SUMMARY OF COMMANDS

1. ACTION COMMANDS:

"M"(MOVE) Commands the unit under the cursor to prepare to move.

"A"(ATTACK) Commands the units under the cursor to attack an enemy unit.

"D"(DEFEND) Commands the unit under the cursor to entrench and defend itself.

"R"(RESERVE) Commands the unit under the cursor to enter the "Reserve Mode", in which it most readily recovers from losses and moves long distances.

JOYSTICK ENTRY: Move the cursor over the unit, push the trigger twice, move the arrow on the menu that appears in the text display, and press the trigger again when it is next to the desired command.

2. OBJECTIVE COMMAND

"H"(HERE) Designates an objective for the last friendly unit accessed (via the keyboard commands "A", "D", "M", or "R", or the joystick driven command menu).

JOYSTICK ENTRY: This command can also be entered by pushing the trigger of the joystick when the cursor is over the desired location. If an enemy unit occupies it, the trigger must be pressed twice. If a friendly unit is in the objective location, the "H"command must be used.

3. INFORMATION COMMANDS

"SPACE"(UNIT STATUS) Displays all available information on the unit under the cursor. If the unit is an enemy unit, only limited information will be available. This information can also be gained via the joystick by pressing the trigger once.

"C"(CITY) Displays the name, occupant, and Victory Point value of the city under the cursor.

"G"(GENERAL) Describes the commander of the unit under the cursor.

"W"(WHO?) Places the cursor on the unit from which the last message originated.

"?"(WHO'S WINNING?) Displays the game status in the text display area, including the current casualty levels, the victory level, and the current overall supply totals.

"O"(OVERVIEW MAP) Replaces the scrolling map and text display with a one screen map of the entire board area, showing land and sea areas and the deployments of the opposing armies. Press any key to return.

4. UTILITY COMMANDS

"F"(FREEZE) Freeze the game action; press "F" again to restart.

"L"(LOAD) Load a previously saved situation from disk. Enter the file name (1-8 characters), and press RETURN.

"Q"(QUIT) Used to change sides in a two player game.

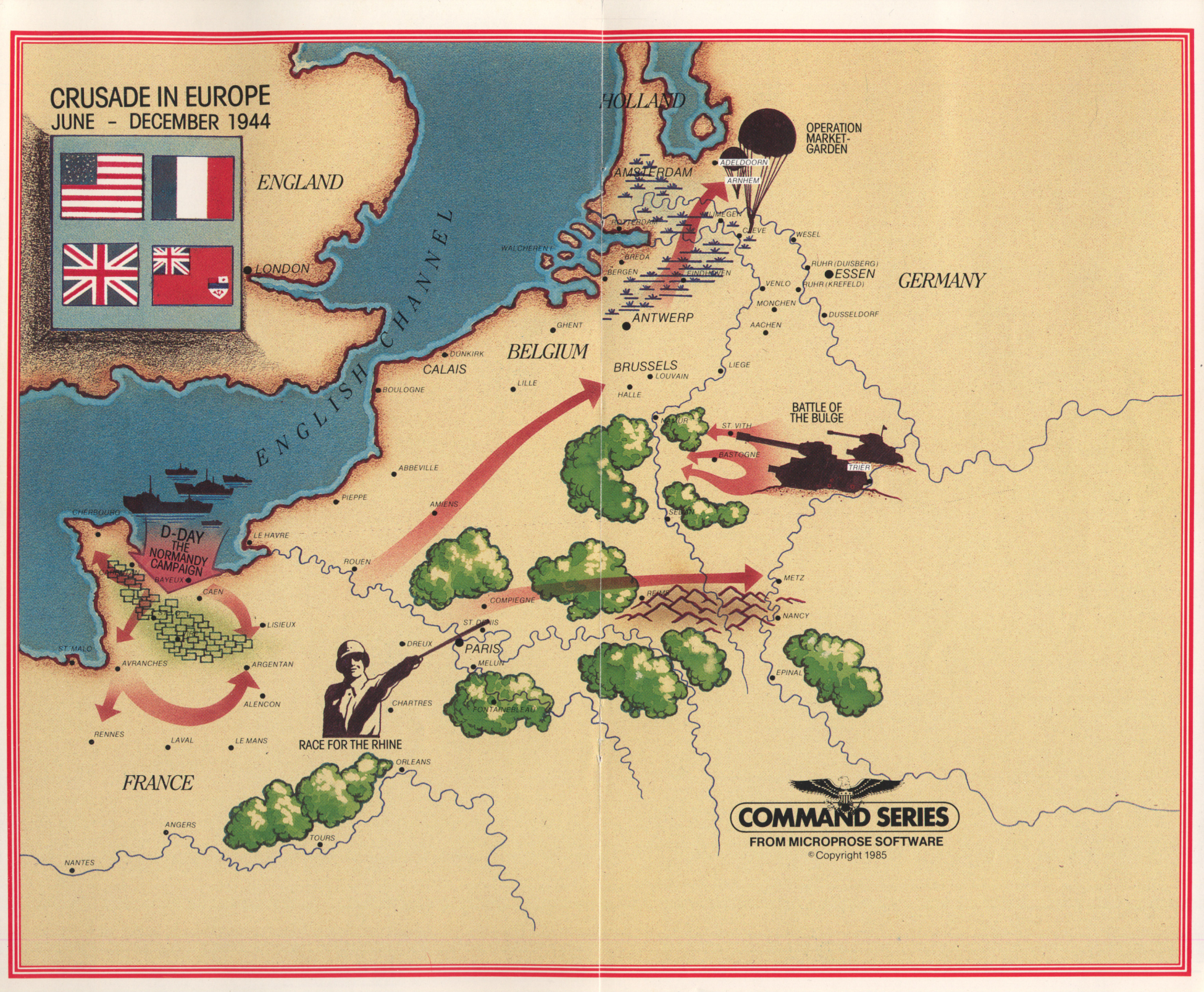
"B"(FLASHBACK) Used to enter the flashback mode to review the course of the current game.

"S"(SAVE) Save the current game situation on disk. Enter a file name (1-8 characters), and press RETURN.

"T"(TERRAIN) Removes all units from the map and displays the terrain underneath. Press "T" again to restore the units.

"U"(UNITS) Changes unit display from symbols to icons and back.

" < "and **" > "**(SPEED INCREASE AND DECREASE) Changes speed of play during the game.


CRUSADE IN EUROPE
JUNE - DECEMBER 1944
ENGLAND
LONDON
ENGLISH CHANNEL
HOLLAND
AMSTERDAM
OPERATION MARKET-GARDEN
ADELDOORN
ARNHEM
NIJMEGEN
ROTTERDAM
CLEVE
WESEL
WALCHEREN
BREDA
BERGEN
EINDHOVEN
RUHR (DUISBERG)
ESSEN
RUHR (KREFELD)
GERMANY
VENLO
MONCHEN
DUSSELDORF
AACHEN
ANTWERP
GHENT
DUNKIRK
CALAIS
BELGIUM
BRUSSELS
LOUVAIN
LIEGE
BOULOGNE
LILLE
HALLE
BATTLE OF THE BULGE
NAMUR
ST. VITH
BASTOGNE
TRIER
ABBEVILLE
PIEPPE
AMIENS
SEDAN
CHERBOURG
D-DAY THE NORMANDY CAMPAIGN
LE HAVRE
ROUEN
BAYEUX
CAEN
METZ
REIMS
COMPIEGNE
NANCY
LISIEUX
ST. DENIS
PARIS
DREUX
ST. MALO
AVRANCHES
ARGENTAN
MELUN
EPINAL
ALENCON
CHARTRES
FONTAINEBLEAU
RENNES
LAVAL
LE MANS
RACE FOR THE RHINE
ORLEANS
FRANCE
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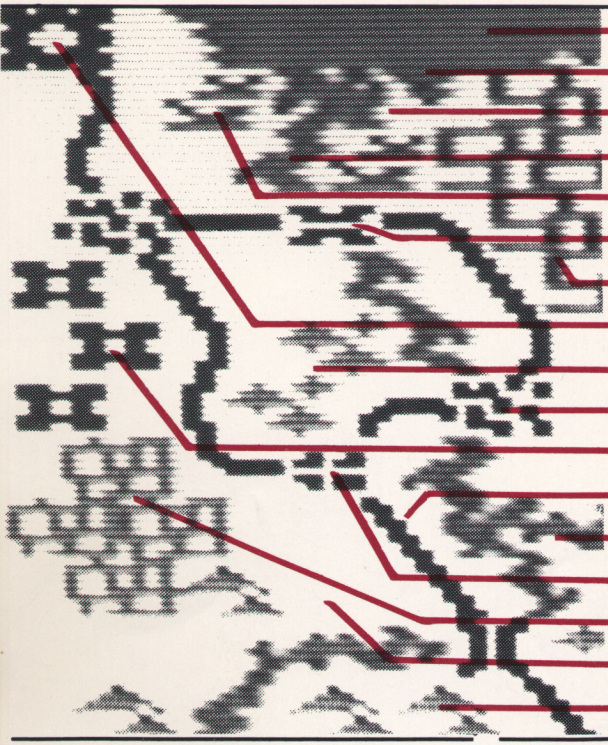
TERRAIN KEY



NAME	COMBAT FAVORS	MOVEMENT EFFECT
SEA		IMPASS-ABLE
COAST (WATER)		IMPASS-ABLE
COAST (LAND)	NEITHER	NORMAL
ESTUARY		IMPASS-ABLE
SWAMP	DEFENSE HEAVILY	VERY SLOW
BRIDGE	DEFENSE	NORMAL
POLDER	DEFENSE	SLOW
FORTIFIED CITY	DEFENSE HEAVILY	NORMAL
FOREST	DEFENSE	SLOW
CITY	DEFENSE	NORMAL
FORTIFI-CATION	DEFENSE HEAVILY	NORMAL
ROAD	ARMOR ATTACK	FAST
RIVER	DEFENSE	VERY SLOW
ROAD JUNCTION	ARMOR ATTACK	FAST
HEDGE-ROW	DEFENSE	SLOW
CLEAR	ARMOR ATTACK	NORMAL
MOUNTAIN	DEFENSE HEAVILY	VERY SLOW

UNIT TYPES

ICON	SYMBOL	TYPE	SIZE	SIDE	VP
		INFANTRY	DIVISION	ALLIED	1
		INFANTRY	BRIGADE	ALLIED	0
		ARMORED	DIVISION	ALLIED	2
		ARMORED	BRIGADE	ALLIED	1
		AIRBORNE	DIVISION	ALLIED	3
		PARACHUTE	BRIGADE	ALLIED	2
		ARMORED CAVALRY	REGIMENT	ALLIED	0
		FIGHTER-BOMBER	WING	ALLIED	15
		INFANTRY	DIVISION	GERMAN	1
		INFANTRY	BRIGADE	GERMAN	0

UNIT TYPES

ICON	SYMBOL	TYPE	SIZE	SIDE	VP
		STATIC INFANTRY	DIVISION	GERMAN	1
		VOLKS-GRENADIER	DIVISION	GERMAN	1
		PARACHUTE INFANTRY	DIVISION	GERMAN	2
		PARACHUTE INFANTRY	BRIGADE	GERMAN	1
		PANZER GRENADIER	DIVISION	GERMAN	2
		PANZER	DIVISION	GERMAN	2
		PANZER	BRIGADE	GERMAN	1
	SS	SS PANZER	DIVISION	GERMAN	3
		HEAD-QUARTERS	VARIOUS	BOTH	12
		SUPPLY DEPOT	VARIOUS	BOTH	20