

INTRODUCTION

Codename: PANZERS Phase 3 is a modification/total conversion package for the RTS game Codename: PANZERS Phase 2™. The mod is completely free, so trying to sell this mod is strictly prohibited. This is not an actual game but a modification package (or mod).

INSTALLATION

1. Download installation files from <http://panzersphase3.tk>.
2. Unpack if the files are archived.
3. Run "CP3_2.0_Setup_1.exe" first and install the mod on a mod-free version of PANZERS Phase 2
4. Run "CP3_2.0_Setup_2.exe" and install it in the same directory as on Setup 1.
5. You're now ready to play/create maps.

Note: If your version of PANZERS is not English, copy the "game.ini" from the appropriate folder in "PANZERS Phase 3/(Run)/Game Localizations" and paste it over the original one.

WHAT'S NEW IN VERSION 2.0

Updates (2.0):

- All changes from updates 1.01-1.31 integrated
- NbFz IV (winter skin)
- Panzer IV Ausf. G (converted/skins by VPf2)
- Panzer IV Ausf. H (converted/skins by VPf2)
- Panzer V Panther Ausf. G (converted by PantherG)
- SdKfz 234-2 (winter skin 2)
- Steyer RSO 20mm FlaK (Trippel-XXX)
- Steyer RSO 75mm PaK 40 (Trippel-XXX & VPf2)
- Steyer RSO Support (Trippel-XXX)
- Steyer RSO Transporter (Trippel-XXX)
- Stug III-F (6 new camo skins)
- K5 (updated)
- K 800mm Gustav
- 2cm FlaK 38
- 88mm FlaK Fixed\Mobile (Camo)
- 12.8cm FlaK Fixed\Shielded\Shielded Fixed (Camo)
- K 418(f) (created by VPf2)
- Hetzer (Updated)
- leIG 18 (Grey\Camo\Winter) (converted/skin by VPf2)
- Maxim MG
- ZIS-3 (old)
- IL-2
- IL-4
- SU2-R
- Excavator

Mod's official website: <http://panzersphase3.tk> or <http://panzers.ucoz.com>

Official Forum Branch: <http://panzers.ucoz.com/forum/18>

Contact Us at panzers.community@gmail.com

Version 2.0

- Supermobile
- 12 New Trains
- Mobile Tram
- B-25
- Josephine Baker (new hero for Allied side)
- Soviet Pilot Squad
- New Introduction Video
- New menu map
- A few new scenarios

Fixes (2.0):

- All changes from updates 1.01-1.31 integrated
- Updated texture format (TGA > DDS)
- Various texture updates
- Added reflections for many new units
- Animated explosions for all RfB units
- "Effects" folder moved to CP3-Main

MOD SPECIFICATIONS

- More than 600* fully operable units (*mechanized units and infantry winter/camo skins included).
- Simple scenario editor to create realistic maps.
- Hundreds of new various objects and buildings to create maps.
- Modern and easy to use modding tools to create fully customizable units.
- Fully reworked game menu interfaces.
- Interactive and realistic unit information.
- Singleplayer and multiplayer modes.
- Constant updates for the mod (panzersphase3.tk / panzers.ucoz.com)

SOFTWARE REQUIREMENTS

- DirectX 9.0c (free, Microsoft website)
- Codename: PANZERS Phase 2
- Codename: PANZERS Phase 3 (if your installing the version 1.1 update)
- Codename: PANZERS Phase 3 Version 1.1 (if your installing the version 1.2 update)
- Codename: PANZERS Phase 3 Version 1.2 (if your installing the version 1.3 update)

Note: You MUST have Codename: PANZERS Phase 2™ installed in your hard drive before trying anything. The modification will not work without the original game.

HARDWARE REQUIREMENTS

- CPU: Intel Pentium III
- RAM: 256MB
- Video card: 32MB
- Hard disk: 5+GB

HARDWARE RECOMMENDATIONS

- CPU: Intel Core Duo or better
- RAM: 512MB or more
- Video card: 256MB
- Hard disk: 8+GB

Mod's official website: <http://panzersphase3.tk> or <http://panzers.ucoz.com>

Official Forum Branch: <http://panzers.ucoz.com/forum/18>

Contact Us at panzers.community@gmail.com

CREDITS

- Stormregion/InnoGlow – game development
- Gepard – game engine
- CDV – game producer
- VPf2 – head of the mod/administrator/community management/modeling/converting/texturing/interface design/mapping
- Infrascopie – modeling/moderator/community management
- Trippel-XXX – head of the OMNI-Mod
- Grandslam – major mod involvement
- PantherG – major mod involvement/skins
- WojtekK – mod involvement
- Kristof – skins
- Lucas_de_Escola – major mod involvement/skins/scenarios
- nightgambler - Berlin '45 Mod
- Panther 2 –Berlin '45 Mod
- Al_Capone – various mods/Berlin '45
- subSilver – various mods/community management
- Ste66 – head of the Ardennenmod für Panzers Phase II
- Skinny, Sabot, Smert – Kursk Mod
- Darthsidious22 – Karlmod
- Wollolo – minor skinning
- Manteuffel – Seelow heights skins
- Jolly – Jolly Mod
- Gips – texturing
- Unknown – DAK Mod

If anyone is left unmentioned please contact me and I will add your name to the list.