

GOGAN



FRONT

*A Computer Game of the 1973
Arab/Israeli War in the North*



**Simulations
Canada**

GOLAN FRONT

A Computer Game Of The 1973 Battle For The Golan Heights

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1.0 INTRODUCTION: On October 6, 1973 most Israelis were at home or synagogue in observance of Yom Kippur, the Day of Atonement. At 2:00 pm, Egyptian and Syrian forces launched simultaneous offensives to regain the territories lost in the 1967 war. Complete surprise was achieved. The Bar Lev line was quickly overwhelmed as the Egyptian army crossed the Suez Canal. Syrian commandos seized the Mt. Hermon observation post, as five divisions prepared to enter battle against the two understrength Israeli brigades defending the Golan Heights...

GOLAN FRONT is a detailed game type simulation of the 1973 battle for the Golan Heights. The player(s) may control the Israeli forces or the Syrian forces. The players have the viewpoint of the army commander for the Golan Front. Responsibilities pertinent to these positions [such as determining strategic goals, the planning of operations, supply situations, operational orders to combat units, and the assignment of air power] will be under the direct control of the player. Other operations that these high level officers would not deal with directly or have direct knowledge of [such as individual tactical actions, movements, & engagements of land and air units,] will be handled automatically by the computer and the results of such actions that would be known to such an officer will be supplied.

2.0 GENERAL COURSE OF PLAY: The game is composed of 2 major sections, the start up of the game and the game itself. The start up allows the players to play a new or saved game. Startup also gives the choice of playing against another player or against the computer and, if against the computer, which side the computer will play. The game itself is played in turns and follows a constant sequence of play composed of 3 phases for each turn. In the first phase each side has the opportunity to examine intelligence on opposing forces, check the current orders and known status of the players' own forces, and give those forces orders for the turn. The Syrian player will

always conduct this segment of the phase first, followed by the segment for the Israeli player. In the second phase the computer will follow the orders it has received for each sides' units, resolving any combats and giving constant reports such as would be available to both players due to movement and combat. In addition the computer will update the more specific information on unit status and intelligence that will become available to the players in the next turn. The final phase is an end turn portion that asks the players if they wish to continue playing the game. If they do not, the computer will give them the chance to save the game at that point and will indicate the current victory situation. Each turn of the game represents 12 hours.

3.0 GAME EQUIPMENT:

3.1 THE MAPS: Two identical maps representing the area over which the battle was fought are included with the game. Each player should take one of these and place it so that it will be out of sight of the other player. These maps can be used to record the locations of friendly units as well as possible locations for opposing units. The maps show the locations of major towns, observation posts, and roads. The location of an individual combat unit will be indicated by the name of the nearest town, observation post, etc. as shown on the map. The name of such a location is used whenever communicating with the computer about a specific area. The map also indicates the type of terrain at a specific location. The terrain type will influence movement and combat in the area by a series of formulas which the computer will automatically resolve. In general, more intense terrain will require more effort to move through and will provide greater combat advantages to the defender.

3.2 THE PLAYING PIECES: The playing pieces are the die cut counters. They should be broken free from the frame and into individual pieces. There are two sets of pieces, one for each player. Israeli units are blue. Arab units are tones of red. Some of these pieces represent actual combat formations for each player while the others are markers for use in recording items concerning game status. Note that each piece that is a combat unit contains the name [normally a number] of the unit at the bottom of the counter on the front side, across from a type symbol for the unit. The unit symbol indicates the unit type. Infantry is an 'X' within a rectangular box, armor is an oval within the box, and mechanized infantry is a combination of these symbols. In the upper half is the identity code for the unit. A unit's identity code consists of an alphabetic letter followed by a number. The letter corresponds to the identity of the division (brigade if Israeli) to which that the unit belongs. The number indicates the specific unit within that division. This identity code is used whenever communicating with the computer about a specific unit.

4.0 GETTING STARTED:

4.1 BOOTING: To boot the game you must have the computer indicated by the label on the box and a disk drive. Simply place the disk in the primary drive and turn on the computer. Commodore-64 users must type 'LOAD "GF",8', followed by 'RUN'. It is possible that your computer may run on a different DOS than that in which the program is written. In a case where normal boot up as above does not work, consult your DOS manual for how to boot up via your DOS conversion system. Cold booting the game is advised. That is, if you were running some other program, shut off the computer before booting the disk.

4.2 NEW OR SAVED GAME: After booting the program will ask you if you wish to restart a saved game. A 'Y' will take you to the routine that restarts a saved game and will prompt you through the procedure. A 'N' response will cause the computer to set up a new game.

4.3 ONE OR TWO PLAYERS: The computer will prompt you to determine if you will be playing with two players or if the computer will play the Israeli or Syrian player. Simply enter the letter 'I' or 'S' indicating your choice.

4.4 STARTING POSITIONS: When starting a new game the Syrian side starts with 20 combat units and 10 SAM site

counters in play while the Israeli side starts with 11 combat units and 1 SAM site counter in play. These units have their starting locations printed on the back of the counters. Note that the SAM markers also have a box type symbol with an arrow in the box, but they have not unit identity code or unit name other than the location of their set up. The computer will set up the game with these units in position and the players should position their markers to indicate the starting locations.

4.5 ENTERING INFORMATION: The computer detects the completion of each information entry by the player pressing a specific letter choice from a group of choices presented or by the return or entry key. 'Y' & 'N' are responses for Yes & No questions while digits are used for number responses. Note that all entries should be made in upper case.

4.6 PASSWORDS: When playing with 2 players the computer will want to know a password for each player. Then, when parts of the program are running that only one player should view, the computer will ask for that player's password. Note however, that following the Intelligence & Orders Phase both players should come to the screen to review the results of movement and combat.

5.0 THE INTELLIGENCE & ORDERS PHASE:

5.1 GENERAL: Each player's opportunity to examine the results of the previous turn and give orders to each of their units occurs during the Intelligence & Orders Phase. Each player has a segment during this phase. The Syrian player will always have the first player segment; however all orders are resolved as if the player segments had occurred simultaneously. Each of the portions of each player's segment during the phase is detailed below, in the order of their occurrence on the menu.

5.2 NATIONAL INTELLIGENCE:

5.21 SINAI FRONT STATUS: This selection informs the players as to what is happening on the other front, i.e. in the Sinai. The success of the Israeli defense of the Sinai is in part determined by how many resources the Israeli player leaves for that front, as influenced by requests for reinforcements on the Golan.

5.22 SYRIAN/ISRAELI MORALE: This selection advises the player as to his national morale level. Morale is determined by the number of casualties suffered by that side. If a side's morale breaks, that side's combat ability will be greatly reduced.

5.23 LIST AVAILABLE AIRCRAFT: This selection informs the player how many aircraft of each type are available for air missions this turn. For the Israeli player, aircraft availability is a function of the Sinai front's status. Israeli aircraft committed to the Sinai may be reassigned to the Golan if the Israeli player appeals for more air support. The Syrian player may find that his air force commander is reluctant to make aircraft available, especially if the Syrian airforce has suffered heavy losses.

5.24 LIST REINFORCEMENTS: This selection will display what reinforcements are to arrive next turn. Israeli reinforcements will be drawn from mobilized reserves as well as units which would otherwise be assigned to the Sinai front. Syrian reinforcements consist of units sent to Syria from Jordan or Iraq, after those countries enter the war. Note that in this selection the player will also be given two chances to request additional reinforcements, but only two chances.

5.3 GOLAN FRONT INTELLIGENCE:

5.31 LIST CONTROLLED AREAS: This selection lists each area by name, indicating whether it is Israeli controlled, Syrian controlled, or Contested.

5.32 STATUS OF AN AREA: This selection will display for the player any intelligence known about a specific location, such as who controls it and what, if any, friendly or enemy units are known to occupy it. To check an area, simply type in the first few letters of the map location's name when prompted by the computer.

5.33 LIST UNIT LOCATIONS: This selection lists the location of all friendly units in communications, and all enemy units whose locations are known.

5.34 LIST SAM SITES: This selection indicates the type and location of all Surface-to-Air Missile sites, and whether they are Active or have been Destroyed.

5.4 DIVISION/BRIGADE INTELLIGENCE:

5.41 DIVISION/BRIGADE STATUS: This selection

displays information about a specific division (brigade if Israeli). Units assigned to the division will be displayed and their current locations given, if known. The division's commanding officer will be named and his leadership rating listed. The first number of this leadership rating reflects the commander's likelihood to take risks. A low number indicates a conservative commander and a high number indicates a commander who likes to gamble. The second number reflects the commander's combat experience. A high value here indicates that the commander has high combat proficiency and that his units will take fewer losses in a given battle than would one with a lower number.

5.42 UNIT STATUS: This selection displays information about a specific combat unit, such as its number of personnel and tanks, supply status, level of exhaustion, assigned objective, and combat posture.

5.5 ISSUE ORDERS:

5.51 ASSIGN SUPPLY PRIORITIES: Syrian divisions and Israeli brigades each must be assigned a priority for receiving supply. The computer will allocate supplies to combat units in a division based on the priorities assigned by the player. More than one division may be given the same priority, in which case they will be given equal allocation of supplies.

5.52 CHANGE OBJECTIVE/POSTURE: The player may assign his combat units a geographic objective. A unit will advance toward that objective under its commander's (the computer's) control. The player may also assign a specific combat posture to his units. The combat postures include: Attack (normal or intense), Advance, Defense, Delay, and Withdraw. Only units with an Attack or Advance posture will move toward their objective. Units with an Advance posture will move more rapidly than Attacking units, but will stop before making contact with enemy forces. Units in a Defense posture will gain benefits in combat, but will not be able to advance after combat. Delaying units will engage in combat and then retreat afterwards. Units ordered to Withdraw will attempt to disengage and retreat prior to combat.

5.53 ASSIGN AIR PRIORITIES: The aircraft available to the player may conduct air missions as assigned by the player. Air missions include: Air Superiority, Ground Support, Interdiction, SAM Suppression, and Airfield Attack. The specific number of sorties assigned to a particular mission will be determined by the airforce commander (the computer), based on the types of aircraft available and the priority of each mission as established by the player. Aircraft on Air Superiority will engage in air-to-air combat with other enemy aircraft flying missions. Aircraft assigned to Ground Support will provide direct support to ground forces in combat. The number and types of aircraft which are involved in a particular combat situation will be determined by the computer based on the size of the battle and aircraft available. Interdicting aircraft will attempt to destroy supplies headed for the front. SAM Suppression missions will attempt to destroy SAM sites. Aircraft attacking airfields may damage runways and destroy aircraft on the ground.

6.0 THE MOVEMENT AND COMBAT PHASE:

6.1 GENERAL: During this phase of each turn both players should come to the computer and view the results of their orders for the turn. These general results will flash across the screen as the computer resolves activity. The player may pause this scrolling by pressing the <ESC> key (left arrow for C-64). No specifics about individual units will be disclosed at this point. Instead the screen will display general results of the kind that would come to the player as radio reports and intercepts of opposing reports as well as brief staff memos. This resolution phase consists of an air combat segment, and two movement segments separated by a combat resolution segment. The computer resolves movement and combat through a series of interrelated equations and variables in accord with the general guidelines below.

6.2 INITIATIVE: Initiative is a feature which only one side will have for the turn. It is used to determine priority for any events that are not resolved in a simultaneous manner. The Syrians always start the game with initiative. However, as the game progresses, the

results of the events of the game will be fed into a computation to determine if, and when, initiative shifts between sides.

6.3 MOVEMENT: All units, except those in a Defense posture, may move. Movement capability may be modified by the availability of supplies, unit exhaustion level, the terrain involved, and the presence of enemy units. As a result, there are no specific listed movement rates. Players will be able to get a feel for how their units will move by considering the orders given and the situations encountered during actual play. This puts the players more or less in the shoes of their historical counterparts, who also could give orders and get a general feel for capabilities, but could not determine specific or exact results ahead of time.

6.4 COMBAT: After concluding the first movement portion of the phase the computer will resolve any combat situations that result. Combat will occur only in areas containing units of both sides. As with movement, a number of items such as command, supply, terrain, and the strength and effectiveness of the engaged units will enter into the combat resolution. Players will be able to get a general feel for how well they have done and which particular units have suffered which results by examining their Unit Status, Location, and Intelligence reports during the next turn. Specifics of the combats and how they are resolved will not be available for the players since this type of foreknowledge would not be available to the players in their roles as army commanders. Note that air combat will not occur during night (6 PM) turns.

7.0 THE END TURN PHASE: The End Turn phase occurs at the conclusion of every turn. Random political events outside of the players' control may be displayed. Many of these items will have a direct effect on the course of the game while others will be meaningless. The computer will determine if either side has achieved an automatic victory or if other criteria for ending the game are satisfied. The game will end automatically if: 1. Israeli forces control Damascus; 2. Syrian forces control all routes across the Jordan River (Hagoshrim, Customs, and Arik Bridge); 3. Both Syria and Israel have had their morale broken; 4. Israel has been defeated in the Sinai; 5. A ceasefire has been declared (may occur anytime after turn 25). If the game is not automatically ended by the computer, the players will be presented with the following three choices: 1. They may continue the game, which will result in play progressing to the next turn; 2. They may choose to save the game so that it may be restarted at the beginning of the next turn at a later time, or; 3. They may choose to end the game and determine which player is winning at that point in the game. If picking this last option the computer will determine and display a winner and the level of victory.

8.0 NOTES ON PLAY:

8.1 VICTORY POINTS: Victory points are earned by causing casualties to the other side and by controlling territory. The Syrian player will receive roughly 5 times more victory points for each Israeli casualty than the Israeli player will receive for Syrian casualties. Victory points will be lost each time that the player requests reinforcements, whether or not they are granted.

8.2 AIR MISSIONS AND ECM: The intelligent use of air assets can be the decisive factor in the game. The Syrian player may find that his aircraft are somewhat ineffective on Air Superiority missions, and may do better by assigning higher priority to Ground Support and Interdiction. The Israeli player's airforce is good at all missions, but will have to contend with the Syrian SAM sites. The SAM's will cause heavy losses at least until ECM equipment becomes available from the United States. Even after this ECM equipment is available, the Israeli player will not know how effective it is until he tests it in combat. In any case, both players will usually find that they have insufficient aircraft to adequately perform all of the missions that they desire.

8.3 MOVEMENT CONSIDERATIONS: Combat units with an Attack or Advance combat posture will attempt to move each turn toward their ordered objective. Note however that units ordered to advance will not attempt to enter

any location that is opposing controlled. Only Attack orders will cause such movement. Units in a Delay or Withdraw posture will attempt to move toward their home territory. Movement is conducted sequentially, with the side having the initiative starting movement first. A unit in contact with enemy forces may not move unless their ordered posture is Delay or Withdraw. Movement occurs twice each turn, before and after combat. At night movement is restricted. A unit may fail to move if it is exhausted or out of supplies. Units may also spontaneously change their combat posture due to the influence of their commander's ratings or the current local situation. A unit whose commanding officer likes to take risks may go on the attack even though ordered otherwise. Conversely, a unit whose commanding officer is inexperienced will be prone to order withdrawals. Israeli units in particular may elect to change from Defend to Delay in order to reduce personnel casualties. Units that suffer heavy combat losses, and units with a poor supply or exhaustion status may change to Delay or Withdraw mode.

8.4 COMBAT CONSIDERATIONS: Many factors influence the results of combat. The most important factor is the intrinsic strength of the combat units involved (the number of personnel and tanks in combat). Israeli units are roughly 3 times more effective, man for man, than Syrian units. Other factors influencing the combat strength of units are the terrain involved, air superiority, combat posture, national morale, exhaustion level, supply status, and surprise. Defending units will be two to three times more effective in intense terrain than in clear terrain. If one side establishes air superiority, then that side's units will be 20 percent more effective in combat. The combat strength of units with an Intense Attack or Defend posture will be 50 percent greater than in an Attack posture, but at a cost of doubled casualties and supply consumption for Intense Attacks. A unit Advancing or Delaying will be only 70 percent as effective. A unit which is withdrawing is only 50 percent normal strength in combat. National morale affects all units of that side, except for Jordanian and Iraqi reinforcements. Combat effectiveness declines as morale drops. When morale breaks completely and units are in panic, their combat effectiveness is only 20 percent of what it is when morale is excellent. Exhaustion and Supply status have effects similar to national morale, except that units may recover from exhaustion and supply by being withdrawn from combat or being given higher priority for resupply. Finally, the Syrian player receives benefit from having surprise during the first few turns. He should make the most of it. All effects mentioned above are cumulative and are used to determine the casualty rate for each unit involved in combat.

8.5 INTELLIGENCE: Very little information about enemy units will be known by the players. The players will generally be able to determine the identity of enemy units that they are engaged in combat with, but will not know their strength or status. Less information will be available at night or about enemy units which are not in contact with friendly forces. Units in the Mt. Harmon observation post will be able to provide better information concerning nearby enemy troops. The Syrian player begins the game in control of this important point, and the Israeli player will find it difficult, but not impossible, to regain it.

8.6 COMMAND CONTROL: Both sides are subject to losing control of units as morale drops dangerously low. The player will first become aware of this when the unit ceases to respond to, or be available for, orders. Such units will attempt to carry out their previous orders or perhaps exercise initiative on their own. When loss of command control occurs, it affects all units assigned to the involved division (brigade if Israeli). Loss of command control is not permanent and may be regained in a subsequent turn.

8.7 SUPPLY: The players must not only fight the enemy, but must contend with often insufficient supply. Available supply will tend to be low during the first few turns of the game, but increases as the United States and Soviet Union begin to airlift supplies to their respective allies. The Israeli player may find himself in deep trouble if Portugal denies permission to the US to use the Azores for refueling of transport aircraft.

Supplies will be allocated to combat units based on the priorities assigned by the players. The amount of supply reaching a particular unit is dependent on the length of the supply line to the unit and the presence of enemy forces. Interdiction air missions will also reduce the amount of supplies reaching front line units.

9.0 DESIGN NOTES: The battle for the Golan Heights during the 1973 war was a closely fought campaign during which Syria almost pushed the Israelis across the Jordan River. That they did not is an indication of the professionalism and proficiency of the Israeli Army. The battle consisted of three distinct phases. In the first, from October 6-7, the initial Syrian assault forced the Israeli defenders into retreat and came within minutes of reaching the Jordan River crossing at Customs. The second phase lasted from October 8-11, during which Israeli reserves arrived and Israeli counterattacks pushed the Syrians back to the Green line from which they had jumped off. The final phase lasted from October 12 until the ceasefire on October 23. During this phase the Israelis advanced toward Damascus while the Syrians retreated into defensive positions near Sessa, fresh Jordanian and Iraqi divisions arrived, and American strategic forces were placed on alert when the USSR threatened to send troops to the Mideast.

GOLAN FRONT was designed to reflect the different phases of the battle for the Golan Heights, and to show them from the viewpoint of the respective army commanders involved. Many gamers will find the lack of information about what is happening disturbing. This is as it should be, for the "fog-of-war" effects not only what a commander knows about his enemy, but also what he knows about his own forces. The limitations on command control and intelligence may seem overwhelming; take comfort in the fact that the opposition is having the same problems. Try to make your enemy's problems greater than your own.

W.J. Nichols

10.0 REFERENCES: The following were the major sources consulted in the design and development of **GOLAN FRONT**: Avraham Adan, "On the Banks of the Suez"; Trevor Dupuy, "Elusive Victory"; M. Gilbert, "The Arab-Israeli Conflict, Its History In Maps"; Chaim Herzog, "The Arab-Israeli Wars" & "The War Of Atonement"; Henry Kissinger, "Years of Upheaval"; Edgar O'Ballance, "No Victor, No Vanquished"; M. L. Van Creveld, "Military Lessons Of The Yom Kipper War".



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When closing box place spine label between the box sidewall and the lid.

GOLAN FRONT, A Computer Game Of The 1973 Arab/Israeli War In The North.

The Golan Heights dominate the border between Syria and Israel. They are anchored by Mount Hermon in the north, a nine thousand foot peak and observation point only 32 miles from the Mediterranean, and the Sea of Galilee, a twelve mile long, six mile wide lake, in the south. Between is a lunar landscape of scarp, boulders, and barren rock. When the Arab countries struck Israel in October, 1973 this desolate area, held by light and scattered Israeli forces, was the target of the Syrian thrust. The Israeli line stretched and buckled, but it did not break. Reserves at first were thrown in piecemeal to stem the tide and then accumulated into a reserve. The counter attack, when it came, broke the might of Syria and the end of the war found Israeli forces pushing on Damascus.

GOLAN FRONT is the definitive treatment of this campaign for disk based Apple II series and C-64 systems. It features situation maps and complete sets of unit markers for each player. And the computer will provide an opponent for either side. Design by W. J. Nichols, Development by S. Newberg, & art by John Kula.

ALSO AVAILABLE FROM SIMULATIONS CANADA:

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INCHON, Turning The Tide In Korea, Sept., 1940. An Operational Game.
LA REGIA MARINA, The Mediterranean, 1940-1943. A Strategic Simulation.
DIVINE WIND, Japan In The Pacific, 1941-1945. A Strategic Simulation.
LEBENSRAUM I, The Campaign In The East, 1941-1945. A Strategic Study.
SCHNELLBOOTE I, WWII Small Craft Naval Combat. A Tactical Game.
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ORTONA, The Advance Through Italy, Dec. 1943. An Operational Game.
ASSAULT ON TOBRUK, Rommel Triumphant, 20 June, 1942. An Operational Game.
DIEPPE, The Return To The Continent, 19 Aug., 1942. An Operational Game.
D.A.K., The Axis In North Africa, 1940-1943. A Strategic Simulation.
THE WILDERNESS, Lee Meets Grant, 5-6 May, 1864. An Operational Study.
MAN OF WAR, Naval Combat In the Age Of Sail, 1775-1815. A Tactical Study.
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POWER & RESOLUTION, The English Civil War. A Strategic Study.
WITH FIRE & SWORD, The Thirty Years War, 1618-1648. A Strategic Study.
THE ONE WORLD, The Aztecs, 1428-1501. A Strategic Game.
SCOURGE OF GOD, The Campaigns Of The Mongolians. A Strategic Game.
NORSEMEN I, Viking Kingdoms Of The North Sea. A Strategic Study.
JIHADI, The Rise Of Islam, 632-732 AD. A Strategic Game.
HANNIBAL, The Italian Campaign, 218-206 BC. A Strategic Study.
WARRING STATES, The Unification Of China, 231-221 BC. A Strategic Game.
THE PELOPONNESIAN WAR, Athens Versus Sparta. A Strategic Study.

Computer Games:

FIFTH ESKADRA, Modern Naval Combat In The Mediterranean. An Operational Study. C-64 & Apple II Family Disk.
GREY SEAS, GREY SKIES, Modern Naval Combat. A Tactical Study. C-64 & Apple II Family Disk.
GOLAN FRONT, The 1973 Arab/Israeli War In The North. An Operational Study. C-64 & Apple II Family Disk.
SIEG IN AFRIKA, The War In North Afrika, 1940-1943. A Strategic Game. C-64 & Apple II Family Disk.
FALL GELB, The Fall of France, Spring, 1940. An Operational Simulation. C-64 & Apple II Family Disk.
BATTLE OF THE ATLANTIC, The Ocean Lifeline, 1939-1944. A Strategic Simulation. IBM PC & Apple II Family Disk.

Note: Games are of low complexity. Studies are moderately complex. Simulations are very complex.