Chris Crawford's

PATTON STRIKES BACK™

THE BATTLE OF THE BULGE

Broderbund®

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THE BATTLE OF THE BULGE

USER'S MANUAL

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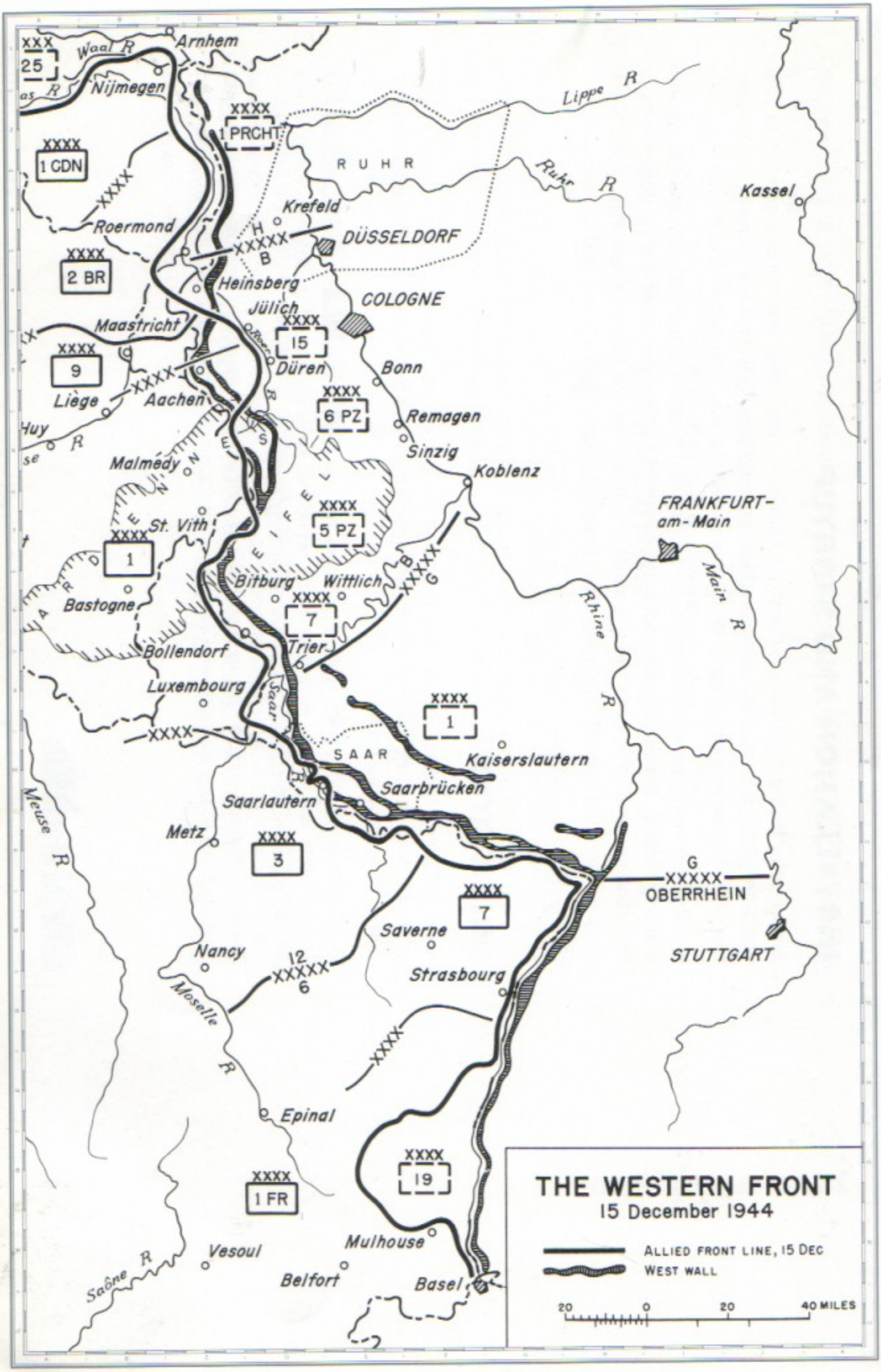
At 5:30 AM on Saturday, December 16th, 1944, a tremendous artillery barrage descended on an 80-mile section of the American front in Belgium. The German armies, in retreat since August, were counterattacking. Hitler had selected the Ardennes, a forested and hilly section of Belgium and Luxembourg, to make his last gamble. The area was thinly defended by a few American divisions. The Americans, flushed with the victories of the last few months, were caught off guard and hurled back. The German panzer divisions raced for the Meuse River; once across, they could drive to the sea and cut off an entire Allied army group. But American resistance stiffened after a few days, and the Germans did not break through. The penetration became a huge bulge in the front line. Within a week, Patton's Third Army was attacking the bulge, and Allied airpower hammered the panzers. Together, they defeated the last major German offensive of the war and won the Battle of the Bulge.


THE WESTERN FRONT
15 December 1944
ALLIED FRONT LINE, 15 DEC
WEST WALL
20 0 20 40 MILES
Arnhem
Waal R
Nijmegen
Lippe R
RUHR
Ruhr R
Kassel
Krefeld
DÜSSELDORF
Roermond
Heinsberg
COLOGNE
Jülich
Maastricht
Düren
Bonn
Liège
Aachen
Remagen
Huy
Sinzig
Malmédy
Koblenz
FRANKFURT-am-Main
St. Vith
Bitburg
Wittlich
Main R
Bastogne
Rhine R
Trier
Bollendorf
Luxembourg
Saar R
SAAR
Kaiserslautern
Saarbrücken
Saarlautern
Meuse R
Metz
OBERRHEIN
Saverne
STUTTGART
Nancy
Strasbourg
Moselle R
Epinal
Mulhouse
Vesoul
Belfort
Basel
Saône R
XXXX 25
XXXX 1 PRCHT
XXXX 1 CDN
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XXXX 15
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INSTALLATION AND STARTUP

Please refer to the "Installation Card" for hard disk installation instructions specific to your computer. After it is properly installed, start up the game. It will take a moment to initialize, then the title sequence will begin. When you're ready to play, simply click the mouse.

A dialog box will appear, allowing you to declare which side you want to play and the desired difficulty setting. There is also an option to play with historical weather and reinforcements or with random variations. Let's keep it simple for now: use the historical settings. If you want, there's also a demo game available; the computer will play against itself and you can watch.

To start the game, click on "Let's start!" or press the Return key.

ORIENTATION

When the game begins, you will see a map of the battlefield. German units are on the right, pointed toward the left. American units are lined up against them. Each unit represents a division of troops and equipment.

The Germans are all arrows, while the Americans are circles with shields. This is because the German units are initially in *mobile mode*, while the Americans start in *defense mode*. There are two other modes, *attack mode* and *shattered mode*.

Divisions in mobile mode move faster but are weaker. Divisions in defense mode cannot move, but are strong on defense. Divisions in attack mode move slowly but hit hard. Shattered

divisions can't do anything but wander around until they recover. Here are what the various modes look like:

attack mode

defense mode

mobile mode

shattered mode

There are two other elements to the display: a menu bar across the top of the screen and a text area at the bottom. Whenever the game needs to tell you something it will often use the text area, so remember: when this manual talks about the text area, refer to that space at the bottom of the screen.

The menu bar is used to access the various game options and commands.

DIVISION SELECTION

To select a division, move the cursor over it and click. The selected division blinks, and the text area tells you the division's name, its strength, and its readiness. A division with 100% readiness fights with full strength. A division with 50% readiness fights with half its strength. If you click anywhere else on the map, or press the Return or Enter key, the selected division will become unselected.

GIVING ORDERS

Once a unit has been selected, you can give it orders in several different ways:

Menu Bar: The **Orders** menu on the menu bar lists all of the orders you can give to a division. To issue an order, simply select the desired item from the menu.

Keyboard: All of the orders listed in the **Orders** menu have command-key equivalents, which means you can issue orders from the keyboard if you desire. To go north, for example, press Command-N (Alt-N on the IBM). For convenience, simply pressing the N key will work too.

You can also use the cursor keys to give movement orders to a unit. The up-arrow is the same as north, right-arrow means east, and so on.

Mouse: The mouse can be used to issue movement orders simply by clicking on a unit and dragging the cursor to the destination point. Release the mouse button and you're done. The division will follow the exact path you traced with the mouse.

While you drag the mouse, a shimmering trail marks the path you trace. If you move the mouse too fast, you'll get too far ahead of the shining path and will lose contact with it. In this case, the cursor will change to indicate the problem. To resume giving orders, move the cursor back to pick up the path, while still holding down the mouse button. You can also clip out orders by backtracking or closing the loop on the path.

CANCELLING ORDERS

If you don't like the orders given to a division, you can edit them several ways:

To erase all of a division's orders, press Command-K, or just plain K. Or you can simply use the mouse to click and drag a path to a new location. This will eliminate any previously issued orders.

To erase only the last order given to a division, press Command-L, or just L.

Mac users can undo their latest entry with Command-Z or the **Undo Entry** menu item in the **Game** menu.

When you are satisfied with a division's orders, just click anywhere else on the map, or press the Return key. You can now select another division to give orders to.

ORDERS RECEIVED

As you give orders to a division, it will move on the screen accordingly. It is not actually executing the orders, only showing you what it will do when you finish issuing all of your orders and begin play. An ETA (Estimated Time of Arrival) for each order will appear in the text area. However, if enemy units are encountered while the orders are actually being executed, the division may not live up to the estimate; combat tends to ruin a general's best laid plans.

AVAILABLE ORDERS

Let's examine some of the different orders you can give to a division.

The first broad class of orders are directional orders, such as **North**, **South**, **East**, and **West**. When you give one of these orders, the division will turn to face the indicated direction. If it's already facing in that direction, it will take one step forward in that direction. There's also a **Go Forward** command that will step the division forward in whatever direction it is facing.

The next class of orders changes a division's mode. You can tell the division to go into any of the modes, **Mobile**, **Defense**, and **Attack**, except shattered mode — you don't ever want to be in shattered mode.

When a unit receives any of the directional orders, it will automatically go into mobile mode. When a unit encounters an enemy division, it will automatically go into attack mode.

A special type of order is Road Movement. It is available only in the special case that the division is on a road, in mobile mode, and is facing down the road. In this case, if you select Road Movement, the division will automatically march down the road to the next road junction.

YOUR BASIC STRATEGY

If you are playing as the American, you want to avoid getting clobbered by the attacking German divisions, while still holding onto as much territory as possible until reinforcements (Patton's men) arrive. Basically, that means that each division should stand firm until the Germans are about to clobber it, then it should quickly run to a safer place. Germans can

clobber a division by hitting it with a big powerful division, or by surrounding it with several divisions. Don't get surrounded, and if a big mean Panzer division approaches, turn tail and run. But wait until the last possible moment so that you delay them as much as possible.

If you're playing as the German, you want to give your divisions orders to attack and destroy American units and seize vital objectives such as towns, bridges, and road junctions. Your ultimate goal is to destroy the Americans and capture the bridges across the Meuse River.

MOVING AROUND

Your divisions can march anywhere on the map, but some terrain is easier to move across than others. Roads are always the fastest way to get around. Stay on the roads and your divisions will move fastest. Rough terrain (indicated by darkened spaces) makes for slow going. Any attempt to enter a river square (unless you are crossing a bridge) is a very slow endeavor. Clear terrain (indicated by a clear spot on the map) is slower than a road but faster than anything else.

If you're not sure what the terrain in a square is, just hold down the option key (Control key on the IBM) and click and hold the cursor over that square. The terrain in that square will be explained in the text area. It will also give details about zones of control (ZOC's), which will be explained later.

"Squares?" you say. "What squares?" Oops — I forgot to mention the map is divided into invisible squares, just like a chessboard. All divisions in the game move from square to square. The lines that mark the squares are invisible, because they aren't really necessary.

Your divisions can't move through each other. If one gets in the way of another, the other division will just have to wait politely until the first moves on.

COMBAT

If one of your divisions attempts to move into a square occupied by an enemy division, that's what we military experts refer to as an "attack." There are three outcomes to any attack: win, lose, or draw. Each outcome is represented in the game by its own distinctive sound and animation.

If you win, you will push the defender out of his square (unless he's trapped and has no place to run). If you win really big, you may kill the enemy division completely.

What factors affect whether you win, lose, or draw?

Your strength: The stronger you are, the more likely a victory.

Your readiness: This determines what percentage of your strength is used.

His strength: The stronger the enemy is, the less likely a victory.

His readiness: This determines what percentage of the enemy's strength is used.

Your mode: Attack mode is twice as good as mobile mode.

His mode: Defense mode is best for the enemy, mobile mode is worst.

His facing: Are you attacking the enemy head-on? That's not as good as hitting him from the side. Even better is to hit him from the rear.

Terrain: If the enemy is defending in rough terrain or in a town, that's an advantage for him. If you're on a river and he isn't, then he defends better because he's behind the river.

SHATTERING

If you beat a division badly, it may shatter. A shattered unit will try to run away from danger, but is not very organized. It will move faster than any other unit on the battlefield, so there is no point in trying to chase it. It has no zone of control and cannot capture towns, bridges, or crossroads. If anybody attacks a shattered division, it will be destroyed.

Shattered divisions will recover after their readiness level has climbed above 25%. A shattered division that remains shattered for more than two days (a situation which usually occurs when the division is cut off behind enemy lines) will simply give up and surrender.

Divisions can shatter in five ways. The most common way is as the immediate consequence of defeat in battle. A division can also shatter shortly after losing a battle. It can even shatter shortly after winning a battle. This shouldn't surprise you — sometimes losses sustained in achieving a victory can temporarily cripple a division. Artillery barrages (explained later) can also shatter a division. Finally, a division can shatter spontaneously if it is out of supply for too long.

READINESS

Readiness has been mentioned several times, and it should be obvious that you always want your divisions to be at 100% readiness. Three factors affect readiness:

Combat. Whenever a division fights, it suffers a loss of readiness.

Time. Divisions slowly recover readiness over time.

(This means that, if you are attacking an enemy unit, it is best to attack with several units simultaneously. While the first attack may not do much damage, it will lower the readiness of the victim, so that the second attack will be more successful.)

Supplies. Divisions that are in supply behave normally, but divisions that have been cut off from supply lines do not recover readiness and, worse, they slowly lose readiness with each passing hour.

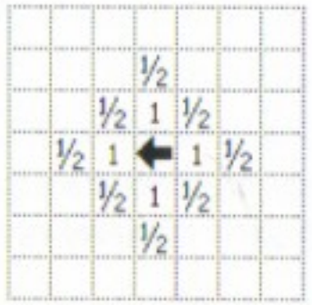
SUPPLIES

Supply lines flow along roads to the divisions. American supplies come from the north, west, and south edges of the map; German supplies come from the east edge of the map. From the road, supplies move overland to each division, a maximum of six squares' distance.

Of course, this only works if the supply line isn't cut. Enemy ZOC's, and enemy-held landmarks will cut off supplies.

ZOC'S

"ZOC" stands for "zone of control." Think of a ZOC as a force field that extends out two squares from each unit. The strength of the force field depends on the strength and mode of the unit. Units in defense mode have the strongest ZOC's; units in mobile mode have the weakest ZOC's. A division exerts its full strength into the square it occupies and the four adjacent squares. It exerts half of its strength into the eight squares that are two squares away, like so:



ZOC's add up. If all the German ZOC's exerted into a square by all the nearby German divisions are stronger than all the American ZOC's exerted into that square by all the nearby American divisions, then the Germans can move supplies through that square and the Americans cannot. There is an exception: you can always move supplies through a square that is occupied by one of your divisions.

LANDMARKS

These are towns, bridges, and road junctions. They play a special role in the game. First, they are worth victory points; whichever side holds a landmark receives its value in points. You can find out how many points a landmark is worth by holding down the option key (IBM: Control key) and clicking on the landmark. You capture a landmark just by passing a division through it. Whoever owns a landmark can pass supplies through it, and more importantly, the side that doesn't own a landmark cannot pass supplies through it. The bridges over the Meuse River are worth the most points, so holding them is important to both sides.

USEFUL DISPLAYS

Whenever you select a unit, the information in the text area will tell you if it is out of supply. Also, if you hold down the option key (IBM: Control key) and click on any square, it will tell you how strong the ZOC's are in that square.

There are several displays in the **Analysis** menu that also provide you with helpful information:

Show German ZOC's and **Show American ZOC's** will show you just how strong the ZOC's are in each square on the map.

Show Unsupplied Units will show you who is out of supply on both sides.

Show German Supply Lines and **Show American Supply Lines** will show you the roads down which supplies are travelling, so you can immediately see where the supplies are cut.

Show Strengths will replace the divisions with symbols that indicate how strong each division is — this is such an important display that we allow you to raise it just by holding down the SHIFT key.

Show Landmarks will show which side owns each landmark.

BARRAGES AND SIGHTING

Whenever a division enters another division's ZOC, it is barraged by artillery fire. This inflicts some minor casualties. Also, you don't see enemy divisions on the map until they enter a ZOC of one of your divisions. Of course, he doesn't see your men, either — so be sneaky!

OK, LET'S PLAY!

You've given orders to your divisions. Now select **Start Game** from the **File** menu and watch the action. Your divisions will start executing the orders you gave them. The computer's divisions will start moving, too. There will be barrages, combat, chaos, and confusion. Oh, what fun!

You can intervene anytime simply by selecting any division. If you want to change its orders, go ahead. If you just need a chance to catch your breath, that's fine, too. Either way, when you're ready to resume, just unselect the division and the action will resume. (You can also pause and resume the game with the **Pause** and **Resume** menu item in the **File** menu.)

If you want to slow down the pace of the game, you can do that with the **Game Speed** menu item in the **Preferences** menu.

While the game is in progress, you'll notice the clock running. You'll also notice it slow down or stop occasionally. This happens because the computer is doing a great deal of thinking during the game. Especially time-consuming are the artificial intelligence routines that guide the computer's units. Sometimes, when a unit gets in a bad jam, it will take a while to figure out how to solve the problem. When this happens, the clock might stop for several seconds. If several units get into a jam at once, the delay might be ten seconds long.

Don't panic if the computer seems to freeze up for this amount of time. It won't happen often — unless you're really giving the computer a thrashing! One other consequence of this system is that sometimes, when you click the mouse, nothing happens for a second. Just remember to keep holding the mouse button down and the computer will eventually wake up and notice that you want to do something.

ANECDOTES

From time to time during the game, the action will suddenly stop and you will be presented with a completely new display. You will see a little story illustrated by a photograph. The story is closely based on a real event that actually happened during World War II, although I have exercised some artistic license in adapting the stories to this game.

If you are interested in learning more about the matter illustrated in the story, just click on the Tell Me More button and you will see another illustrated screen giving background information. This information will provide you with some context about how and why the battle was fought the way it was. When you are ready to resume playing the game, just click on Return to Game.

You can also access all the anecdotes through the History Book menu.

"ARE YOUR PAPERS IN ORDER?"

Once each game, the computer will pause and a kindly soul will gently inquire as to whether your papers are in order. He will ask you to provide some trivial bit of information from this manual. Please do give him what he wants; we assure you, he will not take no for an answer.

AIR STRIKES

The American side has a special advantage: the Allied air forces. When the weather is clear, the Allied fighter-bombers can pounce on German troops and shoot them up. Historically, bad weather prevented the Allied air forces from flying support missions for the first week of the

battle, but the weather cleared on December 23rd and then the Allied fighter-bombers wrought havoc with the Germans.

If you are playing as the American, the game will announce the availability of an air strike and ask you to designate your chosen target by clicking on it. You may designate either a German division or a German landmark. If you designate a German landmark, no German supplies will pass through that landmark for the rest of that day. If you designate a German division, it will suffer casualties in proportion to its strength. Divisions in mobile mode suffer the most damage; divisions in defense mode suffer the least. Divisions on clear terrain suffer higher casualties than divisions in rough terrain.

The American airpower also confers another advantage on the American player: he gets to see the positions of all German divisions.

When preparing to designate your airstrike target, you will not be able to select individual units to see their strength and level of readiness, but you are free to use other commands to gain information before making your decision.

If you don't want to manually execute airstrikes yourself, you can delegate this responsibility to the computer by selecting **Delegate AirStrikes** from the **Preferences** menu. If you change your mind later on in the game, just select **Delegate AirStrikes** again, and control of airstrikes will return to you.

TACTICAL ADVICE

If you would like some advice on where to direct your units, select the **Tactical Advice** menu item from the **Analysis** menu. One of your generals will give you good, but not brilliant, military advice. You may use this feature repeatedly to receive different advice.

GAME END AND SCORING

The game continues until December 28th. If your score is positive at that time, you win. If it is negative, you lose.

You get points for damaging and destroying enemy divisions and for holding landmarks (towns, bridges, and road junctions). You lose points for your own casualties. Your score is based on your initial situation at the start of the game; you gain points for how well you improve your situation during the game. If you can consistently score more than 500 points, consider it a job well done and try the next most difficult level. The toughest challenge is to win as the Germans at the Expert level.

HINTS ON GOOD PLAY

First, be sure to use the terrain. On defense, never fight on clear terrain. Get into a town, or behind a river, or in rough terrain. A town or rough terrain behind a river is the strongest position you can have, so don't give up such a position easily.

On the attack, use the roads to move quickly. If you encounter a delaying defense, try to hit the retreating units while you're still in mobile mode — if you catch them at the right moment, you can send them reeling.

Getting flanked (attacked from the sides) is bad news, so when the enemy starts to work people around your flanks, it's probably time to bug out. Getting attacked from the rear is very bad; don't let it happen. Conversely, the best way to clobber a unit is to surround it from all four sides. When this happens, you are guaranteed to be able to attack it from the rear. Also, it is cut off from supplies and has no place to retreat. A surrounded unit is as good as dead.

Strategically, the most decisive move you can make is to cut off the enemy's supplies. Once that happens, he must either retreat his entire army to restore supplies, or try to restore supplies with a few divisions. Either way, it's big trouble for him.

The American air power is devastating. As the American, use it to cut off German supplies, and then chop up German divisions in the open. The best possible target is a big German unit sitting in the open in mobile mode. As the German, you've got to keep your men tucked away in defense mode in the forests once the American airpower starts to arrive. You can attack with impunity for a few hours in the morning — the jabos (Allied air forces) will be busy shooting up your supply lines. Once they turn to your divisions, though, suspend operations and hole up for the rest of the day.

Timing is important in this game. On the defensive, you can buy time by forcing your opponent to deploy for attack, then popping into mobile mode and bugging out just before his attack hits. This trick requires exquisite timing: if you miscalculate, your men will be in mobile mode, presenting their rear to the enemy when his attack hits. That's the worst possible case.

There's a built-in feature that may confuse and frustrate some players. When you give orders to a division to move in mobile mode, and it suddenly finds an enemy division barring its way, it will automatically deploy into attack mode and attack the enemy. Conversely, if its orders call for it to attack, and there's nobody to attack, it will deploy to mobile mode and march forward. This feature eliminates much of the tedium of the game, but in a few rare cases it might surprise or frustrate you. For example, it's stupid for the Panzer Lehr Division to deploy to attack the pitiful remnants of a clobbered American division — the Lehr can beat them in mobile mode. In such a case, watch for the Lehr to move adjacent to the weakling division, then select the Lehr and order it ahead. It will attack in mobile mode. The basic rule is simple: the first order you give cannot be countermanded. Only later orders in a sequence of orders can be countermanded.

The American side has the natural advantage in this game — after all, they won. If you find yourself ho-humming as you annihilate the Germans by Christmas, try playing the game from the German side.

MENU FUNCTIONS

File

New Game brings up a dialog box that will start a new game. Keep in mind, though, that starting a new game destroys any game you were playing before you selected **New Game**, so save it first if you want to keep it.

Undo Last Entry (Macintosh version only) will undo your last action, depending on what it is. Generally speaking, it undoes your previous keystroke or mouse click. If you've gotten four divisions surrounded and out of supply in Bastogne, **Undo Last Entry** will not save your derriere.

Tactical Display (Macintosh version only) will show you a big scrolling map of the battlefield. The size of units on this map is proportional to their strength. This map is just as functional as the normal strategic map, except that some of the items in the **Analysis** menu that require a full screen display won't function. To get back into the strategic map, simply select this menu item again. (This feature could not be implemented on the IBM because the tactical display needs over 700K of RAM, and we couldn't quite fit that into a computer with only 640K of RAM.)

Start Game/Pause/Resume is one menu item with three names, depending on whether you are just beginning the game, playing it, or currently paused. It will stop everything, giving you a chance to look things over at your leisure. If things are going too fast and you need a chance to catch your breath, just select this option. It is a historically documented fact that George Patton never once used this feature.

Open ... will load a previously saved game. See **Save Game**.

Save Game will save a game for future loading. See **Open ....**

Quit is for quitters and lackeys, the kind of people George Patton used to slap. You don't want to get slapped, do you?

Analysis

Show German ZOC's will show you the zones of control of the German units that are visible. If there's a German hiding somewhere you can't see him, you won't see his ZOC either. If you are playing as the German, though, then you'll see all the ZOC's.

Show American ZOC's does the same thing for the American side, with the same constraints.

Show Unsupplied Units will cause all units that are out of supply to blink plaintively. Imagine the exhausted men shivering in the snow with neither food nor ammunition nor medical supplies yet heroically carrying on the fight without complaint. This is a good time to have a snack while playing.

Show German Supply Lines shows the roads the Germans are using to bring supplies to their frontline troops.

Show American Supply Lines does the same thing for the American side. "Wait a minute!" I hear you saying, "How come I can see the supply lines for the enemy?" Because it's a game, silly! And if that's not a good enough answer for you, (you're a real wargaming expert, you see) then I remind you of the elite Muskrat Korps of dedicated rodents who risked their lives to bring back vital information. If Mickey crossed the road and didn't make it back, the supply trucks were rolling ...

Tactical Advice will analyze your current situation and give you useful suggestions on how you might proceed.

Show Idle Units will highlight those units that have no orders. You've overlooked them in the heat of combat and should give those slackers something to do.

Show Strengths will replace all divisions with little icons indicating how strong the units are. It does not take into account their readiness — just their raw strength. You can also get this display by holding down the Shift key. (Macintosh version: the Shift key has no effect when viewing the Tactical Display.)

Show Landmarks will show which side owns each landmark in the game.

Preferences

Sound will let you play in restful silence or frenzied cacophony, as suits your taste.

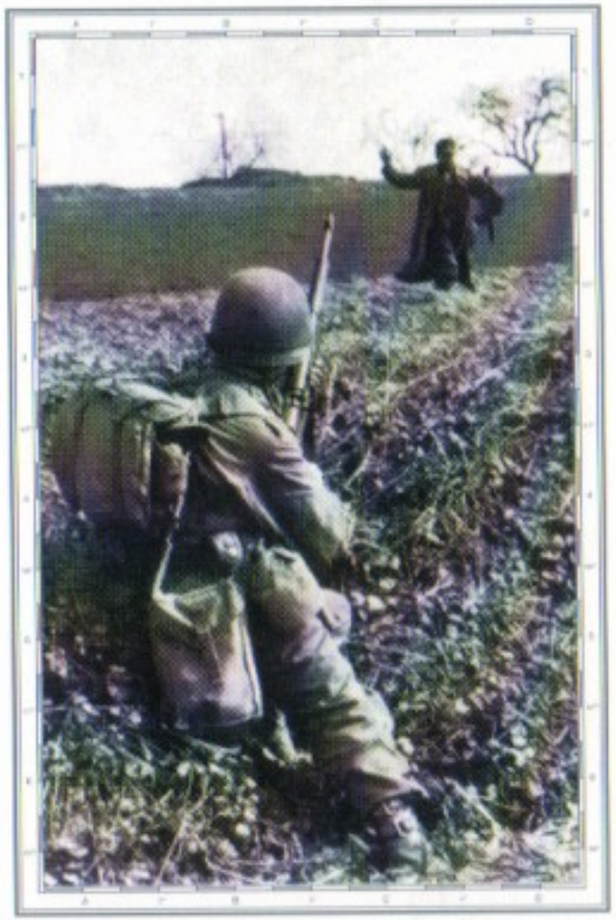
Game Speed permits you to adjust the game's pace. Beginners will probably want to keep things slow, but once you've got it down pat, go ahead and speed things up.

Skip Anecdotes deprives you of exposure to those cleverly written, poignant, inspiring, or hilarious little tales with which we occasionally regale you.

Skip Newsreels turns off all the little newsreels that pop up on the screen announcing events here and there. If you don't like seeing all those newsreels, select this item so that it is marked.

Newsreel Length allows you to specify how long the newsreels stay on the screen. In all cases, a mouse click will always dismiss a newsreel.

Delegate AirStrikes permits the computer to plan your airstrikes for you.



Orders

North orders the selected unit to turn and face north. If it's already facing north, it will take one giant step northward.

East does the same thing towards the east.

South does the same thing towards the south.

West does the same thing towards — you guessed it! — the west.

Road Movement orders the selected unit to march down the road to the next road junction. This function is only available if the unit is in mobile mode, is on a road, and is facing along the direction of the road.

Go forward tells the unit to take one giant step in the direction in which it is facing.

Attack Mode orders the division to go into attack mode.

Defense Mode orders the division to go into defense mode.

Mobile Mode orders the division to go into mobile mode.

Kill Last Order cancels the last order given to a selected division.

Kill All Orders cancels all orders given to a selected division.

History Book

This menu will bring up the reference material used in the game. You select a broad category and from there select an individual entry. Once that is done, it operates just like the anecdotes.

DESIGNER'S NOTES

My fundamental goal with this game was to create a "wargame for the rest of us," if you'll forgive the cliché. Wargames have always been hairy monstrosities, staggering under rulebooks that read like contracts for corporate mergers, bristling with abstruse numeric information, exploring strange new worlds of user hostility where no designer has gone before.

I wanted to change that. I wanted to create a wargame that was first and foremost easy to play. So I designed it from the user interface out. First I established what would be easy for the player, then I designed the game around those capabilities.

This led naturally to the first great compromise in the design: realism. Early on, I made a conscious decision that "realism be damned." Whenever I could fit it in without compromising the play of the game, I would. Whenever realism got in the way of the game, it got bumped. So all you grognards who can prove that the 276th VolksGrenadier Division had 36 105-mm howitzers with a range of 26.4 kilometers — good for you.

Platform Compromises

The second big compromise involved platform dependence. At one extreme, I can design for just one hardware configuration — say, my Mac IIx with a 256-color monitor and 8 megs of RAM. Anything less is not supported. At the other extreme, I write a generic program that runs on all computers: pure text, no sound, no graphics, but you can run it on your old TRS-80.

In the real world, I specify a "primary target configuration," design for that, and then try to make it work on machines that fall short. The primary target configuration is a Mac II with 16

colors and 2 megs of RAM. Black and white Macs and the Mac LC are secondary target configurations; this game just doesn't work as well on them. The MS-DOS compatible with VGA and mouse comes close to the primary target configuration, but falls short because of its RAM limitations. And then there's the non-mouse version of the game ... what can I say?

To all my customers who have secondary target machines, I offer my condolences. I'd really like to give you a game that's just as good on your Mac Plus as on a Mac IIfx, but it just can't be done.

APPENDIX FOR GROGNARDS

If you don't know what 'grognard'* means, you don't want to read this appendix. This is where we talk about the picky stuff. These are the dirty details.

Logistics

The determination of which units are in supply is carried out in two separate steps executed at different times. First we must calculate the supply roadnet, then we can figure out who's in supply. These are time-consuming calculations; you might have noticed the pause every hour on the hour. That's because we perform the first calculation once each hour and after every airstrike. We execute the latter calculation only when a unit executes an order and once every hour — but at different times for each unit. This system isn't perfect: occasionally a unit's supply reality won't catch up with it for up to one hour. It's also possible for a hunkered-down unit to remain in supply for a long time after it has obviously been cut off. You'll see units that are in supply that shouldn't be, or vice versa. Don't worry; this is a temporary condition.

American Sighting

There's another little exception to the sighting rules, created by American airpower. If the American player has any airstrikes during the day, he gets to see all the German units during that day. This is a little crude, I must admit. But a more precise set of rules would have gotten the game into complexities that nobody needs. Besides, it really doesn't mess up the game too much. By the time the Americans get their airpower, they have the initiative anyway.

*Grognard: a tough old French soldier of the revolution. A veteran and an expert. Always complaining.

Landmark Capture

Another hidden rule asserts that every landmark has a little garrison, perhaps a hundred men, worth one strength point. When you capture a landmark, you lose one strength point killing the enemy garrison and another point leaving a garrison behind. You also suffer a four-point loss in readiness. Why'd I do this? See the next paragraph.

Gas Consumption

When a unit is out of supply, it loses readiness much faster if it is moving than if it is stationary. In other words, if you're moving, you run out of gas. The purpose of this rule and the previous one is to prevent the American player from sending a suicide unit deep into the German rear, ripping up the German supply net. These two rules together make it hard for that strategy to work.

ACKNOWLEDGEMENTS

I have a reputation for being a lone wolf, but in fact a great many people contributed to this game. Dave Menconi is officially credited with programming the IBM version of the game, but in truth, Dave participated in the design process, acting as a sounding board for my ideas, critiquing them, and suggesting his own. Aaron Urbina was officially responsible for most of the artwork and sound, but he also made creative contributions in many other areas of the game. Peter Mitchell-Dayton created the maps and the endgame artwork, and helped playtest the game to boot. Ed Badasov produced the game, a job normally involving imperious criticisms, but he also rolled up his sleeves and created some sounds on his MIDI system. Dale Yocum playtested the game extensively and deserves all the credit for the click-and-drag order entry scheme. I insisted that it would never work, right up to the moment I tried it. Eric Goldberg, a wargame designer of great renown, provided sound advice at several crucial points during the design process. Greg Williams, Dennis Hescox, and Mark Van Alstine helped playtest the game. And then there are all the other people who contributed to the process in less direct ways: Susan Lee-Merrow, Steve Axelrod, Sandy Schneider, and my wife Kathy.

Lone wolf? Ha!

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BALANCE OF THE PLANET

This is an environmental policy game. You play in the fictitious role of the "United Nations High Commissioner of the Environment," with the power to do something about global environmental problems. This is a complex and serious game that forces you to confront your own ethical standards. It does not have an iota of animation or sound, so if you want spectacle, buy Wing Commander instead. Mac version requires Mac Plus or newer and hard disk. IBM version requires 512K, EGA or better, and hard disk. $25.00 plus $5.00 shipping and handling. We also have an educational version with a site license; contact us for details.

SIBOOT

This game was originally released in 1987 by Mindscape under the title Trust & Betrayal. This is a weird game: it's about interpersonal relationships. You converse with other characters in a telepathic language. You don't get to shoot anybody — success depends on your ability to make friends and influence people, even as you're stabbing them in the back. We've touched up the Mac version so that it works on the newer models, and created a completely new IBM version. While supplies last, we'll sell you the original Mindscape manual and packaging with

the new software. After they're gone, we'll send laser-printed stuff with no packaging. Mac version will work on a Mac Plus or newer. IBM version requires VGA, mouse, hard disk, and 640K RAM. $25.00 plus $5.00 shipping.

SIBOOT DESIGNER'S PACKAGE

This is a complete package laying out the design of Siboot. Complete source code in Pascal, over 200 pages of text explaining the design process of the game. If you want to see the guts of game design, this is the closest you'll ever get to looking over the designer's shoulder. NO SUPPORT — you're on your own! Mac version requires THINK Pascal, IBM version requires Borland Turbo Pascal. $100.00 plus $10.00 shipping.

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