About D-Day: Normandy

(It's like crack, only better)

D-Day: Normandy is a World War II action shooting game created by several generations of volunteers. The free game is based on Quake 2 technology, so it will run on nearly any computer. D-Day is a team-based game that allows its players to play on dozens of battlefields while using the weapons of World War II's major combatants. In direct contrast to many shoot-'em-up combat shooters with a digital crosshair, D-Day players use the "iron sights" of their weapons to aim.

As of early 2006, the game allowed players on American, German, British, Russian, Japanese and Polish teams, with an Italian expansion in development.

Gameplay depends on team play. You can only play D-Day: Normandy with real people and many battles cannot be won without help from your team.

New players should know D-Day's rules, which keep gameplay good, improve realism, and make it fun for everyone.

D-Day is based on technology that allows nearly any computer to play. You will need an Internet connection; a 3-D video card will help older computers, but is not required.

Teams win a game after either:

- collecting enough points by taking or destroying objectives.
- killing enough enemy troops.

Teams will lose if other teams meet their victory conditions first. The amount of points or kills needed to win depends on which map (level/battlefield) you are playing. These objectives are stated at the beginning of the map, and the "Tab" key can remind you of the most critical details.

An objective listing looks something like this:

The most basic version of D-Day comes with five official maps. Since D-Day was released, hundreds of maps have been released by volunteers to expand D-Day and improve gameplay. Several dozen maps are available in a starter package.

D-Day has a heads-up display with many features:

Installation
(Or, the beginning of your hard drive's end)

The greatest site of ongoing D-Day development is named D-Day Development Central, the DDC, which is online at http://www.planetquake.com/ddc. Some of the most popular downloads are linked in the download sectioin, but the site's forums offers far more announcements and support.

D-Day's community has shifted away from the original developers, a group known as Vipersoft; the original Web site, www.planetquake.com/dday, is no longer active. D-Day continues to be free and built by volunteers with help through the Quake 2 engine. A "standalone" version of Windows is available and does not require the purchase of Quake 2. D-Day has also been run successfully on a variety of Macintosh, Linux and Unix systems.

The most basic installation of D-Day includes needed files for the American soldiers and the German soldiers, as well as five maps (creatively titled dday1, dday2, ... dday5).

On the premise that you're running a Windows PC and do not own Quake 2:

Look for the latest standalone installer from the DDC site. The D-Day standalone installer should be at least 150 mb. Download it, saving it to your hard drive somewhere where you can find it. Run the installer; tell it where to install.

When the installation has finished, go to the game's folder.

As of spring 2006, the easiest way to play D-Day is through the D-Day Monitor version 3, **ddm.exe**. Double-click this file to launch it.

DDM should begin seeing who is playing on which servers. If you don't see something sensible, hit the button that says "Show Active Servers" or "Show ALL servers." Click the column heading that says "Players" to put the servers with people playing at the top. To simplify your life, look for a a server title that's more in English than another. Double-click on the server name to launch the game.

DDM may now pull up a Windows "open" window, in which it's searching for your actual program. You're looking for the **quake2.exe** file within your installed folder. Select it; click open.

D-Day: Normandy should launch and connect to your selected server.

The next time you want to play, you will only need to launch DDM and connect to the server.

To customize your game: You need to give your player a permanent name. Go into your game folder. Go into the "dday" subfolder. Find a file called autoexec.cfg; right-click on it. Left-click Open With, then select a program called Notepad. A primitive editor opens your configuration file. Scroll all the way to the bottom; change the "name" entry to something you'd like. Keep it short, without spaces. When you're done, hit File: Save, File: Exit. Later, you can edit this configuration file to tweak your keyboard setup; more suggestions appear in the "This game looks like it's free" section of this manual.

For easier game play: Go into your installed folder. Right-click on your DDM launcher. A menu appears; left-click on Send To, then left-click on Send to Desktop (Create shortcut). Close the folder window. You can now launch D-Day: Normandy from your desktop.

Seeing the game
(Your first chance to be shot)

D-Day can only be played online. Once you're connected to a server (see installation directions), hit the Tab key to see the status of the game in progress. You'll have to go to the team that's unbalanced, e.g., if you see four Allied players and three Axis, you must join the Axis team.

Type "B" to go to the team menu. "[" and "]" take you through the menu. Select the unbalanced team and hit "Enter."

You're now on the class menu, which lets you pick what type of soldier you will play; every type has advantages and disadvantages that you'll learn about with experience.

You'll quickly find each class has its advantages and its disadvantages. You'll also see it allows limited numbers of people to be in the classes, such as a single officer, a pair of snipers and a handful of medics. Select Infantry to get started.

Now, you should be in the game.

Getting around
(Getting killed)

It's easy to die in D-Day, for your opponent is the most inventive animal the world has ever known: another geek.

Stay alive in D-Day by keeping yourself safe, by being aware of your surroundings, and by killing the other guy first.

The first and the last depend in no small part in knowing how to get around.

The most important key isn't even a key. It's your right mouse button. Sure, the left button shoots, but it's the right one that tells your computer whether you want to aim carefully or whether you're sprinting for cover. The right mouse button selects between "truesight" and "hip shoot."

In World War II, crosshairs on a video screen didn't exist. Truesight mode simulates the weapon's actual sights, with you looking down the barrel or through a sniper scope. Without truesight, you won't be able to hit anything accurately, and you'll find you'll almost never hit anything at a distance. With truesight, you're a well-trained soldier protecting his homeland taking careful aim. Practice with truesight often. You'll find some weapons can only be fired in truesight and/or from a crouched or prone position.

The next-most important button is "Y," the default for team talk. This helps you coordinate actions. "T" gets you talking to everyone from both sides.

The main movement keys you'll find on the left side of the keyboard. They may be configured as w/s/a/d or e/d/s/f.

The next-most important movement key is the one most often abused. "Space" jumps. Notice the stamina bar on the left side of the screen. You're not allowed to jump more than three times in few moments. But you're really not allowed to jump for the sake of jumping, or to jump simply to get away from someone's gunfire. (It's called bunnying; see the rules.) You're only jumping to get over obstacles.

"C," the default key to change stances, is also important and is one key to your survivability. You'll need to crouch to fire rockets or machine guns; stand to jump; and crawl to stay alive. Some weapons can only be fired in true sight and/or from a crouched or prone position. You'll need to crouch or crawl into some holes on maps, while you'll need to stand to jump on others. In some maps, you'll actually have to stand, jump on a standing teammate, then crawl over his head into a passageway.

Weapons are "1" through "6," with one number assigned, each game, to a particular type of weapon. "3" is your main weapon. "1" gets you a knife. Some types of soldiers have additional weapons, with "2" being a short-distance weapon like a pistol or katana; "5" to binoculars that give the officer the power to call airstrikes with "V" or the engineer an explosives charge, and "6" for picked-up weapons.

You can pick up new weapons with "Q", which toggles autopickup. Leave it on and all of a sudden you'll move awfully slow trying to carry three kinds of rifles with a heavy machine gun. You don't want to pick up everything you can find.

"G" selects grenades. If you pick up enemy grenades, you can select them again with "G" or with "6."

This game looks like it's free
(You can make it look like it's worth $9.99)

D-Day: Normandy can't even come out of the box looking like it's free, because D-Day: Normandy doesn't have a box.

But the default settings for D-Day: Normandy are those for high compatibility, not for best gameplay and fun. Even the movement keys are different than many people might prefer.

The first thing to try to improve is the video. If your computer was made since about 2000, you almost certainly have a video card that supports the OpenGL video standard. With the game running, hit Escape to pull up the menu. Go to video. If your video mode is set to "software," try changing it to "Default OpenGL". Hit Escape again a few times to return to your game.

If it didn't work, that's fine – try to shut the game down, and tough it out in software mode until you can find an OpenGL driver for your video card.

If it worked, return to that screen and try upping the resolution a little, say, from 800x600 to 1024x768. This, too, will improve the look of the game.

These settings can be permanently set in dday\autoexec.cfg, which can easily be edited with text editors like Notepad; directions appear in the "Installation" section.

Things you may wish to tweak in autoexec.cfg:
- Movement binds. Are you happy with your key setups? (bind d "+back" ; bind s "+moveleft" ; bind f "+moveright" ; bind e "+forward")

- Talk binds. Do you want to have an easy shout, like, "\" yells "Grenade!"?
- Performance binds. Set the video mode (set gl_mode #), turn on muzzle flashes (set cl_lights 1), long-distance sight ("skydistance 8000").
- Personalization. (set name "NightStalker")

Please don't forget the many expansions available for D-Day (see section creatively titled "Expanding D-Day"). Your game will probably automatically download new maps, but you'll have to download new teams (e.g., Italian) when they are created and announced on DDC, www.planetquake.com/ddc.

The rules of war
(Being a disciplined soldier)

Any group activity must have rules, because someone's bound to be a nitwit. Don't you be the nitwit.

D-Day: Normandy's team-based nature and play against real-life opponents mean individual people have the ability to make the game even more enjoyable – or more annoying. Many of the game rules are commonsense, others are a little less so. Still more are map-dependent.

Bad habits can get you kicked off servers and headed for bans.

Let's take a closer look:

- **Bad language.** Just like in a chatroom or in any other game, rude language or racist remarks are disallowed. Don't continually say rude things or "spam" many shouts.
- **Bunnying.** Jumping to avoid enemy fire is called bunnying, and is universally deplored. It's fine to jump over obstacles, and on some servers it's acceptable to jump to get more range from a grenade throw. Jumping over and over to be a harder target is prohibited.
- **Spawn camping.** In real life, you get just one chance at life. In D-Day, one player may have a dozen lives, "spawning" into the new life. Do not camp out at spawn points to kill new, defenseless players.
- **Team killing.** Don't TK, or deliberately team kill. Accidents can happen, though. If you team kill accidentally, apologize through team talk. If you are team killed repeatedly, find out why; you may be violating a map rule.

- **Team objective destroying.** Objectives belonging to your team must only be destroyed by members of the opposing team. Don't touch the flags and doors you're supposed to guard.
- **Excessive hipshooting.** Some players will bunny while spraying automatic weapons fire everywhere. This reduces D-Day to a level barely above Cowboys and Indians the way 6-year-olds play.
- **Diving.** It's possible to dive in D-Day, throwing your body around corners or diving if you're getting attacked. Some people try to further abuse diving by going into truesight during the dive. Try it on your floor in real life if you think this is historically accurate and fair in the game.

Most maps have specific rules. These generally revolve around giving the just-spawned players a chance, rather than spawncamping. They also involve protecting your own objectives. A sampling of rules appears below.

Dday1	Axis are not allowed on the lower beach, below the wall. Axis cannot use grenades or other explosives on the boats. Allies should be mindful of the several Axis spawnpoints.
Dday2	Axis should not go over the steps. Allies should not go below the slopes. Do not drop artillery or grenades past the steps or top of the slopes.
Dday4	Axis must not go past the sandbags on the far side of the bridge or into the tunnel. By definition on this map, Allies must charge the Axis spawn area.
Dday5	Allies are not allowed outside and should not touch the doors or other objectives; they are not allowed past the door into the sewer, or "wet," area. Axis should wait a full minute or until Allies are into position before beginning this map. No one should camp the pillboxes.
Doomtown	German spawn is behind the wall with two holes; no grenades are allowed inside. Axis should not throw grenades or other explosives over the Polish ramps.

Rules also vary from server to server. Some additional guidelines are available online at the DDC rules site.

Expanding D-Day
(More stuff to download?)

One of the beautiful things about D-Day: Normandy is the extensive network of free expansions for D-Day. You'll quickly find you'll need to download some maps just to get started. Other downloads will help D-Day look or sound better. Still others are all but required to keep playing, such as the British expansion pack.

Keep an eye out for:

- **Maps.** The basic "dday" set is still played often, but other sets are very commonly played. You'll find yourself playing the Polish, British, Japanese and Soviet campaigns, as well as add-on campaigns like "invade" and "inland." You'll find yourself playing individual maps like "doomtown" and "outpost," as well as regretting playing "war3." Hey, we warned you.
- **Team add-ons.** Volunteers have expanded D-Day far beyond its American-and-German-only roots. You'll have to download team expansion packs from the DDC as they are developed.
- **Further improvements.** Some servers require you to download new models of guns and uniforms to get the best out of D-Day. If you don't know, ask in a forum.
- **Performance add-ons.** Some people experiment with updates to the basic Quake 2 engine that improve the graphics. Others enjoy sounds that are derived from the actual weaponry.

Look for all of this on on the D-Day Dev Central (DDC) site.

Troubleshooting
(You get what you pay for)

D-Day: Normandy should play nicely on any computer made after the year 2000. That said, you may need to tweak a few things to get the best game play. You can improve the gameplay via tips in the "This game looks like it's free" section, but you wouldn't be reading the Troubleshooting section if you only had to worry about tweaks.

Network disconnects: If you're getting dropped a lot, there's an easy fix that's hard to get to. Within Windows, click Start: Settings: Control Panels. Find your Network Connections control panel. Open it. Right-click on the icon you use to connect (modem, Local Area Network, Wireless, ...); left-click on properties. Look under "This connection uses the following items" for something called QOS Scheduler. Click once to select it; click the uninstall button. You might only need this if you're using a voice-over-IP telephone system; otherwise, it's just wasting space and crashing your game.

Video problems: Chances are, the video drivers that came with your computer have been updated a dozen times since you bought the thing, though you probably should be able to get -some- play. You can find out what kind of video driver you use through Start: Programs: Accessories: System Tools: System Information (pantpantpant): Components: Display. See the Adapter Type and Adapter Description? Write it down. Go to the manufacturer's Web site (e.g., Nvidea.com, intel.com) and look for newer drivers.

WHAT?: If you're stuck, seek help from the forums on the DDC Web site.

A final note
(Don't be ungrateful)

D-Day: Normandy was ushered through several evolutions under a volunteer team called Vipersoft. New sets of volunteers have created new maps, sounds, teams and weapons while stomping out bugs. Please remember that the game itself was built by volunteers, and is being run on volunteered servers. That means you have many responsibilities and few obligations when playing D-Day; play nice, and have fun.

This document itself owes its creation to a variety of sources, including the original D-Day: Normandy user manual and the D-Day Dev Central Web site. Additional help was provided by Boogerhead, Afrow UK, greyfox and Derrick.