



SUDDEN STRIKE



In order to ensure that you have the latest GameSpy Arcade software installed, please download the current version from <http://www.gamespyarcade.com/download/>.
Thank you.

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I. INSTALLATION

Insert the *Sudden Strike II*-CD into your CD-ROM drive. The installation program should start automatically. If the installation program does not start automatically, the AutoPlay function of the CD-ROM drive is probably deactivated. In this case, you can start the installer manually by double-clicking the file **SETUP.EXE** on the *Sudden Strike II*-CD.

Then follow the instructions of the installer. After installation is complete, you can start *Sudden Strike II* via the shortcut on your desktop or from the start menu. If the installation was cancelled for some reason, you can remove all components that have so far been copied to your hard drive by choosing the shortcut **UNINSTALL SUDDEN STRIKE II** in the *Sudden Strike II* group folder in the start menu.

II. MAIN MENU

After the program has started, the Main Menu will open. In this menu you can select the desired game type, change the game parameters and view previously saved replays and game ratings.

A. SINGLE PLAYER

Select the option **SINGLE PLAYER** in the Main Menu or press the **S** key in order to open the Single Player Menu. From this menu you can select the single player mode you want and start both a new campaign and single missions. You can also load a previously saved game, add new player names and delete or rename existing players.

If you would like to add the name of a new player, enter the name into the box in the upper left corner,





and press the **ENTER** key or click the **NEW** button. In order to change an existing player name, select the desired name in the list by left-clicking it, then enter the new name into the box in the upper left corner and click the **RENAME** button. The highlighted name from the list will then be changed.

NOTE: If you press the **ENTER** key instead of clicking the **RENAME** button, the name of the player will be added.

To delete an existing player name select the name from the list, and click the **DELETE** button. Confirm your action by pressing the **ENTER** key or clicking the **YES** button, which deletes the player name as well as all the player's saved games and existing replays. To exit from the Single Player Menu and return to the Main Menu, click the **CANCEL** button or press **ESC**.

1. STARTING A NEW CAMPAIGN

If you would like to start a new campaign, click the Campaigns option or press the **C** key in the Single Player Menu. In the Campaigns Menu, you can select the country you would like to play as - Germany, Japan, Great Britain, the United States or the Soviet Union. After choosing a country, you will proceed to the first mission briefing. Here you will be informed about the general circumstances and aims of the upcoming mission.

NOTE: All campaigns differ in type and difficulty level (see page 42 for details).

Click **START** or press the **S** key in the Briefings Menu. If you would like to repeat the briefing, click **RESTART** or click the **R** key. You can view your mission objectives with the buttons to the left of the map. Click **CANCEL** or press **ESC** in order to return to the Campaigns Menu.

If you would like to pause the briefing, click **PAUSE** or press the **P** key.

To start a new customized campaign click the **CUSTOM** button or press the **C** key. The custom campaign list will appear. In the list you can select a customized campaign and proceed to the first mission briefing by clicking the **START** button or pressing the **S** key. Click the **CANCEL** button or press the **ESC** key to return to the Campaigns Menu.

You can create your own campaigns with the *Sudden Strike II* editor or download customized campaigns at www.suddenstrike2.com.

Click the **CANCEL** button or press the **ESC** key to exit from the Campaigns Menu and return to the Single Player Menu.

2. STARTING A SINGLE MISSION

Click the **SINGLE MISSIONS** button or press the **S** key to start a new single mission. Select the desired

mission from the displayed list by left-clicking. You will see a mission description as well as information about the map size and a reduced map image to the right of the screen. Click the **START** button or press the **S** key in order to access the mission briefing. Click the **CANCEL** button or press **ESC** to exit the Single Missions screen and return to the Single Player Menu.

3. LOADING A SAVED GAME

If you would like to load a previously saved game, click the **LOAD** button or press the **L** key. A list containing all saved games will appear where you can select the desired saved game by left-clicking. Then click the **LOAD** button or press the **L** key to continue the game.

You can exit the Load screen and return to the Single Player Menu with the **CANCEL** button or the **ESC** key.



B. MULTIPLAYER

Select the **MULTIPLAYER** option in the Main Menu or press the **M** key to open the Multiplayer Menu. In this menu, you can modify some of the multiplayer game parameters as well as enter new player names and delete or rename existing players.

You can select the connection IPX/SPX (local), TCP/IP (local/Internet) and modem with the button to the upper left of the screen. If you would like to change the connection type of the current multiplayer session, simply click the button to the right of the description of the connection.

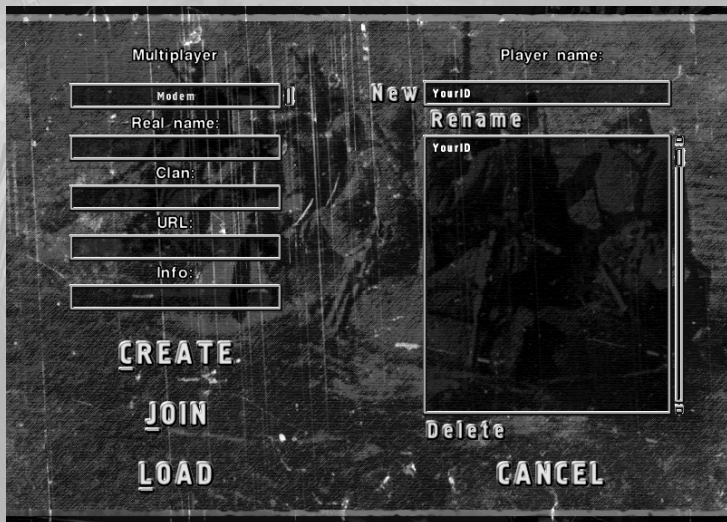
In this screen you can add, rename and delete player names just as in the Single Player Menu (see section "Single Player", p. 5). Along with player names, you can also enter additional information such as Name, Clan, URL, Info. This information will be available for all the players in the multiplayer game. Enter this additional information by clicking the appropriate

text box, typing the info in it and pressing the **ENTER** key.

You can exit the Multiplayer Menu and return to the Main Menu by clicking **CANCEL** or pressing the **ESC** key.

1. CREATING A NEW GAME

Simply click the **CREATE** button or press the **C** key if you would like to generate a new multiplayer game. A list with all available multiplayer missions will appear where you can select your desired mission by left-clicking. To the right-hand side of the screen you will see a mission description as well as information about player limitations, the map size and a reduced image of the map. You can proceed to the Multiplayer screen with the button **OK** or the **ENTER** key. Exit the Create Game screen and return to the Multiplayer Menu by clicking the **CANCEL** button or pressing the **ESC** key.



2. JOINING AN EXISTING GAME

Click the **JOIN** button or press the **J** key to join an existing multiplayer game. A list containing all hosts will appear. Select the host you want to connect to and click the **JOIN** button or press the **J** key to proceed to the next screen.

NOTE: For an automatic search of all available sessions waiting for players leave the text box **HOST NAME** blank and press **JOIN**.

If you would like to add a new host to the list, enter the corresponding name or the IP address into the text box **HOST NAME**, and press the **ENTER** key or click the **NEW** button.

To delete an existing host, simply select the name from the list and click the **DELETE** button.

In the next screen you can view a list of all games that are still waiting for players. Select the game you would like to join and proceed to the Players screen with the button **JOIN** or the **J** key.

Exit the screen and return to the Multiplayer Menu by clicking the **CANCEL** button or pressing **ESC**.

3. LOADING A SAVED GAME

You can load a game previously saved by a particular player by clicking the **LOAD** button or pressing the **L** key. A list containing all saved games will appear where you can select the desired saved game by left-clicking. Click the **LOAD** button or press the **L** key to proceed to the Players screen.

Exit from the Load screen and return to the Multiplayer Menu with the **CANCEL** button or **ESC**.

4. THE MULTIPLAYER SCREEN

All players who have already joined the game are displayed in the list with their selected colors. The player's country, team, standby status and the ping rate (a measure for the quality of the network connection - smaller values are better) are displayed after the player's name. To view additional information such as real name, clan, etc., click on a player's name.

4 A. GAME SETTINGS AND GAME START

Please select the nation and the team you would like to play for in order to start the game.

Click the field **COUNTRY** or the button to the right of that field in order to select the nation. You can play for Germany, Japan, Great Britain, the USA and Russia. If you would only like to watch the game, select the option **OBSERVER**.

Click the field **TEAM** or the button to the right of it for the team selection. You can select one of the four available teams. Units of one team do not shoot each other. You can change your color in the game with the colored buttons to the upper right. Colors already chosen by other players are deactivated and therefore displayed in gray. Click **READY** to confirm your choice or press the **R** key. As a host you have to wait until all the other players are ready. Then the button **START** will be activated. Click **START** or press the **S** key in order to start the game.

The chat field in the bottom right corner enables you to send short messages to the other players. These as well as the other players' messages are displayed in the window under the player list.

NOTE: If the mouse cursor is within the chat field, you cannot use short keys to confirm your readiness and the game start.



Click **CANCEL** or press the **ESC** key if you would like to leave the menu and return to the multiplayer menu.

4 B. LOCKING/UNLOCKING PLAYER SLOTS, EXCLUDING PLAYERS

As a host you can change the number of players in the game by locking and unlocking player slots. Click the button to the left to do so.

As a host you can also exclude unwanted players from the game. To do this, click the button to the right of the player's name.

4 C. GAME OPTIONS

As a host, you can modify the game options as you like. You cannot change any settings if you have only joined an existing game.

The following game options are available:

Game Speed: To change the game speed, use the **GAME SPEED** slider in the upper left corner

Zeppelin Inactivity Period: This is the time after the start of the game, when a zeppelin group (see page 28 for details) can be taken for the first time. An inactivity period makes surprise attacks at the beginning more difficult.

Zeppelin Capture Delay: This refers to the time a zeppelin group can be held until it is defined as captured.

Time-Out Defeat Delay: When a player has no zeppelin for longer than this time, the game is considered lost.

For all time options, the time is given in Minutes : Seconds. If you would like to change one of these values, left-click on the displayed time, enter the new time and press the **ENTER** key.



Encrypt Saved Games: This option allows you to protect your saved games with a code algorithm, which can prove useful in tournaments. If this option is activated, the game will save a little bit more slowly.

Victory Score and Score Type: The **VICTORY SCORE** indicates the score necessary for winning the game. Your score increases every time you eliminate an enemy unit. The **SCORE TYPE** indicates who has to achieve the victory score - the whole team or any one of the team members. If you would like to play without score limitation (default), enter zero into the box **VICTORY SCORE**. In this case, the button **SCORE TYPE** has no effect.

C. OPTIONS

Select **OPTIONS** in the Main Menu or press the **O** key to enter the Options Menu. In this menu, you can set

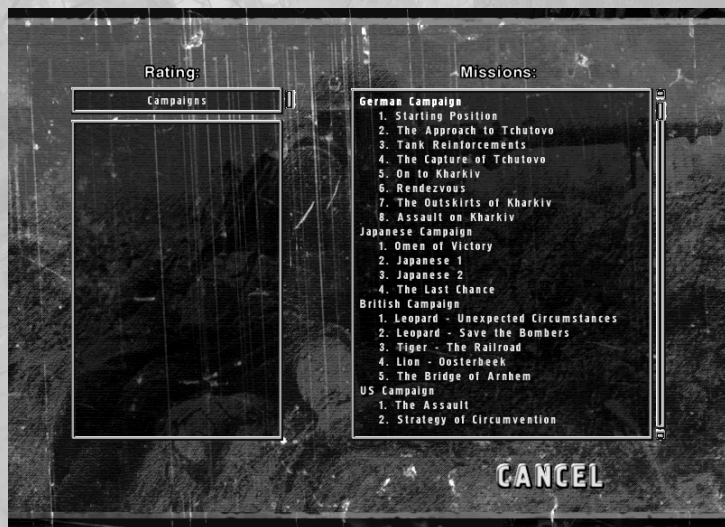
up some of the game parameters for single and multiplayer modes. The following options are available:

Game Difficulty: Choose between *Recruit*, *Private*, *Officer* and *General* by clicking the button to the right. This option applies to single missions and campaigns only and has no effect in multiplayer games.

Game Resolution: To switch between the three predefined screen resolutions, click the corresponding button to the right of the text box. The selected game resolution applies to all game modes.

Units in Player Color: If this option is enabled, your units are displayed in the selected colors in multiplayer games. This option cannot be used in single player missions and campaigns.

Use Details: This option displays rain or snow when enabled.



Save Replay File: If you choose this option, a replay file will be saved in a special format every time you save the game. Replays can be watched in the **REPLAY** Menu (see page 13). This option applies to all game modes.

Skip Intro: If enabled, the introduction will not be shown. (The intro can also be cancelled by pressing the **SPACEBAR**.) Click the **OK** button or press the **ENTER** key to exit from the Options Menu and return to the Main Menu with all changes applied.

If you do not wish to apply the changes, click the **CANCEL** button or press **ESC** to exit the Options Menu and return to the Main Menu.

D. RATINGS

Select the option **RATINGS** in the Main Menu or press the **R** key to open the Ratings Menu. Here you can view the ratings for all the single player missions you have won.

You can browse the campaigns (custom campaigns excluded) and individual missions with the button in the upper left corner.

If you select a mission from the right-hand list, the list to the left will display successful attempts to complete this mission along with the name of the player who completed it. The same player name can appear multiple times if this player completed the mission more than once. Left-clicking on a player name shows you the rating of this attempt in the right window. Click the **CANCEL** button or press **ESC** if you would like to exit the Ratings screen and return to the Main Menu.



E. REPLAY

Select the **REPLAY** option in the Main Menu or press the **P** key to open the **REPLAY** screen. You can view replays of previously played games in this screen. In order to watch a replay, you must first select a player name from the list to the right.

If you would like to watch replays of single missions or campaigns, click the button **SINGLE PLAYER** or press the **S** key. Then you can select a replay from the list and click the **REPLAY** button or press the **R** key. You can view the replay of multiplayer games with the **MULTIPLAYER** button or the **M** key. Then select a replay from the list and confirm your choice with the **REPLAY** button or the **R** key.

NOTE: Replays are only saved with the game if the option **SAVE REPLAY FILE** is enabled (see page 12 for details).

Click the **CANCEL** button or press the **ESC** key in order to exit the Replay Menu and return to the Main Menu.

F. CREDITS

In the Main Menu you can select the **CREDITS** option or press the **C** key to view the Credits screen containing all the people involved in the creation of this game.

To exit from the Credits screen and return to the Main Menu, press the **ESC** key.

G. QUIT THE GAME

If you would like to exit the game, click the **QUIT** button or press **ESC** in the Main Menu.



III. GAME CONTROLS

A. DISPLAY ELEMENTS

1. MAIN WINDOW

The main window displays a detailed view of the units and terrain. Areas within your units' line of sight are displayed brighter than others; these are the only areas where you can see enemy units. Areas outside of the range of all your units are darker; enemy units within these regions will not be displayed (this of non-visible areas is often referred to as "Fog of War").

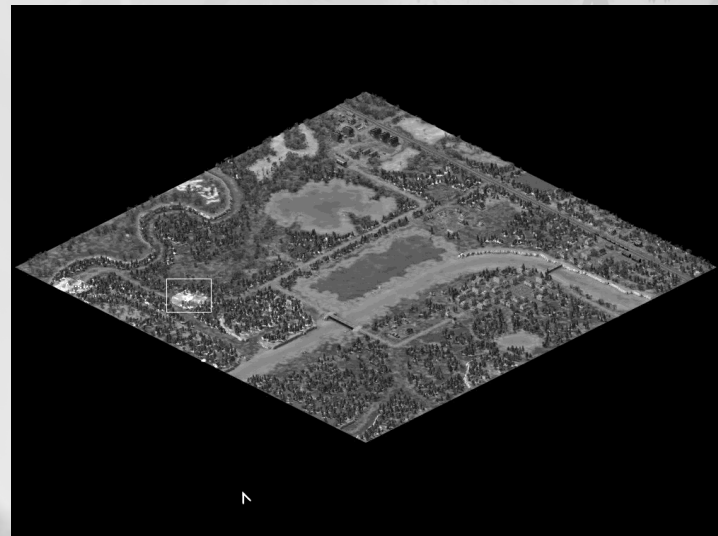
2. MAP

The map provides you with a bird's-eye view of the entire playing field on a smaller scale. Areas within

your units' line of sight appear brighter, the remainder of the map is dark. Your units are displayed as green dots, enemy units within line of sight are displayed as red dots. Allied units under enemy attack will be briefly displayed with concentric red circles around them.

3. TACTICAL MAP

The tactical map provides you with an enlarged view of the map. Press and hold down the **M** key to view the tactical map. Your units are displayed as green dots, enemy units within line of sight are displayed as red dots just as on the map. Map objects (like buildings, bridges, etc.) are also displayed. In this mode, you can change the position of the main window with the mouse or arrow keys as usual, but it is not possible to select units or give them any orders.



3. INFORMATION AREA

The information area contains information on the unit which is currently positioned under the cursor.



Description

Displays the unit's name and primary weapon, if available.

Life (L; displayed in green)

The length of the bar represents the unit's current status in percent; the number below the bar represents the unit's status in absolute values. This way players can compare different units. If this value sinks below

its maximum, it will rise again slowly, until soldiers have recovered. Minor repairs to vehicles will be made by the crew themselves. If the value is too close to zero, it will continue to sink slowly (e.g. after serious injuries or severe damage leading to consequential damages). If this value reaches zero, the unit is lost.

Experience (Ex; displayed in reddish pink)

Displays the unit's experience. The highest possible experience level is 1000; the bar displays the unit's experience as a percentage of the highest value. Units with higher experience levels can shoot more accurately and suffer less damage through scattered fire and direct hits. Units with higher experience levels also make better use of the natural cover provided by the landscape.

Morale (M; displayed in blue)

Displays the unit's morale. Like experience, morale has effects on the unit's parameters, but unlike experience it can increase or decrease during the game. Low morale influences the experience level negatively. Units with a high morale have parameter bonuses even if they are not experienced at all. Officer's morale increases during the course of the game. Other units' morale values equals the average morale value of all officers nearby. If there is no officer nearby, the value is 500 (neutral default value). A unit's morale can be decreased by enemy leaflets and propaganda vehicles.

Primary Ammo (A; first yellow bar)

Determines the amount of remaining ammunition for the unit's primary weapon.

Secondary Ammo (A; second yellow bar)

Determines the amount of remaining ammunition for the unit's secondary weapon. The values for the two ammo types represent the exact number of shots that can be fired using this weapon. (However, anti-aircraft cannon or rocket launchers use up a lot of bullets in a very short space of time. You can find further information in the section "Description of the Various Unit Types").

NOTE: The amount removed from the supply trucks when reloading (see page 34 for details) not only depends on the amount of ammunition that the corresponding weapon requires, but also on the particular weapon type. Because a supply truck may carry ammunition for various types of weapon, its cargo is measured in weight rather than shots.

B. MOVING ON THE MAP

You have following options for choosing the section of the map to be displayed in the main window:

1. LEFT-CLICKING THE MAP

Left-clicking a particular point of the map displays the area within the rectangle in the main window.

NOTE: Unlike left-clicking an area in the main window, left-clicking the map does not select any units. However, right-clicking has the same effect in both cases.

2. CHANGING THE VIEW WITH THE MOUSE

Moving the mouse to the edge of the screen or to one of the four corners will turn the cursor into an arrow pointing in that direction. The section of the map that is displayed in the main window will move continuously in that direction (the speed of the section change can be altered in the Game Menu - see page 23 for details).

3. CHANGING THE VIEW WITH THE ARROW KEYS

By pressing the arrow keys (in combination), the section of the map that is visible in the main window will be moved continuously in the respective direction (the speed of the section change can be altered in the Game Menu - see page 24 for details).

4. SAVING THE POSITION OF THE MAIN WINDOW ON THE MAP

Map areas can be saved in up to 8 slots by pressing the keys **Ctrl-F1** to **Ctrl-F8**. The corresponding function keys then select the different positions of the main window.

C. SELECTING UNITS

There are various ways of selecting a group of units. Selecting another group of units invalidates all previous selections (Exception: selecting units while holding the **SHIFT** key).

1. LEFT-CLICK/SELECTION

Clicking the left mouse button selects the unit currently under the cursor.

2. LEFT-DRAW/SELECTION OF SEVERAL UNITS

Pressing and holding the left mouse button while moving the cursor across the screen draws a selection box around the units. Release the mouse button to select all units within the generated rectangle.

3. LEFT DOUBLE-CLICK/SELECTION OF ALL UNITS OF THE SAME TYPE

Double-clicking a unit with the left mouse button selects this and all other units of the same type within the main window. Hold the **Ctrl** key while double-clicking a unit to select all units of that type on the entire map.

4. NUMBER KEYS

Existing selections can be saved to one of 10 slots by pressing **CTRL-0** to **CTRL-9**. Pressing the respective number key reselects the units in the assigned group. Pressing the number key twice quickly reselects the units and centers the view around them.

5. SELECTION WITH THE SHIFT KEY

Units can be added to existing groups by holding the

SHIFT key while selecting them by clicking, drawing a rectangle, double clicking or pressing a number key. Units can be removed from the selection by holding the **SHIFT** key and then left-clicking the unit or units.

D. UNIT STATUS



The status bar is displayed for the selected units on the screen.

All data from the information area are displayed for every unit. These are from top to bottom: one or two bars for ammo (in yellow; depending on whether the unit possesses secondary ammunition), one for morale (in blue), one for experience (in red) and one for life (in green). For vehicles which are capable of transporting other units, the number of available places is displayed above the status bars as an empty or filled box.

Objects containing units (e.g. cannon controlled by crew, trucks towing cannon, etc.) display the status bar of those units when they are selected. Buildings (houses, watchtowers, etc.) are an exception: If these contain units, their status bars are displayed even if the building has not been selected.

E. MOVING UNITS, HOLDING FORMATIONS, TROOP GATHERING

Once you have selected one or more units, right-click in the main window or the map to display the corresponding position on the terrain (unless the units do not have **MOVE** as their standard command).

If the formation of these units is divided or separated due to the structure of the terrain, try to gather your troops again once they have reached their target. Hold the **CTRL** key when giving the order to **MOVE**. Your units will move to the specified location and then gather together as closely as possible in their respective groups.

In any case, right-clicking displays concentric green circles indicating the position the unit is approaching.

F. PERFORMING ACTIONS

1. MOUSE CURSOR, RIGHT-CLICK

Actions can be performed by selecting units and right-clicking a location in the main window or the map. The first option available is the respective unit's standard command (usually **MOVE**; the cursor changes into a circular crosshair with a dot in the center). Move the mouse cursor over another unit or object your selected unit (or units) is to interact with. Then the cursor will automatically change into the appropriate icon (for example, if you have selected a truck and you move your mouse over a cannon, the cursor will change into the **LOAD** icon; if you have selected infantry units and move the cursor across a building or transport vehicle, it will change to the **ENTER** icon, etc.). If you have selected several units at once, the cursor will change if at least one of these units is ca-

pable of interacting with the object under the cursor. If you have selected an order from the Orders Menu, the cursor remains unaltered but the chosen action is still carried out. If you have selected different unit types and not all of these are capable of performing the selected action, then only those capable of doing so will carry it out. You might, for example, order multiple trucks to **UNLOAD**; only those trucks which actually have a cargo will move to the specified location.

2. ORDERS MENU



The Orders Menu is located to the right of the map. There is a 3x4 grid of boxes displaying only those orders which your units are capable of carrying out. Left-click on one of these orders to issue it (if it is an order that does not involve interaction with another object). Otherwise, the cursor will change into the appropriate icon and the order will be carried out as soon as you right-click an object in the main window or a location on the map. If the desired action cannot be carried out with the object you clicked on, nothing will happen. The actions represented in the Orders Menu can be chosen by clicking on them or by pressing the following keys, representing the 3x4 block of boxes: Q-W-E-R, A-S-D-F, Z-X-C-V.

3. STAND GROUND

This option can be toggled on and off using the **G** key or by clicking the **STAND GROUND** button. When giving this order (the movement arrow is crossed out

in red), units will not move automatically to attack their opponents. This option makes sense when establishing a front line just outside enemy defenses as it stops your units moving into the firing range of the enemy artillery. If only some of your selected units have the **STAND GROUND** option active, the cross and the movement arrow will be gray.

The order to **STAND GROUND** stops the supply truck automatically driving up to units in order to repair/reload them (see page 34 for details).

4. HOLD FIRE

This option can be activated and deactivated with the **T** key or by clicking the **HOLD FIRE** button. When given this order (the target crosshair is crossed out in red), units will not automatically open fire on enemy units which enter their line of sight. This option makes sense if you want your units to move quickly across the terrain without attracting attention. If only some of your selected units have the **HOLD FIRE** option active, the cross and the movement arrow will be gray. If all of the selected units have this option active, the cross will be red and the target crosshair will be gray; The order to **HOLD FIRE** stops the supply truck automatically driving up to units in order to **REPAIR/RELOAD** them (see page 34 for details).

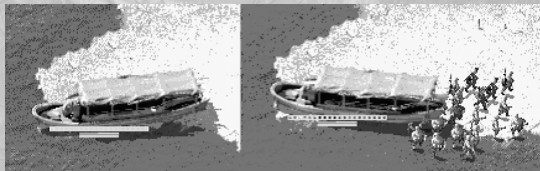
5. SPECIAL ORDERS

You can give some types of unit so-called special orders. This option can be toggled on and off using the **B** key or by clicking on the appropriate button. The following special orders are available:

- **Combat/March Mode** for tanks and anti-tank units. The Combat Mode is the usual mode for tanks. In the March Mode, a crew member of the tank leans out of the tank.

This increases the tank's line of sight but that particular soldier has absolutely no protection against enemy fire. When a tank in the March Mode is attacked by the enemy, it automatically switches to Combat Mode.

- **Foot/Crawl Mode** for infantry. The Foot Mode is the usual mode for infantry units. In the Crawl Mode, a unit has a decreased line of sight, but better protection against enemy fire. It will also fire more accurately.
- **Auto Repair Railway/Airfield** option for supply trucks. If this option is enabled, the supply truck will automatically repair damaged railways or airfields, and then return to its previous position. If the option is disabled, the supply truck will ignore railway and airfield damage.
- **Distribution For Buildings**. This option allows you to redistribute your soldiers inside buildings using three predefined orders. **SEQUENTIAL DISTRIBUTION** allows you to distribute your infantry sequentially - at first occupying all rooms on the ground floor, then on the first floor, etc. **EVEN DISTRIBUTION** allows you to distribute your infantry evenly on the different floors - with this distribution mode, every floor will have at least one soldier on it. **DISTRIBUTION BY VISIBILITY** has soldiers with better line of sight occupy upper floors in order to get a better view. Moving soldiers manually between floors is called **USER DISTRIBUTION** of soldiers inside the building.



6. MANNING VEHICLES AND UNLOADING UNITS

Every vehicle in the game has a crew (with some exceptions - motorcycles, for instance). An empty vehicle is neutral. Vehicles can be manned by crew and officers. Planes can be manned by pilots. To unload crew from a vehicle, right-click on the respective soldier's icon which is to the right of the unit's name.

If the number of a vehicle's crew is equal to the number of soldiers needed for steering it, you can drive it. If you have a complete crew on the vehicle, it will be able to carry out all commands.

In addition to the crew, you can also transport passengers with a vehicle. If there are any passengers inside, you will be unable to unload the crew. You can right-click on the respective soldier's icon or the **UNLOAD** button and determine the unloading point in order to unload passengers. Another way to unload passengers is to give the **UNLOAD** order by holding the A key. If a truck is pulling a cannon, you should first uncouple the cannon together with its crew, then unload the passengers and finally the truck's crew.

NOTE: The best way to unload cannon boats and landing ships is to find shallow waters. Navigate landing ships with the bow to the shore. You can unload infantry from a cannon boat by navigating its rear side to the shore.

7. MOVING UNITS WITH EQUAL SPEED

To unite fast vehicles with limited line of sight and slow infantry with good line of sight in a group, you can use the **MOVE GROUP WITH EQUAL SPEED** order. This button appears in the Orders Menu when you select more than two units with at least one vehicle. When you give the **MOVE GROUP WITH EQUAL SPEED** order, the speed of all selected units adjusts to the speed of the slowest vehicle or the fastest soldier in the group. If the slowest vehicle is slower than the fastest soldier, the vehicle will move behind the selected group.

NOTE: Infantry cannot change its speed.

8. AIR SUPPORT

In some missions you will be supported by aircraft, i.e. transport planes dropping cargo and paratroopers, bombers, interceptors or air scouts.



Information On Different Aircraft Types

If you move the cursor across the aircraft icons, the information area will display the type of plane, the number of loaded (READY) planes and the number of aircraft currently on the remote airfield (BOMBERS, SCOUTS, TRANSPORTS, INTERCEPTORS) as well as the number of cargo loads (BOMB CARGOS, REFUELS, PARATROOPS, CARGOES) including those already transported.

The cargo currently being transported by air is not represented.

Every aircraft you send will have exactly one cargo load on board; you can never request more planes than there are fuel cargos remaining at the airfield, even if there are more aircraft available (in short: You cannot send for empty planes).

Requesting Air Support

You can request air support by clicking on the respective planes icon. This will open the Air Support Menu in the Orders Menu. This menu consists of one to five buttons (depending on how many aircraft you have at your disposal) for selecting the requested number of planes, and the **CANCEL** button. **CANCEL** allows you to terminate your request at any time before the air support has been dispatched.

Setting Waypoints

When you click on an aircraft icon, the mouse cursor in the main window and in the map will change to the **WAYPOINT** icon. You can now set waypoints by right-clicking on the desired location in the main window or the map, depending on the type of aircraft you have selected. Once you have set at least one waypoint, the buttons **REMOVE LAST WAYPOINT** and **OK** will be added to the Orders Menu. Selecting the option **REMOVE LAST WAYPOINT** will

delete the last navigation point of the flight path. Selecting the option **OK** confirms your request for air support; the aircraft will be dispatched soon after.

Maximum Possible Amount of Waypoints per Aircraft Type

Planes transporting paratroopers and supplies can only drop their freight at one waypoint per flight. Interceptors can patrol one determined area or eliminate one unit. After that, interceptors will find targets close to the selected location automatically and attack enemy aircraft.

Air scouts can patrol up to twelve waypoints in the same order they were entered. At each waypoint they will fly a bit lower (as shown by a yellow bar below the aircraft) and scout the area they are flying across. The lower they fly, the greater the danger that they will be hit by enemy air defenses. Air scouts usually fly a few loops around each waypoint and then continue to the next one. However, clicking the button **MOVE TO NEXT WAYPOINT** (e.g. when under heavy anti aircraft fire) will stop your aircraft scouting the area around the waypoint and send the air scout straight to the next waypoint. The **MOVE TO NEXT WAYPOINT** button is always available when a scout is circling a waypoint. Clicking the button will make all air scouts currently circling a waypoint proceed to the next.

Bombers can drop their charges at up to three waypoints. These three locations can be identical (right-click the same place three times), but bombers can only drop a certain amount of bombs per attack flight (a third of their cargo). Therefore, they must fly a loop before repeating their attack at a waypoint.

NOTE: For safety reasons, all leftover bombs are dropped before landing. Therefore you should order a bomber to attack at least three waypoints, as the unused cargo will be lost otherwise.

Selecting a Plane in the Air

You can select an aircraft in the air and have it land on an airfield. To do so, select an aircraft with the mouse while holding the **CTRL** key, click the **LAND ON OUR AIRFIELD** button and finally click on the desired airfield.

9. ORDER SEQUENCES

Order sequences are very effective and easy to carry out. If you hold the **SHIFT** key while clicking to start an action, the order will not be carried out immediately but added to a list of orders. All further orders given while holding the **SHIFT** key will also be added to the end of this list. The unit will perform the actions in the order in which they were added to the list. This enables you to set a waypoint and tell a unit to patrol a route or program a more complex series of orders in a simple and intuitive way.

Orders	Actions
Select a motorcycle, right-click a location on the terrain, right-click further locations while holding the Shift key.	The motorcycle will drive from the first location to the second in the same order which was entered.
Select a truck, right-click a cannon, select the UNLOAD icon, right-click the location while holding the Shift key, click another cannon while holding the Shift key.	The truck will tow the first cannon, take it to the specified location, drive to the second cannon and tow it.
Select a soldier, right-click a location, left-click COVER in the Orders Menu while holding the Shift key.	The soldier will move to the specified location and take cover once he has arrived.

If an action in the list cannot be performed, it will be skipped and the next order will be carried out. This enables further effective orders, especially when selecting multiple units:

Select a group of soldiers, right-click several bunkers and buildings while holding the SHIFT key.	The group of soldiers will move to the first building. As many soldiers as possible will enter the building, the remaining ones will continue this process from building to building until all soldiers have entered the buildings or there is no room left inside the buildings.
Select a few trucks, right-click several cannon while holding the SHIFT key, select the UNLOAD order and right-click the location while holding the SHIFT key.	The trucks will drive up to the cannon and tow them to the specified location.

G. PAUSE MODE

Pressing the **PAUSE** key toggles the Pause mode on or off. Orders can still be issued in the Pause Mode, i.e. you can still view information on your units, issue single commands and order queues or change your units' **MOVE/ATTACK/SPECIAL** mode. These orders will be carried out when you leave the Pause Mode. This option allows you to coordinate the actions of large numbers of units at the same place, e.g. in order to attack the enemy from two sides at once or shake off pursuers by ordering your troops to retreat in various different directions.

H. GAME MENU

Click the **MENU** button or press the **ESC** key to pause the game and enter the Game Menu.

The Game Menu contains the following options:

Save

Click the **SAVE** button or press the **S** key to enter the Save Menu. You can save the current game in this menu. Enter the name of the current game into the text box in the upper right, and click the **SAVE** button or press the **ENTER** key. After saving, you will automatically return to the game.

To delete an unwanted saved game, you can select its name from the list and then click the **DELETE** button. You will be asked to confirm by pressing the **ENTER** key or clicking the **YES** button. The selected game as well as the corresponding game replay (if any) will be deleted.

Load

Click the **LOAD** button or press the **L** key to enter the Load Menu. You can cancel your current game and load a previously saved one.

To do so, select the game's name from the list, click the **LOAD** button or press the **ENTER** key.

Just as in the Save Menu, you can delete saved games from the Load Menu.

If you would like to exit the Load Menu without loading a new game and return to the Game Menu, click the **CANCEL** button or press the **ESC** key.

Sound

Click the **SOUNDS** button or press the **O** key to enter the Sound Menu where you can set the audio options of the game.

You can adjust the sound and voice volumes with the corresponding sliders.

The **REVERSE STEREO** button switches the assignment of the left and right stereo channels.



To exit from the Sound Menu with all changes applied and return to the Game Menu, click the **OK** button or press the **ENTER** key.

Graphics

Click the **GRAPHICS** button or the **G** key to enter the Graphics Menu and set the game display options.

Map Gamma: This slider allows you to set the gamma value (i.e. the brightness) of the main window and the game map.

Interface Gamma: With this slider, you can set the gamma value of the control elements.

Message Delay: Use this slider to set the amount of time a message remains visible on the screen.

You can exit the Graphics Menu with all changes applied and return to the Game Menu by clicking the **OK** button or pressing the **ENTER** key.

Speed

Click the **SPEED** button or press the **P** key to enter the Speed Menu. In this menu, you can set the game speed options according to your wishes.

Game Speed: This slider allows you to set the game speed.

Mouse Scroll Speed: With this slider, you can determine how quickly the map section displayed in the main window shifts when the mouse is moved to the edge of the screen.

Keyboard Scroll Speed: Use this slider to determine how quickly the map section displayed in the main window shifts when pressing the

LEFT/RIGHT/UP/DOWN arrow keys.

To apply all changes, exit from the Speed Menu screen and return to the Game Menu, click the **OK** button or press the **ENTER** key.

Objectives

Click the **OBJECTIVES** button or press the **J** key to enter the Objectives Menu. A short summary of your mission objectives is displayed.

You can exit the Objectives Menu and return to the Game Menu with the **OK** button or the **ENTER** key.

Quit

Click the **QUIT** button or press the **Q** key to enter the menu for quitting the game where you can exit the current game. If you would like to exit the current mission and restart it, click the **RESTART MISSION** button or press the **R** key. If you would like to exit the current mission and the game, click the **QUIT TO WINDOWS** button.

If you would like to exit the current mission and view the Ratings screen, click the option **RETURN TO MENU**.

NOTE: When you exit the game, a confirmation dialog will appear. Confirm by pressing the **ENTER** key or clicking the **YES** button.

You can exit this menu and return to the Game Menu by clicking the **CANCEL** button or pressing the **ESC** key.

Return to Game

Click the **RETURN TO GAME** button or press the **ESC** key to exit the Game Menu and return to the current game.

I. KEY CONFIGURATION

Q		Orders Menu, Position 1
W		Orders Menu, Position 2
E		Orders Menu, Position 3
R		Orders Menu, Position 4
A		Orders Menu, Position 5
S		Orders Menu, Position 6
D		Orders Menu, Position 7
F		Orders Menu, Position 8
Z		Orders Menu, Position 9
X		Orders Menu, Position 10
C		Orders Menu, Position 11
V		Orders Menu, Position 12
T		Hold Fire on/off
G		Stand Ground on/off
B		Special Order on/off
1 to 0	+ Ctrl	Save unit selection with respective number
1 to 0		Select saved unit selection with respective number
TAB		Center view around selected units
SPACEBAR		Center view around last event (red circle)
ESC		Control Options Menu
PAUSE		Pause Mode on/off
F1 to F8	+ Ctrl	Save position of main window section on the map
F1 to F8		Load position of main window section on the map
F9		Display mission objectives
F10		Exit game
F11		Open Save Menu

F12		Open Load Menu
selectable	+ SHIFT	Add order to the end of list
MOVE order	+ Ctrl	Gather at destination
Left-click	+ Ctrl	While entering a message:
Selection map		Determine recipient on map
Double left-click on unit	+ Ctrl	Select all units of the same type on the entire map
;		Display number of reinforcement units on their way
BACKSPACE		Pass command over units to a different player
ENTER		Message to team number
ENTER	+ SHIFT	Message to everyone
ENTER	+ Ctrl	Message to enemy

J. END OF THE MISSION

Once all mission objectives have been fulfilled or if the mission can no longer be completed successfully, the Mission End Menu will be displayed. Click the **QUIT** button to exit the mission and display the Ratings screen. If you would like to continue your mission, click the **CONTINUE** button.

K. RATINGS MENU

Once you have exited the mission or it has ended automatically, the game statistics will be displayed. Here you can find a list of rankings containing the names of all players who completed the mission successfully to the left. On the right-hand side of the screen, the statistics of the current attempt are displayed. If you would like to see the statistics of another attempt, click the corresponding player's name to the left.

To start the next mission of the campaign, click the **CONTINUE** button or press the **C** key.

NOTE: The **CONTINUE** button will not be available if the previous mission was not completed successfully or if it was a single mission.

Click the **REPLAY** button or press the **R** key to restart the mission from the beginning. Click the **EXIT** button or press the **ESC** key, to exit the Ratings Menu and return to the Main Menu.

NOTE: The game will not automatically be saved when a mission has been completed. If you wish to interrupt the game at this stage, start the next mission and save the game before quitting.



L. GAME FEATURES

1. TERRAIN TYPES AND WEATHER

The map can contain up to three different types of land - ground, water and shallows. Ground units (such as infantry or tanks) can move across the ground and shallows. Water units (such as gunboats or landing ships) can move across water and shallows. Cruisers can move across water only. The weather can be clear, it can rain, be foggy or snow. When the weather is not clear, the line of sight of all units will decrease.

2. RECRUITING NEUTRAL UNITS

You can recruit neutral units during the game. Neutral units neither belong to you nor to your enemy. If you keep close to such a unit with your officer or general for some time, the unit will join your side.

3. PROPAGANDA AGAINST ENEMY OFFICERS

If you get enemy officers or generals to defect to your side (by using propaganda vehicles or leaflets), for a short time you will be able to see enemy forces which are usually invisible to you because of the fog of war. You will also see a point where there is currently the highest amount of enemy units.

IV. MULTIPLAYER MODE

A. THE AIM OF THE GAME

The aim of the multiplayer game is the destruction of all enemy units. The last player to own any unit is the winner (that is not necessarily the player with the most points). If you enter a win score value in the Players screen though, the team reaching this score will win.

B. REINFORCEMENTS

Most important for winning the game in the multiplayer mode is superiority in numbers. This is achieved through as many reinforcements as possible.

1. ZEPPELIN GROUPS

You can obtain reinforcements by taking a zeppelin group. Such a group consists of several zeppelins of the same color which are displayed as dots in their team's color on the map. If you move the mouse cursor over a zeppelin on the map, all the zeppelins of the same color will be displayed with a white rectangle around them. If you left-click a zeppelin on the map and hold the left **ALT** key, a detailed description of this **ZEPPELIN'S** reinforcement will appear on the screen.

2. TAKING ZEPPELIN GROUPS

A zeppelin group is defined as taken for as long as units of whatever kind are next to each zeppelin group (with more than one player in the same team,

they can share this task). If this condition is fulfilled, all the zeppelins of the respective group are usually displayed in gray in the main window as well as on the map.

NOTE: You cannot select the **INFINITE REINFORCEMENTS** option in the Players Menu as it can only be set in the editor.

The zeppelins in a group keep their color for the other players, which means that reinforcements by taking that zeppelin group are still possible. As long as your team has taken zeppelins of one group, the captured zeppelins (also visible for the other players) are displayed with the number of respective team members in the main window. They are surrounded by a green rectangle on the map. Zeppelins taken by an opposing team are framed in red. If there are units of different teams in range of a zeppelin, it will be defined as not taken.

3. COUNTDOWN

There is another way of losing the game apart from the destruction of all units: If there is no zeppelin controlled for more time than the 'Time-out defeat delay' period (see page 10 for details). As soon as a player has no zeppelin, the countdown starts, which is displayed in the top left corner of the screen. Your team loses when the countdown reaches zero.

C. SPECIAL FEATURES OF THE MULTIPLAYER MODE

In the multiplayer mode, you can send messages to your team members using the **ENTER** key. A text line appears where you can enter a text message.

While you are in the enter mode, you can highlight a point on the map by holding the **CTRL** key and clicking with the left mouse button. The highlighted point is briefly displayed with concentric green circles for your team members when they receive the message. Press the **ENTER** key once more to send the message. If you press the **ENTER** key while holding the **SHIFT** key, you can address a message to everybody (including your opponents). You can send this message by pressing the **ENTER** key as well.

You can also send the message only to your opponents by pressing the **ENTER** key while holding the **ALT** key.

You can delegate the control over some of your units to a team partner. To do this, just highlight the units and press the **BACKSPACE** key. The mouse cursor will change to a yellow arrow as soon as it is over a team member's unit. Right-click to delegate the command over the highlighted units to the player whose unit the mouse cursor is next to.

Pressing the **;** key displays information on the number of reinforcement units which are on their way to your base. This feature is also available in the single player mode.

D. COMPLETING A MULTIPLAYER GAME

After the end of the mission you will receive an evaluation. At first you get an overview of the distribution of points. You can view a more detailed listing of the eliminated units by clicking the **GAME STATISTICS** button.

Here you can find a list stating in different categories how many enemy units of a type were destroyed by each player, and how many units of the same type were lost. Clicking the **GAME STATISTICS** button once more displays the amount of enemy units destroyed minus the amount of own units lost. Clicking the **GAME STATISTICS** button another time takes you back to the screen where the distribution of points is displayed.

Click the **EXIT** button or press the **ESC** key to return to the Main Menu.

V. DESCRIPTION OF THE VARIOUS UNIT TYPES

Range always refers to the shooting range.

A. INFANTRY

The infantry represents the basic unit of any army. In Sudden Strike II, you can choose between a multitude of different infantry units. Each of them has its own weapons, range, line of sight, firing rate and special abilities. The following types of infantry are in the game:

- **Submachine gunner:** He is equipped with a submachine gun and grenades. He has an average range and a high rate of fire. Grenades damage light-armored vehicles and guns very effectively.
- **Rifleman:** He is equipped with a rifle and has a wide line of sight, a wide range, and a low rate of fire.
- **Crew:** Crew members are equipped with submachine guns of average range. They have a high rate of fire and can drive any vehicle (except planes).
- **Pilot:** He is equipped with pistols and has a low rate of fire and does a low amount of damage but can navigate any type of plane.
- **Heavy machine gunner:** He is equipped with a machine gun. His rate of fire and his amount of damage against infantry are extremely high.
- **Sniper:** He is equipped with a sniper rifle and binoculars. He has a wide line of sight, a very wide range, and a low rate of fire. His binoculars have a narrow range of sight and aspect sector.
- **Officer:** The officer is equipped with pistols and binoculars. His line of sight is extremely wide. He has a small range, a low rate of fire, and does a low amount of damage. His binoculars have a wide range of sight and an average aspect sector. He can drive any vehicle just like the crew.
- **General:** He is similar to the officer, but with an average line of sight and excellent binoculars with an extremely wide range of sight and a good aspect sector.
- **Flamethrower infantry:** He is equipped with flamethrowers and has a very small range, but does an extremely high amount of damage, even against heavily armored vehicles.
- **Tank hunter:** He is equipped with anti-tank rockets, and has a low rate of fire but his fire pierces tanks. He inflicts a high amount of damage on vehicles and their crew, and can lay anti-tank mines.
- **Bazooka unit:** These units are equipped with bazookas and have a low rate of fire. They are armor-piercing and have an extremely high amount of damage to vehicles and their crew.
- **Engineer:** He is equipped with a rifle, has a wide range, a low rate of fire, and he can lay anti-tank, antipersonnel and delayed-action mines.
- **Medic:** A medic is equipped with a rifle and a first-aid kit. He has a wide range, a low rate of fire, and can heal infantry.

- **Commando:** This unit is equipped with throwing knives and flare pistols. It has a small range, a low rate of fire, and can drive any vehicle like the crew.
- **Portable mortar infantry:** This unit is equipped with a portable mortar and has a wide range, a low rate of fire, and does an extremely high amount of damage to infantry and lightly armored vehicles.
- **Kamikaze unit:** This unit is equipped with a bomb that can be activated near the target with an extremely high amount of damage, even against heavily armored vehicles.

Infantry units can enter buildings (bunkers, towers, etc.) and shoot from there. Buildings reduce the damage for the units within when they are hit but do not prevent damage completely. For more information about special abilities for units inside buildings, see the "Buildings" section on page 41.

Infantry units can enter and use any vehicle, plane and cannon by right-clicking. All infantrymen can find and defuse mines, but only engineers can defuse antipersonnel mines without any risk. When standing, infantrymen have a better line of sight than while running. Some of the infantrymen also have the special Foot/Crawl Mode option available (see page 19 for details).

MOVE TO POINT: The selected unit moves to the target position; enemy units which come into range are attacked. Afterwards units proceed directly to the target position.

NOTES:

MOVE: The selected units move to the target position without attacking enemy units which come into their range.

ASSAULT: The selected units advance towards the target position. If there is an enemy unit within reach, the units will change to ATTACK mode and pursue the enemy.

COVER: The selected units try to find an area with better protection. Such protection can be provided by some trees growing close together.

The **LAY MINE** order can only be carried out by anti-tank gunners and engineers. The **LAY ANTI-PERSONNEL MINE** and **LAY DELAYED-ACTION MINE** can only be carried out by engineers.

The **HEAL** order can only be carried out by medics.

Standard orders:

ATTACK (enemy units)

RELOAD (ammo boxes)

ENTER (vehicles, planes and buildings)

MOVE TO POINT (anywhere else)

Orders:

MOVE (Q)	ATTACK (W)	ASSAULT (E)	LAY ANTI-TANK MINE (R)
DEFUSE MINES (A)	USE BINOCULARS (S)	COVER (D)	SCATTER (F)
LAY DELAYED-ACTION MINE / HEAL UNITS (Z)	MOVE GROUP WITH EQUAL SPEED (X)	LAY ANTI-PERSONNEL MINE (C)	STOP (V)

Not included in the Orders Menu:
ENTER, RELOAD, MOVE TO POINT

B. ARTILLERY

A cannon is neutral for as long as it is not held by an infantry unit. If it is taken, it is owned by the corresponding player from that time on. A cannon cannot be taken by two soldiers of different sides. At least one soldier is necessary to fire a cannon. If the crew consists of two soldiers, the rate of fire increases. In order to draw a cannon by hand, a crew of at least two is required, but you can only advance very slowly in this situation. Some of the heavyweight cannon cannot be transported by hand. Some of the huge howitzers cannot be transported even by heavy trucks.

The following types of artillery are in the game:

- **Anti-tank cannon (AT):** These cannon do not fire ballistically, but directly (a clear target line to the object is absolutely necessary) and use armor-piercing ammunition. The range and rate of fire of the cannon depends on its caliber. If a group of anti-tank cannon is highlighted, all of the anti-tank cannon shoot at the highlighted target object (cannons which are not ready to fire will reload and fire first). Several target objects can be indicated by enabling **ATTACK** and **SHIFT** plus right mouse click. The cannon shoot one after another at each of the given target objects.
- **Anti-aircraft cannon (AA):** These cannon have the same properties as anti-tank cannon (direct fire only) but rotate much more quickly (the cannon can revolve and is fixed on a stationary base), and they can target aircraft. Anti-aircraft cannon fire salvos and can be useful against large amounts of enemy infantry.
- **Light (field) howitzer:** In addition to direct fire, these cannon can fire ballistically (there does

not have to be a clear line to the target object). In the indirect fire mode, they have a wide range. In this mode, several target objects can be selected and fired on one after the other without holding the **SHIFT** key. If a group of howitzers is selected, the targets are divided among them, i.e. each target object is only fired at by one howitzer. A gun can only shoot again when all other howitzers of the group have fired. In indirect mode, the rate of fire is lower than with direct fire.

- **Heavy howitzer:** These cannon only fire ballistically, have a low rate of fire, an extremely wide range and do a high amount of damage. All of the cannons listed above can be towed by trucks or armored vehicles for faster transport.
- **Coastal artillery:** These cannon fire ballistically only, like heavy howitzers. They have an extremely wide range, an extremely high damage radius, a very low rate of fire. Their ammunition is very low, but their rate of damage is very high. These cannon cannot be towed, even by heavy trucks.
- **Heavy mortars:** They fire ballistically only, have a wide range and an average rate of fire.
- **Grenade launchers and stationary heavy machine guns:** Unlike the cannon listed above, these guns can be crewed by only one man. Grenade launchers have the same properties as heavy mortars but their range is not as wide. Heavy machine guns have an average range, a high rate of fire and do a high amount of damage to infantry. For transportation, these guns must be placed inside trucks instead of being towed by them. They cannot be transported by hand.

NOTES: You cannot give the order to attack a target in the air. Anti-air targeting is triggered automatically.

The crew of a cannon can automatically reload ammo from boxes of ammo located nearby.

Orders:

MOVE (Q)	ATTACK (W)		ROTATE (R)
UNLOAD (A)	LONG-RANGE FIRE (S)		
			STOP (V)
Not included in the Orders Menu: ENTER			

Standard orders:

ATTACK (enemy units)

NOTES:

UNLOAD: The crew leaves the cannon.

NOTES:

UNLOAD unloads the truck with the following order: If there are cannon, they are uncoupled first and manned with their crew. Next, all soldiers not belonging to the crew as well as any heavy machine guns or mortars are unloaded.

HITCHING CANNON:

Cannon can be hitched to and towed by trucks. In order to do this, the cannon has to be manned with at least one infantryman. The crew of the cannon helps to connect it to the truck and then gets into the truck. After uncoupling the cannon, its original crew mans it again. If there are not enough free seats for the crew when hitching the cannon, some of the soldiers who are already in the truck must disembark in order to make room for the cannon's crew.

C. TRUCKS

A truck is a transporter which can carry a certain number of soldiers, stationary heavy machine guns, mortars or ammo boxes. Heavy machine guns and mortars take two places each: one for the gun itself and one for the gunner.

The ambulance is a special truck which gradually increases the life value of the soldiers in it to the maximum.

Standard orders:

ENTER (tunnels)

LOAD (own artillery, soldiers, mortars, heavy machine guns or ammo boxes)

MOVE (anywhere else)

Orders:

MOVE (Q)	UNLOAD (A)		
			STOP (V)
Not included in the Orders Menu: ENTER, LOAD. LOAD: Loads soldiers, grenade launchers, heavy machine guns or ammo boxes.			

D. SUPPLY TRUCKS

Supply trucks can be used for:

- reloading ammunition
- repairing damaged vehicles
- building barbed wire entanglements and tank blockades
- repairing bridges, railroad tracks and airfields
- building pontoon bridges

Supply trucks transport ammunition and construction parts. If a supply truck carries out an action, ammunition and construction parts are reproduced with constant speed until they reach the maximum value. Ammunition is used for resupplying units. It is universal and suited for every weapon. Construction parts are used for building and repairing.

NOTE: Tank blockades can be destroyed through heavy bombardments. Cannon cannot be towed by supply trucks.

Supply trucks work independently: If a damaged unit or a unit without ammunition is nearby, the supply truck will repair or reload this unit automatically, i.e. approach the unit, repair or reload it and return to its previous position.

The orders **HOLD FIRE** and **STAND GROUND** can also be used for supply trucks. These commands prevent the trucks from going to a damaged unit as well as from automatically repairing and reloading. Supply trucks also have the special **AUTO REPAIR RAILWAY/AIRFIELD** option (see page 19 for details). Supply trucks carry explosives.

Orders:

MOVE (Q)	REPAIR/RELOAD (W)	REPAIR RAILWAY/AIRFIELD (E)	BARBED WIRE (R)
TANK BLOCKADE (A)	PONTOON BRIDGE (S)	REPAIR BRIDGE (D)	
			STOP (V)

Not included in the Orders Menu: ENTER, RELOAD FROM AMMO BOX.

Standard orders:

ENTER (tunnels)

REPAIR/RELOAD

(damaged units and units without ammunition)

REPAIR BRIDGE (damaged bridges)

REPAIR RAILWAY/AIRFIELD

(damaged railways or airfields)

RELOAD FROM AMMO BOX (ammo boxes)

MOVE (anywhere else)

E. JEEPS

JeePs are light and fast vehicles, which have the same properties as trucks, except they can only carry soldiers. Soldiers can fire from the jeep. Cannon cannot be connected to them.

The same orders as for trucks, including **ATTACK** and **ASSAULT**, are available for jeePs when there are infantrymen inside them.

NOTE: Some infantrymen, (those equipped with bazookas, for example) cannot fire from jeePs.

Orders:

MOVE (Q)	ATTACK (W)	ASSAULT (E)	
UNLOAD (A)			
			STOP (V)

Not included in the Orders Menu: ENTER, LOAD
LOAD: Load soldiers

Standard orders:

ENTER (tunnels)

LOAD (own soldiers)

ATTACK (enemy units, when any soldiers inside can attack enemies from the jeep)

MOVE (anywhere else)

NOTES:

ATTACK, ASSAULT: These orders are only available if there are any soldiers inside that can attack enemies from the jeep.

UNLOAD: All soldiers leave the jeep.

F. TANKS AND ARMORED VEHICLES

- Tanks are well-armored vehicles with a revolving turret. Movement and firing of missiles are independent of each other. Tanks are better armored at the front than at the back and the sides. They can also attack target objects in an area. If the selected area is in reach, the crosshair flashes in red/yellow. If the tank has to move in order to get into range, the crosshair constantly remains red. This only takes the distance into account, not any obstacles in the way! When a group of tanks is highlighted, the crosshair will flash in red/yellow for as long as the target position is in reach of any of the members of the group. When given the order to fire, those tanks which are close enough to the target will fire immediately. The others will advance until they are within firing range.

NOTE: If the crosshair is over an object, it will be constantly red in any case.

Tanks can carry soldiers on the lookout. These soldiers cannot fire and can be easily damaged by enemy infantry. Men on the lookout have an increased line of sight. Tanks also have the special **COMBAT/ MARCH** option (see page 19 for details).

- Anti-tank vehicles have the same properties as tanks except that they do not have a rotating turret and can therefore only fire forward.
- Armored vehicles have the same properties as tanks, except they can transport infantry inside

and the Combat and March Modes are not available. Armored vehicles can also be equipped with a propaganda loudspeaker instead of a gun or machine gun.

- Kamikaze tanks are controlled automatically. They cannot be crewed or transport infantry. They have the same properties as anti-tank vehicles and attack like kamikaze units with a big explosion near the target.

NOTES:

MOVE: The tank moves towards the target point and shoots at enemy units if necessary without stopping.

ASSAULT: The tank moves towards the target point. If any enemy units enter the line of sight, it will stop and change to the Attack Mode to pursue the enemy.

Orders:

MOVE (Q)	ATTACK (W)	ASSAULT (E)	ROTATE (R)
UNLOAD (A)			STOP (V)

Not included in the Orders Menu: ENTER, LOAD
LOAD: Load soldiers

Standard orders:

ENTER (tunnels)

LOAD (own soldiers)

ATTACK (enemy units)

MOVE (anywhere else)

G. MOTORCYCLES

Motorcycles are light and fast vehicles with the same properties as tank hunters. The only difference is that they are not able to transport infantry. In contrast to other vehicles, motorcycles have not got any crew.

Orders:

MOVE (Q)	ATTACK (W)	ASSAULT (E)	ROTATE (R)
			STOP (V)

Not included in the Orders Menu: ENTER

Standard orders:

ENTER (tunnels)

ATTACK (enemy units)

MOVE (anywhere else)

H. MOBILE ANTI-AIRCRAFT CANNON

Mobile anti-aircraft cannon have the same properties as tanks, except that they cannot transport infantry and the Combat and March Modes are not available. They are armed with heavy machine guns and can fire at aircraft as well as ground targets.

Orders:

MOVE (Q)	ATTACK (W)	ASSAULT (E)	ROTATE (R)
UNLOAD (A)			STOP (V)

Not included in the Orders Menu: ENTER

NOTE: You cannot give the order to attack a target in the air. Anti-aircraft targeting is triggered automatically.

Standard orders:

ENTER (tunnels)

ATTACK (enemy units)

MOVE (anywhere else)

I. MOBILE MISSILE LAUNCHERS AND ARTILLERY

Mobile missile launchers fire only longer salvos over a long distance and with an extremely high amount of explosive damage. Low target accuracy is compensated or with several missiles per salvo. If the target of the **LONG-RANGE FIRE** is not in range, the missile launcher will advance towards it. If the target is in reach, the **LONG-RANGE FIRE** icon will be constantly red, otherwise its interior becomes green with the edges flashing in red/green. If a group of mobile missile launchers is highlighted, the crosshair is constantly red for as long as the target point is in reach of any member of the group.

LONG-RANGE FIRE is similar to the way howitzers proceed. If there are several target objects indicated, the members of the group who are closest to the respective target object will fire first. Once all of them have fired, any of the missile launchers which are still out of range will move close enough to the target object to hit it and will open fire.

Mobile howitzers and mortars have the same orders, but fire with a single grenade, not with a battery.

Orders:

MOVE (Q)			
	LONG-RANGE FIRE (S)		
			STOP (V)

Not included in the Orders Menu: ENTER

Standard orders:

ENTER (tunnels)

MOVE (anywhere else)

NOTES:

LONG-RANGE FIRE: Missile launchers or mobile artillery move towards the target object if the target is out of range. The mouse cursor indicates whether movement is necessary.

J. SHIPS

- **Gunboats** have the same properties as armored vehicles. They are armed with heavy machine guns and can transport a small quantity of soldiers inside. Soldiers enter the gunboat from the sides.
- **Transport ships** have the same properties as trucks, except they cannot tow cannon. Soldiers enter the transport ship through a gate at the bow of the ship.
- **Kamikaze boats** have the same properties as gunboats, but instead of the machine gun they are equipped with a highly explosive bomb. These bombs are activated near the target unit. They have inflict an extremely high rate of damage, even against cruisers.

Orders:

MOVE (Q)	ATTACK (W)	ASSAULT (E)	ROTATE (R)
UNLOAD (A)			
			STOP (V)

Not included in the Orders Menu: LOAD
LOAD: Load soldiers

Standard orders:

LOAD (own soldiers)
ATTACK (enemy units)
MOVE (anywhere else)

K. TRAINS

Trains are well-armored vehicles that move only straight ahead. Usually trains consist of a number of cars. A train can move if it has one or more locomotives available. You can couple additional cars to the train and uncouple cars to assign them to other trains.

Trains need railways to move. Trains cannot move if the rails are damaged. You can have damaged railways repaired by the train's crew or use a supply truck to do so. If the train detects a damaged railway on the way while moving, it will stop, repair the damage automatically, and then continue to carry out its previous order.

NOTE: Trains cannot repair damaged bridges. You can only have damaged bridges repaired by supply trucks.

Trains cannot stop quickly when moving at a high speed. If there is a soldier on the rails, he will be crushed. If there is a vehicle on the rails, the train will crash into it and cause an explosion.

Trains can be armed with one or more turrets. Different types of turrets can fire anti-tank, long-range or anti-aircraft ammunition as well as launch missiles.

Orders (train with turrets):

MOVE (Q)	ATTACK (W)	REPAIR RAILWAY (E)	ROTATE (R)
UNLOAD (A)	LONG-RANGE FIRE (S)	UNCOUPLE LEFT CARRIAGE (D)	UNCOUPLE RIGHT CARRIAGE (F)
			STOP (V)

Standard orders (train):

REPAIR RAILWAY

(damaged railways)

MOVE (anywhere else)

Standard orders (turret):

ATTACK (enemy units)

LONG-RANGE FIRE (anywhere else, if target point is in range)

L. CRUISERS

Cruisers are huge well-armored ships. They can only sail straight across the water. Cruisers have the same properties as trains, except they cannot be connected to each other and cannot repair railways and airfields.

NOTE:

Cruisers cannot sail in shallow waters.

Cruisers are armed with anti-tank, long-range, anti-aircraft or missile turrets just like trains.

Orders (cruiser with turrets):

MOVE (Q)	ATTACK (W)		ROTATE (R)
	LONG-RANGE FIRE (S)		
			STOP (V)

Standard orders (cruiser):

MOVE (anywhere)

Standard orders (turret):

ATTACK (enemy units)

LONG-RANGE FIRE (anywhere else within range)

M. AIRCRAFT

With remote air support (see page 20 for details), you can use aircraft on the map. First assign pilots in order to have the plane take off. Then you need a free and undamaged landing field. If there are any obstacles or vehicles on the way, the plane will not take off. Soldiers are not considered obstacles and (as in the case of trains) will be crushed by the plane if they are in the way. If there are any obstacles in the way while landing, the plane will crash into them and cause an explosion.

Planes cannot take off using the same landing field while another aircraft is taking off or landing.

If there is more than one airfield on the map you can land the plane on another airfield, but only if the target airfield is not damaged and has a free hangar for refueling.

NOTE: Planes can be crewed only by pilots. Vehicles' crews cannot control the plane.

You can repair damaged airfields using supply trucks. Interceptors attack air targets automatically.

Every plane has a fuel limit, so it cannot be in the air for an unlimited amount of time. When the fuel reaches a critical level, a message will appear on the screen. When the aircraft has no fuel left, it will crash.

NOTES:

STOP: Returns plane to airfield.

KILL UNIT:

Scans the area for the selected unit and attacks it.

PATROL AT POINT: Flies over a land point and scans the area for enemy units. If there are any land units, the plane will attack them.

SPY POINT: Flies over a land point and observes it.

DROP DESCENT AT POINT:
Tries to descend at selected point.

Orders (train with turrets):

MOVE (Q)	KILL UNIT (W)	PATROL AT POINT / BOMB POINT / SPY POINT / DROP DESCENT AT POINT (E)	LAND ON ANOTHER AIRFIELD (R)
UNLOAD (A)			STOP (V)

Standard orders:

LAND ON ANOTHER AIRFIELD
(undamaged landing field)

KILL UNIT (enemy units, interceptors only)

PATROL AT POINT
(anywhere else, interceptors only)

SPY POINT (anywhere else, spies only)

BOMB POINT (anywhere else, bombers only)

DROP DESCENT AT POINT
(anywhere else, transports only)

N. V2

Orders:

	ATTACK (W)	
		STOP (V)

This unique German unit is a missile with both a huge range and dead zone as well as an extremely high amount of damage. Just like the kamikaze tank, the V2 is automatically controlled and cannot be crewed.

VI. DESCRIPTION OF ADDITIONAL OBJECTS

A. AMMO BOXES AND CONSTRUCTION PARTS

Ammunition and construction parts are supplied in boxes. These boxes can be dropped by transport planes (also on request, see page 21 for details), or they may already exist on the map. Trucks can load boxes, transport and unload them if necessary. Supply trucks can reload ammunition and construction parts from them. Infantry and guns can also use ammo boxes for reloading. Boxes of ammunition and construction parts are highly explosive.

B. BUILDINGS

Buildings can be occupied by infantry units. Buildings consist of different rooms on different floors. A building can contain up to four floors with a basement beneath. Units inside can move between the rooms on different floors by command. You can also use the **DISTRIBUTION** button to set the appropriate distribution of people inside the building (see page 19 for details).

Buildings help to reduce the damage to the units within them, but they cannot fully protect the units. Protection is better on the lower floors than on the upper ones. Buildings also have an effect on the line of sight of the units within. Units on the upper floors have better sight than units in the basement, whose sight is restricted.

NOTE:
Some units (such as anti-tank gunners or bazookas) can fire from the highest or lowest floors only.

Buildings with a basement can be occupied by infantry even if the building was destroyed. In this case the building consists only of the basement. In contrast to vehicles, you can try to occupy a building already occupied by the enemy. When entering such a building, your units will attack the enemy inside (you are unable to watch this battle). The battle will occur floor by floor, one after another. If your units win, you will control the building. You cannot occupy a building already occupied by an allied player.

C. TUNNELS

You can quickly move your infantry and vehicles to remote map areas by using tunnels. Tunnels look like normal buildings but have different properties. Tunnels have no upper floors. Units cannot attack from tunnels or be attacked by the enemy.

NOTE:
Some tunnels can be occupied by infantry only.

If you would like to move your units to a certain location, click the **MOVE** button, then click on the desired point on the map. Your units will then move to the nearest undamaged exit point which is not occupied by the enemy and move to the specified map point.

If you set the target point on another tunnel, your units will move there and remain at this point. If the target tunnel is occupied by enemy forces, there will be a fight like in buildings.

NOTE: You cannot move to tunnels already occupied by an allied player.

You can also move through other tunnels into a destroyed tunnel. You will be unable to unload in destroyed tunnels and you will have a limited line of sight. To unload units from such tunnels, you have to use another tunnel as an exit point. If all of the tunnels of the same type are destroyed, all the units inside the tunnels will die.

D. BRIDGES

Bridges can be damaged and destroyed. When the damage to a bridge is beyond a certain level, it cannot be crossed any more. When a bridge is damaged that much, it will explode and destroy all units on it. Damaged bridges can be repaired by supply trucks.

E. OIL TANKS

Oil tanks are highly explosive and burst into flames quickly, even if they are only slightly damaged. In this case, units in the affected area will be damaged as well.

F. RAILWAYS AND AIRFIELDS

Railways and airfields must be undamaged in order to be used by trains and planes. Use supply trucks or trains to repair damages on railways or airfields.

VII. SHORT DESCRIPTION OF THE CAMPAIGNS

All campaigns are based on the historical events of World War II. They are described in chronological order.

A. GERMAN CAMPAIGN

The German campaign is based on the events of the year 1943. In February/March 1943, the German army group "South" launched a counter-offensive against the Russian "Voronezhsky" front. One of the main results of this offensive was the capture of the town of Kharkiv and the destruction of the forces defending it.

In this campaign, you have to command light infantry subdivisions and large tank groups. Among the *Sudden Strike II* campaigns, the German campaign is the easiest one: You will receive hints from time to time and have enough forces even without saving some of your units from previous missions.

B. RUSSIAN CAMPAIGN

In fall 1943, the Russian front line forces "Voronezhsky" and "Stepnoy" launched a counter-offensive in the south. They crossed the Donets river and recaptured Kharkiv. The Russian forces reached the Dniepr river and crossed it as well. The later missions of this campaign take place in Berlin in the year 1945.

In the Russian campaign you will not have large forces (except in the last missions), but you will always be able to get enemy weapons and equipment under your control. Among the *Sudden Strike II* campaigns, the Russian campaign is not an easy one.

C. BRITISH CAMPAIGN

The British campaign shows the first days of the "Market Garden" operation in the Netherlands in September 1944. The British 1st Paratrooper Brigade landed near the river Rhine and had to capture and defend the city of Arnhem until the main forces approached. Although the landing was mainly unsuccessful, the major part of the Second Battalion reached Arnhem and took control of the northern end of the motor bridge.

In the British campaign, you will mainly command infantry divisions for diversionary maneuvers. Among the *Sudden Strike II* campaigns, the British campaign is one of the hardest.

D. US CAMPAIGN

Following the "Market Garden" and other more or less successful operations, the Allies drove the German forces back to the river Rhine along almost its full length. The 1st and 9th American Armies consisting of allied forces took an active part in the forced crossing of the Rhine.

In the American campaign, accurate tactics are essential as you will often be able to use your units saved in previous missions. Among the *Sudden Strike II* campaigns, the American campaign is relatively easy.

E. JAPANESE CAMPAIGN

The Japanese campaign is based on the battles on the Pacific islands during the period from the 1942 to 1945. You have to fight against allied British and American forces. The campaign consists of offensive operations in an early period of the war and the later defensive operations.

In connection to the fact that Japan had no heavy armored troops (in comparison to Germany, for instance) and due to the mission design, the Japanese campaign is the hardest of the *Sudden Strike II* campaigns.



VIII. HINTS

A. SCOUT, SCOUT, AND SCOUT

One of the most effective ways of inflicting losses on the enemy without being affected is to fire at them before they are able to do so. The dilemma is that the line of sight is limited for units with strong weapons, which have a wide shooting range, while units with a wide line of sight are not equipped with the best weapons. The solution to this problem is to combine both possibilities when advancing into unknown territory or to enemy lines.

Tanks, for example, are able to shoot at distant target objects and cause heavy damage, but the gunner has only a small view port, and his line of sight is heavily restricted.

If you add an officer to a tank unit, though, you will obtain a powerful unit which can attack enemies heavily from a great distance.

Fixed front lines make it appropriate to position a number of anti-tank cannon as offensive weapons, and to order one or several of the officers to take command. Since officers are very vulnerable, they should be positioned directly behind the armored anti-tank cannon, and there should be additional officers available in case of losses.

If you have artillery with **LONG-RANGE FIRE** available, you will be able to employ an air scout and thus find and destroy large groups of enemy units or even a supply base (see page 21 for details). Still, the number of bombers at your disposal can by no means be compared to the amount of artillery ammunition. Besides, bombers can easily be destroyed by enemy anti-aircraft artillery. In order to reconnoiter enemy

territory, quick units can be used as scouts. A motorcycle, for example, can cross unknown territory quickly and return without being hit by slow weapons such as cannon or tank guns. It is then possible to attack sighted target objects with wide range weapons. Another possibility is to drop paratroopers in the rear of valuable enemy equipment (e.g. howitzers) in order to capture them.

Fast scouting units should only be at one place for as short a time as possible in order not to make a target for slow weapons.

This is why you should keep the following instructions in mind.

Set sufficient waypoints

You should make sure your units do not come to a halt just because there are no waypoints to be followed any more. In order to achieve this, enter the course in the **PAUSE** mode with the **SHIFT** key or always follow the scout unit in the main window (first having allocated a group number to your scout) and set a new waypoint in good time before the unit reaches the last one. Following the unit by sight will give you an idea about the position of enemy units.

Do not attack

Enable the **HOLD FIRE** mode so that units do not leave their course in order to attack enemy troops.

Use as few changes of course as possible

Instead, design a round stretch instead of ordering the unit to turn 180 degrees, since that takes up much more time.

B. WHY DO MY UNITS DISOBEY MY ORDERS?

Sometimes units do not react to commands given to them. This is by no means a refusal to obey orders but it is simply not possible for the units to obey the command. Here are some items listed which need to be checked if units do not react to commands:

Units do not fire at a certain target object although it is within their range.

Is the line of fire to the target object clear? Anti-tank cannon, for example, fire in a straight line as opposed to howitzers and missile launchers. If there are any obstacles in the way, objects cannot be hit. Of course, it is possible to clear those obstacles. Mobile anti-aircraft cannon are very useful for clearing whole forests, but only with sufficient ammunition.

Units do not obey commands when they have to move to another position in order to do so.

Are there any obstacles in the way to the target position? Big units such as tanks cannot go through dense forests; narrow positions such as bridges can be blocked by units positioned on them. Units go as far as possible in the direction of the target position and stop only when the way is blocked. If the way is cleared within a certain period of time, the previously blocked units will go on automatically and obey the command.



IX. FAQs

Why don't my units attack the enemy? I'm sure that the enemy is in shooting range and I see him!

A: There can be several different reasons why units cannot attack the enemy:

- The unit's crew is not sufficient. It can only move and not attack.
- The unit is completely out of ammo.
- The unit cannot damage the enemy (e.g. rifleman vs. tank).
- There are obstacles in the line of fire (trees or houses for example, for direct-fire units).

None of my guns can hit the enemy tank!

A: Heavy tanks are well-armored, especially at the front. Don't try to hit the VI E Tiger at the front or with a 37mm gun.

Try to hit such units from the rear or the sides.

My engineer laid an antipersonnel mine and was blown up by it! How can that be?

A: Engineers with a neutral morale and no experience have a chance of about 10% of being blown up by antipersonnel mines (particularly by their own mines). Engineers must have more than 10% experience to be safe from their mines.

Which infantry units can lay anti-tank mines?

A: Engineers and anti-tank gunners.

My network game runs slowly under Windows XP.

A: Remove the channel limit. Run C:\WINDOWS\system32\gpedit.msc, then select Local Computer Policy -> Computer Configuration -> Administrative Templates -> Network -> QoS Packet Scheduler.

In the right window, select Limit reservable bandwidth and decrease the value to zero.

My plane cannot take off. I'm sure that its crew is complete.

A: There can be different reasons for the plane not taking off:

- The airfield is damaged. Use a support truck to repair it (activate the AUTO REPAIR RAILWAY/AIRFIELD).
- Another plane is landing or taking off at the same landing field. Just wait for a moment.
- There are vehicles on the airfield. Remove them.

This huge howitzer has only one missile! Do I always have to keep the supply truck nearby?

A: Alternative: Position some boxes with ammo near the howitzer. The crew will reload the howitzer automatically.

Why can't my anti-tank infantry fire from the jeep?

A: Of the anti-tank infantry, only PIAT riflemen can fire from the jeep. Portable mortars cannot be fired from jeeps either.

I had some tanks from previous missions in the campaign. I lost the mission and tried to play it again. But where are my tanks?

A: All information from previous missions are saved in your save file. If you simply restart the mission, this information will be lost. So, always save your game at the beginning of the mission! If the mission cannot be completed without forces from the previous missions, you will get additional reinforcements instead.

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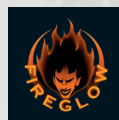
These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

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Coming up soon!

SUDDEN STRIKE 3:

Arms for Victory

Sudden Strike 3: Arms for Victory is a Real Time Strategy based on the battles of World War II

The game expands the borders of conventional RTS game. We introduced some major interface and gameplay innovations that will distinguish it from other WWII RTS games, and definitely from all the previous Sudden Strike series games.

The game will simulate joint operation of ground, naval and air forces on vast areas. New user interface paradigm will allow player to control these forces avoiding unnecessary micro-management, while allowing controlling individual units, if player would so desire.

Gameplay will include land and sea

operations, with aviation acting as a support force for both. Sea forces will also be supported by submarines that can for example hunt down an enemy supply convoy. Carrier-based aviation will support both naval and land operation when possible.

New Sudden Strike Next 7 3D engine will be used in Sudden Strike 3 and other upcoming games. It utilizes the most recent versions of DirectX and OpenGL APIs, thus taking advantage of modern graphics accelerators power. It supports realistic-looking dynamic shadows and special effects on a close-up view. Engine™ AI is able to effectively manage both large armies, and individual units.

System requirements:

CPU: Pentium 2,8 Ghz or better

RAM: 1024 MB or better

Graphics card should support shaders version 2.0.

OS: Win 98/ME/2000/XP

Contacts:

- via e-mail at:

support@fireglowgames.com

Please do not address support requests to our company address or phone number as there we cannot answer any technical questions.

