

# THEATRE EUROPE

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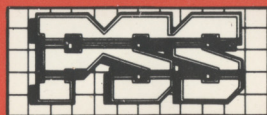
Also available in the PSS Wargamers series – Battle for Midway.

Available for CBM64, Amstrad, MSX, Atari.

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Whilst the producers of Theatre Europe have taken every care in researching this program to ensure the accuracy of details, we must stress that the events depicted in this conflict simulation are entirely fictitious – They must never be allowed to happen, the danger is that they might!



THE ULTIMATE CONFLICT SIMULATION

# THEATRE EUROPE

## TELETEXT MESSAGE:

MASSIVE US INTERVENTION IN SYRIA.....

BONN DECLARES DESIRE FOR

REUNIFICATION OF TWO GERMANYS.....

NATO BUILD UP IN WEST GERMANY.....

RUSSIAN TANKS CROSS WEST GERMAN

BORDER.....THEATRE EUROPE

# WARGAMERS SERIES

## 1. INTRODUCTION

Many Computer Games of the "ARCADE" variety can be played by simply loading the Program and holding the joystick. Any rules etc. can be picked up as you go along. This is NOT a game of this type. Do not take this to mean that this is a game of vast complexity, it is not that either. But you will learn and enjoy far quicker if you follow this Manual. You must at least read 1 to 15 to understand the background.

This game covers the first 30 days of the next war in Europe. You can choose to be the commander of N.A.T.O. or the Warsaw Pact. In your control are air and ground units. These are backed up by your ability to use nuclear/chemical attacks.

As the Warsaw Pact commander your task is to stop any invasion of Europe by a powerful invasion force, possibly started by the Warsaw Pact, and to bring it back over West Germany.

As the N.A.T.O. commander your task is to stop any Russian invasion of Europe, and to bring it back over West Germany.

TO LOAD ACTION SCREENS

THIS PROGRAM IS DEDICATED TO THE  
PEOPLE OF THE WORLD IN THE HOPE  
THAT THE GAME IS NEVER PLAYED FOR REAL.

ALAN and FRIENDS, MARCH 1985

BASIC TACTICS (How to Play) (also for reference)  
TO SAVE/LOAD or QUIT GAME

THE ADVANCED GAME  
UNIT LIST

BIBLIOGRAPHY  
When the program is loaded the screen will display a message and you will see the Warsaw Pact will be seen. Press 'P' to PLAY.

The screen will now show PRESS '1' 2 OR 3 TO SELECT GAME LEVEL. Press '1'.

You will now be asked PRESS 'A' FOR ACTION SCREENS PRESS 'N' FOR NONE. Press 'A'.

On the next screen Press 'P' to PLAY.

## 4. MAP MODE

The screen will clear and a map of Europe will be displayed. At the top of the screen is a line of black text on a yellow background. This line is the UNIT LINE and is used to display unit messages, information etc. The line now reads N.A.T.O. MOVEMENT PHASE. This tells us that the Phase (Part) of the game has started, and allows N.A.T.O. units to move.

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### 1. INTRODUCTION

Many Computer Games of the 'ARCADE' variety can be played by simply loading the Program and getting hold of the Joystick. Any rules etc. can be picked up as you go along. This is NOT a game of this type. Do not take this to mean that this is a game of vast complexity, it is not that either. However it is a game you will learn and enjoy far quicker if you follow this Manual. You must at least read Sections 1 to 16 to understand the basic game.

This game covers the first 30 days of the next war in Europe. You can choose to be the supreme commander of N.A.T.O. or the Warsaw Pact. In your control are air and ground units. These are backed up by your ability to make strategic nuclear/chemical attacks.

As the Warsaw Pact commander your task is to break the N.A.T.O. alliance, which you see as a powerful invasion force, poised on your border. You will achieve your aims by taking over West Germany.

As the N.A.T.O. commander your task is to stop any further Russian invasion of Europe. You will achieve this by preventing the occupation of West Germany.

### 2. TO LOAD

Ensure the tape is fully rewound.

Plug your joystick into Port 2.

Press SHIFT and RUN STOP together.

The message on the screen will say: PRESS PLAY on your cassette player.

The screen will go blank for 15 seconds and then display the message:

'Searching/Found'

After a few seconds the screen will go blank again and the tape will restart. Loading takes a few minutes.

### 3. GETTING STARTED.

When the program is loaded the message PRESS 'N' FOR N.A.T.O. PRESS 'W' FOR WARSAW PACT will be seen. PRESS 'N'.

The screen will now show PRESS '1, 2, OR 3' TO SELECT GAME LEVEL. Press '1'.

You will now be asked PRESS 'A' FOR ACTION SCREENS. PRESS 'N' FOR NONE. Press 'A'.

On the next screen Press 'P' to PLAY.

### 4. MAP MODE.

The screen will clear and a map of Europe will be displayed. At the top of the screen is a line of black text on a yellow background. This line is the TEXT LINE and is used to display game messages, information etc. The line now reads N.A.T.O. MOVEMENT PHASE. This tells us that the Phase (Part) of the game turn we are in, allows N.A.T.O. units to move.

Below this line is a box with DEFCON 5 printed in it. This shows us how close we are to making a major nuclear attack. DEFCON 1 would mean we are making it! The DAY box indicates which day of the war we are in.

On SWEDEN you will see a WHITE SQUARE, this is called the COM BOX. (If you do not know where Sweden is, see enclosed Map/Poster.) The COM BOX is used to order moves, attacks etc.

By moving the joystick the COM BOX can be moved around the Map. The large white square near the top left of the screen is the REPORT BOX. This tells you what the COM BOX is positioned over and gives a report on any units strength. (Units on the Map are Armies or Corps). As a guide here is a list of symbols used on the screen Map.

| SYMBOL | COLOUR  | DESCRIPTION        |
|--------|---------|--------------------|
| Blank  | Black   | Land               |
| Blank  | Cyan    | Sea/Lake           |
| Shaded | Brown   | Mountains          |
| Line   | Grey    | Border             |
| Cross  | Various | Capital City       |
| Circle | Blue    | N.A.T.O. Corps     |
| Circle | Red     | Warsaw Pact Army   |
| Circle | Yellow  | Neutral Army/Corps |

## 5. To MOVE a UNIT.

Place the COM BOX over a N.A.T.O. Unit (Blue Circle) and press the joystick fire button. The COM BOX will turn GREEN, showing that the Unit is ready for a move. This shows how far the Unit is capable of moving. When the COM BOX is over where you wish the Unit to go, press the fire button. The COM BOX will turn WHITE and the Unit will move. The Unit will have a black dot in it's centre. This is to remind you that the Unit has moved this turn. A Unit cannot move twice in one turn. Neither can it move into the sea or on top of another Unit. There are exceptions to this which are dealt with in the Advanced Game. Movement through Mountain areas is slower than normal. On the turn following a move into Mountains, the Unit will start the Movement Phase already dotted. It will not be able to move until the following turn. Within the limits mentioned above.

To leave the MOVEMENT PHASE Press the SPACE BAR.

## 6. To MAKE an ATTACK.

The TEXT LINE will now read N.A.T.O. ATTACK PHASE. All the dots on the Units caused by movement will be cleared. To make an Attack place the COM BOX over your Unit and press the fire button. The COM BOX will turn GREEN to show the Unit is ready for an Attack order. The movement of the COM BOX will again be limited to show the Attack

range. Position the COM BOX over the Unit you wish to attack and press the fire button. Your Unit and the Unit you are attacking will both be marked with a dot. Each Unit can only make one attack per game turn. You cannot attack your own Units. (much as you may feel like it!). You can attack an enemy with more than one of your own. Once again within the above limits you can make as many or as few attacks as you like.

To leave the Attack Phase press the Space Bar.

## 7. ACTION SCREENS.

If you selected ACTION SCREENS by pressing 'A' at the start of the start of the game the following will apply. If you did not, read the MAP ATTACKS section. The TEXT LINE will ask you to SELECT BATTLE. To do this place the COM BOX over one of your Attacking Units (dotted) and press the fire button. If you do not wish to see the battle, or are not making any Attacks this turn, press the Space Bar for the MAP ATTACKS.

The screen will clear and show you a view of the Attack. Your forces will be shown moving towards the horizon. The enemy will be located near the horizon and may or may not be visible. Your task is to assist the attack by destroying enemy forces with your missiles. To launch a missile press the fire button. Guide the missile to its target by keeping the aiming sight (white square) on the target. Any aircraft are normally hostile and may be fired at as well. Depending upon how many of the enemy you destroy, you receive a bonus (or penalty), which is applied to all your attacks this turn. Try to make each missile count. Throwing them about like confetti will lead to problems as you will note in the BASIC TACTICS Section. The Action Screen will end after a time and you will see the Map Attacks.

## MAP ATTACKS.

The screen will display the normal Map Mode, all Units involved in battles will flicker. Any unit that is destroyed will be removed from the Map. Some Units may be forced to retreat at this stage.

## 8. To REBUILD UNITS.

The TEXT LINE will read N.A.T.O. REBUILD PHASE ARM. 1 and all your Units will change to numbers. Place the COM BOX over a Unit (number) and the REPORT BOX ARM. line will show the same value as the Map. This is because all your Units are now showing their ARM values (Combat Strengths). In this Phase you may add any ARM reinforcements you receive to any Unit. The number of Arm reinforcements for this turn is shown on the TEXT LINE. In this case 1. Position the ARM. value of that Unit will increase and the TEXT LINE will now read ARM. 0. The COM BOX will turn from YELLOW to WHITE. This is to show that no more ARM points are available this turn. Press the Space Bar and move on to the AIR Rebuild stage.

The above is repeated to assign AIR points to your Units. Press the Space Bar and go on to the SUP. (Supply) Rebuild stage. On the left of the MAP/POSTER is the N.A.T.O. REINFORCEMENT SCHEDULE. This shows the amount of Rebuilds and on what Day they

will arrive. Note AIR Rebuilds for Units are listed under TAC AIR. The Units listed under AIR are for the Airforce only. Rebuilds cannot be 'saved up' and are lost if not used on the turn they arrive. No Unit can have an ARM, AIR or SUP. value higher than 9.

Press the Space Bar for the next Phase.

## 9. AIR PHASE.

This Phase is used to control your Airforce. Air Units can be assigned to various MISSIONS AND MOVED INTO AND OUT OF RESERVE. All AIR Reinforcements are automatically added to the RESERVE on the day they arrive. AIR Units can be 'saved up' in RESERVE and will not be lost if left in RESERVE. The AIR RESERVE is shown at the top right of the screen. The main display shows the Air Missions you can perform and under AIR POWER the number of AIR Units on this mission.

By moving the joystick, the Text Pointer (FROM RESERVE) can be set at various MISSIONS. If the fire button is pressed an AIR Unit will move From Reserve to the Mission. After you have assigned the AIR Units Press the Space Bar. The Text Pointer will change to read TO RESERVE. If it is now placed next to an AIR MISSION and the fire button pressed, an AIR Unit will move from the MISSION TO the RESERVE. Notice that we cannot move units from one Air Mission to another in the same Air Phase. The Units must always pass through the RESERVE and take two turns to change MISSIONS. Management of your AIR RESERVE is an important factor in playing the game well.

The colours of the numbers of AIR Units assigned to a MISSION give you information about the enemy's Airforce. If your number is coloured green then you have more AIR Units assigned to that MISSION than him. If the colour is yellow the numbers are equal. Red shows that he has more AIR Units on that mission than you. Note this is only true on LEVEL 1.

See advanced game for other LEVELS.

There are only four AIR MISSIONS that you need to understand on game LEVEL 1.

A brief outline of each follows:

### AIR SUPERIORITY

AIR Units on this Mission seek to gain control of the air over the battlefield (Europe). They achieve this by patrolling and attacking enemy aircraft in the air. Air Superiority is a very mission as it affects all other missions. If the enemy is winning the battle for Air Superiority you will take greater losses flying other missions. If you are in the lead he will take greater losses.

### COUNTER AIR

These AIR Units attack enemy airfields, seeking to destroy the enemy airforce by knocking out his bases rather than fight him in the air. This mission will help you in the battle for Air Superiority.

### INTERDICTION

This Air Mission attacks the enemy supply and movement network ie; roads, bridges, tunnels etc. The effect of the mission is to delay the arrival of enemy Reinforcements.

## RECONNAISSANCE

You will have noticed that positioning the COM BOX over an enemy unit on any MAP MODE screen will give a report on the unit in the REPORT BOX. This report gave the units name and ARM LEVEL. The more AIR Units assigned to Reconnaissance, the more detailed this report will be. These AIR Units will take losses (as will all others) so if the reports on enemy units start to get less detailed you will know the reason.

## 10. SPECIAL MISSIONS.

This phase can be skipped by pressing 'N' (MAINTAIN PRESENT STATUS) this calls for no special missions. The Level 1 game can be played without using any Special Missions.

### STRATEGIC CHEMICAL LAUNCH

This Mission will launch an attack using missiles equipped with Chemical warheads (GAS). The target will be an enemy supply city. This Mission carries the risk of an enemy Nuclear response.

### STRATEGIC NUCLEAR LAUNCH

When this mission is called (by pressing 'f1') you will be asked for the NUCLEAR AUTHORISATION CODE. If the correct CODE is entered you will be given access to the Nuclear Fire Missions. An incorrect CODE will cause you to miss this phase. The CODE only has to be entered once in any game, access is automatic after this has been done. In the Nuclear Fire Mission phase the control arrow is moved by the joystick. To fire a particular mission, position the arrow next to the mission and press the fire button. A brief guide to the missions follow:

**STANDBY:** This fires no mission and is the normal setting.

**STRATEGIC LAUNCH:** This allows you, by means of the RADAR SCREEN to make a Nuclear Strike on any one target.

**FIRE-PLAN WARM PUPPY:** This will fire the majority of your missiles at various targets. The enemy reaction to this will be extreme (you have been warned!).

On Level 1 ignore all references to the REFLEX SYSTEM and do NOT switch it on. Only ONE Mission can be called each turn. To leave this phase press the Space Bar.

## 11. RADAR SCREEN.

This screen is used to show missile attacks made by either side. If you have selected a SINGLE STRATEGIC LAUNCH the Nuclear Targetting Cursor will be on screen. Position the Cursor over a target and press the fire button. You cannot make Strategic Attacks against a friendly or Neutral City/Unit.

If the enemy launches an attack against you the following will apply: The enemy missiles will be 'boxed' by a Tracking Cursor and the I.P. Cursor will appear on screen. This is the Impact Predictor and will move to the Predicted Impact Point of the enemy missiles. (Their Target). The REPORT BOX will name the target.

If the enemy launches a FIRE PLAN attack the I.P. and Tracking Cursors will not appear.

## 12. OPPONENTS (Computer) TURN.

The computer will now perform all the Phases you have just completed. You will see his Movement and Attack Phases. In the ATTACK PHASE if you have selected ACTION SCREENS YOU MUST DO THE FOLLOWING. Place the COM BOX over one of your Units that is being attacked and press the fire button.

In the Action Screen this time you are the Defender and any tanks etc., moving towards you will be the enemy. Your aim is to stop the attack by destroying enemy units. The position of the enemy is the only difference between the Action Screen and the previous one. All other points mentioned in 7. ACTION SCREENS apply.

If the computer fires any Special Missions it will make them out of sequence. They will be made at the start of its turn. So it is possible that you may fire a Special Mission and see it on the RADAR SCREEN, and then the computer will fire a Special Mission. This means that the computers turn will start with the RADAR SCREEN showing the computers Special Mission.

## 13. BASIC TACTICS (How to play).

On Level 1 it is better to fire no Special Missions. Any advantages you receive will be offset by the triggering of nuclear responses by the computer. As the N.A.T.O. player your Task is to DEFEND West Germany, this does not mean you should set out to capture Moscow!

Making Attacks with Units is a costly way of stopping the WARSAW PACT. A careful Defence will gradually grind down his attacking Units. (Maybe!).

Do not allow a Units ARM. value to become 0 as the Unit will be destroyed if it is attacked. This will mean the loss of any AIR./SUP. the Unit had.

On the ACTION SCREENS firing a constant stream of missiles may get you a good Attack/Defence Bonus, but the SUP. values of your Units will fall at an alarming rate. Be warned.

In the Air try to win the battle for Air Superiority, but do not let your Reconnaissance Level drop to 0.

## 14. To SAVE/LOAD or QUIT GAME.

At the start of your MOVEMENT PHASE you may QUIT the game by pressing the 'f1' key (Right side of keyboard). You can now RESTART the game by pressing 'R' or press 'S' to SAVE the game.

Put a blank cassette tape in your cassette player, then press 'C'. If you wish to save more

than one game on the cassette tape make a note of the tape counter reading. Now press Record and Play. The screen will go blank until the saving is complete.

To load a previously Saved game you must first load the game as normal. Press '1' for the level and Speed. Now press 'B' to Load the Saved game. Put the saved game tape in your cassette player. Make sure it is rewound to the start of the saved game. Now press 'C' and then press Play on the cassette player. The saved game will load and then start.

## 15. THE ADVANCED GAME.

The following are differences or extra features that apply when playing the game on Levels 2 and 3. Also covered is playing the game as the commander of the WARSAW PACT.

### MOVEMENT

It is possible to make an EXCHANGE Move providing neither Unit has Moved in this Turn. Place the COM BOX over the other Unit and press the fire button again. The two Units will Exchange Places.

### CHEMICAL RELEASE

After the MOVEMENT Phase the TEXT LINE will read ENTER CHEMICAL RELEASE CODE OR PRESS 'N'. To authorise CHEMICAL RELEASE press 'Y'. Your Units will now use Tactical Chemical Weapons (Gas) in their Attacks. This will give your Units an Attack Bonus and cause greater losses to enemy Units. Once Chemical Release is authorised, it will be in use from then on.

### ASSAULT-BREAKER

This is a special AIR MISSION that can be used to attack enemy ground Units. If the number of AIR Units assigned to the Mission in your AIR PHASE is 10 or more the following will apply.

Before the ATTACK PHASE the TEXT LINE will show SELECT ASSAULT BREAKER TARGET. The Assault Breaker targetting Cursor will be on screen (A B). Place this Cursor over the Unit you wish to attack and press the fire button. The Attack will cause losses in the Units ARM level. (Maybe!) Only one ASSAULT-BREAKER Attack can be made per turn. The AIR Units flying this Mission are liable to take losses.

### WARSAW PACT SPECIAL UNITS

The 1st. AIRBORNE ARMY and the 1st. AMPHIBIOUS ARMY are special Units and are capable of specialist movement.

The 1st AMPHIBIOUS ARMY is capable of SEA MOVEMENT. The Unit starts on the sea and can continue to move on the sea. However once the Unit moves on to the Land it cannot return to SEA MOVEMENT. It will then become the same as all other Units.

The 1st AIRBORNE ARMY is capable of AIR MOVEMENT. The COM BOX will show the limits it can AIR MOVE within. If you wish to use AIR MOVEMENT for this Unit, you must do it the FIRST time the Unit moves. After this move, it will move like any other Unit.

The AMPHIBIOUS ARMY cannot be REBUILT until it is on LAND. The AIRBORNE ARMY cannot be REBUILT until it has moved. Then only the SUP. level can be raised.

Various movement restrictions apply to the above Units as you will discover.

### AIR PHASE (Advanced)

The ASSAULT BREAKER Mission was covered earlier, the others are as follows :

**DEEP STRIKE**-This Mission attacks the command and control of the enemy. Like **INTERDICTION** it may lead to the late arrival of enemy Units. It could also stop enemy Assault Breaker missions. It carries a slight risk of triggering a nuclear response.

**IRON-SNAKE**-This Mission attacks the enemy railway network. It could cause the delay or loss of enemy REINFORCEMENTS.

On Levels 2 and 3 the RED, GREEN and YELLOW colours of your AIR Unit numbers still give information about the enemy's Airforce. But now some of the information could be wrong.

### SPECIAL MISSIONS

You may have realised that the enemy could launch a nuclear attack in his turn and that you cannot reply until your turn. To overcome this you have the REFLEX SYSTEM. Once you have entered the NUCLEAR AUTHORISATION the Reflex System can be switched on. When switched on the Reflex System will automatically reply to an enemy missile attack. It will reply by launching a nuclear attack to match the enemies. Single Launch for Single Launch, Fire Plan for Fire Plan. It will fire while the enemy missiles are still in the air. The danger is that it cannot distinguish between an enemy nuclear or chemical missile attack. If the enemy fires a chemical attack your Reflex System will make a nuclear reply. I will leave you to contemplate the dangers involved in this. †

Use the 'f5' in the SPECIAL MISSIONS Phase to turn the REFLEX SYSTEM on or off.

### ADVANCED TACTICS

**WARSAW PACT** : Remember your aim is to take over West Germany. Flashy attacks in the South to invade Neutral Countries are a waste of resources, unless the Italians are making threatening moves. In the AIR you must make the most of your initial advantage, N.A.T.O. will receive more AIR Units than you as the days go by.

† The REFLEX system as available in THEATRE EUROPE simulates the automatic computer-controlled reaction system to an enemy nuclear strike that is currently gaining favour in the Pentagon. (See "Science Digest" March 1985).

## 16. UNIT LIST.

| NATO UNITS IN GAME        | ARM | AIR | SUP |
|---------------------------|-----|-----|-----|
| DANISH I CORPS.....       | 2   | 1   | 1   |
| DUTCH I CORPS.....        | 3   | 1   | 2   |
| BELGIUM I CORPS.....      | 3   | 2   | 2   |
| BRITISH I CORPS.....      | 4   | 2   | 3   |
| WEST GERMAN I CORPS....   | 7   | 3   | 3   |
| WEST GERMAN II CORPS....  | 7   | 3   | 3   |
| WEST GERMAN III CORPS.... | 5   | 2   | 3   |
| UNITED STATES V CORPS.... | 9   | 4   | 5   |
| UNITED STATES VII CORPS.. | 8   | 4   | 5   |
| FRENCH I CORPS.....       | 3   | 2   | 3   |
| FRENCH II CORPS.....      | 2   | 1   | 2   |
| ITALIAN II CORPS.....     | 2   | 1   | 1   |
| ITALIAN IV CORPS.....     | 1   | 1   | 1   |
| ITALIAN V CORPS.....      | 3   | 1   | 2   |

| NEUTRAL UNITS            | ARM | AIR | SUP |
|--------------------------|-----|-----|-----|
| SWISS ARMY.....          | 2   | 2   | 1   |
| AUSTRIAN ARMY.....       | 2   | 1   | 1   |
| YUGOSLAVIAN I CORPS....  | 2   | 1   | 1   |
| YUGOSLAVIAN II CORPS.... | 2   | 0   | 1   |

| WARSAW PACT UNITS        | ARM | AIR | SUP |
|--------------------------|-----|-----|-----|
| 3rd SHOCK ARMY.....      | 9   | 4   | 4   |
| 1st GUARDS TANK ARMY.... | 8   | 4   | 4   |
| 3rd GUARDS TANK ARMY.... | 6   | 3   | 3   |
| 4th GUARDS TANK ARMY.... | 6   | 3   | 3   |
| 8th GUARDS TANK ARMY.... | 4   | 3   | 3   |
| 2nd GUARDS ARMY.....     | 8   | 4   | 4   |
| 8th GUARDS ARMY.....     | 8   | 4   | 4   |
| 20th GUARDS ARMY.....    | 7   | 3   | 4   |
| 10th ARMY.....           | 4   | 2   | 2   |
| 16th ARMY.....           | 4   | 2   | 2   |
| 21st ARMY.....           | 3   | 1   | 2   |
| 28th ARMY.....           | 7   | 3   | 4   |
| 41st ARMY.....           | 6   | 3   | 2   |
| 1st AIRBORNE ARMY.....   | 3   | 1   | 1   |
| 1st AMPHIBIOUS ARMY....  | 3   | 1   | 2   |
| 1st POLISH ARMY.....     | 5   | 2   | 2   |
| 2nd POLISH ARMY.....     | 4   | 2   | 2   |
| 2nd RUMANIAN ARMY.....   | 5   | 1   | 2   |
| 3rd RUMANIAN ARMY.....   | 4   | 1   | 2   |

## 17. BIBLIOGRAPHY.

Much of the information used in this program was taken from the following sources.

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Leaflets issued by the SOVIET Embassy.

Leaflets issued by the AMERICAN Embassy.

SANITY issued by the C.N.D.

The Designers Notes are available on request.