EVE OF DESTRUCTION REDUX

THE INDOCHINA VIETNAM CONFLICT

Manual

Health Warning

Have a break of 15 minutes per hour of play.
Always play in a well lit room.
If dizziness, nausea, fatigue or headaches occur, stop playing immediately and consult a doctor.

For some people, it can cause epileptic seizures when exposed to certain light frequencies, flickering lights or geometric shapes and patterns.
Certain light frequencies in TV screen backgrounds or games can trigger an epileptic seizure in these individuals. Consult your doctor if you or one of your family members suffer from epilepsy, before playing this game.

Stop the game immediately and consult a doctor, if one of the following symptoms should occur when playing: blurred perception, eye and muscle twitching, disorders of consciousness, disorientation, involuntary movements and spasms.

System requirements

Internet connection for online games
Soundcard, Keyboard, Mouse
64 Bit Operating System Linux / Mac / Windows*
* Eve of Destruction will run on a 32 Bit OS with 3 GB RAM but with some restrictions.
(see note for 32 Bit systems)

Minimum requirements:
Processor 2x Core 2.8++ GHz
RAM 3++ GB
3D graphics 512++ MB VRAM

Recommended:
Processor 4x Core 3.4++ GHz
RAM 8++ GB
3D graphics 2048++ MB VRAM

Support

If you've have technical problems using the game, please visit
www.eod-game.com
and take a look at the help area of the website.
Also you may contact support@eod-game.com

Copyrights

Index

Index

Installation

1. Installer (.exe file)
Just run the setup.exe file and follow the instructions.

2. Compressed file (Eve of Destruction Setup.7z)
Just uncompress the file to any folder you like.
There is no need to install the game cause no registry entries are necessary.
You may start the game by double clicking the EXE-file or drop a shortcut to your desktop.
Notice for professionals: the parameter **-skipintro** will skip the intro on startup.

Linux systems: Please set the file permissions to 755 so you can access it!

Activation / License Key

The first time you start the game you will be asked for the license key.
The license key will be sent to you by eMail once you've purchased the game online.

Options

Once you've started the game please select *Options* in the main menu, enter your player name, prefered values like language, volume and press *Save settings* to store the settings.

The settings will be saved in
C:\Users\USERNAME\AppData\LocalLow\Agger Interactive\Eve of Destruction
(Linux: root | .config | unity3d | Agger Interactive | Eve of Destruction)

Main Menu

1. Singleplayer

Click on *Singleplayer*.
You can select a level from the scroll list and a small preview of the selected level is shown.
Press *Start* to run the selected level.

Main Menu

2. Multiplayer

Click on *Multiplayer*.
You can select from a list of available rooms and join one of these rooms to play with other people.
To create a new room click on *Create Room*.
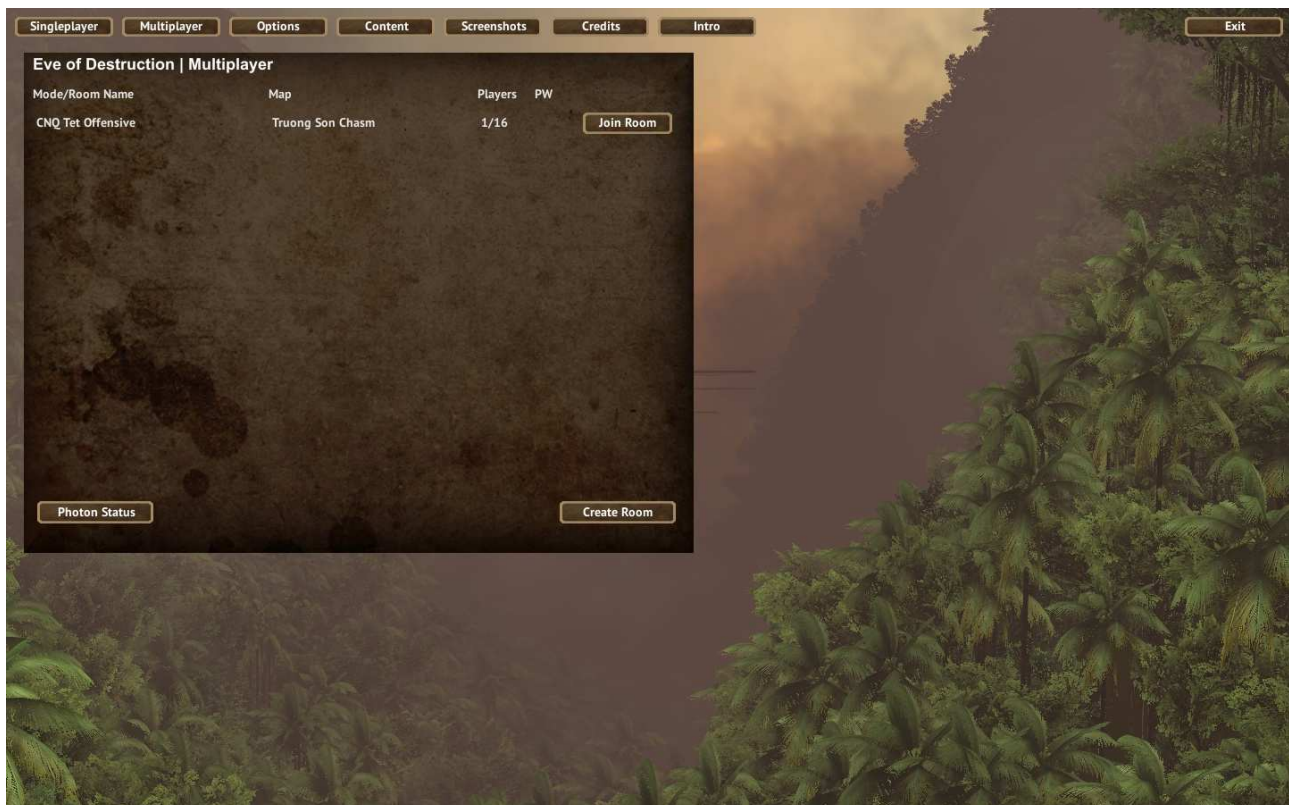
Main Menu

3. Multiplayer - Join Room

You may join any room with the same version of EoD if there is a free slot.
If a room is running a newer or older version it will appear in a red line without a join button!
You can check your version in the menu / credits.

The lobby will show you the game mode, the room name, the number of players and if the room is password protected.

Game modes are:

CNQ = Conquest
SAD = Search & Destroy
HLL = Hill Fight
TDM = Team Deathmatch
DM   = Deathmatch
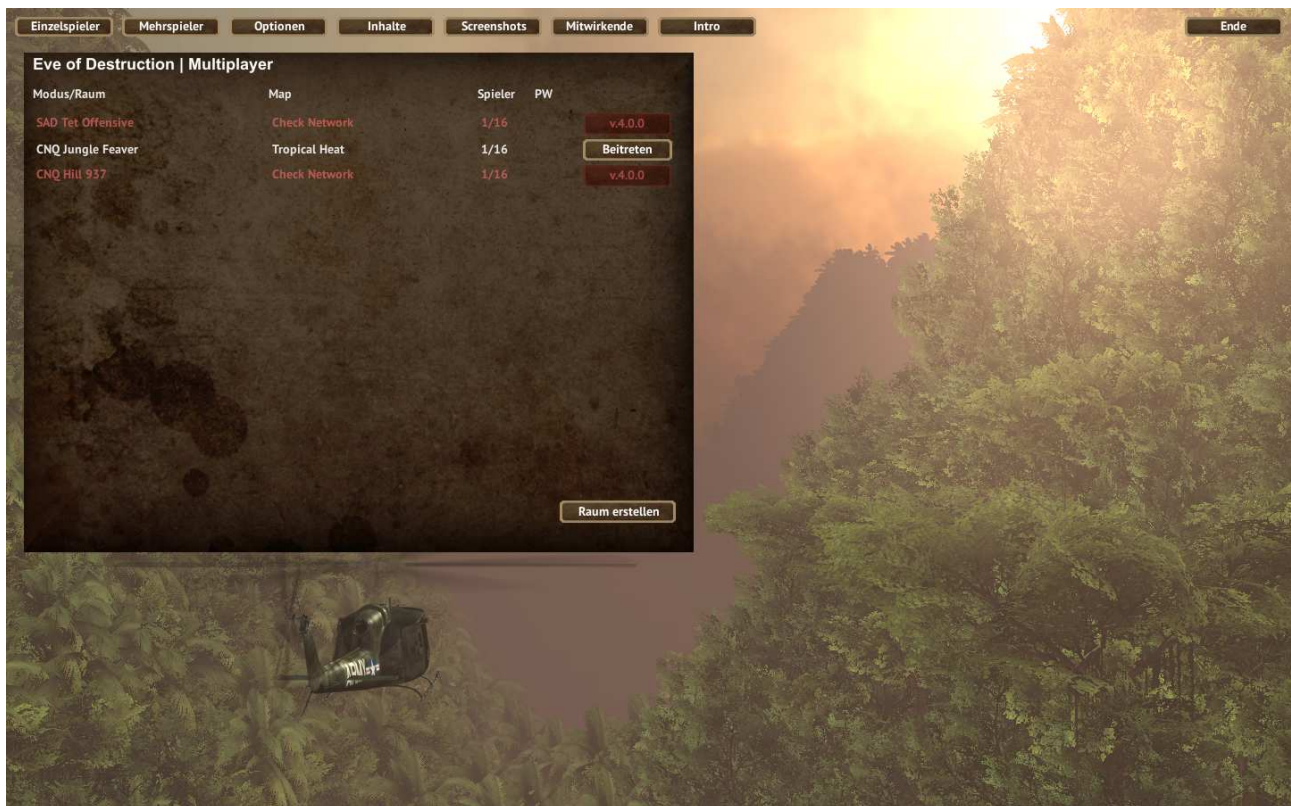
Main Menu

4. Multiplayer - Create Room

Once you are in the lobby you can define the properties of your room.

- The *Room Name* will be shown in the room's list so other people can join your room.
- The max. *number of players*. Default is 16 but there may be reasons to create i.e. a 2 player room for a one-on-one or a larger number of players. Please be careful, a too large number of players may cause lag in game, depending on your hardware performance!
- The timelimit for each level in minutes. Once the time-counter is at zero the next level will be loaded if a *Mapcycle* is selected. If you selected a single level, all players will go back to the main menu after round ends.
- Enter a *Password* if you want to create a private room to play with your friends. Only people who know the password can join your room.
- *Game Mode*: you can select between Conquest (capture controlpoints), search & destroy, hill fight, team deathmatch and deathmatch.
  The objectives of each game mode is explained in the menu.
- Now select a level and press *continue* to create your room and run the selected level.

Main Menu

5. Multiplayer - Create Room (Mapcycle)

If you want to run your room in an infinite loop through all available levels, just select *Mapcycle* from the *level scroll list*!
Notice: in *Teamdeathmatch* and *Deathmatch* mode the Mapcycle is not available!

The room will run in an infinite loop and cycle through all levels.

Main Menu

6. Game Options

Click Options to change your game settings i.e. graphics and volume.

- *Player*: enter your (nick-)name
- *Language*: select your prefered language
  Note: this will reload the menu to make the changes take effect!
- *Controls*: click to see the default keyboard settings.
  Adjustment for mouse sensibility and inverse mouse.
  Notice: if you've defined custom settings, this will not be shown!
- *Volume*: a self explaining volume slider
- *Menu Music*: select from a list of different music or turn the music on/off
- *Graphics mode*: run the game in a window or fullscreen mode
- *Graphics quality*: select your prefered quality settings. Most computers
  will run with *Fantastic*, but some older computers may get graphics lag
  and you can relieve your GPU by selecting a lower level.
- *Graphics resolution*: select from a list of available resolutions for your
  computer.
  Notice: to relieve an older computer select a lower resolution. You can't
  select a higher resolution as resolution of your OS!
- *Viewdistance*: another slider to relieve your GPU

Main Menu

7. Game Options - Controls (default only)

In Game *Options* click *Controls* to see the default control settings.
You can define custom settings on game startup in the start dialog.
Notice: if you've defined custom settings, this will not be shown in the menu options and in game!

8. Content

Content will show a list of all vehicles, weapons, soldiers, animals and much more.

This is just to get an overview about the game content.

Main Menu

9. Screenshots

Screenshots will show a list of all screenshots you've made in game.
You can open and edit the screenshot in your associated paint software.

Screenshots are stored in
C:\Users\USERNAME\AppData\LocalLow\Agger Interactive\Eve of Destruction
(Linux: root | .config | unity3d | Agger Interactive | Eve of Destruction)
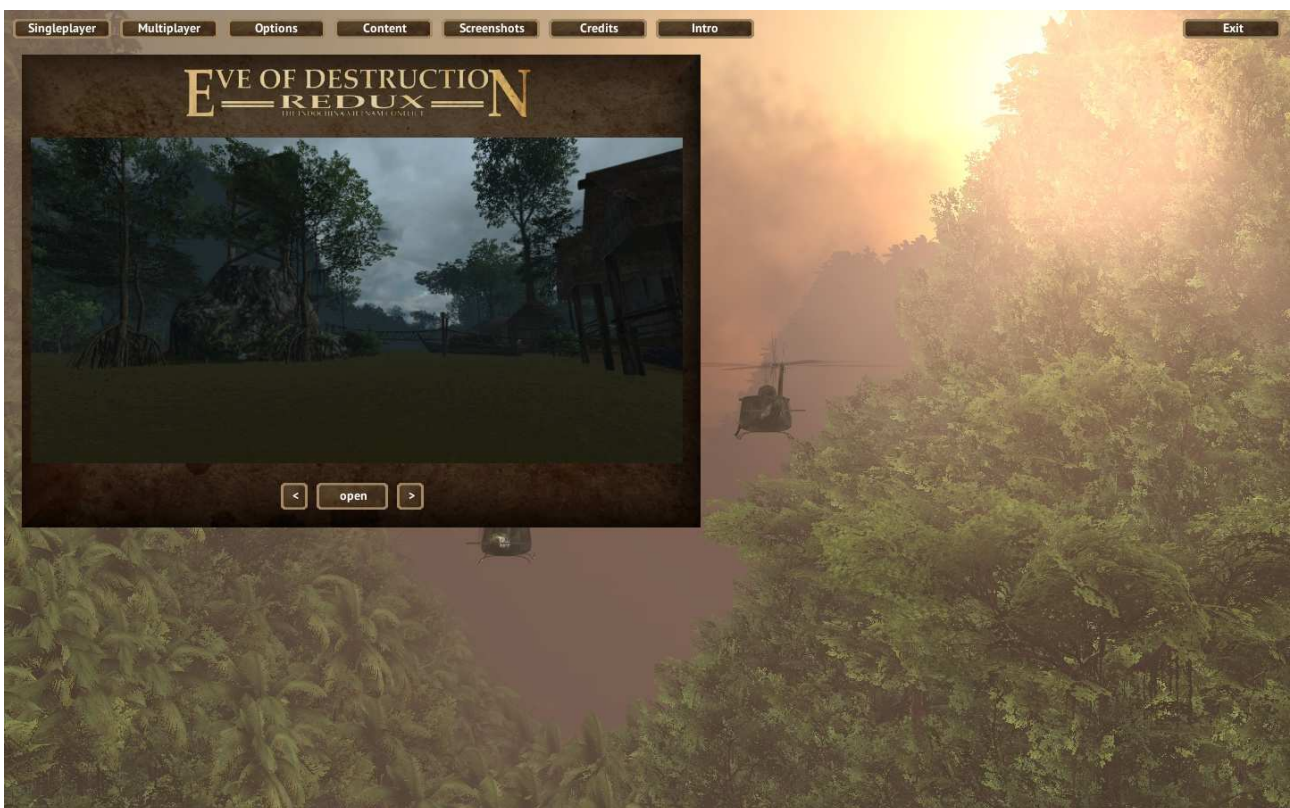
Main Menu

10. Credits

Credits will show a list of people who helped in any way creating the game.
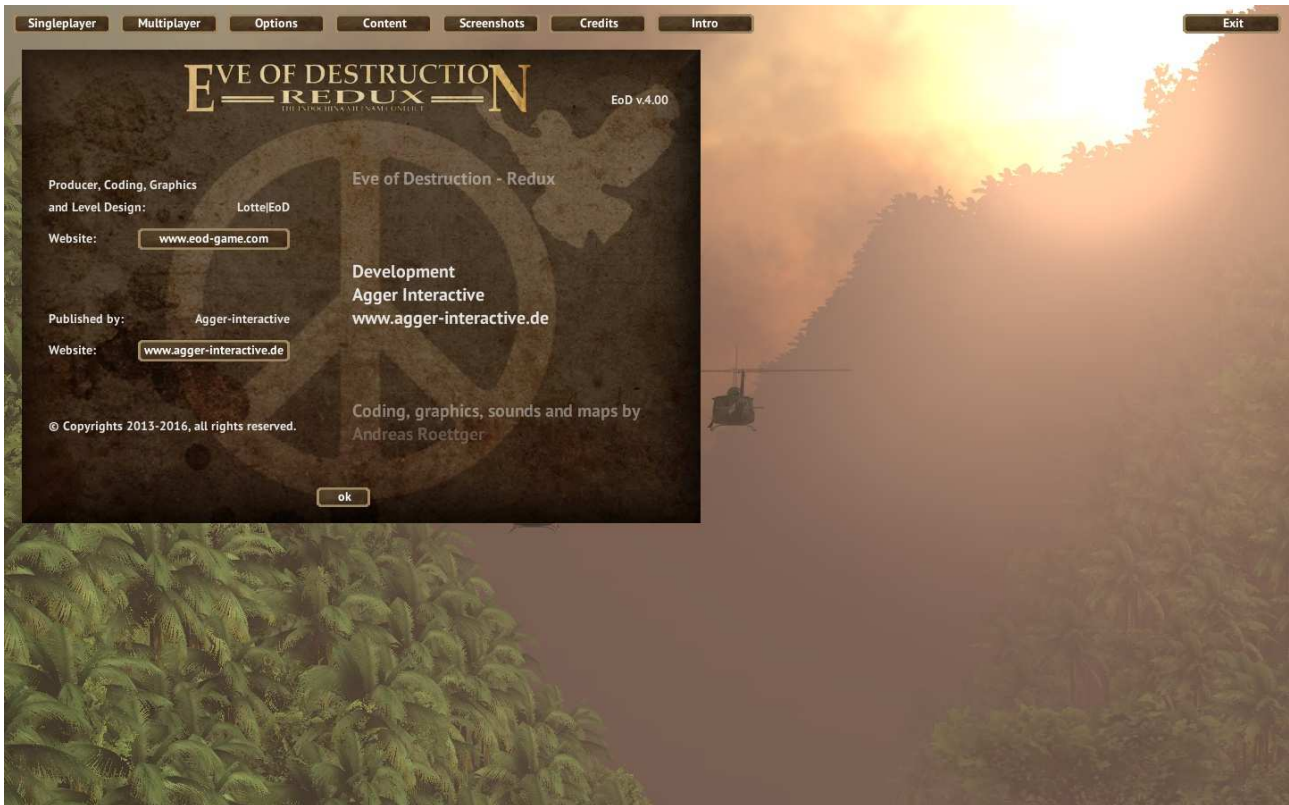
11. Intro

Intro just hides the main menu so you can see the flight of the helicopters through the foggy valley.

HUD
(Head Up Display)

The HUD displays important information about your player or vehicle.
Depending on the selected language the speed is shown in mp/h or km/h and the altitude in feet (ft.) or meters (m).
HP (health points) shows the health status of your soldier/vehicle.

1. Player

| HP | 100 | AK-47 | 28 | 90 |

soldiers health status   selected weapon   ammo left

2. land vehicles (cars, trucks, bikes, tanks, APC ...)

| - | HP | 100 | M-551 | Cannon: 50 | 50 | MG: 1000 | 1000 |

shown if it's   health   vehicle   ammo left
an amphibious status type/name primary/secondary weapon
vehicle

3. helicopters

| Alt: 181 m |
| HP | 100 | Mi-4 "Hound" | 38 | 38 |

health   vehicle   altitude   ammo
status   type/name (feet/meters) left
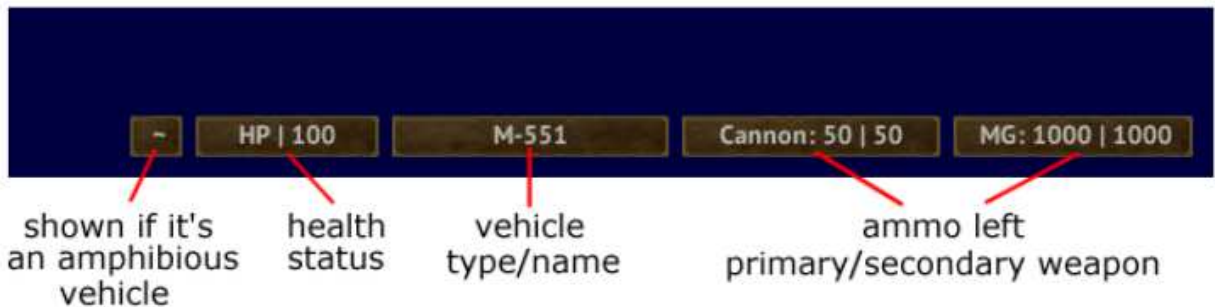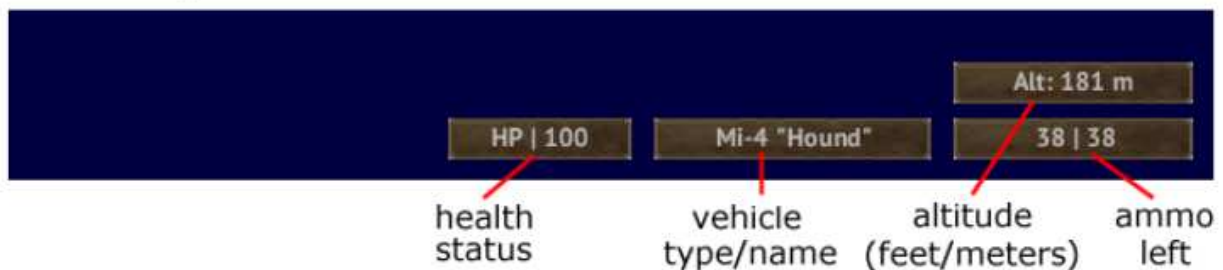
HUD
(Head Up Display)

4. aircraft (jets, bombers...)

		Sec.: 30 | 30	Alt: 636 m
HP | 100	F-4 "Phantom"	Prim.: 1000 | 1000	799 km/h

health status — vehicle type/name — primary / secondary weapon ammo left — speed (mph/kmh) — altitude (feet/meters)

5. water vehicles (boats, ships, carrier)

HP | 100	PBR "Pibber"

health status — vehicle type/name

6. stationary weapons

HP | 100	Stationary M-60	240 | 240

health status — vehicle type/name — ammo left

In-Game Menu

1. Singleplayer

By pressing ESC (escape key) the in-game menu will pop up.
It allows you to change some important settings, select your team or suicide if you get stuck somewhere.
Pressing ESC again will hide the menu.

In-Game Menu

2. Multiplayer

By pressing ESC (escape key) the in-game menu will pop up.

In-Game Menu

3. Multiplayer (Admin)

By pressing ESC (escape key) the in-game menu will pop up.
If you're the room-owner there will be some admin functions i.e.
in-/decreasing the round time, run next map (if mapcycle selected), kick, slap, mute or unmute players.
Muting a palyer means that he can't use the chat anymore.

Also you can send messages.
There are two buttons to define personal messages.
I.e. some clans want to direct the players to their voice server or website.

You can define your personal message in

...\My Documents\My Games\Eve of Destruction\Personal Message 1.txt
...\My Documents\My Games\Eve of Destruction\Personal Message 2.txt

To prevent admins from doing unwanted things there is a wait-time after each admin command.

In-Game Menu

4. Help Screen

By pressing F1 (toggle) the help screen will show you the default key settings. Unfortunately there is no way to show custom settings if you defined it in the startup dialog!

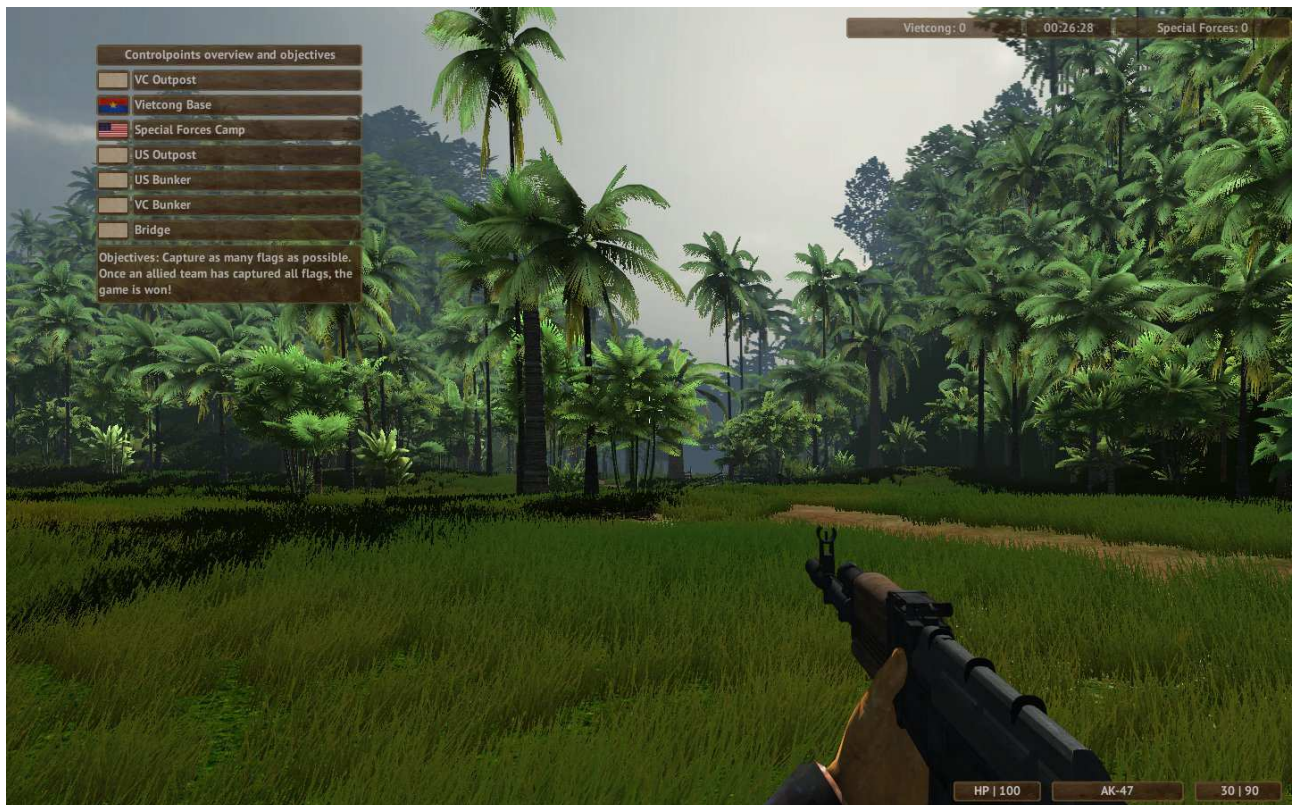# In-Game Menu

5. Objectives or controlpoint/flags status

By pressing F2 (toggle) the objectives or the controlpoint status will be shown. It's depending on the game mode.

In-Game Menu

6. Statistics (multiplayer only)

By pressing the TAB key (toggle) the statistics will pop up.
It shows the score and deaths for each player, and the players network ping.
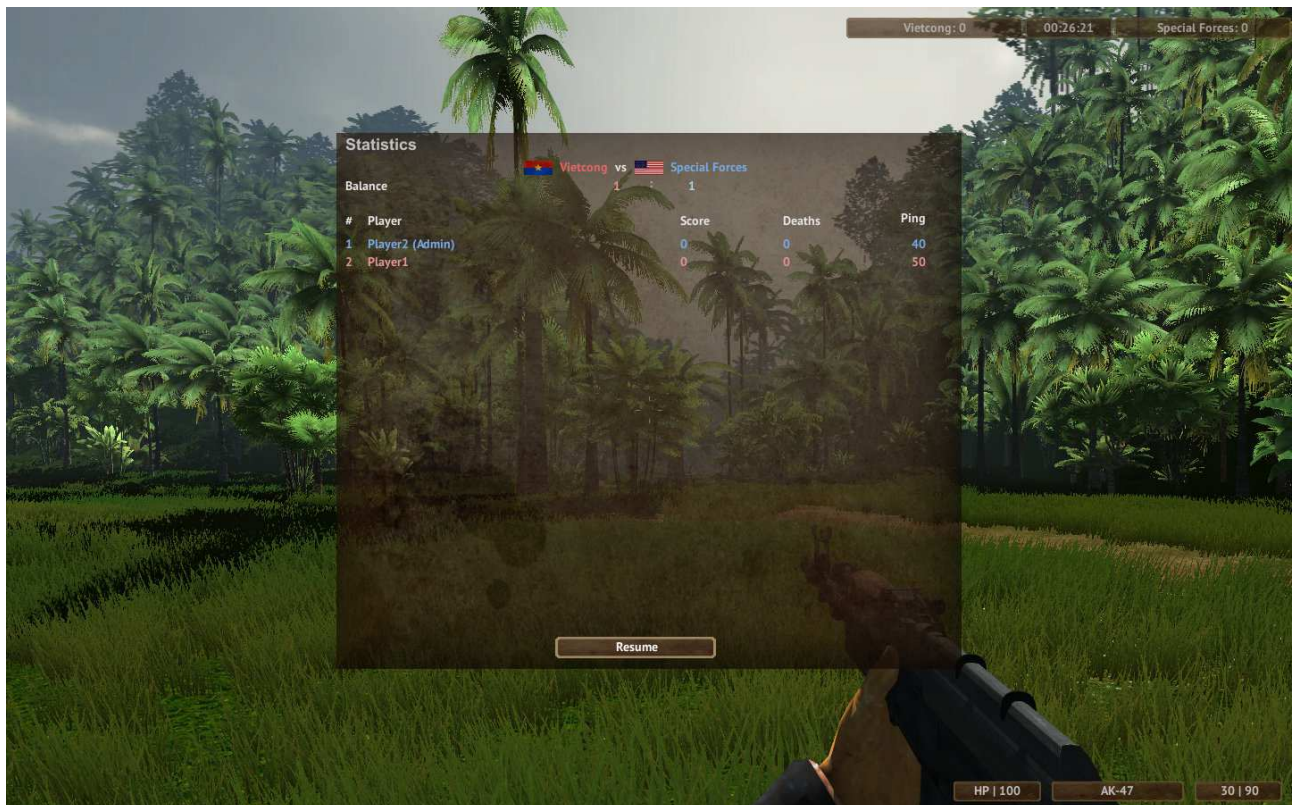
Playing

Walk, Run, Crouch, Prone, Jump
To walk forward, backward, left and right press **W,S,A,D**
To look around use the mouse.
To run press **left shift+W** keys.
You can toggle walk/run continous by pressing **X**.
You may crouch by pressing **C** or prone by pressing **left control key**.
To jump press the **space** bar.

Weapon selection
Your soldier has different weapons.
Press **1-9** for a direct weapon selection.
By **pressing the mouse** wheel you'll select the next weapon.
By **scrolling the mouse** wheel you can switch to previous or next weapon.

Shoot, Reload, Zoom
To shoot press the **left mouse button**.
Some weapons can zoom. Press the **right mouse button** to zoom in and out.
To reload your weapon press **R**

Use
To use a vehicle press **E**.
Also there are some doors you can open by pressing **E**.

Nightvision
Some weapons have a flashlight wich can be turned on and off by pressing **L**.
In some night-levels the soldier has (a green) nightvision. Press **V** to use it!

Parachute
To use the parachute press **P**.
Chuting depends on the height, so your chute will not open if you jump from a lower height!

Playing

Using Vehicles

To use any vehicle press **E** near to the vehicle.
Some vehicles have onboard guns. If you press **E** near the gun you'll enter it.
To enter such a vehicle go near to the drivers door and press **E** to enter.

Aircrafts can shoot from a minimum altitude of 10 meters. On ground the weapons are not available!

Steering Vehicles

Use the **W,S,A,D** keys to steer your vehicle.
For air vehicles like jets and helicopters use the same keys but additional you can roll and yaw it by using the mouse.
Jets and helicopters are difficult to use, so please have a look at the special section in the manual!

Center tank turret

By **pressing the mouse wheel** you'll center the turret in tanks.

Camera View In Vehicles

Most of the vehicles have a third person camera view.
To toggle between the different views press **K**.

Horn

Don't run over pedestrians! Press the **H** button to use the cars horn!

Light

In a night environment it's usefull to use the vehicles lights.
Most cars, trucks and some boats have lights.
Press **L** to use it and the **right mouse button** to toggle between normal and distance light!

Radio

Most of the cars, trucks and some boats have a radio.
Press **R** to turn it on and off.

Playing

Chat / Teamchat

In Multiplayer you can send messages to other players by pressing **T**.
Press **U** to send a message just to your teammates.

Menu

Press **ESC** to go to the in-game menu.

Statistics

By pressing the **TAB** key you can get an overview about the players statistics.

Help

Press **F1** to show the default key settings.

Objectives

Press **F2** to show the objectives of the level.
The controlpoints and flag status will be shown in *Conquest* mode.

HUD on/off

Press **F5** to turn the head-on-display on and off

FPS - Frames per second / Detailed System Statistics

Press **F9** to turn the FPS-display on and off
Press **F8** to see a more specific system analysis. (This will cause some lag!)

Fullscreen / Window

Press **F11** to toggle between fullscreen and window mode.

Screenshot

Press **F12** to create a screenshot.
Screenshots will be stored in
...\My Documents\My Games\Eve of Destruction\Screenshots\
You can get an overview about your screenshots in the main menu.

Playing

MiniMap

In some situations you'll need to have an overview about your position in the map and find the best way to the next controlpoint.

Press **M** to switch the minimap on and off.

Press **B** or **N** to zoom in and out

Playing

Conquest

The objective is to conquer all controlpoints in the map.
Once a team has conquered all flags the game is won.

To capture a flag you have to be inside a specific radius near to the flag and wait till the flag has changed to your teams flag.
I.E. if you play as a Vietnamese and want to capture an US flag wait inside of the flags radius till it has changed from US to Vietnam.

You will see a small flag-icon if you're inside the capture radius!

Press **F2** to get an overview about the controlpoints and flags!

Search & Destroy

The objective is to find one or more specified targets and destroy them.
The other team tries to defend the object.

Press **F2** to show the targets and their status!

Hill Fight

Similar to Search & Destroy you'll have to find and attack a controlpoint and destroy the flag.
You may shoot at the flagpole till the flag falls down.
Of course the other team defends the flag and tries to throw the attackers back.

It's not easy to get the flag down so you must shoot a large amount of bullets against the flagpole!
F2 will show the objectives and their status!

Playing

Teamdeathmatch

There are no controlpoints and no targets.
Two teams fight against each other without any objectives.
Winner is the team with the highest score.
Notice: once the roundtime is over the map will restart! Teamdeathmatch is not available as mapcycle.

Deathmatch

A chaotic version without any objectives.
Each player fights against the others.
Winner is the player with the highest score.
Notice: once the roundtime is over the map will restart! Deathmatch is not available as mapcycle.

Tutorial

Healing and ammo refill

If your health points are low you can heal your player on different ways.
You may walk to a medic box / medic locker and stay near to it until your HP is ok.
Also some vehicles have medic onboard so stay near to the vehicle.
If you selected a medic soldier you can drop medic to heal your teammates or yourself. Just press fire to drop a medic kit!

If your ammo is low you can refill at any ammobox or weapon depot.
Just walk near to the ammobox and wait a second to refill.
Some soldiers can support their team with ammo. Just press fire to drop a magazine.
If you're near to a refill box stay there for a while and refill all weapons by pressing **1** or **2** and scroll through all available weapons.
Notice: some weapons like grenades, molotov and some more are restricted from reloading to much. So there is a delay for reloading theses weapons.

Some types of ammo/medic boxes/lockers.

Tutorial

Repairing vehicles

If you selected an engineer soldier you may repair any vehicle by selecting the wrench and pressing fire near to the damaged vehicle!

Damaged vehicles can be repaired at a repairstation, helicopters on a heli-platform and jets/bombers on the airfield!

Some examples for repair-platforms and buildings.

Also you may repair your jet at the KC-135 'Stratotanker' in some levels! Just fly near to the refueler and stay close until the jet is repaired.

Tutorial

Flying the choppers

It's not easy to fly helicopters. There are different things that affect the physics of the helicopter.

Before you start playing online against other people you should try it in single player mode and learn how to fly the choppers.

The main (front) rotor will lift / lower the chopper depending on the throttle.
Press **W** and hold it and your chopper will lift of.
Press **S** and it will lower for landing.

The back rotor will turn the chopper left or right around it's own axis.
Press **A** to turn to the left and **D** to turn to the right side.
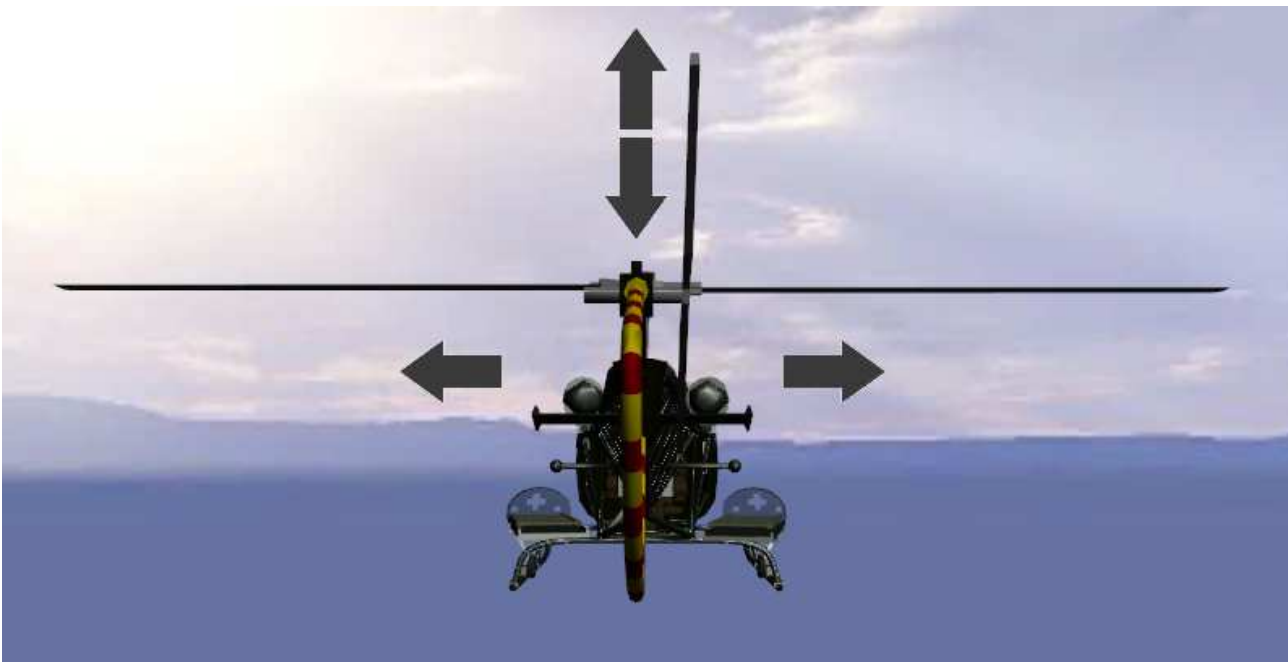
Tutorial

Flying the choppers

Additional the helicopter will roll or yaw if you use the mouse or a joystick/gamepad or any other controller.
Pulling it to the left will roll the chopper to the left side and vice versa.

Tutorial

Flying the choppers

Pulling the controller up or down will take affect on the yaw axis and make the helicopter faster respectively slower.

Features

Amphibious vehicles

Some of the (amphibious) vehicles like the PT-76, M-551, M-113 or Type 63 tanks can swim.
You can see the amphibious function on the HUD.

Special Levels

Apocalypse now
Target is to destroy as much helicopters, jets and bombers as possible.

(Available in Singleplayer only.)

Jocoseness
Jocoseness is a simple racing level. Once you spawned enter a vehicle and cross the start line. AI enemies will start automatically as soon as you cross the line.
The race is open end cause this game was made just for fun. Target is to get the best lap time or just enjoying the nice jumps.

(Available in Singleplayer only.)

Rolling Thunder
A B-52 bombing run in Arcade style! Destroy as much military bases, factories and weapon depots as possible.
Each hit will add points to your score list, each miss will decrease your score!

(Available in Singleplayer only.)

Ngoc Linh Mountain
Another funny level. Basejump/paragliding over a dense jungle.
Just fly as long as possible and have fun!

(Available in Singleplayer only.)

Vehicles usage

If you're looking for specific vehicles you may find them in...

Aircraft	i.e. in level...
A-1	Aces over Vietnam
A-36_Bonanza	Aces over Vietnam
A-4	Tonkin Raid
A-6	Tonkin Raid
A-7	Tonkin Raid
B-52	Aces over Vietnam
B-57 Canberra	Tonkin Raid
C-119	Aces over Vietnam
C-130-Gunship	Aces over Vietnam
C-130	Aces over Vietnam
C-47	Aces over Vietnam
DHC_Chipmunk	Aces over Vietnam
F-104_green	Aces over Vietnam
F-104_silver	Khe Sanh
F-105	Aces over Vietnam
F-111	Aces over Vietnam
F-4_NAVY	Khe Sanh
F-4_USAF	Aces over Vietnam
F-5	Aces over Vietnam
F-86	Aces over Vietnam
F-9	Aces over Vietnam
IL-28	Aces over Vietnam
J-6	Heaven & Earth
Mig-15	Heaven & Earth
Mig-17_green	Charlie don't surf
Mig-17_grey	Charlie don't surf
Mig-19	Khe Sanh
Mig-21_green	Aces over Vietnam
Mig-21_grey	Khe Sanh
O-1	Khe Sanh
O-1_Water	Charlie don't surf
O-2	Charlie don't surf
Paraglider	Ngoc Linh Mountain
T-33_green	Aces over Vietnam
T-33_grey	Aces over Vietnam
T-37	Aces over Vietnam
YAK-23	Aces over Vietnam

Vehicles usage

If you're looking for specific vehicles you may find them in...

APC	i.e. in level...
BRDM-1	Charlie Five
BRDM-3	Khe Sanh
BTR-60	Bridge Ruin
M-113_Commando	The Ricepaddies
M-113_Medic	Nowhere to run
M-113_MG	Nowhere to run
M-113_MK-19	River Village
M-114_MG	Radiotower
M-132_Flamethrower	Que Son Valley
M-163_Vulcan	Bridge Ruin
M-548	Charlie Five
Type63_AA	Charlie don't surf
Type63_Commando	Bridge Ruin
Type63_MG	River Village
Type63_Rocketlauncher	Mekong River
V-100	We were soldiers

Boat	i.e. in level...
Alpha	Brown Water Navy
ATC-14 Howitzer Monitor	Brown Water Navy
ATC-14 Tango	Brown Water Navy
ATC-14 Zippo	Brown Water Navy
LCT MK6	Brown Water Navy
Nasty	Brown Water Navy
Fishingboat1	Thoi Son Island
Fishingboat2	Haiphong Harbor
Fishingboat3	Heaven & Earth
Motorboat1	Heaven & Earth
Motorboat2	Bridge Ruin
Motorboat3	River Village
Motorboat4	Heaven & Earth
Motorboat5	Bridge Ruin
PACV	Charlie don't surf
Patrolboat	River Village
Patrolboat_LOW	Mekong River
Raft	Charlie Five
Riverboat1	Heaven & Earth
Riverboat2	Charlie don't surf

Vehicles usage

If you're looking for specific vehicles you may find them in...

Boat	**i.e. in level...**
Sampan1	River Village
Sampan2	River Village
Sampan3	Endless Night
Sampan4	Endless Night
Sampan5	Endless Night
Sampan6	Endless Night
Sampan7	Charlie Five
Sampan8	Endless Night
Sampan9	Charlie Five
Steamer	Thoi Son Island
Surfboard	Charlie don't surf
Swiftboat	Endless Night
USS_Constellation	(static) Aces over Vietnam
USS_Enterprise	(static) Tonkin Raid
Yacht	River Village
Yabuta	Brown Water Navy

Car, Truck, Bike	**i.e. in level...**
Bicycle	Battle for Hue
Bourak Turbo	Jocoseness
Bulli	Thoi Son Island
Elephant	Heaven & Earth
EoD_Citroen	Nowhere to run
EoD_Citroen_Pickup	Nowhere to run
Funcar	Jocoseness
GAZ-69_Covered1	Nowhere to run
GAZ-69_Covered2	Bridge Ruin
GAZ-69_MG	River Village
GAZ-69_Monster	Jocoseness
GAZ-69_wTrailer	Radiotower
Horse1	Heaven & Earth
Horse2	Heaven & Earth
Horse3	Heaven & Earth
LandRover	Mekong River
LandRover_closed	Mekong River
M-274_Mule	River Village
M-35_covered	Nowhere to run
M-35_open	River Village

Vehicles usage

If you're looking for specific vehicles you may find them in...

Car, Truck, Bike	i.e. in level...
M-35_Quad	Nowhere to run
M-37 Jeep	Radiotower
M-37	River Village
Moped	Radiotower
Motomobile	River Village
Motorbike	Charlie Five
Quad	Jocoseness
TukTuk	Thoi Son Island
TukTuk2	Battle for Hue
Vespa	Battle for Hue
Warszava	Aces over Vietnam
Warszava Turbo	Jocoseness
Willy_closed	Bridge Ruin
Willy_MG	River Village
Willy_wTrailer	We were soldiers
Zil-131_Commando	Heaven & Earth
Zil-131_Cover_Closed	Aces over Vietnam
Zil-131_Cover_Open	Truong Son Chasm
Zil-131_NoCover	Bridge Ruin
Zil-131_Pickup	Nowhere to run
Zil-131_SA-2	Charlie don't surf
Zil-131_Tank	Nowhere to run
Zil-164_Pickup	River Village
Zil-164_Pickup_Tarp	Aces over Vietnam
ZIS-5	Thoi Son Island

Helicopter	i.e. in level...
AH-1_Cobra	Charlie don't surf
AH-1_Cobra_Silver	Nowhere to run
CH-47_Chinook	Khe Sanh
CH-47_II	Aces over Vietnam
CH-54_Tarhe	Aces over Vietnam
H-13	Charlie Five
H-2_Seasprite	Tonkin Raid
H-34	Que Son Valley
H-3_Seaking	Charlie don't surf
KA-27	Aces over Vietnam
MI-2	Charlie Five

Vehicles usage

If you're looking for specific vehicles you may find them in...

Helicopter	**i.e. in level...**
MI-4	Heaven & Earth
MI-8	Aces over Vietnam
OH-6_Cayuse_green	Aces over Vietnam
OH-6_Cayuse_green_MiniGun	Radiotower
OH-6_Cayuse_grey	Mekong River
OH-6_Cayuse_grey_MiniGun	Charlie don't surf
OH-58_Kiowa	Aces over Vietnam
UH-1_M-134	We were soldiers
UH-1_MG	Charlie don't surf
UH-1_Rocketlauncher	Tonkin Raid
UH-1_Transport_Medic	Hidden Lake Valley

Stationary	**i.e. in level...**
AA_Gun_Ship	Aces over Vietnam
Browning	Heaven & Earth
Browning_Tripod	Tonkin Raid
Hawk_Rocketlauncher	Khe Sanh
M-46_Howitzer	Charlie don't surf
M-60_Tripod	River Village
M134	Charlie Five
M2A1_Howitzer	Battle for Hue
MK-19	Nowhere to run
Mortar	Bridge Ruin
Mortar_short_highCam	River Village
Quad-50	Charlie don't surf
RPK_Tripod	River Village
SA-2_Rocketlauncher	Thoi Son Island
Tet Offensive	Night Patrol
ZPU-2	Charlie don't surf

Tank	**i.e. in level...**
BMP-1	Khe Sanh
Centurion	Mekong River
M-109	Hidden Lake Valley
M-41	Hidden Lake Valley
M-42AA	Nowhere to run
M-551	River Village
M-551_Shillelagh	Nowhere to run

Vehicles usage

If you're looking for specific vehicles you may find them in...

Tank	**i.e. in level...**
M-60_Patton	Hidden Lake Valley
M-60_Patton_Ponton	Charlie Five
PT-76	River Village
SU-100	Heaven & Earth
T26	Heaven & Earth
T34-76	Heaven & Earth
T34-76AA	Charlie don't surf
T34-85	Bridge Ruin
T34-85AA	Charlie don't surf
T54	Charlie Five

Console

In Singleplayer there's a small console system to allow you to use cheats.
The console is <u>NOT</u> available in Multiplayer mode!

Singleplayer-cheats may be helpful while recording videos or just watching the bots doing their work.

Notice: the console system just works if you are a player and not in a vehicle!

To open the console Press '**PAUSE**' and type in one of these commands:

help / ?	will show the help screen
clear / cls	will clear the console
exit / quit	will quit the console
cheat timescale <value>	value from 0.3 to 10 sets the timescale to <value> (default is 1)
cheat hp <value>	value from 1 to 100 sets the player health to <value>
cheat gravity <value>	value from 0.1 to 50 sets the player gravity to <value> (default is 22)
cheat godmode <on/off>	turns godmode on/off
sunlight +/-	in-/decreases the sunlight by 20%

Inverse Mouse

In some situations you may prefer inverse mouse control (i.e. in jets or helicopters).

You can store this permanently in mainmenu *Options*.

Additional you may save this setting in game in the menu.

To inverse the mouse control via quick access just press **i** while you're in a vehicle.

Notice: the last mentioned variant will not save the setting permanently! It's just for the actual used vehicle!

Note for 32 Bit Operating Systems

Eve of Destruction will run on 32 Bit operating systems with 3 GB memory with some restrictions.

Because some 32 Bit systems just can adress 2 GB of memory per application, the multiplayer mapcycle can cause 'out of memory' crashes.
Also your system may get 'out of memory' while playing different maps over a longer time.

To decrease memory consumption and prevent crashes you may set the quality settings to 'fastest'.

But there's no warranty that the game will run perfectly on 32 Bit systems so we recommend to upgrade your system to 64 Bit OS.

EVE OF DESTRUCTION
REDUX
THE INDOCHINA VIETNAM CONFLICT

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