle. And we will continue to add to the list of achievements available!

STEAM WORKSHOP

Steam Workshop is a function provided by Valve (http://steamcommunity.com/workshop), where community-made content can be uploaded by developers, discovered by the players and selected for download and automatic inclusion with your game. Browse the workshop at your leisure (or click on the "Browse Workshop" button from the Steam Workshop menu) and select content that interests you. Subscribing to that content will mean that the content is automatically downloaded and installed - and also it will be automatically kept up to date.

The Steam Workshop menu allows you to find all the maps and other content you have downloaded from the Steam Workshop. You can set up and play offline matches, which is a good way to practice!

SETTINGS

All the settings allow you to change how the game appears and how you play the game. In general, there are tips for all the settings within the game, to help you. The sections are:

GAME

The Game settings allow you to change obvious items, such as the level of Gore you want to see, plus some special items. Manual Bolting (when the box is checked) means that you have to click the fire button to bolt a new round into the chamber on bolt-action rifles. This means that you choose when to bolt your weapon, so can fire and duck for cover more quickly - and then work the bolt. If you prefer it to be done automatically for you, uncheck the box. There is a similar option for tanks - if you automatically load, and then want to switch from AP to HE, you'll have to fire off the round in the barrel first. Tactical decisions!

VIDEO

The Video settings allow you to play with all the graphical settings in the game. The game will automatically default the settings for you, but you may want to tweak them yourself. Many of these settings will have a direct effect on the performance of the game on your computer, so use them carefully.

AUDIO

The Audio settings deal with both the quality of the sound in game - reducing the quality may help performance on lower-end PCs - and the volume of in-game music and sound. It also allows you to manage the settings for the in-game voice chat.

CONTROLS

The Controls tab may be key to how you play the game. The default controls are designed to suit as wide a range of players as possible, but they won't suit everyone. In this section you can change the key bindings to suit the way you want to play.

INPUT

The final tab allows you to change how the Mouse is interpreted by the game, changing the sensitivity and other settings.

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Alan Wilson
William T Munk II
David Hensley
Ingmar Spit
Adam Hatch

PROGRAMMING
John Gibson
Dayle Flowers
Christian Schneider
Sakib Saikia
Andrew Ladenberger
Josh Rowan
Jesse Crable
Greg Felber
Jeff Robinson

Patrick Childers

War Drum Studios LLC:
Michael Owen
John Haynes

AI PROGRAMMING

GRIP Entertainment:
David Richer
Guillaume Brossard
Ethan Larson
Jean-Thierry Roy
David Germain
Dr. Paul Kruszewski
Aaron Davey

LEVEL DESIGN

Adam Hatch
Keith Balding
Ingmar Spit
Kevin Butt

ART
William T Munk II – Art Animation Direction
David Hensley – Art Direction / Senior Artist
Leland Scali – Lead Environment Artist
Rob Dion – Lead Weapon Artist
Andrew Quintiliani
Louice Adler

ANIMATION
William T Munk II – Animation Director
Mike Munk
Justin Knapich

MOTION CAPTURE

For Giant Studios:
Producer - Candice Alger
Production Supervisor - Matt Madden
Technical Producer - Sarah Mattes
Mocap Supervisor - Kevin Cushing
Mocap Technical Director - Ken Murano
Mocap AD - Scott Owen
Realtime System Operators - Connor Murphy,
Ryan Adams
Database - Crystal Rainone
Stage Assistant - Andrew Hepp
Calibration / Talent Prep - Ryan Adams, Andrew
Hepp
Motion Editors - Carol Madrigal, Alan Hodges,
Chris Stalwart
MoCap Actor - Kevin Dorman

GRAPHIC DESIGN, INTERFACE AND CONCEPT ART
Leland Scali
David Hensley
Louice Adler
Mark Lupo

CHARACTER ART
David Hensley – Lead Character Artist
George Baker
Leland Scali
Weston Reid
Eyetronics

WEAPON AND VEHICLE ART
Rob Dion – Lead Weapon Artist
Nikolas Sumnall
Paul Pepera
Tryptych Studios, LLC

ENVIRONMENTAL ART
Leland Scali – Lead Environmental Artist
Rob Dion
Byron Stiles
Aaron Ault
Wei-dong Yang
Blackfoot Studios LLC - John Sonedecker

FX ART
David Hensley
Liquid Development LLC

VIDEO AND MOTION GRAPHICS

FUGO Studios
Brandon Morris
Eric Haviv
Richard Webb

SOUND
Chris Rickwood - Sound Design Director

Sound Designers
Robert Arlauskas
Chris Carroll
Katherine Hernandez
Bryan Higa
Charles Maynes
Chris Rickwood

Recordists
Aaron Marks
Charles Maynes
Watson Wu

WEAPON SOUND RECORD
Firearms provided by Long Mountain Outfitters
Howard Heeg - Lead Armorer

SCRIPTING
Alan Wilson
William T Munk II
Marek Walton - Additional Writing and Editing
Kristian Hickman - Additional writing

VOICE ACTING/RECORDING
Additional Dialog by PCB Productions
Additional foreign dialog directed by Valerie Arem

SOUNDTRACK

Composed & Orchestrated by Sam Hulick
Classical music consultant: Steven J. Kukla
Russian lyrics: Tony Gillham
German lyrics: Julian Dasgupta

Violinist: Jeff Ball

Vocals by the Men's Chorale from the Philadelphia
Boys Choir & Chorale: Jeffrey R. Smith, Music
Director
Alfred Goodrich, Producer & Engineer, Silvertone
Studios, Ardmore, PA
Music contractor: Dan Reynolds

Mixed and mastered by John Rodd at Clearstory
Sound
Music editor: Dave Lawrence

Soundtrack available in record stores and online
via www.sumthing.com

LEGAL
Tom Buscaglia – "The Game Attorney"

ADMINISTRATION
Sandy Reynolds - Office Manager
Mayra Mirchandani

TEST AND QA
Sean Manzano - QA Manager
Jared Creasy – QA Lead/Community manager

Testers:
Aaron Ault
Benjamin Conner
Daniel Putz
Harold Truman Hunt Jr.
Alan Dykes
James LaMarr
Kyle Caldwell
Kyrie Himebrook
David Goldfarb

RESEARCH
Alan Wilson
Lt Col David M Glantz for early access to many of his material and works-in-progress - and for his many years of expertise on the Eastern Front, as well as his kindness to a distinctly amateur historian.
John Calvin for aerial photos, maps and other photography from NARA and other sources, involving many trips to Washington DC, many hours in the archives and even more hours working on the pictures
Jeff Duquette for sharing so much data and thought on armor penetration
Russ Schulke (Fire on the Volga) for sharing maps and photography from his private collection
Jason D Mark (Leaping Horseman Books) for sharing so much from his private collection

John Griggs, Entropic Remnants Photography for Reference Photography and Industrial Historian
Vadim Yashchenko: Russian translation and Industrial Historian
Dan Millington: Industrial Historian

In Volgograd, the modern-day "Hero City" of Stalingrad:

Aleksandr Materikin, Director, Volgogradskiy Oblastnoy Kraevedcheskiy Muzey (Volgograd Regional Cultural Museum)
Boris Usic, Director, Panorama Museum
Elena Lintsova, Director, Language Link, Volgograd
Nadezhda Belousova, Museum Director, Volgogradskiy Traktorniy Zavod (VGTZ)
Nataliya Boldyreva, Director, Red October Mill History Museum
Tatiana Perevozchikova, Director, Volgograd Elevator, Russian Elevator Company
Valentina Polyakova, Director, Volgogradskiy Memorial'no-Istoricheskiy Muzey
Larisa Zaichenko, Museum Director, Tsentralniy Universalniy Magazin (TsUM) – Univermag
Valeriy Krivtsov, General Manager, Tsentralniy Universalniy Magazin (TsUM)
Irina Polushkina - our invaluable interpreter in Volgograd

Vladimir Kalgin (www.stalingrad-info.com) for invaluable archival research, field guiding around the city of Volgograd and photographic reference
Maksim Shevchenko for photographic reference

PRESS AND COMMUNITY
Alan Wilson - PR
Jared Creasy - Community Management

SPECIAL THANKS
Once again, our special thanks goes out to all those family and friends who have supported us and kept us going all this time, through yet another improbably excellent adventure. Again!

Paulette Munsell
Jim Munsell
Jessica Gibson
Moira Wilson
Tom O'Kelly