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GETTING STARTED

GETTING STARTED

START-UP AND OPTIONS MENU
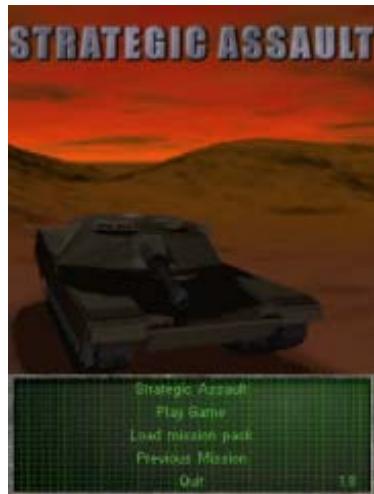
Upon starting Strategic Assault you will be presented with the main title screen providing you with the following options:

PLAY GAME

Starts the game from the last mission you have reached

LOAD MISSION PACK

Allows you to play the Forest Fire expansion pack missions.

PREVIOUS MISSION

Allows you to go back and replay any previously completed missions

Quit

Select to exit Strategic Assault

CONTROLLING THE GAME

OVERVIEW

You will be assigned a series of increasingly tougher missions against the enemy forces. To defeat the enemy you will need to build up a powerful army and destroy all enemy structures within the level. Building military units requires resources, which are obtained by capturing strategic buildings. Strategic buildings send a steady stream of resources to their owner, so to complete missions it is vital to capture strategic buildings for yourself, and deny them to the enemy.

BRIEFING SCREEN

Before each mission you will be presented with a satellite reconnaissance image of the field of operations. Your Base is marked in green, strategic buildings are in yellow and the enemy base in red. When you are ready to start the mission tap the screen to continue.


Briefing screen

IN-GAME DISPLAY

The in-game display is split into two parts, the main display showing part of the battlefield zoomed in, and the control panel underneath (covered in detail later on). You can move the display around and view different areas of the battlefield in three ways; with the directional pad on your pocket pc to move a small amount,

with the arrow buttons on the radar panel to move half a screen, and by tapping on the radar map to jump to that point.
(**Note**: In the Symbian UIQ version you can only use the latter two methods for viewing different parts of the map)

Main Display

Control Panel

Radar map   Arrow Buttons
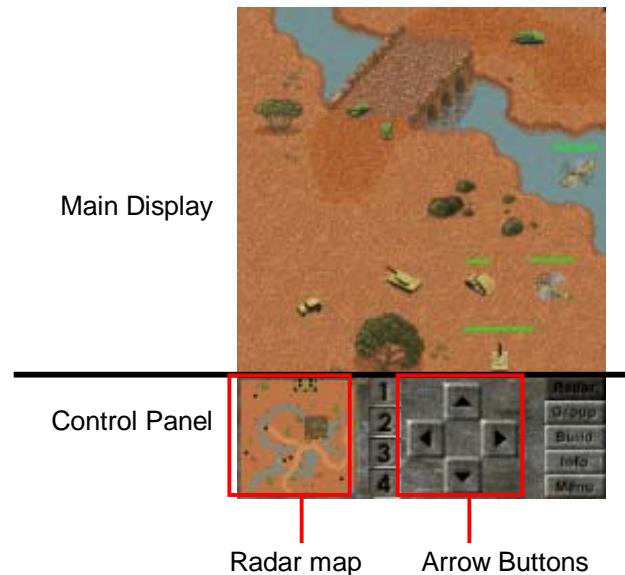
SELECTING AND MOVING YOUR UNITS

Selecting a unit is done by tapping it with the stylus or you can select multiple units by pressing the stylus down and dragging across the area of the display in which the units are located (note: all units within the darkened 'selection box' will be selected). Tap anywhere in the display to send your selected units to that point. Tapping on an enemy unit or building tells the units to attack. Tapping on a strategic building tells the units to go to that building. To deselect your units tap on another unit or building, or use the drag select method over an empty area of the map.
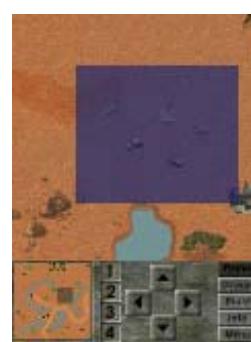
Units unselected   Selection box   Units selected

CONTROL PANEL

The control panel has five separate modes: Radar, Group, Build, Info and Menu. You can switch between any of these by tapping on the relevant selection button on the right of the control panel.

Radar

The radar displays a zoomed out view of the whole map, your units appear as yellow dots, enemy units appear as green dots, strategic buildings and bases appear as black squares. You can tap on the radar to move the main display to that point. The arrow buttons scroll the main display quickly in the direction of the arrow. The numeric group buttons allow you to quickly select unit groups (see description of group panel for more information)

Radar Panel
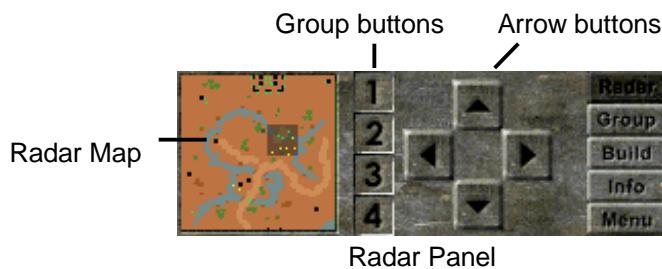
Group

You can assign units to groups so you can switch between them quickly, this is ideal for coordinating your attacks. You can have four groups of up to eight units. To add units to a group select them in the main display and tap the plus button in on of the group rows. The units in the group will be displayed on the panel, tap on the thumbnail images to highlight them. You can now remove units from the group by tapping on the minus button or transfer them to a different group by tapping on that group's plus button. You can select the units in the group by tapping on the numeric button for that group.

Group Panel
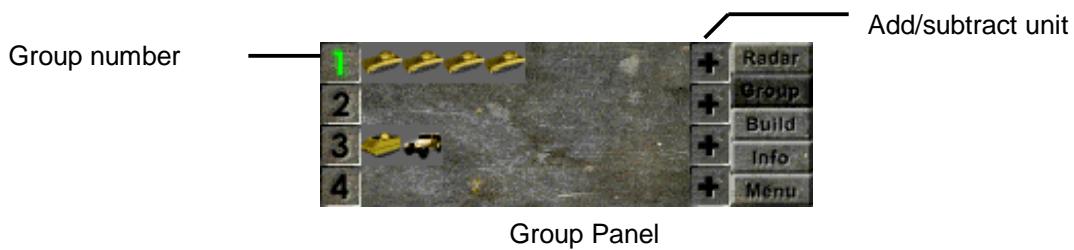
Build

The build panel allows you to construct units or buildings. The available buildings/units are displayed in the three boxes in the centre of the panel; the arrows on the left and right of the boxes allow you to scroll through the list of available buildings/units. Tap on the box to display more information about that item, tap the box a second time to build that item, or press the 'build' button above. Units are automatically built near the factory that manufactures them. Buildings must be placed on the display, tap where you want to build it (bear in mind that it must be close to your construction yard). Building things requires resources. Advanced and naval units can only be built by Heavy factory and Docks respectively

Available resources ———————————— Build

Information ————

Info

This gives information about the currently selected unit or building (including enemy structures and units).

Menu

The game will be paused when the menu is shown. The options available are:

Sound (on/music/effects/off)
Tap to cycle between all sounds on, music only, sound effects only, and all sounds off.

Difficulty (Normal/Easy)
Tap to adjust the difficulty level

Help
Access the game's help file

Hide
Hides the game

Quit
Exits the mission and returns you to the title screen

BUILDINGS

Construction Yard

The central command post of your base, allows you to construct new buildings and factories. If your construction yard is destroyed you will be unable to rebuild it or any new buildings.

Light factory

Basic vehicle assembly center, allows you to construct the Light units (Jeep, APC, Light tank)

Cost 500

Heavy Factory

Allows you to construct advanced units (Medium + Heavy Tanks, MLRS, Helicopter)

Cost 1200

Docks

Build in order to construct naval and amphibious units (Hovercraft and Gunboat). Docks can only be built in water

Cost 1000

Walls

You can defend your base and factories by building walls around them. Walls can be destroyed but they can take a lot of damage before they finally crumble.

Cost 50

Plasma Tower

Advanced static defensive towers that fire highly damaging plasma bolts at enemies from long range. Must be built next to a wall section

Cost 450

Strategic Building

These supply the vital resources you need to maintain your military campaign. They cannot be destroyed, only captured.

UNIT TYPES

Jeep

Nominally a reconnaissance vehicle, the jeep is fast and maneuverable, allowing it to scout out areas of the map and take strategic buildings early; however in combat it will stand no chance against heavier units and tanks

Cost 150

APC

Not really equipped for offensives, though it is sufficiently armored to hold out on it's own against lighter units making it a better defense/support unit

Cost 250

Light Tank

Fast and reasonably armored the light tank can deal moderate damage and outrun any heavier opponents.

Cost 400

Medium Tank

This all purpose battle tank is a much more powerful unit than its lighter cousin and as a result requires a heavy factory to manufacture. Its 60mm cannon can deal heavy damage to anything that comes across its path and it is adequately armored.

Cost 650

Heavy Tank

The heavy tank has devastating firepower and plate armor thick enough to withstand some serious punishment before it gives out, however the tremendous weight of this tank restricts its speed

Cost 1000

Multiple Launch Rocket System (MLRS)

The latest in high-tech battlefield artillery, the MLRS can deliver high explosive warheads over massive distances, however the unit itself is weakly armored and the rockets have a minimum range that can leave the MLRS vulnerable to attack at close quarters.

Cost 550

Hovercraft

The hovercraft can travel on water as well as land making it perfect for amphibious assaults, however it is not heavily armored.

Cost 350

Gun boat

The mainstay of your navy. The gunboat packs quite a punch.

Cost 500

Helicopter

Being the only airborne unit the helicopter can traverse all landscape types incredibly quickly making them ideal for rapid response missions.
Cost 500

CREDITS & THANKS

Programming

Simon Jacobs

Graphics

David Evans

Music

Ben Larah

Thanks to

Matt Jacobs

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