



# SUDDEN 4 STRIKE



# CONTENTS

Introduction	2
Steam Workshop support for Sudden Strike 4	2
Main Menu	3
Single Player	3
Multiplayer	9
Settings	12
Load	12
Extras	12
Quit	12
Main Game Screen	13
Gameplay mechanics	15
How to play Sudden Strike 4 (no tank rush, slow, methodical)	15
Damage / critical damage	15
Ammunition and fuel	16
Tactical playing	16
Sight ranges vs. Shooting ranges	17
Movement speeds and effect of ground/weather	17
Vehicle crews and elite crews	18
Special skills of units	19
Final words	27
Credits	28
Technical support and customer service	30
Limited Software Warranty and License Agreement	31

# INTRODUCTION

**SUDDEN STRIKE 4** grants you the experience of thrilling real-time tactical gameplay, with a realistic and dynamic impression of a life and death war scene.

**SUDDEN STRIKE 4** lets you witness some of the well-known and some obscure (but even more inspiring) battles of the Second World War while commanding forces of different nations, accompanied by famous generals through three historical campaigns. In the process, you are confronted with the true meaning of war; one that burns lands, crushes machine and tortures man, where glory is for those who win, while the rest lay motionless on the charred fields.

**SUDDEN STRIKE 4** is the next release in a series of real-time tactical games set in the Second World War. The sequel aims at continuing and improving on the traditions of gameplay and impressions set by the predecessor without requiring knowledge of previous titles.

## STEAM WORKSHOP SUPPORT FOR SUDDEN STRIKE 4:

The Steam Workshop is a central hub of player-created content and tools to publish, organize, and download that content into your games. **SUDDEN STRIKE 4** allows players to create and share their own maps for skirmish and multiplayer modes and place props, buildings, vegetation and units which are included in the game. Players are able to subscribe to any player-created content through Steam Workshop. This feature is exclusive to the Steam version of **SUDDEN STRIKE 4** and is not available on other platforms.

# MAIN MENU



When **SUDDEN STRIKE 4** starts, you will be presented with the main menu. From there, you can launch a single-player campaign, start a multiplayer game, load a saved game, change the game options or view your unlocked achievements.

## SINGLE PLAYER

You command fighting forces of different sizes and nations on various battlegrounds during the World War II era. Expended forces are automatically replenished to a certain degree, so you are not needlessly engaged in building and managing supplies.

### TUTORIAL

The tutorial serves as an introduction to the basic game features. It takes a step by step approach via the Battle of Poland to familiarize you with game mechanics and tactics. These are essential tools for you to engage in single-player or multiplayer battles. The tutorial is highly recommended for beginners or players less experienced in RTS games.

### CAMPAIGNS

**SUDDEN STRIKE 4** boasts 21 single-player missions spread across the German, Allied and Soviet campaigns. Each mission has several objectives to be achieved before successful completion. Missions in campaign maps can be repeated any time.

### GERMAN CAMPAIGN

1. Battle of Sedan
2. Battle of France
3. Operation Barbarossa
4. Battle of Stalingrad
5. Battle of Kursk
6. Battle of the Falaise Pocket
7. Battle of the Bulge

### ALLIED CAMPAIGN

1. Operation Overlord
2. Battle of the Hedgerows
3. Battle of the Falaise Pocket
4. Operation Market Garden
5. Battle of Hürtgen Forest
6. Battle of the Bulge
7. Operation Plunder

### SOVIET CAMPAIGN

1. Siege of Leningrad
2. Battle of Moscow
3. Battle of Stalingrad
4. Battle of Kursk
5. Fourth Battle of Kharkov
6. Balaton Defensive Operation
7. Battle of Berlin

### SKIRMISH

Skirmish mode pits you against the AI on our multiplayer maps. This game mode grants you the thrills of sandbox gaming by blending single-player action with multiplayer maps and rule set.

### STARS

You can earn between one and three stars after the successful completion of a single-player mission. Easy mode will get you silver stars, while playing the game in normal mode gets you gold stars. The sum of stars a campaign mission may grant, can never be more than three regardless of their colour. Stars can be used as "in-game" currency to unlock special skills as the campaigns progresses.

### CHALLENGES

Completing a mission with three stars unlocks a challenge mode, which puts even the most experienced players to the test. Missions completed in challenge mode will earn you an additional star.

### DOCTRINES / SKILLS

Players in **SUDDEN STRIKE 4** are commanding forces of different factions supported by famous generals through three historical campaigns. Each campaign offers three generals pursuing three different doctrines and skill sets. You can switch between the generals at any time during your campaign without penalty.

- Armoured doctrine
- Infantry doctrine
- Support doctrine

Below is a list of skills that you can unlock over the course of the campaign, depending on your selection of doctrines and your star achievements.



### INFANTRY DRILLS

Infantry aims more accurately with ballistic weapons.



### HAND GRENADES

Submachine gunners, riflemen, and paratroopers are equipped with hand grenades.



### PIGGYBACKING

Soldiers can get on and travel on any type of tank.



### FIRST AID

Severely wounded infantry can use first aid to recover from a downed state and be able to act again.



### SPRINT

Increases the movement speed for infantry units.



### GRENADE DRILLS

Increases the throwing range of grenades.



### HATCH LOOKOUT

More effective use of the top hatch increases the vision range of tanks, but makes the tank commander more vulnerable.



### DEMOLITION KITS

Riflemen are equipped with landmines, submachine gunners are equipped with anti-tank grenades or rocket launchers (mission-dependent), and paratroopers are equipped with TNT.



### BINOCULARS

Officer units reveal hidden units in range.



### SANDBAG COVERS

Armoured units can deploy a sandbag cover that protects against attacks, but they become immobile.



### ARMOURED PERSEVERANCE

Armoured unit crew members always survive critical hits to their vehicle.



### REPAIR KITS

Vehicle crews are equipped with repair kits, enabling them to fix critical damage of their vehicles without a repair truck.



### CAMOUFLAGE

Vehicles are more difficult to detect in light vegetation.



### CALL IN THE CAVALRY!

At the start of the mission, the crew of the strongest armoured unit is promoted to elite status.



### APCR ROUNDS

All tanks, self-propelled anti-tank vehicles, towed anti-tank vehicles, recon vehicles and anti-tank infantry deploy with armour-piercing anti-tank rounds.



### TOP QUALITY FUEL

Vehicles accelerate faster and receive a slight boost to their turning speed. Maximum speeds are unaffected.



### IMPROVISED ARMOUR

Provides extra armour and decreases the chance to receive critical hits for all tanks.



### FIREPOWER

Mortars, self-propelled artillery and towed artillery receive a damage bonus when using high explosive ammo rounds.



### ARMY TELEMETER

Artillery units fire with more accuracy, decreasing the time to zero in on their target.



### SMOKE GRENADES

Infantry units deploy with smoke grenades. Smoke grenades apply a fog of war effect where thrown, hiding friendly units.



### SMOKE DISCHARGE SYSTEMS

Armoured units deploy with smoke dischargers. Smoke dischargers apply a fog of war effect around the unit, hiding friendly units.



### TANK PERISCOPES

Tanks deploy with periscopes, increasing their vision range.



### REINFORCED SANDBAG BUNKERS

Towed units can deploy a reinforced sandbag cover that protects against attacks from all directions. The unit can't be towed while the protection is active.



### EXTRA MAGAZINES

Infantry units deploy with extra ammunition.



### EXTINGUISHERS

Armoured vehicles are immune to instant fatal explosions caused by critical hits.



### FAST LOADING

Supply trucks load other units faster.



### ARMY MECHANICS

Damaged vehicles can be fixed up to a certain percentage of their maximum hit points by the engineers in repair vehicles. In addition, engineers have the ability to repair critical damage.



### TAKE COVER!

Infantry units' damage taken in dense vegetation and ruins is reduced.



### PERPETUUM MOBILE

Vehicles become immune to engine failure due to critical hits.



### RAMMING SPEED!

Tanks can ram to cause damage to both themselves and the target vehicle (the vehicle with higher hit points survives ramming).



### QUICK RELOAD

Artillery units take less time to reload.



### TOWING HOOKS

Recon vehicles, light tanks, and self-propelled anti-aircraft vehicles can pull towed guns.



### ANTI-TANK MINE

Infantry units deploy with anti-tank mines.



### BACKPACK

Infantry units deploy with extra gear (Grenades, TNT, AT Grenades, Mines, or Smoke Grenades).



### TOUGH GUY

Infantry units receive damage reduction.



### PRECISION SHOTS

Decreases the shell dispersion area for artillery units.



### EXTENDED CAMOUFLAGE

Medium / heavy tanks and light vehicles are more difficult to detect in light vegetation.

## EASY MODE VS. HARD MODE

**SUDDEN STRIKE 4** has different difficulty levels on all supported platforms.

The units, as well as the combat system are set up to create an authentic atmosphere of historical battles in terms of unit armour, weapon calibre, etc. This set-up may trigger gameplay situations that challenges even experienced players. In order to make **SUDDEN STRIKE 4** more accessible, 'Easy' mode introduces a host of combat value modifiers, to simplify the challenge.

Stars: The stars received after the successful completion of a mission are differentiated by colour. The different colours are just indicative of the difficulty.

Difficulty selection: You will be able to set the difficulty level before starting a mission. The difficulty level will be set to 'Normal' by default.

Challenge mode: Challenges unlock in easy mode by completing the level with three stars. However, challenges are meant for experienced players and do not have a separate 'Easy' version, i.e. a challenge always starts in 'Normal' mode. If you fail to complete a mission in 'Normal' mode, a hint will pop up to suggest 'Easy' mode.

## DIARIES

A diary shows up after each campaign mission, which serves as a personal recollection of the main events of the battle. The text and tone of the diary reflect the outcome of the particular mission. The diary does not appear if you lose the mission.

# MULTIPLAYER

Up to eight players can face off against each other in multiplayer mode. Each player can select one of the nine different commanders and can pick which faction to play. Depending on the commander chosen, the player will get different starting units, skills and reinforcement options.

## ONLINE GAMES

Opens the lobby for internet-based multiplayer matches and displays open matches. The player may also choose to start his own match (see "Creating a game" on page 11).

## ONLINE QUICK MATCH

When you click on "Online Quick Match", the game will ask you to pick your general and quickly enter a currently open game. It will search for players from around the world who also want to start a quick match. If no players are found within 30 seconds, it will start a skirmish map with AI players for you.

## LAN GAMES

Opens the lobby for local area network-based multiplayer matches and displays available matches. The player may also choose to start his own match (see "Creating a game" on page 10).

## CREATING A GAME

This option allows you to create your own multiplayer match. You will become the host of the game. In the subsequent menu, you will be able to configure all the relevant settings for the match. For example, you will be able to choose the map the game is to be played on, which commander to play, etc. If you do not have enough players to start a match, you can opt for the AI to fill slots.

## JOINING A GAME

On Steam, your friends will be able to invite you to join their games via their friends list. To accept the invitation, simply click on it in your Steam chat window. Once you have done this, all you have to do is select your commander, click on "Ready", and the game can begin. You may also click on the match's name in the lobby to join a match.

## DIFFERENCES FROM SINGLE-PLAYER

There are a few small differences in gameplay compared to single-player mode. First, you won't have to unlock special skills over the course of a campaign. All the skills will be available from the very beginning of a multiplayer match. That being said, skills, starting units and reinforcement options will still be dependent on your selected general's doctrine. Also, in multiplayer you will earn prestige points instead of the usual stars, which is achieved by capturing strategic spots (flags) on the map. You can then use your points to purchase reinforcements during the battle.

## FLAGS / POINTS

Prestige points can be earned by capturing strategic spots (flags) on the map. The prestige points are distributed evenly between the players of the same team.

Rules:

- Flags are neutral by default.
- Flags can be seen in Fog of War.
- Any team member can capture any flag, but all the team members benefit equally from the earned capture points.

- In order to capture a flag, a player unit needs to be inside the “flag area” indicated by a decal. The capturing process is initiated by raising the player’s flag. If there is an enemy unit in the flag area, the capturing process will be put on hold until the enemy unit leaves the area or is destroyed.
- Soldiers in suffering state cannot capture.
- Captured flags have their own sight range (Fog of War).
- Captured flags will stop yielding prestige points after a while.

## REINFORCEMENTS

You can request reinforcements in multiplayer mode either in the form of aerial support, or by calling in additional units at train stations and harbours.

## AIR SUPPORT

Air support is available under the following circumstances:

- Each player can have only one type of aerial unit in the air at any given time.
- The icons of the aerial units are inactive until the player earns enough prestige points to purchase them. The “price” of the unit is displayed on the icon.
- The composition/quantity/equipment of the paratrooper units depend on the selected general/doctrine.

## HEAVY UNITS

Heavy units can be purchased at train stations and harbours. The units available for purchase depend on the selected general and his doctrine (and thus are similar to the starting units).

- Train stations and harbours can be captured.
- Upon selecting/highlighting the captured train station or harbour, the command panel icons change to units available for purchase. Each unit icon displays the purchase “price”. The more effective the unit, the higher the “price”.
- The purchased units are shipped by rail or boat. The farther the train station or harbour is from the edge of the map, the longer the delivery takes. The player receives the purchased units irrespective of what happens to the train during delivery.

- Each player can initiate a purchase, but the supply trains might not be instantly available. Once a purchase was made, the players need to wait until a new train (purchase window) is available.
- The panel displays information about player purchases, as well as time remaining until the next purchase window becomes available.

## SETTINGS

Under “Settings”, you can configure a number of different options related to graphics, audio, gameplay and controls.

## LOAD

Use this option to load an existing saved game.

## EXTRAS

Use this option to view your unlocked items and achievements over the course of the game.

## QUIT

This option closes the game.

## MAIN GAME SCREEN



### MINIMAP (1)

The minimap on the bottom left shows the battlefield. Your units are displayed as green dots, allied units as yellow dots and those of your enemies as red dots. Mission objectives are marked by small blue circles.

### INFO PANEL (2)

When you click on your unit(s) an info panel will open at the bottom edge of the screen. Additional information will appear here showing the unit's HP, armour, weapons, ammo and fuel. If you have selected multiple units, the values of the entire group will be displayed here.

13

## COMMAND PANEL (3)

The command panel is located in the bottom right corner of the screen. It follows a traditional 3\*5 icon set-up. The icons are displayed in order of priority.

- High priority commands: Icons are always on screen (e.g. STOP)
- Standard priority commands: Icons are available most of the time (e.g. HEAL). If multiple units are highlighted, the higher priority commands will be displayed.
- Low priority commands: These icons are contextual and related to special skills (e.g. GRENADE).

Commands can be accessed via the control panel as well as via hotkeys.

## OBJECTIVE PANEL (4)

The objectives panel can be switched on and off. You can get an overview of ongoing and already completed mission objectives, along with other text-based information.

## GROUPS (5)

You can create your own unit groups by pressing CTRL + 1-9 buttons or the +/- icons, whichever best suits your playstyle and tactics. The number next to the unit's Health Points (hereinafter referred to as HP) indicates which group the unit belongs to.

14

# GAMEPLAY MECHANICS



## HOW TO PLAY SUDDEN STRIKE 4 (NO TANK RUSH, SLOW, METHODOICAL)

**SUDDEN STRIKE 4** is a tactical game. You get your units at the beginning of the mission and you have to solve the given tactical situation with the units you have available. You do get reinforcements from time to time, but you have to make the right tactical decisions and fight the enemy with whatever tools you have or can get, such as capturing enemy vehicles.

**SUDDEN STRIKE 4** is meticulous about the units' appearance, their functionality, the different armour mechanics, especially with respect to attack direction, as well as the effectiveness of different weapons in a given tactical situation. If there is a unit you cannot hit with a certain weapon, there will be a very clear indication of this, e.g. the bullet will ricochet off the target. When this happens, you will need to consider alternative tactics. You are rewarded for clever tactics and encouraged to explore the available options by yourself. You are also notified when you discover a tactic that will lead to success. You will learn many new tricks as you play, such as circling the enemy, using line of sight and capturing units.

## DAMAGE / CRITICAL DAMAGE

A shot may hit or miss a unit. The accuracy depends on distance, range, movement and any modifiers like certain doctrine skills.

**SUDDEN STRIKE 4** uses two parallel systems based on primary and secondary hit effects. While the primary system mainly affects HP, a secondary hit may trigger critical damage.

Rationale behind the primary hit effect: If the attacking unit's attack value is higher than the armour value of the target unit, the target takes damage which is subtracted from its HP. If its HP reaches zero, the vehicle is destroyed. Since the armour value is different on each side of the unit, hitting the side or back might give a tactical advantage.

The secondary hit effect triggers critical damage. It allows you to successfully attack more powerful units with less potent units (e.g. destroy the tracks of tanks). The effect of the secondary hit largely depends on the impact as well as the angle of the primary hit.

## AMMUNITION AND FUEL

There are two kinds of resources you need to manage in **SUDDEN STRIKE 4**: ammunition and fuel.

### AMMUNITION

Vehicles can be supplied with different kinds of ammunition. Each vehicle has a predefined ammo capacity. When you run low on ammunition, you can use supply trucks and stations to replenish your ammo. The system automatically supplies your unit(s) with the correct kinds of ammunition when refilling.

### FUEL

Most of the vehicles have limited fuel capacity. The unit consumes fuel while moving. If it runs out of fuel, the unit stops. Fuel can be replenished by support units and/or at supply areas.

## TACTICAL PLAYING

**SUDDEN STRIKE 4** rewards tactical playing. Whenever possible, players should use smart tactical manoeuvres like pincer movements, backstabbing, healing units in combat, artillery strikes, well-timed airstrikes, etc. The game will constantly check the players play style and reward great moves with badges and a bonus on the final mission score.

### PAUSE & PLAY

In single-player modes, gameplay can be paused at any time. During pause mode, players can still issue commands to any of their units. Commands issued in pause mode will be executed simultaneously once gameplay is un-paused.

## SIGHT RANGES VS. SHOOTING RANGES

Every unit in **SUDDEN STRIKE 4** has sight and shooting ranges. It is important to understand how to use both properly. Infantry units have far greater sight ranges than vehicles while most vehicles and artillery can shoot much farther than they can visualise. Thus, using a clever combination of infantry and vehicles is essential in this game. Infantry should be used to spot enemies. That information in turn can be used by the vehicles to neutralize the enemy. At the same time, it is important to take care of enemy infantry and thus “blind” their more powerful units.

## MOVEMENT SPEEDS AND EFFECT OF GROUND/WEATHER

Most of the game movement is planar, but two distinct heights are differentiated: one for ground movement and one for aircraft.

Movement depends on the following factors:

- Unit type
- Damage status – the following damage states may slow or disable unit movement:
  - Engine damaged (vehicle): movement speed is reduced by half
  - Engine disabled (vehicle): unit cannot move
  - Track/wheel damaged (vehicle): unit cannot move
  - Seriously wounded (infantry): unit cannot move
- Fuel – a vehicle that has run out of fuel cannot move. Fuel can be replenished.
- Environment – environment has a great impact on movement speeds and can completely restrict movement in certain cases.

Terrain types greatly affect unit movement speeds:

### FOREST

Forests provide cover bonus, while decreasing the line of sight. Two major categories exist:

- Light Forest: light, no tall vegetation. Trees can be brought down by vehicles, thus negating effects.
- Dense Forest: dense, only passable by infantry. Never accessible for vehicles.

### SWAMP

Swamp is deep muddy territory. Units moving through swamp gradually sink and get stuck after some time. Smarter enemies try to avoid it, so should you!

### WATER

Traversing through water (especially rivers) is governed by the following rules:

- Banks: usually steep and non-traversable.
- Bridges: allow traversal for all kinds of units.
- Fords: special areas that allow traversal for all kind of units in the absence of a bridge.
- Pontoon bridges: can be installed by engineering units from segments, which can be destroyed and salvaged for later use.
- Frozen water: frozen lakes and rivers allow traversal for both infantry and vehicles. Ice breaks on damage and your units sink as a result.

## VEHICLE CREWS AND ELITE CREWS

During campaigns, the player earns rewards depending on performance. These rewards can be spend on upgrading and the specialization of elite forces, available to the player by adopting a specific general’s doctrine. Using elite forces, the player can shift the composition of his army towards his own play style.

## SPECIAL SKILLS OF UNITS

### GRENADES, SMOKE GRENADES/SCREENS AND EXPLOSIVES

To use grenades, click on the unit that carries the grenade and find the corresponding button  for the grenade in the command panel in the lower right part of the screen. Once you click the button, the mouse cursor will change into a grenade aim cursor and you can decide where the unit should throw the grenade. If the target is out of range of the unit, the cursor will show where the unit will have to go before throwing the grenade.



In some missions, infantry units will have TNT at their disposal. To use TNT, select the infantry unit and use the TNT button  on the command panel. Then place the TNT at the target location. Once the TNT is placed, bring your units to a safe distance, click on the TNT and select “detonate” from its command panel.



### SPECIAL AMMUNITION

Depending on which skills a player has unlocked, certain units might have access to limited special ammunition like APCR rounds. To use these, select the unit and click on the special ammunition button  in the command panel. Then click on the target you want to use the special ammunition against.



## HOW TO HEAL TROOPS

Medic units in **SUDDEN STRIKE 4** can heal injured soldiers and bring them back on their feet. They cannot, however, heal the hit points of an infantry unit (soldiers will replenish health over time). To heal a downed soldier, select the medic and click on the heal unit button  and then on the injured unit. Alternatively, when the medic is selected, hover the cursor over a downed unit and right click to heal it. A medic will also automatically heal friendly injured units in his vicinity.



## HOW TO REPAIR UNITS

Repair vehicles can repair critical damage in **SUDDEN STRIKE 4** (track/tyre damage, engine damage and turret damage). They cannot, however, repair armour damage of a unit (except if the player has unlocked the appropriate commander skill). To repair critical damage to a unit, you either

- select the repair vehicle and right click on the damaged unit or
- select the repair button  in the command panel and then click on the damaged unit.

A repairman will leave the repair vehicle and start working on the target unit until the critical damage is repaired.



## HOW TO GET UNITS IN/OUT OF VEHICLES AND BUILDINGS

Infantry can enter almost all buildings and vehicles in **SUDDEN STRIKE 4**. To enter a vehicle or building, select the infantry units and right-click on the vehicle or building. There are several ways to exit a vehicle or building. You can click on the single unit icons in the detail information window at the bottom of the screen. Only the unit you have selected will immediately leave the vehicle or building. To have your units exit a building in a specific direction (e.g. to avoid incoming fire from one side of the building), click on the building and select the Exit all to a location button  and then click on the location your units should go to after exiting the building. You can also choose to unload your passengers or unload all (including the crew) from your vehicle by using the appropriate buttons  in the command panel.



## HOW TO TOW UNITS

Trucks and similar units can tow units such as artillery. To tow a unit, select a truck and use the Tow unit  command in the command panel. Then click on the unit that should be towed. Alternatively, you can simply select the truck and right-click on the towable unit.



## HOW TO BUILD AND REPAIR BRIDGES

In certain areas in **SUDDEN STRIKE 4**, the player can build pontoon bridges over rivers. To build such a bridge, select a repair vehicle and choose the Build bridge button  in the lower right corner command panel. Then hover the cursor over the area where the bridge should be built. The game will display a ghost outline of the bridge – clicking it will result in the repair vehicle approaching that location and the repair crew starting to build the bridge. Damaged bridges can be repaired in the same fashion.



## HOW TO ENTRENCH UNITS

Certain units in **SUDDEN STRIKE 4** have the ability to entrench, build up fortifications such as sandbags to form a defensive position, becoming immobile as a result. Please be aware that the unit will be entrenched on the spot and cannot be turned until the entrenchment is cancelled. Therefore, position the unit in the direction you want it to face before using entrenchments. To use fortification/entrenchments, select a unit and click on the Fortify button  in the command panel in the lower right corner of the screen. Please be aware that additional forms of fortifications may become available during the campaign by unlocking certain skills.



## HOW TO USE AIR SUPPORT

Air support will be available in various missions in **SUDDEN STRIKE 4**. Air strikes and recon planes are limited, so use them wisely. To use air support, click on the corresponding buttons on top of the command. The cursor will change to a target indicator for the air support you have chosen (blue rings for a recon mission, blue arrows for air strikes). Place these indicators where you want the plane to go. Players can orientate air strikes by holding the indicator and turning the arrows into the desired direction.



## FIRST AID KITS AND REPAIR KITS

Depending on the skills a player has unlocked over the course of the campaign, some units may have a limited amount of special first aid or repair kits available to them. They are one-off skills and can be used by selecting the unit and using the corresponding button in the command panel. A first aid kit will instantly heal a fallen soldier without the help of a medic. A repair kit will instantly repair any critical damage to a vehicle.



## HOW TO LAY AND DISARM MINES

Riflemen in **SUDDEN STRIKE 4** are the only units that can spot and defuse mines. To defuse a mine, select a rifleman, click on the Defuse mine symbol  in the command panel and then click on the mine. Attention: Selecting any unit (including a rifleman) and right-clicking the mine will make them shoot at the mine, causing it to explode.



## RAMMING AND RUNNING OVER UNITS

Soviet commanders have the option to use their tanks to ram other vehicles. This is a dangerous move, as it may result in your unit being destroyed in the process. To ram another vehicle choose a tank with a ram ability and click on the ram button  in the command panel. Then click the enemy unit you want to ram.



## MARCHING ORDERS

You now have all the necessary knowledge to unleash your potential as a commander and participate in some of the biggest and most iconic battles of the Second World War. If anything is unclear, then please check out our tutorial mission set in Poland. There are also many tooltips that will guide you through the missions and provide helpful information.

We hope you will enjoy playing **SUDDEN STRIKE 4** just as much as we enjoyed developing it.

# CREDITS



## KITE GAMES Development Team

### DESIGN

Attila Bánki Horváth (Maci)  
Creative Director

János Ibrányi (Ibrahim)  
Designer

Imre Bartha (Dzsimbo)  
Designer

Tamás Pokrócz (Ypok)  
Designer

### PROGRAMMING

Péter Bajusz (Hyp-X)  
Technical Director

Denisz Polgár (Dinó)  
Lead Game Programmer

István Cseh (Exa)  
Game Programmer

Attila Szaló (Chucky)  
Game Programmer

Gábor Szalóki (Szali)  
Engine Programmer

Ferenc Dajka (Feri)  
Programmer

### ARTWORK

Gábor Mogyorósi (Mogyi)  
Art Director & VFX Artist

Miklós Leszkó (Mike)  
3D & Technical Artist

Gábor Csipke (Hangos Gabesz)  
3D Artist & Animator

Zoltán Nagy (Zoli)  
3D Artist

Gergő Tömör (Red)  
3D Artist

Ádám Szalai (Szadam)  
3D Artist

Csaba Kémeri (Unreal)  
2D Artist

Bence Demjén (Bence)  
Environment Artist

Kamilla Kübisch (Kamilla)  
Environment Artist

### AUDIO

Péter Antovszki  
Audio Director & Composer

### QA

Viktor Mácsai (Viktor)  
Lead QA

Tamás Sinka (M\_Anger)  
QA Tester

Tamás Szappanos (Szapi)  
QA Tester

### MANAGEMENT & ADMINISTRATION

Attila Söröss (Sörman)  
Project Manager

Manami Bajusz  
Office

### EXTERNAL DEVELOPMENT

Robert Simon (Robi)  
Concept Art

Gergely Mácsai (Geri)  
Creative writing and localisation support

Ferenc Kiss (Frankie)  
3D Artist

Zoltán Ruzsányi (Bruzsy)  
3D Artist

Mihály Csizmadia (Csirke)  
3D Artist

### THANKS TO

Patrik Kácsor  
Beta Tester

Martin Varga  
Beta Tester

Attila Deak  
Kite Games logo animation

Arthur Valentin Grósz  
Orchestration

Hungarian Studio Orchestra  
Orchestrated music

TOM TOM Studio  
Music recording

Stepan Kment, Bohemia Interactive  
Motion Capture supervisor, pipeline developer

Martin Michalík, Bohemia Interactive  
Motion Capture leading motion editor

Viktor Kostik, Bohemia Interactive  
Motion Capture motion editor

Conor Doyle, Bohemia Interactive  
Motion Capture operator, optical data clean-up

Jan Beránek, Czech Stunt Fighters Association  
Motion Capture actor

Deepak Dogra  
Fonts

SpeedTree  
Tree and vegetation technology

### SPECIAL THANKS TO

Dr. Gabor Havas-Saghy, solicitor, Havas-Saghy & Partners Law Office  
Dr. Balazs Farkas, solicitor, Havas-Saghy & Partners Law Office  
Legal services

Judit, Pandera Group  
Eva Kosa, Pandera Group  
Accounting services

Gyulai Csaba (Floyd)  
Kite Games website design

András Szabácsik, ImprowerK  
Kite Games website

### VERY SPECIAL THANKS TO

all our beloved families, partners and friends who have supported us during this project.

## KALYPSO MEDIA GROUP

GLOBAL MANAGING  
DIRECTOR  
Simon Hellwig

FINANCE DIRECTOR  
Christoph Bentz

INTERNATIONAL  
MARKETING DIRECTOR  
Anika Thun

HEAD OF PRODUCING  
Reinhard Döpfer

HEAD OF PRODUCT  
MANAGEMENT  
Timo Thomas

HEAD OF PR – GSA REGION  
Bernd Berheide

HEAD OF QA &  
SUBMISSION  
Roman Eich

HEAD OF ART  
DEPARTMENT  
Thabani Sihwa

PRODUCER  
Christian Schlütter  
Helge Peglow  
Martin Tosta

PRODUCT MANAGERS  
Dennis Blumenthal  
Marian Deneffleh  
Uwe Roth

ART DEPARTMENT  
Anna Owtschinnikow  
Sebastian Keil  
Tanja Thoma

QA & SUBMISSION  
MANAGERS  
Martin Tugendhat  
Jonathan Weggen  
Tim-Oliver Siegwart  
Maria Zubova

VIDEO CUTTER  
Michele Busiello

SOCIAL MEDIA MANAGER  
Bettina Albert

JUNIOR MARKETING  
MANAGER  
Christin Fiedler  
Oliver Fiehn

SUPPORT & COMMUNITY  
MANAGEMENT  
Tim Freund

SUPPORT & QA MANAGER  
Tobias Prinz  
Gerry Bieltz

COMMUNITY MANAGER  
Lars Racky

### KALYPSO MEDIA UK

MANAGING DIRECTOR  
Andrew Johnson

HEAD OF MARKETING & PR  
Mark Allen

MARKETING & PR  
ASSISTANT  
Alun Lower

NATIONAL ACCOUNT  
MANAGER  
Ben Godwin

FINANCE MANAGER  
Moira Allen

### KALYPSO MEDIA USA

VICE PRESIDENT  
NORTH AMERICA  
Andrew Johnson

VICE PRESIDENT SALES  
NORTH AMERICA & ASIA  
Sherry Heller

HEAD OF PR NORTH  
AMERICA  
Christopher Forgie

PR, MARKETING  
& SALES COORDINATOR  
Lindsay Schneider

BUSINESS OPERATIONS  
MANAGER  
Theresa Merino

### KALYPSO MEDIA DIGITAL

MANAGING DIRECTOR  
Jonathan Hales

PRODUCT MANAGER  
Andrew McKerrow

PR, MARKETING &  
PRODUCT MANAGER  
Patrick Cahill

## TECHNICAL SUPPORT AND CUSTOMER SERVICE

If you have any questions or problems with one of our products, we offer you answers and solutions to the frequently asked questions at our forums: [forum.kalypsomedia.com](http://forum.kalypsomedia.com)

You may also reach our technical support team via email at [support@kalypsomedia.com](mailto:support@kalypsomedia.com) or phone:

Tel: +49 (0)6241 50 22 40 (Mo - Fr 10am GMT - 4pm GMT)  
Fax: +49 (0)6241 506 19 11

International rates may apply!

Before contacting us, please make sure you know the complete product name and can provide proof of purchase. Please be as precise as possible when describing technical errors and include error messages and any other helpful information if possible. Please understand that we are not able to answer questions regarding general gameplay and hints via email or phone.

# LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT



YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL (S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS LICENSE WITH [KALYPSO MEDIA UK Ltd.] ("LICENSOR").

## LICENSE

Subject to this Agreement and its terms and conditions, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for your personal use on a single home or portable computer. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by LICENSOR and, as applicable, its licensors.

## OWNERSHIP

LICENSOR retains all right, title and interest to this Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United Kingdom copyright law and applicable copyright laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from LICENSOR.

Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations are subject to penalties of up to £100,000 per violation. The Software contains certain licensed materials and LICENSOR's licensors may protect their rights in the event of any violation of this Agreement.

## LICENSE CONDITIONS

You agree not to:

- (a) Commercially exploit the Software;
- (b) Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of LICENSOR;
- (c) Make copies of the Software or any part thereof, except for back up or archival purposes;
- (d) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one computer, computer terminal, or workstation at the same time;
- (e) Copy the Software onto a hard drive or other storage device and must run the Software from the included DVD/CD-ROM (although the Software may automatically copy a portion of itself onto your hard drive during installation in order to run more efficiently);
- (f) Use or copy the Software at a computer gaming center or any other location-based site; provided, that LICENSOR may offer you a separate site license agreement to make the Software available for commercial use;
- (g) Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part;
- (h) Remove or modify any proprietary notices or labels contained on or within the Software; and
- (i) Transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

## THE SOFTWARE UTILITIES

The Software may contain a level editor or other similar type tools, assets and other materials (the "Software Utilities") that permit you to construct or customize new game levels and other related game materials for personal use in connection with the Software ("Customized Game Materials"). In the event the Software contains such Software Utilities, the use of the Software Utilities is subject to the following additional terms, conditions and restrictions:

- (a) All Customized Game Materials created by you are exclusively owned by LICENSOR and/or its licensors (as the case may be) and you hereby transfer, assign and convey to LICENSOR all right, title and interest in and to the Customized Game Materials and LICENSOR and its permitted licensors may use any Customized Game Materials made publicly available to you for any purpose whatsoever, including but not limited to for purposes of advertising and promoting the Software;
- (b) You will not use or permit third parties to use the Software Utilities and the Customized Game Materials created by you for any commercial purposes, including but not limited to distributing, leasing, licensing, renting, selling, or otherwise exploiting, transferring or assigning the ownership of such Customized Game Materials;
- (c) Customized Game Materials must be distributed solely for free; provided, that you may contact LICENSOR for a license to commercially exploit the Customized Game Materials which LICENSOR may grant or deny in its sole discretion;
- (d) Customized Game Materials shall not contain modifications to any other executable files;
- (e) Customized Game Materials must be used alone and can be created if the Customized Game Materials will be used exclusively in combination with the commercially released retail version of the Software.
- (f) Customized Game Materials cannot contain libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contain any trademarks, copyright-protected work or other property of third parties (without a valid license); and
- (g) All Customized Game Materials must contain the proper credits to the authors of the Customized Game Materials and must indicate that LICENSOR is not the author of the Customized Game Materials with additional language that "THIS MATERIAL IS NOT MADE, GUARANTEED OR SUPPORTED BY THE PUBLISHER OF THE SOFTWARE OR ITS AFFILIATES."

#### LIMITED WARRANTY

LICENSOR warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. If for any reason you find a defect in the storage medium during the warranty period, LICENSOR agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by LICENSOR. If the Software is no longer available, LICENSOR retains the right to substitute a similar program of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear.

This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on LICENSOR.

When returning the Software subject to the limited warranty above, please send the original Software only to the LICENSOR address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

#### TERMINATION

This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL

OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

#### TERMINATION

This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

#### EQUITABLE REMEDIES

You hereby agree that if the terms of this Agreement are not specifically enforced, LICENSOR will be irreparably damaged, and therefore you agree that LICENSOR shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

#### INDEMNITY

You agree to indemnify, defend and hold LICENSOR, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

#### MISCELLANEOUS

This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under England and Welsh law. Leicester, Leicestershire.

If you have any questions concerning this license, you may contact in writing Kalypso Media UK Ltd.

**KALYPSO MEDIA UK LTD.**

4 Milbanke Court  
Milbanke Way, Bracknell  
Berkshire RG12 1RP  
United Kingdom

**[www.kalypsomedia.com](http://www.kalypsomedia.com)**  
**[www.facebook.com/kalypsomediaint](https://www.facebook.com/kalypsomediaint)**

# SUDDEN 4 STRIKE

LIMITED DAY ONE EDITION

DOWNLOAD YOUR  
**ADDITIONAL BONUS CONTENT!**

DIGITAL  
**ARTBOOK**

+

DIGITAL  
**SOUNDTRACK**

EXCLUSIVE SKIRMISH MAP  
**BATTLE OF KURSK**

[HTTP://DOWNLOAD.KALYPSOMEDIA.COM/SUDDENSTRIKE4](http://download.kalypsomedia.com/suddenstrike4)

**STEAM PRODUCT KEY**

 /KALYPSOMEDIAINT

[www.KALYPSOMEDIA.COM](http://www.kalypsomedia.com)

**KITE**  
GAMES

416871-MAN

kalypso

Copyright © 2017 Kalypso Media Group GmbH. Sudden Strike is a registered trade mark of Kalypso Media Group GmbH. All rights reserved.

Published by Kalypso Media UK Ltd. Developed by Kite Games Kft.

All other logos, copyrights and trademarks are property of their respective owners.