

The background is a light blue map of the Middle East, showing major cities and geographical features. In the top right corner, there are three blue circular pins with white stars. In the bottom left corner, there are two red circular pins with white crosses.

# RUSE™

## Beta Guide

# Introduction

## What is R.U.S.E.?

R.U.S.E. is a real-time strategy game that lets you to relive the great battles of the Western Front 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 maneuvers and decisions.

The game also provides you with ruses of war that can change your perception 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.

# R.U.S.E. Beta Video Card Compatibility Settings

This beta version of R.U.S.E. does not have automatic hardware detection to provide ideal settings for your video card, so you will have to **manually adjust** them to get the best results.

Using the given **presets** is usually a good start, and should provide near optimal performance on most systems.

We have included some note at the bottom that might help you with more exotic.

Here are our suggestions:

Since we do not mention all possible video cards on this document, you can check out <http://www.videocardbenchmark.net/> to get an approximate score for your hardware. For each preset, we will refer to that score.

## PRESETS

### Use the max preset for :

cards with more than 1200 on the benchmark site

nvidia gtx ® 260

nvidia ® 5800 series

ATI ® 4870

SLI ® 8800 or crossfire 4850

### Use the mid preset for :

cards with more than 650 on the benchmark site

nvidia GTS ® 8800 320 MB

nvidia ® 9600

nvidia ® 7950

nvidia ® 7900

nvidia ® 7800 GS ®

ATI ® 4650M

ATI ® high 3xxx series

### Use the high preset for :

cards with more than 900 on the benchmark site

nvidia GTS ® /X 9800

nvidia GTS ® /X 8800

nvidia GTS ® 250

ATI ® 4850

ATI ® 4830

### Use the very low settings for :

cards with less than 500 on the benchmark site

nvidia ® 7600 and less

nvidia GT ® 100 series

onboard Intel ® devices

ATI ® x800

### Use the low settings for :

cards with more than 500 on the benchmark site

nvidia GT ® 220

ATI ® x1900

# NOTES

## **General note about graphic drivers:**

Graphic card vendors spend a lot of time making sure games run fine on their hardware. Driver updates often provide performance increase, and game-specific fixes.

Using up to date graphic drivers is almost always a good idea, and using drivers that are older than the games you play is generally a bad idea.

## **Note for SLI® /crossfire® users :**

To obtain the best benefits from these cards, choose you best preset, apply it, then choose the custom preset, proceed to the advanced settings and choose any water setting other than max, and make sure that the impostor render reduction is set to “no reduction” (100%). If you do not do that, you two GPUs will be forced to transfer data back and forth between themselves, causing severe performance penalties.

To enable nvidia SLI®, you will have to add a game profile in the nvidia ® control panel :

Manage 3D Settings->Program Settings->Add

Add “Ruse.exe”

In the GPU Multi-GPU performance mode, put “force alternate frame rendering 2”

## **Note on antialiasing settings :**

We have carefully chosen the antialiasing and anisotropic settings for the game. You can adjust the individual antialiasing of render targets in the advanced video options menu.

It is therefore NOT a good idea to override the antialiasing and anisotropic settings in the driver. You would get suboptimal performance or degraded image quality.

Note that fact is true for most modern games.

# NOTES

## **Note on flickering :**

If you see the textures flickering (most notable in the HQ when you zoom out most), it is advisable to reduce the texture quality in the advanced video settings to remove this artifact and substantially increase performance.

## **Note on ATI® /nvidia® hardware instancing :**

R.U.S.E. relies extensively on hardware instancing. We auto detect that setting, so we advise you not to leave it on auto mode. Do not force enable it on nvidia®, since it actually reduces the frame rate.

However, we have had some rare cases of severe image corruption on ATI® hardware. If setting hardware instancing to false/off solves it, please contact Ubisoft to report it.

# How to play the Beta

At this time, you can only play online multiplayer matches.

Choose the "ranked game" option to access the beta championship or "host game" to set up a match and invite your friend.

## " Ranked game" :

You can choose your faction by clicking on the faction icon next your nickname.

You can also choose game type (1v1 or 2v2).

Then click on "launch" button to find automatically an opponent with the same level as you.

The game will start automatically once an opponent has been found.

Factions and game modes availability depends on beta progress as new content will be added periodically.

You can track your ranking and statistics on the profile page in "myRuse" menu.

## " Host game " :

You can set up a match and choose:

- Map
- Game type
- Warmode
- Time limit

You can invite a steam friend to your lobby via the steam interface (shift + tab by default).

Such games are not ranked and the outcome will not affect your ranking.

Thank you for playing and enjoy the game.

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# Game modes available in the beta

## MULTIPLAYER:

This mode lets you battle other players online.

## MY RUSE:

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

## VICTORY CONDITIONS:

in the beta modes, you win by having the most points when the time limit for the 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. 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.

# 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.

## SUPPLY COUNTER

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

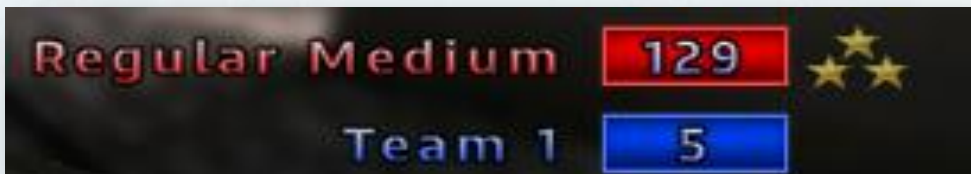
## PRODUCTION MENU

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



## 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 affect 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 on 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 markers while armored units such as tanks are represented by large markers.



You will not be able to detect camouflaged units in the forest 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.

Each recon unit has a radius of detection that is shown with a white line. Terrain obstacles and buildings affect these lines of sight.



# Camera and zoom

## MOVING ON THE BATTLEFIELD

Use the WASD keys to move the camera along the ground.

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

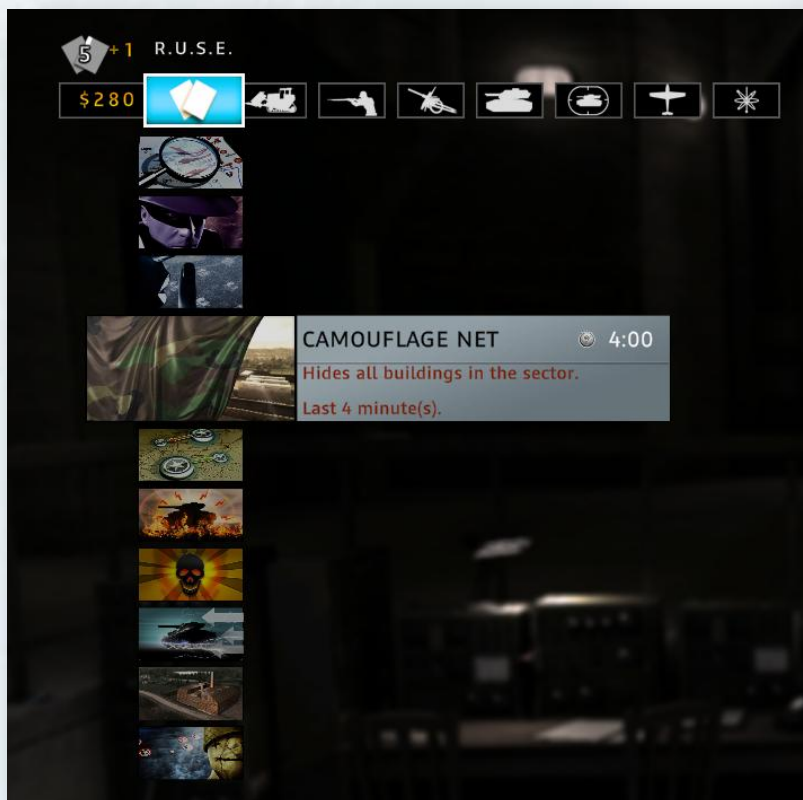
## USING THE ZOOM

Using the central mouse wheel to zoom in / zoom out at the location of the cursor.



# Ruses

## List of ruses



**Decoy Building:** This ruse automatically creates dummy buildings. Dummy construction trucks will leave your headquarters and move to these fake construction sites. If the enemy tries to capture a decoy building, the attacking infantry is destroyed by booby-traps once it enters the building.



Radio Silence: This ruse allows you to conceal your unit markers from the enemy's intelligence services. Ground recon is the only way to counter this deception. A recon unit within its 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.



Decryption: This ruse allows you to see all the 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 markers. Warning: Spy will not detect and identify enemy units waiting in ambush!



Decoy Army: This ruse creates five decoy units that will deploy in the chosen sector from the closest construction site. You can then manually move the decoys where you want. Only the destruction of a decoy allows the enemy to discover its true nature.



Reversed Intel: This ruse reverses the representation of markers and their corresponding units. Light units that are usually represented by small markers will be perceived as big markers 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 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.

Zooming in on identified enemy units will allow you to see in the same way 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.



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 given by a ruse.

## COMBINING RUSES

You can combine a maximum of two ruses in a given sector in order to accumulate 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

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Only one resource is used in the game: Supplies

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

## 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. These trucks can be destroyed during the journey by the enemy, however, 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.

Each faction has its own characteristics in terms of units available. For example the English 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 barrack in the category "Infantry".

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 blue.

Note that the building must be located along a 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 canceled, the construction truck automatically returns to your nearest headquarters and the Supplies used to purchase it will be 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. Click on the blue tab to view the possible upgrades then click again on the icon to start upgrading. 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 armored reconnaissance
- Antitank 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

Right click to select a unit, then make a second right-click somewhere on the map to move the unit to that location. To select a group of units, click and hold the right 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. Another right click gives 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 optimize the placement of your units in order to either improve their range or protect them from enemy fire.

## COMBAT RETICLE

When you select a unit or group of units and then target an enemy, a combat crosshair reticle appears and tells you if the balance of power is in your favor 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 the 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. Mechanized 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 only 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

## PROFILE

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

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

## Conclusion

We hope that you found in this manual the information you needed to start playing the beta version of R.U.S.E. More content (game modes, factions, maps...) will be implement in the coming days to let you experiment a glimpse of what the final game will be, so stay tuned !!