



WARNING: READ BEFORE PLAYING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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RUSE

GETTING STARTED

Installation

Installing R.U.S.E.™

Insert the R.U.S.E.™ DVD-ROM into your DVD-ROM drive. The Autorun menu will appear. Click on "Install R.U.S.E."

If the Autorun menu does not appear, double-click on "My Computer", browse to your DVD-ROM drive and double-click on the Autorun icon. The Autorun menu should now appear. Click on "Install R.U.S.E."

Prior to running the installation of R.U.S.E.™, the Autorun will check that Steam is installed on your computer. If it isn't, the Autorun will automatically prompt you to install Steam. Please follow the instructions in order to install it.

Once you have completed the installation, you don't need the disc to play R.U.S.E.™. But please keep the disc if you want to install R.U.S.E.™ on more computers or need to re-install the game later.

Please also note that the game can be downloaded through Steam.

Uninstalling R.U.S.E.™

In order to uninstall R.U.S.E.™, run Steam, then go to the "My Games" tab. Right-click on "R.U.S.E." to open the pop-up menu and click on "Delete local content".

As soon as the content has been deleted, Steam will display a message informing you that everything has been deleted.

GAME SETUP

To run R.U.S.E.™, launch Steam and go to the "My Games" tab. Double-click on "R.U.S.E." to run the game.

When you start R.U.S.E.™, you first log in with your ubi.com account. If you don't have a Ubisoft account, you can easily sign up for one by clicking "Register Now". Please note that you only need one Ubisoft account for all your Ubisoft games.

If it is the first time you are starting R.U.S.E.™, you may be prompted to enter your key code once you have logged in.

Tip: If you check the "Remember Me" box, you will be logged in automatically next time you play the game.

CONTROLS

Keyboard key assignment table

Left Mouse Click	Select unit, validate order
Double Left Click	Select all units of the same type
Right Mouse Click	Cancel or deselect unit
Middle Mouse Click and Translate Mouse	Rotate the view
Mouse Wheel Rotation	Zoom in / out
Arrow Keys or WASD Keys	Translate the view
Ctrl + W, S	Zoom in / out

E Key	Stop unit, and return to airfield for airplanes
Ctrl + 1, 2, 3 and following keys	Create a group
1, 2, 3 and following keys	Select a group
Shift Key	Hold to chain unit orders
R, T, Y, U, I, O, P, ^	Opens the production menu to each subcategory
F, G, H, J, K, L, M, Û	Activate/purchase the matching option of the current subcategory. Press Shift ↑ to start upgrades
Space Bar	Translates the view to the last in-game feedback
Esc Key	Cancel, Open/Close the pause menu
Tab Key	Display details about the targeted unit

INTRODUCTION

What is R.U.S.E.™?

R.U.S.E.™ is a real-time strategy game that lets you to relive the great Western Front battles of the Second World War.

With the IrisZoom Engine you can zoom in and out of the battlefield, giving you the opportunity to alternate quickly between strategic and tactical manoeuvres and decisions.

The game also provides you with ruses of war that can change your or the enemy's perception of the events occurring on the battlefield. Combining these ruses, you'll be able to build powerful battlefield strategies to crush your opponents.

MAIN MENU AND GAME MODES

Campaign: While playing Campaign mode you will relive the great Western Front battles of the Second World War in the guise of Major Joe Sheridan. From Tunisia to Germany via the beaches of Normandy, Sheridan will use all of his skills as a strategist to defeat the Axis forces and foil the plans of a mysterious spy named Prometheus.

Operation: Operation mode lets you play out certain battles with special objectives and scripted victory conditions.

Battle: Battles mode lets you set up a game based on several parameters and play against the R.U.S.E.™ game's artificial intelligence (AI).

Multiplayer: This mode allows you to battle other players online.

MyRuse: This space is provided for you to configure the game as you like; it also keeps track of your achievements.

Extra: This section permits you to browse the Rusopedia, which will give you exhaustive information regarding units and buildings from all factions. The exclusive content option allows you to enter promotional codes to get exclusive content.

UPLAY

Click on the Uplay icon in the Main Menu to launch Uplay.

Uplay Menu

Fully browseable with both mouse and keyboard

[B] = Back, [A] = Select, [Y]/ [Esc] = Exit

Profile

View Profile: Get an overview of your actions in the games you've played.

Change Icon: Select an icon from the available list.

Change Quote: Edit your Quote.

Account Settings

E-mail and Password: Edit your e-mail address and password.

Personal Information: Edit your personal information.

Notifications: Edit your preferences for receiving communications from Ubisoft and its partners.

Uplay Win Menu

Use the mouse / keyboard arrows to navigate in this menu. [◀] and [▶] allow you to switch from one blade to another. Validate with [A] and Cancel with [B].

Actions: Lists of all the actions available in the game(s) and how many Units are assigned to each. A checked box indicates an Action already completed. Pressing [A] on an Action explains how to do it.

Rewards: Lists of all the available rewards and how many Units are assigned to each. A checked box indicates a Reward that has already been redeemed. Pressing [A] on a Reward allows you to redeem it, as long as you have enough Units to spend. Redeeming a Reward deducts the number of Units associated with it.

Unit Balance: Shows a history of all Actions done and Rewards unlocked with a detailed balance of your Units. Pressing [A] on an Action/Reward opens up its description.

VICTORY

Victory Conditions

In the Campaign and Operation, modes, you win by completing fixed objectives.

In the Battle or Multiplayer modes, you win by having the most points when the time limit for gameplay is over (the default time limit is 20 minutes) or by destroying or capturing all the enemy's structures.

The Scoring System

The only way to win points is to destroy enemy units or structures, or capture structures. The number of points earned is based on the cost of the destroyed unit. The more expensive a unit is, the more points you get for destroying it.

A list of statistics at the end of the match tells you how well you did during the game.

THE INTERFACE



Ruse Counter

This counter tells you how many ruses you can use at any given time. It is reduced by one every time you activate a ruse.

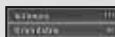
\$214 Supply Counter

This counter indicates the quantity of supplies available to build structures and produce units.



Production Menu

The production menu is used to build your buildings, recruit your units and activate your ruses.



Score

The score shows the number of points that you have accumulated so far. The stars give you an understanding of the victory that the leading player can win: one star means a minor victory, two stars is for a major victory and three stars is equivalent to a total victory.



Timer

The timer shows the time elapsed since the start of the game. In Operation, Battle and Multiplayer modes, an audio message will regularly remind you of the time that remains until the end of the game.



Ruse Activation Counter

This counter appears for each ruse that you play on a given sector. It tells you how much time has elapsed since the ruse was activated.



Airstrike Menu

This menu allows you to select directly aerial units that are available for recon, providing air support, bombing or escort/air-to-air combat.

THE BATTLEFIELD

The Terrain and Sectors

The battlefield is divided into strategic sectors visible when you zoom all the way out. These sectors define the zones in which a ruse takes effect when it is activated.



The Fog of War and Using Reconnaissance (Recon)

Thanks to your intelligence services, you have partial knowledge of the enemy's activity. By moving the camera over the battlefield you can see the location and type of buildings constructed by the enemy as well as their supply lines, trucks and construction units.



However, enemy units are only partially identified; light units such as infantry will be represented in the form of small chips while armoured units such as tanks are represented by large chips.

You will not be able to detect camouflaged units in the forest and swamps or those under cover in towns.

By sending out your own recon units you can identify the exact units that the enemy has deployed as well as detect units hiding in ambush (in woods, swamps or towns).

Each recon unit has a radius of detection that is shown with a white line. The air recon units always have a clear line of sight, whereas ground recon units are affected by buildings and terrain obstacles. To compensate for this handicap, all ground recon units can be camouflaged in forests and swamps.



THE CAMERA AND ZOOM

Moving on the Battlefield

Use the WASD or ←↑→↓ keys to move the camera over the ground.

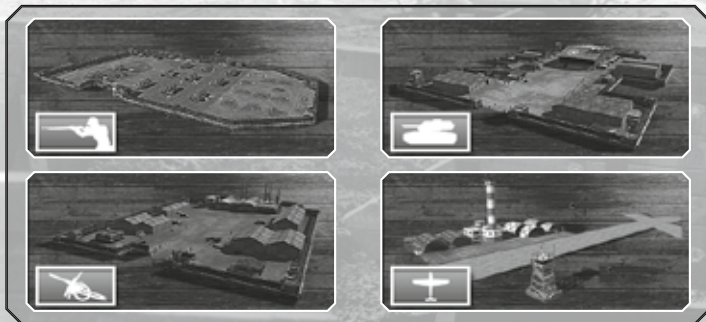
Hold the centre mouse button and then move the mouse to raise / lower the camera angle or rotate the field of view left / right.

Using the Zoom

Use the centre mouse wheel to zoom in / zoom out at the location of the cursor.

THE RUSES

List of Ruses



Decoy Building: This ruse allows you to create one dummy building. A dummy construction truck will leave your headquarters and move to the fake construction site. If the enemy tries to capture a decoy building, the attacking infantry is destroyed by booby-traps once it enters the building. Each subtype of ruse creates a different type of fake production facility.



Radio Silence: This ruse allows you to conceal your unit chips from the enemy's intelligence services. A recon unit in the area is the only way to counter this deception. A recon unit within the range of detection of a unit under Radio Silence will automatically reveal the presence of that unit.



Camouflage Nets: This ruse allows you to hide your structures from the enemy's intelligence services. They cannot be targeted by enemy attacks. A recon unit in the area is the only way to counter this deception.



Decryption: This ruse allows you to see all orders given by enemy commanders to their units. Orders appear in the form of arrows starting from the current position of the unit to its objective or destination.



Spy: This trick allows you to identify precisely any visible enemies chips. Warning: Spy will not detect and identify enemy units waiting in ambush!



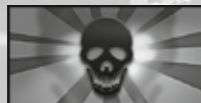
Decoy Army: This ruse allows you to launch a fake offensive in the chosen sector. You can choose a specific offensive type according to factories you have already built. For example, you will only be able to launch a fake air offensive if you have previously built an airport or a fake one. Only the destruction of a decoy allows the enemy to discover its true nature.



Reverted Intel: This ruse reverses the representation of markers and their corresponding units. Light units that are usually represented by small chips will be perceived as big chips and vice versa, tanks will appear to be infantry.



Blitz: This ruse increases the speed of all units by 50%.



Terror: This ruse will make enemy units that are under fire flee sooner than usual.



Fanaticism: This ruse is used to force your units to fight to the death. They will no longer be routed when under heavy hostile fire.

Triggering a Ruse

To use a ruse you must open the Production Menu, select your ruse from the sub-menu, and then select the target sector of the map. The ruse will then be activated for the indicated length of time.



Remember to zoom out in order to show the sectors on the map where you can apply the ruse. Once triggered, a graphical effect and a counter will appear on the selected area showing you how much time remains for the ruse. An icon at the top of the screen (at all levels of zoom) also shows the remaining time for ruses that are active.

An icon above a unit tells you if it is under the effects of a particular ruse. If two ruses are active in the sector where the unit is located, you will see two icons above a unit.

In the same way, zooming in on identified enemy units will allow you to see if they are under the effect of a ruse that has been triggered by your adversary.



Managing Ruses

The number of ruses that you can use at a given time is indicated by the counter in the upper left corner of the screen, just above the supply counter.

During the solo campaign, this number increases based on the game situation.

In Operation, Battle or Multiplayer modes, each player has two ruses available at the start of the game. A new ruse becomes available after each minute of gameplay.

It is up to the player to choose the best moment for using the strategic and tactical advantages offered by a ruse.

Combining Ruses

You can combine a maximum of two ruses in a given sector in order to cumulate the effects. For example, by combining Decoy Army and Blitz, you can move your decoys to their target location fifty percent faster.

Building Structures and Producing Units

Supplies

Only one resource is used in the game: Supplies (displayed as \$).

Supplies are accumulated and then spent to build factories that in turn will produce your units.

Establishing a Supply Depot

Supply lines: Stockpiles of supplies are in yellow supply dump locations scattered across the map. Each player needs to secure these stockpiles of supplies by building a "Supply Depot" at supply dump sites.

Once a Supply Depot is constructed, a supply line is automatically established. At regular intervals, convoys of supplies leave the depot and head by road to the nearest main or secondary headquarters.



The supply trucks: Supply trucks carry a small amount of resources. This amount of resources is added to your reserves when the supply truck reaches one of your headquarters. However, these trucks can be destroyed by the enemy during the journey, so it is crucial to secure the road network in order to ensure a continuous flow of supplies.



Special buildings: the Headquarters and the Administrative Building automatically generate a certain amount of Supplies at regular intervals.

The Production Menu

You can display the Production Menu by clicking on the Resource Counter. Use this menu to build structures and produce combat units.

Structures and units have a resource cost shown on their icons in the Production Menu. You can only build buildings or produce units by paying this cost in Supplies.

The Production Menu is divided into eight different categories. Note: in Battle and Multiplayer modes, all classes are available only if the time of the conflict is set to 1945.

Each faction has its own characteristics in terms of units available. For example, the British faction offers a greater variety of aircraft than the French faction. However, the French faction offers more choices of support structures.

Building a Structure

Open the Production Menu and select the structure that you want to build from its production category. For example, you can select a barracks in the "Infantry" category. You must now place the building on the ground using your mouse to indicate the location where you want to build it. When the cursor is over a valid location, the 'ghost' of the building will turn from red to blue.

Note: except for anti-tank bunkers, machine gun nests, anti-air bunkers and artillery bunkers, all buildings must be located along the road.

Once the location has been chosen, a construction truck departs from your closest headquarters and starts moving towards that location. Once the truck arrives, the structure will become operational after a short deployment time. You can reposition a building before the construction truck reaches the designated location. You can also cancel the construction order by right-clicking the structure before it has been built. If cancelled, the construction truck automatically returns to your nearest headquarters and the Supplies used to purchase it are refunded.

Recruiting Units

Select a unit in the Production Menu and click as many times on the icon as the number of units you want to produce. Next, click on the map to select a destination for the completed units.

You can check the Production Menu at any time, regardless of where you are on the map. You can therefore easily deploy reinforcements from anywhere on the map.

The units created will travel the shortest path to reach the chosen destination. Light units will automatically travel by road as they receive a substantial speed bonus. Heavy units will cut across the terrain to go directly to their destination.

Research

Units with a blue icon require advances in scientific research before they can be produced. Once the research has been completed, these units will be added to the list of units available in the Production menu.

Upgrading Units

Some units can be upgraded; this is indicated with a blue tab on the side of their icon in the Production Menu. On mouseover, the possible upgrades will be displayed next to the basic version of the unit. Click on the upgrade icon to start upgrading the unit.

The basic version of the unit will then be replaced in the Production Menu by the improved version.

UNITS

Unit Types

There are several types of units that require specific structures to produce them:

- Infantry and light reconnaissance units
- Artillery and anti-aircraft units
- Tanks and armoured reconnaissance
- Anti-tank guns
- Aircraft
- Prototypes

Each unit is more or less effective against other types of enemy units. You can see the strengths and weaknesses of a unit on its icon in the Production menu.

Selecting and Managing Units

Left-click to select a unit, then make a second left-click somewhere on the map to move the unit to that location. To select a group of units, click and hold the left mouse button and drag the cursor to include the units you want to select.

COMBAT

Selecting a Target

To begin combat, select a unit or group of units and then move the mouse cursor over an enemy target (unit or building) until the crosshairs and the "balance of power" appear. Right-click to give the unit or units the order to attack.

Range of Fire

When a combat unit is selected, you see its firing range as a blue circle. If you give an order to attack a unit beyond this distance, your unit will move in order to be within striking range.

The range of fire is affected by obstacles such as terrain features and buildings. Remember that what prevents you from firing on other units also protects your units from being targeted. You should therefore optimise the placement of your units in order to either improve their range or protect them from enemy fire.

Combat Reticule



When you select a unit or group of units and then target an enemy, a combat crosshair reticule appears and tells you if the balance of power is in your favour or not.

This power relationship is calculated automatically, taking into account the strength and number of units selected versus the power, strength and number of units targeted. It is a good indicator for predicting the likely outcome of an engagement.

Ambushing



You can place units in ambush in woods or in town squares where they are hidden from the enemy. Ambushes are triggered automatically when a target comes within range of a hidden unit. An ambushing unit receives a substantial damage

multiplier. When a unit is placed in a forest or in a town, it is hidden and has protective cover.

Unit Condition



When a unit sustains damage, it accumulates stress based on the power of the enemy's fire. Mechanised units under stress will catch fire and give off smoke.

Units suffering from too much stress will be routed and attempt to flee combat. These units flash, and an icon indicating defeat appears above them. You will temporarily lose control of them. A unit that flees a combat zone will lose its stress and return to its normal state after a short period of time. At this point the unit is once more under your control. If a unit that is under stress continues to take enemy fire, it will eventually be destroyed.

Air Strikes



To access the Air Strike menu, you must first build an airport and then produce aircraft. Note that one airport can handle up to eight aircraft, regardless of their type.

The Air Strike Menu allows you to control four different types of aircraft: Recon, fighters, fighter-bombers and bombers. Once the Air Strike menu is available, click once for each plane that you want to have attack and then select your target.

MULTIPLAYER

Requirements for Online Play

Your network must be configured to allow Steam and R.U.S.E. access to the following ports:

- UDP 27000 to 27030 inclusive
- TCP 27014 to 27050 inclusive
- UDP 4379 and 4380
- UDP 3478

Profile

Each player has a profile that shows progress and performance in the game (scores and achievements) via an experience system.

The player gains different amounts of experience for each of the following modes:

- **Global:** Campaign – Multiplayer – Battles – Operations (player matches)
- **Individual Championship:** One player against one player (ranked games)
- **Team Championship:** Two players against two players (ranked games)

At the end of each game, a statistics screen appears showing your performance, whatever experience gain you may have and your new level.

Championship

There are 2 separate championships in R.U.S.E.™ based on different modes of play:

Individual Championship: One player against one player

Team Championship: Two players against two players

Each championship in R.U.S.E.™ is based on a league system, and there are seven different leagues within each championship. These leagues are based on the experience and level of the player from ranked games only.

- Level 1–10: Recruit League
- Level 11–20: Training League
- Level 21–30: Veteran League
- Level 31–40: Bronze League
- Level 41–50: Silver League
- Level 51–60: Gold League
- Level 60+: Elite League

When you look for a ranked game, the matchmaking system will assign you an opponent and/or partner operating in the same league as you.

You will automatically move to a higher league if your level allows it.

Setting Up for Online Play

You can choose between 4 options to launch an online game.

Quick Match: The matchmaking system will search a game according to the game type and war mode you have chosen. If such a game is available, you will be automatically connected.

Host Game: You can choose to host a match and define match options such as the map, game type, war mode and time. Then you can either invite a friend to join the game or wait to have someone join the game through the matchmaking system.

Join Game: You can browse a list of hosted games and join any game with a slot available.

Ranked Game: Once the game type has been selected, the matchmaking system will search for an opponent operating in the same league as you. If found, it will automatically set up a game. All points earned in this match will increase your experience level.

NOTES

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TECHNICAL SUPPORT

If you experience difficulties playing your Ubisoft game, please first contact our 24-hour on-line solution centre at www.ubi.com/uk.

Our 24-hour automated telephone service is available on **0871 664 1000**.

The Live service option is available from 11am until 8pm, Mon-Fri (excluding bank holidays).

Please make sure you are in front of your pc when calling our support team to enable us to troubleshoot your query for you.

PC Game:

If you experience difficulties running your pc game please contact our support teams first. When calling us, please ensure you are in front of your pc with the game installed, to enable us to troubleshoot for you.

Alternatively, if contacting us by web-mail, please attach your operating system file (dxdiag) to your incident so that we may have your system specifications.

Finding your dxdiag file

Windows XP: To open your DirectX Diagnostic tool go to: Start Menu – Run. Type dxdiag in the window, select OK and save your information.

Windows Vista: enter the Start Menu, type dxdiag in the search bar to locate the file.

Faulty Game:

If you believe your game is faulty, please contact our support team before returning your product to the retailer. A discrepancy between your operating system and the required game specifications may result in errors during game-play, such as:

your screen returning to desktop or freezing, jerky graphics or error messages.

Damaged Game:

If your game is damaged when purchased, please return it to your retailer with a valid receipt.

If your receipt has expired and you are within the 90 day warranty period please contact the Ubisoft support team for verification.

Australian technical support

Technical Support Info Hotline 1902 262 102 (calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

Please note that we do not offer hints & tips at our technical support centre.

WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Address for returns:

Ubisoft, Chertsey Gate East, London Street, Chertsey, Surrey, United Kingdom, KT16 8AP

Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.

RUSE

NOTES

Extend your gaming experience with



- Collect Units as you play, across Ubisoft games
- Unlock additional in-game content
- Share content with your friends
- Get help to beat your games
- Access all downloadable content

directly from **your games**
or on **www.uplay.com**



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