BATTLE OF THE BULGE

BATTLE OF THE BULGE 32K

Ark Royal's 1 or 2 player game by the author of Battle For Tunis, Bulge recreates operation **Wacht Am Rhein**, Hitler's last desperate gamble of WWII. In none of our games is the fog of war so apparent than in BULGE. You know the Germans have attacked in the Ardennes, but little else. What is their strength? Their objective? Who do you send to repair the huge gap in the American lines? What bridges do you blow? Can you protect the fuel depots? Where are all those Tigers coming from? When will the weather clear?

Historically accurate, and a real challenge whether it be against the computer or a friend. (Just don't humiliate him too badly.) A game you've been waiting for.

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PREPARATION

1) CLOAD from LABEL side.   DISK LOAD"BULGE"
2) TURN cassette over, REWIND.
3) With cassette PLAY on, RUN.
4) Select Disk or Cassette.

The program will give you a brief description of the game. You can then choose whether you want to play the computer.

The Axis player always goes first. The battle screen for the first unit to be moved will be displayed, along with the unit's name, combat strength, and number of squares that the unit can move. The unit to be moved will flicker. The program will move on to the next unit when all movement is expended or the player ends the unit movement, either temporarily or permanently (see Commands). The next unit to be moved will then be displayed.   If the computer is playing the Axis, the number of moves will not be displayed and the piece to be moved will not flicker. If the computer temporarily stops the movement of a unit (HOLD), the word HOLD will be printed in the bottom right-hand corner of the screen.

The Allied player follows the same sequence as the Axis player.

MISSION

The Axis must get a unit in Liege, across the Meuse River, or eliminate all the Allied units by 31 December 1944. The Allies must avoid the Axis victory conditions to win.

To move a unit, use the four arrow keys. There is no diagonal movement. Movement in the cities and on the roads cost one movement point. Movement on the clear terrain costs two movement points, movement in the mountains costs three movement points, and movement in the forest costs four movement points. Movement is allowed into the river squares, but at least three movement points are required and the turn ends immediately.

COMMANDS

The following commands are available:

F - Finish. All movement for that PLAYER is concluded. Can be used when you don't want to move all the units.

S - Stop. All movement for that UNIT is concluded.

H - Hold. Temporarily ends the movement of a unit. When the program has finished its cycle through all the units for that player, it will begin the cycle again. Only those units that have movement available will be displayed.

M - Map. Displays an expanded battle screen with the unit as close to the middle as possible and the name of the unit on the bottom of the screen. To return to the battle screen, press any key.

I - Intelligence Report. Displays the unit name and combat strength of all units displayed on the battle screen.

R - Combat Status Report. Displays the combat strength of all friendly units. If a unit has been eliminated, the combat strength will be ELIMINATED.

A - Air or Artillery Support. Axis and Allied infantry units can call for artillery support during their turn against any unit within a five square range as long as half of the unit's movement is available and the unit's combat strength is greater than three. Allied infantry units can also call for air support against any unit that is on the battle screen as soon as the weather clears. The computer will give you the choice of air or artillery when there is a choice. When artillery or air is called for and is available, an "X" will start flashing over the unit. The "X" can be moved, using the arrow keys, over any place on the battle screen. To begin the attack, press the X. The bombing pattern is a 3 X 3 box with the target in the middle. Any unit, Allied or Axis, that is hit by the bombs will have its combat strength reduced. Only one air strike can be called for each turn. Each infantry unit may call for an artillery strike every turn. There is a 50-50 chance that the combat strength of the unit will be reduced by one each time artillery is called for. If you change your mind, the air strike may be cancelled before it begins by pressing the C.

e - Instructions. This command can be entered during the movement of a player's units. It provides a brief summary of these rules, as well as showing the graphic representations of the terrain and the units. When the instructions are finished, the game will return to the unit that was being moved at the time the instructions were asked for.

COMBAT

A unit can be engaged in combat by moving on top of it. The movement for that unit ends immediately and the combat will be resolved.

Combat resolution is based on two factors: Combat strength of the units involved and the terrain. A random factor is also included. The defending unit is modified for being on defense and is modified again depending on the terrain being occupied. The attacking unit uses only its combat strength which is modified by the terrain it moved from.

The winner of the combat retains its position; the loser is automatically retreated. If the attacking unit is the winner, CHANGE will also be sounded. An attacking unit will be retreated back in the direction it came from if it loses. A defending Allied unit will be retreated toward Liege; a defending Axis unit will be retreated away from Liege.

A unit is eliminated if its combat strength goes to zero. A low tone will be heard if a unit is eliminated. It is possible for a unit to win the combat and still be eliminated; the losing unit will still be

retreated. It is also possible for both units to be eliminated.

Armored units have a breakthrough and pursuit capability; i.e., any armored unit that initiates an attack will get additional movement factors for that turn. This means that placing an infantry unit in the path of a armored unit to stop it is not likely to succeed.

STRATEGIC AND TACTICAL POINTS

The Axis player should not be overly impressed with the power of his Panzers; there are only a handful. If he tries to wipe out all the Allied units with them, he may find himself in DEEP trouble.

Terrain is very important when conducting combat.

The computer has one objective in mind - capture Liege or getting across the Meuse. However, certain units have a secondary objective of capturing the Supply depot. If the Axis cannot capture the Supply depot, they start losing movement points as their supplies start running out. Once the Supply depot is captured, however, they will have unlimited supplies for the remainder of the game.

The computer is smart enough to not blindly attack anything put in its path. It also does not just plow through the various terrain.

The Allied player can take advantage of his air support capability by moving the infantry units toward the Axis approach. Be careful, though. If you get too close, you may lose the unit which will limit your ability to call for air support. Remember, only the infantry can direct air support.

On occasion, infantry will be successful against armored units. Credit it to determination.

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CITIES

There are ten cities identified on the map, both to provide points
of reference and for their historical significance to history buffs.
They are identified as reverse characters.

B - Bastogne   L - Liege
C - Charleroi   M - Malmedy
D - Dinant   N - Namur
E - Eisenborn   S - Spa
H - Huy   V - St. Vith