

**ADDITIONAL  
ORDERS**

**SUDDEN STRIKE**

**FOREVER**

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## I. INSTALLATION

The original Sudden Strike has to be installed on your PC in order to install Sudden Strike Forever. Place the Sudden Strike Forever CD in the CD-ROM drive of your computer. The installer 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 Forever CD.

Then follow the instructions of the installer. After the installation is completed, you can start Sudden Strike as usual via the link on the desktop or the start menu, and then you will be able to enjoy all the new features.

## II. THINGS THAT HAVE CHANGED

### 1. LAYING MINES

In the original Sudden Strike, the soldiers laid mines exactly where they were standing. For the add-on, the controls were slightly changed:

Highlight the units which are supposed to lay the mines. Select "Lay Mines" from the Orders menu. Then click with the right mouse button on the place where the mines are supposed to be laid.

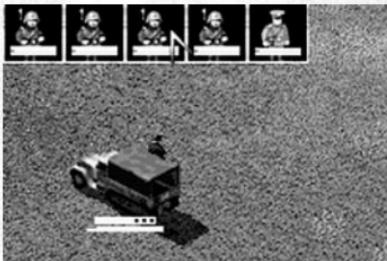
### 2. REPAIRING BRIDGES

In the original game, the supply trucks have to be driven on the bridge in order to choose "Repair Bridge" in the Orders menu.

Now you can highlight a supply truck any time you want, select "Repair Bridge" from the Orders menu and order the repair by right-clicking on the damaged bridge.

### 3. CALCULATED UNLOADING OF UNITS

In contrast to the original game, individual units can be taken out of vehicles or buildings in Sudden Strike Forever. As soon as an object containing infantry is highlighted on its own, its infantry units appear in the top left of the screen. By left-clicking on the respective soldier, he will leave the vehicle or the building.



### III. THIS IS NEW

#### 1. FOUR NEW CAMPAIGNS

On the single player screen, you can now choose between the original campaigns, the add-on campaigns and the single missions.

There are four new campaigns available in the add-on campaigns: one in the perspective of the US troops in Western Europe in autumn, one in the perspective of the English troops in North Africa, one in the perspective of the German troops in the wintry Russia as well as one in the perspective of the Russians in Eastern Europe.

#### 2. NEW SINGLE MISSIONS

There are seven new battles in the Single Mission menu. They are indicated with the abbreviation "SuF".

#### 3. NEW MULTIPLAYER MAPS

A huge number of new multiplayer maps are part of this add-on as well. Together with the adjustable parameters of the multiplayer mode, they result in many interesting variants. You can find more details on this in the section on the multiplayer mode.



#### 4. DIFFICULTY LEVELS

You can adjust the difficulty level between "Campaigns" and "Single Missions" on the selection screen in Sudden Strike. There are three different difficulty levels: Easy, Medium and Hard. The medium difficulty level is equivalent to the difficulty of the original game.

The adjusted difficulty level affects all single player missions, the original missions as well as the new ones.

#### 5. NEW GAME ELEMENTS

##### A) BINOCULARS

The generals in Sudden Strike Forever have binoculars which enable a commanding view of the area, but only in the set direction.

In order to make use of the binoculars, highlight a general and select "Binoculars" from the Orders menu. Then right-click on the point on the map, in whose direction the general is supposed to look.



##### B) GAINING EXPERIENCE THROUGH OFFICERS

Units close to an officer gain experience on a temporary basis, but the experience is lost again when the officer falls or the unit moves too far away from him.



The experience is presented in the status bar through two numbers: The first represents the unit's own experience, the second the unit's experience including the officer's bonus (the latter only appears if there is an officer nearby).

##### C) DRIVING BACKWARDS

Since the tanks in Sudden Strike have armours of differing strengths, it can prove useful to position one's units towards the enemy.

Thus, the strong front armours can cushion possible hits (for that, you could already use the "Turn" function in the original Sudden Strike). In Sudden Strike Forever, there is the possibility of withdrawing without exposing the back to the enemy. In order to do this, select the tank and right-click on a point behind it. Then it will drive backwards to the selected location.

## 6. NEW TYPES OF UNITS

As well as several new tanks, infantry, transports and buildings, there are also new types of units in Sudden Strike Forever.

### A) HEAVY HOWITZERS

Heavy howitzers have an extremely wide range and can cause a lot of damage. They have the disadvantage of not being able to be towed by soldiers. The only way to move them is to connect them to a truck.

### B) LIGHT HOWITZERS

Light howitzers can also be moved by infantry units, just like the howitzers in the original Sudden Strike.

Their range and firing power is lower than the range and power of the heavy howitzers, but the light howitzers have the advantage of two different firing modes: an indirect one for wide range use and the direct one for close targets.

#### Indirect firing mode:



#### Direct firing mode:



### C) HEAVY MORTARS

Heavy mortars have a wider range and impact than the mortars of the original game. They have to be loaded into trucks or connected to them in order to be moved.

### D) PORTABLE MORTARS

There is a new infantry unit in Sudden Strike Forever, which is equipped with a portable mortar. This most mobile form of artillery can cause heavy damage, especially if it is employed for guerrilla strategies.

### E) CHARGE CARRIERS

The Germans in Sudden Strike Forever have mobile bombs called charge carriers available. They explode as soon as they are close enough to an enemy unit or when they are destroyed. When exploding, they can cause immense damage.

### F) MEDICS

Apart from the familiar ambulances, there are also infantrymen equipped as medics in Sudden Strike Forever. They heal wounded infantry units in the surrounding area. You can order them to heal a wounded infantry unit by simply right-clicking on the unit.

## 7. MULTIPLAYER

### A) LOBBY SUPPORT

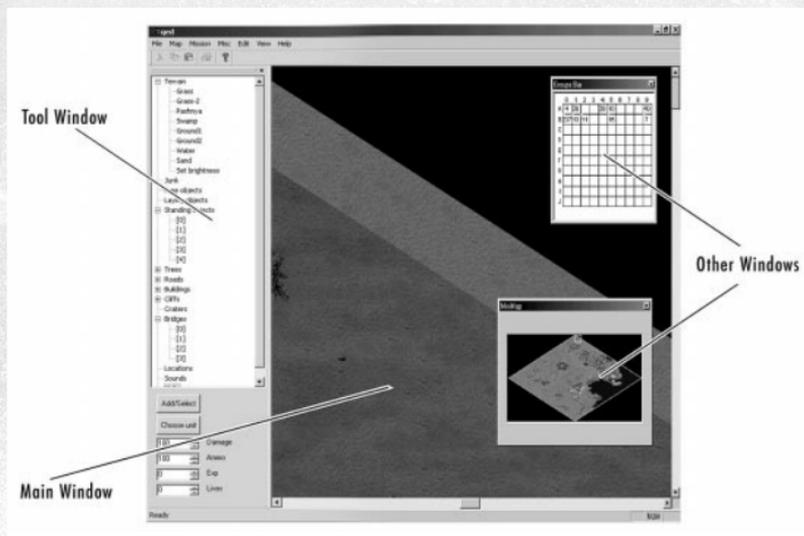
Sudden Strike Forever supports GameSpy Arcade, which makes it possible to start multiplayer games over the Internet without any troubles. A direct connection to the Internet is required since a proxy connection is not sufficient.

**Capture delay:** This refers to the time a Zeppelin group can be held until it is defined captured.

**Time-out defeat delay:** When a player has no Zeppelin for longer than this time, the game is lost.

Time is represented in Minutes:Seconds. In order to change one of these values, left-click on the displayed time, enter the new time and confirm with the enter key.

## IV. THE SUDDEN STRIKE EDITOR



This program helps you create maps and missions for Sudden Strike. The editor comprises all functions which were also available for the mission designers from Fireglow. You can find the editor in the start menu or directly on your desktop under the name "Map Editor".

### 1. BASICS

#### A) SURFACE OF THE EDITOR

The most important functions such as saving and loading maps and missions are to be found in the menu bar. The tool tree includes everything you need in order to place objects on the map.



Further windows can be opened in the Edit menu.

All windows can be moved and their sizes changed. You can also place windows outside of the main window.

## B) MAPS AND MISSIONS IN SUDDEN STRIKE

Maps in Sudden Strike define the place where a mission takes place. The terrain and the static objects are part of the map.

Missions define the troops taking place in the mission and their behaviour. Apart from the map, a mission consists of the following elements: unit positions at the start, script switches, text output, sounds, particular objects, locations, reinforcements, etc.

## 2. MY FIRST OWN MISSION

This section is only a short introduction to the editor. More detailed explanations will follow further below.

- Start the editor.
- Select the option "Load Map" in the Map menu. Double click on the map with the number 001 in order to load it.
- Select the option "New Mission" in the Mission menu. Confirm with the button "OK".
- Select the option "Units" in the tool window.
- Click on the button "Add New" in the tool window.
- Use the slider to select a unit in the window that has appeared.
- Click on the empty rectangle to the lower left in order to activate this unit. Click "OK".
- Place the unit on the map by left-clicking. You can also click on several spots and so place several units of one type.
- Select the selection box "Player" in the very bottom of the tool tree and adjust it to the setting "Enemy".
- Click "Add New" again, select a new unit and click on the picture in the lower left of the window and click "OK".
- Place the opponent's units on the map.
- Select "Scripts" from the Properties menu.
- Click on "New" and enter "Victory" in the text box at the top.
- Click on "Units of Player" in the lowest window; now the sentence element will appear in the to most window.
- Click on the <<\*>> symbols and complete the sentence to: "The active units of the player opponent amount to 0".
- Click on the window in the middle.
- Select "Finish mission as" and complete the sentence to "Finish mission as victory".
- Click "OK".
- This script is complete now. Repeat this action and create a script with the name "Defeat". Its sentences should be "The active units of the player player amount to 0" and "Finish mission as defeat".

- Exit the script window by clicking "OK".
- Select "Save Mission" from the Mission menu. Click on an empty save slot and click "Save".
- Enter a name for this mission.
- Select "Compile As Single Mission" from Mission menu.
- Enter the name which is to be displayed for this mission in Sudden Strike and click "Save". Please do not use any special characters.
- Start Sudden Strike. You can find your new mission under "Single Missions".

### 3. MAPS AND HOW TO CREATE THEM

#### A) LOADING MAPS

Creating good maps is a lot of work. If you enjoy the actual creation of a mission more, just load an existing map and go on reading the section on mission creation. In order to load a map, select the Map menu and the option "Load Map" in the menu bar.

#### B) CREATING NEW MAPS

Select the option "New Map" in the Map menu. Enter the name and the pattern of the map.

#### C) MAP SIZE: THE FIELDS

A map consists of fields in Sudden Strike. Typical map sizes are between 128x128 and 512x512 fields.

Please bear in mind that missions can only take place on up to 256x256 fields. If you create a bigger map, a smaller area of the map in which the mission is to

take place has to be selected for the mission.

Maps bigger than 256x256 are usually used in order to run a series of missions. The selected areas which are used for the missions on the map can also overlap.

#### D) PATTERNS

If you would like to create a new map, you have to determine the basic pattern of the map first.

A pattern consists of the number of images used for showing a certain season and/or certain types of terrain. At the time being, there are four patterns in Sudden Strike: summer, beach, winter and desert.

#### E) TERRAIN

Each field of a map belongs to a rhomboid image. These images together create the terrain. The images themselves do not have to be determined in this editor but the desired terrain has to be set in the corners of the fields.

There is a number of terrain types in each pattern. These can be selected with the option "Terrain" in the tool tree. The tool tree is displayed by checking the option "Tooltree" in the Properties menu.

After selecting the terrain, it can be drawn onto the map with the mouse while holding the left mouse button.

The option "Set Brightness" is also under the option "Terrain" in the tool tree. If this is selected, two further sliders will be displayed in the tool tree. They serve the purpose of adjusting the size of the paintbrush and the brightness when drawing the terrain. Different levels of brightness are an important factor when it comes to making maps appear more realistic.

There are 100 normal timers (numbers 0 to 99) and a special countdown timer. If the special countdown timer is set, the time remaining will appear in the upper left corner of the screen in the game. The other timers are not displayed during the game.

## V) GROUPS

Groups are the most important elements of scripting (the logic behind the missions). An overview of the groups can be found in the Groups window.

Each group has five variables which determine its behaviour.

**AI Behaviour:** Determines the group's basic behaviour. You will find more on this subject in the section about units' behaviour. Since the desired behaviour is often largely dependent on the type of units, it is advisable to collect tanks, trucks, infantry units, etc. in separate groups.

AI Group 1 and AI Group 2 refer to other groups and are parameters for the AI's behaviour. AI Location 1 and AI Location 2 also determine the AI's behaviour.

## 4. MULTIPLAYER MISSIONS

Multiplayer missions differ greatly from Single Missions. For example, units cannot be placed on the map, but are only available as reserves. Set up a gate for each player (Gate A for Player 1, Gate B for Player 2, etc.). Also set the number of players and teams for the game by using the "Properties" option.

In a multiplayer game, markers on the map represent zeppelins.

Reserves should be defined for the zeppelins and certain reserves should be defined to be placed on the

map at the start of the game.

## 5. COMPILING MISSIONS

In order for a mission to be usable with Sudden Strike, it must be compiled and saved in the right place.

For single missions, select the option "Compiled Single Mission" in the Mission menu. Before doing this, however, make sure that the trigger in the script contains the command "Set next mission to campaign failed".

For multiplayer missions, select the option "Compile Multiplayer Mission" in the Mission menu.

Campaigns are saved in a slightly different manner. Maps and missions are saved separately. Select "Compile Map" and "Compile Campaign". (In order to make a campaign start with the mission you have created, find the file `sudstest.ini` in the Sudden Strike directory and change the variables "map" and "mis". To replace the original Russian campaign, set the variable `map1` to the number of your map and the variable `mis1` to the number of your mission. For the German campaign, these are the variables `map2` and `mis2`, for the Allies' campaign `map3` and `mis3` are concerned.)

When you have completed the mission, start Sudden Strike and go to the appropriate menu (Single Mission, Multiplayer or Campaigns). Your new mission will be listed among the others.

## V. APPENDIX

### GROUP BEHAVIOUR

In the following section, the optional group behaviours and a short description of their effects will be listed.

Each behaviour has certain self-explanatory sub options.

Behaviour:	None
AI Loc 1:	Not in use
AI Loc 2:	Not in use
AI Group 1:	Not in use
AI Group 2:	Not in use
Description:	The units have no special tasks. They will hold position and defend themselves when attacked.



Behaviour:	Infantry - Guard Location
AI Loc 1:	Guarded location
AI Loc 2:	Guarded location
AI Group 1:	Not in use
AI Group 2:	Not in use
Description:	This group should consist of infantry units only. It will proceed to the designated location and remain there. If the group includes artillery units, these will not leave the group, irrespective of the settings specified in the sub options. The sub options for taking and holding artillery units only apply to turrets which are not part of the group.

Behaviour:	Infantry - Track Group
AI Loc 1:	Guarded location
AI Loc 2:	Guarded location
AI Group 1:	Followed group
AI Group 2:	Followed group
Description:	The group will move to the specified location and remain there. If a unit of the group that is to be followed comes into range, it will be watched by the units for as long as it remains within range. Artillery units will not move. They will only be used if it becomes necessary.

Behaviour:	Infantry - Crew Howitzers
AI Loc 1:	Guarded location
AI Loc 2:	Special target location for howitzers
AI Group 1:	Not in use
AI Group 2:	Not in use
Description:	Similar to "Guard Location", but artillery is targeted at AI Location 2 by default.

Behaviour:	Tanks - Guard Location
AI Loc 1:	Guarded location
AI Loc 2:	Guarded location
AI Group 1:	Not in use
AI Group 2:	Not in use

Beschreibung:	The group moves to the specified location and remains there. This group should consist only of vehicles capable of firing independently. These include tanks, Jagdpanzer, armoured transports, Nebelwerfer, etc. Weapons which are fired manually - e.g. Katyushas or Calliopes - should not be included in such a group
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Behaviour:	Tanks - Track Group
AI Loc 1:	Guarded location
AI Loc 2:	Guarded location
AI Group 1:	Followed group
AI Group 2:	Followed group
Description:	The group will move to the specified location and stay there. If a unit of the group that is to be followed comes into range, the units will guard it for as long as it remains within range.

Behaviour:	Transports - Assist
AI Loc 1:	Location in which the transports are to be found while they are not needed.
AI Loc 2:	Transports may also be found here while they are not needed.
AI Group 1:	Supported group
AI Group 2:	Supported group

Description:	This group should consist of transports only. The AI groups determine which groups are to be supported. Transports will help move units, especially cannons, from one place to another. If a cannon is attached to a transport, the cannon group's behaviour will determine the transport's behaviour until it is no longer attached to the cannon.
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Behaviour:	Transport - Move to Location
AI Loc 1:	Target location
AI Loc 2:	Target location
AI Group 1:	Not in use
AI Group 2:	Not in use
Description:	Simply moves transports to the target location. Units which they are currently transporting will be unloaded at the target location.

Behaviour:	Supply Trucks - Repair
AI Loc 1:	Location where units are repaired.
AI Loc 2:	Another location where units or bridges will be repaired.
AI Group 1:	Not in use
AI Group 2:	Not in use
Description:	This group should consist only of supply trucks. These will try to repair all units in the vicinity. If there are no units which need repairing, the supply trucks will move to AI Location 1. If bridges need repairing or pontoon bridges need to be built, the respective options must be selected. Also, these objects should be selected and situated in AI Location 2.

Behaviour:	Rocket Launcher - Move to Location
AI Loc 1:	Stopover location
AI Loc 2:	Stopover location
AI Group 1:	Not in use
AI Group 2:	Not in use
Description:	This group should consist only of rocket launchers. They will move to the specified location, remain there, and try to find targets to fire at.





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