



MOSCOW CAMPAIGN

A Computer Game of Operations Typhoon & Winter Storm

30 Sept.'41 - 13 Feb.'42

Simulations
Canada



MOSCOW CAMPAIGN, Operations Typhoon & White Storm 30 August 1941 - 13 February, 1942.

Index:

- 1.0 Introduction
- 2.0 General Course Of Play
- 3.0 Game Equipment
- 4.0 Getting Started
- 5.0 The Game Turn Menu
- 6.0 The Player Turn Menu
- 7.0 Combat Resolution
- 8.0 The Service Menu
- 9.0 Notes On Play

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1.0 INTRODUCTION: It was September of 1941. The Battle for Russia was supposed to be over and the war won. But Stalin's Soviet Union had not disintegrated as Hitler had expected. The battle for Moscow, the decisive battle of the Second World War, was about to begin. For Nazi Germany it started well. Before the first week of October was out Hitler had announced Victory In The East to the German nation. His announcement was premature. The Soviet situation was indeed desperate, but the Russian people were not about to concede gracefully. The fates of Russia and Germany hung on the courage and stamina of the men in front of Moscow, and upon the decisions of their leaders.

MOSCOW CAMPAIGN is a game that allows you to make those decisions. You can head Germany's OKH, throwing your flexible and proficient armies at Moscow. Or, you can lead Stavka, apportioning large but green reserves of men to powerful, though clumsy groups of armies (Fronts) in the full knowledge that Moscow could fall at any time. Whichever leader you choose to play, you will make the decisions for your position of supreme responsibility. Decisions appropriate to lower ranking commanders of Divisions, Corps, Armies, or Fronts will be made by the computer acting for these lower echelon commanders.

2.0 GENERAL COURSE OF PLAY: The game is composed of two major sections, its start-up and the game itself. The start-up allows the players to play a new or saved game. In new

games players may chose a scenario. Start-up 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 game turns, each consisting of an Soviet player turn, a German player turn, and a Combat Resolution phase. It does not matter which player takes his player turn first. However both players must complete their player turns prior to moving on to Combat Resolution. During a player's turn he may examine intelligence on opposing forces, check the general report on the results of the previous turn's activities, and examine the current status of his own forces, as well as allocate supply and replacements. Players also give orders to their forces during their player turns. In the Combat Resolution phase the computer will follow the orders it has received for each sides' units, resolving any combats and giving occasional message type action 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. Each turn of the game represents fourteen days.

3.0 GAME EQUIPMENT: Two identical, laminated 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. Two differently colored markers are provided with the maps so that they can be used to record the locations of friendly units as well as possible locations for opposing units. To erase marker notations from the laminated surfaces, simply rub them off with a damp cloth. The maps show the locations of towns and terrain features. The location of an individual combat unit will be indicated by the number of the nearest location as shown on the map. The number of such a location must be used whenever communicating with the computer about a specific location. The different terrain types depicted 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.

4.0 GETTING STARTED:

4.1 BOOTING: Before first booting the game you should format a blank disk for saving games. Apple II series owners should format under DOS 3.3. To boot, simply place the program disk in the primary drive and turn on the computer. IBM PC users should use DOS 2.0 or later and may run the game by inserting the disk into the default drive of an already running system and typing 'MC'. Note that the files may be transferred to a hard disk and the game then started from that directory. Commodore 64/128 users must type 'LOAD "*"8', followed by 'RUN'. Atari ST users should insert the disk and start the program file MC. After starting the game, keep the program disk in the disk drive unless told to do otherwise by the program.

4.2 ENTERING INFORMATION: The computer detects the completion of each information entry by the player pressing a specific number or letter choice from a group

of choices presented (a Menu) followed 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. In some special instances (such as for errors or informational outputs), pressing the space bar is requested. An asterisk (*) is used to indicate an incorrect entry while a zero (0) entry will normally exit the current menu.

4.3 NEW OR SAVE GAME: After booting the program will ask you if you wish to play a saved game. You may automatically start a new game by a negative response or you may restart a saved game with a yes. In addition, selecting the Service Menu from the Game Turn menu always gives the save game option. If restarting or saving a game you will be prompted through the procedure.

4.4 RANDOM NUMBERS: The program requires a seed (that is, a starting number) to begin the generation of random numbers required for various resolution systems. When requested, please enter a random number between 1 and 999.

4.5 ONE OR TWO PLAYERS: Next the program will ask you to pick which sides will be played by the computer or by human players. You must choose before exiting this section. If you wish to change this choice at a later time, select the Service Menu. Options for having the computer as an opponent will be displayed and may then be chosen. Note however that changing from a human player to a computer player for a side during a game may degrade the ability of the computer player.

4.6 SCENARIOS: MOSCOW CAMPAIGN has five scenarios. The first and most balanced of these is the ten turn Historical scenario which begins in late September 1941 and runs until mid-February 1942. The Less Severe Weather scenario is, in all respects except weather, identical to the Historical scenario. Despite an extra month's worth of good campaigning weather this scenario favors the Axis only slightly more than the Historical one. The Focused Campaign scenario is the major "what-if" option. What if Hitler, realizing at the end of July that the Soviets hadn't yet been defeated, had accepted the opinions of his generals that he should concentrate on taking Moscow. This twelve turn game starts in late August and continues into February. It features beefed up German forces starting from slightly further back than their historical startline of a month later. But the Soviets still get to swing back in December so this is only the second most favorable scenario to the Germans. The scenario most favorable to them is the Improved Axis scenario. It is a seven turn version of the Focused Campaign scenario which ends in early December. The last scenario is the five turn Counter Offensive scenario which begins on December 5th, the same day the historical Soviet counterattacks began in earnest. It has depleted German forces all but stalled before Moscow and facing carefully husbanded Soviet reserves. It favors the Soviets more than any of the other scenarios.

4.7 PASSWORDS: As soon as the player first enters the Player Turn Menu the computer will want to know a password for each player. Each player must enter a number between 1 and 999. Remember this number. 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

for the Combat Resolution phase of a game turn both players should come to the screen to review messages reporting results of the orders for the turn.

5.0 THE GAME TURN MENU: The Game Turn Menu is the central zone of the turn. It tells the turn in play, allows each player's turn to be entered, provides for entering combat resolution when both players have completed their turns, and allows access to the Service Menu for various functions, including ending the game. Simply enter the number of the desired selection.

6.0 THE PLAYER TURN MENU:

6.1 GENERAL: Selecting a player turn from the Game Turn Menu will bring up the Player Turn Menu for that player. This is the main activity menu for conducting the turn. From it the player may examine Intelligence to determine the status of his own units or examine what is known of opposing units. The player may also assign such supply and replacements points as are available. Finally, the player may give actual operational orders for each of his active units. The allotment of replacement points is irrevocable. However, the player may go back over any of the other sections, in whatever order desired, as many times as is required to reevaluate or change his decisions. Once exiting the Player Turn Menu a player may not return to it during the current turn.

6.2 INTELLIGENCE MENU:

6.21 GENERAL REPORT: This selection informs the players as to the general situation as recorded from the activities of the previous turn. It provides a weather forecast, current total strength of friendly forces, losses from the previous turn, estimates of opposing forces, and territorial gains & losses. For these territorial reports, the ID number of locations that have changed hands during the previous turn will be reported, as well as if the location has completely, or only partially, changed control.

6.22 OWN UNIT STATUS REPORT: This selection includes several pages, the total number and current page being indicated in the upper right hand corner. The first pages will be the Higher Level HQ reports. The immediately following pages will report on Combat HQs. Pages are selected by entering their number. Both fixed information, such as commander's name, current location, strengths, & average condition levels, and changeable information, such as current orders and supply levels, are supplied by the table. Note that supply and unit condition levels for Higher Level HQs are averages of their subordinate units. The table can be freely accessed and re-accessed during a player turn; it will reflect changes due to current orders and supply levels as specified by the player during the turn. Thus it can be used by players to check that orders and supply assignments are correct. Combat HQs have a letter to the left of their names. Entering this letter allows a player to access the Detailed Report on the corresponding Combat HQ. This detailed report will give information on the combat units under the command of the Combat HQ.

6.23 ENEMY UNIT STATUS REPORT: This selection is a filtered version of the opposing "Own Unit Status Table", showing only assignment specifics, known locations of

HQs, and general data on unit conditions of opposing forces. The last (least significant) digit of enemy combat HQ locations will be blanked out by a 'P'. This allows only a general appreciation of enemy combat HQ locations. Actual strengths, current supply, and current orders for opposing forces will not be reported at all. Detailed Reports for opposing units are not available.

6.24 THE DETAILED REPORT: This report has a heading containing the Combat HQ's name, its commander's name, and the totaled strength of the formation. Details on each sub-unit are then listed in numerical form. Except in the case of supply, lower numbers indicate better conditions for the unit. The most useful information provided is the location of sub-units. The ID numbers of sub-units are solely informational and cannot be used to give orders to sub-units with the sole exception of sub-unit transfers. In combat sub-units will be controlled by the computer in accord with the orders issued for their Combat HQ.

6.3 SUPPLY ALLOTMENT: Supply allotment consists of selecting a level of supply from the display. The total remaining supply available will be displayed at the top of the screen along with the name of the Combat HQ to which allotment is about to be assigned. Displays for each Combat HQ on the map can be selected by entering the appropriate letter code from the Unit Selection Menu. Combat HQs that are out of command range of their superior HQ are also out of supply range and cannot be selected. Pick the level of supply desired for each Combat HQ by its expected activity. It is possible to change supply allotment and surplus supply points accumulate from game turn to game turn. Note that the amount of supply required for each level of activity will vary with the size and nature of the unit. Current allotments can be checked in the Unit Status Table.

6.4 ALLOTMENT OF REPLACEMENTS: Players select the Combat HQs whose sub-units they wish to allot replacements to by using the Unit Selection Menu and entering the appropriate letter code. They then select by ID number the sub-unit to receive replacements from the Sub-Unit Selection Menu of that Combat HQ. The player will then be given a full screen prompt for the number of replacements the sub-unit is to receive in each strength point category. Sub-units have ceilings on the number of points they are allowed to have in each category. These ceilings differ by side and unit type. If a player attempts to assign a number of replacement points that exceeds the number he has left or that causes a ceiling to be exceeded, he will be given an error message and re-prompted for the number of replacement points to be assigned. A player may always enter 0 replacement points to exit this cycle.

6.5 ISSUING ORDERS: The first step in giving a unit an order is to enter the appropriate code letter or number from the Unit Selection Menu. This code is in the single column immediately to the left of the desired unit's name. You will then be given a choice of possible orders to enter (Hold, Move, Attack, or Transfer). If you choose to give a Move or Attack order, you will be asked for the location to moved to or attacked. Then you will be asked to select first the day, and then the part of day during which you wish the move or attack to begin. The Transfer order allows you to change the HQ to which a

unit or sub-unit is subordinate. It treats higher HQs and Combat HQs differently. For higher HQs you will merely be prompted via the Unit Selection Menu for the new superior HQ. For Combat HQs you will first be asked if you wish to transfer the entire unit. A yes response to this question will bring up the Unit Selection Menu so you can select the new superior HQ. A negative response will bring up the Sub-Unit Selection Menu from which you will be prompted to select the sub-unit to be transferred and then you will be returned to the Unit Selection Menu to pick the Combat HQ you wish to transfer the sub-unit to. Sub-units can only be transferred to Combat HQs within two links of their current location. After each sub-unit transfer you will be prompted as to whether you wish to transfer more sub-units from the current Combat HQ. Enter a zero to exit. All orders can be revised simply by issuing new orders to the particular unit. Note however, that there is a price in disorganization to be paid for transferring sub-units each time such a transfer is made. Also note that the default order (if you do not specify any orders for a unit) will be Hold.

7.0 COMBAT RESOLUTION: Combat Resolution is selected from the Game Turn Menu. Both players should be present in two player games and passwords will be requested in order to ensure this. If the computer is playing one or both sides, it will take a few minutes at the beginning of Combat Resolution to give its orders. All resolutions will begin with a period of combat preparation. During the main part of resolution the time and the currently acting combat formation will be displayed, usually along with current activity. If an attack is being resolved, casualty levels and retreats, if any, will be displayed. Once all activity for a resolution is finished all units are updated for status and then intelligence is prepared for the next Game Turn. When this is done the Combat Resolution phase ends and the next Game Turn begins.

8.0 THE SERVICE MENU:

8.1 GENERAL: The Service Menu performs all functions of the game not immediately concerned with normal play or start-up. These include changing which side(s) the computer is to play, calculating victory points, saving games, and ending the game.

8.2 PLAYERS: The first three options of the Service Menu allow you to pick which player(s) the computer is to act as. If you wish the computer to be both players select it for the Soviets and then for the Germans. If you wish to switch sides with the computer you must first select both players as human and then select the side the computer is to play. Note that having the computer take over from a human may degrade the ability of the computer as an opponent. It is hard for any player to work with a plan not of their own construction.

8.3 CALCULATE VICTORY POINTS: This option totals the victory points currently earned by each side. This selection does not indicate which side has won. It should be selected before the End Game selection, as no victory computations are made automatically when ending the game. Turn 10 is the last turn of actual play (combat will not resolve for any further turns) in the Historical and

Less Severe Weather scenarios, turn 12 is the last turn of the Focused Campaign scenario, turn 7 of the Improved Axis scenario, and turn 5 is the last turn of the Counter Offensive scenario. Victory points may be checked via the Service Menu during any game turn, but players should note that the game always begins biased to a greater or lesser degree against the Germans. *TO DETERMINE ACTUAL VICTORY* examine the victory point totals and find the algebraic difference between them. Any difference of less than 100 points is a draw. If the difference is between 100 and 250 points this is a tactical (marginal) victory for the player with the greater number of points. A difference of 250 to 500 points is an operational victory, and a difference of more than 500 points is a strategic victory.

8.4 SAVE GAME: The Save Game selection requests a number between 1 and 999 which it incorporates in the filename of the saved game. This is the number that you will be asked to enter when restarting a saved game. Next a request is made that the disk the game is to be saved onto be inserted. This disk should be initialized for your computer's DOS (3.3 for Apple, 2.0 or greater for IBM). *DO NOT ATTEMPT TO SAVE GAMES TO YOUR GAME PROGRAM DISK.* The game is then saved and you are asked to re-insert the game disk. Pressing the spacebar will return the Service Menu.

8.5 ENDING THE GAME: This selection ends the game. **WARNING:** this selection does not calculate victory or present a game summary. You must use the Victory Point Calculation option and the Intelligence selection from the Player Turn menus. To enable the players to review intelligence at the end of the game the Player Turns may be reaccessed indefinitely during the turn after the last turn of actual play. Note however that this turn after the last one of actual play is an end game turn only and combat resolution will not occur.

9.0 PLAYER NOTES:

9.1 SUPPLY: Supply is potentially a significant factor in **MOSCOW CAMPAIGN**. In all the scenarios except the Counter Offensive, a severe deficiency of Soviet supply on the first turn reflects Soviet surprise at the German attack. Except in the event of very heavy losses, both sides can expect to be strapped by supply come mid-January. The situation for the Germans actually tends to be worse in December. The German player should not allow himself to be fooled by high supply levels early in the autumn. Some of the early surplus of supply should be retained to make up later deficiencies, especially as lack of supply will compound declines in the morale and general condition of units due to weather. Units with hold orders but having higher levels of supply will be better able to resist the effects of weather upon unit condition. Soviet units are assumed to be better organized to resist weather effects than German ones. For both sides supply points must be allocated to Combat HQs if they are to move or attack. Better supply also means better defence, thus a "Hold" level supplied unit is significantly better than a lower level of supply for defence.

9.2 MOVEMENT: Movement is measured by the computer as distances between locations. Movement orders can be carried out quite reliably, especially for shorter distances. Movement rates will vary because

of unit type and weather. Mud due to wet weather has a very pronounced slowing effect on movement by all units. Snow cover tends to slow German units more than Soviet units. In good ground conditions German formations made up solely of mechanized sub-units (Identity numbers 59 to 80) can move at a rate up to twice that of other formations. Movement cannot take place through enemy units (even HQs that are alone), but can take place through enemy owned locations that are unoccupied. Units moving into an enemy owned location will change the location's ownership to either friendly owned or partially friendly owned. Note that Higher HQs (the Soviet Stavka HQ and German Army Group and Army HQs) need not be assigned supply in order to move. Higher HQs will continue to attempt to execute move orders until they are fulfilled or cancelled by a new order. Combat HQs (Soviet Front HQs and German Corps) really represent the formation HQ and support and reserve units. They and their subordinate sub-units (Soviet armies or operational groups and German divisions) must have sufficient supply in order to move. Combat HQs tend to concentrate their in-command sub-units when moving. This is a good point to remember when rotating such a formation out of position. Movements of the Combat HQ toward out of command sub-units can bring them back into command. Combat HQ movement can also result in out of command sub-units being left behind and becoming hopelessly dispersed. Note that command range from a Combat HQ to its subordinate combat units will not often exceed two locations distant. Combat HQs will attempt to attack a location if unable to move through it.

9.3 COMBAT: Combat comes about as the result of one side or the other ordering an attack or because movement has met opposition from enemy units. The execution of attack orders is not as reliable as that of movement orders. The difficulties arise from the necessity that the attacking combat formations have sub-units available to make the attack. Attacks can be ordered against locations up to two locations away from the attacking formation's HQ, but any intervening locations (including the HQ location), if only partially owned, will be attacked before the target location of the attack is finally attempted.

If sub-units are combat engaged in locations not adjacent to the one targeted for attack, they will not be available for the attack. Combat formations with sub-units that are unavailable, too tired, or too disorganized will not attack. On the other hand, formations with sufficient sub-units in good enough shape will continue to attack until their objectives have been taken. Each successive attack further fatigues and disorganizes sub-units. Attack orders that cannot be carried out retard recuperation from fatigue and disorganization.

The fatigue and disorganization levels of both the attacker and the defender effect combat results. The morale, experience, and command ability of both sides also effect combat results, as do terrain and the defender's level of supply. The attacker must have attack supply in order to attack. Some combat results will require an attempt by the defender to retreat. In multiple level locations this may mean only a loss of a level of control and therefore not a requirement to retreat out of the location. Units that are required to vacate a location

will be destroyed if there is no adjacent friendly owned or partially owned location to retreat to. Higher HQs so destroyed will be automatically replaced, however lost Combat HQs are gone for the rest of the game.

9.4 COMMAND: Combat HQs are the major units in the game. They maneuver the sub-units which contain the actual combat strength of the formation. The Higher HQs exist only to impose realistic command restrictions on the Combat HQs. German Combat HQs must be within about four locations distance of their commanding HQs to receive orders. Soviet Combat HQs have somewhat more leeway. Commanding HQs more than about eight locations from their superior HQs will be slow passing orders on to their subordinate Combat HQs.

9.5 GAME NOTES: The campaign for Moscow was the decisive battle of the Second World War. Not Stalingrad or Midway? No, at these eventual certainties were merely sealed in stone. In front of Moscow was where the war turned. This, not surprisingly, tends to be ignored in conventional histories. The Anglo-Saxon powers have never been eager to emphasize that the decisive struggles of the War took place on the Eastern Front, making their own contributions peripheral. The German recollections have hastened to gloss over the incredible strategic blunders of the German command during the summer of 1941. The Soviet State, having come close to collapse despite its immense resources and the intense, self sacrificial patriotism of its people, had no reason to brag. Indeed, far more depended on the skill and courage of the individual soldiers of both sides than their leaders could have possibly desired.

Hitler's and Stalin's decisions during this period were more crucial than they could have known. Hitler, exalted by his apparent successes, had worn his forces down far more than he realized. Now, far too late in the season, he was about to launch on a decisive operation sure to meet violent resistance. He could afford no mistakes. This is the primary dilemma of the German player in **MOSCOW CAMPAIGN**. Stunning victory must be gained immediately, and at a cost low enough to leave German forces strong enough to hold their gains. There is no margin for error, no time for delay.

Stalin's difficulties are even worse than Hitler's. It was Stalin who had seen powerful army after army disintegrate before Nazi attacks and who now watched the last forces before Moscow defeated so decisively that the first notice they were under attack came with the news of their mass surrender on German radio. It was not a minor task to cobble together a coherent, sensible defence in the face of insanity. **MOSCOW CAMPAIGN** depicts the fluidity and desperation of this period for the Soviets.

The best strategic advice for both sides is, in fact, to keep one's cool. Allow neither the exhalation of success or the depression of failure to divert you from pre-planned strategic objectives based on sound principles. Nor should you allow cascading events to be the occasion of neglecting what details are available for information and command control. The next most useful observation is that, due to the very different types and levels of forces available, play is highly asymmetrical in its nature. The German player has many high quality, flexible units, but faces declining levels of strength and supply. Judicious use of resources, well

coordinated attacks, and a lot of maneuver must be part of his play. In the initial assault his planning must be very detailed and careful. The Soviets must exercise exceedingly skillful strategic redeployments, usually to the rear, in the game's initial turns. Despite this, their game is not primarily one of maneuver (they haven't the units for it), but rather one of resource apportionment. The replacements the Soviets receive are massive. Their reinforcements are also substantial. Nevertheless the paucity of their command resources require that the few counterattacks they can mount must be carefully timed and directed.

Some tactical notes that should help follow. First, use your ability to determine the time of actions. When attacking, stagger individual attacks on a location so as to increase the fatigue and disorganization of the defending unit by the time of the last attack. Units concurrently under attack will have move orders canceled. Such units are pinned. So when attempting to disengage and retreat, try to time the withdrawal move for an interval you don't expect your opponent to be attacking. Moving out just prior to an attack can be particularly effective since carefully prepared staggered attacks either hit empty air or at least fail to penetrate the defence line. Also, all units perform better when rested, so if you have tired units time their orders for the end of the Combat Resolution phase so they have time to recuperate. When allotting replacements and transferring units, try to keep a balance of strength types in your units, as they will then perform better in combat. Remember an attack by a single strong (and hence coordinated) unit is more likely to obtain favorable odds (and therefore, results) than a number of attacks by separate smaller units. However some flexibility is lost in single unit attacks by not being able to stagger assaults to back up successes.

As regards geography, the Axis objectives are to obtain possession of Moscow and the cities of the Northeast behind Moscow. Success in these objectives will likely make an Axis triumph certain. For the Soviet, these areas must be held, but an advance back to the west to recapture a zone in front of Moscow is a prerequisite for victory.

Stephen St. John & Stephen Newberg

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MOSCOW CAMPAIGN

Operations Typhoon & White Storm, 30 Aug 1941 to 13 Feb 1942

It was supposed to be ending by now, but the Soviet State had not disintegrated as Hitler had predicted. Soviet Fronts, though their armies were in some disarray, fell back intact to form defensive lines deep inside Russia. As fall began the German Corps regrouped and the panzers were pulled back from their excursions to be redirected at the traditional target of all invasions of Russia: Moscow. **MOSCOW CAMPAIGN** depicts the next months of bitter struggle as the Axis searched for a knockout blow and the Soviets punched back. Command, reserves, and carefully weighted attack and counterattack in the East would decide the fates of Russia and Germany. 5 scenarios allow for the historical action, an early start of the campaign, altered weather conditions, and separate play of each side's offensives. Situation maps and markers are provided and the computer will act as a player for either side. Design by S. St. John, development by S. Newberg, & art by J. Kula. 5.25" disk for Apple II, IBMPC, or C64/128 systems. 3.5" disk for Atari ST systems.

OTHER SIMULATIONS CANADA COMPUTER GAMES:

LONG LANCE, Tactical Naval Combat In The Pacific, 1942. Disk for Apple II, Atari ST, or C64/128 systems.

TO THE RHINE, The Allied Advance In The West, 29 Aug - 14 Dec, 1944. Disk for Apple II or IBMPC systems.

ROMMEL AT GAZALA, The Battles For Tobruk, 26 May - 27 June, 1942. Disk for Apple II or IBMPC systems.

STALINGRAD CAMPAIGN, The Turning Point In Russia, Jun 1942 - Feb 1943. Disk for Apple II, Atari ST, or C64/128 systems.

KURSK CAMPAIGN, Operation Zitadelle, Summer, 1943. Disk for Apple II or IBMPC systems.

OPERATION OVERLORD, The Invasion Of Europe, 6 June - 28 August 1944. Disk for Apple II or IBMPC systems.

SEVENTH FLEET, Modern Naval Combat In The Pacific Ocean. Disk for Apple II, Atari ST, or C64/128 systems.

GOLAN FRONT, The 1973 Arab/Israeli War In The North. Disk for Apple II, Atari ST, or C64/128 systems.

BATTLE OF THE ATLANTIC, The Ocean Lifeline, 1940-1944. Disk for Apple II or IBMPC systems.

SIEG IN AFRIKA, The War In North Africa, 1940-1943. Disk for Apple II or C64/128 systems.

FIFTH ESKADRA, Modern Naval Combat In The Mediterranean Sea. Disk for Apple II, Atari ST, or C64/128 systems.

FALL GELB, The Fall Of France, Spring 1940. Disk for Apple II, Atari ST, or C64/128 systems.

GREY SEAS, GREY SKIES, Tactical Modern Naval Combat. Disk for Apple II, Atari ST, or C64/128 systems.

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