



**Specialists in Application
and System Software**

IRON CROSS

We Sell Capabilities . . .

**4403 Manchester Ave. Suite 102-Box 668
Encinitas, Calif. 92024 (619) 436-3512**

INTRODUCTION

Computerware is making a large investment in the software future of the Color Computer. We are working on software products at both the assembly and Basic Language level, as well as both serious and entertainment oriented. To achieve this goal, we need your support... One of the problems that developers of software have is that it takes a lot of initial time and money to 'create' the product before any revenue from its sale is generated. All too often when it is finished, customers who are not familiar with the development cycle for software products, see a cassette or disk and a manual and perceive that that is what the product cost. **NOT TRUE!!**

To be able to recover the development costs on inexpensive software, the manufacturer has to be able to sell a large number of copies. This is where you, the customer, can help by not giving away (or accepting from others) copyrighted software - actually any software product that is being offered for sale.

We have a lot of customers who tell us that they actively support us because they want our support in the years to come. When you think about that fact it makes sense. If we can't make enough sales because people are stealing copies of our products we will not continue to put our efforts into developing those products. So the bottom line is simply this: respect the copyright of software and do your part by not giving away or accepting copies of software that is offered for sale.

Thank You, Computerware

LICENSE

Computerware's Iron Cross, in all machine readable formats, and the written documentation accompanying them are copyrighted. The purchase of Computerware's conveys to the purchaser a license to use Computerware's Iron Cross for his/her own use, and not for sale or free distribution to others. No other license, expressed or implied is granted.

WARRANTY INFORMATION

The license to use Computerware's Iron Cross is sold AS IS without warranty. This warranty is in lieu of all other warranties expressed or implied. Computerware does not warrant the suitability of Iron Cross for any particular user application and will not be responsible for damages incidental to its use in a user system.

If this product should fail to load within 90 days of purchase, simply return the ORIGINAL disk along with a copy of the receipt for a free replacement. After 90 days, please include \$8.00 to cover shipping and handling.

IRON CROSS: War In Russia

by John and Michael Galus

Directive No. 21

Operation Barbarossa

18 December 1940

The German forces must make preparations to crush Soviet Russia in a lightning campaign. For this purpose the Army will commit all available forces except those needed to safeguard the occupied territories against surprise attacks. The Air Force will earmark sufficient forces to support the ground operations and guarantee the rapid conclusion of this campaign.

During the initial phase the bulk of the Russian Army stationed in western Russia is to be destroyed in a series of daring operations spearheaded by armored thrusts.

All services will submit to me progress reports on their projected preparations through the Armed Forces High Command.

ADOLF HITLER

The German invasion of Russia began at 0300 on 22 June 1941. Two massive armies faced each other in a titanic struggle which would decide World War II. The object of Iron Cross is to defeat the Russian forces controlled by the computer and to take control of the Russian cities.

Equipment Requirements

Iron Cross requires a Tandy Color Computer 1, 2, or 3 with at least 64K of memory and Extended Color BASIC. A disk drive is also required. A color composite monitor or television set is required to view color during the game. A RGB or monochrome monitor will only show black and white during the game.

Loading the Game

If you have a Color Computer 3, hold down the F1 key while turning on your computer. This puts the computer in the necessary color mode for the game. Other than the color test, the game is identical on a Color Computer 1, 2 and 3.

Insert the diskette into drive zero, and type RUN"IRON". The game will automatically load and execute.

Getting Started

The color test screen will now display. A color composite monitor is required to view color on the game. If your monitor has a RGB/composite switch, move it to the composite setting now. If you have a RGB or monochrome monitor, the game will not display color. If color is desired in this case, connect the computer to a television set.

If you have a Color Computer 1 or 2, press the RESET button on the back of the computer until the screen is blue. Press ENTER to finish loading the game.

The title screen will display, and then the skill level options are shown. Choose a skill level from 1 to 5, and press ENTER. The length of the game increases with each level. The Russian forces get tougher and more numerous on each level. Air power is introduced starting with the Advanced level.

The Game Map

After choosing a skill level, the map is displayed onscreen, and the game begins. This map represents the battle field of Eastern Europe where the actual forces met from Warsaw to the Ural Mountains.

You will see a portion of the map on the screen now. This map will scroll in the direction you indicate by either moving the blinking cursor to the edge of the screen with the arrow keys, or by pressing the keys U, J, K and H to move the map without moving the cursor.

north					U	
west	+	east		H	+	K
south					J	

Iron Cross

The symbols on the map stand for various terrain and various troops. Russian forces are red, and German forces are white. The symbols encountered on the map are:

River



City



Forest



Hills



Swamps



Lake/Ocean



Terrain affects movement and combat. Swamp and river areas slow movement the most followed by hill and forest areas. Ragged coastlines also slow movement considerably. Terrain also can be an advantage to a defender. You cannot enter solid blue water areas or Lake Peipus to the north near Leningrad. During the winter season the rivers freeze and are considered empty terrain for movement.

Unit Types

The German units which you control are the color white and start at the far left of the screen. The Russian units which the computer controls are red. Your German units are stronger than most Russian units, at least, initially. The German allies, consisting of the Rumanian, Hungarian, Finnish, and Italian units, do not perform as well as German units in combat.

There are several types of units, each of which has a different symbol on the map.

Cavalry Units



Panzer Corps



Infantry Units



Tank Army



PLAYING THE GAME

Game play proceeds in turns. Each game turn equals one week of time. You take your turn by moving troops and attacking Russian forces. Then, press "?" to let the Russians move. Game play proceeds in this fashion under one side wins.

Your Turn (The New Turn Mode)

At the start of each turn you will see the current date, score, season and the weather conditions. The prompt "enter your orders now" is also displayed. If you are playing an Advanced level game, you will see the amount of air power available to you that turn.

Weather effects movement. There are three types of weather: fair, bad, and good. There is a greater chance of bad weather during the winter months. During the fall months "Rasputa" occurs. This means the season of mud. German units' movement is cut in half during this period. Russian units are not affected as severely.

The Inspection Mode

Press the space bar to exit the "new turn mode". Now the blinking cursor appears on the map. Use the arrow keys to control the movement of the cursor. When the cursor reaches the edge of the screen the map will scroll in that direction until the end of the map is reached. Press the same arrow key after that will have no effect. To move faster simply hold down the key in the direction you choose.

By placing the cursor on an unoccupied city symbol, the name of that city will appear near the bottom center of the screen.

By placing the cursor on a unit and then pressing the space bar, the unit's number, name, type, and strength will be displayed at the bottom of the screen. If an inspected unit is occupying a city, the name of the city will appear below the unit's statistics.

While in the inspection mode you can press the "X" key to review the functions of the various keys.

Moving Units

Each turn, you must decide what to do with each unit. To pick up a unit press the ENTER key. If the unit you are picking is not currently on the screen, the map will scroll to place the piece into viewing screen, and the cursor will disappear. You will then see that unit's status and be able to move that unit up to a maximum number of positions displayed on the screen. You may cycle through the unmoved units by pressing F to go forward one, or R to go back one unit. If you go passed the first or last unit, you will return to the inspection mode.

If you passed through the last unit and wish to move a unit previously skipped, just press ENTER twice. You will then be able to move a new unit. If all the units have been moved you will return to the inspection mode.

Iron Cross

The following keys control the movement of a unit. The arrow keys move in the north, south, west, and east directions. The Q, P, A, and L keys move northwest, northeast, southwest, and southeast direction, respectively.

```
      up arrow
      Q       P
left arrow  +  right arrow
      A       L
      down arrow
```

Units cannot be placed on top of each other or moved through another unit. Terrain may also prevent a unit from entering an area. If you move a piece off the current viewing screen the map will scroll in that direction.

A unit's movement may be ended by pressing the spacebar. The unit will then move to that new spot and enter the combat phase if it is in a combat mode. You can cancel a unit's orders by pressing the C key. The unit will then return to its original location.

Giving A Unit Orders (Changing A Unit's Mode)

After picking up a unit, but before moving it, you may change a unit's mode by pressing a key from 1 to 5. Note that if a unit's supply falls to zero or below you cannot enter the blitz march or attrition mode for that unit. The possible modes are:

- 1) **Standard Mode** - normal movement and combat
- 2) **Attrition Mode** - no movement, can attack any unit within one space without too many casualties to your unit
- 3) **Blitz Mode** - normal movement, hard attack
- 4) **Entrench Mode** - no movement, no combat, good for holding positions - units will gain strength and supply points
- 5) **March Mode** - increased movement, weak defense if attacked

The Combat Phase

After moving a unit in the standard, blitz, or march mode you will see the prompt "close combat". You may now attack any enemy unit one space away in any direction. To attack a unit move your unit in the direction of the enemy unit. The enemy unit will flash and you will hear an explosive sound. To attack, press the spacebar. Both units will flash, and you will hear machine guns and explosions. The losing unit of the battle will be eliminated or retreat one or two spaces if possible. Note that the program evaluates the abilities of the opposing units, and determines a winner by itself.

If you do not wish to attack, just press the spacebar. If you wish to cancel an attack move the unit towards an empty space or one of your own units and press the spacebar. You cannot move on top of other units.

If either unit's strength falls to or below zero that unit will be eliminated and credit for that unit will be given to the attacking side. A unit which attacks a defending unit from the back or sides (also known as the "flanks") of a unit is given an attack bonus.

Attrition Combat

If a unit is placed in the attrition mode it will be able to attack an enemy unit up to one space away. To attack in this mode, pick up a piece and press number "2" to place the unit in this mode. Then, move the unit until it is on top of the enemy unit you wish to attack. Press the spacebar to attack. Both units will flash and you will hear gun and explosive sounds.

Supply Lines

Supply affects a unit's ability to function on the battle field. The unit in battle with the higher supply has an advantage. The unit which wins a battle gains some supply points while the losing unit loses some. If a unit's supply falls to zero or below, it will not be able to enter the attrition, blitz, or march modes. If a unit's supply falls below zero, it will lose strength points.

At the end of a month units can receive replacements and get resupplied. In order for a unit to receive replacements, it must be able to trace a line back to the edge of the game board, free from enemy units. The far left is the supply line for German units, and the far right of the map is the line for Russian units. The amount of replacements a unit receives depends on the distance a unit is from the edge of the map. Cutting off a unit's line of supply will also gain an advantage during combat.

Reinforcement units enter on the far left of the map. The number of reinforcements changes with the skill level. Axis Allied units will enter the screen on the bottom left of the map. Russian reinforcements will begin arriving on the far right of the map.

The Zone Of Control

The zone of control (ZOC) are the five forward areas surrounding a unit. This prevents a unit from "flanking" a defending unit. An attacking unit that enters a ZOC must stop and attack that unit or end its turn. Here is an example of a ZOC of a defending unit. "Z" represents a ZOC, and "U" represents the unit.

```

Z Z
Z U
Z Z

```

Capturing Cities

Cities are captured by landing and staying on a city square. Cities are valuable for victory points. Most cities are worth five points each, while Leningrad and Stalingrad are worth fifteen points each. Moscow is worth thirty points. The unit which captures a city receives a supply bonus. If you capture Leningrad you will receive one Finnish reinforcement which will appear near the city.

Air Power

In the advanced levels you may have air power units to use during close combat. If you have available air units then during close combat you will be able to add zero to nine air units by pressing the appropriate digit from 0 to 9. You can examine the number of air power units remaining by pressing the "X" key. You receive air power replacements at the end of each month. Air combat is automatically recalculated each turn.

Saving A Game In Progress

Any time while in the inspection mode, you may save the game by pressing the "SHIFT-1" or "!" key, and answering "Y" to the prompt. Your game will then be saved for later play. Make sure to insert a formatted, blank diskette into drive zero before saving a game.

Loading a Saved Game

To load a saved game, press the "SHIFT-3" or "#" key, and answer "Y" to the prompt. Make sure you have a saved game diskette in drive zero before attempting to load a game.

Ending The Game

At any time while in the inspection mode you may end the game by pressing the "SHIFT-6" or "&" key. You will then see the message "Are you sure you want to quit?". Press Y for yes, N for no, and then press ENTER. If you press "N" the game will continue for 12 turns, and then end.

At the end of play you will receive a rating of how well or poorly you did. There are six rating levels of victory or defeat.

- 1) Draw
- 2) Questionable Victory / Defeat
- 3) Minor Victory / Defeat
- 4) Substantial Victory / Defeat
- 5) Major Victory / Defeat
- 6) Decisive Victory / Deafeat

The worst lose then, is called "Decisive Defeat", while a fairly strong victory is called a "Major Victory". To start a new battle, you must re-load the game.

--
Parts of this program were created using the "Color BASIC Compiler" (c) 1985 Computerware