



# SUDDEN 4 STRIKE



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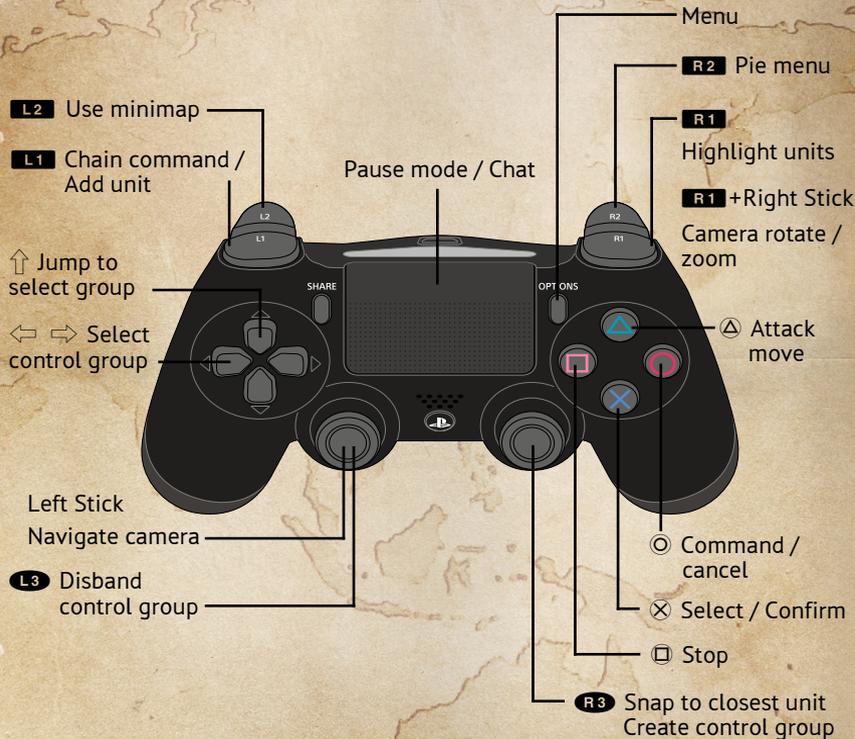
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# CONTENTS

Controls	3
Introduction	4
Main Menu	4
Single Player	5
Multiplayer	12
Settings	15
Load	15
Extras	15
Main Game Screen	16
Gameplay mechanics	18
How to play Sudden Strike 4 (no tank rush, slow, methodical)	18
Damage / critical damage	19
Ammunition and fuel	19
Tactical playing	20
Sight ranges vs. Shooting ranges	20
Movement speeds and effect of ground/weather	21
Vehicle crews and elite crews	22
Special skills of units	23
Final words	32
Credits	33
Technical support and customer service	35
Limited Software Warranty and License Agreement	36

# CONTROLS



<Hold> ○ + Left Stick: Rotate unit(s) / Formation

<Hold> △ + Left Stick: Rotate unit(s) / Formation

3

# 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.

# 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.

4

# SINGLE PLAYER

You command fighting forces of different sizes and nations on various battlegrounds during the World War II era. Expanded 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

5

## 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.

6



### 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.

7



### 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.

8



### 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 12).

### 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.

### 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.

## 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.

15

## 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 select a unit an info panel will open at the bottom edge of the screen. Additional information will appear here showcasing the unit's HP,

16

armor, weapons, ammo as well as fuel. If you have selected multiple units, the values of the entire group will be displayed here.

## BUTTON HELP (3)

There is a button help for the basic ingame features and generic commands (minimap, select unit, command, execute, attack move) in the bottom right-hand corner of the screen.

## CIRCLE MENU (4)

The circle menu is your main command center, which contains specific, mostly contextual commands. You can activate the circle menu by pressing R2. It will be displayed in the middle of your screen until you hold R2.

## OBJECTIVE PANEL (5)

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 (6)

You can create your own unit groups that best suits your playstyle and tactics by pressing R3. Then you can navigate between your custom unit groups using left and right on the D-Pad. The number next to the unit's HP indicates which group the unit belongs to.

# 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 GRENADES, SMOKE GRENADES/SCREENS AND EXPLOSIVES

To use grenades, select the unit that carries the grenade and find the corresponding command  in the circle menu. Once you hit the grenade command you can decide where the unit should throw the grenade. If the target is out of the unit's range, it will show where the unit will walk 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" command  in the circle menu. Then place the TNT at the target location. Once the TNT is placed, bring your units to a safe distance and select the "detonate" command from the circle menu.

23



### SPECIAL AMMUNITION

Depending on what skills a player has unlocked, certain units might have limited special ammunition like APCR rounds available. To use these, select the unit and the special ammunition command  in the circle menu. Then pick the target you want to use the special ammunition against.



24

## HOW TO HEAL TROOPS

Medic units in **SUDDEN STRIKE 4** can heal fallen soldiers and bring them back to their feet. They cannot, however, heal off the hit points of an infantry unit (soldiers will replenish health over time). To heal a downed soldier, select the medic, choose the heal unit command  in the circle menu and then select the fallen unit. A medic will also heal friendly fallen units in his vicinity automatically.



## HOW TO REPAIR UNITS

Repair vehicles can repair critical damage in **SUDDEN STRIKE 4** (track/tire damage, engine damage and turret damage). They cannot, however, repair armor damage to a unit (except if the player has unlocked a certain commander skill). To repair critical damage to a unit, select the repair vehicle and press the O (command) button on the damaged unit or choose the repair command  in the circle menu and then execute the command on the damaged unit with the X button. A repairman will exit the repair vehicle and start working on the target unit until the critical damage is repaired. A repairman will leave the repair vehicle and start working on the target unit until the critical damage is repaired.

25



## 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 press the O (command) button on the vehicle or building you want those units to enter. Alternatively, you can also use the circle menu to issue the same command. To have your units exit a building into a specific direction (e.g. to avoid incoming fire from one side of the building), select the building, choose the Exit all to a location command  in the circle menu, and then press the X button 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 accompanying commands  in the circle menu.

26



## 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 circle menu. Then select the unit that should be towed. Alternatively, you can just select the truck and press the O (command) button on the towable unit.



27

## 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” command  in the circle menu. Then select 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

28

and use the Fortify command  in the circle menu. 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, you need to make sure to deselect all your units first. Then use the circle menu and select any of the available types of air support (blue rings for a recon mission, blue arrows for air strikes). Place the target indicators where you want the plane to go by using the X button. 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 what 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. They are one-off skills and can be used by selecting the unit and using the corresponding command in the circle menu. 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. Selecting any unit (including the rifleman) and issuing attack command  by pressing O on the mine will make them shoot at the mine so that it explodes.



31

## 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 select the ram command  in the circle menu. Then pick 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.

32

# CREDITS



## KITE GAMES

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Gergő Tömör (Red)  
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#### THANKS TO

Patrik Kácsor  
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#### SPECIAL THANKS TO

Dr. Gábor Havas-Sághy, solicitor,  
Havas-Sághy & Partners Law Office  
Dr. Balázs Farkas, solicitor,  
Havas-Sághy & Partners Law Office  
Legal services

Judit, Pandra Group  
Eva Kosa, Pandra Group  
Accounting services

Gyulai Csaba (Floyd)  
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#### VERY SPECIAL THANKS TO

all our beloved families, partners  
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