

TO THE RHINE

A Computer Game of the Allied Advance in the West

29 August - 14 December 1944



Simulations
Canada

TO THE RHINE, The Allied Advance in the West, 29 August - 11 December, 1944.

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1.0 INTRODUCTION: In late August 1944 it looked like there was a chance the Allies might make it to Berlin before the year was out. Or at least to the vital industrial regions of the Ruhr and the Saar. But this proved to be a fleeting illusion. The Allies first pulled up hard against the leash of their supply lines and then had their nose bloodied at Arnhem. They spent the autumn bashing their way through Aachen, the Schelde, and Metz. The Germans in the meantime continued to mend their tattered forces, painfully accumulating the reserves that would make the Ardennes offensive possible.

TO THE RHINE is a game type simulation of this period. Players take the viewpoint of the theater commanders, Eisenhower and Rundstedt, and are responsible for the decisions of these commanders. Operations and decisions that these high level officers would not deal with directly, or have direct knowledge of, will be handled automatically by the computer. The results of actions as might be known to these officers will be reported to the players while information not used by officers at this level or unavailable due to the situation, will not be reported.

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 Allied 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, replacements, and for the Allies only, air power. 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 seven 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 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 'TTR'. 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 file TTR.TOS. 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: TO THE RHINE has five scenarios: the Historical, one simulating the bridgehead resulting from a landing at the Pas de Calais, one simulating better Allied supply, one simulating a Better Luftwaffe, and a short version of the historical scenario. The short "Pursuit and Thrust" historical scenario covers the fluid part of the campaign that was capped by the Arnhem airborne operation. The impact of a Better Luftwaffe is to reduce the effectiveness of Allied air support. The Better Luftwaffe, Historical, and "Pursuit and Thrust" scenarios all require unusual skill on the part of an Allied player. The better Allied supply scenario is somewhat more favorable to an Allied player. The Calais landing scenario is the one most favorable to the Allied player.

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, air points, and replacements as are available. Finally, the player may give actual operational orders for each of his active units. The allotment of replacement points and the ordering of an air drop are irrevocable. However, the player may go back over any of the other sections, in whatever order desired, as many times as is required to review 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 Corps 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. Corps HQs have a letter to the left of their names. Entering this letter allows a player to access the Detailed Report on the corresponding Corps HQ. This detailed report will give information on the combat units under the command of the Corps 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 corp HQ locations will be blanked out by a '?'. This allows only a general appreciation of enemy corp 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 Corps 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 Corps 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 Corps HQ to which allotment is about to be assigned. Displays for each Corps HQ on the map can be selected by entering the appropriate letter code from the Unit Selection Menu. Corps 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 Corps 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 AIR POWER ALLOTMENT: The actual allotment of air points is similar to that of supply points. However, the cost of the various levels of air support will not vary with the unit to which the air support is assigned. Also, players cannot directly select a unit to which they wish to assign air support, but rather are cycled rigidly through all possible Corps HQs.

6.5 ALLOTMENT OF REPLACEMENTS: Players select the Corps 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 Corps 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.

6.6 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 Corps HQs differently. For higher HQs you will merely be prompted via the Unit Selection Menu for the new superior HQ. For Corps 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 Corps HQ you wish to transfer the sub-unit to. Sub-units can only be transferred to Corps HQs in the same location as their original Corps HQ. After each sub-unit transfer you will be prompted as to whether you wish to transfer more sub-units from the current Corps 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.

6.7 AIR DROP: The dropping of the Allied 18th Airborne Corps is done by selecting this unit from the Unit Selection Menu when being prompted for which unit is to receive further orders. Only one such air drop can be made and once the order is given it is irrevocable. Players are given a warning of this and a chance to recant in the event the 18th Airborne should be selected in error. Having affirmed the desire for an air drop, you will be prompted for all further necessary information.

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 Allies 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 15 is the last

turn of actual play (combat will not resolve for any further turns) in all scenarios except the "Pursuit and Thrust" scenario in which Turn 6 is the last of actual play. Victory points may be checked via the Service Menu during any game turn, but players should note that the game's first third is heavily biased in favor of 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. When calculating the "Pursuit and Thrust" victory conditions players should give the Allies a 300 point handicap. The computer does not do this automatically.

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 16th turn. Note however that the 16th turn is an end game turn only and combat resolution will not occur. The end game turn of the "Pursuit and Thrust" scenario only is not the 16th turn, but rather the 7th turn.

9.0 PLAYER NOTES:

9.1 SUPPLY: Supply is a consistent, but not a severe restriction in **TO THE RHINE**. The one very significant exception to this rule of thumb is for the Allies in the Historical and "Pursuit and Thrust" scenarios. During the early turns of these scenarios the Allied player is hamstrung for lack of supply and can easily lose the game as a result. The Allied player adds to his base rate of supply by leaving Corps to the west of the Seine (i.e. "grounding" them) and by capturing ports. Most locations on the coast are ports. La Harve (1), Antwerp (80), and Rotterdam (105) are the best ports. To receive supply for Antwerp the Schelde must also be cleared by capturing locations 57, 56, 78, and 79. Supply points must be allocated to Corps HQs if they are to move or attack. Also better supply means better defence, thus a "Hold" level supplied defence 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 will never exceed one new location per day. 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 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. Corps HQs really represent the formation HQ and a few support and reserve units. They and their subordinate sub-units (divisions and brigades) must have sufficient supply in order to move. Corps 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 Corps HQ toward out of command sub-units can bring them back into command. Corps HQ movement can also result in out of command sub-units being left behind and becoming hopelessly dispersed. Note that command range from a Corps HQ to its subordinate combat units will not often exceed two locations distant. Corps 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 affect combat results. The morale, experience, and command ability of both sides also affect 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 Corps HQs are gone for the rest of the game.

9.4 COMMAND: Corps 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 Corps HQs. Corps HQs must be within about four locations distance of their

commanding HQs to receive orders. Commanding HQs more than about eight locations from their superior HQs will be slow passing orders on to their subordinate Corps HQs.

9.5 GAME NOTES: TO THE RHINE is a game in which success requires skill and experience. Players new to the game should initially expect draws and marginal results. 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.

On a more operational level, reserves are very important. In attack they can exploit success, in defence they can cover defeats. In **TO THE RHINE** the likelihood that units in the front line will be tired, disorganized, or engaged in combat is accurately simulated, therefore if you do not have reserves you cannot necessarily expect to make up the deficiency by shuffling front line units. Also on the operational level, players should be careful to keep their command structure in order. Out of command units will be weakened by lack of supply and will not respond to orders. This is crucial as both players will have occasion to attempt the execution of complicated plans. A command lapse could lead to the fatal loss of Allied momentum or a German formation being cut off and destroyed.

Strategically, the most germane observation is that there is no perfect plan for either side. To some significant degree success depends upon reading the other player's mind: anticipating his tactics, deployments, and plans in the absence of any information that is dependable or complete. There are asymmetries in the positions of the players and the qualities required of them. The German player must be technically proficient and calculating while the Allied player must be imaginative and daring. The German player has the advantage of a larger command structure, the Allied player has stronger, but fewer units. The Allied player will have trouble finding a unit for every mission, let alone any to place in reserve. The Allies must set priorities. It is important to note that the German player receives somewhat more reinforcements than the Allied player and receives equivalent replacements in the last half of the longer scenarios. As the game progresses the value of Allied air power

declines with worsening weather. This means the Allied player must achieve significant results, either in terms of geographical position or damage to German forces, before the middle of October. Both players must be able to exploit advantages obtained in the early stages to control the last half of the game. They should not expect to be able to create any further new advantages.

As regards geography, the Allied objectives are to obtain possession of the Rhine crossings, the Ruhr (118, 119, 120), and the Saar (96). The control of Metz, the Aachen gap, and the Lowland ports are important intermediate goals. For the Allies there is a definite tension between taking ground and destroying German formations. This is especially true with regard to large pockets of surrounded German troops, which will require several corps employed very systematically to reduce. Also the Allied player does not really have sufficient resources to simultaneously launch a serious offensive and clear the Antwerp-Schelde port complex. On the German part, a continual painful trade off between geography, time, and losses is required. All in all we feel we have captured the frustrations of both sides in **TO THE RHINE**. We hope you find it an enlightening and stimulating challenge.

Stephen St. John & Stephen Newberg

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TO THE RHINE

The Allied Advance In The West, 29 Aug-11 Dec 1944

The Axis was reeling back in disarray, most of their heavy equipment abandoned and their command structure shattered. The breakout from Normandy, led by Patton's Third Army, was proceeding apace. All of Europe lay open to the Allied armies, until the string snapped. The Allies had outrun their supply lines and the march to Berlin would not be as easy as it had looked... **TO THE RHINE** is a command oriented study of the battles across France and the Low Countries from the closing of the Falaise pocket to just prior to the opening of the Bulge Offensive. It takes up where **OPERATION OVERLORD** left off and continues our depiction of the Western Front. A number of new systems have been added to allow for airdrops, unit transfers, replacements, and more detailed supply accumulation. As part 2 of our four part Western Front series, it will be followed by **COUNTERPUNCH** and **ACROSS THE RHINE**. The game includes situation maps and markers for both players 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:

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 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 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 BSKADRA, 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 or C64/128 systems.

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