

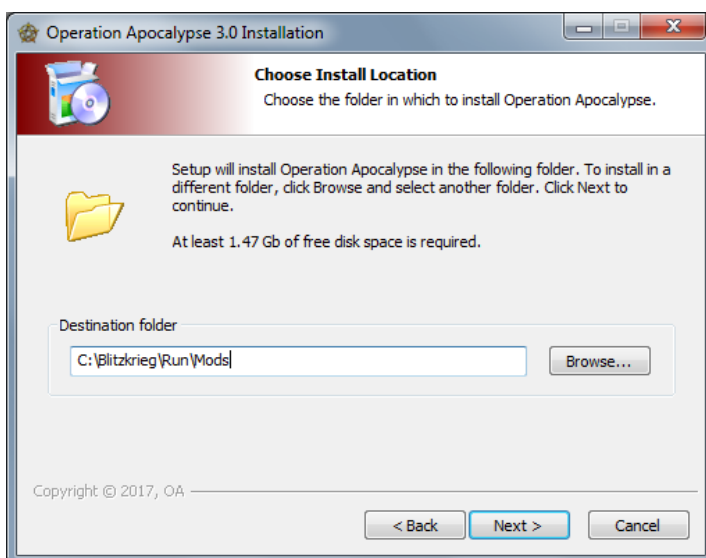


1. Installation

This mod will work under BK version 1.2 and BH-RT Anthology.

Double-click the **OA_setup.exe**.

When prompted for a **Destination folder**, browse to your **Blitzkrieg\Run\Mods** folder of the installed game. In case you don't have a **Mods** folder yet, create it. (Attention! This is different for the BK Steam version!)

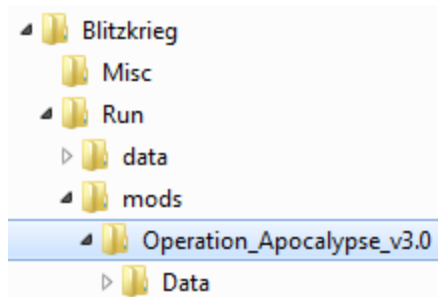


It should look like this.

In the **Mods** folder, the install automatically creates a folder named **Operation_Apocalypse_v3.0** with all the data in it. It will also create 2 other files: **Uninstall.exe** and **Uninstall.ini**. You can use the **Uninstall.exe** to undo the installation, but you could also achieve this through the **Control Panel** of your Windows.

In the game, select the mod through the **Options > Load Mod** buttons. Its name should appear in the mod list. If not, check whether the path to the mod is correct. This path should be:

Blitzkrieg\Run\Mods\ Operation_Apocalypse_v3.0\Data\...



The mod uses only high resolution skins, be sure that the **Texture Quality** in the **Video Options** is set to **High**.



The mod comes with a few music files. You need to copy the **Music** folder from the mod's data folder to Blitzkrieg\Run\data in order for it to work. Backup the original **Music** folder if needed.

2. Terms and conditions

Some of the models, designs and source files remain the intellectual property of their authors/creators. None of them are allowed to be used in any commercial way.

All other modifications remain the property of CDV Software Entertainment - Nival Interactive.

This mod is a work of fiction, only existing in the mind of the creators. Any resemblance to real events or people, living or dead, is purely coincidental. The views expressed in the campaign do not reflect those of the creators.

Some models and/or objects may contain the *Swastika*-symbol. There is no intention to offend anyone or to propagate any sympathy for Nazism or Fascism whatsoever. The symbol was used by some modelers, only in a historical and/or graphical way.



3. Tips for OA gameplay

With a title like *Operation Apocalypse*, it seemed obvious that maps were going to be tough rather than easy. One of the main ideas for the OA mod, was to have a possibility for the AI to actually win the map. For some maps, this was only achievable by using an incredible amount of AI enemy attacks. In most cases, the amount of attacks was balanced in such a way that if the player does nothing, the AI will overrun the player and win.

This approach demands a lot of work, patience and time from the player. Work, because micro-managing, laying mines, digging trenches, retreating and building 2nd defense lines, replenishing, repairing, healing, and so on, will be needed to achieve victory. Patience, because the AI enemy attacks can be very overwhelming and leave the player somewhat flabbergasted. Time, because most maps will demand hours, sometimes days, to complete.

In case you expected a typical BK attack, destroy and conquer-map in a short amount of time, maybe these maps are just not your cup of tea. Some players have referred to the maps as being '*from hell*' or '*impossible*'. True, these maps can lead to frustration if you are used to playing real-time or online multiplayer style. In contrast, these maps try to force the (single)player to use all sort of other skills and/or tactics.

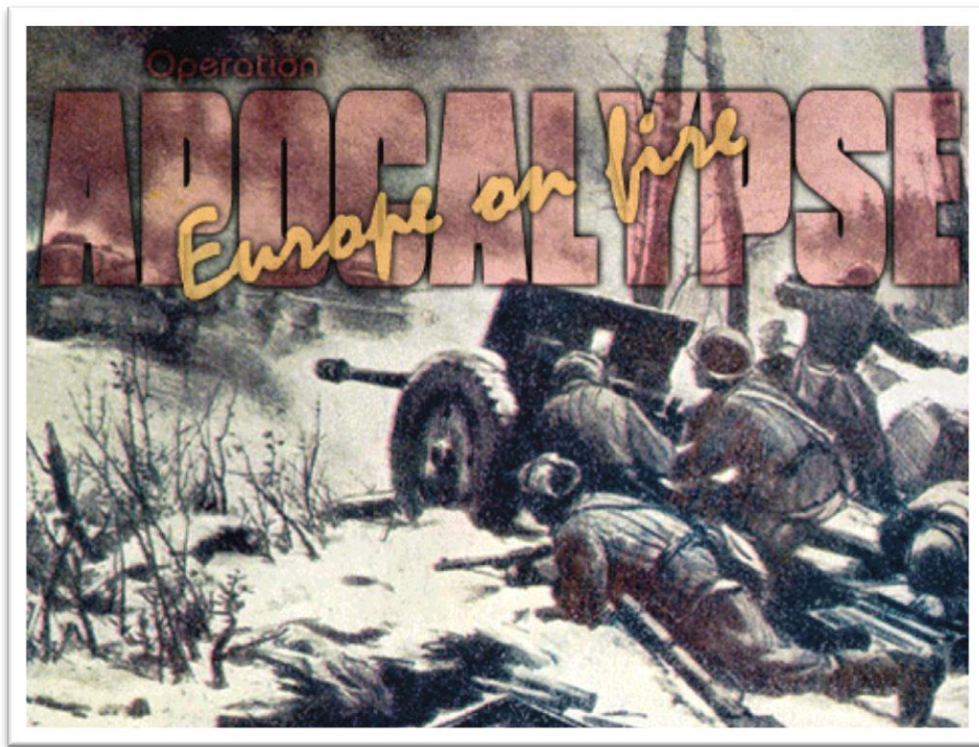
Because of that, here are some very important tips. Most of them will show indispensable in order to win.

- Save your game often. Creating multiple saves can even be very helpful at times. There's always the possibility that the game crashes, especially in-between missions within a chapter.
- The *Game Speed* is best set to '-1' or '-2' or even less. Use the '+' and '-' buttons in the game for this. Depending on your type of video-card, some maps will be demanding, especially those having a lot of

scripting orders attached to the AI units, will create a lot of movement and actions on the map. Besides, lower *Game Speed* will make it easier to keep overseeing the map situation(s).

- Use *Pause* (spacebar). In most cases, the maps require a lot of commands that need to be executed in a short amount of time. Next, to keep control over different, but simultaneous situations, sometimes over various fronts, and again, to keep overseeing the map situation(s), pausing will be indispensable.
- Read the mission objectives carefully. Going into battle regardless of the objectives may cause the AI to win. In some cases, the AI will keep spawning enemy units until the player has taken a specific area, therefore it is important to know what to do and to put a halt to this spawning.
- In those maps where AI attacks occur, laying mines will not only be essential, but laying them on strategic places might lead to a better outcome. Study the map and try laying mines between houses, buildings, rocks, rivers, etc.
In the maps containing spawning enemy units, it can be a good tactic to 'catch' enemy tanks with mines but to keep them alive (for as long as possible). This will prevent them from spawning and thus prevent or delay another enemy attack. This tactic will 'buy' you more time.
- Those maps where AI attacks occur, may sometimes require that you withdraw some of your most important units out of enemy artillery range and that you build a 2nd defense line. Use the important units there instead of losing them in an early battle. To be able to build 2nd defense lines, you might need to sacrifice some units, preferably soldiers, to delay the AI enemy attacks.
- Taking out enemy tanks goes a lot faster when you select a squad or anti-tank gun and next, click on the enemy tank. Squads will throw more grenades and AT will aim and fire better. Using this tactic can make a difference between victory or defeat.
Also, AT guns might sometimes say: '*unable to penetrate*'. However, in some cases, they might be able to penetrate the rear or side of a tank, but again, you will need to select it and point it to the tank.
- Officers and snipers have an increased sight in OA, making them more important. Using their binoculars is a must.
- Try to lure AI enemy attacks into traps. Soldiers can be capable of this.
- Replenish your troops with the available trucks. Trucks and engineers should be constantly at work.
- A good tip (from player *bloodwork*) is to start a map, just let it roll and see what is coming at you (especially in case of the AI enemy attacks). Then restart the mission, better prepared.
- If a map, by all means, remains impossible to you to complete, you can still open the map within the MapEditor and give yourself some extra units.

- More information of maps in particular can be found here:
http://www.blitzkrieg.be/bkmaps/sp/all?field_bk_version_value%5B%5D=7&=Filter



4. Credits

This mod could not have been possible without the work and efforts from a lot of people. Their names are listed in the **Options > Credits** section from the **Main Menu** in the game.