

WAR IN THE EAST

by Mark Stueber

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LOADING:

Reset your QL. Place Master tape in MDV1 and Scenario tape in MDV2. Press FI. Then answer the question if you have any added memory to the QL. After answering, the program will load.

SCREEN:

A portion of the map will appear on the top half of the screen and under map what type of unit that has a chance to move. Under that is two windows. 1) Phase: It will first read 'Movement ZC'. This means the unit to move is in a Zone of Control of a Russian Unit. 2) Terrain: This tells you what type of terrain the unit to move is on. Under these 2 windows are the Turn and Movement Points Left.

SCENARIOS:

There is a total of 3 scenarios for this game. If you do not have all three and want to purchase other scenarios, contact your local QL Dealer or send \$19.95 to Sharp's, Inc. for each additional scenario. You must have the Master Tape in order to purchase additional scenarios.

UNITS:

The player controls all the Axis power and the computer handles all Russian Units. Under the map is a window which tells you what the unit is, then 2 numbers. The first is the Attack/Defense strength and the other the Movement Allowance. This is a list of all the types of units used in this game.

TYPE	DESCRIPTION	ATTACK DEFENSE STRENGTH	MOVEMENT POINTS
	German Infantry Division	6	5
	German Infantry Brigade	1	5
	German Panzer Division	10	8
	German Panzer Brigade	3	8
	German SS Infantry Division	8	5
	German SS Infantry Brigade	2	5
	German SS Panzer Division	13	8
	German SS Panzer Brigade	4	8
	Rumanian Infantry Division	2	4
	Hungarian Infantry Division	2	4
	Italian Infantry Division	2	4

RUSSIAN UNITS

	Russian Infantry Division	1	4
	Russian Infantry Corp	4	4
	Russian Cavalry Division	2	3
	Russian Tank Brigade	2	5
	Russian Tank Corp	8	5
	Russian Partisans	5	0

attack, but not both. If you choose to attack press A (See How to Attack). No unit may move into a square occupied by another unit. All of your units will have a chance to move or attack. If you do not want a unit to use all of its movement points, move the unit to where you want it to go then press 'N'. This will end that unit's movement and go to the next unit.

TERRAIN:

There are several different types of terrain on the map. Each one affects units in movement and defense strength. If a unit has 1 movement point left it can still move into any terrain. *Note—Terrain has no effect on Russian attacks.*

TYPE	DESCRIPTION	MOVEMENT POINTS TO ENTER	AFFECTS OF ATTACKING
	CLEAR	1	None
	FOREST	2	+1 Defender
	SWAMPS	3	+1 Defender
	MOUNTAINS	4	Double Defender
	CITY	2	+1 Defender
	ROUGH	3	+1 Defender
	RIVER	2	+1 Defender

ZONE OF CONTROL:

Every unit exerts a zone of control into all 8 squares around it. Any enemy unit which moves into a (z-c) of an enemy unit must stop. Friendly units are not effected by z-c of another friendly unit.

PHASES OF THE GAME:

1. Axis Movement Phase
2. Axis Attack Phase
3. Russian Movement Phase
4. Russian Attack Phase
5. Reinforcement Phase

KEYS TO USE ON COMPUTER:

- V — To view the map use cursor keys (← ↑ → ↓)
M — After viewing press M to return to Movement Phase.
SPACE — To remind player which unit to move —
A — If unit is in Zone of Control of Russian unit and want to attack it.
← ↑ → ↓ — To move unit in any direction.
N — For next unit to move.

At the start of the game it is the Axis Movement Phase.

AXIS MOVEMENT PHASE:

German, Rumanian, Italian, and Hungarian Units are all considered Axis Units. One of your units will blink and this is the unit to move. In the Phase Box it will either say 'MOVEMENT' or 'MOVEMENT ZC'. If it says 'MOVEMENT' your unit is not in a Zone of Control of a Russian Unit and can move by using the cursor keys. The window marked 'MOVEMENT POINTS LEFT' is the number of points left to move. See (Terrain). If you move into a Zone of Control see (Zone of Control) of a Russian Unit and still have movement points left it will ask you if you want to attack in the Phase Window. If you enter a Zone of Control of a Russian Unit and no movement points left, that unit can not attack that turn. If your unit starts out with 'MOVEMENT ZC' it is in a Zone of Control of a Russian Unit. The unit can either move 1 square or

ZZZ
ZXZ X=unit
ZZZ Z=zone of control

HOW TO ATTACK:

Any unit which starts out or moves into a z-c of an enemy unit can attack that unit. If you start out in a z-c, the Phase Window will say 'MOVEMENT ZC'. To attack, press 'A' and then it will ask if you want to attack, press 'Y'; if you change your mind press 'n'. If there is more than 1 Russian Unit in your z-c you can choose which one you want to attack. The Phase Window will then say 'ENTER 0-8'. This chart will show you which number to enter.

1	2	3
4	X	5
6	7	8

Compare the numbers to where the Russian Unit is and enter that number. Again if you change your mind about attacking press 'O'. If you enter a number where no Russian Unit is in, it will not accept it. A maximum of 2 Axis Units can attack the same Russian Unit at the same time. This will increase your chances of eliminating the Russian Unit.

WEATHER:

Turns 1 to 13 are considered Summer time and has no affect on movement or attacking.

Turns 14 to 16 are considered the Rainy season. All Axis Units movements and attack/defense strength are cut in half. No affects on the Russians.

Turns 17 to 20 are considered Winter. The map will turn White. Movement is normal but attack/defense strength is lowered by 1. No affects on the Russians.

ATTACK PHASES:

After all Axis Units have moved and chosen their attacks, the actual attacks will take place. The computer will check out the ratio between the attackers(s) against the defenders strength. The QL will then pick a number from 1-6 and add the ratio. Ratio=(Attackers(s) strength/defender strength).

ATTACK CHART: RATIO

RATIO=(1-6) 1:1 2:1 3:1 4:1 5:1 6:1 7:1 8:1 9:1

11+	N/C	N/C	N/C	N/C	DE	DE	DE	DE	DE
10	N/C	N/C	N/C	EX	EX	EX	EX	EX	EX
9	N/C	N/C	EX	EX	EX	EX	EX	EX	N/C
8	N/C	DR	DR	DR	DR	DR	DR	N/C	N/C
7	DR	DR	DR	DR	DR	DR	N/C	N/C	N/C
6	DR	DR	DR	DR	DR	N/C	N/C	N/C	N/C
5	AR	AR	AR	AR	N/C	N/C	N/C	N/C	N/C
4	AR	AR	AR	N/C	N/C	N/C	N/C	N/C	N/C
3	AR	AR	N/C	N/C	N/C	N/C	N/C	N/C	N/C
2	AE	N/C	N/C	N/C	N/C	N/C	N/C	N/C	N/C
1	N/C	N/C	N/C	N/C	N/C	N/C	N/C	N/C	N/C

DE=Defender eliminated

EX=Exchange: 1 attacker and defender eliminated

DR=Defender retreats one square and attacker occupies vacated square

AR=Attacker retreats one square and defender occupies vacated square

AE=1 attacker is eliminated

N/C=Can not occur

If a EX occurs and one of the units involved is a German Division, it will be reduced to Brigade strength. Same holds true for the Russian Tank Corp & Infantry Corp.

PARTISANS:

When any Russian city falls to the Axis, it must be garrisoned with an Axis Unit. The unit must be placed on the city. If the unit

year before, the German Army tries again, but this time to the south to take the Russian farm land and force the Russian surrender.

III. DESTRUCTION OF ARMY GROUP CENTER—Summer 1944. On the retreat the German Army is trying not to lose any more ground to the Russians and hold on to Warsaw.

moves off or forced to retreat and no Russian Unit occupies the city then a Partisan Unit will appear on the city.

VIEW:

The player may view the map at any time during the movement phase. Before each unit moves or attacks press the 'V' key and use the cursor keys to view the map. To get back into movement phase press 'M' and the map will return to original position.

RUSSIAN MOVEMENT & ATTACKS:

After the Axis movement and attacks the Russians will make their moves. It takes approximately 5 minutes for all their moves. After their moves they may choose to attack some units.

REINFORCEMENTS:

After both sides have moved, if and any reinforcements will appear on the map. Russians to the far right hand side of the map, Axis on the left handside.

SAVING GAME:

Anytime after turn 3 you can save the game to continue at a future time. Place the Master Tape in MVD1_ and a blank tape in MDV2_. (Do NOT place the original Scenario tape in MDV2_). As soon as it becomes the player's turn, press 'S'. When loading back in the game in progress, follow the same rules as Loading except place the new tape in and not the original scenario tape.

SUMMARY:

If you have any questions about this game or any scenario, please send a self-addressed stamped envelope to Sharp's, Inc., Rt. 10, Box 459, Mechanicsville, VA 23111 or call (804) 746-1664.

SCENARIOS:

I. BARBAROSSA— Summer 1941. Germany turns east and plans to defeat Russia in 3 months.

II. STALINGRAD— Summer 1942. Falling short of victory the

**SCENARIO I:
BARBAROSSA 1941**

This scenario covers the initial invasion of Russia during World War II. The player controls the German Armies and allies, computer the Russian Army. This game is 20 turns long or until the victory conditions are met.

VICTORY CONDITIONS:

The player must control all 8 Russian cities at one time at the end of any game turn for a Total victory if at the end of turn 20 only 7 cities are in German hands then it is a marginal German victory. Anything under 7 Russian cities occupies by the Axis Powers is considered a Russian Victory. The Russian cities that have to be occupied are Moscow, Kiev, Leningrad, Stalingrad, Rostov, Odessa, Minsk and Kovno.

**SCENARIO II:
STALINGRAD 1942**

This scenario covers the 2nd summer of the war between Germany & USSR. After falling short of victory the summer before, the German Army tries again to knock out Russia. This time thru the wheat fields of Southern Russia, to deprive the Red Army of food supply.

VICTORY CONDITIONS:

If at the end of any given game turn Moscow, Stalingrad, and Leningrad are in German hands, the scenario ends with a Strategic German Victory. If this is not met Stalingrad must be held at the end of game turn 20 to win. Anything else is a Russian Victory.

**SCENARIO III:
DESTRUCTION OF ARMY GROUP CENTER 1944**

The German Army spread thin on 3 fronts of the war and near total collapse tries to hold ground and prevent the Red Army from entering the Third Reich.

VICTORY CONDITIONS:

If at any time Warsaw, Prague, or Bucharest falls in Russian hands the game ends and Russia is declared victor. The player must hold on to all 3 cities by the end of game turn 20 to win this scenario.

CHANGES FOR ATTACKS:

The ratio is reduced by one for all German attacks to represent low moral in the German Army.

