

It was early 1941 and Britain was alone, without an ally. Germany held the continent of Europe, having conquered Czechoslovakia, Poland, Denmark, Belgium and the Netherlands. France had just fallen and the only way that Britain could save Europe and strike back at Germany was with her BOMBER COMMAND. Winston Churchill resolved "We shall bomb Germany by day as well as by night, in ever increasing measure, casting upon them a heavier discharge of bombs, and making the German people taste and gulp each month a sharper dose of the miseries they have thrust upon mankind."

Lead a bomber unit across the English channel, thru the skies of occupied Europe and into heavy ground and air resistance. Will your squadron reach its target, or will it be downed by Hitler's guns.

It's all up to your skill and courage in the Allied

BOMBER COMMAND



BOMBER COMMAND

PREPARATION

CASSETTE: a) PCLEAR 3. b) CLOAD from either side. c) RUN with tape PLAY on. d) Select Disk or Tape. e) Select Difficulty, 1-easiest.

DISK: a) PCLEAR 3. b) RUN "BOMBER" c) Select options d & e above.

PLAY

Game starts with the May 1941 turn. The SQUADRON HEADQUARTERS display lists the month, year, totals, points, losses and mission target (MT). Player will receive 1 point for each target destroyed in the game; 5 points if its an MT, 10 points for Berlin and Munich. Missile sites are always worth 5 points. Bombing Paris will result in a loss of 20 points.

To the left of the MT in the Squadron HQ display is its graphic symbol: <&> Factory, <\$> Oil Refinery, <+> Airfield, <*> Ball Bearing Plant, <:> Anti Aircraft Battery (AA), <V> Missile Site (After 1943). In addition are city targets (never MTs): Amsterdam <A>, Berlin , Bremen <E>, Cologne <C>, Brussels <U>, Frankfurt <F>, Hamburg <H>, Munich <M>, and Paris <P>.

Player choses <M> to launch mission or <N> to skip a month and receive reinforcements. Entering <N> also forces a penalty: the Germans have time to rebuild or build new AA sights. Allied reinforcements are allocated on points already received. The more points, the more reinforcements.

All targets above are listed on the tactical map. Cities are listed on both the tactical and strategic maps. Other landmarks are the Rhine River, North Sea, East Coast of England, France, etc. The orange area near Frankfurt is the Ruhr Valley. On the tactical map the location of the allied squadrons is identified by <+>; on the strategic map by <V> pointing in the direction of flight.

THE MISSION

Input altitude 1-5, (1-6 after 1943) and the tactical map appears. To the right is the flight information log. Most of this listing is self explanatory though some require explanation.

DISTANCE is from England. TURNS is the number of 'banks' player has made (right turn, left turn). The rectangular colored box at the bottom (flag) reports fight escort information: A light colored flag at the beginning of the turn signifies fighter escort. Two turns before fighter escort runs low on fuel and must break off and return to

England, the flag becomes a checkerboard. A dark flag signifies no escort, either for the above reason or because it was eliminated in combat. Fighter escort range increases with each new year.

URNS (BANKS)

Player may bank five times during flight. After that he will only bank toward home. For this reason, player should maintain as straight a flight path as possible.

COMMANDS

<M> to move. Ordinarily, player's squadron will move on its own but player may hasten moves with <M>.

<S> toggles to the Strategic Map and back to Tactical Map.

 drops bombs. Altitude delays strike time.

<H> turns squadron home. Player may enter this at any time though doing so will preclude his banking again that turn.

Arrows: UP to climb, DOWN to dive, LEFT to bank left, RIGHT to bank right.

STRATEGIC and TACTICAL INFO

Attacks from German flak and Luftwaffe are noted with sound and a red graphic. The difference in the two is that AA fire is staccato and appears over a target while air attacks have a machine gun sound and may strike the allied force anywhere.

While present as escort, fighters absorb air attack losses. Bombers absorb losses to AA fire.

Losses to air attack increase as the distance from England increases.

Altitude & Losses & Accuracy.

Losses						
(High) .	O/B	A				
·						
·	O/B					
·						
(Med) .	A	O/B	A			
·						
(Low) .	A			A/O/B		
				A/O/B		
Altitude	1	2	3	4	5	6

Flak and Bombing accuracy are also affected by the horizontal distance of the squadron to its target or AA site:

Low	Med	Low
Med	High	Med
Low	Med	Low

AA batteries are the most difficult to knock out and almost impossible to destroy at high altitudes. Using figures 1 and 2 as guides, player would have the best chance of destroying an AA battery by flying directly over it at an altitude of 1. Unfortunately, that is also the best way of getting your keester shot off.

Turn ends when squadron returns to England or if losses have reduced squadron below that necessary to support bomb capacity.

After the May 1945 turn the game ends.

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