

SEGA

KOEI

GENESIS™



INSTRUCTION MANUAL

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FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - **IMMEDIATELY** discontinue use and consult your physician before resuming play.

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INTRODUCTION

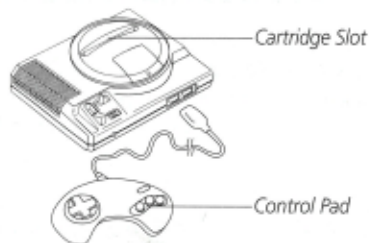
Operation Europe: Path to Victory, 1939-45 is an historical simulation on the European and North African battles of World War II. The game allows up to 2 players to role-play as an Army Commander for either the Axis or Allied forces. This game emphasizes the military aspects of the war and leaves diplomacy up to the politicians.

Six scenarios cover the entire war. Each scenario represents a specific battle in the war. The invasion of France, battles in North Africa, the great tank battles at Kursk, the storming of Normandy, the Battle of the Bulge and the Fight for Berlin are all simulated. Hundreds of historical figures and weapons add to the realism of this intense military tactics and strategy game.

Tanks, half-track armored personnel carriers and land mines are at your command for ground assaults. To support your efforts, you have bombers to raid enemy targets and transport planes to bolster your fighting potential with the supply of paratroops Battalions, food, fuel, and ammo.

You call the shots in this war! Follow the tactics of great commanders such as Patton, Zhucov and Rommel or blaze your own strategy. The choice is yours! Formulate your own **PATH TO VICTORY!**

LOADING INSTRUCTIONS



1. Make sure the power is turned **OFF**.
2. Insert the OPERATION EUROPE cartridge.
3. Turn the game system **ON**.
4. The Introduction will begin. Push **START** to skip to game set-up.

HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively for the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself and the Sega Cartridge.

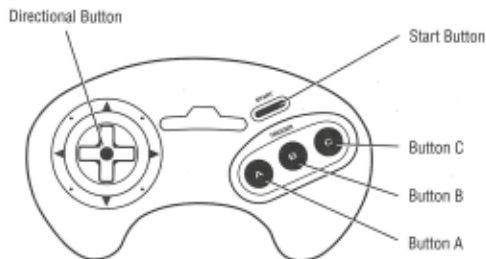
WARNING TO OWNERS OF PROJECTION TELEVISION

Still picture or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



QUICK PLAY

CONTROLLER



Controls	Set-Up	Strategy Display	Battle Display
Directional Button	Select commands	Select commands	Select commands
	Change page	Change page	
	Answer Y/N	Answer Y/N	Answer Y/N
		Move map pointer	Move map pointer
		Scroll map scenario	Battle movement
Button A	View officer info	Display map pointer	Display map pointer
		View info. on terrain, units or cities	View info. on Battalion units
			Input new battle commands



Controls	Set-Up	Strategy Display	Battle Display
Button B	Cancel commands	Cancel commands	Cancel commands
		Rest 1 hour	
Button C	Set officer ability levels	View entire scenario map	Select Battalion
	Set commands	Set commands	Set Battle commands
Start Button		Displays Option commands	Turn battle animation ON/OFF

Map Pointer Press Button A. The coordinates of the location and the terrain type will be displayed.

Regiment/Battalion/City Info Match map pointer with Regiment, Battalion or City for abbreviated info. Press Button A again for an expanded data display.

Scenario Map Press Button C while map pointer is displayed.

GAME STRATEGY

In Operation Europe: Path to Victory, 1939-45, you play the role of an Army Commander. You will have 4 Divisions under your command. Your goal is to expand by occupying enemy cities while defending the cities you already control.

MILITARY STRATEGY DISPLAY

As Army Commander, you can issue orders to your entire Army. You may request additional weapons, call for the re-organization of several Regiments or even dispatch a Special Forces team. Under the Tactics (**Tact**) command, attack, defend and move orders may be given to each

Division. You may issue as many orders as you like. Only after you complete your orders for the turn, will all Battalions and Regiments within the Divisions carry out missions according to your commands.

BATTLE DISPLAY

Once an Enemy Regiment is discovered, prepare for a possible engagement. Once one of your Regiments and an enemy Regiment are adjoining, battle will begin shortly. As soon as the fighting begins, the Battle Display will be shown. Position your Regiments and then follow out the Battle commands. If you had decided not to view the Battle Display, only the results of the encounter will be displayed.

Battle orders can be given to each Battalion within the Regiment or one order may be given to an entire Regiment at one time. If you delegated control to a Division Commander or if you choose not to command the forces, you will not direct the battle orders.

BEGINNING NEW GAME

Follow the general list of strategies outlined below while playing **Operation Europe** for the first time.

SELECT SCENARIO

Choose **Storming of Normandy** scenario, One Player game, and take command of the Allied forces.

SELECTING OFFICERS

Set the abilities of each officer and then select 7 officers for one of the Commander positions. Press Button A to view a report on an officer.

ARMY COMMANDER

Each ability will influence war strategy results, you should select an officer with high Leadership and Charm abilities.

DIVISION COMMANDER

For each Division, you should select an officer who has an especially high ability for a particular type of Battalion. For example, to have a Division with strong Tank Battalions, you should select an officer with a high ability for commanding Tank units.

CHIEF OF STAFF

The Chief of Intelligence and Chief of Operations will have a big influence on command results. You should select officers with high leadership abilities.

YOUR GOAL

Select **Info-Vict** to view the victory conditions for the scenario. You should then escape to the main Military Strategy Display and press Button A. Move the cursor around until you find the city of Caen which is located at the coordinates 28-13. Occupation of this city is a key to winning the scenario so you should know where it is located.

EXECUTING STRATEGY

SENDING REGIMENTS

Select the **Tact** command and then choose several Regiments from each Division to move towards Caen. Then select **Wait** for 2 hours to let your units carry out their orders. Enemy units will soon be discovered.

Use the **Tact** command again and issue attack orders to several Battle Regiments to confront the nearby enemy units.

FIND OUT ENEMY INFO

Attempt to gather information about the enemy army. Send special unit spies into enemy cities and enemy Regiments with the commands **SpFc-Info**. When information has been gathered successfully, you will learn of the enemy's target as well as the armaments and personnel within the Regiment. Build up the strength of your city which is targeted for destruction by the enemy.

SUPPLY OF MATERIALS AND SOLDIERS

For a city which is to be defended, you should use **Ask** to supply materials and replenish arms to the city. Remember, refusal of your request or the unavailability of specified materials may prevent you from receiving anything.

BATTLE STRATEGY FROM THE AIR

Damage approaching Panzer units with a bomb attack using **Air-Bomb**. This command requires good weather. These attacks inflict a good amount of damage on the enemy and are effective in gaining an advantage in battle. Using **Air-Para**, a force of paratroopers will drop from the sky to a specified target and carry out their battle mission.

REMEMBER TO SUPPLY

As Army Commander, it is essential to supply your Divisions. Carefully check your Regiments; use a Supply unit or one of your cities to support a Regiment in times of shortage.

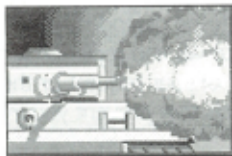


METHODS OF FIGHTING

An enemy should always be fought with superior troops and with as many Regiments as possible. On the other hand, if you see that you have no chance for victory, you should quickly withdraw your forces.

BATTLE STRATEGY

Position your heavy artillery units at a distance from the battle so that they are safe from attack, yet capable of executing their long-range capabilities. Effectively use strong Battle units against weaker enemy units. Try to keep vulnerable Engineer and Supply units away from the main fighting.



OCCUPYING CITIES

Defending units are a formidable presence in cities. Even when the enemy seems to have been completely destroyed in an attack, other defending units may remain. Since all defending units are not always dispatched at once, several attacks may be necessary for the successful occupation of a city.

An attack on a city will lower its endurance level and as a result, the defending units' strength to withstand an attack will be decreased.

Cities are important places for the storage of military supplies. Your expanding control of cities will increase

your capability of supplying your Regiments and cities.

Expanding your control over cities is essential to win a scenario. With the **Storming of Normandy** scenario selected, you want to occupy Caen, Bayeux or St. Lo.

DEFENDING CITIES

Don't spread your soldier strength too thin. Use Special Forces information to learn which of your cities the enemy is targeting for attack. You should select **Orgz-City** to provide needed supplies to the targeted city. You should also send Battle Regiments to the city to help in the fight as well as lay mines along the enemy's course.

OPTIONS MENU

This command option allows you the opportunity to change the default settings for your game. Select these options by pressing the START button at the Military Strategy Display.

WAR

This is for the selection of whether or not view the Battle Display. The default setting (Choice) allows you to select whether to view the Battle Display at the outbreak of a fighting engagement.

- View** View the Battle Display for all battles.
- No View** Don't view the Battle Display. Have option after the battle to view the battle results.
- Choice** Opportunity to view or not view Battle Display once a battle begins.

GFX (ANIMATION GRAPHICS)

Turn ON/OFF animation graphics.

SAVE

Save currently played game to one of two save locations.

QUIT

End your game.

ADVC (ADVICE)

Turn ON/OFF the advice messages from the Chief of Operations.

MUSC (MUSIC)

Turn ON/OFF the game music.

LOAD

Load one of your two saved games. The loaded saved game will replace the game which you are currently playing.

Warning: Saving a game to a location which already has a saved game will erase the previously saved game with the new one.

DEMONSTRATION GAME

You may watch the computer play both the Axis and Allied sides by selecting **Demo Play** during the game set-up.

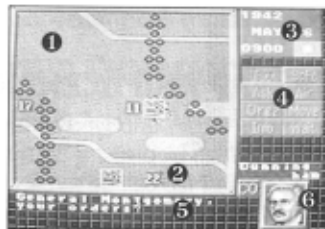
SCENARIO VICTORY CONDITIONS

There are 6 scenarios with each one representing a specific battle in the fights in Europe and North Africa. Each scenario has its own victory conditions with cities which must be either occupied or defended. Complete destruction of either military side will result in victory for the opposing force.



MILITARY STRATEGY DISPLAY

Each Division will have the ability to select targets with respect to movement, supply and military operation commands. The Regiments of each Division will follow out the orders.



- ① Map
- ② Regiment
- ③ Date, Weather
- ④ Commands
- ⑤ Messages
- ⑥ Officer face graphic

TIME

Time on the Military Strategy Display passes by in 1 hour intervals. For the Army Commander (Player), 1 hour passes for each command turn.

From 2200 to 0500 is nighttime and the soldiers rest during this time. If an action is requested during this time, soldier fatigue will usually increase.

WEATHER

There are six types of weather: Clear, Cloudy, Rain, Stormy, Snow and Fog. In times of bad weather (any weather except Clear), the speed of a Battalion's movement will be slowed, your ability to detect enemy troops will be lowered and air operations can be either postponed or canceled.



Clear Cloudy Rain Stormy Snow Fog

CLOSE-UP MAP AND SCENARIO MAP

The Close-Up Map is usually displayed, but you can switch to the large Scenario Map by pressing Button A and then Button C. The Scenario Map can be scrolled allowing you to view the entire landscape. Button B will return you to the Close-Up Map.

MAP POINTER

This cursor is displayed after pressing Button A. When placed over a terrain location, the coordinates and the information concerning that position will be shown. Additional information is available for cities and Battalions by pressing Button A again.

COMMAND EXECUTION

MILITARY STRATEGY

Set operational orders for the Army. Select **Tact** and you may assign commands to each Division. The Regiment type influences the orders available for selection for that particular Regiment. At the Military Strategy Display, Battalions are not capable of issuing commands.

Tact	SzFo
Ask	Ar
Orgz	Move
Info	Wat

DELEGATING COMMAND TO DIVISION COMMANDER

Give command authority to a Division Commander to free up time so that you may concentrate on the strategy for the other Divisions. Select **Delg** and then the Division to which you're giving up control. A Division which is given command authority will be differentiated by a **DI** marker on the left. Selecting a Division which had previously been selected for delegation will return control back to you, the Army Commander. Select **Set** after you have given out control to the Divisions. Then choose each delegated Division to which you may set up to 2 missions for the Division Commander to follow.

Div1	DI
Div2	
Div3	
Div4	
Delg	

COMMANDS FOR REGIMENTS



BATTLE UNIT COMMANDS



Move

Move a Regiment from its displayed position to a specified target location.



Attack (Atck)

Attack an enemy Regiment. If you are not able to locate the enemy or if your Regiment is destroyed, this command will end.



Supply (Sply)

Supply another Regiment. When your Regiment is in a city, you can select whether the transferred items will be taken from the supply of the Regiment or from the city.



Occupy (Ocpy)

Invade and occupy an enemy city.



Defend (Dfnd)

Defend one of your cities from enemy attack.



Sabotage (Sbtg)

Blow-up a bridge.



Pursue (Prsu)

Designate a friendly Regiment which will be followed and given support in its mission.



Rest

Select a place for your Regiment to rest. The fatigue level of a Regiment will decrease while resting.

ENGINEER UNIT COMMANDS



Move

Move a Regiment from its displayed position to a specified target location.



Mine

Lay or remove land mines. Lay mines on a location with no mines or remove existing mines. Land mines cannot be placed in a river, on a bridge or in a city.



Bridge (Brdg)

Construct a bridge across a river.



Sabotage (Sbtg)

Blow-up a bridge.



Supply (Sply)

Supply another Regiment. When your Regiment is in a city, you can select whether the transferred items will be taken from the supply of the Regiment or from the city.



Pursue (Prsu)

Designate a friendly Regiment which will be followed and given support in its mission.



Rest

Select a place for your Regiment to rest. The fatigue level of a Regiment will decrease while resting.

SUPPLY UNIT COMMANDS



Move

Move a Regiment from its displayed position to a specified target location.



Supply (Sply)

Supply another Regiment. When your Regiment is in a city, you can select whether the transferred items will be taken from the supply of the Regiment or from the city.



Repair (Fix)

Repair any weaponry damaged during battle. As the number of damaged weaponry decreases, your soldier strength will increase. When a Regiment is positioned in a city, you need to decide whether you will repair the damaged weaponry of the Regiment or that of the city.



Pursue (Prsu)

Designate a friendly Regiment which will be followed and given support in its mission.



Rest

Select a place for your Regiment to rest. The fatigue level of a Regiment will decrease while resting.

Issuing Commands:

Selecting a command while a Regiment has started its operation will cancel the previous command and replace it with the new command. After a Regiment completes its command, it will go into a resting state.

INFORMATION (Info)

This command allows you access to many types of information and does not expend any time with its selection.

OFFICERS (GNRL)

Data on officers of both sides of the war.

WEAPONRY (ARMS)

Data on the weapon equipment of both sides. From a summary, you may select a particular weapon and a graphic of that weapon will be displayed.

VICTORY (VICT)

Victory conditions for the scenario currently being played.

UNITS (UNIT)

- 1) Friendly
View information on one of your Regiments or Battalions.
- 2) Enemy
View information on an enemy unit.

CITY

- 1) Friendly
View information on one of your cities.
- 2) Enemy
View information on an enemy city.

From the city summary, select a city with a **DF** marker to learn of a city's defense force.

Information on Enemy Cities & Regiments

You can only get information on an enemy city or Regiment when one of your Special Forces units has succeeded in its infiltration. In preparation, you should send a Special Forces team to gather the information with command **SpFc-Info**. To view this information, use **Info-Unit** to view enemy unit information and **Info-City** to view enemy city information.

REQUESTS (Ask)

To keep your army prepared at all times, you may have to make requests for the supply of materials or the sending of reinforcement troops. Your requests will take time before you receive them. The waiting time for your requests will begin when your request is confirmed and end when the troops or materials are received.

SUPPLY (SPLY)

Request the supply of materials. The materials can be sent to one of your military's cities once your request has been confirmed. When making a request, select the city to where the materials will be sent. You cannot make a request if your side has no controlled cities.

ARMS

Request the replenishment of arms. Arms can be sent to one of your military's cities once your request has been confirmed. In making a request, you must select the type of arms to be replenished and the city to which it should be sent. To equip your soldiers with the arms, move a Regiment into the supplied city and select **Orgz-Unit**. You cannot make a request if your side has no controlled cities.

Note: If enemy Regiments surround the city which you designated for a replenishment of materials or arms, the routes of supply may be blocked making the transfer of supplies impossible.

REINFORCEMENTS (XMen)

Request an additional Regiment for service. Once this request has been confirmed, a new Regiment will be placed on the Close-Up Map. Depending on conditions, time will be required for the new reinforcement Regiment to be joined with another Regiment. When making the request, you must select the number for the new reinforcement Regiment as well as the arrangement of weapons.

Note: Each Army can hold up to a maximum of 128 Battalions, so you'll not be able to reinforce or send paratroopers once you reach this maximum.

SPECIAL FORCES OPERATION (SpFc)

The command is used to send a Special Forces unit (Spy) to infiltrate an enemy city or unit.

RAID

Execute a surprise raid against an enemy city or Regiment. If successful, the enemy's defending forces and Regiment soldier strength will be decreased.

SABOTAGE (SbtG)

Carry out sabotage activities against an enemy city. If successful, the endurance level and stock of supplies of the targeted city will decrease.

CUT

Cut the communication links of the enemy city or enemy Regiment to hinder the enemy's coordination of activities. Broken communication links will require time for repair. Adjoining Regiments and cities can immediately regain their communication ability.

EFFECTS FROM CUT COMMUNICATION LINK:

- 1) Division Commander's Orders to Regiments: Orders will not be received. Only those commands which were given before communication was cut will still be done.
- 2) Army Commander's Orders to Regiments: In addition to Condition 1, the Regiment's graphic may no longer be displayed.
- 3) Commanding Regiment: Regiments to which you could give commands can no longer be seen and commands will not be able to be issued. Orders issued before communication was cut will continue to be followed.

ELIMINATE (ELIM)

Eliminate the commanding leader of an enemy Regiment. If the commanding officer is eliminated, the battle ability of the Regiment will decrease. If the commanding Regiment targeted has Army or Division officers present, it is possible to eliminate the Army Commander or the Division Commander.

INFO

Gather information on an enemy city or Regiment. If your Special Forces unit is able to infiltrate the enemy and spy, you will be able to view the data on an enemy

city or Regiment with the **Info** command at the Military Strategy Display.

Tip: Special Operation Unit's Degree of Success
Info > Cut > Sabotage > Raid > Eliminate

The degree of success is also dependent upon the abilities of the Chief of Operations officer.

TRANSFER (MOVE)**ARMY (AHQ)**

Move the Army Commander and his command headquarters to another Battalion.

DIVISION (DHQ)

Move a Division Commander and his command headquarters to another Regiment.

Tip: If a Battalion or Regiment which houses a Division or Army Headquarters becomes vulnerable due to previous attacks, you should execute a headquarters transfer at your next command turn. The transfer does require some time and orders cannot be issued until the transfer is complete.

PERSONNEL (OFCR)

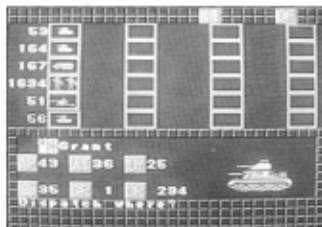
Promote generals with no present duties to a Division Commander or Chief of Staff position. Select an officer to carry out these war duties. The previous officer in the selected post will be relieved of his duties.

If there's a problem with a military operation or an officer is injured, the officer should rest before executing the transfer with the **Wait** command.

ORGANIZE (Orgz)

UNIT

Organize the Battalions in each Regiment. This command can be used only between adjoining Regiments of the same type or with a Regiment and an adjoining city. If there are both a Regiment as well as a defending force at a city, you must choose with which soldier group you will organize.



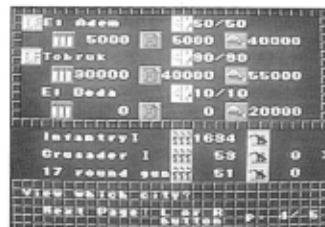
METHODS OF ORGANIZATION

- 1) On the map of the Military Strategy display, press Button C at the Regiment which you want to organize and then select another Regiment or defending unit.
- 2) A summary of the soldiers in all Battalions of the selected Regiments will be displayed. Select the Battalion type to organize, and then select the Regiment to which it will be assigned.
- 3) Enter the number of soldiers which should be dispatched.
- 4) After all military resources have been assigned, press Button B to implement the reorganization and abandon any damaged weapons.
- 5) Select the new command post for the reorganized Regiments.

Note: The maximum number of soldiers within a Battalion are: 999 for an Infantry Battalion and 99 for all other Battalions. Defending units have a maximum as well, but during war you can continue to assign soldiers to the line of defense and all excess soldiers will be put in 'reserve.'

Tip: Repair damaged weapons in a Regiment before organizing it in order to maintain all weapons under your possession after reorganization.

CITY



Organize the military supply of Ammo, Fuel and Food at your cities. Select a city and then set an amount of each supply which you want to be stored at that city. Division Commanders will pass this order down to their Regiments in order to achieve the target amount.

If the supply of an item which you designate to be stored in a certain city runs low, the item will be supplied by Supply Units. Likewise, when the city's supply of an item exceeds the target amount, portions of that item can be distributed from the city to Regiments.

AIR FORCE (AIR)**BOMB**

Bomb enemy Regiments and cities with bomber planes. A bombing run can be executed 1 hour after it's been requested. Select the target city or Regiment and then set the number of planes you'll send out. The bombing's effect will depend on which side has control of the skies. Enemy planes and anti-aircraft fire will also affect the success of the bombing. Bombing runs may be postponed or canceled in times of bad weather and new orders will have to be given.

PARATROOPS (PARA)

Paratroops units will execute a parachute jump. A paratroops unit will add a Regiment to your Army forces. A paratroops operation will be executed the following day after making the request with you selecting the time for the start of the operation. Paratroops operations will be postponed in times of bad weather. If bad weather continues for the entire day, the operation will be canceled.

Paratroops may drop in lands adjoining areas on which your Regiments are positioned. In times when enemy Regiments or land mines are positioned in an area, you may still land in the adjoining land; however, your soldiers will likely suffer from injuries.

**REQUESTING PARATROOPS**

- 1) Select a Division from which you will choose an Airborne Regiment
- 2) Select the Airborne Regiment
- 3) Input the number of paratroopers for each Air Battalion from the available soldiers
- 4) Select the commanding Paratroops Battalion for the Regiment
- 5) Select your paratroops unit's drop target. 5 types of terrain may be landed upon: roads, plains, hills, desert and wasteland
- 6) The number of transport planes for the operation will be displayed and then the preparations for the paradrop may begin

AIRDROP (CRGO)

Transport military supplies by cargo planes. A request for an airlift can be fulfilled by the next day. You set the time when the operation will begin. For the drop site, select the city to receive the goods or the position where one of your Regiments will be located at the time of the drop.

In times when the planned drop of materials is too large, those materials which the city or Battalion cannot hold will be destroyed.

Bad weather will postpone any airlift until the weather improves. If bad weather continues for the entire day, the transport operation will be canceled.

REQUESTING AN AIRDROP


- 1) Select the Ammo, Fuel and Food items which you will transport
- 2) Select the drop site for the items. Terrain capable of being used for an airdrop are: friendly city; road; plains or hill
- 3) Set the starting time for the operation the following day
- 4) Number of cargo planes to be used for the operation will be displayed and then preparations for the airlift may begin

REST

Rest from issuing commands. You may select how long you will rest in 1 hour intervals with 24 hours being the maximum.







TERRAIN FOR MILITARY STRATEGY DISPLAY

Terrain	Graphic	Speed	Paradrop	Airdrop
City		1	4	2
Plains		2	2	2
Road		1	2	2
Bridge		1	4	4
River		4	4	4
Forest		3	4	4
Hill		3	2	2
Sea		4	4	4
Wasteland		3	2	2
Swamp		4	4	4
Desert		3	2	2
Land mine		4	4	4



Remarks

-  Your city: Can supply each of your Regiments. Enemy city: Target for your occupation
-  Bridges can be destroyed by Battle and Engineer units
-  Only infantry units may cross this terrain. Engineer units can construct a bridge over this.
-  Undiscovered land mines are not displayed so any contact with them will inflict damage. An engineer unit can be used to search for enemy land mines.

Note: Terrain markers may look slightly different during winter months because of snow. This is evident during the Battle of the Bulge scenario.



CITIES & SUPPLYING

ROLE OF CITIES

A city holds an importance not only for attack and defense, but also as a supply land. When an Army unit and a defending force are both stationed in a city, the Army Commander's plans will affect the participation in battle once battle begins.

STORED MATERIALS AT CITY

Many supply materials can be stored at a city. Through **Ask**, supply materials to each city from commissioned units. Stored materials will be distributed to each city by using **Orgz-City**.

DEFENDING GARRISON

Defending forces can often be found protecting a city. These forces will defend a city when it is attacked. If an enemy Regiment is able to get into the city and the defending units have been destroyed, the city will then have been occupied by the attacking Regiment. However, all defending units are not always dispatched. In these times, several attacks will be necessary before victory can be won. The soldiers of defending units can be transferred into the Army itself. To do this, select **Orgz-Unit** and then select an adjoining Battalion with which the defending forces will join.



CITY ENDURANCE LEVEL

Each city has its own ability to withstand enemy attack. Upon being attacked, this Endurance level will be displayed. A high endurance level indicates a strong defensive stronghold. Each enemy attack will decrease the city's endurance. In times when a city is not being attacked, it can rebuild its weakened endurance level. You may check the Endurance level of one of your cities by using the **Info-City** command. The current level of endurance will be shown along the maximum possible level.

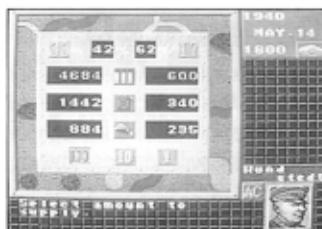
SUPPLY ACTIVITIES

Supply is an administrative task that should be managed carefully. For example, even if you are winning battles, you will inevitably run into trouble with a shortage of materials. You should always attempt to assure clear access to roads for supply activities.

TYPES OF SUPPLY MATERIALS

Fuel, Ammo and Food are the 3 types of supply materials.

Material	Use	Effect upon Shortage
Fuel	To fuel vehicles	Vehicles won't be able to move. Morale will decrease.
Ammo	To fire weapons during battle	Can't fight battle. Morale will decrease.
Food	Food for soldiers	Increased fatigue. Morale will decrease.



METHODS OF SUPPLYING

Materials can be supplied from a city, Regiment or from the military supply. Supply units or cargo transports are utilized for carrying the materials. In those times when supplies are requested with the **Ask** command, cargo transports will most likely be used.

★ SUPPLYING FROM CITIES

Move to one of your cities so you can supply your army unit. Since movements sometimes require a long time, it is important to supply an adequate amount of materials.

★ SUPPLYING FROM SUPPLY UNITS

Using a Supply Unit, you can transport goods from a city to one of your Regiments. Your Supply Unit can be attacked on its way which will result in the decrease in the number of soldiers and materials which the unit had. In the beginning of a scenario, Supply Units have already been provided with their supply materials.

★ CARGO AIR TRANSPORT

With the use of cargo transport planes, materials will be air dropped to a location. This is often used to fulfill supply requests which transport materials from supply lines not seen in the game. Supplies can be transported quickly this way, but the amount which can be transported this way is limited. Transport planes will be able to fly only during clear weather.

SUPPLY PATHWAYS

Each Army's capability to transfer supplies is set when starting your game. For example, in Scenario 4, The Storming of Normandy, the Allies pathway for supply was the sea. The transfer of materials from the army to a city or the replenishment of arms can be done, but the pathways will not be shown upon the map.

BLOCKAGE OF SUPPLY ROUTES

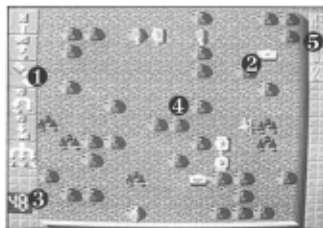
If one of your cities is surrounded by an enemy army, this means that the enemy has control of all supply routes and has thus cut the supply routes to and from the city. The city will not be able to receive materials or arms from the Army unless an airlift or paradrop operation is executed.

On the other hand, you can use this same strategy for your benefit when attacking an enemy city. By surrounding the sea, you will be able to cut off supplies and increase the chances of victory.

Tip: Periodically increase the supplies at cities to prepare for replenishing advancing Regiments and to strengthen the defense capability of the cities.

BATTLE DISPLAY

This is the screen display for battle where all Battalions in a Regiment can execute their actions.



- ❶ Battle commands
- ❷ Battalion
- ❸ Battle Clock
- ❹ Battlefield
- ❺ Regiment number

BATTLE SYSTEM

The screen will change to the battle display when you attack an enemy Regiment or city and when you are attacked. A Battalion's actions and the condition of the Battalion's arms will be displayed as well.

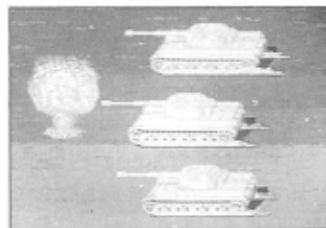
CONDITIONS OF INVOLVEMENT IN BATTLE

You will be issuing battle commands and giving orders in conditions when:

- 1) You, the Army Commander, command the forces that have attacked or were attacked
- 2) You select to command the battle forces
- 3) You have chosen to view the battle display

If you selected the option of not viewing the battle display, only the results of battle will be displayed. The abilities of the Army Commander will influence the battle strategy and its effectiveness.

The Division commander will issue commands to its Regiments in a battle if you have delegated command to him or if you have selected not to take direct command over the battle forces. The abilities of the Division commander will influence the battle strategy and its effectiveness. You will be able to issue orders in these circumstances.



BATTLE FLOW

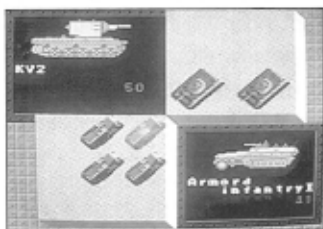
REGIMENT ABLE TO FIGHT

Besides the Regiment which was attacked, only those Regiments in an adjoining area may also participate in the battle.

SELECT COMMAND

Army Commander (Player) and the commanding Regiment are involved in battle, you can select the commanding officer at the start of the battle. If you choose to take direct command, you can issue the battle command turn for each Battalion. When you have given up command, you can only watch the results.

SELECT BATTLE DISPLAY



Set whether you will view or not view the Battle Display. If you choose not to view the Battle Display, the battle result will be quickly decided and displayed. A battle result summary may be viewed after the battle if you had selected not to view the Battle Display.

Note: Viewing the Battle Display is a great way to view military strategy; however, this feature may cause a battle to continue for up to 30 minutes.

POSITIONING BATTALIONS

After the screen changes to the Battle Display, the attacking side will have the opportunity to position its Battalions. The terrain upon which you may place your units will be highlighted. After selecting your Battalion, select the terrain for placement. Usually you will select the position for all Battalions, but with the **Auto Position** option, all the Battalions for a Regiment can be placed at once by the computer.

INPUTTING COMMANDS

At battle, you may input commands for each Battalion. Battles are divided into 1 hour intervals with the entire

battle lasting a maximum of 99 hours. After Battalions have been positioned on the battlefield, set the target for your command. You will usually input orders for Battalions, but by selecting **Full Command**, you can input commands to entire Regiments at one time.

After the commands for both sides been inputted, the command operations of each Battalion will begin. Yet even while command operations are being done, you can still input new commands. The quickness at which a Battalion fulfills its mission is determined by the availability of arms and the abilities of commanders.

With issuing commands, you will continue until you achieve your objective. Once you take over an area, the Battalion will now change its role from attacker to defender of the newly acquired territory. To select new commands, press A, select a Battalion and then input a new command.

END OF BATTLE

A battle will end when either side fulfills the victory conditions or the battle clock reaches 0 to indicate a stalemate. The victory and stalemate conditions for both the attacking side (attacking Regiment) and the defending side (defending Regiment) are explained below.

VICTORY FOR ATTACKING SIDE

Targeted Regiment is either totally destroyed or has fled from the battleground. It is not necessary to destroy another Regiment. However, in times when a city is attacked, the defending units must be destroyed or be forced to withdraw before victory can be called. The defending side may not always send out all of its defending units. In these times, a stalemate will occur.

VICTORY FOR DEFENDING SIDE

Destroy the entire attacking Regiment or cause them to flee.

STALEMATE CONDITIONS

- 1) Battle clock falls to 0
- 2) During an attack on a city whereby the attacking side has fulfilled its battle conditions, yet some defending units still remain in reserve

Note: Although it may appear as if you have fulfilled the victory conditions, there may be Battalions which have not been discovered. When all units have not been discovered, a stalemate may occur. A stalemate may also occur if the battle clock falls to 0.

OCCUPYING CITIES

A city will be occupied when the attacking side has fulfilled the victory conditions and the city has been occupied or when the attacking side attacks a city with no Regiments or defending units.

AFTER BATTLE

After the attacking side has achieved victory, Regiment positions will be changed on the map. For a Regiment from the attacking side, move the position away from the battle target location. In times when your defending units have withdrawn in defeat, you will move the Regiment in the direction for withdrawal.

COMMANDER ELIMINATED IN BATTLE

When an entire Battalion is destroyed, the Army Commander or Division Commander in charge will be

eliminated. If the Army Commander is destroyed, the game ends.

If a Division Commander is eliminated, a new leader can be selected. You do this by choosing a new Battalion to act as the command post. As a result of the change, the battle abilities of the new Division Commander will fall considerably.

Note: When the health level of a commander falls, defeat will often come easy and the chances for elimination will increase substantially.

BATTLE COMMANDS

MOVE

Move to a selected terrain which is not occupied by another unit. This command can be used in preparation for an attack operation. The amount of time required to cross a certain distance is dependent on the type of arms with which a Battalion is equipped, Battalion experience, fatigue and the type of terrain which must be traversed. There are certain terrain types which can be traversed only when a Battalion has certain types of arms. After your unit has reached the destination target, it will place itself in a defensive mode.

ATTACK

Attack a targeted area. A Battalion assigned with this command will move until it comes within gun range of its attack target and then begin the attack. You must select

whether you are attacking an enemy Battalion or a defending garrison when a city is selected.

Time required for an attack is the same as **Move** and is affected by the type of arms held, Battalion morale and the fatigue level. The command will end after you have either destroyed the targeted Battalion or the endurance level of the defending garrison in the city falls to 0. In those circumstances when your Battalion has achieved victory, your Battalion's task will now be to defend the territory which was just recently occupied.

RAID



Move towards a targeted location and when you are within gun range of any enemy Battalion, your Battalion will attack. Set your target to be either an enemy Battalion or land terrain. If you are able to destroy the targeted Battalion, your Battalion will stop its movement and the command will have ended. When the command ends, the selected Battalion will place itself in a defensive mode.

DEFEND



Without moving, wait for the enemy Battalion to come within your gun range and then launch your attack. This command will continue until you change it with another command.

RETREAT



Give up your battle fight and retreat. After selecting this command, those areas to which you can retreat will be

displayed. Select the land terrain to which you will withdraw. In order to avoid getting attacked, you will move towards the land target and then retreat. A Battalion which has retreated will not be displayed on the map.

CONDITIONS UNDER WHICH YOU CAN'T RETREAT

A Battalion assigned to a Regiment will not be able to retreat when:

- ★ Lack of fuel for movement
- ★ Another Regiment exists in an adjoining area
- ★ Terrain exists through which the Battalion can't traverse
- ★ Enemy city is present
- ★ Land mines are positioned

FULL COMMAND



Assign all the Battalions in a Regiment the same command. Select a Battalion, select the **Full Command** icon, select a Regiment and then select one of the **Move, Attack, Raid, Defend** or **Retreat** commands for all of its Battalions to follow. After issuing **Full Command** order, you may still change the command orders to each Battalion.



ARMY DATA

ARMY

This is the largest grouping of army personnel. The Army Commander has command over all officers and soldiers within this group.

ARMY COMMAND POST

Command headquarters (HQ) for the entire Army. The HQ coordinates the positioning of all Battalions and moves them according to the military strategy. Within the Army HQ are the Chief of Operations, Chief of Intelligence and the Army Commander. An AC marker will be displayed next to the Division where the Army Command Post is stationed. When the HQ is moved, these commanders all transfer to the new Battalion.

OFFICERS

Any commanders within the Army such as the Army Commander, Division Commander, Chief of Operations, etc. Each officer has ability ratings which measure leadership, charm, infantry knowledge, artillery knowledge and tank knowledge. These ability levels influence the army personnel under their command and the success of military operations in which they are involved.

DIVISION COMMANDER

This person is in charge of all Regiments in his Division post. A Division Commander should have a high ability for the main type of unit which he commands.

CHIEF OF OPERATIONS

This person is in charge of planning war strategy. The abilities of this person affect the operation results of Special Forces units.

CHIEF OF INTELLIGENCE

This person is in charge of gathering intelligence. The abilities of this person affect the operation results of Air Forces units.

Display the officer data with the commands **Info-Gnrl**. Select a specific officer from the list to view additional data.

	LEADERSHIP	CHARM	INFANTRY	ARTILLERY	TANK
Wavell	78	76	69	46	60
Channing	51	67	60	75	38
Beckwith	74	67	49	71	49
Alexander	89	67	58	55	62
Montgomery	75	64	68	75	66
Cort	60	39	59	78	34
Cambell	44	50	39	57	34

Next Page: List of Officers

COUNTRY FLAG

Marker of the country affiliation of officer.

FACE GRAPHIC

Graphic of officer

DUTY

Commander post to which the officer is assigned.

LEADERSHIP (MAX: 99)

Ability of officer to command the Army or a Division.

CHARM (MAX: 99)

Persuasiveness of the officer's command.

EXPERIENCE (MAX: 99)

Officer's battle experience, each victory raises this level by 1.

INFANTRY, ARTILLERY, TANK (ALL HAVE MAX: 99)

Officer's ability to command each type of Battalion.

BIOGRAPHY

Officer's background.

Note: An officer's experience level is divided by 5 and added to other abilities to get the officer data. For example, if an officer's leadership ability was 70 and his experience was 10, then the true leadership ability would be $70 + (10/5) = 72$. However, with using this calculation, even if the value increases above the maximum of 99, the ability level will still be shown as 99.

DIVISION

The Army is divided up into 4 Divisions. The Division Commander receives authority over his Division from the power delegated from the Army Commander. Each Division Commander issues orders to the Regiments underneath his command. The Army Commander may change orders given to a Division at any command turn.

REGIMENT

This is a sub-grouping of Division. The Military Strategy Display will show these units on the map. Usually the Division Commander issues the commands for Regiments,

but the Army Commander can order his directives as well. There are 4 types of Regiments: Assault unit; Battle unit; Engineer unit and Supply unit.

Each Regiment can have 4 assault units, 2 battle units, 1 engineer unit and 1 supply unit to make up the 8 units of which a Regiment might consist. A Regiment gets its number from the Division that to which it belongs. For example, #41 Regiment would be assigned to the 4th Division.

ASSAULT AND BATTLE UNITS

These are the fighting units which are relied upon during battle. These units all have Battalions of infantry, artillery and armored vehicles. Each Regiment has six Battalions in which up to 4 battle units may be assigned. Assault units are differentiated from Battle units by them usually having more powerful weaponry and greater speed capability.

ENGINEER UNIT

This unit helps to build bridges, lay mines and take care of other building operations required for battle. Up to 4 Battalions may be assigned to an Engineer Unit.

Display the Regiment data with the commands **Info-Unit** and then select a Division.

CURRENT POSITION (Now), DUTY, GOAL

Coordinates of Regiment's current position (Now) and destination (Goal) and its assignment duty which is displayed with a graphic icon.

FUEL, AMMO, FOOD    (ALL ARE %)

Percentage of maximum materials currently held by the Regiment.

MORALE  (MAX: 99)

Soldier morale level. A high level will help your Regiment during battle. Morale rises after a victory and decreases after a loss. If your Regiment has a shortage of materials, Morale will decrease.

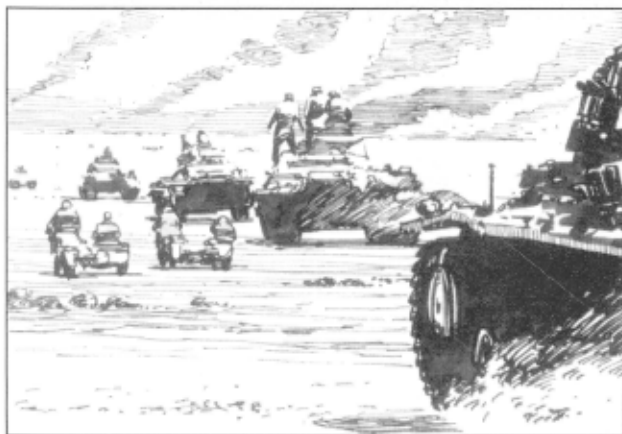
TRAINING  (MAX: 99)

Training level of a Regiment's soldiers. Training will raise after each battle experience. A high training level will increase a Regiment's battle strength.

FATIGUE  (MAX: 99)

Soldier fatigue level. A high level will decrease a Regiment's battle ability. Fatigue will increase upon moving or fighting in battles and will increase even more substantially if these actions are done during the evening hours (2200 to 0500). A shortage in food will quickly raise fatigue. If you rest, the fatigue level will decrease.

Note: A Regiment's Morale, Experience and Fatigue levels shown are the average of the values for every Battalion in the Regiment.

**BATTALION**

This is a sub-grouping of Regiment. These units will be displayed upon the Battle display and during battle each of these units will be able to carry out their own operations. The arms which a Battalion is equipped with will often determine the type of Battalion.

BATTALION TYPE & COUNTRY FLAG

Type of weaponry in Battalion and the country which uses it.

STRENGTH 

Battalion's strength. This includes many factors including the number of units within the Battalion and its endurance. When the soldiers fall to 0, the Battalion is destroyed.

DAMAGED 

Damaged armaments. These are arms which cannot be used in battle. This number will decrease after you have ordered mechanics of a Repair unit to fix them.

MORALE  (MAX: 99)

Soldier morale level. A high level will help your Regiment during battle. Morale rises after a victory and decreases after a loss. If your Regiment has a shortage of materials, Morale will decrease.

TRAINING  (MAX: 99)

Training level of a Regiment's soldiers. Training will raise after each battle experience. A high training level will increase a Battalion's battle strength.

FATIGUE  (MAX: 99)

Soldier fatigue level. A high level will decrease a Battalion's battle ability. Fatigue will increase upon moving or fighting in battles and will increase even more substantially if these actions are done during the evening hours (2200 to 0500). A shortage in food will quickly raise fatigue. If you rest, the fatigue level will decrease.

ARMAMENTS

Capabilities and strength of each Battalion's armaments.

Display this information with the commands **Info-Arms**. Select a specific weaponry to view additional data. You may find out the same information on the weaponry of a specific Battalion by following the directions for Regiment Data, selecting a Regiment, and then selecting a specific Battalion from the list.

**COUNTRY FLAG**

The country which uses the armament.

AP/AT (ANTI-PERSONS/ANTI-TANK)

Attack ability of arms.

- ★ **AP** Ability of armament to attack infantry soldiers or Battalions without armor.
- ★ **AT** Ability of armament to attack tanks, self-propelled artillery or armored Battalions.

ARMOR (Df)

Armament's defense against enemy attack.

SPEED (Sp)

Speed at which the armament can move across plains.

GUN RANGE (GR)

Armament gun range which will be shown on the Battle Display when in battle. For example, those armaments with a gun range of 1 may only attack enemy Battalions in adjoining areas.

CRUISING RANGE (CR)

Armament's cruising range with a full fuel supply. For an infantry Battalion, even if the fuel supply is exhausted (value of 0), the Battalion will still be able to move. Displayed after selecting a specific weapon.

Note: Battalions which utilize vehicles will not be able to move when it runs out of fuel. All soldiers and weapons on vehicles will be stranded.

CITIES

Condition of cities and their storage of supplies.

Display this information with the commands **Info-City**.

Et Adem	50/50
5000	5000 40000
Tobrak	30/30
20000	40000 55000
Et Dada	10/10
0	0 20000

ENDURANCE 

City's ability to withstand an enemy attack. The present level and maximum level are displayed. A high endurance level will indicate a strong defense garrison. Bombings and attacks will lower a city's endurance; however, this level can be rebuilt up to its maximum after the attack.

AMMO, FUEL, FOOD   

City's supply of these materials. This storage of materials can be used for either the city itself or for the army.

Using **Orgz-City**, you can change the stored amount in each city. Stored materials may also be distributed to Regiments. In times when the city is running out of materials, materials may be supplied to the city. To supply a city with materials from a unit of army, use **Ask-Sply**. Defending units will use up materials in a city during battle.

CITY DEFENDING FORCES

Information regarding the condition and strength of defending forces located in a city. Select a city which has a **DF** marker to the left of the city name to view data on the defending forces located in that city.

Infantry I	1034	0
Crossader I	50	0
17 round gun	61	0

UNIT TYPE

Weaponry of defending force unit.

STRENGTH 

Defending forces' strength. This includes many factors including the number of units within the Battalion and its endurance.

DAMAGE 

Number of damaged armaments.



GAME VOCABULARY

ARMY COMMANDER

This officer is role-played by a Player and has command over all officers and soldiers in the game. The Army Commander may hold direct command over all 4 Divisions or he/she may delegate authority to a Division Commander.

ARMY COMMAND POST

The Battalion in which the Army Commander and the rest of the Chief of Staff are stationed. This is where the battle strategy is formulated for your side. This Command Post may be changed at the Military Strategy Display, but the transfer will require some time.

BATTALION

Smallest Army unit. The Battalion type is decided by the type of weaponry with which the unit is equipped.

BATTALION STRENGTH

A value given to represent the strength of a Battalion. This strength level is determined by: Battalion type; number of units or soldiers within the Battalion; and the endurance capability of the Battalion.

BATTLE CLOCK

Indicates the passage of time during battle. The clock starts at 99 and slowly ticks, with each passing number representing 1 hour. If the battle clock falls to 0 before any

victory conditions are met, a stalemate occurs with neither side earning victory.

CHIEF OF STAFF

Commanders such as the Chief of Intelligence, Chief of Operations and the Army Commander. These commanders are always located at the Army Command Post together.

DEFENDING FORCES

Specific units which are positioned in a city to defend against an attack. All defending forces must be defeated before a city may be occupied.

DIVISION

Major grouping within the Army. 4 Divisions comprise the entire Army with each Division having its own Division Commander.

DIVISION COMMANDER

Leader of all Regiments under his Divisional command. The abilities of the Division Commander will affect the operational results of all units under the commander's authority.

REGIMENT

Army grouping below Division. A maximum of 10 Regiments may be assigned to each Division. The first number of a Regiment indicates its Division and the last number indicates its Regiment number within the Division. Regiments are broken up into three main groups: Battle units, Engineer units, and Supply and Repair units.



STRATEGY HINTS

SURROUNDED BY LAND MINES

If land mines surround your units and your Regiments have been given orders to a target area beyond those mines, your Regiments will continue to make mine contact and suffer damage. To avoid damage to your Regiments, you must remove the land mines before moving Regiments through these areas.

Find one of your Engineer units, and then send that Regiment to a land mine with the command **Mine**. Depending on the Regiment's distance from the target area and the unit's fatigue level, the Engineer unit will remove the land mine. With the removal of the mine, you will be able to continue your advance.

DAMAGED WEAPONS

After a battle, it is likely that some weapons will be damaged. If you become involved in a battle, your fighting potential will be decreased with these damaged weapons. To maintain your full war strength, you should send a Repair unit to the Battalion with damaged arms and make the repairs.

Repair of damaged weapons is also important to execute before you organize any Battalions with damaged arms. Organizing before repairing will result in the abandonment of all damaged weapons. Therefore, you should attempt to repair the arms of a Battalion before you organize.

RUNNING OUT OF SUPPLIES

Utilize your Supply units to carry the needed materials to a city or Regiment. When the available supply is low on the battlefield, you should request that supplies be air-dropped to a city. Transport by air is quick, but the amount which may be carried is limited. Once the cargo is dropped, you may then distribute the materials on ground by Supply units.

PROTECT YOUR ARMY COMMAND POST

The defeat of the Army Commander, You, indicates the end of the game. Therefore, it is essential that you maintain the safety of the person who you are playing. You should assign the Army Commander and the other personnel of the Army Headquarters to a strong Battalion.

In a battle, the Battalion which maintains the Command Post should only be used in situations where you are sure to win the fight. If for some reason, the Battalion which contains the Army Command Post has become weak, you should use **Move-AHQ** to transfer the Command Post to a different Battalion during the Military Strategy Display.



SCENARIOS

There are 6 scenarios that follow the chronological order of the war in Europe and North Africa. Each scenario focuses on a particular battle of the war with specific victory conditions which must be met to finish the scenario. Each scenario provides the Player with certain goals such as the occupation or defense of certain cities. You must hold on to the designated cities until you fulfill the victory conditions. If there are two victory conditions, you may choose either. Once either the Allied or Axis forces complete a scenario, the game ends. You then have the ability to test your skills with another scenario.

In addition to the specific victory conditions for each scenario, the following conditions apply to all scenarios:

- ★ You will be victorious if you destroy all enemy forces.
- ★ You will suffer defeat if your own Army Commander is destroyed in battle.

EXPLANATION OF SCENARIOS

SCENARIO 1

OCCUPATION OF FRANCE, MAY 10-JUNE 22, 1940

Allied Victory Conditions

- ★ Defend Sedan
- ★ Defend San Michel and Rethel

Axis Victory Conditions

- ★ Occupy Sedan and San Michel
- ★ Occupy Sedan and Rethel

In September 1939, World War II broke out when, in response to Germany's invasion of Poland, England and France declared war. No real fighting occurred for a time, but in April 1940, the German army invaded Norway and Sweden.

The British-French armies had been expecting an attack and gathered their main forces in northern Belgium. But the Germans circumvented them and began an operation in the Ardennes of southern Belgium. The Ardennes was a hilly, wooded region thought to be impassable to German tanks, so British-French forces did not make preparations to defend this area.

On May 10, Germany began an invasion of Holland and Belgium, but this was merely a feint. In fact, the main force of the Panzer divisions were advancing into Northern France, an area unsuspected by the Allies.

SCENARIO 2

NORTH AFRICAN WAR, MAY 26-JULY 5, 1942

Allied Victory Conditions

- ★ Defend Tobruk and Sidi Rezegh
- ★ Defend Tobruk and Belhamed

Axis Victory Conditions

- ★ Occupy Tobruk
- ★ Occupy Sidi Rezegh and Belhamed

In June 1940, Italy joined the Axis powers after viewing Germany's victories. In September of that year, Italy invaded British-occupied Egypt from its own territory in Libya. But the British crushed the Italians, then counter-attacked and pushed the Italians back into Libyan territory.

In February 1941, General Rommel led the Deutsche Afrika Korps to the North African front. Boasting an overwhelming strength, Rommel rapidly drove the British forces back to the city of Tobruk, near the Egyptian border. The British quickly fortified Tobruk and were able to withstand a fierce German attack. Subsequently, the confrontation between the two sides came to a standstill.

On May 26, 1942, the German army once again began to advance, and circling around the British, attacked Tobruk at its flanks. The Germans took Tobruk and in the same effort pressed on into Egypt. Rommel's goal was to push the British off the continent.

SCENARIO 3

FIERCE BATTLE AT KURSK, JULY 5-SEPT. 5, 1943

Allied Victory Conditions

- ★ Defend Belgorod
- ★ Defend Oboyan and Prokhoravka

Axis Victory Conditions

- ★ Occupy Belgorod and Oboyan
- ★ Occupy Belgorod and Prokhoravka

In June 1941, Germany violated the German-Russian Non-aggression Pact and plunged into a series of battles against Russia. The German army believed it would gain control of

Russia within a few weeks, but it met with unexpected resistance and the fight became prolonged.

In August 1942, the German army began an offensive against Stalingrad, but was defeated after months of bitter struggle. Germany suffered terrible losses. During the winter of this year, the Red Army took the offensive.

In May of the following year, in an effort to recover their advantage, the Germans prepared to mount a surprise attack on the Soviet salient near Kursk. However, Hitler delayed the operation with his demands for more new tanks.

On July 5, the new tanks were all deployed and the attack on Kursk finally began. By this time, however, the Red Army had time to build up tough fortifications at Kursk. Its well-prepared defensive position, centering around its armored divisions, awaited the Germans. Thus began one of the largest tank battles in history.

SCENARIO 4

STORMING OF NORMANDY, JUNE 6-AUGUST 19, 1944

Allied Victory Conditions

- ★ Defend or occupy one of the cities of Caen, Bayeux, or St. Lo
- ★ Defend two of the cities out of Vierville, Arromanches, Courseulles, or Riva Bella

Axis Victory Conditions

- ★ Defend Caen, Bayeux, and St. Lo and occupy three of the cities out of Vierville, Arromanches, Courseulles, or Riva Bella

In 1944, after a successful invasion of Italy, the Allies planned to continue with a landing at Normandy in northern France. They called the campaign 'Operation Overlord.' The Germans had predicted such an attack and built coastal fortifications as a defense. Major defense strongholds were created in the Pas de Calais area, the closest point to Britain, on which they thought the Allies would land. The defensive line known as the 'Atlantic Wall' which was built along the coast facing the English Channel was another protective measure.

In the early hours of June 6, the Allies began landing at various points along the beaches at Normandy. The Germans fought fiercely in some areas, but overall the landing was a success and the attack began to advance toward the interior of France.

SCENARIO 5

BATTLE OF THE BULGE, DEC. 16, 1944-JAN. 21, 1945

Allied Victory Conditions

- ★ Defend Bastogne

Axis Victory Conditions

- ★ Occupy Bastogne

After the successful landing at Normandy, the Allies liberated Paris and drove the front back onto German territory. Caught in a pincer attack with the Red Army in the East and the British-American army in the West, Germany faced its worst predicament since the beginning of the war.

The Germans prepared one final, major operation in an effort to recover its superiority. This operation was a reprise of the 1940 German invasion of France. The plan was to break through the Ardennes, destroy Allied supply bases, and split the overextended Allied front.

On December 16, 1944, the German army launched an all-out attack.

SCENARIO 6

FIGHT FOR BERLIN, APRIL 16-MAY 16, 1945

Allied Victory Conditions

- ★ Occupy Frankfurt and Strausberg

Axis Victory Conditions

- ★ Defend Frankfurt
- ★ Defend Strausberg

After checking the German counter-offensive in the Ardennes, the Allied forces began driving into the German homeland. At the same time, the Red Army was pressing in quickly from the East. By early 1945, they were only 65 kilometers away from Berlin. The war was drawing to a close and there was no doubt that Germany would lose.

Early on April 16, 1945, the fully prepared Red Army began an all-out attack on Berlin. The Russians had amassed a powerful force of 150 divisions, while the Germans had only 30 divisions to protect their capital. The situation was hopeless for Germany.

WARRANTY

90-DAY LIMITED WARRANTY

KOEI Corporation warrants to the original consumer purchaser that this game cartridge shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Koei will repair or replace the game cartridge, at its option, free of charge.

To receive this warranty service:

1. Send in your Registration Card.
2. Save your sales receipt and the UPC code found on the game packaging.
3. If your game is still covered under a store warranty, return the game cartridge to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify Koei Corp. by calling the Technical Support Dept. at (415)348-0500, between the hours of 9 a.m. to 4:45 p.m. Pacific Standard Time, Monday through Friday.
5. If the Koei Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number prominently on the outside packaging of your defective game cartridge, enclose your name, address and phone number, and return the game cartridge, **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**,

together with your sales receipt or similar proof-of-purchase (UPC code) within the 90-day warranty period to:

Koei Corporation
One Bay Plaza, Ste. 540
1350 Bayshore Hwy.
Burlingame, CA 94010.

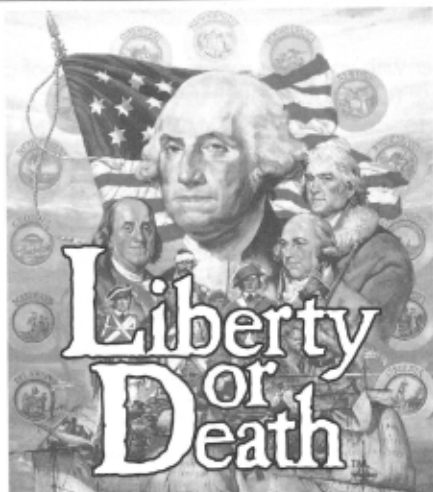
This warranty shall not apply if the game cartridge has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Service After Expiration of Warranty

If the game cartridge develops a problem requiring service after the 90-day warranty period, you may contact the Koei Technical Support Dept. at the phone number noted previously. If the Koei Service Representative is unable to solve the problem by phone, you may be provided with a Return Authorization number and asked to send the game cartridge to Koei for personal inspection. Record this number prominently on the outside packaging of the defective game cartridge and return the merchandise, **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, to Koei with a check or money order for \$20, to cover repair or replacement, payable to Koei Corporation. Koei reserves the right to change the post-warranty service fee and/or policy.

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/4,026,555; Europe #90244
Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302;
Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999;
France 1,607,029; Japan #'s 1,632,396/62-205605 (pending).

Call now to order KOEI games! 415-348-0500



Revolution!

As either George Washington or Thomas Gage, here's your chance to relive the great battles of the American Revolution. It's up to you to raise the funds needed to back up your generals, supply your troops, build forts and forge new weapons.

On the tactical side, the decision is yours on how to inflict the most damage on the enemy. Consult your advisor on plans to launch either outright attacks on the battlefield or damaging guerrilla ambushes. You can also take control of the seas with your fleet or dispatch fire boats to wreak havoc on the opposing side. The smell of revolution is in the air. Are you ready to lead the fight for freedom?

FEATURES: Lead British or Revolutionary divisions, play Washington or Gage, experience historical events as they happen, three difficulty levels, 1-2 players, battery back-up to save games.

Be Ruthless, Your Rivals Will Be!

Nobunaga's Ambition

Oda Nobunaga, the mighty leader who strove to unite war-torn Japan, has returned. Now, as Oda, it's your turn to fight for control of Japan in this, the improved version of Koei's popular NES game, Nobunaga's Ambition. But, peace and order won't come easy! No one can be trusted in 16th century Japan.

FEATURES: 1-8 players, 4 scenarios, MEGA MOUSE support, 50 warlords, battery back-up to save games.



AEROBIZ™ Supersonic

Coming Soon

The 21st century has arrived and airline competition is fiercer than ever. As CEO of a global airline, it's your job to make sure passengers can get from Dallas to Denver as easily as from London to Tokyo. Purchase futuristic aircraft, including Supersonic jets, set up hubs on every major continent with the goal of an impressive network and offer special services to distinguish you from the competition.

FEATURES: 1-4 players, 4 scenarios, historical & futuristic aircraft, 88 cities, battery back-up to save games.