

BEFEHLSHABER DER UNTERSEEBOOTE AUFTRAG 39-077

11 März 1940

Neuausgabe: 1.01

# U-Boot Innenkommunikationen Handbüch

*Eingeschränkt –  
Nur für Gebrauch durch  
das U-Bootwaffe*

## Forward

This manual is for use with SHSpeech software, a freeware modification for use with "Silent Hunter III" PC game produced by Ubi-Soft. This manual is copyrighted by Tom "Tomcattwo" Stevenson, Montclair, Virginia, 17 February 2008. It may not be redistributed without permission from the author. Players are authorized to make electronic or printed copies for their personal use. Under no circumstances is this manual or the accompanying software to be uploaded to any "pay for use" or "pay for download" website - this manual and the accompanying software is provided free for players of Silent Hunter III and is distributed under the [Creative Common License](#). We hope you enjoy using it for greater immersion in your Silent Hunter III games.

A great note of thanks should be extended to UbiSoft for producing such an excellent simulation, and also to the hundreds of modders who have taken a very good sim and made it even more outstanding and immersive. The amount of time it takes to do a good mod is not small at all, and modders invest their time for free just to make your SH3 experience even more immersive and fun. Also a note of thanks should be extended to SUBSIM.com and other websites that further the communication between SH3 and SH4 players around the world that enables all of us to have an even better simulation experience than we ever could have imagined. Thanks to all who contribute to making great games absolutely mind-blowing.

In particular I would like to thank Erik Knepfler, creator of the original SH4Speech code, which allows for much greater flexibility in using voice recognition in games, particularly the Silent Hunter series. Erik's coding work is fantastic, and he has been very gracious in allowing complete access to his code work to all of us. Erik was very responsive to requests for minor code adjustments to suit conversion of the code for use with SH3. Thanks also to Bill Jarrell for beta testing, and to "Jaeger" for updated German translations for maritime commands.

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## Introduction

This manual is for use with SH3Speech voice recognition software when playing Silent Hunter III (SH3) by UbiSoft. The SHSpeech program and accompanying files allow you to "communicate" with your SH3 U-Boat crew by speaking into a microphone connected to your PC. The program uses Microsoft's Speech Recognition Application 5.1 (SAPI 5.1), available free for download: <http://www.microsoft.com/downloads/details.aspx?FamilyID=5e86ec97-40a7-453f-b0ee-6583171b4530&DisplayLang=en>. SAPI 5.1 must be installed and you must "train" the SAPI to understand your voice intonations and inflections. This takes about a half an hour or so. Complete instructions on setting up SAPI 5.1 are included in the MS download and in the SHSpeech Readme documentation.

Once you have set up SAPI 5.1 and installed SH3Speech, including installing the commands\_en.cfg and commands\_de.cfg files into your SH3 game via JonesSoft Generic Mod Enabler (JSGME), you will be able to communicate orders to your U-Boat crew using SH3Speech. This handbook is provided to show you what orders the speech recognizer software will recognize and act upon in your SH3 game. There are literally over 5000 phrases the game will act upon, using SH3 "stock" with Patch 1.4b, SH3 with GWX 2 or OLC GUI 1.2.3 installed on GWX 2. You can even easily modify the appropriate voice\_command.csv files located in the SH3Speech\csv files\SH3\_GWX or SH3Speech\csv files\SH3\_OLC folders to add new voice commands that you prefer to use. Many voice commands can be given in either English or in German (though the SAPI is set up to understand English phonetics and pronunciations rather than German). When adding new voice commands in German, you should put them in phonetically rather than with correct German spelling so that the SAPI will properly interpret them. Detailed instructions for adding additional voice commands are included in the SH4 and SH3readme materials for SH3Speech.

In order for any U-Boat commander (Kapitän-Leutnant or Kaleun) or Officer to be successful, he must be able to properly communicate his orders and desires to his crew. The crew must understand the order and must properly communicate to the ordering Officer that they have heard and understand the order, and then report to the ordering Officer when the order has been carried out. Only in this way can the crew operate the boat safely and correctly to properly carry out the mission. These communications are critical! Proper communications can often mean the difference between life and death for the entire crew and between success and failure in carrying out the mission. The following pages will tell you all of the orders your SH3 crew will understand so that you can lead them to victory! Learn them, use them, and bring victory to the Fatherland! Glück auf, Herr Kaleun!

## Recommendations

SH3Speech will allow you to have your microphone be an "open" mike which is basically listening all the time for your commands or a "press to talk" mike where you must press and hold a keyboard key for the mike to transmit the order to SH3Speech. The open mike will pick up any sound around you and may result in some orders being "misinterpreted", often at the most inopportune moment. For this reason I STRONGLY recommend that you use the "press to talk" method. SH3Speech for SH3 defaults to "press to talk" with the ` / ~ (apostrophe / tilde) key being the key that is pressed to talk. This is convenient for right-handed players since it allows you to press the key with your left hand while manipulating the mouse with your right hand. The SH3Speech readme information will tell you how to change this key or change to "open mike" mode if you so desire. Note that you may have to reprogram the `commands_en.cfg` or `commands_de.cfg` files if you change the key used for "press to talk" mode. This can be easily accomplished by using SetKey to change the keypress command within SH3 so that your "press to talk" key will not be sending unwanted commands to SH3. You can get SetKey here: [http://www.subsim.com/subsim\\_files/patches2005\\_sh3.html](http://www.subsim.com/subsim_files/patches2005_sh3.html)

## Loading Order

The order in which you install `commands_en.cfg` into your SH3 game using JSGME is important! `Commands_en.cfg` (`commands_de.cfg` for German) is the file that is used to tell SH3 what keypresses are associated with what commands within the game, so it's important that if you are using SH3Speech, you must be using SH3Speech's version of `commands_en.cfg` or `commands_de.cfg`. If you are using "stock" SH3 with patch 1.4b or GWX, be aware that SH3Speech's `commands_en.cfg` and `commands_de.cfg` files will "overwrite" those files in GWX if you have "Integrated Orders" mod installed. We recommend you uninstall "Integrated Orders" mod from GWX 2 using JSGME BEFORE installing SH3Speech's files using JSGME. Similarly, if you are using OLC GUI installed on GWX 2, make sure you install OLC GUI using JSGME BEFORE you install the SH3Speech's files using JSGME. If you intend to uninstall OLC GUI for some reason, uninstall SH3Speech's files FIRST using JSGME, THEN uninstall OLC GUI. Basically, you want SH3Speech's `commands_en.cfg` and `commands_de.cfg` to be the last mod files you install and the first mod files you uninstall.

After you have installed OLC GUI using JSGME, and you are installing SH3Speech's files using JSGME, JSGME will give you a warning that SH3Speech's files may interfere with OLC GUI's files. This is OK and is expected. Tell it to install SH3Speech's files anyway. Uninstall SH3Speech's files before uninstalling OLC GUI if you intend to uninstall OLC GUI.

## Starting the Game

This command is CRITICAL when you first start your SH3 game. Without it, SHSpeech will not know the "starting configuration" of your boat and errors may result.

### WARNING!

If you are running "Stock" SH3 or GWX 2, as soon as your scenario has started, give this command:

"Reset dials"

This tells SHSpeech that the "normal dials" are on top.

OLC users do not need to give this command since their dials are all up when the Dials popup panel is open.

#### What do I do if my dials get "out of sync"?

Try not to use manual mousing for giving ship control orders as it can get your dials out of sync. If your dials become "out of sync" (when playing Stock or GWX 2) just manually place them in the normal sequence (with Engine Order Telegraph, Course and Shallow Depth Gauges on top) and order "Reset [all] dials". This won't happen with OLC GUI.

#### Why do my tube doors keep closing when I didn't order that?

If you give a tube selection or cycle order in a screen other than the TDC screen or by keypress, and your currently selected tube is open, SH3 will SHUT the tube door on that tube. This is hard coded into SH3. If you want to keep tube doors open, give tube orders from the TDC screen using mouse or SH3Speech commands, or open from the Conning Tower Scope.

#### Using the Press to Talk Key

Make sure you hold your press to talk key down long enough for the crew to acknowledge your command. It may take a second or so for the crew to recognize your orders. With a bit of practice, you'll soon get the hang of how long to hold down the press to talk key.

#### I give an order and my view moves instead!

You must make sure the mouse is free (visible) before giving an order that requires mouse movement.

#### Legend Throughout This Handbook:

**Primary Command (Keypress)** - Printed in BOLD lettering

Alt: Alternate commands - voice commands that will also work

Words in [brackets] are optional

Words in (parentheses): one or the other should be used

Phonetic pronunciations are in {curly brackets}

German commands are in *Red Bold Italics: AD: Auf Deutsch {Owf Doytch}*

### Locations

All locations can be commanded by their name or by "Go to \_\_\_\_\_"

#### Attack Scope (F3):

Alt: Attack Periscope, Number one [peri]scope, Use number one [peri]scope.  
**AD: [Angriff] Sehrohr**  
**{[Ahngriff] seeroar}**

#### Binoculars (B):

Alt: Use Binoculars  
**UZO (U):**  
 Alt: Use UZO  
**AD: Torpedo Optik**

#### Bridge (F4):

Bridge  
**AD: Brüche (Brookeh), Mann auf Brüche, Kaleun auf Brüche**

#### Observation Scope (o):

Alt: Observation  
 [Peri]scope, Number two [peri]scope, Use Number two [peri]scope  
**AD: Luftziel Sehrohr**  
**{Looftseel seeroar}, Beobachtungsehrohr**  
**{Bo baktung seeroar}**

#### Conning Tower (CTRL-F3):

**AD: Turm**

#### Conning Tower Periscope (CTRL-SHF-F3):

**AD: Turm Sehrohr**  
**{Term seeroar}**

#### Internal Camera (SHF-F2)

Alt: Free Camera

#### External Camera (F12)

Alt: Outside

#### Flak Gun \_\_\_\_ (F,T,G):

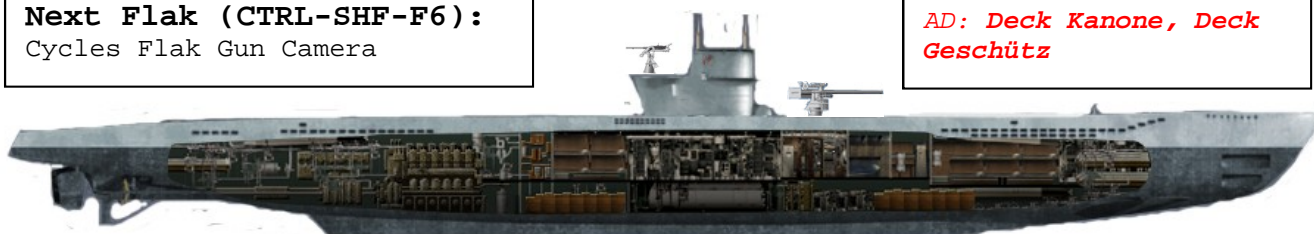
Alt: 1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup> Flak Gun  
**AD: Erste (Zweite) (Dritte) Flak Geschütz**  
**{gehshoots} (Gewehr) {Gevair}, Flak Eins (Zwei) (Drei).**

#### Next Flak (CTRL-SHF-F6):

Cycles Flak Gun Camera

#### Deck Gun (SHF-F7):

**AD: Deck Kanone, Deck Geschütz**



#### Aft Control (CTRL-O):

Alt: aft control room, aft control view, interior aft  
**AD: Achtern centrale**

#### Control (F2):

Control  
 Alt: Central, Command Room  
**AD: Centrale**

#### Torpedo Room (I):

Alt: How many fish, Torpedo Management, Torpedo Station, Torpedo status, Weapons, Weapons Station  
**AD: Torpedoraum, Torpedokontrolle**

#### Radio (CTRL-F4):

**AD: Funkschapp** {Funkshap}

#### Sonar (H):

Alt: Sonar Station  
**AD: Horschapp** {Horshap}

#### Radar (R):

Alt: Radar Station  
**AD: Funkmeß** {Funkmess}

#### Map (F5):

Alt: Navigation Map  
**AD: Navigationskarte, KartStatzion, Seekarte**

#### TDC (F6):

Alt: Attack Map, Torpedo Settings  
**AD: Angriffskarte, Torpedodatencomputer**

#### Crew (F7):

Alt: Crew Status, Damage Control Team, Sub Management  
**AD: Mannschaft**

#### Captain's Bed (CTRL-SHF-F4):

Alt: Captain's bed, Go to bed (my rack), Hit the bunkie, my rack  
**AD: Kommandantenkammer**

#### Damage Control (CTRL-E):

Alt: All stations report [in] damage, Damage [Control] Report, Damage Management, Damage Station, Status report  
 What's the damage  
**AD: Shadensbericht, Schadenskontrolle, Schadensanzeige**

#### Messages (M):

Alt: Go to radio messages, [read] [radio] messages, view [radio] messages  
**AD: Funksprüche**

#### Captain's Log (K):

Alt: Captain's Panel  
 Go to [Ship's] log, Ship's log  
**AD: Logbuch, Tagebuch**

#### Orders (F8):

Alt: [View] [Mission] Orders, Objectives.  
**AD: Aufträge**{auftraygeh}

## Ship Control

### Dials (OLC Only)

Alt: Helm, Helmsman  
Toggles the 6 ship control dials. Dials MUST be visible for orders to be carried out!



### Legend:

Words in [brackets] are optional  
Words in (parentheses): one or the other  
Phonetic pronunciations in {curly brackets}

**WARNING - ENSURE MOUSE IS FREE  
BEFORE USING DIALS FOR ORDERS!**

### Engine Orders

[Helm] All stop. (\)  
[Helm] [All] Ahead (Back) \_\_\_\_\_.  
Both [engines] stop. (\)  
Both [engines] \_\_\_\_\_ ahead (astern)  
[together].



Values for the \_\_\_\_\_'s (keypress):  
Slow (1 / 6)  
One third (there is no back 1/3) (2)  
Standard or Half (3 / 7)  
Full (4 / 8)  
Flank or Three Times Full (ahead) (5)  
Emergency (astern) (9)

#### Auf Deutsch:

**Beide (Alle) Maschinen stop (halt).**  
**[Beide Maschinen] \_\_\_\_\_ fahrt voraus**  
**(zurück) [zusammen].** {bydeh masheenen  
\_\_ fart foraus (zoorook) [zoosammen]}

Values for the \_\_\_\_\_'s:

**Kleine** {klyneh}  
**Ein dritten or Langsame** {lahngzameh}  
**Hälbe** {halbeh}  
**Grosse** {grosseh} or **Völle** {fulleh}  
**dreimal or [dreimal] Wahnsinnige**  
**{Van'zeeneegeh} or äusserste Kraft**

### Speed Orders (Knotmeter)

[Maneuvering] make turns  
for \_\_\_\_\_ knots.  
\_\_\_\_\_ value is in knots.



Both \_\_\_\_\_ revolutions ahead.  
Value is in shaft revolutions per  
minute (RPM), 10 RPM per knot, e.g.  
50 RPM = 5 knots)

#### Auf Deutsch:

**Beide maschinen umdrehungen für \_ knoten**  
**or Beide maschinen \_\_\_\_\_ umdrehungen.**  
**{oom dray ung}**

Value is in shaft revolutions per minute  
(RPM), 10 RPM per knot, e.g. 50 RPM = 5  
knots). Use "standard" German numbers  
(fünfzig, ziezig, hundert sechzig,  
zwei hundert dreizig etc.)

### Rudder Orders

[Helm] Right (Left)  
\_\_\_\_\_ degrees rudder.



Blanks are "standard" numbers  
(e.g. "fifteen", not "one five").  
**Standard** (15°), **Full** (28°) and **Hard**  
(34° in GWX, 40° in OLC) may be used  
without saying the word "degrees".

Special orders:

Rudder Amidships. (')  
[Helm] Hard to port (starboard)  
([ or ])

#### Auf Deutsch:

**Rüder steuerbord (backbord) \_\_\_\_.**  
**{Rooder stoyerbord(backbort) \_\_\_\_}**

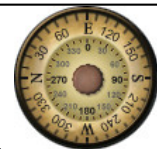
Blanks are "standard" numbers  
(e.g. *fierzehn, drei und zwanzig*)  
**Standarte, Völle, und hart** may be  
used (e.g. **Rüder hart backbord**)

Special Orders:

**Rüder mittschiffs.**

### Heading Orders

[Helm] Come Right  
(Left) \_\_\_\_\_ degrees.



Blanks are "standard" numbers  
(e.g. "fifteen", not "one five").

Special orders:

[Helm] Steady as she goes.  
[Helm] Steady right so.  
[Helm] Steady course.  
[Helm] reverse course.  
Heading to view. (=)  
[Helm] on my bearing. (=)  
This way [helm]. (=)  
View to Heading. (-)

#### Auf Deutsch:

**Auf \_\_\_\_\_ grad backbord**  
**(steuerbord) gehen.**

Blanks are "standard" numbers  
(e.g. *vierzehn, drei und zwanzig*)

Special Orders:

**Unverenderlich, recht so.**

## Depth Orders



### Legend:

Words in [brackets] are optional  
Words in (parentheses): one or the other  
should be used to indicate desired direction  
Phonetic pronunciations in {curly brackets}

**WARNING - ENSURE MOUSE IS FREE  
BEFORE USING DIALS FOR ORDERS!**

### Dials (OLC Only)

Alt: Helm, Helmsman  
Toggles the 6 ship control  
dials. Dials MUST be visible  
for orders to be carried out!



## Depth Orders

[Chief] [Dive] make your depth \_\_\_\_\_ meters.

Blanks may be "standard" numbers or "specific" numbers (i.e., "one two" or "twelve" will both work)

Special orders:

[Watch Officer run] Decks awash. (7m depth)

[Chief][Dive][Diving Officer] proceed to periscope depth. (p)

[Chief][On] Periscope (snorkel) depth. (p or i)

[Chief] go to periscope (snorkel) depth. (p or i)

Periscope depth Chief. (p)

*Auf Deutsch:*

*Auf \_\_\_\_\_ meter [tiefe] gehen. {Owf \_\_\_\_\_ meter [teefeh] gayhen}*

Blanks are "standard" numbers (e.g. *vierzehn, drei und zwanzig*)

Do NOT use "specific" numbers for this order

*Tiefe \_\_\_\_\_.*

Blanks are "specific" numbers (e.g. *eins fünf, eins drei neun, zwei null null*)

Do NOT use "standard" numbers for this order.

Pronounce carefully - SAPI confuses "noin" and "nool" sometimes

Special Orders:

*Vorfluten {forflooten}, Schmükt am wasser. {shmookt am wasser}* Decks awash

*[Auf] Sehrohr tiefe [gehen].{[Owf] seeroar teefeh [gayhen]}* Periscope depth

*[Auf] Schnorkel tiefe [gehen].* Snorkel depth

## Other Depthkeeping Orders

**Surface (S):** [Chief][Dive][Diving Officer] Surface the ship, Surface the boat,  
[Chief] On surface, Let's get some air, Bring her up Chief.

*Auf Deutsch: Auftauchen. {owftauken}*

**Emergency Surface (E):** [Emergency] blow [all] [main] ballast, Blow all tanks,  
Blow the tanks, Put her on the roof Chief.

*Auf Deutsch: Anblasen, [Ballasttanks] Ausblasen.*

**Dive (D):** [Chief][Dive][Diving Officer] Submerge the ship, Take her down Chief

*Auf Deutsch: Tauchen. {Tauken}*

**Crash Dive (C):** Alt: Clear the bridge, Alarm. (no German equivalent)

This order does the following: orders crash dive, takes a sounding, and lowers  
all scopes / masts without further orders immediately.

**Maintain Depth (M):** [Chief][Dive][Diving Officer] Hold (maintain) this (your)  
depth, Level her off [Chief], Level [the boat].

*Auf Deutsch: Tiefe Halten. {teefeh hahlten}*

## Periscope Ops - GWX

### Scope Names

#### Attack [Peri]Scope (F3):

Alt: Number one [Peri]scope

**AD: [Angriff] Sehrohr.**

#### Observation [Peri]Scope (O):

Alt: Number two [Peri]scope,

**AD: Luftziel Sehrohr,  
Beobachtungssehrohr.**

#### Lock Target (CTRL-L):

Alt: Target Bearing Mark

**AD: Ziel Markieren, Ziel  
aufhalten**

#### Unlock Target (SHF-L)

**AD: Ziel einhalten**

Toggle [target] Lock (L)

#### Zoom (Tab):

Alt: High Power,  
Low Power

### Raising/Lowering Scopes (CTRL-PGUP)

Raise Attack [Peri] scope.

Raise Number One [Peri] scope.

Up [attack] [Peri] scope.

Number One Scope Up Scope.

**AD: [Angriff] Sehrohr ausfahren.  
(CTRL-INS)**

Raise Observation [Peri] scope.

Raise Number Two [Peri] scope.

Up observation [Peri] scope.

Number Two Scope Up Scope.

**AD: Luftziel Sehrohr ausfahren.  
(CTRL-PGDOWN)**

Lower Attack [Peri]scope

Lower Number One [Peri] scope.

Down [attack] [Peri] scope.

Number One Scope Down Scope.

**AD: [Angriff] Sehrohr einfahren.  
(CTRL-DEL)**

Lower Observation [Peri] scope.

Lower Number Two [Peri] scope.

Down observation [Peri] scope.

Number Two Scope Down Scope.

**AD: Luftziel Sehrohr einfahren.  
Stop [Peri]scope(CTRL-SHF-INS/DEL)**

### Notepad Orders: Ensure Mouse is Free!

**Recognition Manual (N):** ID Ship, Ship ID,  
Lloyds, Close Book

**AD: Erkennungs handbuch.**

**Ship Picture:** Show me the book (picture).

**AD: Seigen Sie mir das Buch.**

**Calculate Speed:** Get target speed, time  
for speed.

**AD: Frage Ziel Geschwindigkeit.**

**Start/Stop:** (Chronometer)

**Range:** Stadimeter, Ranging tool.

**AD: Enfehrnung.**

**Update [solution]:** [Notepad] Enter  
[solution], Range Mark.

**Delete [solution]:** cancel (delete) (don't  
enter) (scratch) [that], Stop, Notepad  
Delete. **AD: Klar.**

**Shoot (CTRL-Enter):** Shoots selected tube

**AD: Los, Torpedo Los, Rohr \_\_\_ los.**

**Identify Target (CTRL-`):** Have a look  
Exec, Weps [can you] identify [the]  
target, Weps have a look, Weps tell me  
what she is, Weps what class is she, Whats  
your guess Exec, Weps (Exec) what is she  
(that ship).

**AD: Ziel Identifizieren {ee dent ee fee  
zeer en}, Kennzeicknen Sie Ziel.**

## Standard Periscope Observation Technique Using the Notepad

### WARNING: ENSURE MOUSE IS FREE BEFORE ORDERING THESE!

Assumptions: Target has been identified, TDC Auto Update, using attack scope.  
Observation, Tramp Steamer, Number one scope:

1. **Up Scope** (raises scope. Move scope to target and free the mouse)
2. **Target Bearing Mark** (locks scope to target to update bearing)
3. **Range** (calls up Range notepad page and Stadimeter; adjust and click mouse)
4. **Mark** (updates range into notepad and returns to notepad page)
5. **Angle on the Bow** (calls up AOB Notepad page)
6. **Port (starboard) \_\_\_\_\_**. ("Standard" numbers in 5° increments)
7. **Update.** (Updates AOB call into solution)
8. **Down scope.** (lowers scope)
9. **Update [solution].** (inserts Notepad solution into the TDC)

#### Auf Deutsch:

1. **[Angriff] Sehrohr ausfahren** (raise scope, Move to target and free mouse)
2. **Ziel Markieren** (locks scope to target to update bearing)
3. **Enfehrnung** (calls up Range notepad and Stadimeter; adjust and click mouse)
4. **Mark** (updates range into notepad and returns to notepad page)
5. **Lage {Lageh}**(calls up AOB Notepad page)
6. **Backbord (Steuerbord) \_\_\_\_\_**. (Use "standard" numbers in 5° increments)
7. **Update.** (Updates AOB call into solution)
8. **[Angriff] Sehrohr einfahren.** (lowers scope)
9. **Update [solution].** (inserts Notepad solution into the TDC)



Periscope (GWX)

## Periscope Ops - OLC GUI

### Scope Names

#### Attack [Peri]Scope (F3):

Alt: Number one [Peri]scope

**AD: [Angriff] Sehrohr.**

#### Observation [Peri]Scope (O):

Alt: Number two [Peri]scope,

**AD: Luftziel Sehrohr,  
Beobachtungssehrohr.**

#### Lock Target (CTRL-L):

Alt: Target Bearing Mark

**AD: Ziel Markieren, Ziel  
aufhalten**

#### Unlock Target (SHF-L)

**AD: Ziel einhalten**

#### Toggle [target] Lock (L)

#### Zoom (Tab):

Alt: High Power,  
Low Power

### Raising/Lowering Scopes (CTRL-PGUP)

Raise Attack [Peri] scope.

Raise Number One [Peri] scope.

Up [attack] [Peri] scope.

Number One Scope Up Scope.

**AD: [Angriff] Sehrohr ausfahren.**

#### (CTRL-INS)

Raise Observation [Peri] scope.

Raise Number Two [Peri] scope.

Up observation [Peri] scope.

Number One Scope Up Scope.

**AD: Luftziel Sehrohr ausfahren.**

#### (CTRL-PGDOWN)

Lower Attack [Peri]scope

Lower Number One [Peri] scope.

Down [attack] [Peri] scope.

Number One Scope Down Scope.

**AD: [Angriff] Sehrohr einfahren.**

#### (CTRL-DEL)

Lower Observation [Peri] scope.

Lower Number Two [Peri] scope.

Down observation [Peri] scope.

Number One Scope Down Scope.

**AD: Luftziel Sehrohr einfahren.**

**Stop [Peri]scope(CTRL-SHF-INS/DEL)**

### OLC GUI Scope Commands

**Recognition Manual (N):** ID Ship, Ship ID,  
Lloyds, Close Book

**AD: Erkennungs handbuch.**

**Ship Picture:** Show me the book (picture).

**AD: Seigen Sie mir das Buch.**

**Start/Stop [timer][clock][chronometer]**

**Range [AOB] Ring [wheel]:**

**AD: Lageringe, Entfehrungsringe**

**Hide [stow] Range [AOB] Ring [wheel]:**

**AD: Fell Lageringe, Fell Entfehrungsringe**

**[Hide] Attack Disk [Whiz Wheel] [Is-Was]:**

**AD: [Fell] Angriffsheibe.**

**Sync TDC:** Synchronize TDC, TDC Autoupdate,  
TDC Sync

**Shoot (CTRL-Enter):** Shoots selected tube

**AD: Los, Torpedo Los, Rohr \_\_\_ los.**

**Identify Target (CTRL-`):** Have a look

Exec, Weps [can you] identify [the]  
target, Weps have a look, Weps tell me  
what she is, Weps what class is she, Whats  
your guess Exec, Weps (Exec) what is (she)  
that ship.

**AD: Ziel Identifizieren {ee dent ee fee  
zeer en}, Kennzeicknen Sie Ziel.**

**Flags:** (Number Two Scope Only)

**AD: Flaggen.**

### Weapons and Solution Input Orders Using OLC GUI

#### WARNING: ENSURE MOUSE IS FREE BEFORE ORDERING THESE!

**Manual (Auto) Input:** Solution Dials, TDC Dials. - Toggles Solution dials.

Must be in manual to input solution information

There is no voice command for bearings. Input Bearing manually (mouse) or auto.

There is no voice command for range input. Range must be input with mouse.

**[Set] Port (starboard) \_\_\_\_\_. Left (right) \_\_\_\_\_. Sets Angle on the Bow**

Use "standard" numbers in 5° increments.

**AD: Backbord (Steuerbord) \_\_\_\_\_. (Use "standard" numbers in 5° increments)**

**[Set] Target Speed \_\_\_\_ [knots]. (Use "standard" numbers from 1 to 40)**

**AD: [Ziel] Geschwindigkeit \_\_\_\_ [knoten].**

**[Set] Torpedo Depth \_\_\_\_ [meters]. (Use "standard" numbers from 1 to 25)**

**AD: Torpedo Tiefe \_\_\_\_.**

**Set Spread Angle \_\_\_\_\_. (Use "standard" numbers from 1 to 20)**

**AD: Streuwinkel \_\_\_\_ or Fächerwinkel \_\_\_\_.**

**[Set] Torpedo Speed Slow/Medium/Fast (Low/Medium/High).**

Alt: (Low/Medium/High) speed torpedoes.

**AD: Torpedo Geschwindigkeit Langsam (Mittel) (Schnell).**

**[Set] Pistol [to] Impact. AD: Pistole Auswirkung**

**[Set] Pistol [to] Magnetic (both). AD: Pistole Magnetisch**

**One torpedo, Single torpedo, Single weapon. AD: Einzelner.**

**[Torpedo] Salvo, Spread. AD: Fächer. {Fesher}**



Periscope (OLC)

## Weapons Management

### Tube Selection and Operation

**\*[TDC] - Use TDC as part of the order if you are in the TDC screen!**

\*[TDC] Tube (1-6). (SHIFT-(1-6))

AD: *\*[TDC] Rohr (eins-sechs). {Roar (einz-zecks)}*

\*[TDC] Open [the Outer Door on] Tube (1-6)

AD: *\*[TDC] Rohr (eins-sechs) wässern (öffnen). {\*[TDC] Roar (einz-zecks) vessern (erfnen)}*

\*[TDC] Shut (close) [the outer door on] Tube (1-6).

AD: *\*[TDC] Rohr (eins-sechs) geschlossen. {Roar (einz-zecks) geschlossen}*

Reset Tubes:

Alt: Shut the outer doors on all tubes, Shut all tubes, reset all tubes, set all tubes closed.

AD: *Alle geschlossen. {Alleh geschlossen}*

Next[forward (aft)]tube (SHF-Y,W,Y)

Alt: Cycle [forward (aft)] Tubes.

AD: *Nächsten Rohr.*

**From TDC SHOOT (CTRL-Enter):**

Alt: From TDC Fire

AD: *TDC [Torpedo (Rohr \_\_\_)] los.*

### Weapons Officer Assistance

Be Weapons Officer (Weps) (CTRL-F6):

Alt: Go to Weapons Officer (Weps)

AD: *Waffen Offizier*

Weps target nearest merchant (SHF-C):

AD: *Ziel nächstes {nextas} Handelschiff*

Weps target nearest warship (CTRL-SHF-C): Alt: Weps target nearest destroyer.

AD: *Ziel nächstes {nextas} Kriegschiff.*

Weps target nearest ship (CTRL-D):

AD: *Ziel nächstes {nextas} schiff.*

Weps target recommended ship (SHF-D):

Alt: Weps pick your target.

AD: *Ziel seiner schiff.*

[Weps report] Target solution (CTRL-.):

AD: *Frage Zielerung.*

[Plot] Solution on map (chart) (SHF-E):

Alt: Weps plot solution.

AD: *Zielerung am Karte.*

[Weps report] Tube Status (CTRL-SHF-D):

AD: *Rohrstatus.*



GWX TDC

OLC TDC

### TDC Weapons and Solution Input Orders - For use in Attack Map Only

**WARNING: ENSURE MOUSE IS FREE BEFORE ORDERING THESE!**

**Manual (Auto) Input.** Alt: Solution Dials, TDC Dials. - Toggles Solution dials.

Must be in manual (dials showing in OLC) to input solution information

There is no voice command for bearings. Input Bearing manually (mouse) or auto.

There is no voice command for range input. Range must be input with mouse.

[Set] Port (starboard) \_\_\_\_\_. Left (right) \_\_\_\_\_. Sets Angle on the Bow

Use "standard" numbers in 5° increments.

AD: *Backbord (Steuerbord) \_\_\_\_\_. (Use "standard" numbers in 5° increments)*

[Set] Target Speed \_\_\_\_ [knots]. (Use "standard" numbers from 1 to 40)

AD: *[Ziel] Geschwindigkeit \_\_\_\_ knoten.*

**\* OLC GUI Users MUST add "TDC" to order in the TDC Screen ONLY!  
Stock/GWX users MUST NOT add "TDC" to the order.**

\*[TDC] [Set] Torpedo Depth \_\_\_\_ [meters]. (Use "standard" numbers from 1 to 25)

AD: *\*[TDC] Torpedo Tiefe \_\_\_\_.*

\*[TDC] Set Spread Angle \_\_\_\_\_. (Use "standard" numbers from 1 to 20)

AD: *\*[TDC] Streuwinkel \_\_\_\_\_ or Fächerwinkel \_\_\_\_\_.*

\*[TDC] [Set] Torpedo Speed Slow/Medium/Fast (Low/Medium/High).

\*[TDC] (Low/Medium/High) speed torpedoes.

AD: *\*[TDC] Torpedo Geschwindigkeit Langsam (Mittel) (Schnell).*

\*[TDC] [Set] Pistol [to] Impact. AD: *\*[TDC] Pistole Auswirkung*

\*[TDC] [Set] Pistol [to] Magnetic (both). AD: *\*[TDC] Pistole Magnetisch*

\*[TDC] One torpedo, \*[TDC] Single torpedo, \*[TDC] Single weapon.

AD: *\*[TDC] Einzelner.*

\*[TDC] [Torpedo] Salvo, \*[TDC] Spread. AD: *\*[TDC] Fächer.*

## Chief Engineer (Ship Housekeeping)

### Chief Engineer / Helmsman Assistance

Be (Go to) Helmsman. (CTRL-F2):

AD: *Steuermann*



[Chief] Raise all masts [and antennas] (CTRL-INS & CTRL-PGUP & CTRL-X):

Alt: Raise all (both) scopes, Up both scopes.

AD: *Alle Masten ausfahren.*

[Chief] Lower all masts [and antennas] (CTRL-DEL & CTRL-PGDN & SHF-X):

Alt: Lower all (both) scopes, Down both scopes.

AD: *Alle Masten einfahren.*

[Chief] Recharge [Batteries] (CTRL-SHF-P):

Alt: [Chief] Commence a Normal Battery Charge

AD: *Aufladung Batterien.*

[Chief] Secure [the] [Battery] Charge (SHF-P):

Alt: Stop the charge, Stop charging batteries

AD: *Batterieaufladung aufheben.*



Chief Engineer

[Chief] Rig [ship] for Silent Running (CTRL-Z):

Alt: Quiet, [Rig for] Silence.

AD: *[Auf] Schleichfahrt [gehen]. {Shlikevart}*

[Chief] Secure from Silent Running (SHF-Z):

Alt: Secure from Silence.

AD: *Schleichfahrt aufheben.*

Silent Running (Z) (Toggles Silent Running mode)

[Chief] Raise [the] Snorkel [mast]. (CTRL-X):

AD: *Schnorkel Mast ausfahren.*

[Chief] Lower [the] Snorkel [mast]. (SHF-X):

AD: *Schnorkel Mast einfahren.*

[Chief] Knuckle starboard (port). (CTRL-[ , CTRL-]):

Alt: [Chief] Knuckle right (left), Evasive Right (Left) [maneuver], Right (Left) Evasive [maneuver] AD: *Nockel gelassen (recht).*

[Chief] Double Knuckle starboard (port). (CTRL-SHF-[ , CTRL-SHF-]):

Alt: [Chief] Knuckle right (left), Evasive Right (Left) [maneuver], Right (Left) Evasive [maneuver] AD: *Doppelter Nockel verliess; Doppeltes Nockelrecht*

[Chief] [Man] Battle stations [torpedo].

Alt: Action Stations, All Hands [to] Battle Stations, On Battle Stations, [Sound] General Quarters AD: *Auf Gefecht Statzionen.*

Station the normal submerged watch.

Alt: Stand down [from] battle stations. AD: *Gefecht Statzionen aufheben, Auf Tauchstationen.*

Man Damage Control Repair Teams. AD: *Reparturmannschaft auf stationen.*

[Deploy] Decoy (J)

Alt: Countermeasure, Noisemaker AD: *Bold.*

### Fuel Oil, Water, Air and Electrical Reports

#### Battery:

Alt: [Chief (Engineer) (Watch Officer) report] Battery status

(status), Battery level, Chief (Engineer) (Watch Officer) report amp hours on the battery, How much charge on the battery (batteries), How's the (our) battery (batteries).

AD: *[Frage] Batterien {[Frahgeh] batteree-en}, [Frage] Battery Ladezustand*

#### Compressed Air [status]:

Alt: Chief (Engineer) (Watch Officer) report air bank pressure, How much [compressed] air do we have [left], How's our air?

AD: *[Frage] Pressluft[vorrat] {[Frahgeh] presslooft[forraht]}*

#### C O 2 [status] [level]:

Alt: Carbon dioxide [level] [status], Chief (Engineer) (Watch Officer) report atmospheres (CO2 level), How long until we suffocate?

AD: *[Frage] Atmosphæra (CO2 Level (Anteil) {[Frahgeh]*

*Atmosfayrah (Tseh Oh Svy Level (Ahntyl))*

[Chief (Engineer) Watch Officer] report fuel [status]:

Alt: fuel [level] [status], How's our fuel [level].

AD: *[Frage] Kraftstoff (Diesel) [reserve]*



GWX & OLC Only!  
These commands  
don't work in  
"Stock" SH3.

## Watch Officer, Deck and Flak Guns

### Watch Officer Orders

[Watch Officer] [Report] Nearest visual contact. (CTRL-/):

*AD: [Frage] [nächster] Sichtkontakt*

Watch (Exec) target nearest merchant. (CTRL-SHF-E):

*AD: Nummer Eins Ziel nächstes {nextas} Handelshiff.*

Watch (Exec) target nearest warship (destroyer). (SHF-I):

*AD: Nummer Eins Ziel nächstes {nextas} Kriegshiff.*

Watch (Exec) target nearest ship. (CTRL-I):

*AD: Nummer Eins Ziel nächstes {nextas} Schiff.*

Watch (Exec) target recommended ship. (CTRL-SHF-I):

Alt: Watch (Exec) Pick your ship.

*AD: Nummer Eins Ziel seiner Schiff.*

[Watch Officer] Man the deck (flak (AA)) gun. (CTRL-SHF-F5, CTRL-F7):

Alt: Crew to the deck gun, Get on that deck gun, Man anti-aircraft gun, Get on that (the) flak gun[s]

*AD: Deck (Flak) Kanone besetzen, Deck (Flak) Geschütz besetzen.*

[Watch Officer] Man all guns. (SHF-F6):

Alt: [Watch Officer] [All] Gun crews on deck.

*AD: Alle Geschütz besetzen.*

[Watch Officer] [Man (On)] Battle stations Guns.

*AD: Auf Geschütz Statzionen.*

[Watch Officer] [Man] Battle stations [torpedo] Surfaced.

Alt: Action Stations Surfaced, All Hands [to] Battle Stations Surfaced, On Battle Stations Surfaced, *AD: Auf Gefecht Statzionen aufgetaucht.*

Station the Normal Surfaced Watch.

*AD: Erste (Zweite) (Dritte) Wache sich klarmachen.*



### Deck Gun

[Watch Officer] Fire at Will (Open fire). (CTRL-SHF-J):

*AD: Deck Geschütz feuer frei.*

[Watch Officer] Cease fire. (CTRL-J):

Alt: [Deck Gun (Watch Officer)] Hold [your] fire.

*AD: Deck Geschütz feuer einstellen.*

[Deck Gun (Watch Officer)] short (medium) (long) range. (SHF-J, CTRL-K, SHF-K)

*AD: Deck Geschütz Kleine (Mittlerer) (Grosse) Enfehrnung.*

[Watch Officer] Target Hull. (CTRL-SHF-K):

Alt: Deck Gun aim for (take out) the hull, Deck gun target hull.

*AD: Auf Rumpf zielen.*

[Watch Officer] Target Command Deck (Bridge). (CTRL-M):

Alt: Deck Gun aim for (take out) the Command Deck (Bridge), Deck gun target Command Deck (Bridge).

*AD: Auf Brüche zielen.*

[Watch Officer] Target weapons. (SHF-M):

Alt: Deck Gun aim for (take out) their weapons, Deck gun target weapons.

*AD: Auf Waffen zielen.*

[Watch Officer] Target waterline. (CTRL-SHF-M):

Alt: Deck Gun aim for (shoot at) the waterline, Deck gun target waterline.

*AD: Auf Wasserlinie zielen. {Auf Vasser Lin-ee-ya Zeelen}*

[Deck Gun (Watch Officer)] target [that (this) ship (vessel)] (Spacebar):

Alt: Set as AA (anti aircraft) (deck) [gun] target, Fire (Shoot) Gun.

*AD: Zielen [Sie] Dieses Schiff.*

### Flak Guns

[Watch Officer] Flak Gun[s] Fire at Will. (CTRL-N):

*AD: Flak [Geschütz] feuer frei.*

AA (Flak) Gun cease (hold [your]) fire. (SHF-N):

*AD: Flak [Geschütz] feuer einstellen.*

[Watch Officer] AA (Flak) [gun] short (medium) (long) range. (CTRL-SHF-N, CTRL-Q, SHF-Q)

*AD: Flak [Geschütz] Kleine (Mittlerer) (Grosse) Enfehrnung.*

[Watch Officer] AA (Flak) gun target fighters (bombers). (CTRL-SHF-Q, CTRL-S):

Alt: Get those fighters (bombers).

*AD: Flak auf Kempfer (Bommer) zielen.*

[Watch Officer] AA (Flak) gun aim at any[thing]. (SHF-S):

*AD: Flak Ziel für ergendein Ziel.*

AA (Flak) (Anti aircraft) gun target closing [targets]. (CTRL-SHF-S):

Alt: AA (Flak) (Anti aircraft) gun wait till they're close.

*AD: Flak warten Sie bis Sie nah Sint.*

[Watch Officer] AA (Flak) gun target any[thing]. (CTRL-V):

Alt: [Watch Officer] AA (Flak) gun any target.

*AD: Flak ergendein Ziel.*

Guns  
Watch Officer

## Nav, Sonar, Radio, Radar

### Sonar

Be Sonar[man] [Operator]. (H):

*AD: Horchmat{horshmat}, Horchgast*

[Sonar][Conn] Report all contacts (CTRL-SHF-T & CTRL-SHF-H):

*AD: Horchmat Peilungen vom alle Ziele, Horchmat frage alle Ziele.*

[Sonar][Conn] [Report] nearest sound contact. (CTRL-SHF-T):

*AD: Horchmat nächsten Horch Kontakt.*

[Sonar][Conn] [Report] nearest warship contact. (CTRL-SHF-H):

*AD: Horchmat nächsten Kriegsschiffs Kontakt.*

[Sonar] [Conn] Drop track. (CTRL-G):

Alt: Sonar hydrophone normal sweep, Sonar normal hydrophone sweep.

*AD: Horchmat Normale Sonarschliefe.*

[Sonar] [Conn] Say again. (SHF-/):

Alt: [Repeat] last sonar report.

*AD: Horchmat Wiederhören.*

[Sonar] follow nearest [sonar]

[contact]. (SHF-G):

Alt: Sonar [Conn] track nearest merchant (sound contact) (Sierra One).

*AD: Horchmat schiene nächster Horch kontakt.*

[Sonar] follow nearest warship

[contact]. (SHF-L):

Alt: Sonar [Conn] track nearest warship [contact] [Master One].

*AD: Horchmat schiene nächster Kriegsschiffs kontakt.*

[Sonar][Conn] Estimate range to sonar contact (target) (Master One) (Sierra One). (CTRL-SHF-T):

Alt: Range to target, How close is he Sonar?

*AD: Horchmat frage Ziel entfernung.*

[Sonar] [Conn] Go active. (SHF-H):

Alt: Sonar Conn report exact (precise) range to Master One (Sierra One), Sonar Conn go active single ping Master One (Sierra One)

*AD: Horchmat auf Aktiv gehen.*

### Radar

Radar on (off) (SHF-R):

Alt: Turn on (off) the radar, Radar (Watch Officer) commence (secure) rotating and radiating.

Radar Single Sweep. (CTRL-F):

Alt: Radar one [search] sweep.

*AD: Einzelne Schliefe des Radars.*

Radar Continuous Sweep. (SHF-F):

Alt: Radar continuous sweep (search), Radar go continuous (keep sweeping).

*AD: Normale Radarschliefe.*

### Navigator

Be (Go to) Navigator. (CTRL-F2):

*AD: Obersteuermann*

[Navigator] Sounding. (CTRL-SHF-T):

Alt: Get depth under (below) keel, Depth reading.

*AD: Tiefe unter Kiel.*

Plot [a] course (SHF-B):

Alt: [Navigator (Nav)] plot our course, Set [a] course.

*AD: Plot Kurz.*

Resume [our] [previous] course (CTRL-SHF-Y):

Alt: Return to [previous] course.

*AD: Zusammenfassung Kurz.*

Search Pattern 1 (2) (3) (CTRL-A, SHF-A, CTRL-SHF-A):

Alt: Patrol [course] \_\_\_\_\_, Set up a patrol \_\_\_\_\_, Search pattern \_\_\_\_\_

[Nav] report (mark) time to [next] turn. (CTRL-B):

*AD: [Frage] Zeit sich zu drehen.*

[Navigator (Nav)] Report time to course end. (CTRL-SHF-B):

*AD: [Frage] Zeit bis Kursenden.*

[Navigator (Nav)] Report distance

(range) to course end. (CTRL-P):

Alt: Maximum range [at current speed].

Navigator (Nav) [report] distance to [the] turn.

*AD: [Frage] Entfehrnung zum Kursenden.*

[Navigator (Watch)] Report weather.

(CTRL-SHF-R):

Alt: [Navigator (Watch)] weather

report. *AD: Frage (Was ist) die Wetter*

### Radio

Be Radio (Radioman). (R):

*AD: Funkmat*

[Radio] [report] nearest radio contact. (CTRL-U): *AD: Funkmat [frage] nächsten*

*Funk Kontakt*

Radio (Watch Officer) send (transmit) contact report. (SHF-U):

*AD: Funkmat Send den Kontaktreport.*

Radio (Watch Officer) send (transmit)

Patrol report. (CTRL-SHF-U):

*AD: Funkmat Send den Patrole report.*

Gramophone On (CTRL-SHF-G):

Alt: [Radio] Play a record, Play something for us, Turn on the Gramophone, The men seem a little down, Let's put on some tunes.

*AD: Funkmat speel uns etwas Musik.*

[Turn] Gramophone Off (CTRL-SHF-W):

Alt: [Radio] stop the music.

*AD: Funkmat stop die Musik.*

[Play] Last (previous) song. (SHF-V):

Alt: Radio Play that again.

*AD: Funkmat speel das wieder.*

[Play] next song. (SHF-W):

Alt: Radio Play something else.

*AD: Funkmat speel nach etwas.*

Nav, Sonar,  
Radio, Radar

## General Game Orders

### Time Compression

Increase (Decrease) TC (Time Compression) (Numpad + , Numpad -)

**Normal TC (Time Compression). (Enter):**  
Alt: No TC (Time Compression), TC (Time Compression) Normal (Off) (One).

**TC (Time Compression \_\_\_\_\_):**  
Valid values:  
1,2,4,8,16,32,64,128,256,512,1024  
spoken as "standard" numbers. "Ten-twenty four" and "One thousand twenty four" will both work, as will "TC Full (Max)", Time Compression Full (Max))

### Other Game Commands

**Pause (Resume) [Game]. (Backspace)**

**[No] Event Camera. (/ or V):**  
Alt: Kill that event camera.

**External Camera. (F12)**  
Alt: Outside

**Next (Previous) Unit. (. or SHF-;)**  
Used in External Camera mode

**Frame Rate. (CTRL-F8)**  
Toggles Framerate counter

**Options (Escape). (ESC)**

**Help. (F1)**

**Next Flak. (CTRL-SHF-F6)**  
Cycles through Flak Gun Cameras if you have more than one Flak Gun on board.

**[Go to] [Internal (free)] camera. (SHF-F2):**  
Alt: [Go to] Internal, [Go to] Free Look.

**Pause (Resume) recognition.**  
Temporarily stop (start) SHSpeech.

### Commands For OLC GUI ONLY

Slide Out Charts (Map Screen)

**Convoy Route Chart:**  
Alt: Patrol Chart  
*AD: Campagnekarte. {KampanyehKarteh}*

**Minefield Chart:**  
*AD: Minenkarte. {Mynenkarteh}*

**Speed Chart ([Conversion] Tables)**  
*AD: Geschwindigkeit Umrechnungstabelle {Geshvindigskite Umrechnungs tabelleh}*

### Dials.

Alt: Helm, Helmsman  
Toggles dials menu to allow you to make course, speed, rudder and depth orders. Ensure dials are OPEN and mouse is free before giving orders!

### Auto (manual) input.

Alt: TDC Dials, Solution Dials.  
Toggles switch to allow manual solution input by calling up the solution dials.

### Sync (Synchronize) TDC.

Synchronizes TDC manual solution input with Auto/Manual switch if it should get out of sync for some reason. Use if you can't manually input solutions when the solution dials are up.

### For GWX (Non OLC GUI) Only

**Reset [all] Dials. (GWX Only)**  
Tells SHSpeech that the "normal" three dials (Engine Order Telegraph, Course and Shallow Depth Gauge) are on top. This allows for proper synchronization with the buttons that allow access to the dials normally under these three (Knotmeter, Rudder, Deep Depth Gauge).



**Sieg für das Vaterland!**



Decorations from <http://uboot.net>

General Game  
Orders

## German "Standard" Numbers

Zero	Null {nool}
One	Eins {eynz}
Two	Zwei {svy}
Three	Drei {dry}
Four	Fier {fear}
Five	Fünf {funf}
Six	Sechs {zecks}
Seven	Sieben {zeeben}
Eight	Acht {akt}
Nine	Neun {noin}
Ten	Zehn {zehn}
Eleven	Elf {elf}
Twelve	Zwölf {zwolf}
Thirteen	Dreizehn {dryzehn}
Fourteen	Vierzehn {fearzehn}
Fifteen	Fünfzehn {funfzehn}
Sixteen	Sechzehn {zeckszehn}
Seventeen	Seebzehn {zeebzehn}
Eighteen	Achtzehn {aktzehn}
Nineteen	Neunzehn {noinzehn}
Twenty	Zwanzig {Zwanzig}
Twenty One	Eins und Zwanzig
Twenty Two	Zwei und Zwanzig
Twenty Three	Drei und Zwanzig
Twenty Four	Vier und Zwanzig
Twenty Five	Fünf und Zwanzig
Twenty Six	Sechs und Zwanzig
Twenty Seven	Sieben und Zwanzig
Twenty Eight	Acht und Zwanzig
Twenty Nine	Neun und Zwanzig
Thirty	Dreißig {dryzig}
Forty	Vierzig {fearzig}
Fifty	Fünfzig {funfzig}
Sixty	Sechzig {zeckszig}
Seventy	Siebzig {zeebzig}
Eighty	Achtzig {aktzig}
Ninty	Neunzig {noinzig}
One Hundred	Hundert {hundirt}
One hundred One	Hundert Eins {hundirt eyns}
One Hundred Two	Hundert Zwei {hundirt svy}
One Hundred Three	Hundert Drei {hundirt dry}
One Hundred Four	Hundert Vier {hundirt fear}
One Hundred Five	Hundert Fünf {hundirt funf}
One Hundred Six	Hundert Sechs {hundirt zecks}
One Hundred Seven	Hundert Sieben {hundirt zeeben}
One Hundred Eight	Hundert Acht {hundirt akt}
One Hundred Nine	Hundert Neun {hundirt noin}
One Hundred Ten	Hundert Zehn {hundirt zehn}
One Hundred Eleven	Hundert Elf {hundirt elf}
One Hundred Twelve	Hundert Zwölf {hundirt zwolf}
One Hundred Thirteen	Hundert Dreizehn {hundirt dryzehn}
One Hundred Twenty	Hundert Zwanzig {hundirt zwanzig}
One Hundred Twenty One	Hundert Eins und Zwanzig {hundirt eyns unt zwanzig}
Two Hundred	Zwei Hundert or Zwo Hundert (svy or svo hundirt)
Two Hundred Seventy Five	Zwei Hundert Funf und Siebzig {Svy or Svo Hundirt funf und zeebzig}
Three Hundred	Drei Hundert {dry hundirt}
One Thousand	Tausand {tau sant}

### Pronunciation Tips

German Letter... Pronounced as:

#### Consonants

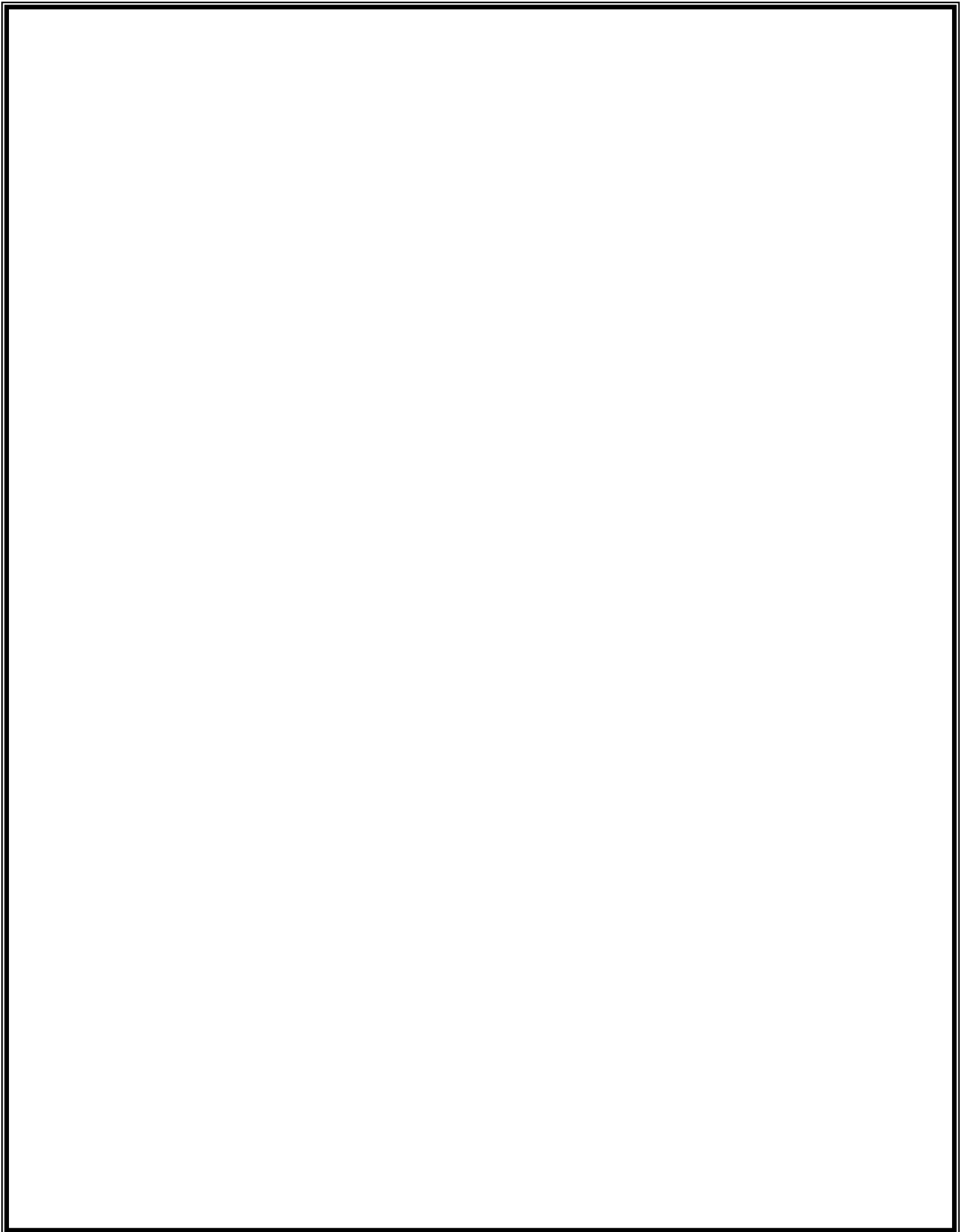
w (warten)	v {varten}
v (Vier)	f {fear}
ch (Fächer)	sh {feshar}
final ch (sechs)	k {zecks}
s (sechs)	z {zecks}
sch (schiene)	sh {sheeneh}
z (Ziel)	s {seel}
final d (backbord)	t {backbort}

#### Vowels

a (Angriff)	ah {ahngriff}
e {gehen}	ay {gayhen}
final e {Frage}	eh {frahgeh}
i (Aktiv)	ih {aktiff}
o (los)	oh {lohss}
u (Nummer)	ooh {noohmer}
ä (nächsten)	ay/eh {nehxten}
(Aufträgen)	{owftraygen}
ö (öffnen)	er {erfnen}
ü (Brüche)	oo {Brookeh}
ei (eins)	eye {eynz}
au (auftauchen)	ow {owftauken}
ei (Peilung)	y {Pyloong}
eu (neun)	oy (noyn)
ie (siebzig)	ee {zeebzig}
eo	oh
(Beobachtung)	{Bohbaktung}

Other pronunciation tips can be found here:

<http://en.wikibooks.org/wiki/German:Alphabet>



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