

VC

T.M. Reg. Appl. For



COMPUTER GAME
CASSETTE FOR:
ATARI® Home
Computers, 32K
TRS-80® Mod I/III, 16K
TRS-80® Color, 16K
No. 42601



microcomputer games®

A DIVISION OF THE AVALON HILL GAME CO.



VC IS AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF OPERATIONAL LEVEL COMBAT IN VIETNAM

VC

You've been in 'Nam ninety days now but sometimes it feels like forever. No matter how well the VC are thrashed one day, it seems as if they're back in even stronger numbers the next. To you the thought is chilling: the more you kill the more there are.



And now HQ has issued plans for Operation Delta Sweep, another massive search and destroy mission. The only difference is this one is supposed to be the last. Delta Sweep is to permanently end the threat of VC activity in your area for a long time to come.



Under your command is the air-mobile and heavily armed 1/509th Air Cavalry and the 9/15th Field Artillery for fire support. Also at your disposal are ten well-equipped and American-trained ARVN units. It is with



these units that you must carry on your campaign against a highly motivated yet militarily weaker enemy. Their terrorist tactics against you are sporadic but fierce; their forces are spread thinly throughout the lush countryside.

But can you defeat such an enemy in an unconventional conflict? A conflict where domination of the terrain is sometimes tactically insignificant, where the enemy can hide amongst the people, and where the politics of terrorism and friendship can turn the people you want to save against you?

It's the kind of battle you could lose without ever being defeated.



Atari screen picture

VC is ready to run on your:

- Atari® 400, 800 or 1200 XL microcomputer with 32K memory. **Joystick controller** required.
- TRS-80® Model I or III with 16K memory.
- TRS-80® Color Computer with 16K memory.

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THIS GAME IS ALSO AVAILABLE FOR OTHER MICROCOMPUTERS

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COMPUTER GAME
CASSETTE FOR:
ATARI® Home
Computers, 52K,
TRS-80® Mod III, 19K,
TRS-80® Color, 19K
No. 42801



microcomputer games®

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Under your command is the airborne and heavily armed 1st Air Cavalry and the 1st Air Cavalry's 1st Air Cavalry. Also at your disposal are ten well-equipped and American-trained ARVN units. It is with



these units that you must carry on your campaign against a highly motivated and military-minded enemy. Their tactical factors against you are terrific but fierce; their forces are spread thin throughout the lush country side.

But can you defeat such an enemy in an unconventional conflict? A conflict where conventional is the enemy is sometimes tactically illegal, where the enemy can hide amongst the people, and where the politics of war are not necessarily war from the people you want to save against you?

It's the kind of battle you could lose without ever being defeated.



Get the game!

VC is ready to run on your!

- Atari® 400, 800 or 1200 II, microcomputer with 256 memory. Apple® II computer required.
- Tandy® Model I or II with 128 memory.
- TRS-80® Color Computer with 128 memory.

Minimum system requirements are as follows:

Atari 400 or 800 with 128K memory and 3.5" floppy disk drive.

Apple II with 128K memory and 3.5" floppy disk drive.

TRS-80 with 128K memory and 3.5" floppy disk drive.

For more information, contact:

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OF OPERATIONAL LEVEL COMBAT IN VIETNAM.

For:

TRS-80 Models I & III, Level II BASIC, with disk drive
and 32K Memory

Apple II+ with Applesoft in ROM, 48K memory and disk drive

GAME DESIGN: Britt Monk
TRS-80 Version: Britt Monk
Apple Version: David Kuijt

PLAYTESTERS:

Robert C. Smith
Theodore Q. Smith
Scott A. Smith
Trent Takeyasu
Albert J. Tower
Thomas L. Garlock
Murry R. Summers
Gary Sipes
Richard Snider
John M. Boyle
Michael Turnansky
Charles Kibler

The Apple version of VC has been compiled using TASC*,
Trademark of Microsoft, Inc.

ARTWORK & GRAPHICS:

Charles Kibler

PREP DEPT. COORDINATOR:

Elaine M. Adkins

TYPESETTING:

Colonial Composition

PRODUCTION:

Monarch Services



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Baltimore, Maryland Printed in USA

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INTRODUCTION

This game is a simulation of political/military warfare between guerilla forces (commanded by the computer), and pacification forces controlled by the player. This game spares the player any glimpse of the hardships suffered by the people of Viet Nam, or the hardships of the various combatants; rather, this game will demonstrate some of the challenging and entertaining tactical problems posed by an unconventional conflict.

OBJECT OF THE GAME

To win the hearts and minds of the people, and cut off and destroy all VC (Viet Cong) and NVA (North Vietnamese Army) units operating in your province (board). Of course you won't usually know which population groups are Viet Cong, or where VC/NVA units are, and since the VC recruit from the civilian populations, they will be attempting to increase their numbers.

You will lose the game if more than half the combined civilian population of your province either joins the VC to fight against you, or is destroyed. After all, you can't save the country by destroying it.

FUNDAMENTALS

Board: the board consists of 182 squares in a grid 14 x 13. (see diagram)

	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX
2	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	2
3	XX	XX	VC	PV	XX	XX	XX	XX	XX	XX	XX	XX	3	
4	VC	U1	XX	PV	XX	PV	XX	PV	XX	XX	XX	XX	4	
5	XX	XX	PV	PV	PV	R3	PV	XX	XX	XX	5			
6	XX	XX	PV	XX	R1	R2	XX	XX	XX	XX	6			
7	XX	PV	R4	U2	R5	XX	VC	XX	7					
8	XX	XX	XX	XX	R6	R7	R8	PV	XX	XX	8			
9	XX	XX	XX	XX	PV	XX	XX	R9	VC	XX	XX	9		
10	XX	XX	XX	XX	XX	PV	XX	XX	XX	XX	10			
11	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	11			
12	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	12			
13	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	13			
	A	B	C	D	E	F	G	H	I	J	K	L	M	N

U.S. UNIT SUFFERED HEAVY CASUALTIES

TRS-80 simulated screen display








The above display is from the TRS-80 Model I, the Apple utilizes an all letter grid reference system and graphic symbols to represent military and civilian counters.

MAP SYMBOLS

TRS-80

Mod I/III

Apple

U1		U.S. Airmobile unit.
U2		U.S. Artillery unit.
RO-R9		ARVN (Army of the Republic of South Viet Nam) units. Ten in number (0-9).
NV		NVA (North Vietnamese Army) units
VC		Viet Cong units
XX		Neutral Civilian population group
FV		Friendly Civilian population group

GAME COUNTERS:

Units Controlled by Player:

U.S. Airmobile Infantry Battalion (ID code U1). This unit is capable of moving to any vacant square on the board, when given the horizontal and vertical coordinates. This unit has a combat strength equal to five VC units.

U.S. Artillery Battalion (ID code U2). This unit is always stationary in its firebase. From there it can bombard any coordinate on the board, and may damage any friendly or hostile military unit (or civilian population) in the target area. (Note, never shell civilians; you will alienate the civilian population, and facilitate VC recruiting efforts.)

ARVN Infantry Battalions (ID codes RO-R9). There are ten ARVN infantry battalions at the start of the game under the player's command. These units have a combat strength equal to two VC battalions, and can move one square in any of eight directions (N, NW, W, SW, S, SE, E, NE). ARVN units have an important quality that the U.S. infantry units do not have; they speak the language, and know the people, they can identify adjacent civilians as being friendly, neutral or VC.

Units controlled by the computer:

Friendly Civilians: In the beginning of the game there are no friendly civilians. Friends are won when your forces move out amongst the people. Of course, your friends have enemies, and friendly civilians are often attacked and destroyed or neutralized by the VC/NVA, who want to keep the Saigon government's popularity with the people to a minimum.

Neutral Civilians. These civilians are politically indifferent. The VC will try to recruit them, and the player should be trying to win them over to the allied effort.

VC and NVA Battalions. Often disguised as Neutral Civilians, the player must move one of his units next to a neutral civilian to determine if it is really a civilian or a VC/NVA unit.

GAME PLAY:

The game begins with a prompt for the level of play (1 to 4) desired by the player. Four is the most difficult level of play. Next the game board is displayed on the monitor screen. The U.S. and ARVN units start the game grouped together. The disposition of the civilians, VC and NVA is randomly generated and will be different for each game. Below the display will be a status report and input prompt lines.

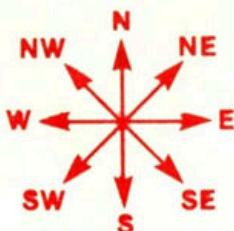
The "status" or S2 report will display the number of allied military units remaining, the combined number of civilian population groups (both neutral and friendly), an "ESTIMATION" of the number of VC and NVA battalions, and the number of turns (weeks) played.

When it is your turn to move a unit, the computer will prompt you for a unit ID code. Enter the ID code (U1, U2, R4, R0 etc. See GAME COUNTERS section for ID codes) for the unit you wish to move or fire (and press the **ENTER** key on the TRS-80). The computer will then display the unit's strength and then prompt you for movement or fire mission input.

U.S. Airmobile unit. The computer will prompt you for the horizontal and vertical coordinates. Enter the horizontal coordinate first and then the vertical coordinate (**NOTE:** it is necessary on the TRS-80 to press the **ENTER** key after each coordinate). The Airmobile unit will move to those coordinates, provided that the grid is unoccupied.

U.S. Artillery unit. If you elect to fire your artillery unit, instead of moving an infantry unit, you will be given three fire missions. The computer will prompt you for the target's grid coordinates. Enter the coordinates in the same way as you would for moving the Airmobile unit. The artillery unit will shell those coordinates and all occupants in it. Artillery is not always effective and units in the target grid may survive one or more bombardments before being destroyed. If you do not wish to use all three fire missions press the **ENTER (RETURN)** on the Apple) key.

ARVN units. The computer will prompt you for a direction, and you should enter a one- or two-character compass point directions (see graph below). ARVN units can exchange places with friendly and neutral civilians, but it may upset the friendly group and turn them neutral once again. ARVN units cannot move into squares occupied by VC or NVA battalions. The ARVN unit will not move, but attack the VC/NVA unit instead.



ARVN Movement Directions

An ARVN unit can attack along its perimeter, without moving, by pressing the **ENTER (RETURN)** on the Apple) key, instead of inputting a compass direction.

After your unit has moved, you have the option of calling for a fire mission from the artillery battalion. Input the target grid coordinates as per the above instructions. If you do not want a fire mission press the **ENTER** key (**RETURN** on the Apple) and the computer will start its turn.

NOTE: if you hit the wrong key during input, you can make corrections by pressing the asterisk (*) key.

Computer's Turn:

The computer moves civilian or VC/NVA units during its turn. VC/NVA units may be moved into positions adjacent to allied units with combat ensuing, or they may be moved adjacent to neutral civilians with recruitment possible. When VC/NVA move next to friendly civilians they will attempt to either neutralize or destroy the civilian group. Likewise civilian units may be moved randomly, and if moved next to VC/NVA the same results as above will occur. If a neutral civilian group moves next to an allied unit it may become friendly.

After the computer has completed its movement and combat, one game turn or week has been completed and the cycle will begin again.

COMBAT:

Combat happens whenever hostile forces are moved adjacent to each other; the melee is represented graphically (and with sound on the Apple) in the positions occupied by the warring units. As a result of combat, one of the following actions could occur:

1. VC or NVA battalion destroyed.
2. VC/NVA unit intact; allied unit remains, but has lost combat strength.
3. Allied battalion destroyed.
4. Allied unit intact; NVA battalion lost combat strength.

DISK LOADING INSTRUCTIONS

TRS-80® Model I and Apple® computer

This is an auto-run diskette. Place the diskette into your disk drive and boot the disk. It will load and run automatically.

TRS-80® Model III

The VC TRS-80 diskette is in a Model I format, the program must be converted to a Model III diskette before it can be run on your TRS-80 Model III computer. Follow the CONVERT instructions in your TRS-80 Model III Disk System Owner's Manual. After you have converted the program to a Model III diskette, place the disk into your disk drive and get into BASIC mode by typing **BASIC** and pressing the **ENTER** key. Press the **ENTER** key in response to the "Cass?", "How Many Files?" and "Memory Size?" prompts. To run the program type "**RUN PROGRAM**" and press the **ENTER** key. The program will load and run automatically.

* Trademarks of Tandy Corporation and Apple Computers, Inc.

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load the software again.
3. If you can adjust the volume on your recorder, try different settings, both higher and lower.
4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.
5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.
6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load.) to:

Avalon Hill Microcomputer Games

4517 Harford Road
Baltimore, Maryland 21214

Defective software will be replaced.

YOU NAME IT, WE'VE GOT A GAME ON IT . . .

The Avalon Hill Game Company is the world's largest publisher of a great variety of strategy board games of skill. We manufacture over 150 games; including wargames, sports strategy and statistical replay games, power politics games, adventure and role-playing games, and games on fantasy and science fiction. For complete information with pretty pictures, write the factory and ask for a *Complete Game Catalog*. Consult current parts price list for price of catalog.

The Avalon Hill Game Company

Consumer Relations

4517 Harford Road, Baltimore, MD 21214

QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

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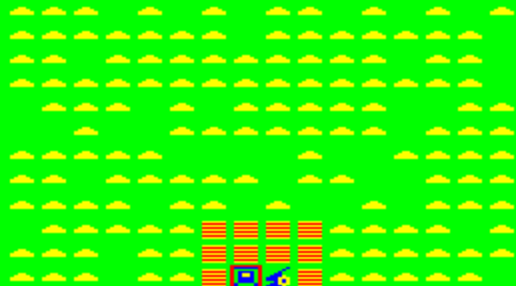
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P R E S E N T S



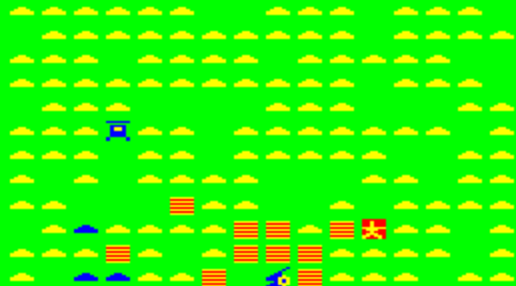
(C) 1983 (P)
PUSH JOYSTICK BUTTON
OR
SPACE BAR FOR KEYBOARD



U.S. AIR CAV

STRENGTH - 10

NO	VC	NCV	FC	CIV	AR	US
3	7	128	0	128	10	2



ARVN INFANTRY
MODERATE CASUALTIES

NO	VC	NCV	FC	CIV	AR	US
3	14	110	8	118	10	2

