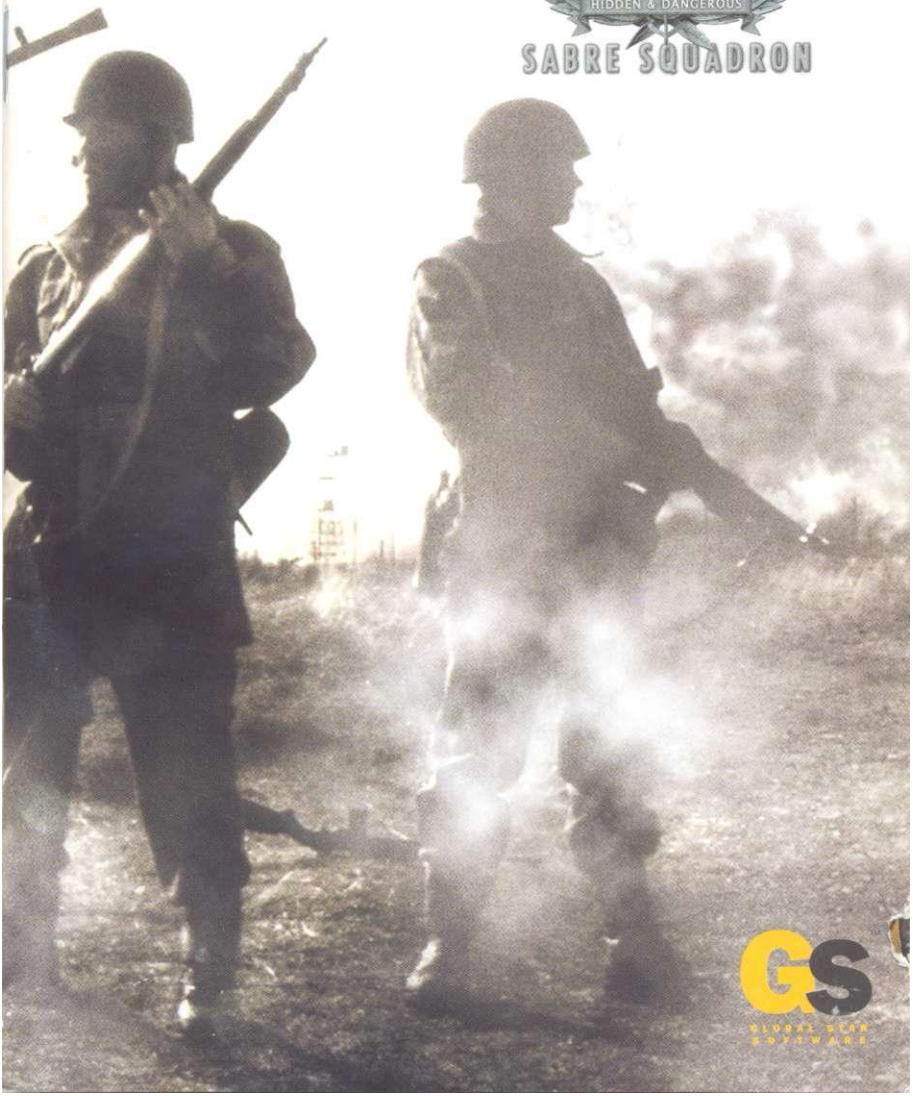
INSTRUCTION MANUAL

OFFICIAL MISSION PACK

HIDDEN & DANGEROUS

SABRE SQUADRON



GLOBAL STAR SOFTWARE

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Single Player

Hidden & Dangerous 2: Sabre Squadron adds nine new missions split over four campaigns to the existing missions in Hidden & Dangerous 2.

To run the game, select the shortcut to Hidden & Dangerous 2 Sabre Squadron from the Windows Start Menu or double click the desktop shortcut to the game.

NOTE: You must have the original Hidden & Dangerous 2 DISC1 CD in the CD/DVD ROM drive of the PC in order for the game to run.

To play these campaigns, select the Single Player option from the main menu and you will be presented with the new Single Player menu screen.

From here you can select to play the original campaigns or the Sabre Squadron campaigns. The Sabre Squadron campaigns can also be played in Lone Wolf and Carnage modes.

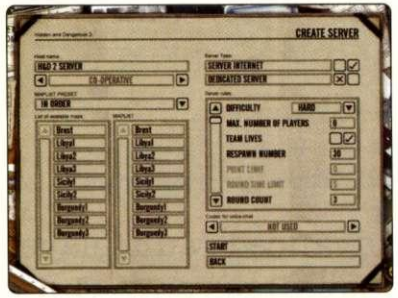
As with the original game, missions that have been completed in either Hidden & Dangerous 2 or Hidden & Dangerous 2 Sabre Squadron will be available to replay again at any time.

Select either Single Mission or Single Mission – Carnage to display a list of those missions that can be replayed.

Multiplayer

Hidden & Dangerous 2: Sabre Squadron contains 3 new maps for the Deathmatch and Occupation modes and 2 new maps for the Objectives mode in Multiplayer.

In addition, all of the nine single player campaign missions can be played cooperatively over a LAN or the Internet with a maximum of six people per team.



To set up a cooperative game, select the maps and the order in which you'd like to play them by double clicking their names. They will be put into your MAPLIST.

There are four additional options that can be configured:

- Difficulty – Select the level of difficulty for the missions.
- Team Lives – If this is selected all of the players will share a pool of lives and, once depleted, the mission will fail.
- Lives – The number of lives that each player or team has to use during the mission.
- Allow Crosshair – The crosshair can be disabled for even more realism.

NOTE: Always be alert and work as a team in order to be victorious.

Hidden & Dangerous 2 and FIREWALLS for Multiplayer Games.

If you wish to play multiplayer games over the Internet and are behind a firewall such as Windows XP Firewall or a firewall on a router please ensure you have opened the following ports:

UDP PORT 11001
UDP PORT 11002
UDP PORT 11003
UDP PORT 11004

Please refer to the firewall or operating system documentation or help files for instructions.

Advanced Multiplayer Quick Reference Guide

Hidden & Dangerous 2 can be run from the DOS command line and from the games dedicated console command window. Examples of command line execution are: (Note, do not included the " " symbols when entering commands).

"hd2.exe –c"

Activates the H&D 2 command console window. Alternatively, double click the HD2DS_SabreSquadron.exe file in the root of where the game was installed.

"hd2.exe –cmd –exec runserver.txt"

Activates the H&D 2 command console and executes commands from the file runserver.txt (or any text file containing H&D 2 commands).

"hd2.exe -cmd -sessionname testgame -style deathmatch -mapname normandy3 -dedicated 1 –server"

Activates the application and executes the game settings specified (see table on pages 14-16).

NOTE: The syntax the game uses is "hd2.exe -cmd [-command parameter] [-command parameter]".

The Exec Command

The exec command can be used for executing game settings contained in a text file, which is quicker than manually typing them into a command line each time.

Assume that you have created two text files in the root of where you installed Hidden & Dangerous 2:

serveroccupation.txt

With the content:
sessionname testserver
style occupation
mapname normandy3
mapname africa2
domain internet
dedicated 1
server

serverobjectives.txt

With the content:
sessionname testserver
style objectives
mapname africa3
mapname normandy1
domain internet
dedicated 1
server

NOTE: When entering the list of commands there has to be an empty line below the last command. In this case that means pressing enter after typing "server".

There are two ways to create the server using either file.

Open the multiplayer dedicated multiplayer console window by typing "hd2.exe –c" in the DOS command line.

Then type "exec serverobjectives.txt" or "exec serveroccupation.txt" to start the preferred game server.

Alternatively, execute the batch file without opening the dedicated multiplayer console window by typing "hd2.exe –cmd -exec serverobjectives.txt" into the command line.

NOTE: After running "hd2.exe –c" to open the dedicated multiplayer console or double clicking the HD2DS_SabreSquadron.exe, use the "listmaps" command to display the name of the multiplayer maps in the form that must be typed when entering commands or creating a file containing a list of commands (see table on pages 14-16).

Parameter	Comment	Variables	Example
maxclients	Sets the maximum number of players that can be in a game.	integral number	maxclients 10
pointlimit	Sets the point limit for ending each round.	integral number	pointlimit 30
roundlimit	Sets the time limit for ending each round [in minutes].	integral number	roundlimit 5
roundcount	Sets the number of rounds before loading the next map.	integral number	roundcount 3
warmup	Sets the warmup time [in seconds].	integral number	warmup 10
respawntime	Sets the time limit for respawn [in seconds]. The countdown in deathmatch mode is individual. In other modes, players are respawned in batches.	integral number	respawntime 10
allowrespawn	This command will allow respawning.	0 - not allowed, 1 -allowed	allowrespawn 1
friendlyfire	Sets whether team- killing is on or off.	0 - not allowed, 1 -allowed	friendlyfire 0
autoteambalance	Sets automatic teambalance.	0 - not allowed, 1 -allowed	autoteambalance 1
spawnprotection	Sets the time limit in which the newly respawned player is invulnerable but cannot shoot.	integral number	spawnprotection 5
3rdpersonview	Sets whether 3rd person view is on or off.	0 - not allowed, 1 -allowed	3rdpersionview 1
inversedamage	Sets the amount of injury caused to the player when a team member is shot [in percent].	integral number	inversdamage 200
fallingdmg	Sets whether falling causes injury.	0 - not allowed, 1 -allowed	fallingdmg 1
allowvehicles	Sets whether vehicles can be used on a map.	0 - not allowed, 1 -allowed	allowvehicles 1
maxping	Sets maximum ping allowed on server.	integral number	maxping 300

Parameter	Comment	Variables	Example
autorestart	Automatically restarts server if it crashes.	0 - not allowed, 1 -allowed	autorestart 1
maxfreq	Dedicated servers internal maximum frequency.	integral number	maxfreq 50
voicechat	This command will create a server with voice chat support.	0 - not allowed, 1 -allowed	voicechat 0
mapname	This command will add selected maps to the maplist. In order to be successfully added, the map has to be created in the specified gamestyle.	name of the file directory in which the map is located	mapname normandy3_mp_zone
style	This command will define the gamestyle. It has to be set before adding maps to the maplist.	deathmatch or occupation or objectives	style deathmatch
domain	Sets either internet or LAN game.	local or internet	domain internet
sessionname	Sets the name of the game.	string	sessionname TestGame
help	This command will list all commands		help
exec	This command will execute a batch file with a list of commands.	file name string	exec runserver.txt
server	Creates a game server.		server
dedicated	Sets the server as dedicated. Note: Dedicated servers can only host a game, it is not possible to play on them.	0 - not allowed, 1 - allowed	dedicated 1
join	Connects the computer to the specified game server.	server IP address string	join 198.235.12.65
password	Sets the password that is required to join the game	string	password hd2
adminpass	Set the administrator password.	string	adminpass hd2admin
adminlogin	Login as admin to the server.	string	adminlogin hd2admin
svcmd	Remote execution of the command on the server.	string	svcmd nextmap

In addition, commands can also be given during multiplayer games by using the in-game console. You can access the console by pressing the tilda (~) key next to the 1 on the keyboard. Press the ENTER key after entering the command to activate.

Parameter	Comment	Variables	Example
listmaps	This will display a list of all of the available map names.		listmaps
say	Send a message to all players in the game.	string	say hello
sayteam	Send a message to players on your team only.	string	sayteam hi
asay	Send a message to all players in the game from the administrator.	string	server restarting
vote	This command will initialize a vote. It is possible to vote for variable game settings.	name of command followed by its variable parameter	vote roundcount 10
voteyes	This command will express a positive vote [YES].		voteyes
listplayers	This command will list all players connected to the server, including their reference numbers.		listplayers
kickplayer	This command will kick a player from the game.	player name string or his index	kickplayer 10
nextmap	This command will start a new round with the next map in the list		nextmap
removemap	This command will remove map from your current mapselection list	string	removemap sicily2
restart	This command will reinitialize the actual round.		restart
port	This command will set the communication port; the specified port and the port with the number +1 will be used. Note: The protocol is UDP/IP	integral number	port 12000 (that means 12000 and 12001 will be used)
quit	This command will terminate the console of a dedicated server.		quit

Voting

Voting can be initiated by the server or by clients; the following settings can be voted on:

restart
nextmap
kickplayer

Voting consists of "vote" + "command" + "parameters", for example: vote respawntime 10

After this has been typed "respawntime 10 – voting initialised" will be displayed on all machines and players have 15 seconds to type "voteyes" if they agree. If more than half of the players vote YES the changes will be made on the server.

Only one voting session can take place at any one time, so until the 15 seconds have elapsed for voting on "respawntime 10" a new vote cannot be started.

NOTE: Should the game be updated in the future, always read the README contained in the update for further multiplayer commands or changes.

Using The Tactical Map

The tactical map is an incredible asset to those players who wish to play Hidden & Dangerous 2 more strategically without controlling their squad members directly.

The most common reasons for making use of the tactical map interface for controlling your squad:

- To survey the battlefield and plan strategies.
- To pause the action when unexpected events occur and adjust your strategy accordingly.
- To move your squad over long distances and establish offensive or defensive positions.
- To Issue a complex series of commands.
- To precisely coordinate and execute ambushes using the signal 1 and 2 commands.
- To spot enemy positions within your line of sight.

Please refer to the Tactical Squad Management section of the Hidden & Dangerous 2 manual for a complete description of the controls and icon functions.

Below is a an example of the how the tactical map can be used:

Figure 1:

After starting a mission press SPACE (default) to pause the game and go into the tactical map mode. From here you have complete freedom to view the mission area and start to plan out your strategy according to the mission objectives.

NOTE: Enemy units will only appear on the map if they are within any of your soldier's line of sight.

In the example below you can see that by navigating the map, five key elements have been noted.

1. A hilltop PAK40 cannon has been located.
2. A German sniper has been spotted.
3. Explosives that have been primed to explode have been located.
4. A manned allied machine gun emplacement to provide cover for your squad.
5. The members of your four-man squad at the start of the mission.

Figure 1:

Figure 2:

After establishing the lay of the land you should then issue orders to each member of your squad by adjusting his status with the command icons and then right clicking in the environment to set his waypoints.

Any order or soldier's status can be changed at any time by clicking on the waypoint and changing the commands.

After setting all of the commands you can either press SPACE to return to the game or click the stopwatch command icon to switch to real time and watch the action play out in the tactical map interface. You will also still retain control of the camera and will be able to move it freely to watch your battlefield strategy unfold.

In this example you can see:

1. I've chosen to move my sniper to support an allied soldier and then moved the camera nearer to an enemy sniper, clicked on him with the right mouse button and selected "kill". The sniper will move to this position and carry out this order.
2. I've ordered a second soldier to man the cannon by right clicking it and selecting "use" to set the waypoint.
3. Here a waypoint has been set to move my soldier forward and end up behind cover.
4. Finally, by switching to real time I can watch my squad carry out their orders.

Figure 2:

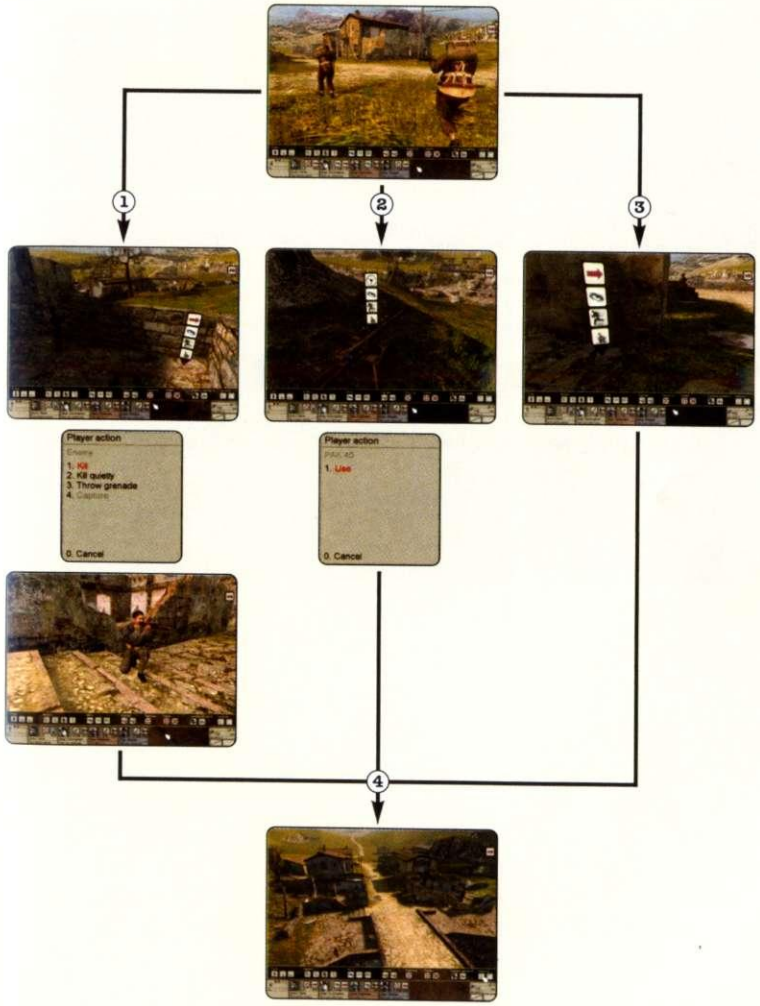


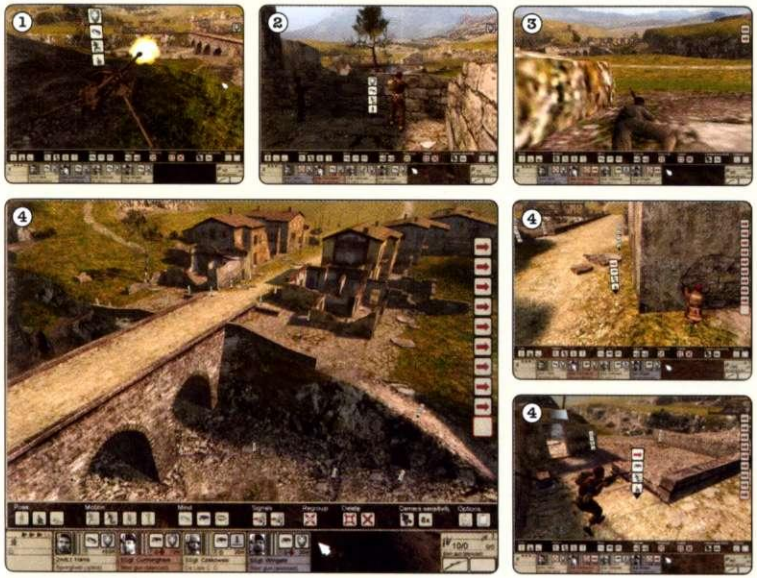
Figure 3:

Now that I have established defensive positions by manning the cannon and positioning the sniper for support, the remaining members of my squad can now be issued orders to move forward to engage the enemy and concentrate on completing the mission objectives.

Remember that enemies will only be visible to you if they are within one of your team member's line of sight. Therefore, place troops armed with weapons that have sights in good locations and take advantage of high ground.

1. The manned cannon providing artillery support.
2. A sniper in position to cover the battlefield and act as a spotter.
3. Remember that if your soldier sees an enemy in his sights he will be visible to you in the tactical map.
4. By setting up to ten commands the other members of the squad are ordered to advance whilst staying close to cover and adopting a defensive status so that they will only engage the enemy if they themselves come under fire so that they get to the final waypoint as quickly and safely as possible. Here, ten different commands are set up.

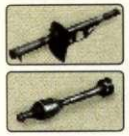
Figure 3:



Appendix

Weapons

RPzB 43



Country..... Germany
Weight..... 13,1kg
Caliber..... 8,8cm
Shot speed ..... N/A

Date..... 1943
Range 20m
Magazine..... 1
Type..... Heavy Weapon

MAS Mle.1936

Country..... France
Weight..... 3,75kg
Caliber..... 7,5mm
Shot speed 747m/s

Date..... 1936
Range 500yards
Magazine..... 5
Type..... Rifle

Gewehr 43

Country..... Germany
Weight..... 4,4kg
Caliber..... 7,92mm
Shot speed 776m/s

Date..... 1943
Range 500yards
Magazine..... 10
Type..... Rifle

Parabellum silencer

Country..... Germany
Weight..... 1005g
Caliber..... 9mm
Shot speed 351m/s

Date..... 1906
Range ..... 50-55 yards
Magazine..... 8
Type..... Pistol

Flare Gun

Country..... England
Weight..... 950g
Caliber..... N/A
Shot speed..... N/A

Date..... 1936
Range ..... 300 yards
Magazine..... 1
Type..... Pistol

PAK40 Cannon

Homing Device Equipment

Code Tables

Uniforms

Guerrilla Fighter 1

Guerrilla Fighter 2

French Resistance Fighter 1

French Resistance Fighter 2

Italian Soldier

Italian Helmet

Italian Officer

Italian Officers Cap

German Soldier

Civilian Clothes

Turban

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Technical Support

Every effort has been made to make our products as compatible with current hardware as possible. However if you are experiencing problems with running of one of our titles you may contact our Technical Support staff in one of several ways:

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, we will need to know as much information about your computer and the problem as possible. If you cannot provide the information in the checklist below, then please contact your computer manufacturers technical support department before contacting Take 2 Interactive, otherwise we will be unable to solve your problem.

The information that we will require is as follows:

Contact Details

- Your name
- e-mail address, daytime telephone number or postal address
- If you are from outside the UK, please specify which country you are contacting us from and which language version of the game you are playing.

System Details

- PC Brand Name and model
- Processor speed and manufacturer
- CD-ROM Drive speed and manufacturer
- Total amount of system RAM
- The make and model of your Video Card / 3D Accelerator together with amount of Video RAM
- The make and model of your Sound Card
- Mouse and driver information
- Version of DirectX installed on your system

A very useful feature of DirectX is "DXDIAG", the DirectX Diagnostic Tool. It will show you a lot of information about your hardware as well as provide detailed information about your hardware to Take2 Support.

- Click the Start Button on the Task Bar
- Select Run
- Type DXDIAG and press OK.
- A new window will be displayed called "DirectX Diagnostic Tool." It may take a few minutes for DXDIAG to gather information from your computer, so be patient.

Please describe the circumstances, including any error messages, of your problem as clearly as possible.

NOTE : PLEASE DO NOT CONTACT TAKE 2'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS. They are neither permitted nor qualified to supply such information.

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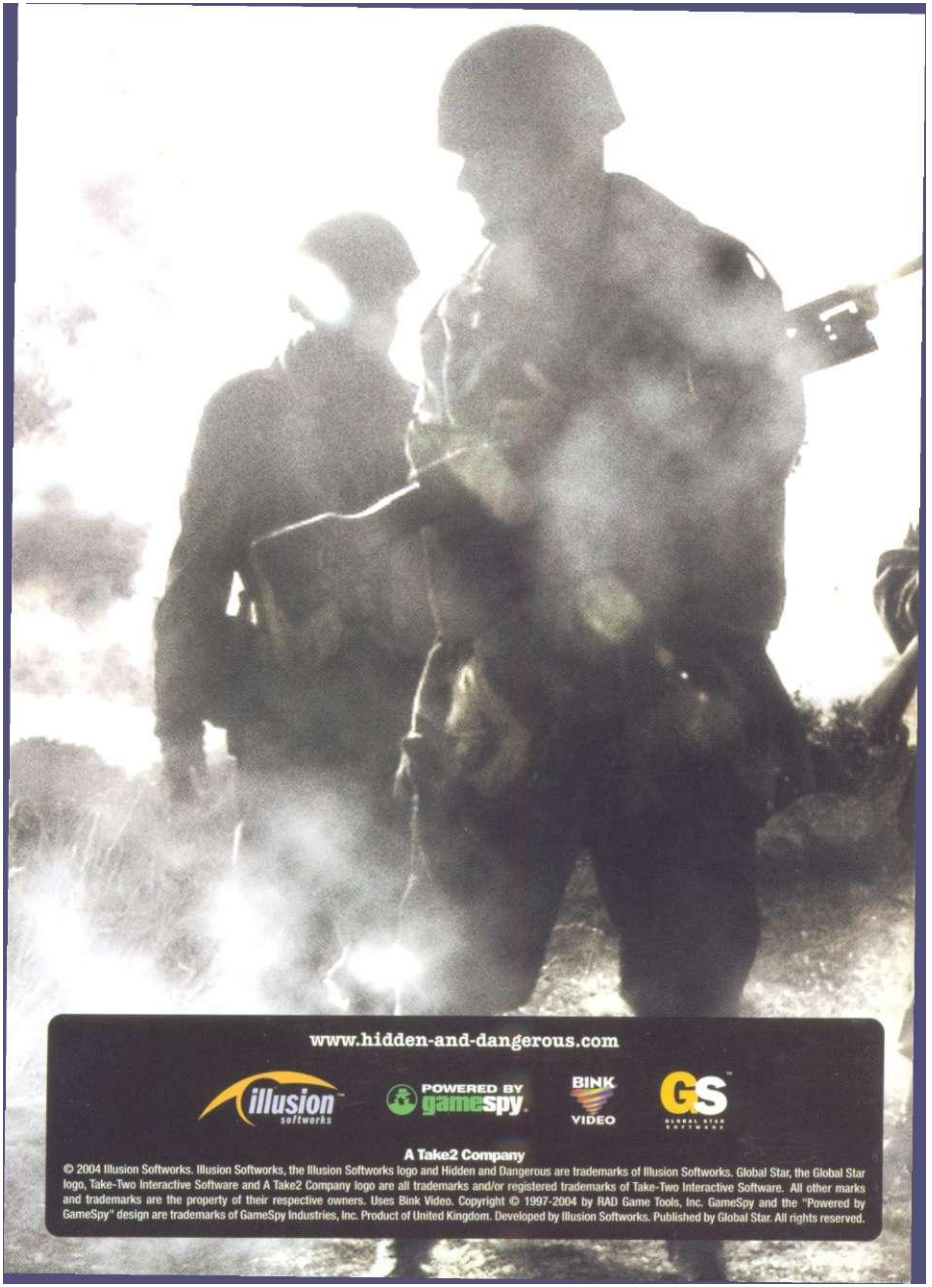

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