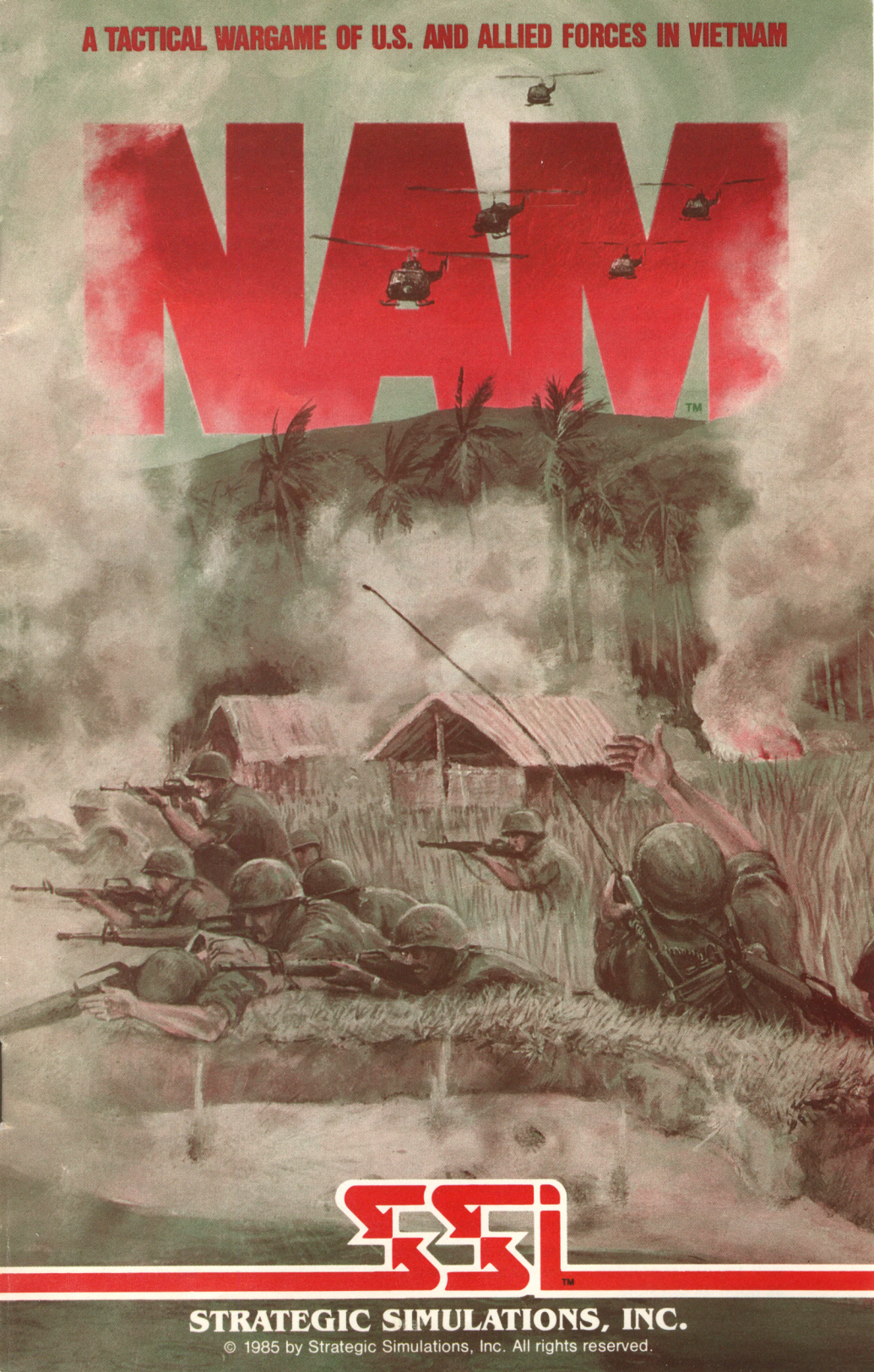
A TACTICAL WARGAME OF U.S. AND ALLIED FORCES IN VIETNAM

NAM™



SSI™

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1.0 INTRODUCTION

It has been called a political war, and it was, at some levels. But there were no politics where the bullets whined. Here, the face of battle revealed its countenance with the same confusion as it had in the Ardennes, the same strength as at Shiloh, the same madness as at Tarawa. In the bottom eschelons, down where the bullets were, it was a real war.

NAM centers on those battlefields where the bullets really existed. Each square represents an area of approximately 50 meters. Those 50 meters are the non-political realm of real war. Friendly forces meet enemy forces in battle—the real bottom line is to survive.

2.0 GETTING STARTED

2.1 Atari

Turn on the drive and insert the game disk with the Game side up. Turn on the computer. The game will load automatically. *Note: If you have an Atari XL computer, hold down the OPTION key when first turning the computer on.* You will see a prompt to insert the Scenario side of the disk; press the START key. The scenarios are on the back side of the disk, so turn the disk over and reinsert it in the drive. Press the START key.

2.2 Commodore 64

Turn on the disk drive and the computer. Insert the game disk into the drive. Type LOAD "*",8,1 and press the RETURN key.

2.3 Apple

Insert the game disk into the drive. Turn on your computer.

2.4 Function Key Equivalents

In all cases, these rules refer to the OPTION, SELECT, and START keys as present on the Atari. To translate these keys to your Commodore or Apple computer, refer to the chart below.

ATARI	COMMODORE	APPLE
OPTION	F3	1
SELECT	F5	2
START	F7	3

2.5 Apple Cursor Control

In the Apple version, the cursor may be activated with either a joystick or the keyboard. When using keyboard control, the following commands affect the cursor.

I = Move cursor up one space
J = Move cursor left one space
K = Move cursor right one space
M = Move cursor down one space
Space Bar = Joystick trigger button

2.6 Warning!

Atari and Commodore 64 owners must have a blank, formatted disk in order to save a game in progress. This disk must be formatted prior to beginning play as no opportunity to do so is presented within the program. Atari owners must use DOS 2.0 or 2.0S to format their save game disks.

2.7 Quick Start Procedure

The Main Rules sections are very detailed and cover every nuance of play. For those gamers already familiar with similar game systems who wish to plunge right in, the Quick Reference Chart on the back cover of the rulebook should provide sufficient instructions.

3.0 SCENARIO SELECTION

3.1 Scenario Choice

After you have inserted the scenario disk and pressed the START key, you may load the scenario of your choice. The SELECT key allows you to choose the scenario you want. Hitting the START key loads the scenario chosen.

3.2 Resuming a Saved Game

If you have a previously saved game-in-progress, you may load that saved game at this time and continue playing it by pressing the OPTION key.

3.3 Enemy Deployment

If you loaded a new game, you then have the option of playing a historical (START key) or non-historical (OPTION key) enemy setup. The historical deployment closely parallels the situation as it actually occurred. The non-historical setup gives you one of two alternate deployments for the enemy units, chosen at random.

4.0 SEQUENCE OF PLAY

4.1 Game Phases

Play of the game is divided into phases. Each phase has particular events that can occur and functions that can be performed. *Note: In all cases, the units controlled by the human player are referred to as Friendly Units. The computer's forces are referred to as the Enemy Units.* The phases and their order are:

1. Observation Phase
2. Artillery Plot Phase
3. Enemy Fire Phase
4. Enemy Movement Phase
5. Friendly Fire Phase
6. Friendly Movement Phase
7. Enemy Fire Phase
8. Friendly Fire Phase
9. Artillery Fall Phase
10. Victory Phase
11. Save Game Phase

4.2 Phase Execution

These phases will be executed in the above sequence. At the completion of all of these phases, one game turn will have passed and the next turn begins at the Observation Phase. Details of these phases are outlined below.

4.3 Phase Advancement

The START key is used to take you from one phase to the next.

5.0 OBSERVATION PHASE

You will see a square cursor that is activated by the joystick in port 1 (port 2 on the C64). Moving this cursor to a screen edge triggers the map scroll until a map edge is reached. When the cursor passes over a friendly unit, that unit is identified along with some of its characteristics. These characteristics appear as a number following a letter. The letter tells you which characteristic it is and the number tells you the value of that characteristic. F indicates Firepower, R indicates Range, A indicates its Assault Factor, M indicates its Movement Points available, and S indicates its relative Strength. Additionally, an "A" at the end of this line indicates that the unit is an armored target. If there is an "*" at the end of the line, it indicates that the unit has anti-armor weapons capability. An "A*" indicates the unit has both.

5.1 Digging In

You may dig in units or make previously dug-in units combat ready in this phase. To do this, place the cursor over the unit and press the trigger. You will be informed of the unit's status in the message area below the map. Units may be dug in and made combat ready only in this phase. Dug-in units may not be moved. Dug-in units gain an advantage in defense and recover from damage more readily. Digging in a unit gives it, in effect, a "hold at all costs" order. If it is assaulted by an enemy unit, it can not be pushed back by that enemy unit, though it may sustain losses in the assault. Only regular infantry and support weapons will be able to dig in. Dug-in units flash on and off during the Observation Phase.

To exit the Observation Phase, hit the START key.

6.0 ARTILLERY PLOT PHASE

In this phase, the cursor turns black and has a crosshair in the center. Here, you may plot the initial impact area of off-map artillery barrages and air strikes. The artillery/air strike occurs in the Artillery Fall Phase of the current turn. To plot the artillery/airstrike, move the cursor to the area where you want it to fall and push the fire button. You may do this any number of times; however, only the last plot made will be recorded.

Note: There is a 25% chance that you will not get artillery in any given turn due to scrambled orders, communications breakdown, or priorities. If this occurs, this phase will be skipped for that turn.

To exit this phase, hit the START key.

7.0 ENEMY FIRE PHASE

In this phase, enemy units fire at your units that are in range. As your units are shot at, you will be informed of hits and misses in the message area along with a sound cue (hits are high beeps and misses low ones). Units hit may suffer a strength point loss and may become Pinned, rendering them unable to move for the remainder of the turn. You will be informed of this condition should you attempt to move a Pinned unit.

8.0 ENEMY MOVEMENT PHASE

In this phase, the enemy units move. Generally, they will attempt to close on your units and occasionally conduct assaults.

9.0 FIRE PHASE

In this phase, a crosshair appears in the center of the cursor. You may now fire your units. To do this, place the cursor over the unit you want to fire and press the button. Then move the cursor to the area into which you want that unit to fire and press the button again. The unit will fire. If there is an enemy unit there (hidden units will show up at this time), it will undergo damage if it is hit. The message area will inform you whether or not the shot hit or missed. Units in cover are harder to hit. The heavier the cover, the less likelihood of a hit. Also, units that moved in the turn have a smaller chance of hitting a target.

9.1 Who Can Fire

Units will not fire if: 1) They have already fired in the current fire phase, 2) The target area is out of their range, or 3) The target area cannot be seen by the firing unit (no line of sight). The message area will inform you of these conditions if they occur.

10.0 MOVEMENT PHASE

In this phase you may move any of your units that are able to move. Units are moved, one square at a time, until their movement points are all gone.

10.1 How to Move
To move a unit, place the cursor over the unit and press and release the fire button. The cursor will turn green. The unit will be "picked up" and may be moved with the joystick.

10.2 Movement Costs
Different squares have different "costs", in movement points, corresponding to their density. Each square's "cost" will be deducted from the moving unit's Movement Points. These "costs" are: Road 1, Clear 2, Bridges 3, Trees/Crater/Cave/Water 4, Woods 6, and Buildings 8. Helicopters do not pay this cost. They pay 1 movement point for every square entered, regardless of its type.

10.3 Vehicle Restrictions
Vehicles (trucks, tanks, APCs) cannot enter heavy woods, river banks or water.

10.4 Mines
If a unit enters an area that is mined, the mines will detonate. Units detonating a mine will take a hit. Infantry may sometimes enter a minefield without detonating the mines.

10.5 Transport
Certain units (infantry and support weapons) can be transported by trucks, APC's, and helicopters. If a unit can be transported, then it may be loaded onto a truck, helicopter, or APC unit type. To do this, move the unit adjacent to and then on top of the transporting unit. The unit will disappear and the transporting unit will show a blue line at the top and bottom. The blue line indicates it is carrying something. To unload a unit, place the cursor over the unit and press and hold the fire button. Moving the joystick in any direction while the button is held unloads the unit. It may then be moved separately. A unit may also be unloaded by pressing the SELECT key while the transporting unit is "picked up" by the cursor.

10.6 Transport Restrictions
Units may not be loaded and unloaded in the same turn. Units may not load or unload if they are Pinned. Units will not load if they do not have enough movement points to do so (2 points needed). Helicopters may not load or unload units in heavy woods.

10.7 Initiating an Assault
If a friendly unit tries to move onto an enemy unit, then an assault occurs.

10.8 Assaults
When a unit attempts to enter a square occupied by an enemy unit, an assault occurs. First, the enemy unit will fire. After this shot is resolved, you may then move your unit into the enemy occupied square as long as it wasn't Pinned by the enemy fire. A series of explosions will occur and the assault will be resolved. There are four results: 1) Your unit wins and the enemy unit falls back; 2) Your unit loses and it falls back; 3) Your unit is eliminated; 4) The enemy unit is eliminated.

If a unit loses an assault and has no place where it can fall back, it will be eliminated. Units will not retreat onto other units, into water or river edges, or into the borders. A dug-in unit which loses an assault will not retreat.

After an assault, you may continue moving (and assaulting) that unit as long as it has movement points to do so.

10.9 Red Cursor
When the cursor turns red, it indicates that the highlighted unit no longer has enough movement points to conduct an assault.

10.10 Hidden Enemy Units
If a unit enters a square next to a hidden enemy unit, that enemy unit will show up on the map.

10.11 Enemy Defensive Fire
If a friendly unit tries to move away from a square that is next to an enemy unit, that enemy unit will fire at the friendly unit.

10.12 Moving Fire
While you are moving your units, the enemy forces in range and with a line of sight to that moving unit may fire at it.

10.13 Pin
Units that become Pinned due to enemy fire may not move at all in the movement phase. This condition lasts until the end of the current turn.

11.0 ENEMY FIRE PHASE 2
Another round of enemy fire occurs after your movement.

12.0 FIRE PHASE 2
After the enemy units fire a second time, your units may be fired again. Both enemy and friendly units which fire after they have moved will have a reduced accuracy.

13.0 ARTILLERY FALL
If artillery was plotted in the Artillery Plot Phase, it may now fall. Up to six rounds will be fired. The Artillery will not fall on water or in the cave complex. Take care not to plot artillery in an area where you intend to move

your units during the turn. Artillery fire is very deadly and will hurt your units as well as the enemy units.

14.0 VICTORY LEVEL

At the end of the turn, you will receive victory points for enemy units eliminated. The enemy units will also receive points for friendly units eliminated. You will see F=### and E=### for friendly and enemy points. The scores reflect your performance to date. You will receive one point for every unit eliminated. The Enemy units will receive 10 points for every helicopter they eliminate, 8 points for every tank they eliminate, and 5 points for all others.

Below the point total appears a victory level. The levels are: Questionable, Minor, Major, and Decisive.

- A Questionable victory is just that. It is questionable whether a victory was achieved.
- A Minor victory level can be interpreted as a barely acceptable victory level.
- A Major victory level is an acceptable victory level. You have accomplished the objectives.
- A Decisive victory level is the highest level and indicates complete defeat of the enemy forces.

Other than points for eliminated units, there are some special cases related to victory levels in some of the scenarios. These are explained in the scenario section.

15.0 SAVE GAME

You may save the game in progress by hitting the SELECT key. Doing so takes you to the save game routine. In this routine, you may hit the SELECT key again to actually save the game or hit the START key to abort the save. *The game should be saved only on a blank, formatted disk.*

Use this formatted Data Disk only, since other data on the disk may be destroyed by the save game process. Selecting the OPTION key at the beginning of the game will reload a saved game.

16.0 MISCELLANEOUS

16.1 Hidden Units

Enemy units start the game hidden. When they move, fire, or are fired on, they will appear. Units that appear may become hidden again during play if they are no longer fired on, they no longer move, and they are not firing. They will disappear from the map and become hidden again.

16.2 Strength Recovery

Units that have lost strength points may recover them during a scenario. Recovery occurs at the end of each turn. Certain situations aid or deter a unit's recovery. Units that were recently attacked have a smaller chance of recovery. Units which don't move have a greater chance of recovery. Units that are dug in have a greater chance of recovery. These situations are cumulative so that a unit which doesn't move, was not fired on recently, and is dug in has the greatest chance of recovering lost strength points. There are minimal recovery chances for a unit which was not dug in and was attacked and moved during the same turn.

17.0 SCENARIOS

The following scenario descriptions apply to the historical setup option. The non-historical options add variety with some unexpected situations. Game lengths may vary. The game lengths given are the maximum times alloted to you. Should you eliminate all the enemy units before this limit is reached, the game will end.

17.1 Suoi Cat: A Bend in the Road (December 2, 1966)

In any area where there is intense cover, ambushes were always a primary concern. One such ambush occurred about 50 miles east of Saigon near the small village of Suoi Cat. The area was to be secured by the 11th Armored Cavalry Regiment as part of Operation Atlanta. They had recently arrived in Vietnam and had not had any major engagements up to this point. Ambushes were to be expected.

Early on the morning of the 2nd, a resupply convoy had made the 25-mile trek through the area of Suoi Cat without incident. The return trip started out quiet. Too quiet. When the commander in the lead tank accidentally bumped the turret switch, causing the turret to move suddenly, all hell broke loose. Reaction was swift. Troop B was immediately dispatched toward the area from the north. Troops A and C, plus the D tank company were also dispatched from the Base Camp to the east. Tactical airstrikes and artillery were soon called to the area.

The reaction of the 11th to this ambush was swift and effective. It set the stage for a standard ambush response.

Game Length = 10 turns.

Special Rules: You will receive bonus points if you can get one or both of the two trucks to the road where it exits at the top of the map. If you can get the trucks to this area, they will be removed from play and points will be awarded accordingly.

17.2 Ap Bau Bang: Waves of Fury (March 19–20, 1967)

As the war and US combat operations expanded, troops undertook Operation Junction City. The operation centered in a fairly large area 80 kilometers northeast of Saigon and involved combination search and destroy missions and an overall clearing operation. As the operation progressed, the desperation level of the Viet Cong increased. To ease the pressure, the Viet Cong launched a direct attack on a firebase just north of Ap Bau Bang. Troop A of the 3rd Squadron, 5th Cavalry Regiment held the firebase.

As the attack progressed, Troop B to the north, and Troop C and HQ to the south were alerted. Soon after, they were called in to assist. Though it started out as a pitched battle, mobility, once again, proved to be a vital key to a successful outcome.

Game Length = 15 turns.

Special Rules: Your artillery unit at the center of the firebase should be protected at all costs. Though it is not important in itself, its loss would indicate a severe breakdown in defenses and a definite penetration of your perimeter. Therefore, losing this unit will automatically trigger a Questionable victory.

17.3 Ia Drang: Death from the Air

This scenario represents the first major action of the Air Cavalry. The Operation is a clearing one, and, with the air cavalry, unprecedented mobility prevailed. Airmobile operations became common as the war progressed, since airmobile units have optimum mobility and firepower in the dense terrain so often encountered.

Your objective is to secure the entire area.

Game Length = 25 turns.

Special Rules: At the game's end, if there are *any* remaining enemy units, you will receive a Questionable victory only.

The map represents an area that is to be cleared of enemy units and then used as a firebase.

17.4 Tuy Hoa: Into the Underground

This scenario, like the previous one, also represents a clearing operation. In this case, though, a large part of the enemy force is underground, in caves. The mazelike area at the top of the map represents these caves. Your forces are primarily a mixture of South Korean and U.S. Infantry.

Game Length = 40 turns.

Special Rules: As in scenario 3, all enemy units, both inside and outside the caves, must be eliminated by game's end. Failure to do so will result in a Questionable victory.

17.5 Ben Het: The Clash of Armor (March 3, 1969)

During the entire war, American and North Vietnamese armor engaged in battle only once. Ben Het was a Special Forces camp located in the area where the borders of Laos, Cambodia, and Vietnam meet. In February, 1969, elements of the 1st Battalion, 69th Armor were sent to Ben Het in anticipation of an enemy buildup in the area. On the night of March 3rd, through the din of incoming artillery, the sound of tanks could be heard.

Game Length = 20 turns.

Special Rules: As in scenario 2, your artillery unit is the key to determining the state of the camp. If it is eliminated, the battle is lost.

17.6 Hue: City Under Fire (February, 1968)

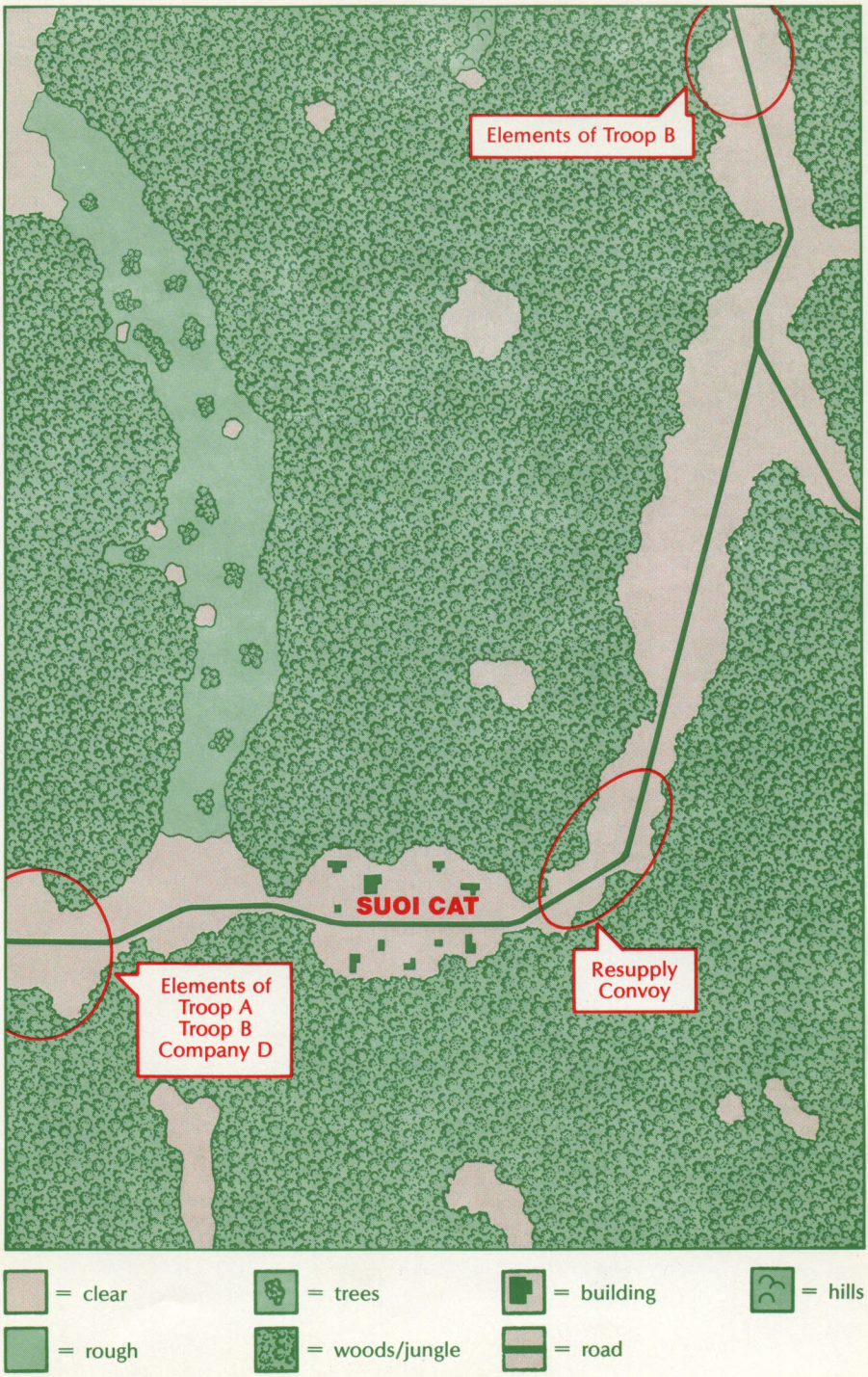
Hue was a key political and military target of the NVA during the Tet Offensive. The importance of Hue slipped by the American and ARVN commanders at the outset of Tet due to a major feint of some 2 NVA divisions around Khe Sanh. Because of this, and a few other foul-ups, the forces at Hue—approximately battalion strength—faced an onslaught of 8 NVA and VC battalions. The city fell. As American reinforcements trickled in, the NVA dug in. This scenario represents the final counterattack by the American/ARVN forces to retake the city.

Game Length = 25 turns.

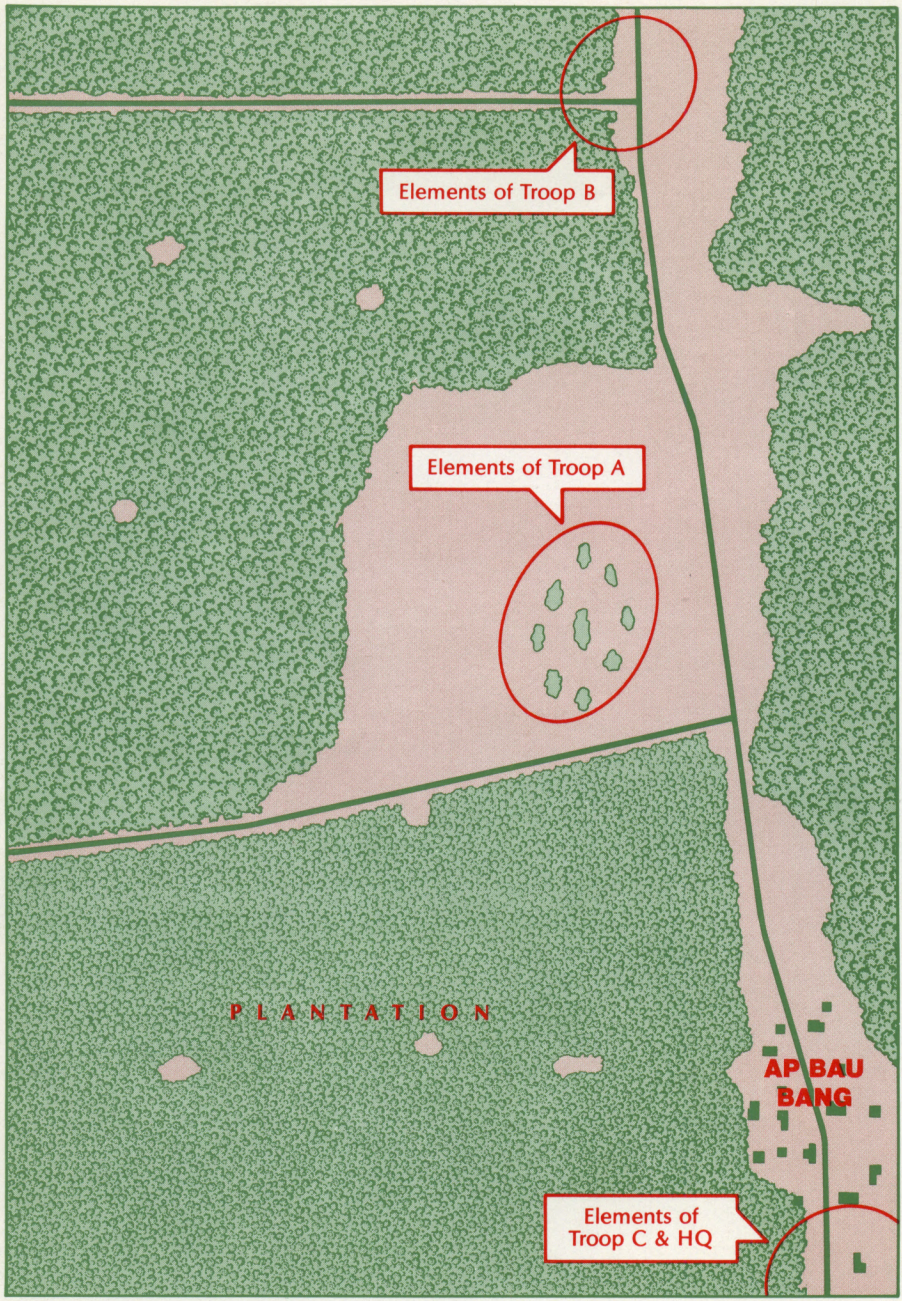
Special Rules: All enemy units must be eliminated. The Palace of Peace (the building surrounded by a wall inside the city) is off limits to artillery fire. If either or both of the palace building squares are turned to rubble by artillery fire, the result will be an automatic Questionable victory.

Note: These descriptions are primarily centered on the historical deployment option. Enemy activity might appear different in the non-historical option.

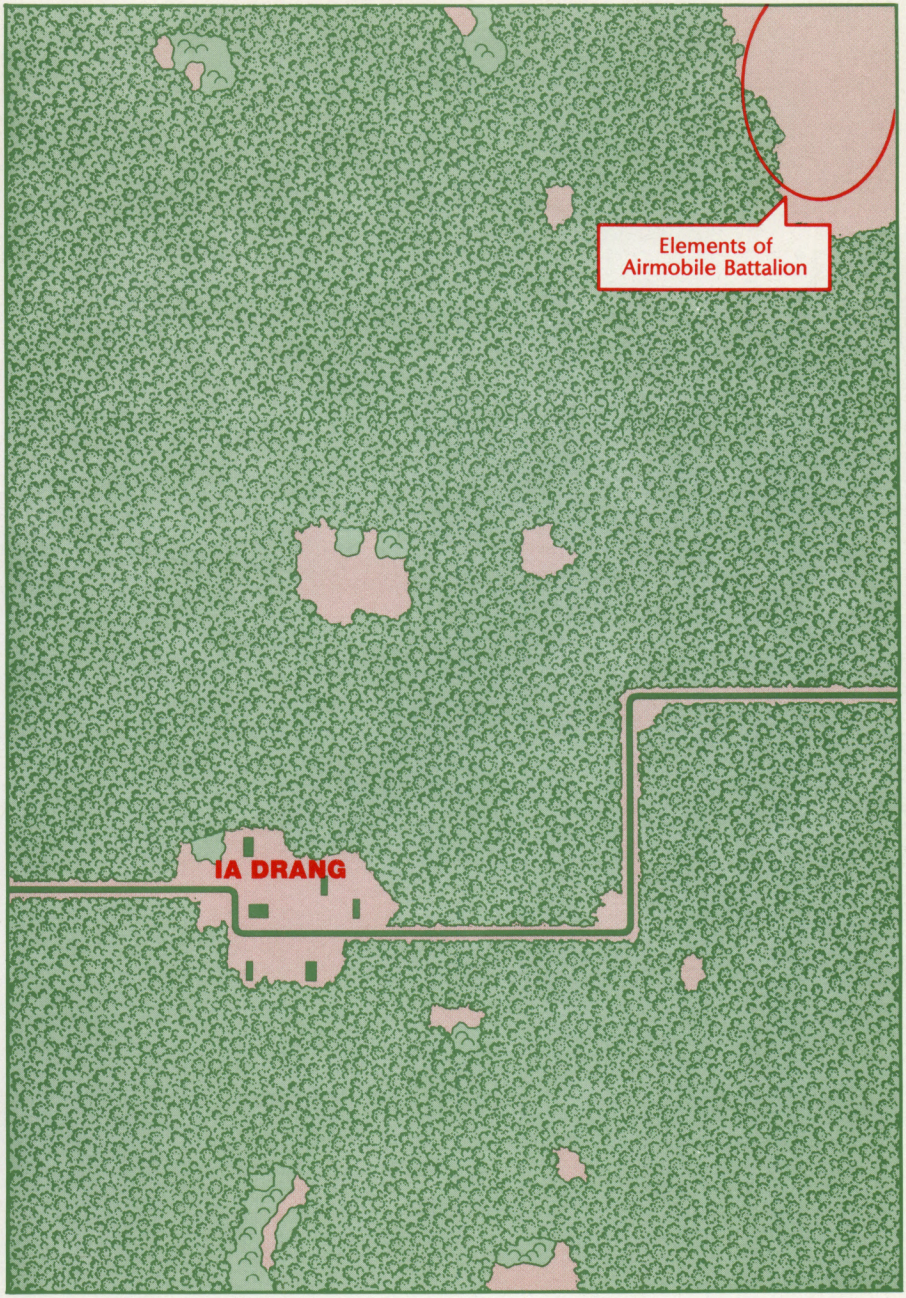
SUOI CAT: A Bend in the Road (December 2, 1966)



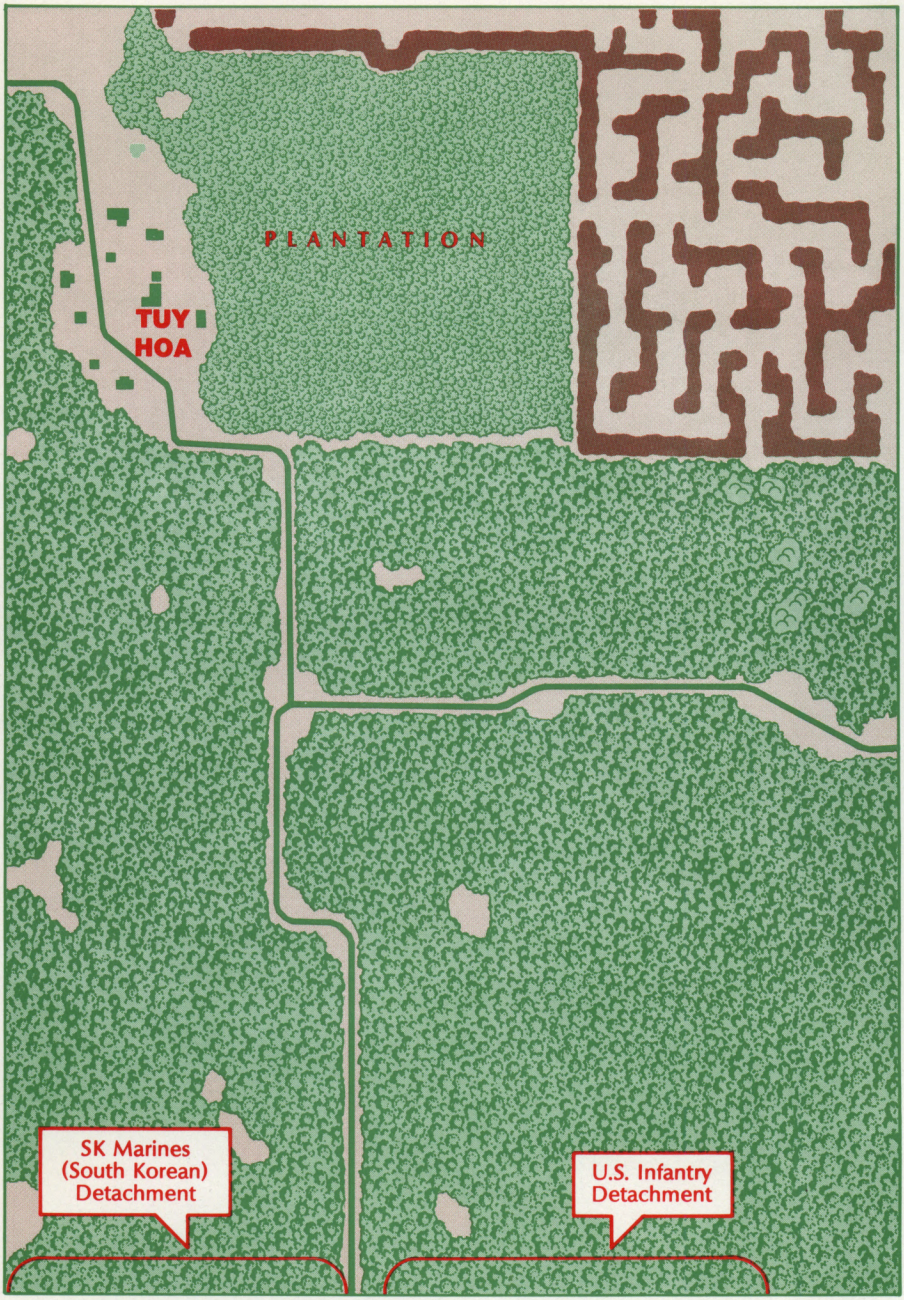
AP BAU BANG: Waves of Fury (March 19–20, 1967)



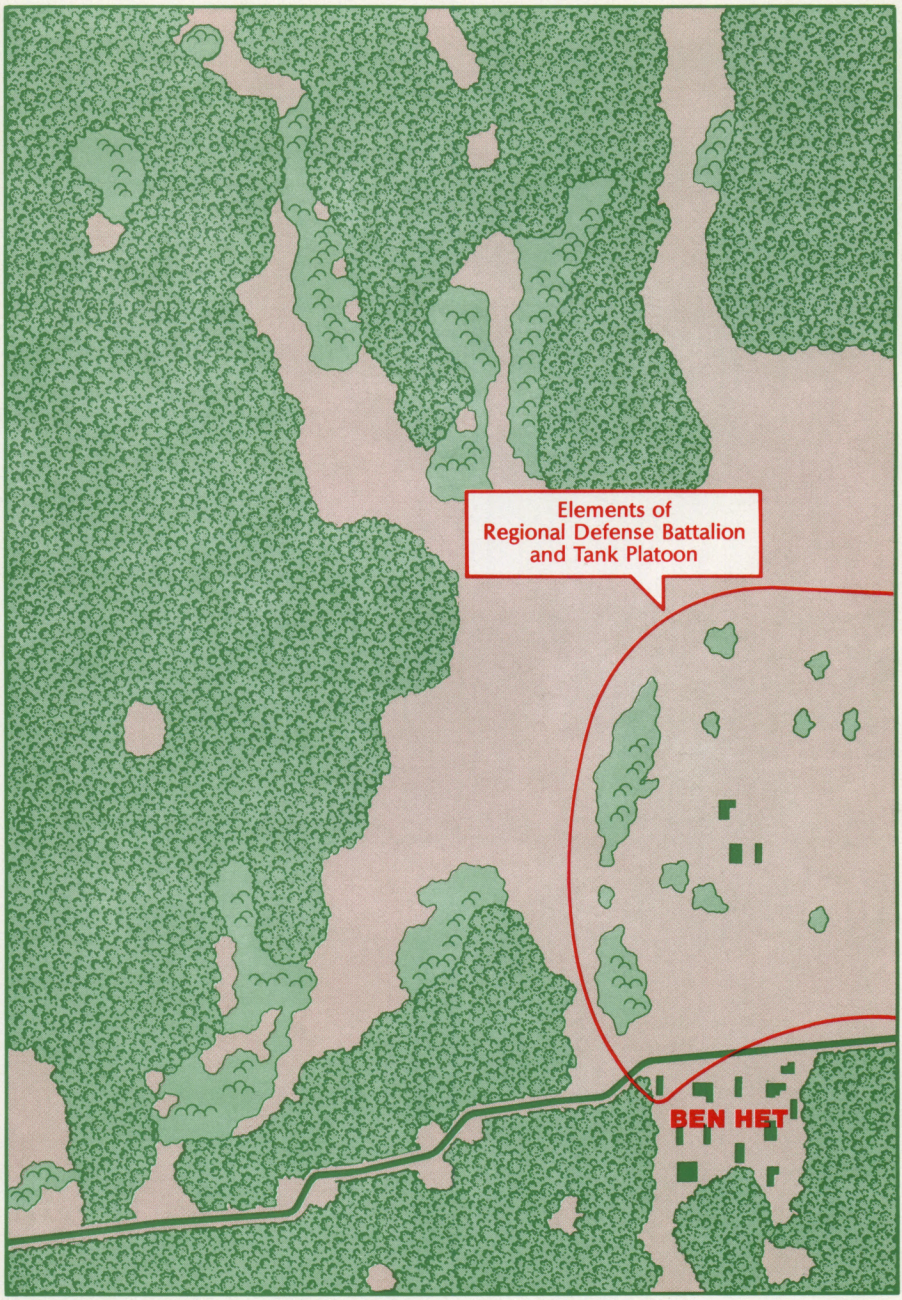
IA DRANG: Death from the Air



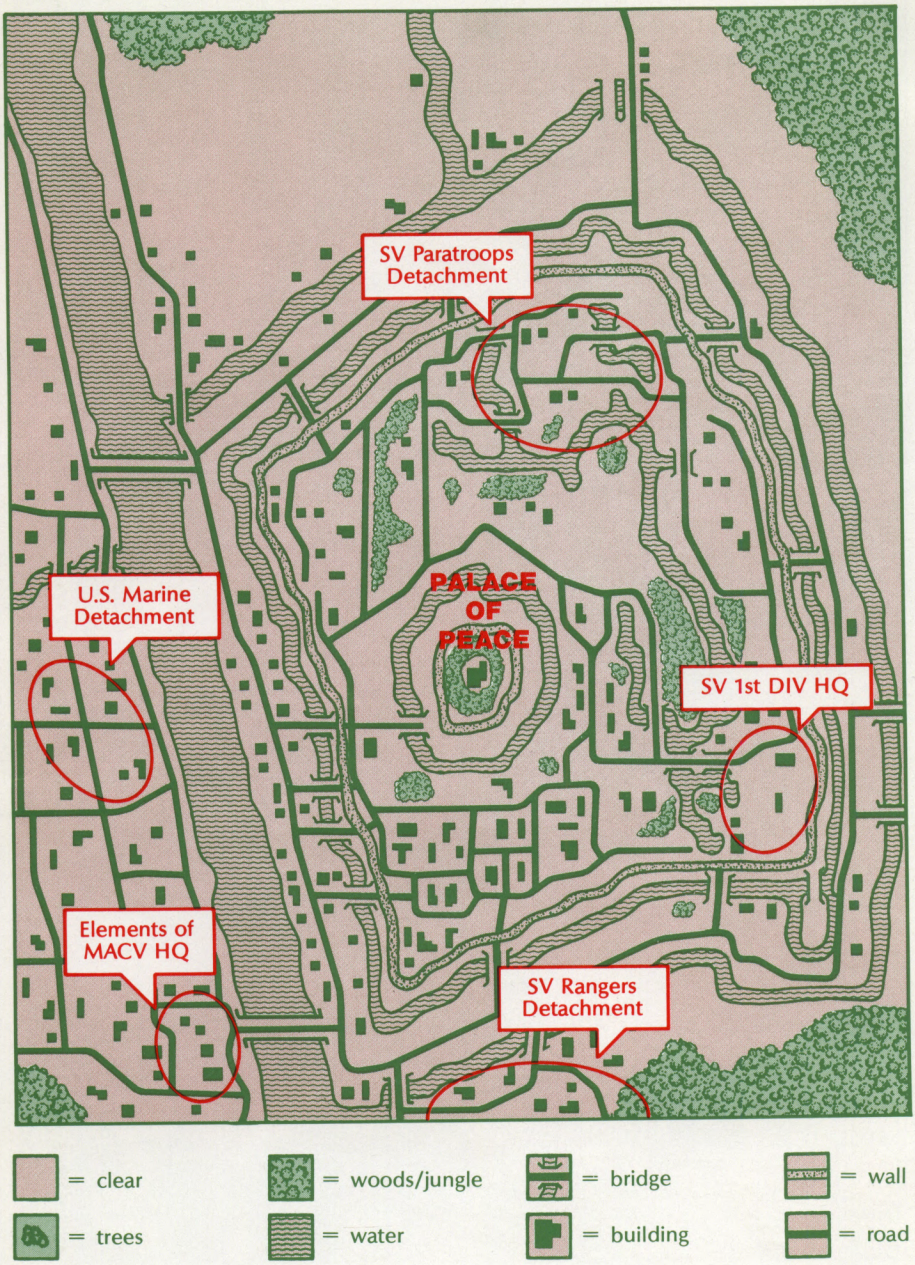
TUY HOA: Into the Underground



BEN HET: The Clash of Armor (March 3, 1969)



HUE: City Under Fire (February, 1968)



18.0 UNIT TYPES*

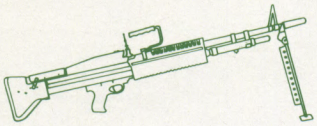
Below is a more detailed description of the units you will command.

US Inf Sq= U.S. Army Infantry squad
Marine Sq= U.S. Marine squad
SV Inf Sq= South Vietnamese Army Infantry squad
SV Para= South Vietnamese Army Paratrooper squad
SV Rngr= South Vietnamese Army Ranger squad
SK Mar Sq= South Korean Marine squad
RD Inf Sq= Regional Defense Infantry squad
SF A-Team= U.S. Special Forces A-Team
Police= Hue police
Blk Pnth= Black Panthers, South Vietnamese Special Forces

INFANTRY UNITS

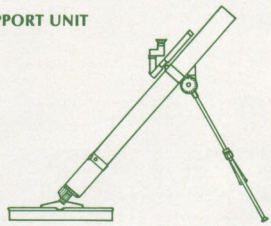


SUPPORT UNIT



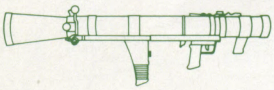
M60 MMG
American M60 medium machine gun
(1–3 guns)

SUPPORT UNIT



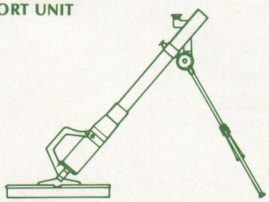
MRTR (81)
81mm Mortar battery
(2–4 mortars)

SUPPORT UNIT



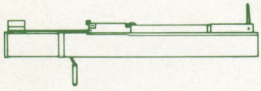
M40 RR
American M40 recoilless rifle unit
(1–6 recoilless rifles)

SUPPORT UNIT



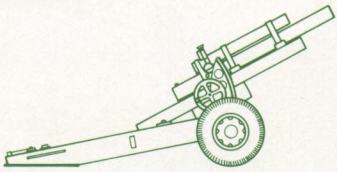
MRTR (60)
60mm Mortar battery
(1–4 mortars)

SUPPORT UNIT



M20 BAZ
American 3.5" "super bazooka" unit
(1–4 bazookas)

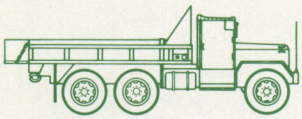
SUPPORT UNIT



Artillery
Mixture of 105mm and 150mm
field artillery pieces (1–5 guns)

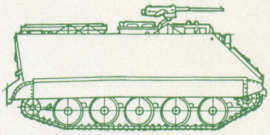
* Drawings are not to scale.

TRANSPORT UNIT



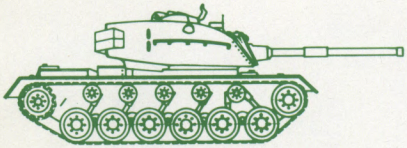
Trucks
Two-and-a-half-ton truck

TRANSPORT UNIT



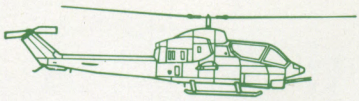
M113 ACAV
U.S. M113 armored cavalry assault vehicle with 50 cal. machine gun

ARMOR UNIT



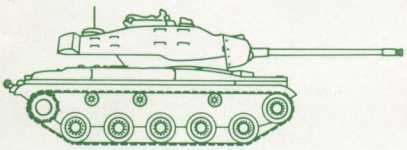
Patton
American M48 medium tank

HELICOPTER UNIT



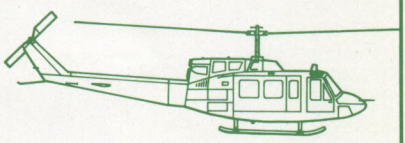
Cobra
American AH-1G attack helicopter

ARMOR UNIT



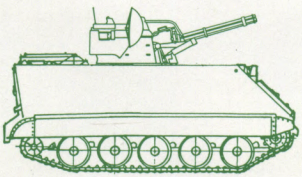
Bulldog
American M41 medium tank (Walker Bulldog)

HELICOPTER UNIT



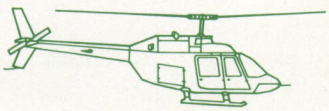
Huey
American UH-1 transport/gunship helicopter

ARMOR UNIT



Vulcan
American M163 anti-aircraft tank

HELICOPTER UNIT



Kiowa
American OH-58A observation helicopter

19.0 DESIGNER'S NOTES

When I was first presented with the project of working a Vietnam game into the kinds of computer game systems I use, I knew that it would be a challenge. My forte was WW II. Time and technology had changed the face of battle. But the heart of the battle—deliverable firepower—remained.

Firepower has been a key to battle since gunpowder. It is how things get accomplished. In Vietnam, technology had extended firepower to some new limits. In infantry small arms, automatic weaponry was now the rule rather than the exception. Artillery was accurate and deadly. Air power in ground support was at a peak, and the advent of the helicopter revolutionized mobile warfare.

Firepower becomes your main tool in the game. In the generally tight terrain, maneuver has to take a back seat. NAM is a game of firepower. But, the firepower your units deliver is not the only game. You must pay keen attention to the firepower capabilities of the enemy units too.

I had decided, along with the game's developer, Jeff Johnson, to stay away from the idea of political/military insurgency and stick with some specific battles in which both sides clashed in force. We sought to give the player a wide range of situations that reflect the types of major battles there. There are some overall themes that develop in each scenario.

- Scenario 1, the ambush at Soui Cat, represents an early ambush on American forces that was handled by swift, mobile response. Ambushes were common on many levels throughout the war. This particular one helped develop some standard doctrines in dealing with future ambushes.
- Scenario 2 represents an attack on a firebase. Here, you have an NVA/VC combined attack on a prepared position. Keep the perimeter intact to prevent any breakthroughs into the interior where your game breaking artillery piece is. Though losing the artillery in this scenario does not represent a military disaster, it is an indication of a defensive breakdown and you will be rewarded with only a questionable victory.
- In Scenario 3, the helicopters arrive in force. The scenario represents an air cav attack to clear an area for a firebase. The area to be cleared is somewhat large, so, besides providing initial transport, the helicopters assist in the clearing operation. It is a situation that occurred often during the war.
- Scenario 4 is a clearing operation of a different sort. It starts out as a general offensive, but once you reach the caves, the infantry must finish the job. Other units will not be able to enter the caves nor can they assist with their firepower.
- Scenario 5 is about as close to a tank battle as one can get in Vietnam. The dispositon of forces and the weaponry available tends, even in this situation, to downplay the effect tanks have. It is probably wiser to think of this battle not as a tank battle, but as an infantry battle where there were a lot of tanks present.
- Scenario 6 represents city fighting. It is probably the most wide open scenario. You have many options and approaches and a wide, though initially spread out, selection of unit types and firepower.

Some Key Points

There are some features of the game that may not be readily visible. To give you the edge you may need, I have noted some of these features below.

Helicopters. These units, when available, are undoubtedly the best units you have. They are the most mobile units in the game. Their mobility may be transferred to other units since the helicopters can transport. Their firepower is respectable along with their range. But, more importantly, they can shoot over obstacles. They are not limited to line of sight restrictions. Put this all together and you have a unit that is unsurpassed.

Tanks. Don't get your hopes up. There was a lot of anti-tank weaponry around. Armor in Vietnam was more of a complement to infantry than the separate entity it was in other wars.

Digging In. Digging a unit in represents an order to that unit to seek the best cover in their local area and hold it. Dug-in units have better defense, recover strength more quickly, are harder to eliminate, and don't retreat from assaults. The cost for this is they can't move. It's not a bad trade off. It's a good idea to use the Observation Phase to evaluate the overall situation and decide what action you will take in the ensuing turn. If you don't expect to be moving a unit, why not dig it in?

Pins. Pins cease all activity of a unit in your movement phase. Pinned units cannot assault, mount, dismount, or move. A unit can become pinned while it is moving. A unit can also become pinned by defensive fire just prior to an assault. Because of this, pins can take some steam out of your attacks.

Strength. The strength of a unit represents the overall combat state of that unit. It is a mixture of unit morale, size, and available manpower. As a unit's strength drops, so does its combat effectiveness. Its firepower will have less punch, and it will be less effective in winning

assaults. Finally, when strength gets too low, the unit loses cohesiveness and is eliminated.

Victory. Victory comes in a mixture of boldness and caution. The first thing you should do is try to control the situation. By that, I mean you should get your forces in a position to hit the enemy where you need to and can protect your units that are showing signs of weakness. Some scenarios are more easily controlled than others. In Hue, for example, you initially have relatively good control. You can take the initiative early and control the direction of the battle with a combination of maneuver and firepower. But in a scenario like Suoi Cat, you are initially at the mercy of the ambush. Just about any movement of the ambushed troops is risky in the early goings. You will need the support of the relief columns to wrest the initiative from the enemy units.

Initiative is an elusive concept. There seems to be no clear-cut edge where one side loses it and the other gains it. When you have it, you are approaching the enemy positions on your terms. When you don't, you are reacting to the enemy on their terms. It is best to seek initiative in your favor. Often, this involves concentrating your firepower on the enemy units that are the most threatening. Since the strength of a unit is directly related to the effect its firepower has, "chipping away" at a number of units can, at times, have a greater effect than pounding a few units into submission. What it boils down to it is that the situation dictates where to fire.

The bottom line is not to lose any units. This, of course, is not always possible. However, there are some precautions that can be taken. One is to keep an eye on the strength of your units. When a unit's strength looks low, it is advisable to pull that unit out of action for a turn or two, dig it in if you can, and let it recover some. Moving a unit to a position where it is no longer under fire is the most critical. A unit constantly harrassed by enemy fire will not recover lost strength.

This strategy leads one to appreciate a bounding type of offensive where some units are in the front line while others are slightly back, recovering. This concept works well when it can be enacted. It involves bringing fresh troops to the hot spots and backing off the units that are already there for a short rest.

DEDICATION

This game is dedicated to those for whom
the Vietnam conflict was no game.

CREDITS

Game Design and Programming
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Jeff Johnson

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**Dave McNaul, Mitch Phillips, Arlon Harris,
Mike Bellante, Gordon Larsen, James Carlson,
Chris Many, and Brad Fiske**

In-house Playtester
Eric Nickelson

Customized Disk Operating System (Apple Version)
Roland Gustafsson

Art and Graphic Design
**Louis Hsu Saekow, Dave Boudreau,
Kathryn Lee and Ben Willemsen**

Typesetting
Abra Type

Printing
A&a Printers and Lithographers

QUICK REFERENCE CHART

OBSERVATION PHASE

Joystick = Moves cursor and scrolls map when cursor is at screen edge. Friendly units within cursor will be identified.

Joystick Trigger = Orders to dig in or get combat ready.

START Key = Ends Observation Phase and initiates Fire Phase 1.

ARTILLERY PLOT PHASE

Joystick = Moves cursor and scrolls map.

Joystick Trigger = Plots the square under the cursor as the target square.

START Key = Exits the Artillery Plot Phase.

FIRE PHASE 1 & 2

Joystick = Moves cursor and scrolls map. Friendly units within cursor will be identified.

Joystick Trigger = Initiates a unit to commence firing and indicates target for that unit.

START Key = Ends fire phase.

MOVEMENT PHASE

Joystick = Moves cursor and scrolls screen. Moves units that are "picked up". Friendly units within cursor will be identified.

Joystick Trigger = Initiates the "picking up" of a unit to move it and "putting down" a moving unit.

START Key = Ends Movement Phase and commences Enemy Fire Phase 1.

Other Options = Infantry, MG's, mortars, and recoilless rifles may be loaded or unloaded from transports by moving the unit onto an empty transport. Unloading transported units may be accomplished by "picking up" the transport and holding the fire button. Then, moving the stick in any direction will unload the transported units. Alternatively, the SELECT key may be used to unload a "picked up" transport. Assaults may be initiated by moving onto an enemy unit.

ENEMY FIRE PHASES 1 & 2

Joystick = Scrolls the map.

Other Options = Friendly units attacked will be identified in the message area along with an indication of whether or not that unit was hit.

ENEMY MOVEMENT

Joystick = Scrolls the map.

ARTILLERY FALL PHASE

Joystick = Scrolls the map.

FUNCTION KEY EQUIVALENTS

ATARI	COMMODORE	APPLE
OPTION	F3	1
SELECT	F5	2
START	F7	3



STRATEGIC SIMULATIONS, INC.

If you have any questions or problems regarding the program or game, please send a self-addressed, stamped envelope with your question to: *STRATEGIC SIMULATIONS, INC., 883 Stierlin Road, Building A-200, Mountain View, CA 94043-1983.*

Or call our Hotline Number: *(415) 964-1200* every weekday, 9 to 5 (P.S.T.).