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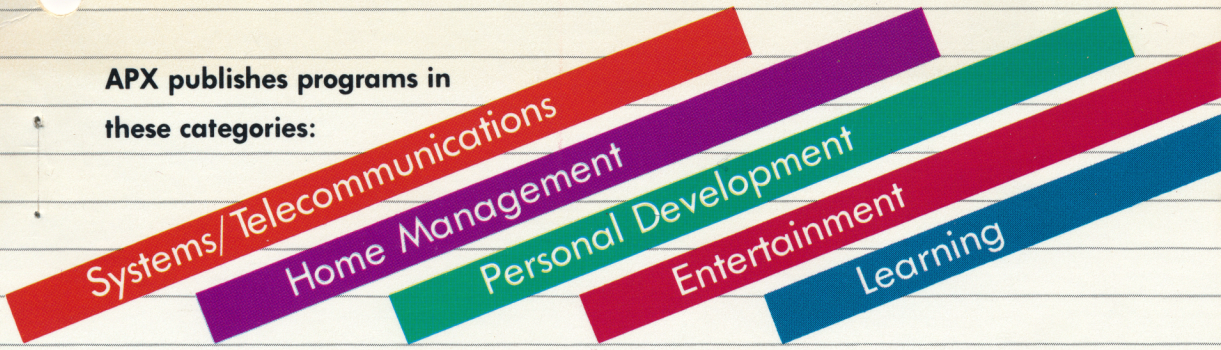

EASTERN FRONT (1941) SCENARIOS FOR 1942, 43, 44

SYSTEMS/TELECOMMUNICATIONS

Three challenging new scenarios to go with Eastern Front (teenagers and up)

by Ted Farmer

Requires: ATARI Eastern Front (1941) Cartridge
One ATARI Joystick Controller

Cassette version (1): (APX–10232)	ATARI 410 or 1010 Program Recorder 16K RAM
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Edition A

CONSUMER-WRITTEN PROGRAMS FOR

ATARI® HOME COMPUTERS

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by

William Ted Farmer

THE HEXPERT COMPANY

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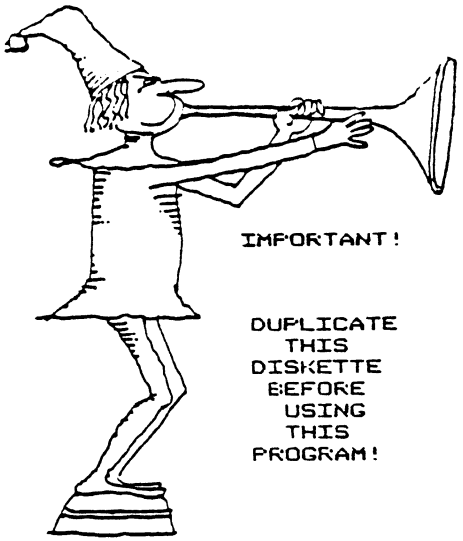

This APX diskette is unnotched to protect the software against accidental erasure. However, this protection also prevents a program from storing information on the diskette. The program you've purchased involves storing information. Therefore, before you can use the program, you must duplicate the contents of the diskette onto a notched diskette that doesn't have a write-protect tab covering the notch.

To duplicate the diskette, call the Disk Operating System (DOS) menu and select option J, Duplicate Disk. You can use this option with a single disk drive by manually swapping source (the APX diskette) and destination (a notched diskette) until the duplication process is complete. You can also use this option with multiple disk drive systems by inserting source and destination diskettes in two separate drives and letting the duplication process proceed automatically. (Note. This option copies sector by sector. Therefore, when the duplication is complete, any files peviously stored on the destination diskette will have been destroyed.

Introduction

OVERVIEW

THE EASTERN FRONT (1941) SCENARIOS FOR 1942, 43, 44 program is a set of three historically-based scenarios for the EASTERN FRONT (1941) computer strategy game cartridge. (The program won't work with the original APX version, since that version doesn't make it possible to load and save games.) You must be familiar with EASTERN FRONT (1941) before you begin, because all three scenarios are on the expert level. Using the EASTERN FRONT (1941) SCENARIO EDITOR program (APX-20233), you could modify any of these three, for example to create an intermediate level scenario.

The 1942 Stalingrad scenario puts you in command of the German Sixth and First Panzer Armies in the desperate attempt to take Stalingrad. Be careful, or the Russians will surround the Sixth Army and destroy it, resulting in a terrible loss.

In the 1943 Kursk-Orel scenario you command 70% of the German armor concentrated at the Kursk salient, ready to wipe out the Soviet tank forces there and regain the offensive for the Third Reich. Is Hitler foolish to attack this defensive fortress?

The final scenario begins on May 8, 1944. You command a smaller, tougher German army, preparing to resist the first Russian Summer Offensive on the Eastern Front. Is there any hope for saving Germany?

Each scenario contains panzer, infantry and flieger corps. The manual provides a brief historical account of the actual offensives to help you plan your strategy.

REQUIRED ACCESSORIES

EASTERN FRONT (1941) cartridge
One ATARI Joystick Controller

Cassette version

16K RAM
ATARI 410 or 1010 Program Recorder

Diskette version

16K RAM
ATARI 810 or 1050 Disk Drive

OPTIONAL ACCESSORIES

EASTERN FRONT (1941) SCENARIO EDITOR
(APX-20233)

CONTACTING THE AUTHOR

Users wishing to contact the author may write to him at:

William Ted Farmer
THE HEXPERT COMPANY
P.O. Box 1795
San Marcos, TX 78667-1795

AUTHOR'S DEDICATION

To the United States Army, whose fine soldiers and families faithfully serve to defend our beloved country and whose scholarships gave me the opportunity to earn two college degrees.

Getting started

LOADING EASTERN FRONT (1941) SCENARIOS FOR 1942, 43, 44 INTO COMPUTER MEMORY

Plug your Joystick Controller into the first controller jack of your computer.

If you have the cassette version of the program:

1. Since there are three different scenarios on your one cassette, you will need to locate the starting point for each scenario and make a note of the number in your program counter. You will need to record this only once.

2. Have your computer turned OFF.

3. Turn on your TV set.

4. Insert the cassette into your program recorder. Press the REWIND key on the recorder. When the cassette has been rewound, press the STOP key and press the program counter button to reset the counter to 000.

5. Insert the EASTERN FRONT (1941) cartridge into the cartridge slot of your ATARI computer.

6. Turn on the computer while pressing the OPTION key.

7. When you hear the beep, press the PLAY key on your program recorder. The following message appears on the screen:

PLEASE WAIT
PRESS RETURN WHEN YOU ARE READY

8. Press the RETURN key, as you're instructed, above. You hear the program loading.

9. Record the number on the program counter when the 1942 Stalingrad scenario has loaded. (To locate the 1943 Kursk-Orel scenario later, you'll have to fast forward to just beyond this number.)

10. Turn off your computer and repeat steps 6, 7, and 8.

11. Record the number on the program counter when the 1943 Kursk-Orel scenario has loaded. (To locate the 1944 May 8 scenario later, you'll have to fast forward to just beyond this number.)

12. Save the two numbers so that you can quickly locate and load the scenario you want to play.

13. Now that you've located the starting point for each of the three cassette scenarios, you can easily load the one you want to play. First, repeat step 4, above.

14. Find the scenario you want to play:

a. For the 1942 Stalingrad scenario, don't press the FAST FORWARD key.

b. For the 1943 Kursk-Orel scenario, press the FAST FORWARD key on your program recorder until the number in the program counter is just beyond the number you recorded in Step 9 above. Press the STOP key.

c. For the 1944 May 8 scenario, press the FAST FORWARD key on your program recorder until the number in the program counter is just beyond the number you recorded in Step 11 above. Press the STOP key.

d. Follow steps 6, 7, and 8 above.

If you have the diskette version of the program

1. Remove any cartridges and diskettes from the computer and disk drives.

2. Turn on your disk drive.

3. When the BUSY light goes out, insert the Scenario Diskette with the label in the lower right-hand corner nearest to you. Close the door.

4. Turn on your computer and your TV set. You should see the DOS menu on your TV screen.

5. If you have not yet made a backup copy of the Scenario Diskette, use DOS Command "J" to duplicate the diskette.

6. Use the DOS Command "C" to copy the scenario you want

to play into the file "EASTFRNT.SAV." For example, if you want to play the 1944 scenario, type "C" and press the RETURN key. Now type EF44MAY8.SAV,EASTFRNT.SAV and press the RETURN key. (Follow the same procedure for the 1942 scenario by typing the file name EF42STLN.GRD, and for the 1943 scenario by typing the file name EF43KRSK.ORL.)

7. When the prompt to "SELECT ITEM OR RETURN FOR MENU" reappears, turn off the computer. Insert your EASTERN FRONT (1941) cartridge into the cartridge slot.

8. Turn on the computer. When the Eastern Front map appears, press the OPTION key. When the new scenario appears, remove the Scenario Diskette from your disk drive and insert your own DOS diskette. This will permit you to save your game to this diskette later.

USING THE PROGRAM

When the program has loaded into computer memory, you follow the same game rules as you followed for EASTERN FRONT (1941). For example, you press the START key to execute orders during the game, and the SPACE BAR to cancel them. Joystick use is the same. Refer to pages 2 through 4 of the EASTERN FRONT (1941) manual if you need to review any of the details.

Since all three EASTERN FRONT SCENARIOS (1941) FOR 1942, 43, 44 are on the expert level, you should already be an experienced player before you begin.

SELECTING A SCENARIO

The following sections of this manual present some of the historical background of each scenario. Besides improving your game strategy, these sections help you understand the real battle conditions. First, take a look at the paragraphs below for a summary of the front lines you'll see on the screen as the battles begin, the starting dates and scores, and the number of turns in each scenario.

The 1942 scenario begins with the front stretching from Lake Ladoga (outside Russian-occupied Leningrad) southeast through heavily defended Moscow, and along the Don River to Stalingrad, which is guarded by heavy Russian armament. Although the Russians control only seven cities, these include Moscow,

Leningrad, and Stalingrad. The Germans occupy eleven cities. The starting date is September 30, 1942, and the starting score is -95. For this scenario, you have 24 turns.

The 1943 front still stretches southeast from outside Leningrad (still Russian-controlled), but the Russians have pushed much farther west. Now they're very strong south of Moscow, occupying Rzhev, Rostov, and Krasnodar for a total of ten cities. The Germans now occupy only eight. You can expect a huge Russian tank buildup outside Orel, a city the Germans are still fighting to control with their Panzer Corps. The rest of the front, having pushed entirely west of the Don River well outside Stalingrad, stretches down to Russian-occupied Rostov. The battle begins on July 4, 1943. Your starting score is -142, and you have 29 turns.

When you load the 1944 scenario, you see troops concentrated entirely on the western half of the map (only one unit is east of Odessa). Minsk and Riga are the only German-controlled cities, and the Russians now occupy sixteen. The front stretches from Lake Peipus (southwest of Leningrad) south through Smolensk and Odessa. The German line is now very thin, considerably weaker than the heavily reinforced Russian troops. The farthest point the Germans reach to the east is a weakened infantry corps along the Dnieper River just east of the Pripet marshes. The starting date on the screen is May 8, 1944. The score is -194, and you have 37 turns.

HISTORICAL BACKGROUND FOR THE 1942 STALINGRAD SCENARIO

Awash with the 1941 victories (500,000 square miles occupied) and only mildly irritated by the winter counter offensive, Hitler dreams grandiose dreams. He directs the capture of Caucasian oil fields. The final objectives are Baku on the Caspian Sea and Batumi on the Black Sea near Turkey. (They're east and south of the Eastern Front map, respectively.) With the drive to the Caucasus mountains will come the cutting of the Volga River at Stalingrad. The Volga is a major route of supplies for the growing Russian Army. All this is to be done in spite of equipment and personnel shortages. Having succeeded in the South, German forces will then be in a position to link up with Rommel's Afrika Korps pushing through Egypt, Palestine, and beyond. Turkey will surely join the Axis powers then. Russians in occupied territories are to become slaves in service to the Reich.

Stalin for once listens to voices of moderation. He expects the primary German objective to be Moscow so most reinforcements go there.

On June 28, Operation Blue begins. The Second, Fourth Panzer and Sixth Armies advance to the Don in the hope of encircling defending Russian forces, but Stalin has them making an orderly retreat ahead of the Germans. The important city of Voronezh on the Don River falls to the Germans in a ferocious tank battle. Yet the unexpected Russian retreat is putting the German operation in jeopardy.

Hitler commits a grievous error. Thinking that the Red Army is finished and in a rout, he abandons part of his plan, loops the Fourth Panzer Army behind the Sixth Army and sends it to help the Seventeenth and First Panzer Armies take Rostov and the Caucasus. Paulus's Sixth, essentially without armor, is to take Stalingrad. What had been sequential objectives are made concurrent. German forces advance simultaneously on Batumi, Baku and Stalingrad, generating a tenuous supply line of roughly 200 miles, anchored at Rostov. There are simply not enough fuel and supplies for everyone, and the advances slow ahead of the retreating Red Army. The Russians use the brief reprieve to begin to prepare the defense of Stalingrad. Paulus's men enter Stalingrad and begin a wasteful and brutal period of building-to-building fighting. Bands of Russian soldiers, acting as guerrillas, permit penetration and then counterattack. German progress is measured in inches. They get to within 1000 meters of Chuikov's headquarters and then they're repulsed. The

ferry bridgehead holds and the elite Thirteenth Guards Division crosses the Volga into Stalingrad -- the German thrust is stopped. The street fighting continues.

The southern city defense line weakens under intense attacks at the grain elevator. Reinforcements cross the Volga under cover of darkness. The offensive has cost Paulus over 38,000 dead and wounded in one month. Chuikov has lost 80,000 casualties plus thousands of desertions; his command and control are in shambles. Men on both sides are going berzerk under the stress. By early November only ten percent of an utterly destroyed Stalingrad is still defended in Russian hands.

Chuikov has another problem: ice floes in the Volga are threatening to cut off his supplies and reinforcements. He is desperate.

In the push to Stalingrad, Paulus has left a Russian bridgehead on his side of the Don River. It is to be his undoing. On November 19 both German and Russian troops learn why Chuikov had been starved for men and supplies. Zhukov has husbanded his reserves. He deceptively builds up his flanks north, west and south of Stalingrad, and attacks against Rumanian, Hungarian and Italian reinforcements holding Paulus's flanks. The largest counteroffensive to date on the Eastern Front -- involving one million men -- is on. In four days Red thrusts meet at Kalach: the Sixth Army is surrounded. Another four days is spent securing the pincers at the cost of one hundred thousand soldiers on each side.

Hitler, remembering the airlift operation at Demyansk and believing Goring's boasts of Luftwaffe capabilities, orders Paulus to hold fast. Paulus, ever loyal, obeys. The Sixth Army needs five hundred tons of supplies each day; it rarely gets two hundred. Rations are reduced to one fifth of the recommended daily minimum. Starvation begins.

The German forces in the Caucasus are hastily withdrawn to defend Rostov. They travel over 300 miles and arrive before the Russians can take Rostov. The Russian thrust slows for want of supplies. German airfields within the Sixth Army area are destroyed. There is no further resupply. Paulus rejects Soviet offers to surrender. Voronov, head of artillery, unleashes seven thousand guns. Chuikov attacks.

Von Manstein pleads with Hitler to let Paulus surrender. Hitler promotes Paulus to Field Marshal, knowing that no German field marshal has ever surrendered. The next day, January 31, 1943,

Paulus surrenders his staff to the Russian lieutenant who penetrates his bunker. Over the next two days elements of the shattered Sixth Army surrender randomly. All tolled, no city of Stalingrad remains. Each side has 750,000 casualties. The civilian losses are uncounted.

HISTORICAL BACKGROUND FOR THE 1943 KURSK-OREL SCENARIO

Notwithstanding the loss at Stalingrad, German forces on the Eastern Front are in good shape. The lines of defense are manageable, the mud is drying, German combat effectiveness still exceeds that of the Soviets, and history has shown that summer belongs to the Germans. The separation between the German and Russian forces is now basically linear except in the center which contains a German salient east of Orel and an adjoining Russian salient west of Kursk. Both Hitler and Stalin understand that the summer offensives will occur here.

Hitler has grown to like the idea, first proposed by von Manstein in March, of encircling the Russian forces by driving south and north for Kursk. Such an operation will reduce the threat on Orel, too. Guderian, now returned to the Eastern Front as Inspector General of Armored Forces, argues for greater production of new Tiger and Panther tanks. Hitler delays the start of this operation from April 28 to July 5, waiting for these tanks and concerned by the German surrender in North Africa.

Stalin confers with Zhukov in April and accepts the concept of delaying Soviet offensive operations until after the Germans have attacked Kursk and spent themselves. From April to July a defense of 6000 miles of trenches and antitank strongpoints, constructed in depth and supplemented by minefields, is constructed.

Partisan units operating behind German lines unleash a series of attacks aimed at disrupting vital rail lines. Valuable German forces are thus committed to rear area security at the expense of the front.

On July 4, in an atypical afternoon operation, the Germans attack. The Soviets have reinforced along the paths the panzer columns take, perhaps due to British Ultra intelligence. Each thrust has only 35 miles to travel to Kursk. The going is slow. What is missing are the typical German elements of surprise and mobility.

To the north of Kursk the Germans attack using a wedge formation: Tigers leading, lighter tanks and infantry following. The Second Panzer Division encounters heavy resistance and stalls in an area near Ponyri. For four days the battle of 1200 tanks, guns, and over 2000 artillery pieces rages. The Ninth Army cannot take the high round at Olkhovatka.

To the south of Kursk the Fourth Panzer Army drives for Oboyan with Task Force Kempf covering its right flank. The attack goes poorly at first. Then Hausser uses artillery and air to clear early defenses and advances twenty miles. The Forty-Eight Panzer Corps also advances on his left flank. Task Force Kempf is lagging behind. The Soviets commit Konev's Second Guards Tank Corps which is routed by the Luftwaffe alone. Next to counterattack are the Fifth Guards Army and two tank corps. They fight at Prokorovka with the Soviet losing the battle when a German tank column, headed by a captured Russian T-34, penetrates Russian defenses at night. With the Allied invasion of Sicily on July 10, Hitler calls off the Kursk operation. He orders Hausser's SS Panzer Corps to Italy and two of von Manstein's panzer divisions to redeploy to reinforce Orel against Red Army penetrations.

Kursk is the greatest tank battle of history. The Germans have committed fully seventy percent of their entire Eastern Front armor there. Yet both thrusts fail to achieve their objectives. Zhukov has saved Kursk by making it a static fortress, heavily reinforced. Now the tide has turned against Hitler and Germany on the Eastern Front.

HISTORICAL BACKGROUND FOR THE 1944 MAY 8 SCENARIO

Knowing that the Soviet Armies will launch offensives as the mud dries, Hitler confers with his staff to try to guess where the thrusts will come and to plan effective counter measures. He concludes that the drive will be a flanking maneuver south of the Pripet Marshes and north of the Carpathian Mountains toward Warsaw. Therefore, he strips Army Group Center of armor to prepare for this thrust, dismissing intelligence reports of buildups opposite Center.

Stalin has learned that German losses now prohibit their defending against every thrust, so he opts for a straightforward frontal attack against the Center in six separate but coordinated thrusts. As pockets of German soldiers are created, trailing echelons will reduce them. If the Center can be taken, the German Army Groups North and South will be out of communication and subject to destruction in detail.

Busch's Army Group Center defends a strategic salient that includes most of the Dvina River, the eastern bank of the Dnieper west of Smolensk, and the Pripet Marshes north of the Pripet River. Deployed against these forces are the First Baltic, Third, Second, and First Byelorussian Army Fronts. The Soviets possess an awesome preponderance of men and equipment, including a six-to-one advantage in armor.

In preparation for the operation Stalin unleashed the partisans in that area, forcing the Germans to move only in heavily armed convoys. Even so, Busch's flexibility to respond to developments is severely hampered by partisan destruction of railway lines and bridges.

On June 22, an anniversary of some historical significance, Stalin commences the attacks, beginning in the north and spreading southward around the salient. Now seeing his strategic error, Hitler orders Busch to abandon the tactic of mobile defense which has been holding the line. In its place he statically reinforces various important centers to slow the Russian juggernaut. Hitler has learned nothing from von Manstein's maneuvers in the south. At the very time when he needs mobile units for defense, Hitler adopts the opposite.

Finding no opposition to the deep thrust, the Soviet Army pushes on, bypassing the "fortified localities" as clusters of encircled German units. Busch is replaced by Model who upsets Hitler by

opting for a mobile defense. But it's too late. Minsk is recaptured on July 3. By July 7 this phase ends with over three hundred thousand Germans killed or captured. There is little of Army Group Center left.

Throughout July northern Russian forces liberate most of Lithuania and Latvia, pushing toward East Prussia. Southern forces push to and across the Vistula. In five weeks the Soviets have advanced over four hundred miles.

On August 1, Polish insurgents in Warsaw arise to overthrow the German occupation. They hope to liberate Warsaw before the Red Army arrives. Rokossovsky's forces have stopped five miles from Warsaw. The task of combatting partisans belongs to Himmler, Chief of the SS. Hitler orders insurgents and combatants including women and children killed and Warsaw destroyed. Stalin rejects Churchill's repeated appeals for the Red Army to aid the Polish Home Army. Over the next two months the German Army is left free to counteract this insurrection. Several British and American airlifts drop arms and clothing to the resistance, too little and too late. Warsaw is completely and utterly destroyed. The German SS kills almost two hundred thousand Poles.

In the south the Second and Third Ukrainian Army Fronts under Malinovsky and Tolbukhin attack on August 20 against Third and Fourth Rumanian and German Sixth and Eighth Armies. The thrusts are to clear Moldavia and push into Rumania. After initial resistance, Axis defenses fall and encirclements are closed. The Rumanian king deposes pro-Nazi Prime Minister Antonescu, orders Germans out of his country and commands Rumanian troops to cease fighting. Hitler retaliates by bombing Bucharest. King Michael declares war on Germany. In ten days of fighting Germany loses another quarter of a million troops. For the second time on the Eastern Front the German Sixth Army is destroyed.

On September 8, Bulgaria switches sides and declares war on Germany. The Soviets move through Bulgaria en route to an advance into Hungary. Russian forces assist Tito in clearing Yugoslavia of Germans. Petrov's Fourth Ukrainian Army Front rolls into Slovakia, freeing the Balkans less Greece of German control. Hitler evacuates Greece in November. Malinovsky commences the drive for Budapest. In spite of heavy German and Hungarian resistance, the city is encircled in December.

Army Group North is driven from Riga and pinned in Latvia against the Baltic Sea, cut off from land contact with the Army Group Center.

The Russian summer offensive of 1944 is an unparalleled disaster for the Third Reich. Now the German homeland is threatened but the best of German military genius has died or been captured. There is no reasonable hope for avoiding a Soviet invasion of Germany now.

APX
ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

   Eastern Front Scenario 1942/1943/1944 (232)

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

   _____ Easy to use
   _____ User-oriented (e.g., menus, prompts, clear language)
   _____ Enjoyable
   _____ Self-instructive
   _____ Use (non-game programs)
   _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please use page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

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[seal here]