

TIGERS IN THE SNOW™



PLAYER'S AID CARD



LOADING INSTRUCTIONS (Disk)

NEW GAME: Turn on your computer and monitor. Turn on the disk drive, and when the red light shuts off insert the game disk. Type **LOAD***.8** and press RETURN. When the **READY** prompt appears, type **RUN** and press RETURN.

PREVIOUS GAME: Follow the instructions for a new game. In the menu selection choose **OLD GAME** as an option. You will be asked to replace the game disk with your saved game disk. Carefully follow the instructions given in the program.

LOADING INSTRUCTIONS (Cassette)

NEW GAME: Connect your cassette recorder to your computer. Place recorder at least two feet away from the monitor. Turn on your computer and monitor. Place the game cassette in the recorder and rewind the tape. Type **LOAD***** and press RETURN. Press **PLAY** on the recorder. When the **READY** prompt appears, type **RUN** and press RETURN.

PREVIOUS GAME: Follow the instructions for a new game. At the appropriate time the computer will prompt you to replace the game cassette with the saved game cassette. Press RETURN when the saved game cassette is in the recorder and the **PLAY** button is depressed.

SAVING A GAME

DISK VERSION: When you choose to save a game, the program will instruct you to replace the game disk with a formatted blank disk. Carefully follow the instructions given in the program.

CASSETTE VERSION: When you choose to save a game, the program will instruct you to replace the game cassette in the recorder with a blank cassette. Depress the **PLAY** and **RECORD** buttons on the recorder. Follow the prompts given to you in the program.

PLAYING THE GAME

You will be required to answer the following questions:

DEMO GAME Y/N?
COMPUTER AS ALLIED Y/N?
RATING (1-9)?
COMPUTER AS GERMAN Y/N?
RATING (1-9)?
ST. VITH-BASTOGNE SCENARIO 12/16 - 12/22 Y/N?

See the Victory Conditions section on the data card for details about the St. Vith-Bastogne Scenario.

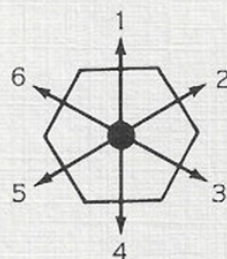
Historical ratings are 5 for both sides. Three combat points per unit are added per level above 5 and subtracted per level below 5. See the chart below.

Rating	Change to CP/unit
1	-12
2	-9
3	-6
4	-3
5	0
6	+3
7	+6
8	+9
9	+12

NOTE: If you save a game and wish to keep the CP unchanged be sure to give both sides a rating of 5 regardless of their original ratings when you start-up again to play the game.

The question **NEW GAME Y/N?** will appear on the screen. If you answer **N**, follow the instructions which will be displayed.

There is no German Movement Phase in the first turn, so play proceeds to the German Combat Phase. If you are playing the German you will be asked if you wish to attack a particular Allied unit flashing on the screen. The Allied unit I.D. and approximate strength will be shown. If you answer **Y** to the question, you will be given the opportunity to include or not include each adjacent German unit in the attack. You will be given the chance to attack all Allied units adjacent to German units. Press **E** at anytime to exit the combat phase completely. After the units are selected for a battle the computer will ask the number of artillery points you wish to commit (if available) and the attack strategy you wish to follow. If you are playing the Allied and you are attacked by the Computer German you will be asked to input the number of artillery points and the defense strategy. During combat you may be required to retreat or given the option to advance. Simply press the number of the direction in which you desire to move. See diagram below.



When advancing you must first move into the defender's vacated position. If you do not wish to advance or retreat a particular unit, press **F**. Retreating units who cut short their retreat have additional losses. Play now proceeds to the Allied Movement Phase. To move a unit, simply press 1-6 of the direction you wish to go (see diagram at left) as you did during retreats and advances. Pressing the **F** key for any particular unit will end its movement. Pressing

the **E** key will end the movement phase completely for all units. Play now passes to the Allied Combat Phase which is identical to the German Combat Phase with the roles reversed. Reinforcements appear on the map, victory points are assessed, and the turn ends with the option to save the game at this point.



STRATEGIC SIMULATIONS INC.

VICTORY CONDITIONS

Each side is awarded victory points according to the following schedule:

German	Allied	Computer German	
1	1	1	per casualty point inflicted
3	0	6	per unit on south edge of map
10	0	20	per unit on north edge of map
0	20	0	per unit on east edge of map
50	0	100	each turn a unit is in Bastogne
25	0	50	each turn a unit is in Marche or Rochefort (points awarded for each city separately)
CP (16-Turn #/4)	0	CP (16-Turn #/4)	per unit exiting the map

See the map for specific locations of map edges, town, and exit position.

At the end of each turn victory points are assessed. The last few turns the victory status will be displayed. Victory levels are determined by the score as shown in the chart below (score = German VP - Allied VP):

Campaign Scenario Score	Victory Status or Level	Bastogne-St. Vith Scenario Score
50 or less	Allied Strategic Victory	50 or less
51 to 299	Allied Operational Victory	51 to 174
300 to 699	Allied Marginal Victory	175 to 324
700 to 949	German Marginal Victory	325 to 424
950 to 1199	German Operational Victory	425 to 699
1200 or more	German Strategic Victory	700 or more

ADDITIONAL DISPLAYS

1. "UNITS ELIGIBLE FOR SECOND COMBAT", appears just before victorious attacking units advance, alerting the player that these units will be allowed to attack again. Second combat is automatic if the attacker is allowed to advance 3 hexes. There is a 25% chance for second combat for advance allowance of 2.
2. "FUEL SHORTAGE", appears when that German unit loses movement points from his allowance due to low fuel points.
3. "GERMAN UNIT HAS EXITED EARNING ____ VICTORY POINTS", appears when a German unit has exited the map.

4. At the beginning of each game turn the following is displayed:

ALLIED AIR INTERDICTION REDUCED
GERMAN FUEL ____ POINTS
GERMAN SUPPLY ____ POINTS
GERMAN MOVEMENT ____ POINTS PER UNIT.

5. A report message is displayed under the following conditions:
 1. Automatically at the beginning of the Movement & Combat Phases.
 2. When the "D" key is pressed during movement instead of a number for a direction.
 3. When the "D" key is pressed during combat instead of the "Y" or "N" keys.

The report message is displayed as follows:

	CLEAR	SCORE 9		
12/16/44				
ARMY	SUPPLY	VICTORY	ARTILLERY	FUEL
ALLIED	828	21	5	N/A
GERMAN	1577	50	8	1023

Hit any key to exit the report message.

6. "TRAFFIC JAM ON BRIDGE", appears when an Allied unit attempts to cross a river and fails to do so due to lack of movement points.

ALTERED STRATEGIES

An attacking player has some control over the frequency and timing of receiving an altered strategy. The computer keeps track of strategies you choose during a given turn. Major attacks are heavily weighted whereas Medium attacks are weighted only about 1/3 of a Major. Light and Recon attacks are weighted 1/3 of a Medium attack. The heavier your overall attack is for the turn the greater the frequency of altered strategies. After about 3 or 4 Major attacks (or equivalent thereof) a noticeable increase of strategy changes will be experienced.

UNIT ELIMINATION

The rule booklet states that when a unit has 20 or less combat points there is a good chance that it will be eliminated. In reality there is a chance that a unit may be eliminated with up to 25 combat points remaining.

MAP SCROLL

The game map is larger than one screen. Moving units will automatically cause the map to scroll. You may center the screen on a unit by pressing Ø.

TWO CYCLES

Both sides have two cycles in which to move their units. Each unit will come up twice to be moved (unless it has no movement points). You may exit at any time by pressing "E".

