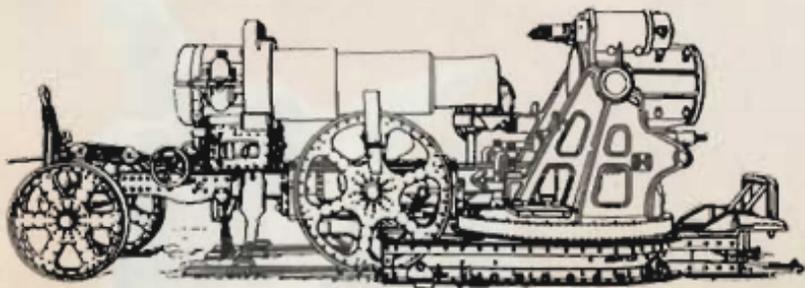


# THE GREAT WAR-1914

WWI COMPUTER STRATEGY GAME  
AUGUST-OCTOBER 1914





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Credits:

Designer:

Marc Summerlott

Layout:

Debi Summerlott

Playtesters:

Mike Reagan, Bill McClure,

Bob Bledsaw

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## 1.0 INTRODUCTION

The "GREAT WAR-1914" is a simulation of the opening moves from August to October 1914. Players assume the roles of the general staffs of France, Germany, Russia, Austro-Hungary, and Great Britain. Only a complete victory will avoid four years of stalemate and bloodbath.

Each game turn represents three days, each space roughly ten miles from side to side. The units are corps size. French, British and Belgian units are Western Allies, German, Austro-Hungarian and Bavarian units are Central Powers. The Russians have no Allied units in their theater. Units are moved by keyboard commands; the numbers 1, 2, 3, and 4 correspond to movement to the North, East, South and West.

## 2.0 LOADING AND SAVING THE GAME

### .1 ATARI

#### LOADING THE PROGRAM

The "GREAT WAR-1914" is an autostart program; before loading, remove all cartridges from your computer. Next, turn on your disk drive. Then insert the Game Program Disk into the disk drive. If your computer has built-in BASIC, you must hold down the OPTION key when you turn it on. After the disk drive begins loading the program, release the option key. When the program has completed loading, the screen will display:

Old or New Game O / N

#### LOADING A SAVED GAME

When continuing a saved game, press the O key, and the screen will display:

Insert Game Data DISK + Hit RETURN

Then, remove the Game Program Disk from the disk drive, insert your Saved Game Data Disk and press return. When the game data has completed loading, remove your Game Data Disk and return the Game Program Disk to the disk drive. You are now ready to continue the game. At this point, pressing the N key will start a new game.

#### SAVING THE GAME

Before beginning play, you must have a blank ATARI DOS formatted disk ready if you wish to save the game. At the beginning of each game turn, you have the option of saving the current game. When you wish to save the game, press the Y key and the screen will display:

Insert Game Data Disk + Hit RETURN

Remove the Game Program Disk from the drive and replace it with the Game Data Disk, Then press RETURN.

### .2 Commodore 64

Saving the game on the C64 is the same as for the ATARI and loading the game on the C64 is only slightly different. First, turn on the disk drive and computer. Then insert the Game Program Disk. Type LOAD "HEADERML",8,1 and press RETURN. When the drive is finished, type SYS4096 and press RETURN.

### 3.0 EXPANDED GAME SEQUENCE

Play in the GREAT WAR is divided into game turns and these turns consists of the following phases:

- .1 C.P. (Central Powers) Strategic Movement Phase  
The C.P. player may move units that qualify. All Extended Menu Options may also be used during this phase.
- .2 C.P. Tactical Orders Input Phase  
The C.P. player inputs movement orders for the Orders Resolution Phase; the Extended Menu is also available.
- .3 ALLIED Strategic Movement Phase  
Same as C.P. except for ALLIED units.\*
- .4 ALLIED Tactical Orders Input Phase  
Same as C.P. except for ALLIED units.\*
- .5 Orders Resolution  
Both sides tactical orders are resolved and displayed on the Strategic overview.
- .6 Save Game  
Players now have the option of saving the game.

There are 27 turns in the game. The V.P. levels and map are viewable.

\* If the computer is playing both W.ALLIES and Russians the ALLIED Phases must be advanced manually.

### 4.0 STRATEGIC MOVEMENT (see also 14.0)

To move a unit, place the cursor over it and press D; the movement symbol will appear and the screen will center. The railnets are color coded to correspond to each player's unit's color. Cities and forts are part of the railnet and are similarly color coded. By pressing the appropriate numerical key, the unit will move one space.

- .1 The unit next to an enemy unit or in its EZOC may not move strategically.
- .2 The only move allowed is to a rail, city, town, or fort that is the same color as the unit being moved.
- .3 Units may be displayed /moved only once during each Strategic Phase.
- .4 When a unit is displayed strategically the screen will automatically center on the unit.
- .5 A unit may not move through friendly units.
- .6 Movement ceases if an EZOC of any sort is entered.
- .7 Units may move up to 24 spaces.
- .8 All Extended Menu functions are available in this phase.
- .9 To finish with a unit press the F key.
- .9i Strategic movement may not be replotted-- plan ahead.

### 5.0 TACTICAL ORDERS (see also 14.0)

These orders are executed during the Orders Resolution Phase. To input orders, place the cursor over a unit and press the D key; the terrain the unit occupies will appear on the map, and the appropriate unit stats will appear in the text window. The 1 through 4 keys are used to input movement orders. Press the desired directional keys and a number 1 to 8 will appear next to the unit in the direction you wish it to move. If you wish to change orders, press the E key and the orders for

that unit will be erased; you may then input new orders for that unit. When you are satisfied with the unit's orders, press the F key. At any time during this phase, you may return to a unit, erase its orders, and issue new orders.

- .1 Up to 8 orders may be entered per unit.
- .2 The number of orders executed per turn depends upon terrain, weather, presence of enemy units, and/or other friendly units.
- .3 A unit will attempt to execute as many orders per turn as possible.
- .4 A unit will engage in combat with enemy units that are in the way.
- .5 A unit will not move from one Enemy Primary Zone of Control to another.
- .6 Unexecuted orders are carried over to the next turn.
- .7 The E key erases tac. orders when the unit is displayed.
- .8 Enemy forts must be successfully attacked before movement is allowed into their space.

#### 6.0 EXTENDED MENU

During any player phase, the Extended Menu may be accessed by pressing the M key. These extra options are performed by pressing the appropriate key.

- .1 F, Return To Phase: reverts to present phase.
- .2 A, Advance Phase: advances to next phase.
- .3 O, Overview: This shows the entire map; space bar returns to the Extended Menu.
- .4 R, Give Replacement Step: Units may be given replacement points by placing the cursor over the unit and pressing the R key. Units with combat strengths greater than 80 cannot receive replacement points.
- .5 S, Give Artillery Support: When units are displayed they are shown to be supported or unsupported (see 9.0). To give Artillery Support, place the cursor over the unit you wish to support, go to the Extended Menu, and press the S key.
- .6 V.P.'s: Listed from left to right are the victory points of the Western Allies, Central Powers and Russia.

#### 7.0 ZONE OF CONTROL

Units exert a Primary Zone of Control (ZOC) into all adjacent horizontal and vertical squares and a Secondary ZOC into all diagonally adjacent squares. Two overlapping Secondary ZOCs have the same effect as a Primary ZOC. The effects of ZOCs are:

- .1 The ZOCs of enemy units stop Strategic Movement.
- .2 During Orders Resolution units cannot move from one primary enemy ZOC to another.
- .3 Retreat through primary enemy ZOCs is not allowed.

#### 8.0 THE ARTIFICIAL INTELLIGENCE

The A.I. built into the game plays for victory points and attempts to maintain a line of ZOCs. The A.I. has the same drawbacks that plague most A.I.s: limited planning, lack of seeing the big picture for what it is, and single mindedness. In order to make it more competitive, the A.I.'s strategic movement is more straight forward.

## 9.0 ARTILLERY

Represented by the Artillery Support Points on the Extended Menu are the siege guns of the Central Powers, which are guns of greater than 8 inch bore and aid in the reduction of enemy forts.

- .1 Units become supported by assigning one Artillery point per unit.
- .2 The supported unit must also have TAC orders to move into the fort.
- .3 At the end of Orders Resolution they are returned to the pool.
- .4 Artillery Support only affects combat with forts and does not affect regular movement or combat.
- .5 Artillery Support may be assigned during any player phase from the Extended Menu.

## 10.0 FORTS

The fort symbols on the game map represent stone, steel, and concrete fortified areas, e.g. the Liege area alone has 12 separate forts. Forts played an important role in the plans of all the countries involved. Forts were effective when the attacker had no siege guns and could cause horrible losses. But, if siege artillery were available, then forts were no more than targets to be smashed.

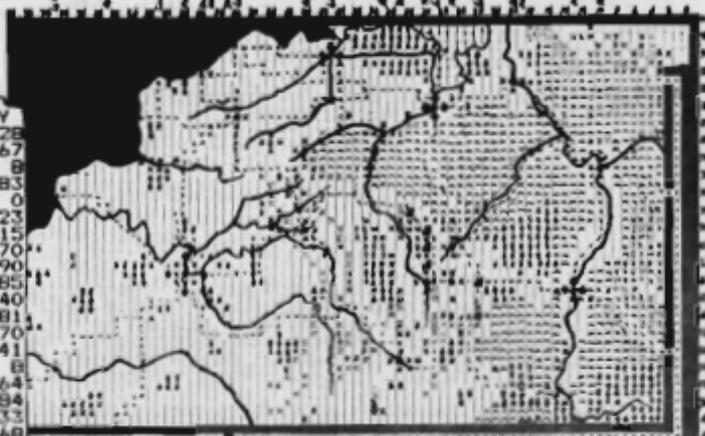
- .1 Fort ownership is shown by color, matching that of friendly units, cities, and rail.
- .2 Enemy forts stop both Strategic and Tactical movement.
- .3 Enemy forts must be reduced and occupied by a friendly unit in order to capture it and change it to your color.
- .4 There are two methods of reducing forts. The first is the costly unsupported infantry assault. The other is using a combat unit supported from the "Extended Menu S" key. The unit is ordered then to Tac. move through the fort. A supported unit has a 15 to 1 better chance of making a successful attack on a fort than an unsupported one.
- .5 Forts are effective even if unoccupied.
- .6 Forts do not have ZOCs. However friendly units have ZOCs out of the fort and EZOCs extend into forts.
- .7 Major Forts take more time to attack and reduce than Minor Forts; reflecting the higher density of works possessed by Major Forts compared to Minor Forts.

## 11.0 RAILROADS

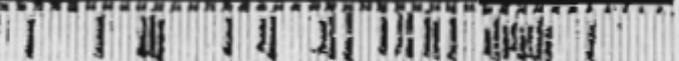
The black and tannish lines represent the major lines of combatant's railnets. Woods colored rail lines have been disrupted by the enemy. These are used by the players to strategically move.

- .1 Units can only use rails of the same color for Strategic movement.
- .2 All railroads count as clear for Tactical movement.
- .3 Combat units can cut enemy rail lines by tactically moving through it; thereby changing its color to that of woods and making it useless to everyone.
- .4 Eisenbahn Bauruppen units are railway repair units that only the C.P. side has. These units change tan or green rail to black as they tactically move through them during Orders Resolution.

U.P. Name	Position X	Y
Berlin	60	28
Paris	58	67
Prague	58	8
Lille	52	83
Vienna	50	0
Posen	46	23
Breslaus	45	15
Rheims	44	70
Antwerp	41	70
Brussels	41	85
Danzig	38	40
Namur	35	81
Verdun	33	70
Koingsburg	32	41
Krakau	32	8
Toul	30	64
Liege	29	84
Warsaw	29	33
Metz	27	68
Nancy	27	64
Epinal	24	60
Coln	20	87
Brest	20	23
Bel firt	19	52
Lemberg	19	9
Strassberg	13	63
Minsk	8	33
Amiens	58	77
Ypres	53	87
Coulmiers	52	65
Thierry	50	68
Ghent	45	87
Thorn	39	29
Graudenz	38	34
Marienberg	36	37
Kowel	13	12
Ivanograd	27	19
Lunsha	26	28
Calais	61	87
Dunkirk	56	88
Pschawyl	24	7
Kovno	19	41
Gradna	18	33
Olita	17	38
Lutsk	15	14
All five R.C.		



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## 12.0 ORDERS RESOLUTION

The Orders Resolution routine is carried out in 12 successive impulses each time a turn is completed. These resolution impulses regulate the timing of movement and if this movement is into enemy units, the timing of combat. Each unit is checked during a single impulse for movement or combat. The impulse flows like this: The unit attempts to execute the earliest of its Tac. orders, the number of which is determined by unit type and terrain. Friendly units will cause the unit to wait until the space is vacant. If an enemy fort is in the intended space, then fort reduction must occur before movement continues. If an enemy unit is in the space, then combat is triggered. Before units make attacks or when defending, they will make morale checks. The morale of a unit is based on its combat strength; the lower its strength the worse its morale. Bad morale can stall attacks or break defensive lines. Once each impulse, cities, forts and railroads are checked for any change in their status and any color changes are made.

## 13.0 VICTORY

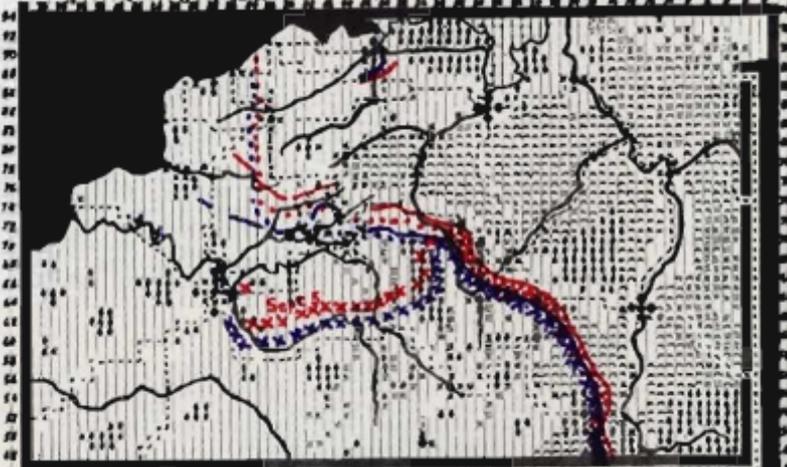
Level of victory is based upon the ownership of the game's 50 victory point areas. The current V.P. (Victory Point) level is shown on the Extended Menu. Ownership is determined by the last unit to tactically move through it. These areas are listed on the back. (see 13.1)

	W.A. or RN.	C.P.
Minor victory	0-7	20-29
Major victory	8-19	30-39
Total victory	20+	40+

## 14.0 TERRAIN EFFECTS CHART

Terrain Type	Strategic Move	Tac. Move Difficulty	Combat Benefit
Clear	No	Light	Poor
Cities	Yes	Moderate	Fair
Forts	Yes	Moderate	Best
R.C.	Yes	Moderate	Fair
Railroad	Yes	Light	Poor
Woods	No	Hard	Good
Rough Hills	No	Difficult	Good
Mountains	No	Very difficult	Good
Swamp	No	Very difficult	Fair
River	No	Hard	Good
Full Sea	All movement prohibited.		
Border	All movement prohibited.		

Key to Historical Positions:  
 C.F. Lines 8/31/14: **XXXX**  
 C.P. Lines 9/30/14: **.....**  
 C.P. Lines 10/30/14: **.....**  
 ALLY Lines 8/31/14: **.....**  
 ALLY Lines 9/30/14: **XXXX**  
 ALLY Lines 10/30/14: **.....**



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## 15.0 HISTORICAL NOTES

To describe all of the underlying causes of the Great War would require far more space than this entire rules booklet. Let us just understand that no major war had occurred for a hundred years. People had forgotten the death and ruination, forgot its meaning when the statesmen, generals and royalty flung the words about. The ultimate strategic land weapon of the day was the mobilization plan. All of the states had one, be it for defense or offense or both. These plans were made by the general staffs of each nation and often overlooked severe errors. Once set in motion, the plans were weapons that took two weeks to go off. The following historical plans were used as set-ups for the game:

Germany- Von Schlieffen Plan (Moltke's 1914 version) called for 85% of the mobile army in the west with 75% of that in the right flank. The German right wing pivoted on Metz and was to swing through Belgium and northern France, flanking the French line. A small delaying force in the east was to keep the Russians at bay until France was crushed. It needed more daring and drive than Moltke had, to carry it out.

France- Plan XVII was designed to retake Alsace and Lorraine. Five French armies were massed along the border from Belgium to the Alps. By informal agreement, the B.E.F. was to support the French left flank. In the event Germany moved through Belgium, the French 4th and 5th armies would be moved northward to hold the Meuse River line. The French felt that the Germans did not have the resources to sweep around the north and west.

Russia- Plan B(defensive) or Plan A(offensive). Two plans were developed so that Russia could protect herself or aid her ally, France. Plan A was used. It called for the simultaneous invasions of East Prussia and Galicia to guard the flanks of a massive offensive from Poland to Berlin. The major flaw in all this was the two months needed to complete the mobilization. Pressure from France caused the Russians to begin the advance with mobilization only 35% completed.

Austria-Hungary- Plan B(Serbia only) or plan R(Russia and Serbia). Chief of Staff Conrad on July 25 had ordered Plan B into effect which called for 3 armies to invade Serbia while the other 3 took up defensive positions in Galicia. When Russia raised the stakes, Plan R was adopted with the A-H 2nd Army moved by train from its Plan B positions in Serbia to the Plan R positions in Galicia. This switching, along with an unrealistic view of the Russian's capabilities and objectives, spelled failure.



Key to Plans:  
 Central Powers Positions: O  
 Central Powers Planned Offensives: →  
 Allies Positions: .....  
 Allies Planned Offensives: →•

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**C1985**

10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Atlantic Ocean  
 Mediterranean Sea  
 Black Sea  
 Aegean Sea  
 Balkans  
 France  
 Germany  
 Poland  
 Czech Republic  
 Slovakia  
 Hungary  
 Yugoslavia  
 Greece  
 Turkey  
 Italy  
 Balkan Peninsula  
 Alps  
 Carpathian Mountains  
 Danube River  
 Rhine River  
 North Sea  
 Baltic Sea  
 Black Sea  
 Mediterranean Sea  
 Aegean Sea  
 Atlantic Ocean

WARRENTY VALIDATION FORM

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STATE \_\_\_\_\_ ZIP \_\_\_\_\_

On a scale of 1 to 10 with 1 being the lowest and 10 the highest this game's components and program. Also listed are proposed game themes and features.

Programs Theme \_ Scale/Time rate \_ Graphics \_ Utilities/Dos \_ Value \_

Package \_ Players Guide \_ Play Balance \_ Playability \_ Features \_

THEMES

Regimental level game on Kurak \_ Brigade/1-4 hour turns Civil War \_  
 Pregelpowder tactical with game generator \_ W.W.II Tactical \_  
 Future/SF Tactical with game builder \_ Computer Wargaming Quarterly \_

Send to:  
 D.K.G.  
 1737 Walnut Grove  
 Decatur IL. 62526

## The Great War 1914

This is a corps level simulation of the first two and a half months of World War I. The playing area stretches from Paris to Minsk and Antwerp to Vienna. Designed for one or more players against each other or the computer as Allies.

Operations are planned on both the Western and Eastern Fronts on a 94 by 78 character tactical map and resolved on the strategic overview map. The system features siege artillery support, fortress such as Leige, rail movement and rail repair. This easy to play, fast paced simulation allows players to match wits and skills for a quick victory and so avoid four years of blood.

Version	Product No.	Price
ATARI	01*002	\$39.95
COMODORE 64	02*002	\$39.95

## SURRENDER AT STALINGRAD

Case Blue was intended to capture Stalingrad, win the oilfields, and provide a position to capture Moscow from the south. As the Germans, can you achieve these objectives without grievous loss to your command, barely equal in numbers to the "reserves" of the Soviets. As the Soviet player, can you provide the leadership to stop the fascists, pocket them, and turn the ill-tide of the world war thus far. Challenge the computer or another player! You experience the thrill of command in this divisional level simulation of Case Blue which ended in the surrender of Sixth Army at Stalingrad. Air support, artillery, rail repair, supply, weather, replacements, reinforcements, and various terrains are all featured into the resolutions. Your command's determine strategic success or failure! Victory is determined by possession of Stalingrad and the oilfields in the Caucasus.

Version	Product No.	Price
ATARI	01*001	\$39.95
Comodore 64	02*001	\$39.95