

A movie poster for the film 'Frontline: The Longest Day'. The top half features a large, serious portrait of General Dwight D. Eisenhower in a military uniform, with a star on his lapel. Behind him, a large LST (Landing Ship, Tank) is visible, and the sky is filled with dramatic, cloudy light. The bottom half shows soldiers in full combat gear wading through the churning sea during a beach landing. The title 'FRONTLINE' is written in large, bold, metallic letters, with a five-pointed star replacing the letter 'O'. Below it, the subtitle 'THE LONGEST DAY' is written in a smaller, black, serif font on a white banner.

# FRONTLINE

THE LONGEST DAY

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6 June 1944 D-day is the Allied operation that launched the successful invasion of German-occupied western Europe during World War II.

Players command the Allied forces through some of the most famous battles of the war, freeing Europe from the hands of the German Army.

5 Massive and very challenging battle campaigns: all inspired by historical missions which took place during operation Overlord: Utah, Omaha, Gold, Cherbourg, Sword & Juno.

Land, and aerial combat: all units have strengths and weaknesses encouraging different uses, adding an extra strategic layer to the game. There are over 80 of them!

Units will upgrade throughout the game, based on combat success and experience. This will prove to be an extremely powerful tool to progress in the game providing the players with a personalized army depending on their style of play.

Complex combat mechanics and special abilities for all units such as:

- Flanking maneuvers
- Encirclements
- Suppression
- Combat fatigue
- Penetration
- Deflection
- Removing landmines
- Artillery support
- Airstrikes
- Transport
- Sandbags
- March
- APCR ammunition
- Incendiary grenades
- Smoke grenades
- Artillery barrages
- reinforce & resupply.

Maps are created to reflect the real terrain and their dramatic impact on gameplay.

A unique visual style using detailed and realistic units representations.

More than 400 Game-Play Turns.



# INSTALLATION

- **SYSTEM REQUIREMENTS**

- Please ensure your system meets the minimum requirements listed below.

- Minimum System Requirements:

- **OS: Windows XP/Vista/7/8**

- **CPU: 1.6 GHz**

- **RAM: 2 GB**

- **Video/Graphics: DirectX 9.0c compatible video card**

- **Sound: Compatible sound card**

- **Hard disk space: 1.6 GB Free**

- **CD-Rom: No**

- **DirectX version: DirectX 9.0c**

- **INSTALLING THE GAME**

- To install the game, insert the game DVD disc into your DVD drive. If you have disabled the Autorun function on your DVD or if you are installing from a digital download, navigate to the DVD or download file location, double-click on the installation file, and if it is a zip archive, then double click on the executable (exe) file that is shown inside the archive. The correct file name will normally include the words "SetupRelease"... Follow all on-screen prompts to complete the installation.

- **UNINSTALLING THE GAME**

- Please use the Add/Remove Programs or Programs and Features option from the Windows Control Panel or the "Uninstall" link in the game's Windows START menu to uninstall the game. Uninstalling through any other method will not properly uninstall the game.



## Units

When enough experience is gained, units learn new abilities, upgrade armor and attack.



"Initiative" grants an extra attack every time an enemy unit was destroyed by that unit.



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## Support



Artillery, MG nests and Bunkers grant adjacent units "Support" Units will engage the **attacker** first.

\*Consider eliminating the "support" units first.

## Flanking



Surrounding a unit expose its flanks. Flanked units receive more damage from all incoming attacks.

Units surrounded by 4-5 units become "Flanked".

Completely surrounded units surrender.

## Deflected



Depending on the armour type and deflection angle, some units have better chances to Deflect incoming attacks

## Penetrated



Penetrating a unit's armour is considered a critical hit and it deals more damage than a normal attack

## Combat Fatigue



When a unit was engaged 3 times during one turn it becomes exhausted. (Combat Fatigue)  
As a result it cannot retaliate for the rest of the turn.

## Suppression



When unit loses more than 50% of its strength in one attack the unit can become suppressed and not retaliate for 1 turn

## Special Abilities

### APCR



"APCR" High penetration rounds.

Damage **+40%**, Range **-1**, Ammo used **+5**

### Anti-Tank



"Anti-Tank GRENADE". AT Grenades are used at close range exposing the attacker to extra damage.

Damage **+80%**, Ammo used **+5**, Defence **-50%**

### Barrage



"Artillery barrage" can cause "shell shock"

Damage Vs Infantry **+50%**, Vs Armour **+30%**, Ammo used **+6**

### Charge!



"Infantry Charge"

Damage Vs Infantry **+100%**, Attacker defence **-60%**

### Entrench



"Entrench". Movement cancels this ability.

Defence: **+25%**

### Incendiary



"Incendiary Grenade". AT Grenades are used at close range exposing the attacker to extra damage.

Vs Infantry: **+70%**, Vs Armour: **+70%**, Ammo: **-8**, Accuracy: **50%**

### March



"March". Increases the movement range of an unit. Units cannot attack after using the "March" ability.

Movement: **+3**

### Smoke



"Smoke screen" conceals a unit from the enemy.

All damage reduced by **90%**, Ammo: **-5**

### Suppressive



"Suppressive Fire" Can push the enemy infantry back 1 position.

Vs Infantry: **+80%**, Ammo: **-5**

### Transport



"Transport" Used to increase the range of certain artillery pieces.

Range: **+50%**

## Reinforcements & Supply



Units and repairs cost “resources”.

\*Capture strategic points to earn more “resources”

## Terrain Types

"Water" Usable only by Landing-Crafts



"Hedgehogs and Barb wire" Movement reduced to 1, Defence: -15%



"Swamps" Movement reduced to 1, Defence: -15-25%



"Hills" Defence: +15-25%, movement reduced to 1



## Terrain Types

**"LandMines"** Deal damage to any allied unit entering the area.  
Sappers & Combat engineers can be used to defuse Landmines.



**"Towns & Citis"** Defence: **+25-100%**  
Towns can be used to call new units into the battlefield.



**"Bridges"** Defence: **-15-30%**, Movement reduced to **1**  
Used to cross over large rivers.



**"Shallow rivers"** Defence: **-15-30%**, Movement reduced to **1**  
All units can move across.



## PRODUCT UPDATES, BONUS CONTENT AND REGISTERING YOUR GAME

- **PRODUCT UPDATES, BONUS CONTENT AND REGISTERING YOUR GAME**

- In order to maintain our product excellence, Matrix Games releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website and can also be downloaded quickly and easily by clicking on the "Check for Updates" link in your Game Menu or by using the "Update Game" shortcut in your Windows START menu folder for the game.

- We also periodically make beta (preview) updates and other content available to registered owners. Keeping up with these special updates is made easy and is free by signing up for a Matrix Games Member account. When you are signed up, you can then register your Matrix Games products in order to receive access to these bonus game-related materials. Follow this process:

- Sign Up for a Matrix Games Member account: THIS IS A ONE TIME PROCEDURE; once you have signed up for a Matrix account, you are in the system and will not need to sign up again. Go to [www.matrixgames.com](http://www.matrixgames.com) and click the Members hyperlink at the top. In the new window, select Register NOW and follow the onscreen instructions.

When you're finished, click the Please Create My New Account button, and a confirmation e-mail will be sent to your specified e-mail account.

- 2. Register a New Game Purchase – Once you have signed up for a Matrix Games Member account, you can then register any Matrix Games title you own in your new account. To do so, log in to your account on the Matrix Games website ([www.Natrixgames.com](http://www.Natrixgames.com)). Click "Register Your Fame" near the top of the menu in the Members Club to register your new Matrix Games purchase.

- We strongly recommend registering your game as it will give you a backup location for your serial number should you lose it in the future. Once you've registered your game, when you log in to the Members section you can view your list of registered titles by clicking My Games. Each game title is a hyperlink that will take you to an information page on the game (including all the latest news on that title).

- Also on this list is a Downloads for Registered Games hyperlink that takes you to a page that has all the latest public and registered downloads, including patches, for your registered titles. You can also access patches and updates via our "Latest Downloads" section (<http://www.matrixgames.com/products>)

- RE-DOWNLOADING YOUR GAME

- If you were logged into your Members Club account when you purchased your game, it will be automatically registered and you can access an automatic redownload link by going to <http://www.matrixgames.com/members/myorders>.

Asp or using the "My Orders" link in the Members Club. If your download does not show up there, you can contact our Help Desk at

<http://www.matrixgames.com/support/> to receive a new download link. This process generally takes one business day, but is often faster during normal work hours.

- GAME FORUMS

- Our forums are one of the best things about Matrix Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to <http://www.matrixgames.com> and click on the Forums hyperlink.

## TECHNICAL SUPPORT

- Should you have a technical problem with the game, the best way to get help is to post a note in the Technical Support sub-forum of the main game forum at <http://www.matrixgames.com/forums>. You'll then hear back from either our Matrix Games Staff, the development team, or from one of the many helpful players of the game. This is usually the fastest way to get help. Alternatively, you can contact our Help Desk at <http://www.matrixgames.com/support/>. Support requests will generally be answered within 24 hours, except on weekends and holidays.