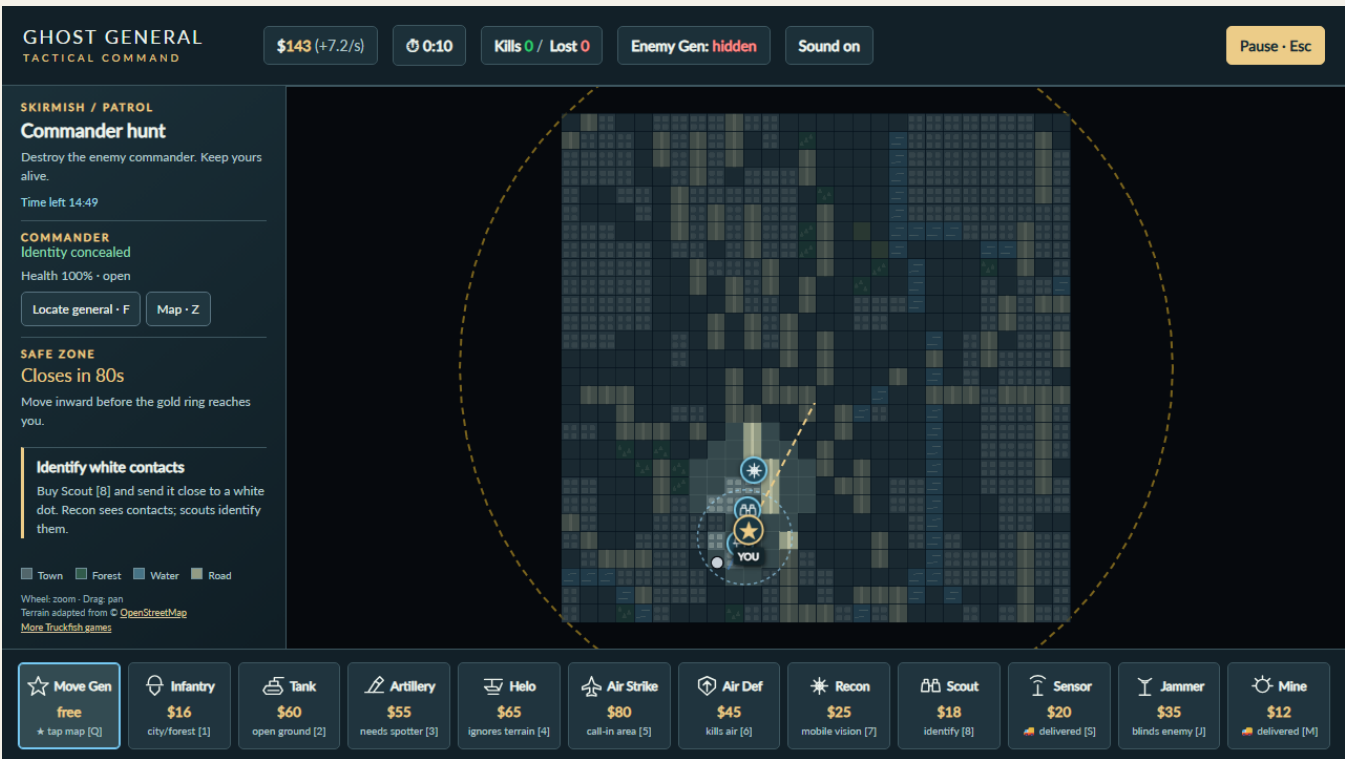


FREE FIELD MANUAL

GHOST GENERAL

THE QUIET FRONT

Win the war before they find you. An offline, single-player game of reconnaissance, concealment and combined arms.



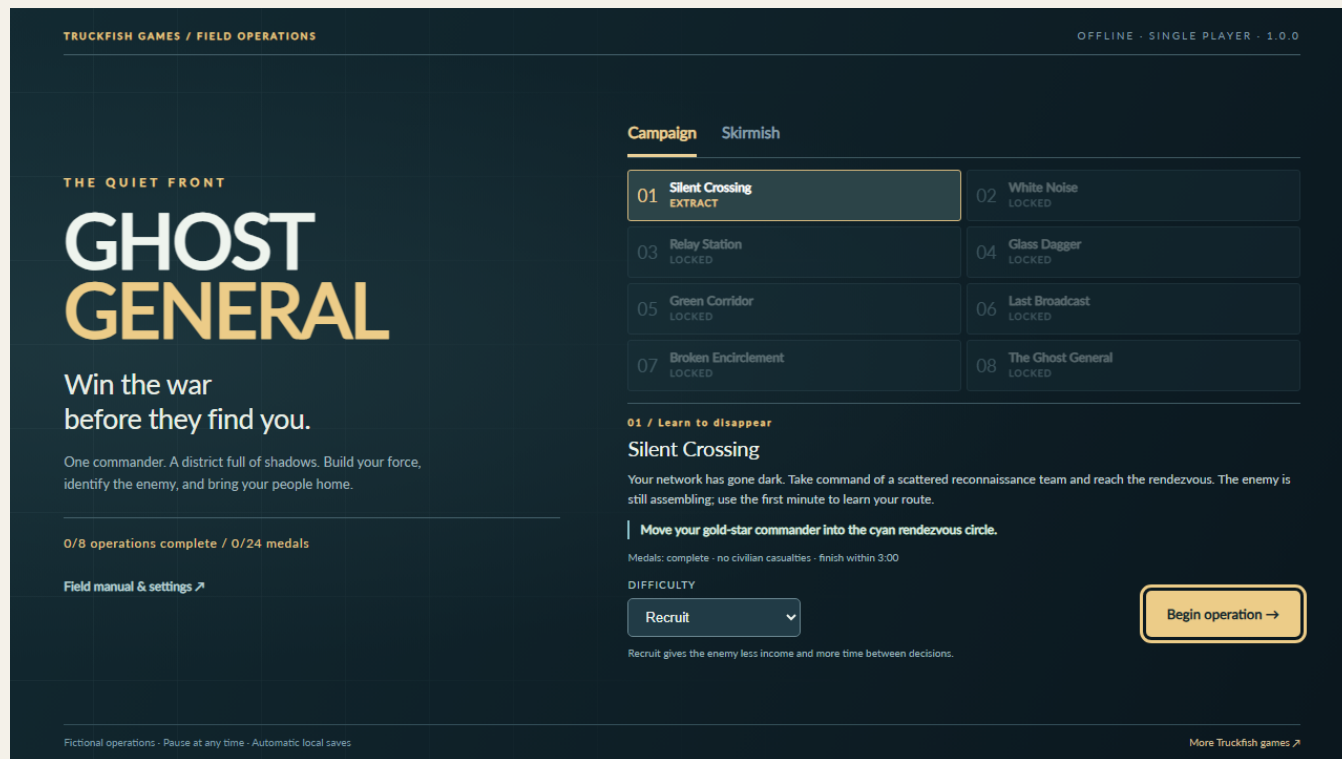
Actual Windows 1.0.0 player: a city skirmish with the commander, deployed units and full command bar. Skirmishes complement the eight-operation campaign.

Keep your gold-star commander alive. Read the terrain, deploy reconnaissance, identify white contacts, and use the right force at the right moment. Eight authored operations lead from a first extraction to the final hunt for the Ghost General.

This is a fictional campaign. Its city terrain adapts OpenStreetMap geography; it does not represent an actual battle or historical account.

Ghost General at Truckfish Games

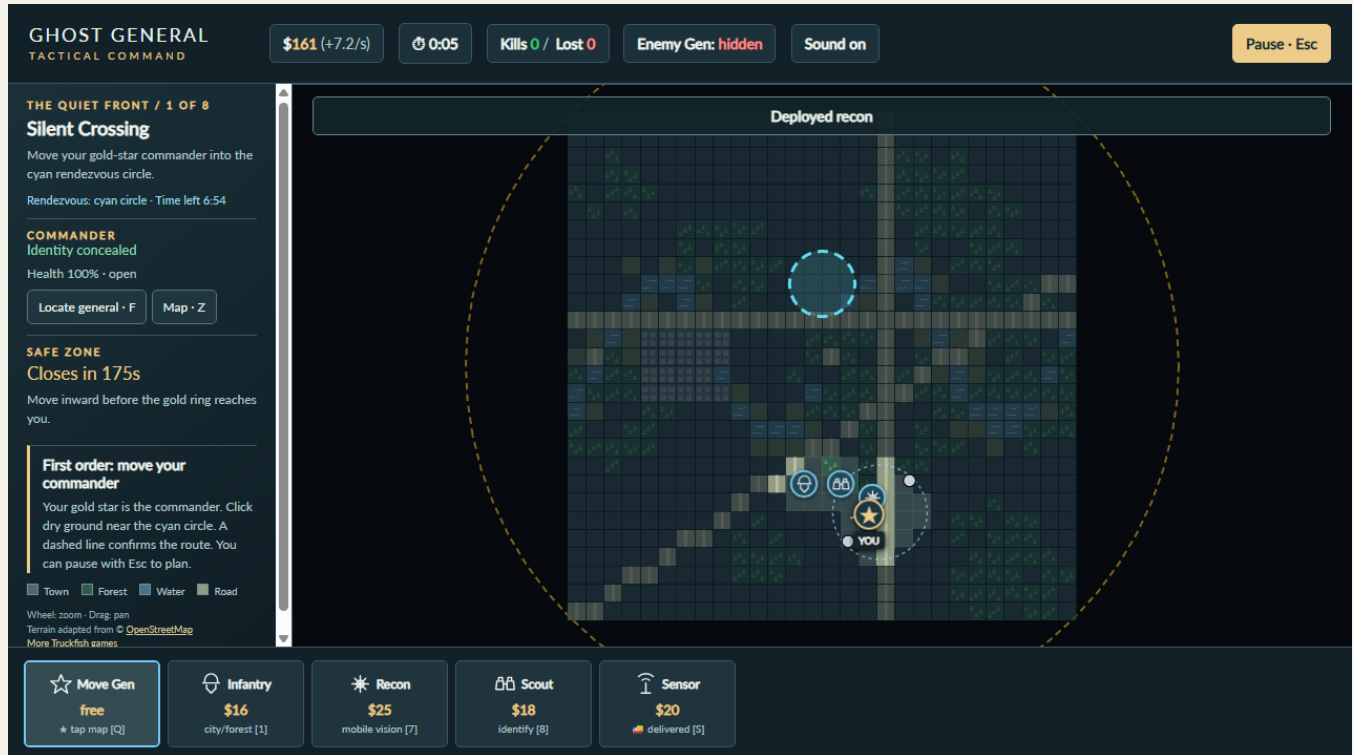
Your first operation



Campaign operations unlock in order. The briefing states the objective and par time before you begin.

1. Unpack and launch. Extract the entire Windows ZIP, then open Ghost General.exe. Keep all neighboring files together. No online connection is needed to play after download.
2. Begin Silent Crossing. Dismiss the Truckfish screen or let it finish. Choose Campaign, Recruit difficulty, then Begin operation. Your starting infantry and scout accompany the commander.
3. Give a movement order. Click dry ground toward the cyan rendezvous circle. The dashed route confirms the order. Your gold star must reach the circle; ordinary units cannot complete the objective for it.
4. Pause and plan. Press Esc whenever you need time. Read the current objective on the left. Resume to let orders advance. Win to unlock the next operation.

Read the battlefield



Actual packaged player. Cyan marks the operation objective; the gold perimeter marks the safe zone. These circles have different purposes.

Gold star. Your commander. Its death loses the operation, even if the opposing commander also dies.

Blue units / red enemies. Friendly units accept orders. Weapons fire automatically at visible military targets in range.

White contacts. Unidentified people. Recon finds contacts; a Scout identifies them within 105 metres. Do not assume a contact is hostile.

Dark ground / terrain. Darkness means no current vision. Towns and forests conceal movement. Ground units need a dry route; aircraft can cross water.

Gold ring / cyan circle. Outside the gold ring, your commander is exposed and takes damage. Cyan is a rendezvous or relay; follow the operation objective and time limit.

03 / COMBINED ARMS

Build a force with a purpose

Purchases launch from your commander. Select a unit in the bottom command bar, then click its destination. The displayed price is charged on a valid deployment. Restricted operations show only their available units.

1 Infantry / \$16

Affordable escort. Works well in towns and forests; automatic short-range fire.

2 Tank / \$60

Durable ground firepower. Favors open ground and cannot engage aircraft.

3 Artillery / \$55

Long-range area fire. Requires a teammate to spot targets; keep civilians out of the impact area.

4 Helicopter / \$65

Fast air support with 60 seconds on station. Crosses water; vulnerable to Air Defense.

5 Air Strike / \$80

A single strike at your chosen point. Lead a moving target; the blast can kill civilians.

6 Air Defense / \$45

Protects a 320-metre radius from aircraft. Place within 350 metres of the commander.

7 Recon / \$25

Fast vision for 70 seconds. Reveals white contacts but cannot identify them.

8 Scout / \$18

Identifies contacts within 105 metres. Send it after your reconnaissance finds a contact.

S Sensor / \$20

Stationary vision delivered by a vulnerable courier. The truck must survive the journey.

J Jammer / \$35

Denies enemy vision within 280 metres. Deploy within 350 metres of your commander.

M Mine / \$12

Courier-delivered trap against ground units. The payload is lost if the courier is destroyed.

04 / THE QUIET FRONT

Finish the campaign

01 Silent Crossing

Extract the commander. Learn movement, routes and pause.

02 White Noise

Identify the opposing commander, then reach the rendezvous.

03 Relay Station

Accumulate 60 seconds with your commander at the relay.

04 Glass Dagger

Hunt and eliminate the opposing commander.

05 Green Corridor

Identify and extract using a restricted light force.

06 Last Broadcast

Hold the relay for a total of 90 seconds under greater pressure.

07 Broken Encirclement

Cross the district and reach the extraction zone.

08 The Ghost General

Use the full arsenal to win the final commander hunt.

Three medals per operation. Complete it, cause no civilian casualties, and finish within the briefing par time. Earn medals on any difficulty; your best medals persist across replays. Earlier medals are never removed by a defeat.

Replayable skirmish. Choose City, River or Forest, a numeric map seed, and Recruit, Field command or Veteran. Eliminate the enemy commander before losing yours. Seeds repeat the initial battlefield and simulation random sequence; your orders change the outcome.

Controls, saves & support

Click dry ground	Move commander, or order the selected friendly unit
Q / right-click	Return to commander mode; cancel selection
1-8 / S / J / M	Select a unit or support tool
F / Z	Locate commander / overview
Drag / mouse wheel	Pan / zoom
Esc or P / F11	Pause / fullscreen
Alt+F4	Close the application

Save and Continue. The game autosaves every five seconds and when paused. Use Save & main menu to suspend the operation. Continue restores it paused. There is one active operation slot; beginning a new operation replaces it after a second deliberate click. Campaign medals and preferences are stored separately.

Local saves use %APPDATA%\Truckfish Games\ghost-general. Keep that profile to retain progress when replacing the game folder. There is no cloud sync. A storage error is shown in the game; keep the window open if saving fails.

Comfort. The Field Manual includes master volume and reduced animation. Recruit slows enemy planning and reduces its income; Veteran strengthens its economy. The application is unsigned and needs a graphics driver capable of WebGL2. The developer tested the supplied Windows player; a clean-PC installation and every graphics configuration are not claimed.

Credits. A Truckfish Games production. Original procedural effects, ambience and music. MapLibre GL JS 4.7.1 and its bundled license; Lato font and its bundled license; city terrain adapted from OpenStreetMap contributors under ODbL. The complete adapted grid and key ship in engine.js. See THIRD-PARTY.md and AUDIO-LICENSE.md in the game files.

[Game page & support](#)

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