

PC
DVD-ROM



SILENT HUNTERS 5

BATTLE OF THE ATLANTIC



UBISOFT

WARNING

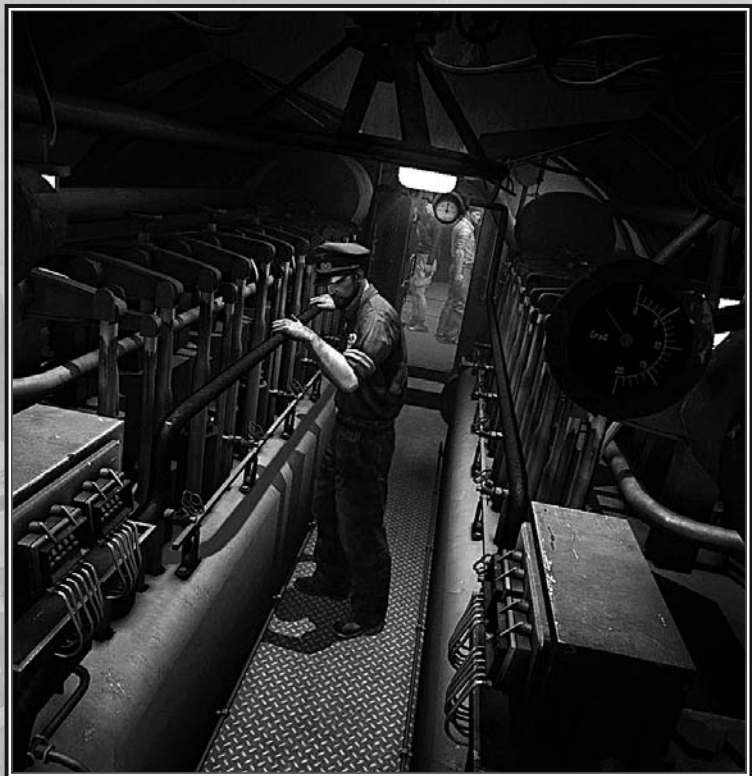
READ BEFORE PLAYING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game -- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions -- **IMMEDIATELY** discontinue use and consult your physician before resuming play.

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GETTING STARTED

Installation

Installing Silent Hunter 5®: Battle of the Atlantic

Silent Hunter 5®: Battle of the Atlantic must be installed before you can run the game. To install, insert the **Silent Hunter 5®: Battle of the Atlantic** DVD in your DVD drive and wait for the launch screen to appear. Click Install and follow the instructions as they appear.

If your auto-run function is disabled, you can launch the installer manually. Choose Windows Explorer from the Programs submenu on your Windows Start menu.

Choose the **Silent Hunter 5®: Battle of the Atlantic** DVD icon to display the files located on the DVD.

Look for Setup.exe among these files, and double-click it to run the installer.

Uninstalling Silent Hunter 5®: Battle of the Atlantic

To uninstall the game, select Uninstall from the **Silent Hunter 5®: Battle of the Atlantic** Start menu.

You can also choose Settings from the Windows Start menu and select Control Panel, select Add/Remove Programs, left-click on **Silent Hunter 5®: Battle of the Atlantic**, and click on the Add/Remove button. The game and all its components are then removed from your system, except for your saved games.

INTRODUCTION

June 1940... the fall of France. For one whole year, Great Britain stood up to Germany alone. Although the mighty Royal Navy blockaded German trade, Britain was actually much more dependent on imports than Germany. Without incoming food supplies, the British population would slowly starve. Without raw materials, its economy would not survive and would be unable to equip its industry. Without fuel, its ships and airplanes would not go into battle. **In fact, without supplies, the allied build-up of forces in Britain would not have been possible, and D-day would never have happened.**

All these supplies were brought in by sea.

When German U-boats took to the sea and attacked British supply lines, no one was really surprised. Indeed, a similar struggle had already taken place 20 years earlier, and Britain was as much an island in 1939 as it was in 1914. Overly optimistic British admirals believed they could overcome the U-boat through convoys and the ASDIC sonar technology, but Karl Doenitz, the visionary leader of the U-boat force, knew otherwise.

For three and a half years, the U-boats would strike at the convoys again and again, almost bringing Britain to its knees on occasion. For the greater part of 1942, close to 500,000 shipping tonnage would be sunk each month. In spite of this, the merchant men kept coming. In fact, while both sides suffered losses, neither could afford to give up, and so neither side would admit to anything more than a temporary setback.

Each month brought more forces and new developments to the field. The climax of the battle for the seas was reached in March 1943, when the Wolfpacks descended upon convoys HX229 and SC122. Despite the British escorts deployed, 24 ships were sunk. And yet, on the brink of defeat, just two months later the British would come out the winner. In fact, after the Germans lost 43 U-boats to radar-equipped planes and very experienced and determined convoy escorts, Doenitz was forced to admit defeat.

By the end of the war, over three quarters of the German U-boat force – some 28 000 men – would perish in battle. On the allied side, merchant seamen losses would exceed 30 000.

With **Silent Hunter 5®: Battle of the Atlantic**, we sought to portray the perils faced by those men, and bring to light the true significance of their struggle, which went far beyond the newspaper headlines.

In doing so, we pay homage to the men and women who took part in one of the longest and most decisive battles in the modern history - the Battle of the Atlantic.

GAME MODES

Career Mode

The core of **Silent Hunter 5®: Battle of the Atlantic** is Career mode. In this mode, you can write your own story in the middle of World War II, taking a young U-boat captain from the invasion of Poland in 1939 to the climatic convoy battles of early 1943.

Starting a New Career

To start a new captain's career, press the New Career button. You will be required to enter the name of this new captain. In our game, the WWII timeline is broken into a number of campaigns, each highlighting an important naval phase of World War II. Select the campaign which will be your starting point. Where your career will end is up to you and your actions.

The campaign selection looks like this:



Notice that the first time you play the game, many of the campaigns will be unavailable. As you proceed through the game and successfully complete careers, more and more campaign starting points will become available.

Continuing an Existing Career

Given that a single career can take over 20 game hours to complete, it is unlikely that you will complete it in a single session. You can continue an existing career in one of two ways via the Main Menu:

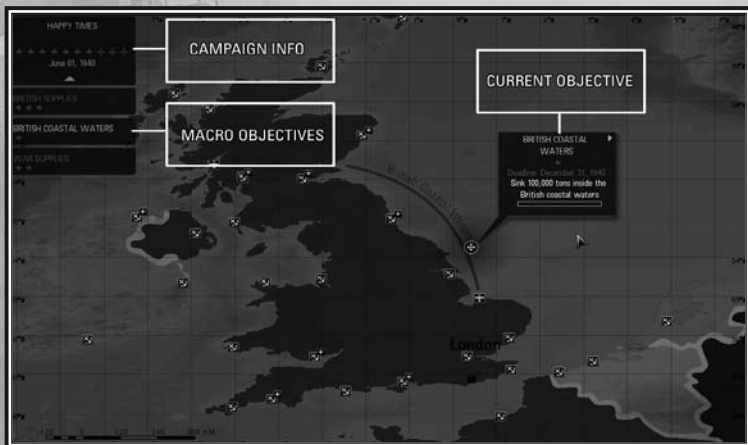
- Pressing the Continue Game button to automatically load the last saved game.
- Pressing the Load Game button to bring up a detailed list of all the saved games available, so that you can choose the one that you want to continue.

Completing a Campaign

In each campaign, your aim is to achieve the strategic goals established by Naval High Command. Each of these goals represents a significant gain for your side, and the game world will change accordingly upon its completion. It will also earn your a number of victory points. When enough victory points have been gained, the overall strategic goals of your side are considered as having been achieved, and the campaign is won.

Bear in mind that the opposing side – the Allies – will not merely stay idle and wait for your actions. Campaign Goals can expire, and even the campaign has a deadline. Failing to obtain the required number of victory points by that deadline will lead to defeat.

The Campaign Map looks like this:



If you make very good campaign progress, you may achieve more than the minimum required number of victory points. In this case, the campaign will be counted as a Major Victory for your side, and this will have a significant impact on subsequent campaigns. You may unlock new campaign options or simply change the timeline and settings of those already unlocked.

In the **Silent Hunter 5®: Battle of the Atlantic** campaign, every single result is accounted for. You must do your utmost at all times, make every torpedo count, and live with the consequences of your actions.

Historical Missions

The Historical Mission Menu looks like this:



The Single Missions menu gives you access to individual missions and historical scenarios. From this screen, you can also launch new missions created with the game's Mission Editor or downloaded from the Internet. To do so, you must place these missions in the game's installation directory: `SilentHunter5\data\SingleMissions`.

If you want to play the mission with a different U-boat model than the one selected by the mission maker, use the scrolling list provided in the lower portion of the screen.

MULTIPLAYER

Silent Hunter 5®: Battle of the Atlantic supports LAN multiplayer games for up to 8 players, and online games for up to 4 players through Ubi.com.

In multiplayer mode, all players are part of a wolfpack, working cooperatively to accomplish the common goal of defeating an enemy task force or convoy.

The server operator chooses the mission to be played in the session. The missions included in the game cover a series of famous convoy battles. You can add more scripted missions by using the Mission Editor.

The Multiplayer Menu looks like this:



Museum

In the Museum, you can familiarise yourself with the various planes, ships and submarines included in the game. You can also bring up the recognition manual button to compare the actual ship to the intelligence image, and learn how to recognise it later.

The Museum Menu looks like this:



CONTROLS AND INTERFACE

Gameplay Controls

Keyboard Mapping

The Keyboard Map looks like this:

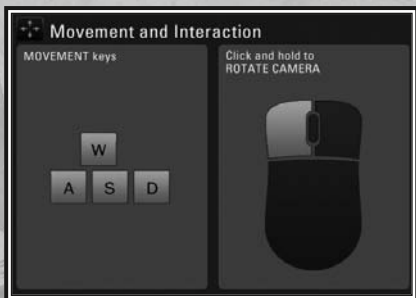


The complete list of keyboard controls is given at the end of the manual. In-game, pressing the F1 key will show the help menu and the complete list of keys.

Moving and Interacting with the Game World

Silent Hunter 5®: Battle of the Atlantic makes a significant advancement compared with previous titles by allowing the player to move around freely in the submarine. To move your character, use the W, A, S, and D keys. To look around, hold down the left mouse button and move the mouse. Alternatively, you can click the right mouse button to enter true FPP (First Person Perspective) mode.

The Movement hint Map looks like this:



While moving around the submarine, you can interact with your crew or operate various machinery and stations inside the U-boat. To do so, move the mouse cursor over the item of interest and press the left mouse button or Space key.

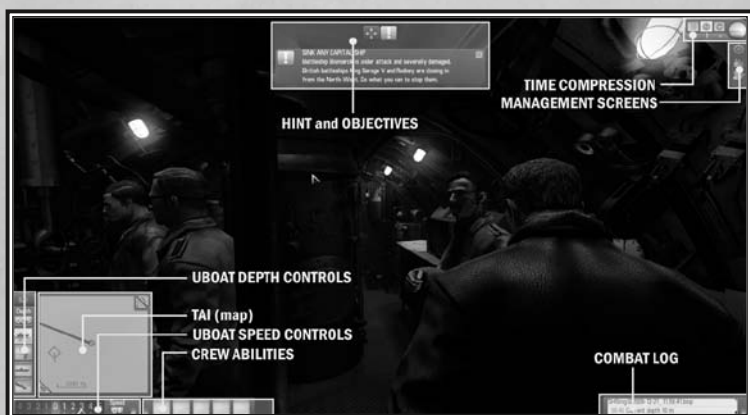
To see a full list of the main game stations and characters in your submarine, refer to the section "Inside a Type VII U-Boat."

Controlling the Submarine

Apart from in the game's introductory scenario, you – the player – are the captain of the U-boat. Your job is to ensure that the mission is completed and the battle won. To do so, you give orders to your crew, and implement your decisions. This is done through the main game interface.

Main Game Interface

The Main Interface looks like this:



Speed Gauge



This gauge controls the submarine's engine speed: With the right side of the gauge, you order forward movement, while the left side orders reverse movement. To order a specific speed in knots, you will need to hold down the Ctrl key to switch to the advanced version of the interface.

Depth Gauge



This gauge controls the submarine's depth. The four buttons represent the major tactical choices that you have:

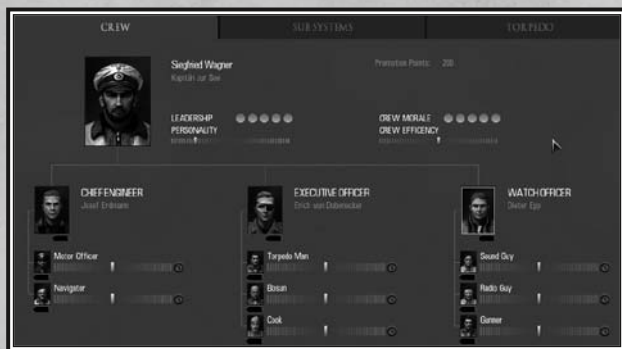
- **Surface:** obtain maximum mobility by using the diesel engines.
- **Periscope Depth:** go underwater for stealth but keep the enemy under observation, ready to attack.
- **Dive:** dodge enemy sonar by passing under it, but sacrificing visual observation.
- **Crash Dive:** avoid combat altogether by attempting to get out of danger.

To select a specific depth rather than a "tactical depth choice," you need to hold down the Ctrl key to switch to the gauge's advanced mode.

Crew Management Page

Here you can manage all your officers and petty officers, and their efficiency status. Each petty officer is directly responsible for one of the submarine's activities. Efficiency gauges will go from red to green to show the lowest and highest efficiency levels.

Double-clicking on the figure of a crew member will open their detailed information interface. For more details, see the section "Managing your crew".



Captain's Log

The Captain's Log page is designed to be the first and most valuable tool for campaign and player progression. Here, you can check and track your personal status with categories such as Experience, Medals, Renown, or Leadership.

During the campaign, this is where you will receive mission briefings, mission updates, and your current objective status. The captain will keep track of the most important statistics.



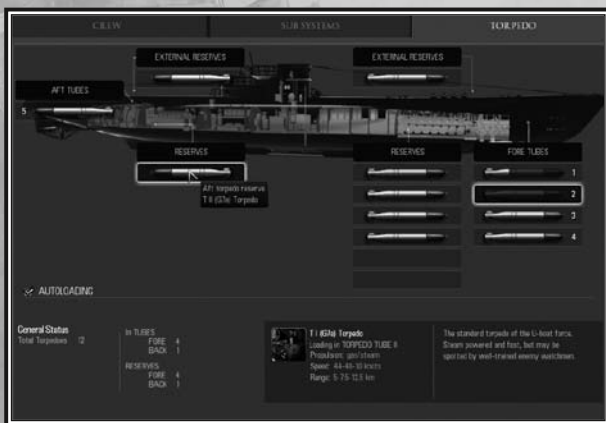
Subsystems / Damage Management Screen

This page is designed to give you extensive information on the submarine's systems. From here, you can check the integrity of the various compartments, the level of flooding, or whether there is any fire in a given sector. By visiting this page, you will gain insight into the various components of the submarine.



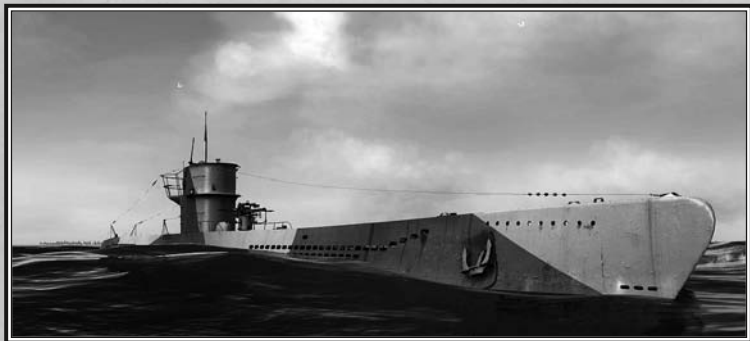
Torpedo

This page is used to manage the torpedo loading mode and intervals, and to monitor the number of torpedoes available at the time.



Inside a Type VII U-Boat

The Type VII U-boat represents the quintessential submarine of World War 2, and the workhorse of the Battle of the Atlantic.



Very popular with its crews, the Type VII was agile on the surface, fast on the dive, and most importantly, able to reach the allies' vital convoy lines in the Atlantic. Arguably, it was not the most pleasant ship to live in, but that was quite simply because it was optimised for one purpose – battle.

As the war progressed, the Type VII underwent a number of modifications to keep up with the enemy's technological advances. The Type VIIC/41 was the final version to reach operational status, and could dive to 250 meters in order to avoid enemy depth charges.



From bow to stern, the rooms inside the U-boat are as follows:

Forward Torpedo Room

4 torpedo tubes and most of the reserve torpedoes are stored here.

- **Game Stations:** None
- **Characters:** Torpedo petty officer Kurt Faust

Radio Room / Fore Quarters

The submarine's main sensors and communication devices are located here.

- **Game Stations:** Hydrophone, Radar (when available)
- **Characters:** Sound man, Radio man, Watch Officer

Command Room and Conning Tower

The U-boat's control centre, this is where most officers have their battle stations, and where tactical decisions are taken and implemented

- **Game Stations:** Both Periscopes, Navigation map
- **Characters:** Executive Officer, Navigator, Chief Engineer

Aft Quarters / Galley

The main petty officers' resting area, and the place where food is prepared for the crew. The area's damp atmosphere and limited freezer capacity means fresh food is a scarce commodity, so the cook will often have to improvise with canned food to keep the crew happy.

- **Game Stations:** -
- **Characters:** Bosun, Cook

Diesel Engine Room

World War 2 submarines are basically torpedo boats that can dive; the diesel engines are their true source of strategic mobility. This area houses both diesel engines and the compressor used to replenish compressed air.

- **Game Stations:** -
- **Characters:** Motor Officer

Electric Motors / Stern Torpedo Room

Underwater, the U-boat's mobility depends on its electric motors and their limited battery capacity. This room houses both motors and the stern torpedo tube.

- **Game Stations:** -
- **Characters:** Gunner

Watch Tower

Most of the time, the U-boat will cruise on the surface, drawing on the fast speed and long range afforded by its diesel engines. During normal operations, some of the crew sit high on the submarine's tower, keeping a constant watch to spot any dangers and potential targets.

- **Game Stations:** UZO, Flak Guns
- **Characters:** Watch Officer, when surfaced

Forward Deck

Small merchant ships or crippled ships can be sunk with the deck gun, which is located here. You are advised against manning the deck in rough weather, as the gun crew could be washed overboard.

- **Game Stations:** Deck Gun
- **Characters:** Gunner, when the deck gun is manned

Main Game Stations

Deck Gun

You can control the U-boat's deck gun from this location. The deck gun can be used only when the ship is surfaced, and only in good weather. In order to control your deck gun, you will need to assign crew members to operate it.



To assign crew members to the deck gun, open a dialog with the Watch Officer and order him to send the crew to the deck gun.

To get a better view of a target, use the gun's optical aiming device by pressing the Tab key. On the left side of the optical aiming device, you will see the current elevation of the gun in metres.

Move the crosshairs left or right using the left and right cursor keys or the mouse to point the gun in the desired direction.

Use the Up and Down arrow keys or the mouse to aim at long or close range.

Press the Space bar to fire.

Flak Gun



There can be up to three different flak gun locations, depending on the type and version of the U-boat. Flak guns can only be used when surfaced, and only in good weather. In order to control your flak guns, you will need to assign crew members to operate them.

To assign crew members to the flak guns, open a dialog with the Watch Officer and order him to send the crew to the flak guns.

Press the Tab key to zoom in on the view of a target through the targeting device.

Move the aiming device left or right using the mouse to point the flak gun in the desired direction. Use the mouse to adjust the range and follow your target. Press the left mouse button to fire.

Radar

The radar station will allow you to manually handle the radar.

- **Radar On/Off:** Turn the radar on/off.
- **Direction Handler:** Left-click on the handler to change the listening direction.
- **Radar Range Scale:** Choose between range scales from 4,500 to 15,000 m.
- **Radar Mode:** The player can select one of two modes – Continuous and Focus.
- **Range:** Read the range to the contact in the lower left part of the radar.



Hint: While the radar is a very powerful tool for detecting enemy contacts (ships and airplanes), don't forget that using it will give away your presence.

Hydrophone

The hydrophone station will allow you to manually handle the hydrophone.



- **Direction Handler:** Left-click on the handler to change the listening direction.
- **Hydrophone Volume:** Adjust the volume of the sound received from the hydrophone.
- **Send Ping (Only Available for Sonar):** Left-click to send a ping in the current sonar direction. If you hit a target, it will return the range between the U-boat and the object. Each subsequent ping will provide a more accurate range specification.
- **Information Displayed:** Use this notepad to add new contacts to the map.

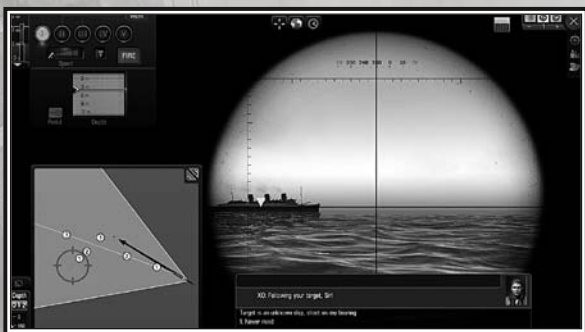
Radio Station

From this location, you can read, send and receive messages.

- **Send Contact Report:** Sending contact reports will give precise enemy locations to U-boat High Command (referred to as the BdU, for Befehlshaber der Unterseebootsflotte). This can result in Luftwaffe or Kriegsmarine attacks!
- **Send Patrol Report:** If you send a patrol report including the number of available torpedoes, fuel level, and U-boat and crew status, BdU may decide to relocate you to a new patrol grid according to these conditions, or ask you to return to base.
- **Request Orders:** If you request a new order, BdU may send you to another grid to patrol.
- **Request Escort to Base:** This message is available when in the proximity of a German base. If you send it, you will receive an escort to the base.

Periscope

The periscope is the submarine's main observation tool when underwater. Most U-boats carry two of them: the Observation Periscope in the command room, better for scouting from a distance and for aircraft reconnaissance; and the Attack Periscope in the conning tower, stealthier and thus better for attacks.



Periscope View

Taking up most of the screen, the periscope gives you a view of the outside world. Clicking on it will activate this mode and allow you to rotate the periscope using the mouse.

Both periscope stations have identical functionality and controls.

In the interface, you will interact with the following areas:

Periscope Up/Down Lever

When submerged, you need to raise the periscope above the surface to check your surroundings. This is done by clicking on the respective part of the control lever.

Shortcuts:

PgUp: Raise periscope incrementally.

PgDn: Lower periscope incrementally.

Ctrl PgUp/PgDn: Completely raise/lower periscope.

The higher the periscope stands above water, the easier it is to spot. You should keep it as low as possible; the Papenberg gauge – named after its inventor – is used for this purpose. In the middle of the gauge, a marker shows the depth at which the submarine's keel is located.

On the left of the instrument, an index moving over a submarine silhouette shows the current height reached by the periscope head. When the index is level with the top of the liquid gauge, you are breaking the surface.

Tubes Status Panel

The panel displays the your submarine's torpedo tubes and their status. The colour of the tube's indicator shows its status:

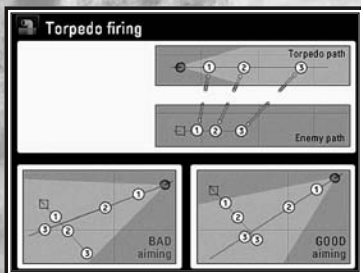
- **Green:** tube is loaded and ready to fire.
- **Red:** tube is loading.
- **White:** tube is empty; no torpedoes are available for loading at this moment.

To select a different tube, simply click on its corresponding indicator.

Achieving a Solution

In order to hit your target with your torpedoes, you have to "lead" it with your periscope. The bearing from the periscope is automatically translated to the Torpedo Data Computer and translated into a firing solution. How much to lead the target is a question of experience, but the TAI diagram will help out as explained below.

By analysing the torpedo's path and the enemy ship's position, you can evaluate the location of both after a certain amount of time, and direct your shot so that the two points coincide.



Managing Your Crew

Your second job as Captain is to manage your crew. The crew is made up of soldiers trained in the elite Ubootwaffe, so you don't need to baby-sit them in order for them to do their job. You can rest assured that no matter what happens, they'll be at their posts doing their duty, and will even solve any problems that arise.

Like their historical counterparts, your crew will become better as they gain battle experience. Their progress is up to you, and knowing what abilities and specialisations to choose is one of the most important factors of the game.

Skill Points

In order to learn new abilities, you need to have acquired some skill points. Skill points are earned by completing objectives and sinking enemy ships.

Morale System

When out at sea for long periods, sailors become increasingly tired. As a result, their morale will gradually decline. Officers and petty officers will use their "morale pool" as the main resource for activating their special abilities. Morale is regained each time an enemy ship is sunk, or an objective completed.

Captain leadership value will be added as bonus points to each crew member's morale pool. Morale can also be restored by using certain special abilities or awarding medals.

The screenshot shows the upgrade interface for a crew member named Motor Officer Willi Petz. On the left, there is a portrait of the officer, his name, and a morale indicator consisting of five circles, with the first three filled. Below this is a short biography: "Willi was born and raised in Munich, Bavaria where he began his training as an engineer for BMW motor works. But when his family moved to Kiel at the age of 17, he found a new passion: Boats! So going to the navy and becoming an engineer was a clear path for him. He first worked on regular boats but being promoted to Chief Mechanic was easier on a submarine. And so he joined the U-Boats. Willi loves his engines more than his friends. He loves the grease, the smell, the noise." To the right of the biography are three crossed-axe icons and three crossed-ship icons. Further right, the text "Promotion Points: 198" is displayed above a grid of 20 ability icons. The icons are arranged in four rows: the first three rows have five icons each, and the fourth row has three icons. Some icons are greyed out, while others are active. At the bottom of the grid are "Discard" and "Apply" buttons.

Overview

To learn a given ability, open the NPC upgrade page and click on the ability icon. Abilities will be unlocked based on the crew member's veteran level, which means that not all abilities will be available from the beginning of the game.

Abilities have different levels which in turn define their efficiency and the mode to use. An ability can be active (it must be activated) or passive (it will automatically become active once learned). Passive abilities do not incur an activation cost (morale), and will not consume morale once activated.

Captain - Player Progression

Experience, Leadership, and Personality



By completing campaign objectives and proceeding through the dynamic campaign's historical events, the player will advance in rank and position. In fact, the player's progression does not stop once he becomes captain. From that point on, experience points will increase his leadership, enhance his renown, and add skill points.

Leadership value will be added as a bonus value to each crew member's morale pool. In other words, the more experienced the captain becomes, the more efficiently the crew will perform.

Skill points are gained in the same way as renown points. They serve to upgrade crew members' active and passive abilities.

Dialog with a Crew Member

Interacting with some of the crew members will open the dialog window. From here, you can easily review the current status of the member's morale, and obtain other information on him.

Some crew members have unique commands available in their dialog interface, called active abilities. These involve your crew going the extra mile, improvising to get the most out of existing technology, and working to vanquish the enemy. Activating these abilities at the right moment can make all the difference, but be careful not to overuse them as the crew will get tired and restless if you do.



Meet the Crew of Your U-Boat

Chief Engineer: Josef Erdmann



Josef is just a good, hard working man. He is a friend of the Captain and speaks openly with him. Josef is an excellent LI, very creative and hands-on. He does not consider himself to be particularly pro-war, and feels very responsible for his crew. Josef has a wife and son back home; all he wants is for the war to end so that his son will never have to fight. He has a soft spot for sweets and candy.

Job description: The Chief Engineer is the most senior officer onboard apart from the Captain and Master of the technical branch. His main duty is supervising U-boat diving operations, the daily trim and the maintenance of mechanical systems. If the need arises, he can lead a damage control team to repair any critical damage. He is also the man who must, if absolutely necessary, set the explosives to self-destroy the boat and prevent capture by the enemy.

Executive Officer: Erich von Dobenecker



Erich is a career navy officer who recently graduated from the Marine Schule Flensburg-Mürwik, the school from which both his father and Karl Dönitz graduated. Dobenecker's father and Dönitz have been long-time friends, both encouraging Erich to a career in the Kriegsmarine. But when Erich lost an eye during a training exercise at school, his naval career seemed over before it started. However, thanks to his father's close ties with

Dönitz, Erich still managed to graduate, and was assigned to be XO on a U-boat. Extremely loyal both to his father and to Dönitz, Erich is very pro-Nazi. He also wants to prove himself of course.

Job description: The XO, or First Watch Officer, is second in command, ready to take all responsibilities if the captain is injured or killed in combat. In addition, he is the man in charge of submarine weapons, and the one who normally conducts surface torpedo attacks while the captain is busy making tactical decisions.

Watch Officer: Dieter Epp



Enthusiastic, a bit lacking in experience, but ready to jump into battle, and brave. He respects his Captain and plays jokes, especially on the uptight XO. Dieter likes to play tricks on the crew, and often gets into trouble with the Bosun for it. He is also opportunistic (and somewhat racist). There is one thing he hates: if anyone shortens his name to Depp (which means “idiot” in German), he gets very upset, and begins to sulk.

Job description: The (Second) Watch Officer is the junior officer onboard the submarine, responsible for the watch crew and sensor systems. During surface runs, he can be found on the conning deck, while underwater he is normally to be found in the radio room, supervising the hydrophone and ready to relay information to the command room.

Bosun: Herbert Heine



One of six children born and raised in Marburg by very strict parents, Herbert is a descendant of the famous German poet Heinrich Heine. Being the oldest of the four brothers and two sisters, Herbert was forced into responsibility at a young age. As a result, he acquired good organisational and people skills, but was never able to explore his creative side. Since his parents were poor, a military career was his only option. Deep down, he would like to be a poet like

his famous great-grandfather. He writes poems in secret, but never dares to show them to anyone, especially the crew, since they need to look up to him as a tough Bosun.

Job description: The bosun is the petty officer responsible for discipline among the crew, to maintain it or impose it.

Cook: Olaf "Hackl" Hackländer



Olaf grew up in impoverished circumstances as a result of his family losing everything after WWI. His father blamed the British and the treaty of Versailles, fuelling anti-English sentiment in the young Olaf. Olaf wanted to join the Kriegsmarine, but didn't meet all the physical requirements, and so he became a cook. Pro-Germany with pro-Nazi tendencies, Olaf wants payback. His hobby is playing the violin, which is nearly as bad as his cooking, and gets him into constant trouble with the Bosun.

Job description: Although his main task is to cook for the crew, the Cook has a petty officer rank. Culinary skills are among the most important onboard, since the quality of food ties in directly with the crew's mood, and hence its performance.

Diesel Motor Officer: Willi Pelz



Willi was born and raised in Munich, Bavaria, where he began his training as an engineer for BMW motor works. But when his family moved to Kiel at the age of 17, he found a new passion: boats! Going to the navy and becoming an engineer was a path cut out for him. At first, he worked on regular boats, but getting promoted to Chief Mechanic was easier on a submarine, and that's how he joined the U-boats. In fact, Willi cares for his engines more than his

friends; he loves the grease, the smell, the noise. He has even lost a fingertip to his beloved engines, and has a scar below his eye from a repair job. Willi is highly dependable and quite innovative when it comes to increasing the boat's performance. He is also a passionate gambler and loves to play cards. The only thing is he hates to lose. Willi is for winning the war, but does not consider himself to be pro-Nazi.

Job description: The Diesel Officer is responsible for diesel engine maintenance and performance, and is a direct subordinate of the Chief Engineer.

Gunner: Max Bauer



Born and raised in Wilhelmshaven to a father who worked in the docks, Max is a natural strongman. A former amateur boxer, he is very physical and athletic, but not the sharpest tool in the shed. Before joining the navy, he dreamt of becoming a professional boxer. However, when he got a girl pregnant, he had no choice but to marry her, and joined the navy to earn some money. He is actually rather quiet, and only really comes to life when talking about boxing. He is a skilled gunner, but politically unmotivated: he doesn't feel he has a choice about the war.

Job description: The Gunner leads the deck and flak gun teams; his aiming skills are decisive in surface battles, and especially valued against any aircraft threat. When running underwater, you will find the Gunner in the Stern Torpedo Room, lending a hand to the crew there.

Navigator: Emil Dübler – “the Dinosaur”



Emil is the ship's oldest crew member, having already served on a submarine in WWI. After the war, he had trouble returning to a civilian life, and never really integrated (he was forced to work for the allies, which completely demoralised him). He began to drink, and served as a navigator on smaller freighters. Now, with a new war on the horizon, Emil thinks he can play his part in rewriting history, and finally see his beloved Germany win. He identifies with Hitler's vision of punishing the victors of WWI for what they did to the Germans. Emil is usually very quiet and somewhat nerdy. He keeps to himself, but will occasionally drink. He is an excellent navigator and brings a lot of experience to the table. The crew call him the dinosaur because he is a relic from WWI.

Job description: His main job involves all navigation-related matters. He is also responsible for the provisioning of supplies. The navigator's task is to always be aware of the ship's position, as well as to plan all the routes taken.

Radioman: Wolfram “Wolfi” Raabe



Wolfram has always had a passion for radios. He loves technology and is also very innovative. He is the second-youngest crewman on board, and has not yet reached manhood. Whilst his ears are excellent, his ability to deal with stress is not so good. Wolfi is respected by the crew, simply because they know their lives depend on him, so he is often spared any harassment. Wolfi is usually very professional, but can be very stubborn. He does not shy away from fighting when things get tough. His father passed away when he was still very young, so he was raised by his mother and elder brother. He joined the navy after being recruited at an event. Wolfi does not consider himself a Nazi, but does believe it is his duty to serve the Fatherland.

Job description: The radioman is in charge of communication with the outside world, and can send requests to HQ for orders or resupplies. He can also intercept enemy radio transmissions, although a trained opponent is hard to catch in this way. In moments of rest, the radioman can bring the crew some happiness by playing music on the gramophone, or tuning the radio to hear news from home.

Soundman: Benno Scheu



Benno is really still just a boy. He joined the navy because his father felt he was too much of a “mummy’s boy.” Benno is a really sensitive little chap, and not tough like the rest of the U-boat crew. This means he is often the victim of their scorn or abuse. Benno doesn’t really have any friends on the sub, and does his best to avoid the other crew members. The Bosun looks after him, but can’t always keep him from getting harassed. Benno is always writing letters to his mother, which, when found by the others, represent even more fodder against him! Benno will begin to cry if overstressed.

Job description: He is the petty officer behind the hydrophone; basically the eyes and ears of the submarine when underwater. His role is a vital one, both survival and attacks depends on him.

Torpedo Officer: Kurt "steck sie rein" Faust



Kurt was born and raised in Hamburg, and joined the Kriegsmarine when he was 16. He is a confident character and ladies' man. He always hides dirty magazines and collects American pin-ups. His nickname, "steck sie rein", means "put her in," in reference to the torpedoes he loads, but of course it's also a sexual innuendo. He always has a dirty joke to tell, and makes fun of the younger crew members, especially Benno. Kurt does not consider himself to be a "real" Nazi, but he does get a kick out of sinking other ships!

Job description: He is responsible for all torpedo handling and maintenance. The torpedo officer oversees all crew members allocated to the torpedo rooms. His knowledge of warheads and propulsion systems can play an essential role in offensive effectiveness.

ONLINE LOG

This is a new tool designed to let you share and keep track of your personal achievements during the campaign by posting them on the game's website: www.silenthunter5.com

The "Online Log" allows you to upload career data to the game's website so that other users can see it.

This tool is based on the Captain's Log, in which all major events during the patrol are recorded.

In order to update your data on the web server, select the appropriate entry and click the Publish button.

LEADERBOARD				
	NAME	Wardship sunk	Merchant sunk	Total
3	Maximilian KLUGE	60.500 t	120.500 t	180.000 t
8	Hans WURST	34.500 t	80.000 t	114.500 t
9	Dieter SCHAFTBERGER	27.000 t	65.000 t	190.000 t
3	Blumenreich HALDER	30.500 t	32.000 t	190.000 t
10	Baterden WEISMÜLLER	21.500 t	28.000 t	190.000 t
14	Forben KONISBERG	18.000 t	10.000 t	190.000 t

NOTES



NOTES

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TECHNICAL SUPPORT

If you experience difficulties playing your Ubisoft game, please first contact our 24-hour on-line solution centre at www.ubi.com/uk.

Our 24-hour automated telephone service is available on **0871 664 1000**.

The Live service option is available from 11am until 8pm, Mon-Fri (excluding bank holidays). Please make sure you are in front of your pc when calling our support team to enable us to troubleshoot your query for you.

PC Game:

If you experience difficulties running your pc game please contact our support teams first. When calling us, please ensure you are in front of your pc with the game installed, to enable us to troubleshoot for you.

Alternatively, if contacting us by web-mail, please attach your operating system file (dxdiag) to your incident so that we may have your system specifications.

Finding your dxdiag file

Windows XP: To open your DirectX Diagnostic tool go to: Start Menu – Run. Type dxdiag in the window, select OK and save your information.

Windows Vista: enter the Start Menu, type dxdiag in the search bar to locate the file.

Faulty Game:

If you believe your game is faulty, please contact our support team before returning your product to the retailer. A discrepancy between your operating system and the required game specifications may result in errors during game-play, such as: your screen returning to desktop or freezing, jerky graphics or error messages.

Damaged Game:

If your game is damaged when purchased, please return it to your retailer with a valid receipt.

If your receipt has expired and you are within the 90 day warranty period please contact the Ubisoft support team for verification.

Australian technical support

Technical Support Info Hotline **1902 262 102** (calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

Please note that we do not offer hints & tips at our technical support centre.