

Russia

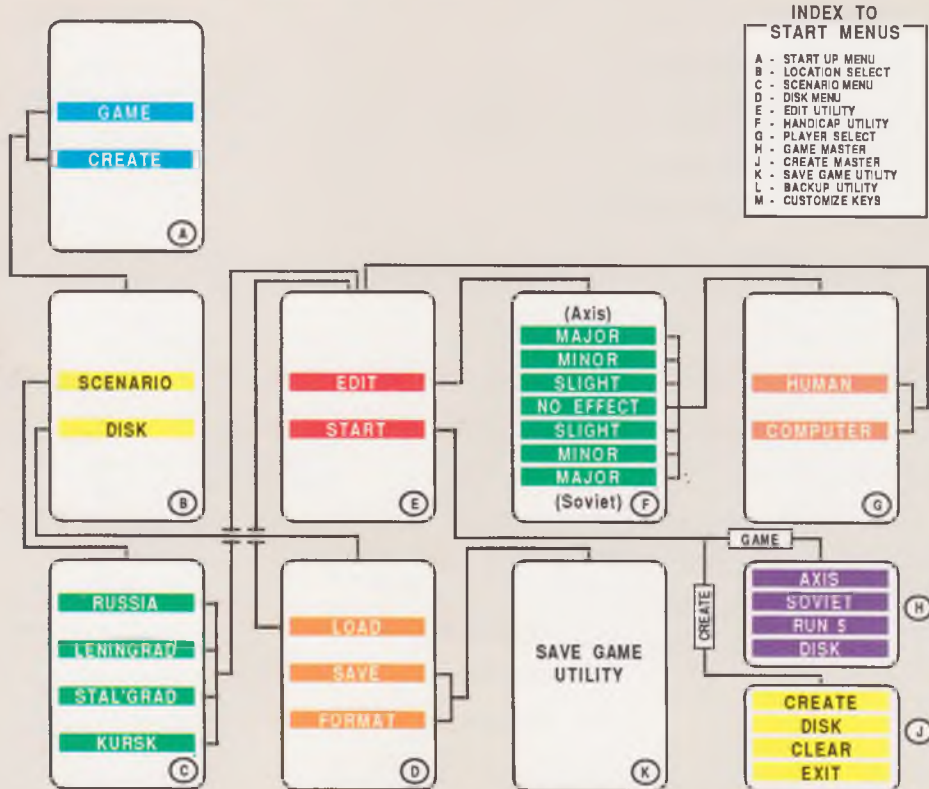
The Great War in the East 1941-1945

KEY SUMMARY

To choose from a menu, use the arrow keys to position the cursor over the chosen selection and then type (RET). To go back to the previous menu, type (f1).

Copyright 1987 Strategic Studies Group Pty Limited. All Rights Reserved

START MENUS (C-64/C-128)



STARTING THE GAME

FEATURES OF THE C-64 VERSION

Place the **Russia** disk into the disk drive. Close the disk drive and turn on the monitor, disk drive and computer.

Type in the following instructions.

LOAD "RUS", 8 (RET)

RUN (RET)

Note that (RET) means to hit the RETURN key.

Menu A (the Start Up Menu) will appear on the screen after a short delay. Please see the Player's Manual for what to do next.

1. The left/right and up/down arrow keys referred to in the Player's Manual are replaced by the cursor arrow keys on the C-64. For example, to move the cursor upwards, hold down the (SHIFT) key while tapping the up/down cursor key. To move the cursor downwards, just tap the up/down cursor key.

2. When editing the design routines you must hold down the (SHIFT) key should you wish to use lower case text.

RUSSIA

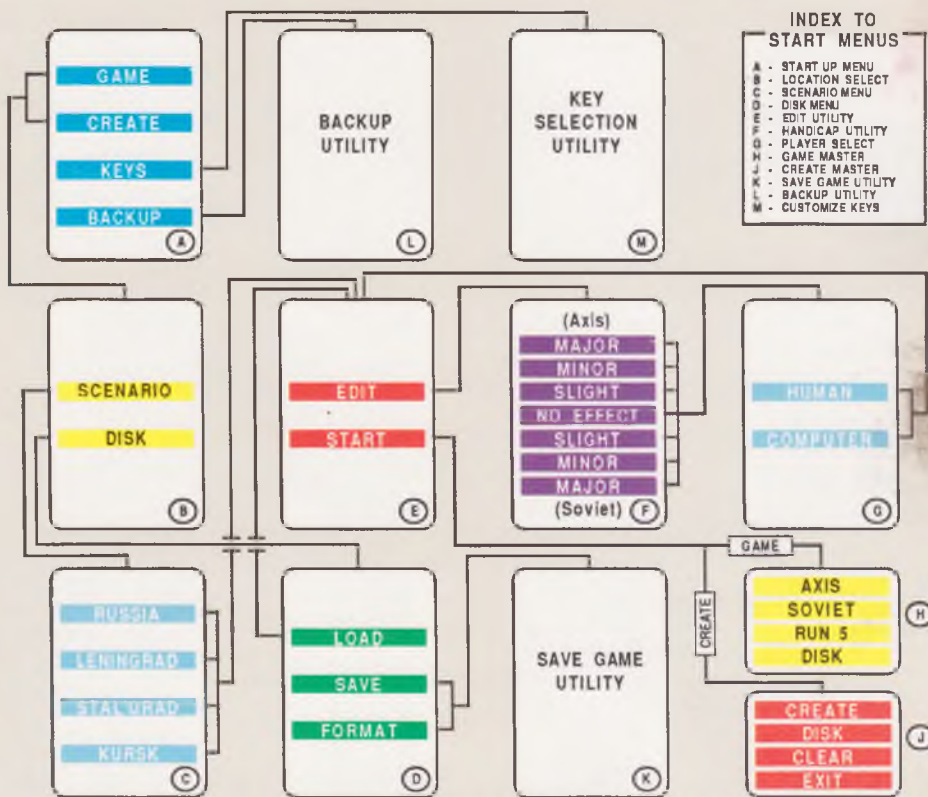
The Great War in the East 1941-1945

KEY SUMMARY

To choose from a menu, use the arrow keys to position the cursor over the chosen selection and then type (RET). To go back to the previous menu, type (ESC).

Copyright 1987 Strategic Studies Group Pty Limited. All Rights Reserved

START MENUS (APPLE II FAMILY)



STARTING THE GAME

Place the *Russia* disk into your disk drive. Be sure the Master side is facing up. Close your disk drive and turn on your computer. Menu A (Start Up Menu) will appear on your screen.

SYSTEM SET UP

The Master disk is configured for Apple IIc's and IIe's with one disk drive and no printer. If this description fits your system, please skip this section. To change the set up use the arrow keys to locate the <KEYS> line and type (RET) to select Menu M (Customize Keyboard). Locate the <EDIT> line with the arrow keys and type (RET) to enter the keyboard display.

(a) **The Arrow Keys.** Apple II+ owners will have to select keys to substitute for the (UP) and (DOWN) arrow keys. We suggest the (I) and (J) keys. This substitution is made by typing (I)(RET)(RET)(J).

(b) **The Data Drives.** If you have two drives, position the cursor on the <Data Drive> line and type (2). This will instruct the computer to look at the second disk drive for scenario, save game and backup disks.

(c) **The Print Slot and Dump Code.** Cntl(P) will activate a high resolution screen dump routine reproducing the current screen image onto an attached printer. Enter the slot # of your printer. The words

<Enter dump code now> will appear and you should enter the appropriate dump code for your printer. Type (RET) when you have finished entering the code. An incorrect entry may cause the program to hang so please check that you know the correct dump code for your printer. (See your printer manual or ask at a computer store). Apple IIc owners should note that their machine does not have this facility.

Type (ESC) to go back to Menu M. Use the arrow keys to locate the <SAVE> line and type (RET). The set up information is saved to your Master disk. Type (ESC) again to return to Menu A.

BACKING-UP YOUR DISKS

The Master disk may be backed up once. Use the arrow keys to locate the <BACKUP> from Menu A and type (RET) to obtain Menu B (the Backup Menu). Locate the <MASTER> line and type (RET). Follow the instructions given on the screen until the duplication is complete and Menu A is recovered. The Scenario disk, on the reverse side of the Master disk, may be backed up any number of times. At least one backup of the Scenario disk is essential if you wish to make use of the two disk drive option. Save game disks can always be backed up.

As an additional precaution we suggest you *write-protect* your disks once your backups have been made.

Russia

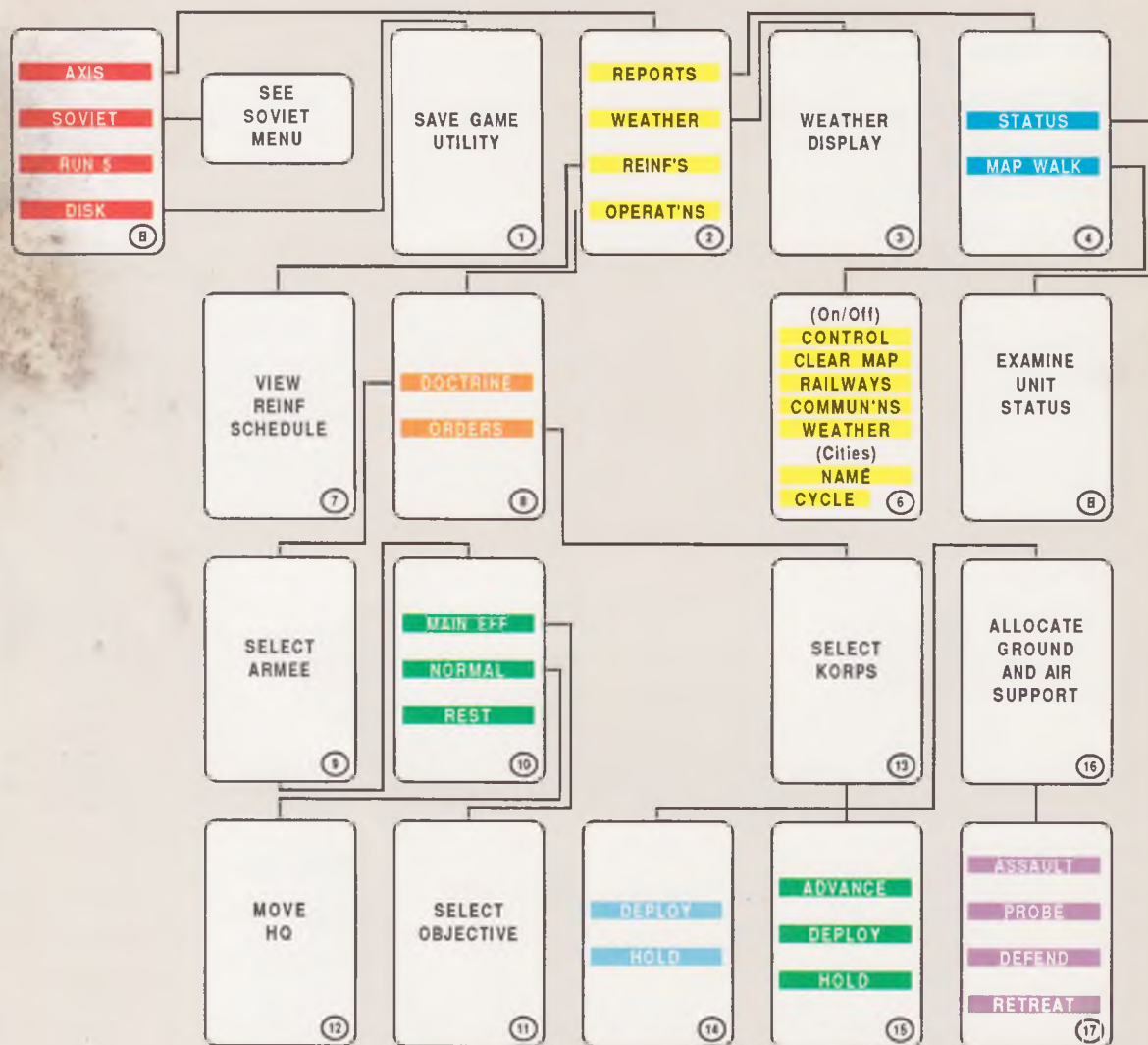
The Great War in the East 1941-1945

AXIS SCENARIO MENUS

KEY SUMMARY

To choose from a menu, use the arrow keys to position the cursor over the chosen selection and then type (RET). To go back to the previous menu, type (ESC/1).

Copyright 1987 Strategic Studies Group Pty Limited. All Rights Reserved



INDEX TO AXIS SCENARIO MENUS

- | | |
|---------------------------|-----------------------|
| H - GAME MASTER | 9 - SELECT ARMEE |
| 1 - SAVE GAME UTILITY | 10 - ARMEE DOCTRINE |
| 2 - OPERATIONS MASTER | 11 - SELECT OBJECTIVE |
| 3 - WEATHER DISPLAY | 12 - MOVE HQ |
| 4 - GENERAL REPORTS | 13 - SELECT KORPS |
| 5 - UNIT STATUS | 14 - DEPLOY ORDERS |
| 6 - MAP WALK | 15 - ADVANCE ORDERS |
| 7 - REINF'S SCHEDULE | 16 - ALLOCATE SUPPORT |
| 8 - ARMY GROUP OPERATIONS | 17 - CONTACT ORDERS |

AXIS CAMPAIGN MENUS

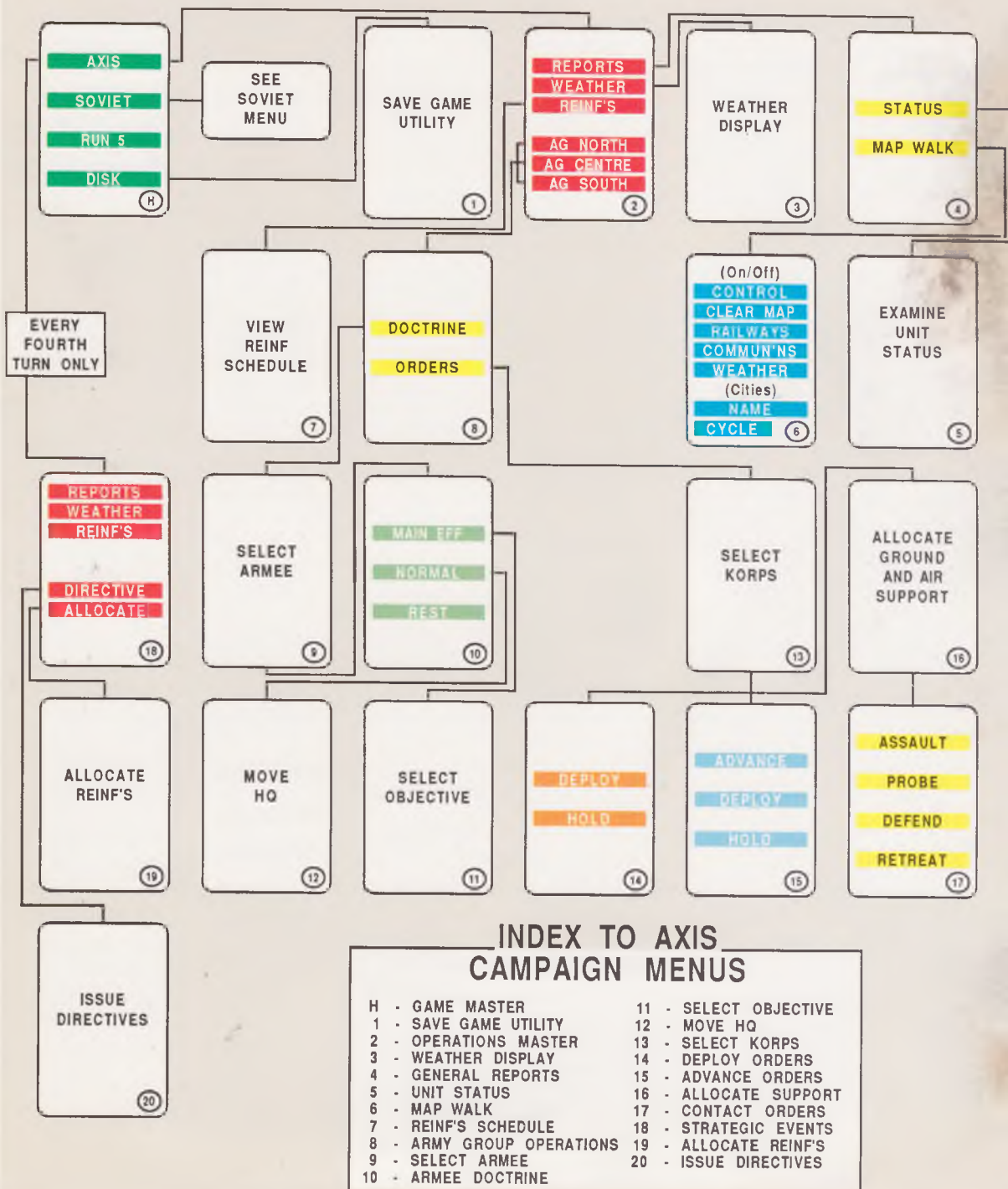
RUSSIA

The Great War in the East 1941-1945

KEY SUMMARY

To choose from a menu, use the arrow keys to position the cursor over the chosen selection and then type (RET). To go back to the previous menu, type (ESC/f1).

Copyright 1987 Strategic Studies Group Pty Limited. All Rights Reserved



INDEX TO AXIS CAMPAIGN MENUS

- | | |
|---------------------------|-----------------------|
| H - GAME MASTER | 11 - SELECT OBJECTIVE |
| 1 - SAVE GAME UTILITY | 12 - MOVE HQ |
| 2 - OPERATIONS MASTER | 13 - SELECT KORPS |
| 3 - WEATHER DISPLAY | 14 - DEPLOY ORDERS |
| 4 - GENERAL REPORTS | 15 - ADVANCE ORDERS |
| 5 - UNIT STATUS | 16 - ALLOCATE SUPPORT |
| 6 - MAP WALK | 17 - CONTACT ORDERS |
| 7 - REINF'S SCHEDULE | 18 - STRATEGIC EVENTS |
| 8 - ARMY GROUP OPERATIONS | 19 - ALLOCATE REINF'S |
| 9 - SELECT ARMEE | 20 - ISSUE DIRECTIVES |
| 10 - ARMEE DOCTRINE | |

SOVIET CAMPAIGN MENUS

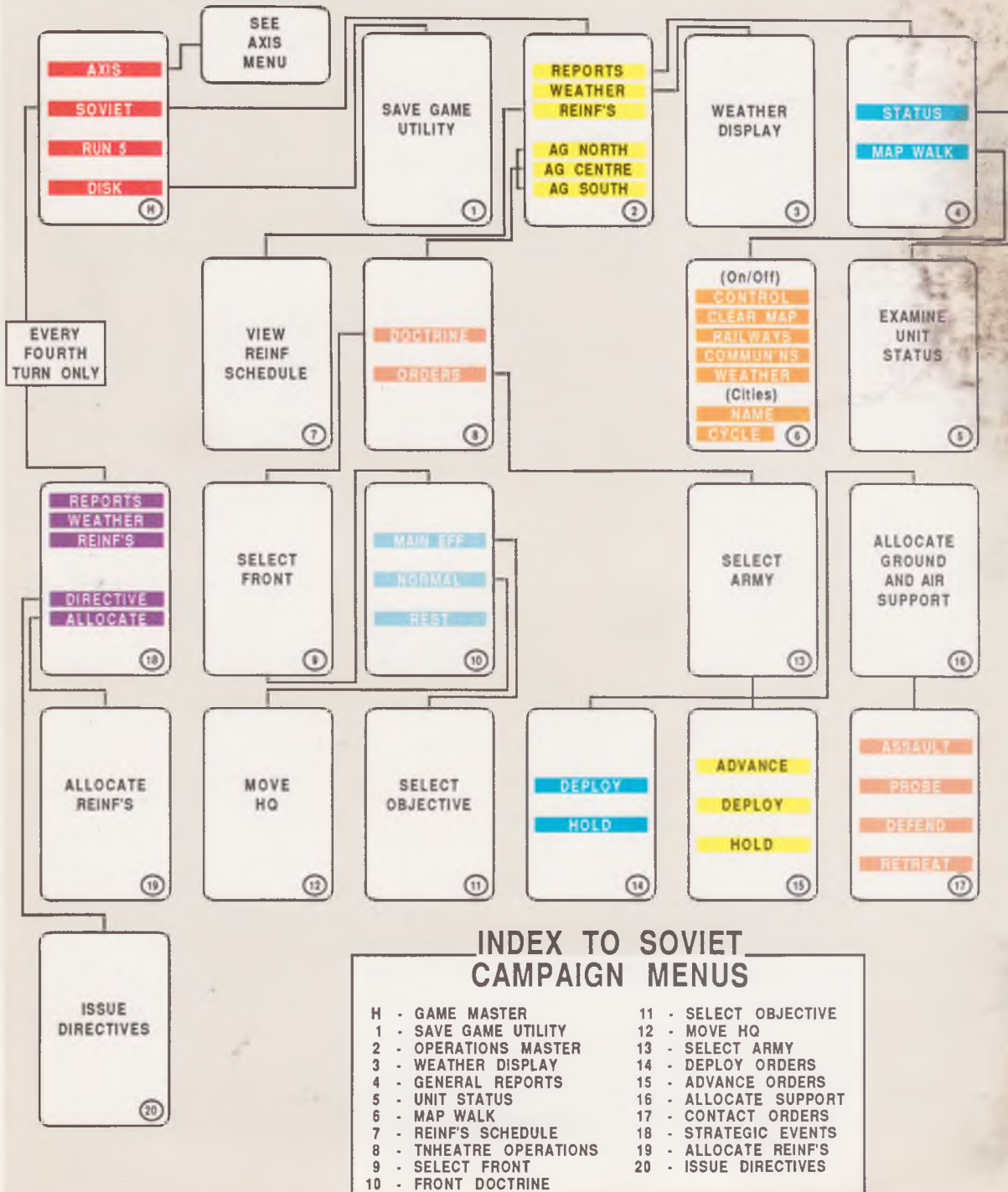
RUSSIA

The Great War in the East 1941-1945

KEY SUMMARY

To choose from a menu, use the arrow keys to position the cursor over the chosen selection and then type (RET). To go back to the previous menu, type (ESC/f1).

Copyright 1987 Strategic Studies Group Pty Limited. All Rights Reserved



SOVIET SCENARIO MENUS

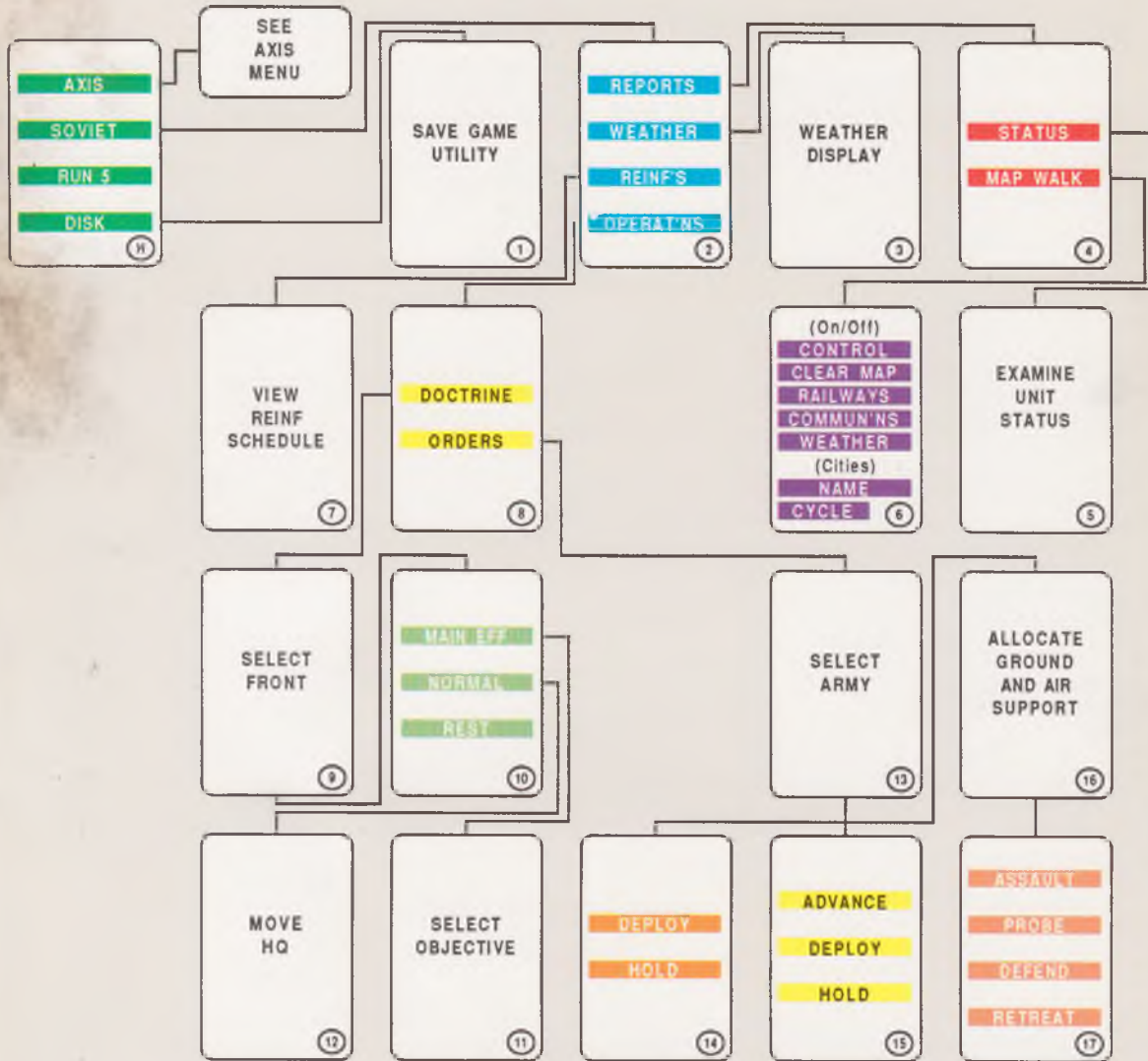
RUSSIA

The Great War in the East 1941-1945

KEY SUMMARY

To choose from a menu, use the arrow keys to position the cursor over the chosen selection and then type (RET). To go back to the previous menu, type (ESC/f1).

Copyright 1987 Strategic Studies Group Pty Limited. All Rights Reserved



INDEX TO SOVIET SCENARIO MENUS

- | | |
|------------------------|-----------------------|
| H - GAME MASTER | 9 - SELECT FRONT |
| 1 - SAVE GAME UTILITY | 10 - FRONT DOCTRINE |
| 2 - OPERATIONS MASTER | 11 - SELECT OBJECTIVE |
| 3 - WEATHER DISPLAY | 12 - MOVE HQ |
| 4 - GENERAL REPORTS | 13 - SELECT ARMY |
| 5 - UNIT STATUS | 14 - DEPLOY ORDERS |
| 6 - MAP WALK | 15 - ADVANCE ORDERS |
| 7 - REINF'S SCHEDULE | 16 - ALLOCATE SUPPORT |
| 8 - THEATRE OPERATIONS | 17 - CONTACT ORDERS |

RUSSIA

The Great War in the East 1941-1945

KEY SUMMARY

To choose from a menu, use the arrow keys to position the cursor over the chosen selection and then type (RET). To go back to the previous menu, type (ESC/11).

Copyright 1987 Strategic Studies Group Pty Limited. All Rights Reserved

DESIGN MENUS



INDEX TO DESIGN MENUS

- | | |
|-----------------------|----------------------------|
| J - CREATE MASTER | 11 - DIVISION TYPE |
| 1 - CLEAR DATA BASE | 12 - SELECT SUPPLY RANGE |
| 2 - DISK MENU | 13 - CREATE CITY |
| 3 - SAVE GAME UTILITY | 14 - CREATE REGION |
| 4 - CREATE SELECT | 15 - BRIEFING SELECT |
| 5 - MAP SELECT | 16 - SCENARIO DETAILS |
| 6 - MAP SIZE | 17 - LENGTH DETAILS |
| 7 - CREATE MAP | 18 - AXIS DETAILS |
| 8 - UNIT SELECT | 19 - SOVIET DETAILS |
| 9 - FORMATION SELECT | 20 - REINF'S SELECT |
| 10 - CREATE FORMATION | 21 - CREATE REINFORCEMENTS |

RUSSIA

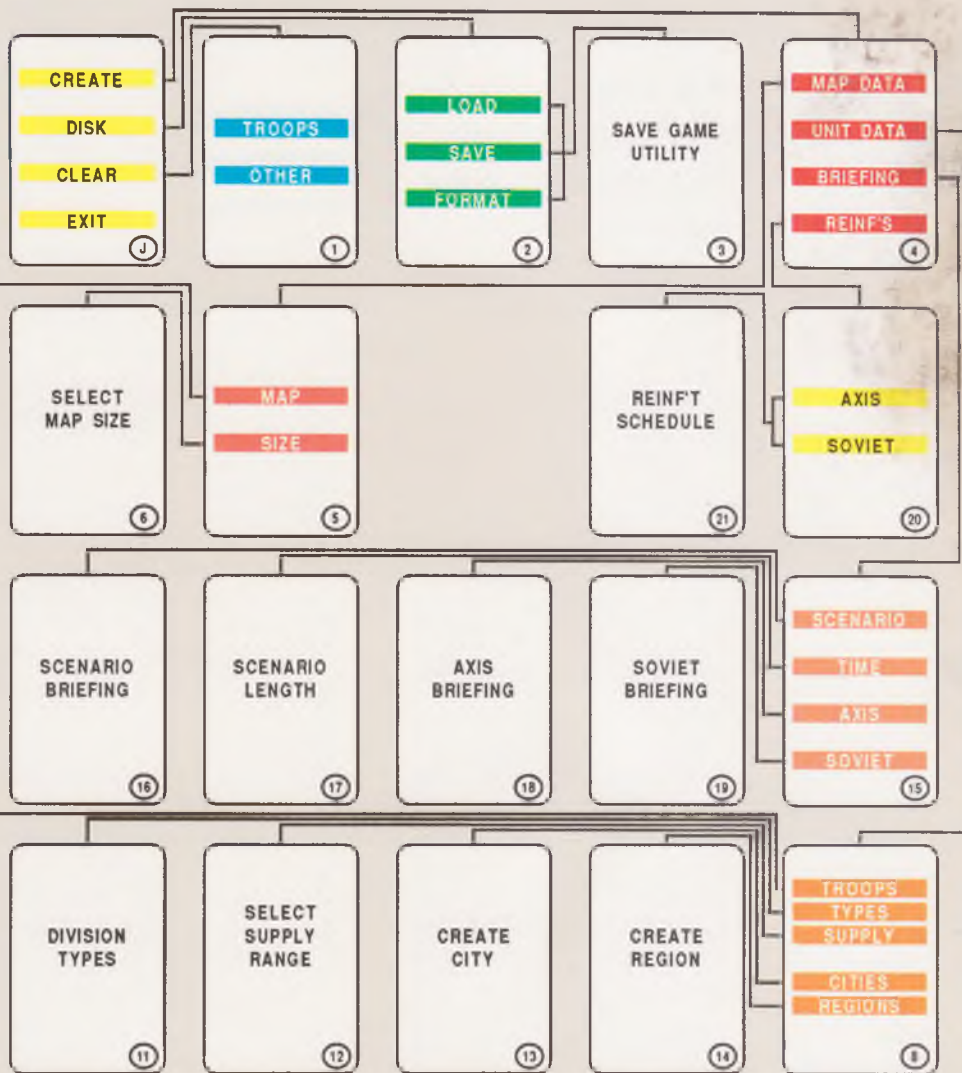
The Great War in the East 1941-1945

KEY SUMMARY

To choose from a menu, use the arrow keys to position the cursor over the chosen selection and then type (RET). To go back to the previous menu, type (ESC/f1).

Copyright 1987 Strategic Studies Group Pty Limited. All Rights Reserved

DESIGN MENUS



INDEX TO DESIGN MENUS

- | | |
|-----------------------|----------------------------|
| J - CREATE MASTER | 11 - DIVISION TYPE |
| 1 - CLEAR DATA BASE | 12 - SELECT SUPPLY RANGE |
| 2 - DISK MENU | 13 - CREATE CITY |
| 3 - SAVE GAME UTILITY | 14 - CREATE REGION |
| 4 - CREATE SELECT | 15 - BRIEFING SELECT |
| 5 - MAP SELECT | 16 - SCENARIO DETAILS |
| 6 - MAP SIZE | 17 - LENGTH DETAILS |
| 7 - CREATE MAP | 18 - AXIS DETAILS |
| 8 - UNIT SELECT | 19 - SOVIET DETAILS |
| 9 - FORMATION SELECT | 20 - REINF'S SELECT |
| 10 - CREATE FORMATION | 21 - CREATE REINFORCEMENTS |