



FOR VICTORY

GOLD · JUNO · SWORD



Macintosh

Plus or newer, B&W and Color



FOR VICTORY



GOLD JUNE SWORD

Macintosh

Plus or newer, B&W and Color

Memory Requirements

B&W: 1Mb for limited play

2Mb for full game

256 Color: 3Mb.

System 7: 3Mb for B&W or color

Requires 1 disk drive and a hard drive.

Hard drive is required.

HD disks included, 800k available.

System 6.0.5 or later required

Color version requires

32bit QuickDraw



June 7th, 1944

THE SLEEPY NORMAN COUNTRYSIDE HAS COME TO THE FOREFRONT OF THE WAR AS OVER 100,000 ALLIED TROOPS ASSAULT HITLER'S VAUNTED ATLANTIC WALL. EIGHT GERMAN PANZER DIVISIONS AND THREE POWERFUL COMMONWEALTH CORPS ARE ENGULFED IN THE TITANIC BATTLE FOR CAEN AND THE COMMONWEALTH BEACHES...



The cutting edge interface provides easy access to gameplay options.

V for VICTORY - GAME 4, Gold•Juno•Sword takes the series back to the Normandy beaches. As the Commonwealth commander, you must take and hold a beachhead large enough to secure a foothold in Europe, and open a second front against Germany. As the German commander, you must destroy the Commonwealth Divisions, and force them to withdraw from the continent.

VARIETY

Lead your forces against the computer or another player. Test your skills as a WWII combat commander in seven scenarios of increasing difficulty:

- **The Orne Bridges:** Elements of the British 6th Airborne Division defend the bridges over the Orne against strong German attacks.

- **Attack of the 12th SS:** The Elite 12th SS "Hitler Youth" Division attacks elements of the British Third "London" Infantry Division as it advances to Caen.

- **Off the Beaches:** The Commonwealth forces of the 1st and 30th Corps must advance to Caen, enlarge the beachhead against strong German resistance, and link up with the Americans west of Bayeux.

- **The End Run:** The British 7th and 50th Divisions must seize and then defend Villers-Bocage and turn the left flank of the German defense of Caen, the ancient capital of William the Conqueror.

- **To The Sea:** The Hypothetical German counter-attack to isolate the British beaches from a linkup with the Americans on Omaha beach.

- **Charge of the Bull:** The powerful 9th and 10th SS Panzer Divisions launch a counterattack against the

British 11th Armoured Division in its advance across the Odon River.

- **Campaign Game:** The complete Gold•Juno•Sword Campaign Game, the all-encompassing scenario, gives the player ample opportunities to maneuver, attack, and defend.

- **V for Victory:** Gold•Juno•Sword also includes numerous options and historical variants. Select one or more of them in combination for dozens of different scenarios.

'WARGAMING WITHOUT COMPROMISE'

The award-winning and critically acclaimed V for Victory series sets a new standard for computer wargames. Brilliant in complexity yet easy to play, V for Victory is the most complete, accurate and realistic simulation of large-scale WWII ground combat ever produced.



Secure the beachhead and capture the Orne Bridges.



Advance on Caen!!

FEATURES

- **Playing area** is an authentic, full-color scrolling map of the Bayeux-Caen area of France. 13 different terrain types, including bocage, swamp, beach, and forest.

- **Over 600 military units** including forces from four different countries, divided into 9 major types of units and over 60 sub types.

- **9 types of combat**, including probes, all-out assaults, and 8 kinds of offensive and defensive artillery missions.

- **Detailed weather effects** and weather forecasts, including temperature and precipitation.

- **Player can assume** either Allied or Axis command, and play against the computer or another player.

- **Optional "Limited Intelligence"** feature provides varying amounts of information about enemy activity, allowing for more realistic play.

- **Extensive campaign analyses** and historical background information are included.

- **7 scenarios of varying length and difficulty**, including an introductory scenario and the complete Campaign Game.

- **Game units include** elite SS Panzer Divisions, British and Canadian assault divisions, and the powerful British 1st, 8th, and 30th Corps.

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Attention!

Utah Beach, Velikiye Luki and Market Garden Owners!

Since the release of V for Victory 3.0 (Market Garden), we here at Three-Sixty have spent a lot of time working through the Utah Beach, Velikiye Luki and Market Garden data in order to patch up some game inconsistencies which were reported subsequent to the release of V4V 3.0. As we consider all our V for Victory players valued customers, we are providing the fruits of this labor free of charge to you with the release of Gold • Juno • Sword. After installing Gold • Juno • Sword, you will notice that the installation diskettes include three additional files which are not required to play GJS. These files include complimentary data patches for Utah Beach, Velikiye Luki, and Market Garden, and when installed will automatically patch the respective game data of each of these games thus allowing them to play much more smoothly under V for Victory 4.0. It should be noted however, that upon patching your previous game data that your existing save games will not be playable under GJS. Thus, you should finish up your respective save games before patching your data with the process as described below. Also, *before installing your game set data patches*, please make certain that you have first installed GJS, and have followed the instructions for transferring your previous game sets to be played under GJS as detailed in the Installation and Information Guide, subsection "Playing Previous Game Sets Under GJS."

Utah Beach

If you own V for Victory: Utah Beach v. 2.0, insert Disk #1 into your disk drive and double click on the file entitled **UB Data.sea**. At this point you will be presented with a dialog box asking you where you wish to install the contents of this file. Choose the folder on your hard drive entitled "Utah Beach" (found under your V for Victory 4.0 folder) and begin the extraction process. You may be prompted with a message informing you that there are duplicate files in the folder which you are attempting to install into. If this is the case, simply click on "Replace all Duplicates." After the file is finished decompressing itself, you will be ready to play your newly patched Utah Beach scenarios under GJS.

Velikiye Luki

If you own V for Victory 2.0 (Velikiye Luki), insert Disk #2 into your disk drive and double click on the file entitled **VL Data.sea**. When you are presented with the dialog box asking you where you wish to install the contents of the file, choose the folder entitled, "Velikiye Luki" (found under your V for Victory 4.0 folder). If you are prompted with a message at this point informing you that duplicate files exist in the folder that you are installing to, simply click on "Replace all Duplicates." After the file is finished decompressing itself, you will be ready to play your newly patched Velikiye Luki scenarios under GJS.

Market Garden

The instructions for updating your Market Garden data may be found in the Installation and Information Guide, subsection "Installing V for Victory: Gold • Juno • Sword" (second to last paragraph).

Dear Three-Sixty Customer:

Thank you for purchasing **V for Victory: Gold • Juno • Sword**.

Currently, Three-Sixty is working to produce an add-on diskette which will allow for modem play under **V for Victory: Gold • Juno • Sword**. This add-on diskette will be available direct from Three-Sixty immediately upon its completion, and will be distributed free of charge to all registered users who request it.

To request your Communications Diskette, simply contact Three-Sixty's toll free order line at 1-800-653-1360 (US) or 1-800-697-2360 (Canada). Foreign orders may be placed by calling the Three-Sixty Technical Support line at (409) 776-2187 M-F 9:00 a.m. to 6:00 p.m. C.S.T. When your request is received you will automatically be placed in queue to receive the diskette when it becomes available.

Again, thank you for your support of Three-Sixty.

TSPI 2001

V FOR VICTORY

Gold • Juno • Sword

Installation and Information Guide



Three-Sixty Pacific, Inc.
2105 S. Bascom Ave. Campbell CA. 95008

Technical Support: (409) 776-2187
9:00am - 6:00pm CST, Mon-Fri.

CompuServe: 76711,240
Prodigy: KHFB81A
America Online: ThreeSixty
GEne: THREE-SIXTY
Internet: 76711.240@COMPUSERVE.COM

A Note to Users With Low Density Disk Drives

As V for Victory: Gold • Juno • Sword was provided on high density diskettes, users with systems which require the game to be in low density diskette format (typically Plus and SE models) may exchange their diskettes for a low density version of the game by sending in their original diskettes to the following address:

Three-Sixty Pacific, Inc.
Attn: GJS MAC Diskette Exchange
2402 Broadmoor C - 101
Bryan, TX 77802

Please remember to include with your diskettes a note with your full name and address.

Installing V for Victory: Gold • Juno • Sword

*Note to owners of Utah Beach (v. 2.0 data) Velikiye Luki, and Market Garden: While V for Victory: Gold • Juno • Sword (GJS) will allow you to play your existing Utah Beach (v. 2.0 data), Velikiye Luki and Market Garden scenarios under the GJS game system, it is important that you do not install GJS into either your Utah Beach, Velikiye Luki, or Market Garden game folders. Instead, please use the following directions to install GJS, and then refer to the section: **Playing Previous Game Sets Under GJS.***

Your Gold • Juno • Sword game box should contain three diskettes (Disk 1, Disk 2, and Disk 3). Insert the diskette labeled "Disk 1" into your disk drive and double click upon the diskette icon. You should see two self-extracting archive files entitled **V4V 4.0.sea (non-FPU)** and **GJS B&W.sea**. Double click upon the file entitled **V4V 4.0.sea (non-FPU)**. At this time you will be prompted by a dialog box which will allow you to choose where you wish to install your GJS files. Choose an area on your hard drive of your choice. Again, be very careful that you do not install your GJS files into the same location as your Utah Beach, Velikiye Luki or Market Garden files. After this file has completed decompressing itself, you will notice a new folder on your hard drive entitled, "V for Victory 4.0." Next, double click on the **GJS B&W.sea** file. When you are prompted with the dialog box asking where you wish to install the contents of this file into, you should choose the "V for Victory 4.0" folder. After this file has finished de-compressing itself, drag the Disk 1 icon into the trash can, which will eject the disk. You should now insert Disk 2 into your disk drive.

Double click upon the Disk 2 icon, at this point you should see two files on the diskette: **V4V 4.0.sea (FPU)** and **GJS Data.sea**. If your Macintosh has a math co-processor you should double click upon the **V4V 4.0.sea (FPU)** file and

install it into your "V for Victory 4.0" folder. If your Macintosh does not have a math co-processor installed you may skip installing this file and move on to installing the file entitled **GJS Data.sea**. To install this file, again double click upon the file and when prompted by the dialog box, choose the "V for Victory 4.0" folder to install into. You are now finished with Disk 2 and may drag it into the trash can. You should now insert the diskette labeled "Disk 3."

After inserting Disk 3, double click upon the diskette icon. At this time you will see two files entitled **GJS Color.sea** and **MG Data.sea**. Double click upon the file entitled **GJS Color.sea**. Again, you will be prompted with a dialog box asking you where you wish to decompress the contents of this file into. Choose the folder entitled "V for Victory 4.0."

You might at this time be wondering why the file "MG Data.sea" was included with GJS. If you own V for Victory: Market Garden, this file when installed will automatically patch your existing MG data, and will fix several problems which were identified during our QA testing processes. Please note that this patch is not required for Market Garden game play, however it will allow Market Garden to play somewhat smoother under the V for Victory 4.0 game engine included with GJS. If you own Market Garden, then you should at this time double click upon the file. When presented with the dialog box, you should choose the folder on your hard drive entitled, "Market Garden" (located under your V for Victory 3.0 folder). At this time you may be prompted with a dialog box informing you that there are duplicate files in the folder which you are attempting to install the contents of this file into. Click on the button which reads, "Replace ALL Duplicates."

If you wish to begin play of GJS now, you may do so by entering your newly created V for Victory 4.0 folder and double clicking on the file entitled "V for Victory 4.0 (non-FPU)." Or, if your Mac has a floating point unit installed, you may choose the file entitled, "V for Victory 4.0 (FPU)" instead.

Playing Previous Game Sets Under GJS

If you currently own Utah Beach (v. 2.0 data), Velikiye Luki, or Market Garden, then you will be able to play the scenarios from one or all of these games under GJS after using the following procedure:

Instructions for transferring your Utah Beach (v. 2.0 data) scenarios to be played under V for Victory 4.0: Gold • Juno • Sword:

If you currently own V for Victory: Utah Beach version 1.0 or 1.1 and you wish to play your Utah Beach scenarios under GJS, you will need to contact Three-Sixty to obtain the Utah Beach 2.0 data upgrade. You may obtain this upgrade for \$5.00 (to cover shipping and handling charges) by contacting our toll free sales line at 1-800-653-1360 (US) or 1-800-697-2360 (Canada). This data upgrade will restructure your Utah Beach data and allow it to be played

under GJS. If you currently have the Utah Beach 2.0 upgrade installed, you need but simply enter your V for Victory folder and drag the folder entitled "Utah Beach" (assuming the folder name has not been changed) into your V for Victory 4.0 folder. You can at this time throw away all of your old V for Victory: Utah Beach files as you will not have further need of them.

Instructions for transferring your Velikiye Luki scenarios to be played under V for Victory 4.0: Gold • Juno • Sword:

Enter your V for Victory: Velikiye Luki game folder. At this time you should see a folder entitled "Velikiye Luki" (assuming the name of the folder has not been changed to something different). Click and drag this folder into your newly created V for Victory 4.0 folder. At this time (although transparent to the user) your Velikiye Luki scenarios will automatically be updated and rendered fully compatible to be used with GJS. You may now throw away the rest of your original Velikiye Luki folders/files. However, it is recommended that you start V for Victory: Gold • Juno • Sword and make certain that the Velikiye Luki button is active on the game start up screen before doing so.

Instructions for transferring your Market Garden scenarios to be played under V for Victory 4.0: Gold • Juno • Sword:

Enter your V for Victory 3.0 game folder. At this time you should see a folder entitled "Market Garden" (assuming the name of the folder has not been changed to something different). Click and drag this folder into your newly created V for Victory 4.0 folder. You may now throw away all of your old V for Victory: Market Garden folders/files as you will not have further need of them. However, it is recommended that you start V for Victory: Gold • Juno • Sword and make certain that the Market Garden button is active on the game start up screen before doing so.

Configuring Your Macintosh for Optimum Play

Depending upon the size of your screen, and whether or not your machine uses color, V for Victory: Gold • Juno • Sword will have different memory requirements. To change the amount of memory available to GJS, simply highlight the file icon with a single click of the mouse button, go to the FILE MENU and choose GET INFO. When this screen appears you will see a box at the bottom of the window which will display the current size or amount of memory allocated to the application. To change this number, simply click in the box and type in the necessary change. The following example gives a good indication of how much memory you should assign to the game based upon system type and monitor size:

Color Macintosh w/ 12-13" Screen:	2600
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It should also be noted that any installed INIT's and CDEV's (i.e. virus checkers, alarm clocks, etc.) use system memory. Thus, if you are having trouble obtaining enough memory to play GJS, and you use System 7.0 or later, then you may wish to re-start your Mac while holding down the Shift key during the start up sequence. This will disable all such extensions and free up more system memory which subsequently can be allocated to Gold • Juno • Sword.

Keyboard Equivalents

Start New Game:	Command-N	Save Game:	Command-S
Resume Old Game:	Command-R	Quit Game:	Command-Q
Plan Fire Support Now:	Command-A	Close View:	Command-1
Plot Ground Units Now:	Command-G	Switch Sides:	Command-'
Show Planned Moves:	Command-Z	Show Supply:	Command-2
Execution Phase:	Command-E	Planning:	Command-P
Show Hex Borders:	Command-4	Hex Owner:	Command-3

Numerals 1 - 9: Scrolls map; keypad uses same layout as scroll pad on screen.

0 (zero): Toggles between the close view and far view.

A or a: Cycles through the attack options for the selected unit.

S or s: Cycles through the movement options for the selected unit.

D or d: Cycles through the defend options for the selected unit.

F or f: For engineers, cycles between digging in and building field fortifications. For all other units, toggles between digging in and not digging in.

delete: Cancels the last order given to the selected unit (for multi-hex movement paths, cancels the last hex of the path).

clear: Cancels all orders for the selected unit, and gives it "defend if attacked" orders.

shift: Simultaneously selects entire stack for issuing orders.
(hold down)

Command: For selected artillery unit, assigns target hex by clicking on target hex. For other units, assigns tactical movement path by clicking on next hex in path.
(hold down)

Option: Opens or closes Command Box when unit is clicked on.
(hold down)

Errata File on Disk 1

Included on Disk #1 is a text file entitled, "GJS Errata - Please Read." This file details any last minute changes to the included game manuals, and to this Installation and Information Guide. To read this file, simply double-click upon the file icon.



Software Warranty Registration

V FOR VICTORY

Gold • Juno • Sword Macintosh

Thank you for purchasing this product. To be sure you receive new product information, as well as product update information, please take a few moments to answer and return your warranty registration card. Our Technical Support number is: **409-776-2187** M-F 9:00 AM to 6:00 PM Central Time.

Name _____ Phone _____

Company _____

Address _____

City _____ State _____ Zip _____

What hardware do you own and/or use?

- | | | | |
|--|-------------------------------------|------------------------------------|--|
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| <input type="checkbox"/> II, IIX, ILCX | <input type="checkbox"/> Quadra | <input type="checkbox"/> Modem | Monitor Size _____ |

How much memory (RAM) is in your computer?

- ☐ 1Mb ☐ 2Mb ☐ 2.5Mb ☐ 3Mb ☐ 4Mb _____ Mb

Your choice for the next battle? _____

System version? _____ ☐ Don't know

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What attracted you to buy this product? _____

What computing magazines do you read? _____

What types of games do you enjoy? _____

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- ☐ Prodigy ☐ CompuServe ☐ GENIE ☐ America Online

What do you *like* or *dislike* about V for Victory? (L for like, D for dislike)

- | | | |
|-----------------|---------------|-------------------|
| L D Detail | L D Realism | L D Overall value |
| L D Ease of use | L D Interface | L D Manual |
| L D Scenarios | L D Sound | L D Graphics |

Comments _____

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V FOR VICTORY

GOLD • JUNO • SWORD

Macintosh **Disk 1**

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GOLD • JUNO • SWORD

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