



9TH COMPANY

ROOTS OF TERROR

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Strategy First

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EPILEPSY WARNING

Please read before using this video game. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain monitor images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE:

- Do not sit too close to the screen. Sit a good distance away from the monitor.
- Avoid playing 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 at least 10 to 15 minutes per hour while playing video games.

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ABOUT THE GAME

"The 9th Company" is the first real-time tactical strategy game about the war in Afghanistan. The game is based on an original movie of the same title directed by Fedor Bondarchuk. It tells the story of the 9th Company of the 345th "OPDP" airborne regiment battalion – an elite regiment of the Soviet Army which once fought on the territory of the Republic of Afghanistan. Since the game's plot interweaves with the movie, the heroes of our story will go through Soviet Army drills, accomplish a series of military operations and finish their journey in a large-scale battle at Height 3234.

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ABOUT THE 9TH COMPANY

The history of the 9th Company is unique. To begin with, it was one of the first military subdivisions to enter Afghanistan. Interestingly enough, it was formed according to different criteria – instead of the most disciplined soldiers, it was the most experienced ones that entered the company's ranks. Among them were excellent mine layers, vehicle mechanics and drivers, not to forget first-class machine gunners and riflemen.

Over the next several months, it was clear that this regiment was the most effective compared of all the squads and divisions in Afghanistan. The 9th Company performed superbly during Amin's Palace assault – a well known operation lead by the KGB. Until the very end of the war, the 9th Company participated in the most difficult and dangerous operations on Afghanistanian soil.

Unlike the movie, our game covers a significantly larger time period – almost 9 years of that bloody war. Game missions are based on real military operations and were designed to plunge the player into the brutal warfare between the Soviet Army and the Mujahideen which took place 15 years ago. Together with this legendary regiment, the player will travel through all phases of this unjustly forgotten war.

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GAME FEATURES

- Well known movie characters
- Cut-scenes from the film, which not only reveal the story but also create a life-like atmosphere
- Unit Injury System which gives tactical battles a genuine, thrilling feel
- Large selection of massive, highly detailed locations: dozens of structures and hundreds of objects create an authentic in-game landscape
- Advanced physics systems allowing destruction of any building, vehicle or landscape objects
- Miscellaneous tactical options and weapons: artillery strikes, bombings, flanking, assaults and defence of structures and fortifications.

“The 9th Company” is a modern, high-tech game. Its powerful game engine is capable of rendering up to 500,000 polygons per scene, which in combination with the advanced physics systems means any object on the tactical map can be destroyed, creating visually stunning battles. The ADICO Engine guarantees players a real feeling of intense battle, just as they were in the mountains of Afghanistan. The game makes a great addition to Fedor Bondarchuk's original movie of the same title.

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MAIN MENU

- | | |
|--------------------|--|
| 1. New Game | Begin a new game |
| 2. Continue | Continue a game in progress |
| 3. Load | Load a previously saved game |
| 4. Profile | Select an existing profile or create a new one |
| 5. Settings | Adjust game difficulty level, sound and graphical settings |
| 6. Memorial | Historic notes on the Afghanistan War (1979-1989) |
| 7. Credits | See who brought the game to life |

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MISSION SELECTION SCREEN

Options available on this screen allow you to select a new campaign mission or replay any previously completed missions. Note: If you decide to replay a mission, you will then have to replay all the following campaign missions, including those already accomplished.

MISSION SETUP SCREEN

Here you can check your mission briefing, set up your battle group and select fire support units. On the left side of the screen you will find a mini-map displaying the mission area, and beneath that a window with the mission briefing. On the right side of the screen the active soldiers and fire support setup menus are listed. In order to switch between the two menus, simply select from the tabs at the top of the screen.

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ACTIVE SOLDIERS SETUP MENU

[screenshot]

After selecting the Mission Setup Screen option, a tab with the Active Soldiers Setup Menu will be opened on the left. The screenshot above illustrates all the sections with digits, as follows.

1. Mini-map

The mini-map displays the whole mission area. Flags represent each particular mission objective.

2. Mission Description

The mission briefing and all objectives needed to complete the mission

3. Soldiers in Reserve

A list of all soldiers in reserve, which you can select to replace active men.

4. Soldiers Assigned to Battle Group

The 'Battle Group' is the detachment of soldiers under your command during the mission.

In order to add a soldier to this group, double-click the soldier's name in the top list. To remove a soldier, double-click soldier's name in the bottom list.

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Please note that some soldiers in the battle group cannot be exchanged, since they are crucial to successful mission accomplishment. In this case their names are marked with a red tick.

5. Soldier's Equipment

In this window you can check all pieces of equipment available for a given mission. The following types of armament are used during missions: primary, secondary, grenades, special and armour. In order to switch between the various categories, select the corresponding tabs at the top of the Soldier's Equipment window. To begin equipping a soldier, select him from the battle group list, and then browse the tabs to check his current equipment. On the right hand side of the soldier's image you will find the list of equipment available in a given category. In order to equip the selected soldier with a piece of equipment, or replace currently equipped pieces with more suitable ones, double-click their names.

6. Soldier's Parameters

From here you can view all attributes of the selected soldier. These reflect his most important parameters, crucial to the selection of proper equipment:

- **Weight** – Total weight of a selected piece of equipment. The higher the equipments' weight, the faster the soldier carrying it will get fatigued while running. The total equipment weight carried by one soldier cannot exceed 32 kilograms.
- **Defence** – This parameter varies depending on the equipped armour type. In cases of no armour, the defence rating is 0.
- **Experience** – High battle experience values increase the soldier's strength and damage resistance. In other words, it is much more difficult to eliminate or injure an experienced fighter than a rookie.

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The rest of the parameters reflect the soldier's skill level at handling the four available weapon types: assault rifles, machine guns, grenade launchers and sniper rifles. The more targets a soldier defeats with a certain type of weapon, the higher his skill level will be for that type of weapon.

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FIRE SUPPORT SELECTION MENU

To enter the Fire Support Selection Menu, select the corresponding tab above the Active Soldiers Setup Menu. The screenshot below illustrates all the sections with digits, described below.

[screenshot]

Note: In order to call for reinforcements during a mission, you will need to have a soldier in your squad equipped with a P107 radio.

1. Available Fire Support List

The list of available reinforcements is divided into 3 columns. The first column lists the fire support types, the second is the number of units participating in the operation, and the third details the number of times it can be called during the mission. In order to add fire support for your mission, double-click the name in the Available Fire Support List – its details will be added to the description window ('3' in the screenshot).

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In order to call up the fire support during the mission – double-click it in the given list. It will then be added to the Selected Fire Support List.

2. Selected Fire Support List

Here you can check all types of selected reinforcements available for use during your mission. In order to delete an item from the list, simply double-click it. If you want to change or adjust any previously selected reinforcements, delete them from the Selected Fire Support List first.

3. Description of the Selected Fire Support

This window consists of two tabs – the first tab displays the parameters of a selected reinforcement type, and the second contains some historical information about the units.

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USER INTERFACE

The User Interface displayed on screen after you start your mission is described in the screenshot below:

[screenshot]

1. Mini-map

The mini-map represents a scaled map of the area where all battle operations are being conducted. Furthermore, units and in-game camera positions are marked on it with dots:

- Blue dots represent the player's selected units
- Green dots represent the rest of the player's units
- Red dots symbolise spotted enemy units
- Yellow dots indicate neutral units or allies
- A yellow star shows the position of the in-game camera.

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Make use of the mini-map to move the in-game camera by left-clicking on it. You can also send your selected units to any place on the mini-map by right clicking it.

The 3 buttons located in the top panel of the mini-map allow you to:

- Exit to the in-game menu (**Esc** key)
- Open the mission objectives window (**I** key)
- Open a message window (**L** key).

In the bottom right hand corner of the mini-map panel you will find a button which opens a more detailed map of the region (**M** key).

2. Selected Unit(s) Information Panel

Here you can check information on the unit or units you selected. The panel display changes depending on the type and number of selected units.

- If you select one soldier, the panel will be divided into 2 windows. The left window will be a unit portrait and underneath that, two indicators: their health (bar red) and fatigue (yellow bar). The higher the numeric value the better the soldier's condition. To the right of the portrait, the soldier's parameters are displayed and you can find a description of these in the Mission Setup Screen section of this manual.

In the right-hand window you can check the unit's equipment and ammunition status, by weapon type. No numbers are displayed if that weapon type doesn't use ammunition (e.g. knives). Click an item in the window if you want your soldier to take it in hand.

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It is possible to use keyboard shortcuts to browse between equipment items:

Key	Equipment Item
Num0	Grenade
Num1	Primary weapon
Num2	Secondary weapon
Num3	Knife
NumDel	Special inventory

- If you select a vehicle, the panel will be divided into 3 windows. The left window will show the unit portrait with a vehicle health indicator beneath it, and further to the right, images of the vehicle crew - each with their own health bars. If a vehicle crew is incomplete, a blank space will replace the crew member's portrait.

The middle window illustrates passenger slots in the vehicle. In the case of armoured vehicles, which can transport troops both outside on their body and inside (such as the BMP-2) –free slots will be marked with different colours, with lighter shades for places on the vehicle, and darker shades for those inside it.

Finally, in the right window you will find the ammunition status for primary and secondary weapons.

- If you select a group of soldiers or vehicles, the panel will show one window of all selected unit portraits and their accompanying health bars.

Above the information panel are two buttons for calling reinforcements during a mission (note that in order to call for reinforcements during a mission, you need to have a soldier equipped with a radio in your squad).

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3. Unit Control Panel

This contains all buttons necessary to control selected units. Each of the buttons has a corresponding keyboard shortcut. Default key mapping for the majority of options is set in such a way that they replicate the layout of the buttons on the Unit Control Panel.

The table below lists all keyboard shortcuts and their actions. Some keys allow for issuing multiple orders depending on unit type, number of selected units, etc. In these cases, several orders are listed next to a key, while a description in brackets indicates in which situations a given order can be issued.

All keys are listed in an order duplicating the layout of the buttons located on the Unit Control Panel, from left to right. The 'Row numbers' shown in the table increase toward the panel's bottom, i.e. the topmost row of buttons on the Unit Control Panel corresponds to the first row, and the bottom-most to the fourth row.

Key	Action	Description
Row No. 1		
Delete	Run	Selected soldiers move in "run" mode.
PageUp	Walk	Selected soldiers move in "walk" mode.
End	Crouch	Selected soldiers move in "crouch" mode, making them less vulnerable to enemy attacks and harder to spot.
PageDown	Crawl	Selected soldiers move in "crawl" mode, making them less vulnerable to enemy attacks and harder to spot.

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Row No. 2

Num7	Precise Aiming	Selected soldiers aim carefully at their targets.
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	Use Binoculars	Selected soldier uses binoculars to observe a specified target. (This option is only active if the soldier has binoculars selected in his inventory).
	Treat Wounded	Selected soldier begins treating another wounded soldier. (This option is only active if the soldier has a med-kit selected in his inventory).
	Detonate Explosives	Detonation of selected explosives. (This option is active if ammunition with a remote detonator is selected).
Q	Move	Selected soldiers move towards a specified point without reacting to enemy presence.
W	Chain Formation	Selected units move in a chain formation to a specified point. (This option is only active if groups of infantry are selected).
	Turn	Unit turns in the direction indicated at the selected place. (This option is active if an armoured vehicle is selected).
E	Chain Formation	Selected units will form a chain formation once they reach a specified point. (This option is only active if groups of infantry are selected).
E	Take Cover	Selected soldiers look for the nearest place to hide from enemy fire.
R	Take places on vehicle	Selected soldiers take places on a specified vehicle. Units able to follow this order are deselected automatically.
	Unload from vehicle	Soldiers sitting on a vehicle dismount it immediately. (This option is only active if a vehicle with units on its body is selected).

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**Row No. 3
Num8**

A	Cease Fire	Selected units will cease fire until ordered differently.
	Move in Attacking Formation	While moving towards a specified target, units will become engaged in a fight with encountered enemy.
S	Disperse	Selected soldiers scatter in different directions in the nearby area.
D	Group	Soldiers gather in one place.
	Leave Building	Soldiers leave a selected building. (This option is only active if the structure is selected).
F	Unload from vehicle inside	Soldiers sitting inside a vehicle get out of it immediately. (This option is only active if a vehicle with units inside it is selected).

**Row No. 4
Num9**

	Replenish Ammo	Selected soldiers will try to replenish their ammo. To do so, they will look for ammo boxes or search fallen soldiers. In the event there is no ammo in the area, the soldiers will distribute ammunition between each other evenly.
Z	Cancel Current Action	Selected soldiers stop performing their current activity.

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X	Hold Position	Selected soldiers will not leave their position without further orders.
C	Plant Mine	Selected soldiers plant mines.
V	Neutralize Mines	Selected soldiers begin neutralizing mines found on their route.

You will learn detailed information about the different units' behaviour during your early training missions.

4. Game Timer

The game timer displays the time left for accomplishing the current mission objective.

5. Soldier List

This list represents all soldiers currently under your command and is divided into 3 columns:

- **Surname** – Soldier's surname;
- **Spec** – His main military specialization (sniper, radio operator, medic etc);
- **Cond.** – The soldier's condition is represented by numerous indicators. The red indicator is his health, the green his ammunition and the blue his fatigue.

The surname of soldiers currently selected in the list are marked in green. When selecting multiple soldiers, their surnames are arranged together in one section of the list. To jump to a selected soldier with the in-game camera, double-click his surname in the list. Toggle the Soldier List on/off by clicking the button with the soldier's image (to the right of the Game Timer).

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6. Armoured Vehicles List

This list represents all armoured vehicles currently under your command and is divided into 3 columns:

- **Type** – Unit's real name;
- **Group** – Vehicle group to which the unit belongs;
- **Cond.** – Vehicle condition. Vehicles have the same status indicators as soldiers, except for fatigue.

The structure of this list is the same as the Soldier List. Toggle the Armoured Vehicle List on/off by clicking the button with the tank image in the top right corner of the screen.

7. Unit Groups Panel

Use this panel to assign soldiers or vehicles to various groups. Select the desired units and press **Ctrl + 1-9** to do so. The number key you press together with the Ctrl key will represent the group's number. To jump to a group, either click the corresponding number on the Unit Groups Panel, or use the number keys on your keyboard.

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KEYBOARD SHORTCUTS

Esc	Exit to menu
F1	Help
F6	Quick save
F7	Quick load
F12	Hide user interface
PrintScreen	Screenshot
Spacebar	Pause game
+	Speed up time
-	Slow down time
M	Mission map
I	Mission objectives
L	Message archive
>	Move camera up
<	Move camera down
Num0	Select grenade
Num1	Select primary weapon
Num2	Select secondary weapon
Num3	Select knife
NumDel	Select special equipment

Num7	Precise aiming
Num8	Cease fire
Num9	Replenish ammo
Q	Move
Z	Cancel current action
A	Move in attack formation
W	Chain formation / turn
S	Disperse
X	Hold position
E	Take cover
D	Group

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C	Plant mines
R	Take places on vehicle / leave vehicle
F	Get inside vehicle / leave vehicle
V	Neutralise mines
Insert	Evacuate vehicle crew
Delete	Run
PageUp	Walk
End	Crouch
PageDown	Crawl
Alt	Display weapon range and unit's view arc
Ctrl	Precise aiming
Shift	Assign an order to a line
Ctrl+(1...9)	Assign units to a group
1...9	Select an assigned group
Ctrl+A	Select all your units
Ctrl+Z	Select all visible units

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And to Afsep for porridge and tea.

COPYRIGHT INFORMATION

The authors would like to thank the developers of the open source software and technologies we used in the game:

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TECHNICAL SUPPORT

If you have any questions about the game and are a registered user, our Technical Support Department is here to help. Feel free to contact us via e-mail or telephone. Call us at (495) 785-65-13 or email us at support@nd.ru.

We are available to take your calls Monday to Friday from 9:00 to 23:00, and on Saturdays except for holidays between 10:00 to 20:00. Please note that working hours may change. To learn about any changes, visit our website <http://www.nd.ru/users/>.

Technical Support details for registered users in the Ukraine – phone number: (050) 390-32-41, and email: help@odyssey.od.ua.

Before contacting us, please prepare your personal registration number, a detailed description of the error and the following information on your computer hardware:

- Operating system
- Processor type and frequency
- Video adapter and sound card models and manufacturers' names
- CD/DVD-ROM drive model and manufacturer's name
- RAM Memory

We would like to ask you to be at your computer while contacting our technical support representative, if possible. It might be necessary for you to send to us a DirectX diagnostic file as well as information about your computer hardware specifications. In this case, please email us at: support@nd.ru (for Russia) and help@odyssey.od.ua (for Ukraine).

In order to prepare the DirectX DIAGNOSTIC FILE, please follow the procedure described below:

1. In the “Technical Support” section, select the “DirectXDiagnosis” option.
2. In the window that opens, select the “Display” tab and perform the DirectDraw and Direct3D tests.
3. Then select the “Sound” tab and perform the DirectSound test.
4. Finally, click "Save All Information..." and select a location to save your txt file.

In order to prepare a file with information about your COMPUTER HARDWARE, please follow the procedure described below:

1. In the “Technical Support” section, select the “Hardware Information” option.
2. In the window that opens, select the “File” / “Export” option, enter a file name and save the file. Before sending the file, it is recommended that you archive it first (ZIP or RAR, for example), since its size is quite large.