

# The Big Three

Big 3 is a World War II strategy game. You control all the action from the strategic Rock of Gibraltar to the frozen streets of Moscow. Recreate the epic battles of Tobruk and Stalingrad. Open a second front in Normandy or the soft underbelly of Europe. Bomb your opponent's cities or blitzkrieg his armies at the front.

Each player assumes supreme command of the Axis, Allied or Soviet forces in Europe between the years 1939-1945. Players choose from twelve scenarios or a previously saved game. Players that perform better than their historical counterparts will normally win and those that under-perform will normally lose.

Big 3 copyright (c) 1995 SDJ Enterprises, Inc and Alliance Interactive Software, Inc. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the express, prior written permission of SDJ Enterprises, Inc. and Alliance Interactive Software, Inc.

## Table of Contents

### Getting Started

- 1.1 INTRODUCTORY SCREEN
- 1.2 MAIN MENU
- 2.1 THE GAME SCREEN
- 2.2 The Game Map
- 2.3 Text Area
- 2.4 Military Points Area
- 2.5 Player Turn/Operation Area
- 2.6 Date Area
- 2.7 DIRECTION buttons.
- 2.8 NEXT Button
- 2.9 Cancel Button
- 2.10 END Button
- 2.11 Defensive Air and Navy Buttons
- 2.12 Moves Left Area
- 2.13 Pointing To Area
- 2.14 Blinking Unit Area
- 2.15 Control
- 2.16 Movement Restrictions
- 3.1 UNIT DESCRIPTIONS
  - Axis
  - Allied
  - Soviet
  - Neutral
- 3.2 Ground Units
- 3.3 Zone-of-Control (ZOC)
- 3.4 Air Units
- 3.5 Sea Units
- 3.6 Troop Transport
- 3.7 Unit ID
- 3.8 Stack Counters
- 3.9 Mission Completed
- 4.1 ADVANCED FEATURES
- 4.2 Computer Generated Opponent
- 4.3 Die Roll: Slow, Fast Manual

- 4.4 Optional Map Markers
- 4.5 Editing Unit Names
- 4.6 Enhanced Sound Effects
- 4.7 Historical Variants
- 4.8 MODEM PLAY
- 4.81 Initial Default Settings
- 4.82 Establish Connection
- 4.83 BIG 3-Mail
- 4.84 Transmitting Files
- 4.85 End Connection
- 5.1 ROUTINE OF PLAY
- 5.2 Phase I - Count and display Victory Points
- 5.3 Phase II - Allocate Military Points (Spring Season Only)
- 5.4 Phase III - Initial Supply Check
- 5.5 Phase IV - Military Operations Query
- 5.6 Phase V - Build and Deployment Phase
- 5.7 Phase VI - Surrender and Demobilize Units
- 5.8 Phase VII - Destroy Unsupplied Units
- 5.9 Defensive Air and Navy Options
- 5.10 Military Aid Convoy
- 6.1 COMBAT
- 6.2 Combat Results
- 6.3 Automatic Retreats
- 6.4 Combat Modifiers
- 6.5 Ground Support
- 6.6 French and Italian Incompetence
- 6.7 Anglo-Franco non-cooperation
- 6.8 Russian Winter
- 6.9 Rommel's Tactical Genius
- 6.10 Combat Results Tables
- Tactical Operations
- Offensive Operations
- 6.11 Amphibious Assault
- 7.1 NEUTRALS
- 7.2 Italy Enters the War
- 7.3 Soviets Enter the War
- 7.4 USA Enters the War
- The Scenarios
- SCENARIO 1- NO MORE PHONEY WAR (WESTERN FRONT 1940)
- SCENARIO 2- AFTER THE 1ST THAW (EASTERN FRONT 1942-44)
- SCENARIO 3- AFRIKA KORPS (MEDITERRANEAN FRONT 1940-42)
- SCENARIO 4- RUSSIAN STEPPES (EASTERN FRONT 1941-1944)
- SCENARIO 5- D-DAY (WESTERN FRONT 1944)
- SCENARIO 6- FALL OF THE REICH (ALL FRONTS 1944-45)
- SCENARIO 7- TOTAL WAR (ALL FRONTS 1939-45)
- SCENARIO 8- 1941 TO 1943 (ALL FRONTS 1941-1943)
- SCENARIO 9- 1942 TO 1944 (ALL FRONTS 1942-1944)
- SCENARIO 10- 1941 (ALL FRONTS 1941-1945)
- SCENARIO 11- 1942 (ALL FRONTS 1942-1945)
- SCENARIO 12- 1943 (ALL FRONTS 1943-1945)
- 8.1 SCENARIO EDITOR
- GLOSSARY
- Major Powers Abbreviations (printed in all capitals)
- Neutral Country and Other Abbreviations
- Other Abbreviations and definition:
- TECHNICAL SUPPORT/CUSTOMER SERVICE

## AUTHOR'S NOTE

### Getting Started

Once you have run the install program, you may start the program by loading Windows, double clicking with your left mouse button on the Big 3 program group then double click on the Big 3 icon. The opening screen will appear, with the program's name and copyright. To load a scenario, pull down the FILE menu and select OPEN or just press your F3 key. You will see the OPEN SCENARIO dialog box. On the left of the dialog box you will see saved scenarios. To load a scenario double click on the scenario you want to select with your left mouse button. The CHOOSE THE PLAYERS dialog box will appear. This dialog box will give you the option to let the computer play the Axis, Allied or Soviet forces. Also, you have the option to let historical variants take place in the scenario you are about to load. Historical variants are added to the scenario to add uncertainty to your game. The variants are rare but they do occur and they can have a major impact. Once you have selected your option click your left mouse button on the OK button. You will now see the VICTORY POINTS Table. At the beginning of each players turn, Big 3 counts Victory Points. Victory Points are awarded by occupying capitals, industrial areas and the Suez Canal. There are six levels of victory and at the end of the game the player with the highest level of victory is the winner. The Victory Points table is describe below, for now press your left mouse button on the CLOSE button. The MILITARY OPERATIONS QUERY dialog box will appear. This dialog box will allow you to choose a military operation for the Western, Eastern or Mediterranean fronts.

Big 3 is played over a map of Europe and North Africa. The terrain includes capitals, factories, and ports. Capitals and factories have economic values. Ports are only places for ships to dock and for invasions to be conducted. Players maneuver and engage their forces in combat, one front at a time, using the boundaries of western, eastern Europe and the Mediterranean. Frontal options are either offensive or tactical operations. Units are moved one at a time, with no stacking of land units allowed except for paratroops.

- \* Ground units can be Infantry that are depicted by a rifle or machine gun.
- \* Armor units are depicted by tanks.
- \* Air units can be fighters, bombers or airborne.
- \* Fighters are depicted by an airplane and bombers are larger airplane icons.
- \* Airborne are parachute icons.
- \* Sea units are Fleets and U-boats.
- \* Fleets are depicted by battleships and U-boats are depicted by submarines.

Combat occurs by attempting to move units into enemy occupied terrain. Ships, planes and armies all move the same way by gaining control of an area by simply moving an infantry or armored unit on to it. After you have chosen a military operation, one of the units on that front starts to blink. The blinking unit is the only unit that can move. To move a different unit, move the mouse arrow over another unit and click the left mouse button. To move the blinking unit, click the desired direction button on the direction pad on your screen or point to the desired location on the map and click the right mouse button. If you accidentally move a unit in the wrong direction, immediately press the ESC key. This will stop the unit and move it back. Normally, all air units blink first, followed by all ground and sea units. Press your left mouse button on the END button to end the units movement for the rest of the operation. The next unit will start to blink and can be moved.

There are three possible outcomes to combat: destroyed, stalemate or retreat. The attacking or defending unit can be destroyed. A stalemate is when neither the attacking unit or defender is destroyed. Retreat is when the defending unit must immediately retreat one area. If the defending unit doesn't have an acceptable area in which to retreat it is destroyed.

Each player has one turn per season. The Axis goes first, followed by the Allies and then the Soviets. Each player's turn is divided into the following seven phases:

Phase I	Count and display Victory Points
Phase II	Allocate Military Points
Phase III	Initial supply check
Phase IV	Military Operations
Phase V	Build and Deployment
Phase VI	Surrender and demobilize Troops
Phase VII	Destroy unsupplied units

At the beginning of each player's turn, Big 3 counts Victory Points. Victory Points are awarded by occupying capitals, industrial areas and the Suez Canal. There are six levels of victory and at the end of the game the player with the highest level of victory is the winner.

In Spring, each player is allocated Military Points. Military Points are needed to initiate offensive operations, declare war and build additional units.

Armies require an enormous amount of food, fuel, ammunition and medicine. Losing this life line can destroy a unit's ability to attack and defend. An area is supplied if you can trace a contiguous path of controlled areas, free of enemy units, back to a controlled supply source. Supply sources include friendly occupied capitals and areas with a port. Infantry, armor and airborne units that start their turn in an unsupplied area cannot move or attack for the entire season. If the units are still out of supply at the end of the season, they are destroyed.

The Military Operation phase can be offensive, tactical or strategic. Offensive operations will allow you to move and attack with infantry, armor, fighters, fleets and airborne units. Tactical operations will allow you to attack with infantry and armor. There is no defensive air or naval movements allowed during a tactical operation. Strategic operations will let you attack with fighters and bombers.

Build and Deployment phase allows players to replace destroyed units, build new units and move units around the map. During deployment, you can freely move units around the game map.

At the end of the Axis turn only, if the German or Italian capital is occupied by the enemy, that country must surrender and demobilize its units. At the end of the Allied turn only, if the French or British capital is occupied by the enemy, that country must surrender and demobilize its units. The United States cannot be forced to surrender. If France surrenders, all of the unoccupied, French North Africa (Fr. N. Africa) areas controlled by the allies are switched to Axis control. At the end of the Soviet turn only, if the Axis simultaneously control all three Soviet capitals, the Soviets are forced to surrender and demobilize their units.

The last phase, Destroy Unsupplied Units, means any fleets at sea are destroyed. Any fighters or bombers not over a controlled area are destroyed and any airborne units still over a sea or enemy occupied areas are destroyed. Any infantry, armor and airborne units that began the season out of supply and are still out of supply are now destroyed.

### 1.1 Introductory Screen

The Introductory Screen has a picture of the original big three, Winston Churchill of Great Britain, Franklin D. Roosevelt of the United States and Joseph Stalin of the Soviet Union. The MAIN MENU is located at the top of the Introductory Screen.

## 1.2 MAIN MENU

### File

- New- Ends the current scenario and allows you start a new one.
- Summary- Displays troops status of current scenarion.
- Open...- Loads a scenario (\*.WW2).
- Start- The current scenario.
- Exit- Quit and exit to Windows.

### Modem

- Establish Connection- Establish a connection with your opponent's computer via modem.
- Big 3-Mail- Communicate with your opponent via modem.
- End Connection- Terminates the modem connection.

### Auto Save

- On- The current scenario is automatically saved to the file SAVEGAME.WW2.
- Off- The current scenario is not automatically saved.

### Sound Choose one of the following sound options:

- No Sound
- PC Speaker (Default)
- Sound Card- Plays sound effect and music files

### Map Markers

- Disable- Map markers are not shown.
- Enable- Each area has a colored box which designates who controls the area.
- Supply- Same as above except unsupplied areas are designated by a brighter color.

### Help

- Getting started- Displays a dialog box on how to operate the Big 3 simulation.
- About Big 3- Credits of people responsible and copyrights for Big 3.

## 2.1 THE GAME SCREEN

### 2.2 The Game Map

The game map depicts Europe, North Africa and the Middle East at the start of World War II. Due to space limitations, most of the countries' names are abbreviated (see glossary). International borders are omitted from the map. If you are unfamiliar with European geography, leave the map markers enabled.

Some areas may be prohibited in one scenario and not the next. Players are urged to investigate the game map at the start of each scenario. To investigate, point to an area and its description will appear in the the POINTING TO: section (see section 2.13) of the game screen.

The game map is superimposed over a hexagonal grid of eighteen rows and eighteen columns, for a total of 324 areas. Each area is about 200 kilometers in diameter. For geographic, logistic and political reasons, the game map is divided into three fronts- Western, Eastern and Mediterranean. A heavy yellow line delineates the division between fronts. The Western front encompasses the USA, Great Britain, France, Germany, etc. The Eastern Front includes the USSR, Poland, Finland, etc. The Mediterranean Front includes Italy, Yugoslavia, Greece, Spain, Turkey, North Africa, etc. Many areas have special terrain, such as capitals (designated by a flag), ports (an anchor), industry (a factory), mountains (blackened), forts (a jagged edge) and marsh (greenish color). Note, some areas are a combination of terrains (e.g., port and industry).

## CAPITALS

There are eight capital areas, two Axis, three Allied and three Soviet. Each capital is designated by a flag representing either Germany, Italy, Great Britain, France, the United States or the Soviet Union. Occupying an enemy capital will normally force that country to surrender and demobilize its troops.

(Exception: the Axis must simultaneous control all three Soviet capitals to force surrender. Also, the United States cannot be forced to surrender.) Note, a country always has one season to counter-attack before being forced to surrender and demobilize.

Capitals are the main source of supply. Units inside them cannot be destroyed due to a lack of supply.

Exception: Soviet capitals can only supply Soviet units. Capitals are difficult to attack because of their numerous reinforced buildings. All attacks against capitals are at -1 military points.

Defenders cannot be forced to retreat from a capital during Tactical operations. Friendly capitals are worth 3 victory points each while occupied enemy capitals are worth only 1 victory point each. (Exception: Moscow, the middle Soviet capital, is worth 2 victory points to the Soviet player while the other two capitals are worth only 1 victory point each. Also, the United States' capital is worth 6 victory points.)

## PORTS

All fleets must return to a port by the end of the season or be destroyed. (Exception: defensive fleets may stay at sea until the end of the owning player's next turn.) Defending units cannot be forced to retreat from a port during Tactical operations.

A Port may be converted into a bridgehead after a successful amphibious assault or when a fleet enters a friendly, unsupplied port during an offensive operation. Also, some ports may start the scenario as a bridgehead. Bridgeheads cost 2 military points to build and serve as a source of supply. All attacks against bridgeheads are at -1 military points. Enemy ground units automatically destroy a bridgehead (convert it back to a port) by moving onto it.

## INDUSTRY

Industrial areas provide material to sustain the war effort. Also, they are harder to attack because of their numerous reinforced buildings. All attacks against industrial areas are at -1 military points. All industrial areas are worth 1 VP each. (Exception: the United States' industrial areas are worth 2 VP's each.) Defending units cannot be forced to retreat from an industrial area during Tactical operations.

## MOUNTAINS

Mountain areas are difficult to move in and attack. All attacks against mountain areas are at -1 military points.

## FORTS

Forts are entrenched, reinforced fortifications. All attacks against fortress areas are at -3 military points.

Also, units inside forts cannot be destroyed due to lack of supply. The Maginot Line (the only fortress in France) ceases to be a fortress after it's occupied by Axis ground units or after France falls

## MARSH

Marsh areas are difficult to move in and afford the defender much protection. All attacks against marsh areas are at -1 military points.

## BLACK ARROWS

The game map has three solid black arrows. One is located in the north next to Norway, another in the southwest next to French North Africa, and another in the southeast just below the Suez

canal.

The arrow in the north (To Mur.) represents the direction Allied fleets must move when trying to deliver military supplies to the Soviets via Murmansk. Fleets can only deliver military supplies during non-winter turns in the deployment phase.

The arrow in the southwest (To Suez) represents the direction units must be moved to go around the southern tip of Africa to the Suez canal. The arrow in the southeast (To Atl.) represents the direction units must move to enter the Atlantic. Note, you must use the direction buttons (see section 2.7) to move a unit off the map in the direction of the arrows. Units can only move around Africa during the deployment phase. Only Allied units can move around Africa.

### 2.3 Text Area

The Text area displays a variety of messages to communicate what's going on to the players. The Text area remains invisible until a message needs to be shown. It will automatically disappear in four seconds.

### 2.4 Military Points Area

The top right hand corner of the game map displays each player's current number of Military Points (MP's).

- \* The Axis player's MP's are next to the German and Italian hybrid flag (top).
- \* The Allied player's MP's are next to the British, French and USA hybrid flag (middle).
- \* The Soviet MP's are next to the Soviet flag (hammer and sickle on the bottom).

### 2.5 Player Turn/Operation Area

The current player turn - Axis, Allied or Soviet. Note: during a player's turn, the opponent is referred to as the defensive player. Also shows the current military operation- Offensive, Tactical, Strategic or Deploy.

### 2.6 Date Area

The current season (spring, summer or winter) and year (1939-1945). Note, Spring runs from March to June, Summer runs from July to October, and Winter runs from November to February.

### 2.7 DIRECTION buttons.

There are six direction buttons. You can move a unit by clicking the desired DIRECTION button.

### 2.8 NEXT Button

The NEXT button causes a new unit to start blinking. Note, pressing the N key accomplishes the same thing.

### 2.9 CANCEL Button

Use the CANCEL button to cancel erroneous input. This button has the same effect as pressing the ESC key.

### 2.10 END Button

The END button ends the blinking unit's movement for the remainder of the military operation and causes a new unit to start blinking.

### 2.11 Defensive Air and Navy Buttons

The defensive air button (Def Air) allows your fighters to move during your opponent's turn. The defensive navy (Def Nav) button allows your fleets to move during your opponent's turn.

### 2.12 Moves Left Area

Displays the remaining number of moves for the blinking unit.

### 2.13 Pointing To Area

Displays a description of the terrain and unit (if present) the cursor is currently pointing to. The description includes: Player Control, Terrain, Supply status, Unit Country and Name.

#### 2.14 Blinking Unit Area

Displays the name and nationality of the blinking unit.

#### 2.15 Control

All non-prohibited land areas start out being controlled by either the Axis, Allied, Soviet player, or a neutral country. No player can ever control a prohibited or sea area. To gain control of an area, simply move an infantry or armored unit into it. Also, an airborne unit can gain control by ending Phase IV (Military Operations Query) in an unoccupied, enemy controlled area.

Only controlled areas can be in supply during your turn. Only controlled areas and sea areas can be moved through during deployment. (Exception: fighters and bombers can move over enemy controlled areas but will be destroyed if they end the season there.) During offensive operations, fighters can only move over controlled areas. Fleets can only enter land areas that are controlled and have a port.

(Exception: Fleets transporting infantry or armor may launch amphibious assaults against unoccupied, enemy ports or islands.)

#### 2.16 Movement Restrictions

Axis units can never enter the USA. Allied units can't enter Soviet areas if they are occupied by a Soviet unit. Also, the Soviets cannot enter Allied areas if occupied by an Allied unit. British ground units cannot enter the French capital unless France has already surrendered.

### 3.1 UNIT DESCRIPTIONS

All infantry, armor, fighters, fleets, airborne, bombers and U-boats are collectively known as units. An area is considered occupied if it contains any units. Each scenario has its own unique set of units and when they are available. Players should refer to the Scenario description for details. Each player's armies are a coalition of the following:

#### Axis

German, Finnish, and Romanian units are grey and black with blue borders and Italian units are black and gold with red borders.

#### Allied

Britain's army is a diverse combination from Canada, Australia, India, Poland, New Zealand, Free French and others. They are brown and white with black borders. French units are blue and white with red borders. USA units are green and black with black borders.

#### Soviet

Soviet units are red and black with black borders.

#### Neutral

Swedish, Spanish, Yugoslavian, Greek and Turkish units are white and black with black borders.

### 3.2 Ground Units

Ground units include all infantry and armor units. They may not stack with other ground units and cannot move across water except when transported by a fleet. (Exceptions: ground units may stack with friendly Neutral units. Also, ground units can move back and forth from the Italian mainland to Sicily, the triangular island at the end of the boot. Finally, ground units can move across water into adjacent land areas during deployment.) Ground units must advance into an unoccupied area vacated by a retreating or destroyed enemy unit.

### 3.3 Zone-of-Control (ZOC)



Ground units exert a ZOC into adjacent land areas. A ZOC interferes with enemy movement, retreat and supply, but has no effect on friendly units. Infantry cannot move from one ZOC to another ZOC. Armor can move from ZOC to ZOC but must expend two movements to do so. Important: during offensive operations, armored units can move from ZOC to ZOC even if they only have one move remaining (i.e., They can exceed their 3 move allowance.) A line of supply can be traced into a ZOC but not through it.

#### Infantry

- Depicted by a rifle or machine gun.
- Cost 1 MP to build.
- Two moves during offensive or Tactical operations.
- Attacks vs. armor at -1 military points.
- Cannot move from one ZOC to another ZOC.
- Exert ZOC on adjacent areas. -Destroyed if not kept in supply.
- Must advance into unoccupied, enemy areas after defender destroyed or defender retreat.
- Cannot stack with other ground units, except neutrals.
- Cannot move during strategic operations.
- Can be loaded onto fleets during deployment and then transported across sea areas during deployment or offensive operations.
- Have no moves left after amphibious assault. Have one move left after unloading at friendly port.

#### Armor

- Depicted by a tank.
- Cost 2 MP's to build.
- Three moves during offensive or Tactical operations.
- During offensive operations, attacks resulting in a defender destroyed or defender retreat allow the armor one additional movement. Only applicable once per season.
- Attacks vs. infantry at +1 MP's.
- Required to expend two moves when going from ZOC to ZOC. Note, during offensive operations, armored units can still move from ZOC to ZOC even if they only have one move left.
- Exert ZOC on adjacent areas.
- Destroyed if not kept in supply.
- Must advance into unoccupied enemy areas after defender is destroyed or defender retreats.
- Cannot stack with other ground units, except neutrals.
- Cannot move during strategic operations.
- Can be loaded onto fleets during deployment and then transported across sea areas during deployment or offensive operations.
- Have one move left after amphibious assault.
- Have two moves left after unloading at friendly port.

#### 3.4 Air Units

Air units can move across sea areas. Air units may stack with other units. During strategic operations, fighters and bombers can move over enemy controlled areas. Air units are destroyed if they end movement over a sea area or if they end the season over an enemy occupied area. Fighters and bombers will also be destroyed if they are left over enemy controlled areas.

#### Fighters

- Depicted by the front of an airplane.
- Cost 3 MP's to build.

- During offensive or strategic operations, five moves before combat, two moves after combat. Exception: USA fighters, after 1942, have four moves after combat.
- During offensive operations, cannot move into enemy controlled areas.
- Cannot move during Tactical operations.
- Cannot attack or defend if they start the season in an unsupplied area.
- Not required to advance into a vacated enemy area after defender destroyed or defender retreat.
- Have a better chance than ground units of surviving an attack on the enemy.
- Can only conduct one mission per season. Missions include attacks on other units and attacks from other units. Exception: Bombers moving into fighters must always enter combat.
- Can attack and destroy U-boat during offensive operations.

## Bombers

- Depicted by the front of a large airplane.
- Cost 3 MP's to build.
- Allowed 12 moves during strategic operations.
- Cannot move during offensive or Tactical operations.
- Cannot conduct bombing missions if they start the season in an unsupplied area.
- Destroys 1 enemy MP by moving over enemy capitals or enemy home industrial areas. Exception: the Axis can only bomb the British or French capitals.)
- The bombs are dropped when the bomber tries to exit the area.
- Can only conduct one bombing mission per season.
- Each enemy capital or home industrial area can only be bombed once per season.
- Bombers moving into enemy fighters must enter combat even if fighter already conducted a mission.

## Airborne

- Depicted by a parachute.
  - Cost 2 MP's to build.
  - Allowed 3 moves during offensive operations.
  - Can't move during Tactical or Strategic operations.
  - During offensive operations, can move over enemy occupied or enemy controlled areas.
  - Can take control of unoccupied, enemy controlled areas at the end of Phase IV Military Operations Query (i.e., after all other combat has occurred)
  - Destroyed if not kept in supply.
  - Defend at -2 vs. armor, -1 against everything else.
  - Once per season during an offensive operation, if a friendly airborne unit is in the same area as an enemy ground unit or where an amphibious assault occurs, add +1 to the attack.
- Note, afterward, the airborne can't move for the rest of the operation.
- Destroyed if it ends movement over a sea area or if ends season over enemy occupied area.
  - Cannot be rebuilt if destroyed by out of supply.
  - Cannot enter an area occupied by both an enemy fighter and enemy ground support.
- HINT: Airborne units can successfully invade unoccupied islands by moving over the island during offensive operations, and then withdrawing during the subsequent deployment phase.

## 3.5 Sea Units

Sea units cannot move across land except into a port. They cannot end the season out of port or they will be destroyed. (Exception: defensive fleets may end their opponent's turn out of port.) Sea units may freely stack with other units.

## Fleet

- Depicted by a battleship.

- Cost 5 MP's to build.
- During offensive operations, allowed fifty moves.
- Cannot move during Tactical or Strategic operations.
- Can load ground units during deployment if no other missions were conducted that season.
- Can transport ground units across sea areas and unload at friendly ports during deployment or offensive operations.
- Can attack ground units with shore bombardment.
- If transporting amphibious infantry or armor, fleets can launch amphibious assaults against unoccupied, enemy ports or islands.
- During offensive operations, can provide supply to port or island or may build bridgeheads in unsupplied, friendly ports (must have at least 2 MP's to do so).
- Can deliver military aid to the Soviets via Murmansk during non-winter deployments or via Suez if Persia is under Allied control.
- Allied fleets can sail around Africa during deployment.
- Can only conduct one mission per season. Missions include shore bombardment, loading ground units, delivery of Soviet military aid, and attacks on units.
- Can attack U-boat during offensive operations.
- Attack at -1 (cumulatively) for every three areas moved during the current season.

#### U-boat

- Depicted by a submarine.
- Cost 2 MP's to build
- Can only move during deployment.
- Can destroy allied MP's by ending the allied turn in the Atlantic Ocean. Some locations destroy no MP's, others 1 or 2 MP's (depending on a random number). You be the judge of the best areas to hunt.

#### 3.6 Troop Transport

To load ground units, be sure that the ground unit and fleet are occupying adjacent areas and that one of them is in a friendly port. (Exception: ground units on an island don't need to have a port nearby to load up.) Then, during deployment, simply move the ground unit into the same area as the fleet and answer Yes to the question prompt, Want to load troops?

Important: Fleets that have already conducted a mission that season may not load any troops. Also, fleets can only carry one ground unit at a time. To unload a ground unit, move the fleet into a friendly port and answer Yes to the question prompt, Want to unload troops? After unloading at a friendly port, infantry have one move left and armored units have two moves left.

#### 3.7 Unit ID

Each unit has a name to help the player's keep track of them. The name appears in the blinking unit and/or the pointing to area. It also appears underneath the current buildable unit during the DEPLOY phase.

#### 3.8 Stack Counters

When more than one unit occupies the same area, a small number appears in the upper right or left hand corner of the top unit. This number represents the total number of units stacked in the area and is meant to help the players keep track of where their units are.

#### 3.9 Mission Completed

To help the players keep track of which fighters, bombers and fleets have already completed a mission (and are thus unable to make further attacks), an mc appears in the MOVES LEFT box.

#### 4.1 ADVANCED FEATURES

#### 4.2 Computer Generated Opponent

Big 3 allows you to match wits against your computer. Keep in mind, the computer is at a big disadvantage. The computer is easily tricked, especially in the bigger, more complex scenarios. It can build units in areas other than the capital city. Also, the computer is not limited in the number of units it can deploy.

#### 4.3 Die Roll: Slow, Fast Manual

When your modem is inactive, you will be queried about the die roll- Slow, Fast or Manual. All three types use the computer's random number generator. The slow die roll generates multiple random numbers in an attempt to build suspense. The fast die roll only generates one random number. The manual die roll generates a random number but allows the players to change it.

#### 4.4 Optional Map Markers

The map markers show who controls an area. When the map markers are enabled, Axis held areas are designated by a grey rectangle, Allied areas have a dark green rectangle, Soviet areas have a red rectangle and neutral areas have a white rectangle. Prohibited areas do not have a rectangle. Sea areas have a small blue square. Unsupplied areas are designated with a brighter version of the same color.

#### 4.5 Editing Unit Name

There are two times when you can edit a unit's name. The first time is before the unit is built, when it is displayed in the BUILD/DEPLOY window. Simply type in a new name over the old one in the text box below the unit. You can also edit a unit's name when it is blinking during a military operation or deployment.

#### 4.6 Enhanced Sound Effects

All sound effects are stored in \*.WAV files. Users can replace or erase sound effects they don't like, subject to the following warning. Sound effects require lots of memory, so keep them short (less than one second.). Long sound effects may cause out of memory errors.

#### 4.7 Historical Variants

Immediately after loading a scenario, you may opt to have historical variants. In general, historical variants are rare. However, when they do occur, they can have a major impact. Historical variants are meant to add uncertainty to a given scenario. Therefore, we see no point in providing any details of what the variants are. Use your imagination.

#### 4.8 MODEM PLAY

##### 4.81 Initial Default Settings

Before you ESTABLISH CONNECTION with another computer via modem, you must first make sure that Big 3 has the proper modem settings. The initial default settings are held in the file Modem1.INI.

The default settings are:

- Baud rate = 2400
- Communication Port = 2
- Echo = Off
- TONE/PULSE settings = Tone
- Call Waiting = False
- Data bits = 8
- Stop bit = 1
- Parity bit = None
- Hand Shake protocol = None
- Dialing Prefix = None

To change any of these settings, go to the MAIN MENU and click ESTABLISH CONNECTION. Click MODEM SETTINGS. If you make any changes, the new settings will automatically be stored in Modem1.INI.

## Modem Control

You should pay particular attention to the COMM PORT (communications port) setting. Most modems use COMM PORT 2 because the mouse is using COMM PORT 1. However, some computer manufacturers add a special port just for the mouse, thus leaving COMM PORT 1 available for a modem.

If necessary, change the Baud rate, TONE/PULSE and Call Waiting settings to match your modem and phone line capabilities. Unless you have considerable experience with modems, do not change the Echo, Data bits, Stop bit, Parity bit, or Hand Shake protocol settings.

### 4.82 Establish Connection

To establish a connection with your opponent's computer via modem, first contact your opponent and make sure he or she is ready. Next, decide who is going to pay for the connecting call. As a small bonus, the caller gets to choose which side to play and whether or not there will be historical variants. Next, both players should click OPEN COMM PORT and wait for the the Modem Control window to appear.

#### Modem Control window

Experienced modem users may want to TOGGLE TO DIALOG BOX and proceed from there. Otherwise, the QUICK DIAL BOX was designed to make modem connections easy. The caller should click the desired phone number. (You may need to ADD and SAVE the phone number to the QUICK DIAL list.) Then the caller should click the DIAL button and wait for the call to proceed. First you will hear a dial tone and then the phone dialing your opponent. When the caller's opponent hears the phone ring, he or she should click ANSWER INCOMING CALL. Once the modems are connected, they will start negotiating/communicating in unintelligible machine sounds. After approximately 30 seconds, a message will appear, Modem is CONNECTED at ??? baud, where ??? equals the baud rate. If you do not get this message, then something went wrong. You should END CONNECTION (see section 4.85), reboot both your computer and modem and start the whole process over.

### 4.83 BIG 3-Mail

After establishing the connection, the BIG Three Mail Box window will automatically appear.

#### BIG Three Mail Box

Type outgoing messages in the OUT BOX. The outgoing message will appear in your opponents IN BOX and vice-versa. Note: your output is restricted to letters, numbers, punctuation, [ENTER] and the [BACKSPACE] keys. Before closing the BIG 3-Mail box, you and your opponent should decide which scenario to play.

### 4.84 Transmitting Files

When either player performs a FILE, OPEN command, the file is opened and automatically transmitted via modem to your opponent. After the data transmission is completed, the game automatically starts.

### 4.85 End Connection

Click the END CONNECTION button to terminate the connection and hang up the phone. As a check to see it worked properly, lift the receiver and listen for a dial tone.

## 5.1 ROUTINE OF PLAY

Each player has one turn per season. The Axis goes first, followed by the Allies and then the Soviets. (Note, some scenarios don't include the Allies and others don't include the Soviets.)

Each player's turn is divided into the following seven phases :

- +Phase I - Count and display Victory Points.
- +Phase II - Allocate Military Points (spring season only).
- +Phase III- Initial Supply Check.

- +Phase IV - Military Operations Query (Offensive, Tactical, Strategic or None)
- +Phase V - Build and Deployment Phase.
- +Phase VI - Surrender and Demobilize Troops (if applicable).
- +Phase VII- Destroy Unsupplied Units (if applicable).

Each of these phases is described in detail below. After completing Phase VII, the next player takes his turn, and so on. After each player has had a turn, the season will change. After the winter season, the year will change.

### 5.2 Phase I - Count and display Victory Points.

If the autosave is on, Big 3 will automatically save the current game in progress under the file name SAVEGAME.WW2. At the beginning of each player's turn, Big 3 counts and prints his current Victory Points total in the Victory Point Window while playing the musical theme. It also highlights the corresponding level of victory.

#### Victory Point Window

Victory Points (VP's) are awarded by occupying capitals, industrial areas and the Suez Canal (the port in Egypt with two rings). Friendly capitals are worth 3 VP's each, occupied enemy capitals and all industrial areas are worth 1 VP each and the Suez canal is worth 2 VP's. (Exceptions: The middle Soviet capital, Moscow, is worth 2 VP's to the Soviet player while the other two Soviet capitals are worth only 1 VP each. Also, the USA capital is worth 6 VP's and the USA industrial areas are worth 2 VP's each.)

There are six levels of victory.

- \* Absolute Victory (AV)- The results are good enough to have changed the outcome of the war and its aftermath.
- \* Strategic Victory (SV)- The results are good enough to have changed the course of the war but not its outcome or aftermath.
- \* Tactical Victory (TV)- The results are good but not good enough to have altered the course of the war or its aftermath.
- \* Tactical Defeat (TD)- The results are bad, but not bad enough to have altered the course of the war or its aftermath.
- \* Strategic Defeat (SD)- The results are bad enough to have changed the course of the war but not its outcome or aftermath.
- \* Absolute Defeat- The results are bad enough to have changed the outcome of the war and its aftermath. (Note, an absolute defeat has no corresponding level of VP's. It occurs automatically when a player has less than the required number of VP's for a strategic defeat.)

At the end of the game, the player with the highest level of victory is the winner. If the players have the same level of victory, the game is considered a draw. In many scenarios, one side starts with a military advantage. To make for balanced play, the superior side usually starts at a lower level of victory. So don't be discouraged if your side starts with a strategic or absolute defeat. It's only a reflection of your superior military strength, but realize the onus of attack is on you. Likewise, an inferior military force usually starts with enough VP's for an absolute or strategic victory. However, maintaining it against a superior military force for the entire scenario is difficult.

### 5.3 Phase II - Allocate Military Points (Spring Season Only)

In Spring, each player is allocated one Military Point (MP) for each VP plus 1 MP for every three unspent MP's from the prior year. (Exception: the Soviet player receives 1 MP for every four unspent MP's.)

Military Points are needed to initiate offensive operations, declare war and build units.

### 5.4 Phase III - Initial Supply Check

Armies require an enormous amount of food, fuel, ammunition and medicine just to function normally. Losing this life line, for even a short period of time, can destroy a unit's ability to attack and defend.

Units are considered to be in supply if they begin their turn in a supplied area. An area is supplied if you can trace a contiguous path of controlled areas, free of enemy units and enemy ZOC, back to a controlled supply source. Note: supply can be traced into an enemy ZOC but not through it. Exception: supply can always be traced through a friendly infantry or armored unit regardless of the presence of enemy ZOC.

Supply lines cannot exceed 18 areas in length. Supply sources include friendly and occupied capitals, areas with both a port and supply (also called bridgeheads), the two areas on the game map that contain both a port and an industry (one is in southern France and the other is in Sweden), and the eastern-most land areas of the Soviet Union (areas 2,18 4,18 6,18 and 8,18).

Important: supply sources inside the Soviet Union can only supply Soviet units. The supply status appears at the bottom of the screen.

All infantry, armor and airborne units that start their turn in an unsupplied area cannot move or attack for the entire season. If they are still out of supply at the end of the season (Phase VII), they are destroyed. Fighters and bombers that start their turn in an uncontrolled area cannot conduct any missions. Units on islands or in unsupplied areas next to a controlled port can be supplied during offensive operations by moving a fleet into the island or port. Unsupplied ground units still cannot move or attack during the season, but at least they won't be destroyed at the end of Phase VII. Note, Sicily (area 14,8) is a unique island because it can be supplied from either Malta (area 15,9) or the Italian mainland. The Axis can supply only one German unit in Africa so long as the Allies control Malta (area 15,9). If more than one German unit is in Africa, then one unit gets supplied and the others don't. There is no limit to the number of Italian units that can be supplied in Africa. This rule only applies to German units in Africa that are west of the Suez canal.

## 5.5 Phase IV - Military Operations Query

### Military Operations Query

You may choose a military operation for each of the three fronts subject to the following exceptions. You will not be allowed to select a front if no units are present on that front, or if the units are incompatible with that operation. Also, players with no MP's remaining will not be able to select offensive operations. Units move one front at a time. The players can select the order of the fronts they want to operate on. Note: only infantry and armor can move during Tactical operations. Bombers are only allowed to move and attack during strategic operations. The U-boat can't move at all except during deployment.

There are three different military operations: Offensive, Tactical and Strategic.

### Offensive

Costs one MP and allows the player to move and attack with infantry, armor, fighters, fleets and airborne. Also, the defensive player may move his fighters and fleets using the defensive air and defensive navy options. Note, fighters and fleets that attack in an offensive operation cannot be used in the next Defensive Phase (during your opponent's next turn).

### Tactical

Allows the player to only move and attack with infantry and armor. This operation usually inflicts less damage on your opponent, but also holds your casualties to a minimum. No defensive air or naval movement is allowed.

### Strategic

Allows the player to move and attack with his fighters and bombers in an attempt to bomb enemy cities. Also, the defensive player may move his fighters using the defensive air option. Note: strategic operations encompass all three fronts. That is, all fighters and bombers can move and

attack regardless of which front they're on.

#### ESC Key

If you accidentally select the wrong operation, press the Esc key before moving any units. This will return you to the top of the query and return any spent MP's.

#### The Blinking Unit

After you've chosen a military operation, one of the units on that front starts to blink. The blinking unit is the only unit that can move. To make a different unit blink, move the cursor over the NEXT button on the game map and click, or place the cursor over another unit and click the left button. To move the blinking unit, click the desired direction button or point to the desired location on the map and click the right button. Normally, all air units on the screen blink first, followed by all ground units and sea units. Press the END button to end the blinking unit's movement for the rest of the operation and make a new unit blink.

To enter combat, attempt to move the blinking unit into the same area as the enemy unit. This can be done by moving the unit one area at a time (the recommended way) or by putting the cursor over the desired enemy unit and clicking the right button. This will cause the unit to approach the enemy unit one area at a time, but not necessarily in the direction you would like. Your unit may randomly enter a prohibited area or attack different enemy unit than planned. If you accidentally move the blinking unit in the wrong direction, immediately press the Esc key. This will stop the unit and move it back one area.

Fighters or bombers that end the military operation over an uncontrolled, sea or prohibited area are destroyed.

Airborne units that end over a sea or enemy occupied area are also destroyed.

#### 5.6 Phase V - Build and Deployment Phase

The build and deployment phase allows players to replace destroyed units, build new units and move units around the map. When entering this phase, a window will appear as shown in Exhibit 6. If the current player has no units available or no MP's remaining, the BUILD button will not be visible.

You can edit a unit's name by clicking the name in text box and typing over it. You will also see the DEPLOY button and the number of deployments remaining. Every time you move a unit with DEPLOY, the number of deployments remaining decreases by one. (Exception: if a unit has already been moved this season using the DEPLOY option, you can go back and move it again without reducing your remaining deployments.)

#### Build/Deploy Window

##### Building a Unit

To build a unit, click the BUILD button. You may select the desired unit by scrolling up and down the list of available units with the 8 or 2 key (keyboard), or by clicking the spin button located to the immediate left of the unit. After selecting a unit, click the BUILD button. Infantry cost 1 MP to build, Armor cost 2 MP's, Fighters cost 3 MP's, Fleets cost 5 MP's, Airborne cost 2 MP's, Bombers cost 3 MP's and the U-boat cost 2 MP's. If you don't have enough MP's remaining to build the unit, an error message will appear. If you make a mistake and build the wrong unit, immediately press the Esc key. This should remove the unit and restore your spent MP's.

Building Infantry, Armor, Fighters, Airborne and Bombers



The newly built unit automatically appears in the sponsoring countries' capital. (Exception: you must select which of the three Soviet capitals you want the new unit to appear in.) Normal stacking limits on ground units apply.

#### Building Fleets and the U-boat

You must select a controlled home port to build the unit in. Exception: German and Italian units can only be built in one port and will automatically appear there. Otherwise, a home port is defined as a port located inside the sponsoring country that built the unit. Great Britain has three, France has four, the USA has three and the Soviets have four.

#### Deployment

During deployment, you can freely move units around the game map subject to the following restrictions.

Ground and airborne units cannot enter or leave enemy ZOC. (Exception: they may always enter a capital or a fort. Also, they may always exit a capital or fort as long as they don't try to enter an enemy ZOC.)

Ground units cannot cross sea areas unless first loaded on board a fleet. Note: to load a ground unit, the fleet must not have already conducted a mission.

Fighters and bombers are allowed to cross over enemy controlled areas.

#### 5.7 Phase VI - Surrender and Demobilize Units

At the end of the Axis turn only, if the German or Italian capital is occupied by the enemy, that country must surrender and demobilize its units. At the end of the Allied turn only, if the French or British capital is occupied by the enemy, that country must surrender and demobilize its units. The United States cannot be forced to surrender. If France surrenders, all of the unoccupied, French North Africa (Fr. N. Africa) areas controlled by the allies are switched to Axis control. At the end of the Soviet turn only, if the Axis simultaneously control all three Soviet capitals, the Soviets are forced to surrender and demobilize their units. Demobilized units cannot be rebuilt for the remainder of the game. Note, just because a country surrenders, it doesn't mean all of its areas revert to the control of the conquering country. The remaining areas only become controlled by moving a ground unit into them.

#### 5.8 Phase VII - Destroy Unsupplied Units

Any fleets still at sea (out of port) are destroyed. Any fighters or bombers not over a controlled area are destroyed and any airborne units still over a sea or enemy occupied area are destroyed. Any infantry, armor and airborne units that began the season out of supply and are still out of supply are now destroyed. Units destroyed by lack of supply are available for rebuilding during the next Build and Deployment phase. Exception: Airborne units destroyed by lack of supply cannot be rebuilt.

#### 5.9 Defensive Air and Navy Options

During your opponent's offensive operation, you may activate the Defensive Air or Navy options. This allows you to move your fighters and fleets to thwart your opponent's attack. Any fighters that initiated attacks or fleets that conducted missions during your previous turn cannot move during the defensive option. Also, newly built fighters and fleets cannot be moved. If no units are available to move on the current front, Big 3 automatically recognizes this and ignores your defensive option request. Otherwise, units are allowed their full movement allowance.

Defensive fighters cannot initiate any attacks, even against other fighters. However, they can

guard an area by moving over it and waiting for the enemy to attack. Exception: during strategic operations, defensive fighters can attack enemy fighters and bombers. Defensive fighters that have suffered a defender retreat can't move or defend that season. As a general rule, don't leave your defensive fighters over water or uncontrolled areas at the end of your opponent's turn. They will eventually be destroyed unless you save them by selecting an offensive operation during your next turn. Even then, they are considered out of supply and won't be allowed to attack.

Defensive fleets are allowed to attack other fleets, but they cannot attack anything else. Once they attack an enemy fleet, they are stuck out at sea cannot move anymore until their next turn. You will need to move them with an offensive operation or deployment to get them back safely to port. Defensive fleets are better at blockading enemy fleets (i.e. forcing the enemy to enter combat unless they stay put) than attacking because of the -1 modifier for every 3 areas moved.

#### 5.10 Military Aid Convoy

Each season the Allied player may create a convoy containing 2 MP's in order to aid the Soviets. The Allied player is requested to select a fleet to escort the convoy. The convoy remains with the fleet until delivery via Murmansk or Persia. Fleets escorting a convoy may not also load or transport ground units.

The military aid may be delivered to the Soviets either through Murmansk or Persia during the deployment phase. Military aid delivered through Murmansk is subject to attack from Axis fleets, fighters and U-boats stationed in Bergen (the only port in Norway; area 2,7). Allied fleets cannot be harmed by these attacks, only the military aid being escorted. To deliver military aid to the Soviets via Murmansk, attempt to move the escorting fleet off the edge of the map in the direction of the black arrow next to

Norway. Note: you must use the direction arrow keys to accomplish this. Murmansk is closed during winter turns.

Military aid can only be delivered through Persia if the Persian industrial area (area 15,18) and the Suez canal (area 17,14) are under Allied control. To deliver aid to the Soviets via Persia, move the fleet escorting the aid into the Suez canal.

#### 6.1 COMBAT

Combat occurs when your unit attempts to enter an area occupied by an enemy unit. First, Big 3 generates

a random number between one and six (simulating the roll of a die). Then the appropriate combat modifiers are added to the random number to get the total and determine the battle's outcome. A total of less than one provides the same result as a one and a total above seven provides the same result as a seven.

In general, a high total is better for the attacker and a low total is better for the defender. All attacks cumulatively add one to the die roll modifier of further attacks on that unit for the rest of the season.

#### 6.2 Combat Results

There are four possible outcomes to combat, attacker destroyed (A), Stalemate (S), Defender retreat (R) and Defender Destroyed (D). Each of these is described below.

- \* Attacker destroyed (A)- the attacking unit is eliminated.
- \* Stalemate (S)- neither the attacker or defender is destroyed.
- \* Defender retreat (R)- the defending unit must immediately retreat one area. It cannot retreat into an enemy unit, an enemy ZOC, an uncontrolled area, inhospitable terrain or a prohibited area. Also, normal stacking restrictions for ground units apply. If the defending unit doesn't have an acceptable area in which to retreat, it is destroyed. All ground units on islands suffering a

defender retreat are automatically destroyed.

Infantry and armored units must advance into newly vacated, unoccupied enemy areas. Also, during offensive operations, attacking armor will be allowed one additional movement to either move or attack (only allowed once per season).

During Tactical operations, Defender Retreat has no effect (it is treated like a stalemate) if the defender is in a capital, industrial area, fort, port or bridgehead. Neutral units are destroyed by a defender retreat result during offensive operations. They are not destroyed during Tactical operations if they are in an industrial area. Fighters and fleets suffering a defender retreat cannot move during the Defensive air or naval option.

\* Defender destroyed (D)- the defending unit is eliminated. If the attacker is infantry or armor, it must advance into the vacated area. During offensive operations, attacking armor is allowed one additional move.

### 6.3 Automatic Retreats

The defending unit is automatically forced to retreat when:

- a ground unit attacks a fighter during Tactical operations;
- a ground unit attacks a fleet or U-boat in port;
- a ground unit attacks a fighter and the fighter doesn't have any ground support;
- a ground unit, airborne or fleet attacks a bomber;
- a fighter attacks a bomber during offensive operations;
- a ground unit, fighter or fleet attacks a fighter that has already conducted a mission;
- an Axis unit attacks a British fighter over a French ground unit or a French fighter over a British ground unit.

### 6.4 Combat Modifiers

Positive modifiers benefit the attacker, and cost the defender.

- Each previous attack on the defender this season adds +1.
- Infantry vs. armor at -1. Armor vs. infantry at +1.
- All attackers (except armor) vs. airborne at +1 (armor at +2).
- Defender in capital, industrial, mountain or marsh at -1.
- Defender in fortress at -3.
- Defender in bridgehead at -1.
- Fighter attacks fleet at sea +1.
- Ground unit vs. fighter with ground support at -2.
- Fleets attack at -1 (cumulatively) for every 3 areas moved.
- Friendly airborne in enemy ground unit's area, add +1 (only once per season).

### 6.5 Ground Support

Fighters need ground support to effectively attack enemy ground units. A fighter has ground support if it is stacked with a friendly, supplied ground unit or a fleet. Neutral units don't qualify as ground support. A ground unit attacking a fighter that doesn't have ground support results in automatic defender retreat. Airborne vs. fighter without ground support results in automatic retreat.

### 6.6 French and Italian Incompetence

Due to incompetence and low morale, all attacks by the French and Italians are at -1. All attacks against the French and Italians are at +1.

### 6.7 Anglo-Franco Non-Cooperation

British fighters cannot provide defensive air protection for French ground units, nor can they make

attacks using French ground support. Conversely, French fighters cannot protect British ground units nor make attacks with British ground support. Also, British ground units cannot enter the French capital prior to the surrender of France.

#### 6.8 Russian Winter

The Axis troops were sorely unprepared for the terrible Russian winter. To reflect this, in the winter of 1940 and 1941, Axis attacks are made at -3 while Soviet attacks are made at +3. In the winter of 1942, Axis attacks are made at -2 while the Soviets attack at +2. In the winter of 1943, Axis attacks are made at -1 while the Soviets attack at +1. Note: this rule only effects Axis units inside the USSR. To determine which units are inside the USSR during winter turns, you can point to an area inside the USSR and (USSR) will appear in the terrain description.

#### 6.9 Rommel's Tactical Genius

Prior to 1943, all German armor units in North Africa (west of the Suez canal) attack at +1 and defend at -1. Note: the Axis can only supply one German unit in North Africa as long as the Allies control Malta.

#### 6.10 Combat Results Tables

##### Tactical Operations

Ground unit vs. Ground unit.. 1S 2S 3S 4S 5S 6R 7R

Defenders in capital, industrial, port and fortress areas may ignore defender retreat (treat it like a stalemate.)

##### Offensive Operations

Ground unit vs. Ground unit 1A 2A 3S 4S 5R 6R 7D

Fighter vs. Ground Unit 1A 2S 3S 4S 5R 6R 7D

Fighter vs. Fighter 1A 2A 3S 4R 5D 6D 7D

Fighter vs. Fleet 1A 2A 3A 4S 5D 6D 7D (+1 if fleet at sea)

Fighter vs. Bomber 1S 2D 3D 4D 5D 6D 7D

Fighter vs. U-boat 1S 2S 3S 4S 5S 6D 7D (+3 after 1943)

Fleet vs. Ground Unit 1A 2S 3S 4S 5R 6R 7D

Fleet vs. Fighter 1A 2A 3S 4S 5D 6D 7D

Fleet vs. Fleet 1S 2S 3A 4D 5A 6D 7D (-1 every 3 moves)

Fleet vs. U-boat 1S 2S 3S 4S 5S 6D 7D (+3 after 1943)

Amphibious Assault 1A 2A 3D 4D 5D 6D 7D (+1 vs. neutral)

Bomber vs. Fighter 1A 2A 3A 4A 5S 6S 7S

#### 6.11 Amphibious Assault

Players may launch amphibious assaults against unoccupied, enemy controlled ports or islands by moving a fleet that is transporting an infantry or armored unit into the area. The assault gets no benefit from previous attacks. Friendly airborne in the port adds +1 to the attack (once a season).

If you launch a successful amphibious assault, you may build a bridgehead. Bridgeheads cost two MP's to build and change an ordinary port into a port and supply source. Bridgeheads defend at -1 and continue to serve as a source of supply until captured by the enemy. At that point, they revert to a normal port. (Exception: the Suez canal will remain a bridgehead even if captured by the enemy.)

Note: in several scenarios, some ports start out as bridgeheads and in others they don't. If the amphibious assault is successful, the transported ground unit will automatically be unloaded into the port or island. Unloaded

infantry have no moves left while armored units have one move left.

## 7.1 NEUTRALS

The following neutral countries- Sweden, Spain, Yugoslavia, Greece and Turkey- have garrisons and special rules when they are attacked. Due to space constraints, many small countries' names, like Bulgaria and Portugal, don't appear on the game map. Sweden, Yugoslavia and Greece have a garrison of one infantry unit each. Spain and Turkey have two infantry units each protecting them.

When first entering an area controlled by one of the above neutral countries, you will be asked whether or not you want to declare war on that neutral.

If you answer no, then your move is ignored.

If yes, and you are the Axis player, then the neutral joins the Allies. If you're the Allies, then the neutral joins the Axis.

When a neutral country joins your side, you gain control of all of the areas under its control. The neutral countries' garrison becomes a friendly unit but still cannot move.

## 7.2 Italy Enters the War

In some scenarios, Italy starts out as a neutral country. If Italian troops attack the Allies, the Axis player must pay 2 MP's for a declaration of war. Likewise, if the Allied player attacks Italy, the Allies must pay 2 MP's.

## 7.3 Soviets Enter the War

In some scenarios, the Soviets start out as a neutral power. They cannot enter any uncontrolled areas before 1941. This reflects Stalin's rebuilding of the Soviet military following his ruthless purges of the 1930's. After 1940, the Soviet player may attack the Axis player but must pay 2 MP's for a declaration of war. The Soviets may attack neutral areas at no cost. The Axis may attack the Soviets anytime at a cost of 2 MP's.

## 7.4 USA Enters the War

The United States randomly enters the war in 1941 or 1942. The American forces cannot move or attack until they declare war.

## The Scenarios

The scenarios start out simple and gradually add complexity. The first few scenarios are limited in terms of length and type of units involved. Later scenarios add more unit types and longer time periods. It is recommended that the scenarios be played in order.

### SCENARIO 1- NO MORE PHONEY WAR (WESTERN FRONT 1940)

Situation: In 1939, Hitler started one of the worst, yet most fascinating, periods in human history by launching a surprise attack on Poland. The new German battle tactic known as blitzkrieg, quickly encircled and destroyed all organized resistance within the beleaguered nation. To make matters worse, Joseph Stalin, the Soviet dictator, made a secret pact with Hitler to simultaneously invade from the east. While the Allies sat helplessly by, the short-lived independent Polish nation was crushed. Meanwhile, the situation on the Western front was quite peaceful. Hence, this period was dubbed the phoney war. The allies seemed content to sit by and let the Germans make the first move. In the spring of 1940, they did.

File Name: SCEN1.WW2

Start: Winter, 1939

End: Winter, 1940

Starting            Starting            Victory Points  
Players: MP's        Deployments    SD TD TV SV AV

Axis	0	7	10	11	12	13	14
Allied	0	8		4	5	6	7

Germany: At War

		At Start	1940
Infantry	3		3
Armor	3		
Fighters			3

British: At War

		At Start
Armor	1	
Infantry	2	
Fighters	1	
Armor	1	

French: At War

		At Start
Fighters	1	

Aftermath: In short, the whole campaign was a brilliant success for the Germans and a debacle for the French and British. The Axis correctly surmised that if they attacked Belgium, the allies would quickly send their best troops northward to its defense. The Germans would then punch a hole in the Allied lines further to the south and send their newly formed armored units on a race to the sea, thereby cutting the best allied troops off and leaving the road to Paris wide open. The plan worked perfectly and France was soon forced to surrender. Worse still, the bulk of the British force was trapped at the French port of Dunkirk. Only German bungling and a daring sea rescue saved them from total destruction.

SCENARIO 2- AFTER THE 1ST THAW (EASTERN FRONT 1942-44)

Situation: In the summer of 1941, Germany launched a surprise attack on the Soviet Union. The blitz carried deep inside Russia, costing the Soviets dearly as whole armies were surrounded and destroyed. But the terrible Russian winter halted the Axis drive at the very gates of Moscow. Hitler's refusal to withdraw his troops to winter quarters almost caused the collapse of the entire front as the Russians pressed their winter counter-offensive. But somehow the lines held and the Germans began preparing for their spring offensive. Instead of striking towards Moscow again, Hitler moved his armored units south toward the fateful city of Stalingrad.

File Name: SCEN2.WW2

Start: Spring, 1942

End: Winter, 1944

Players:	Starting MP's	Starting	Victory Points					
			Deployments	SD	TD	TV	SV	AV
Axis	0	6	10	11	12	13	14	
Soviet	0	5	5	6	8	9	10	

Germany: At War

		At Start
Infantry	6	
Armor	3	
Fighters	2	

Soviet: At War

		At Start	1940	1941	1942
Infantry	5			3	
Armor	1		2		

Aftermath: With the coming of Spring, the Germans were quickly on the march. They gobbled up immense chunks of Soviet territory in the south while playing a waiting game in the north. However, their southern offensive finally stalled at the city of Stalingrad in the face of fanatical Soviet resistance. The Soviets managed to tie down an entire German army in vicious hand-to-hand and street-to-street combat. Hitler, once again ignoring the advice of his generals, discounted reports of a large Soviet buildup to the north and south of the city. Instead, he ordered his troops to dig in and hold the city at all costs. When the inevitable Soviet winter offensive came, the Germans found themselves hopelessly trapped behind enemy lines. It was a defeat from which the Germans would never recover.

SCENARIO 3- AFRIKA KORPS (MEDITERRANEAN FRONT 1940-42)

Situation: In the summer of 1940, France capitulated and Britain stood alone against the Axis juggernaut.

By winter, the Battle of Britain was raging in the skies above London and Winston Churchill, the British

Prime Minister, desperately needed a victory to boost sagging morale.

File Name: SCEN3.WW2

Start: Winter, 1940 End: Winter, 1942

Players:	Starting	Starting	Victory Points							
	MP's	MP's	Deployments							
Axis	3	4	8	9	10	11	12			
Allied	3	4	5	6	7	8	9			

Germany: At War Italy: At War

	At Start	1940	At Start
Infantry	1	1	3
Armor	-	1	1
Airborne	-	1	3

British: At War

	At Start	1940
Infantry	1	1
Armor	1	
Fighters		1
Fleets	4	

Aftermath: Churchill got the victory he so desperately needed in the far off deserts of North Africa. The

British army routed the Italians, capturing tens-of-thousands of prisoners. Meanwhile, the Italians launched a surprise attack on Greece and suffered another humiliating defeat. The Germans intervened

and quickly conquered the ill-fated country. Next, the Axis struck at Yugoslavia and sent General Erwin

Rommell, the Desert Fox, to stabilize the rapidly deteriorating situation in North Africa. To nearly everyone's surprise, Rommell struck quickly and drove the British all the way back to where they had

started from. Afterwards, the battle for North Africa see-sawed back and forth, but in the end, the lack of

supplies and reinforcements and the entry of the United States into the war eventually forced the

Axis  
from the continent for good.

#### SCENARIO 4- RUSSIAN STEPPES (EASTERN FRONT 1941-1944)

Situation: Much of Europe is now under the heel of Axis oppression. The battle of Britain, now over, proved a costly failure to the Germans. But Hitler's restless thirst for conquest causes him to cast his eyes eastward towards the vast reaches of the Soviet Union. His generals draw up an ambitious plan code-named Barbarossa. The Luftwaffe is to annihilate the obsolete Soviet airforce on the ground while German armored units drive deep into the rear areas, disrupting communications and supply. The infantry then moves in to mop up the isolated pockets of resistance. Hitler is so confident of victory, he doesn't even bother to issue his troops winter clothing.

File Name: SCEN4.WW2

Start: Spring, 1941                      End: Winter, 1944

Players:	Starting	Starting	Victory Points					
	MP's		Deployments	SD	TD	TV	SV	AV
Axis	0	6	7	8	9	10	11	
Soviet	0	5	7	8	9	10	11	

#### Germany: At War

	At Start	1941
Infantry	4	3
Armor	3	
Fighters		2
Airborne		1

#### Soviet: At War

	At Start	1942
Infantry	5	3
Armor	1	2
Fighters		1
Fleets	1	
Airborne		1

Aftermath: After dramatic initial successes, the Germans encountered something they could not have foreseen, Hitler's refusal to retreat even in the face of overwhelming odds. The first winter resulted in the disastrous defeat outside of Moscow. The second winter resulted in the debacle at Stalingrad. The following spring, the Germans threw nearly everything they had into one massive battle near the Russian city of Kursk. To their utter shock, their armored units were virtually annihilated by fierce Soviet resistance. After Kursk, the Germans were unable to launch another major offensive in the east and the Soviets began their long march towards Berlin.

#### SCENARIO 5- D-DAY (WESTERN FRONT 1944)

Situation: In the Spring of 1944, thousands of anxious Allied troops waited for the inevitable invasion of France. Hitler was convinced the Allies would land at Pas de Calais (area 7,6) and was determined to crush the invasion on the beaches. Allied intelligence cleverly reinforced this misconception by creating an entire bogus army, fully equipped with a headquarters that issued meaningless orders and wooden tanks. On June 6, the greatest armada the world had ever seen set sail for the coast of France. D-Day was at hand.



File Name: SCEN5.WW2

Start: Spring, 1944

End: Winter, 1944

Players:	Starting	Starting	Deployments	Victory Points						
	MP's			SD	TD	TV	SV	AV		
Axis	0	7		6	7	8	9	10		
Allied	0	10		18	19	20	21	22		

Germany: At War

	At Start
Infantry	4
Armor	1
Fighters	1
Fleets	1

British: At War

	At Start
Infantry	1
Armor	1
Fighters	1
Fleets	3

USA: At War

	At Start
Infantry	1
Armor	2
Fighters	2
Fleets	3
Airborne	1

Special: One British and two U.S. fleets have amphibious armor already loaded aboard at the start of the scenario.

Aftermath: The Allied invasion of Normandy (area 7,4) caught the Axis completely by surprise. Hitler's staff refused to wake him because they were convinced the landings were simply a diversion in advance of the real invasion at Pas de Calais. Without Hitler's direct order, the Panzers sat idle and the Allies gained precious time to establish their beachhead. Once established, the Allies used their vastly superior air and sea power to break out and start their long march towards Paris.

#### SCENARIO 6- FALL OF THE REICH (ALL FRONTS 1944-45)

Situation: The tide of war had clearly shifted against the Axis. In the east, their remaining armored divisions had just been crushed in battle of Kursk. In the Mediterranean, their wobbly Italian allies surrendered as the British and American armies approached Rome. In the west, the Allies were sure to open another front, soon. Hitler, however, remained undaunted even in the face of this impending disaster.

File Name: SCEN6.WW2

Start: Winter, 1943

End: Summer, 1945

Players:	Starting	Starting	Deployments	Victory Points						
	MP's			SD	TD	TV	SV	AV		
Axis	7	7		3	5	6	7	10		
Allied	14	14		24	26	28	29	30		
Soviet	4	5			8	11	12	13	15	

Germany: At War

At Start	1943	1944
----------	------	------

Infantry	9		1
Armor	2	3	
Fighters		2	1
Fleets	2		

British: At War

At Start	1943		
Infantry	2		
Armor	2		
Fighters		2	
Fleets	6		
Bombers		1	

USA: At War

At Start	1943		
Infantry	3		
Armor	1	1	
Fighters			2
Fleets	4		
Airborne			1
Bombers		2	1

Special: One British fleet has an amphibious armor loaded aboard at the start of the scenario.

Soviet: At War

At Start	1943		
Infantry	7	1	
Armor	3		
Fighters		1	
Fleets	1		
Airborne		1	

Aftermath: The combined Allied and Soviet armies slowly bludgeoned their way towards Berlin while the Allied bombers racked Germany daily. As the Russians closed in on Hitler's secret underground bunker, he committed suicide rather than face up to his crimes against humanity.

SCENARIO 7- TOTAL WAR (ALL FRONTS 1939-45)

Situation: In many respects, WWII was simply a continuation of the Great War, a generation earlier. The harsh treaty of Versailles, imposed on Germany by the French and British, led to German hyperinflation, bread lines and an atmosphere of revenge that gave rise to the abominable Fuehrer. Ironically, the Allies might have prevented full scale war had they stood up to Hitler sooner. Instead, they were haunted by the ghosts of WWI and chose to appease the Nazi dictator. However, it must be said that by trying to resolve the dispute peacefully, the allies united their people in their resolve to rid Europe of Hitler and his tyranny, forever.

File Name: SCEN7.WW2

Start: Winter, 1939

End: Summer, 1945

Players:	Starting MP's	Starting	Victory Points						
			Deployments	SD	TD	TV	SV	AV	
Axis	8	7	9	14	18	22	26		
Allied	8	8		24	27	30	34	36	
Soviet*	6	5		8	11	12	14	16	

\* Soviets collect no MP's in Spring, 1940

Germany: At War

At Start	1940	1942	1944
Infantry	7	2	1
Armor	2	2	1
Fighters		3	
Fleets	1	1	

Italy: At War

At Start	1940		
Infantry	2	1	
Fighters		1	
Fleets			2
			1

Airborne 1  
 Bombers - 1  
 U-boat - 1

Special: The German fleet has an amphibious infantry already loaded aboard at the start of the scenario.

British: At War				French: At War			
At Start	1940	1941	1942		At Start		
Infantry	2				Infantry	3	
Armor	1	1		Armor	1		
Fighters		1	1	Fighters	1		
Fleets	4	1	1	Fleets	2		
Bombers	-		1				

USA: Neutral			Soviet: Neutral		
At Start	1942		At Start	1940	1942
Infantry	2	1	Infantry	4	3
Armor	1	1	Armor	1	2
Fighters		1	Fighters		1
Fleets	3	1	Fleets	1	
Airborne	-	1	Airborne		1
Bombers	-	3	Bombers		1

Aftermath: After countless deaths, WWII ended and the world entered a new era of superpowerconfrontation. The ensuing division of Europe gave rise to a frightening new vocabulary that includedCold War, Iron Curtain and Berlin Wall.

#### SCENARIO 8- 1941 TO 1943 (ALL FRONTS 1941-1943)

Situation: General Erwin Rommell has assumed command of the Afrika Korp and is preparing to launch a counter-offensive against the unsuspecting British. Meanwhile, Hitler has given his final approval to a massive surprise attack on the Soviet Union, code-named Barbarrosa.

File Name: 1941 to 43.WW2

Start: Spring, 1941                      End: Winter, 1943

	Starting		Starting	Victory Points				
Players:	MP's		Deployments	SD	TD	TV	SV	AV
Axis	4		7	17	19	21	23	25
Allied	3		5	17	19	21	23	25
Soviet	3		5	8	9	10	12	13

Germany: At War				Italy: At War			
At Start	1941	1942	1944	At Start	1941		
Infantry		9		1 Infantry	3		
Armor	4		1	Fighters			1
Fighters		3		Fleets	2		1
Fleets	2						
Airborne	-	1					
Bombers	-	1					
U-boat	-	1					

British: At War				USA: Neutral	
At Start	1941	1942	At Start	1942	
Infantry	1	1	Infantry	2	1

Armor	2		Armor	1	1
Fighters	2		Fighters	1	1
Fleets	1	Fleets	3	1	
Bombers	1		Airborne	-	1
				Bombers	- 3

Soviet: At War

		At Start	1941	1942
Infantry	5		3	
Armor	1		2	
Fighters		1		
Fleets	1			
Airborne	1			
Bombers	1			

Aftermath: Rommell's surprise attack sent the British forces reeling back towards the port of Tobruk. The ensuing Axis assault was repulsed in bloody fashion and Rommell's drive towards the Suez came to a halt. On the eastern front, the Axis forces enveloped and destroyed huge Soviet armies but were themselves swallowed up in the vast Russian steppes.

SCENARIO 9- 1942 TO 1944 (ALL FRONTS 1942-1944)

Situation: On the eastern front, the German lines had somehow held up against a fierce Russian winter offensive. They then regrouped and prepared for their Spring offensive. In North Africa, Rommell prepared to launch his second strike at the Suez.

File Name: 1942to44.WW2

Start: Spring, 1942                      End: Spring, 1944

	Starting		Starting	Victory Points					
Players:	MP's		Deployments	SD	TD	TV	SV	AV	
Axis	4	7	19	21	23	25	26		
Allied	10	14	20	22	24	26	28		
Soviet	4	5	9	10	12	13	14		

Germany: At War

	At Start	1942	1944
Infantry	7	2	1
Armor	4	1	
Fighters		3	
Fleets	2		
Airborne	-	1	
Bombers	-	1	
U-boat	-	1	

Italy: At War

	At Start	1942			
Infantry		3			
Fighters			1		
Fleets				2	1

British: At War

	At Start	1942		
Infantry	2			
Armor	2			
Fighters		2		
Fleets	5	1	Fleets	3
Bombers	1			

USA: At War

	At Start	1942		
Infantry		2		1
Armor		1		1
Fighters			1	1
Airborne		1		
Bombers				3

Soviet: At War

		At Start	1942
Infantry	5	3	
Armor	1	2	
Fighters			1
Fleets		1	
Airborne		1	
Bombers		1	

Aftermath: The Axis forces on the eastern front advanced almost at will towards the strategic city of Stalingrad. Instead of bypassing the city, Hitler ordered his troops into a bloody house-to-house melee. Meanwhile, the Soviets built huge armies north and south of the city. When winter came, they launched an offensive that trapped the Axis army inside the city. In North Africa, Rommell's offensive carried the Afrika Korp deep inside of Egypt to the city of El Alamein, the last defensible position before the Suez. However, the exhausted Axis troops were unable to break through the British defenses and were eventually forced into a headlong retreat.

#### SCENARIO 10- 1941 (ALL FRONTS 1941-1945)

Situation: See Scenario 9 (1941 TO 1943)

File Name: 1941.WW2

Start: Spring, 1941                      End: Summer, 1945

Players:	Starting	Starting	Victory Points					
	MP's	Deployments	SD	TD	TV	SV	AV	
Axis	4	7	9	14	18	22	26	
Allied	3	5	24	27	30	34	36	
Soviet	3	5	8	11	12	14	16	

Germany: At War

		At Start	1941	1942	Italy: At War	At Start	1941
Infantry	9	1	Infantry	3			
Armor	4	1	Fighters	1			
Fighters		3	Fleets	2		1	
Fleets	2						
Airborne	-	1					
Bombers	-	1					
U-boat	-	1					

British: At War

	At Start	1941	1942	USA: Neutral	At Start	1942
Infantry	1	1		Infantry	2	1
Armor	2			Armor	1	1
Fighters		2		Fighters	1	1
Fleets	5	1	Fleets	3	1	
Bombers				Airborne		1
				Bombers		3

Soviet: At War

	At Start	1941	1942
Infantry	5	3	
Armor	1	2	
Fighters		1	

Fleets 1  
 Airborne 1  
 Bombers 1

SCENARIO 11- 1942 (ALL FRONTS 1942-1945)

Situation: See Scenario 10 (1942 TO 1944)

File Name: 1942.WW2

Start: Spring, 1942 End: Summer, 1945

Starting	Starting	Victory Points					
MP's	MP's	Deployments	SD	TD	TV	SV	AV
Axis 4	7	9	14	18	22	26	
Allied 10	14	24	27	30	34	36	
Soviet 4	5	8	11	12	14	16	

Germany: At War				Italy: At War			
At Start	1942	1944	At Start	1942			
Infantry 7	2	1	Infantry 3				
Armor 4	1		Fighters	1			
Fighters	3		Fleets	2		1	
Fleets 2							
Airborne -	1						
Bombers -	1						
U-boat -	1						

British: At War				USA: Neutral			
At Start	1941	1942	At Start	1942			
Infantry 2			Infantry	2		1	
Armor 2			Armor	1		1	
Fighters	2		Fighters	1		1	
Fleets 5	1		Fleets	3		1	
Bombers		1	Airborne			1	
			Bombers				3

Soviet: At War		
	At Start	1942
Infantry 5	3	
Armor 1	2	
Fighters		1
Fleets	1	
Airborne	1	
Bombers	1	

SCENARIO 12- 1943 (ALL FRONTS 1943-1945)

Situation: The Axis armies would never recover from the dual defeats of Stalingrad and El Alamein. In one last gasp in the east, they massed all their remaining armor north and south of the Russian salient near the city of Kursk. In North Africa, Rommell was recalled to Berlin weeks before an imminent Axis

collapse.

File Name: 1943.WW2

Start: Spring, 1943

End: Summer, 1945

Players:	Starting	MP's	Starting	Victory Points						
				Deployments	SD	TD	TV	SV	AV	
Axis	4		7	9	14	18	22	26		
Allied	10		14	24	27	30	34	36		
Soviet	4		5	8	11	12	14	16		

Germany: At War

At Start	1943	1944
Infantry	9	1
Armor	3	2
Fighters	2	1
Fleets	2	
Airborne	-	1
Bombers	-	1
U-boat	-	1

Italy: At War

Infantry	3		
Fighters		-	1
Fleets	2	1	

British: At War

At Start		
Infantry	2	
Armor	2	
Fighters		2
Fleets	6	
Bombers	1	

USA: At War

At Start	1943		
Infantry		3	
Armor		2	
Fighters			2
Fleets		4	
Airborne			1
Bombers			1
			3

Soviet: At War

	At Start	1942
Infantry	8	3
Armor	3	
Fighters		1
Fleets		1
Airborne	1	
Bombers		1

Aftermath: The Russians were well prepared for the assault on the Kursk salient. Axis gains were minimal and their losses horrific. Indeed, the Russians gained air superiority for the first time in the war. The Axis drive finally stalled out in the face of a huge Russian counter-attack. In North Africa, all Axis forces surrendered and the Allies began preparation for the invasion of Sicily.

## 8.1 SCENARIO EDITOR

The scenario editor allows you to change the current player, season, year and victory point conditions. You can also change the At War status of active countries and Build/Deploy some units.

## GLOSSARY

Major Powers Abbreviations (printed in all capitals)

GER - Germany

IT - Italy

BR - Great Britain  
FR - France  
USA - United States  
USSR - Soviet Union  
Neutral Country and Other Abbreviations  
Fin. - Finland  
Fr. N. Africa - French North Africa (Morocco, Tunis, Algeria)  
Gr. - Greece  
Norw. - Norway  
Pol. - Poland  
Rum. - Romania  
Sp.- Spain  
Swed. - Sweden  
Turk. - Turkey  
Yug. - Yugoslavia

Other Abbreviations and definitions:

Br. - British island, colony or port  
Fr. - French island, colony or port  
It. - Italian island, colony or port  
To Mur. - To Murmansk (deployment only, not allowed in winter).  
To Suez - To the Suez canal around the southern tip of Africa (during deployment only).  
To Atl. - To the Atlantic Ocean around the southern tip of Africa (during deployment only).  
MP or MP's - Military Points are needed to build new units or rebuild destroyed units, to declare war or conduct offensive operations. MP's can be destroyed during enemy strategic operations.  
VP or VP's - Victory Points determine a players level of victory and therefore the winner.

Technical Support/Customer Service

We want to thank you for choosing Alliance Interactive Software and for your patience and apologize for any inconvenience we have caused. If you experience problems now or in the future with any Alliance Interactive Software product we will do our utmost to correct the problem quickly!

To order additional products or for Technical Support contact us Monday-Friday, 9:00A.M.--5:00P.M. E.S.T. at (305) 423-4289 Voice or (305) 424-9054 Fax. If you would prefer to write, our mailing address is:

Alliance Interactive Software, Inc.  
1895 North Pine Island Road, #103  
Plantation, Florida 33322

Below are our on-line accounts. You can e-mail us 24 hours a day.

AOL: DILLUSIONS  
CSERVE: 73744,521  
GEnie: D-ILLUSIONS

Please enjoy the game!

Jay Littman  
Producer

AUTHOR'S NOTE



Dear Customer,

Thank you for your support. It gives me the inspiration to continue.

The first version of Big 3 was released in 1989. I was not fully satisfied with it because of the primitive technology of the day: 640K RAM, CGA graphics, PC speaker, and no standard user interface. Computers are now faster, have more memory, better graphics and digital sound cards. Also, Microsoft(tm) developed the Windows(tm) graphical user interface (GUI). These improvements allowed me to upgrade Big 3 to its current state.

My primary goal when designing Big 3 was to create a fun, easy to play, historically accurate, strategy game that could be completed within one hour. These mutually exclusive goals required a delicate balancing act. For example, you add historical accuracy by incorporating complex rules. I wanted to keep things simple so that players could concentrate on their strategy, not mind numbing details. Big 3's simplicity may not appeal to some wargamers. I respect these people, but I am not one of them. If a game is too complex or takes too long to play, I get confused and lose interest. I believe Big 3 simplicity will appeal to a mass market.

To keep Big 3's game design simple, I always started with one. For example, each industrial area produces one MP and each infantry cost one MP to build. In situations where "one" was not enough, I'd try two, then three and so on. For example, when designing the game map scale, I considered the implications of having a one hex front for the entire French-German border. Obviously, a scale that large would not accommodate the tactical differences between the Maginot line, the Ardennes Forest and the Belgian plain. Therefore, I slowly decreased the map scale (increased the number of hexes) until the tactical situation could be replicated. I repeated this process over and over again on things like the proper number of seasons per year, the proper number of units, etc.

Someone once said that good writing is lots of re-writing. Likewise, good programming is lots of re-programming. I changed nearly every aspect of the game many times before settling on the final version.

I have always had a desire to teach. In college, I considered becoming a history professor before settling into a career in investment management. I hope Big 3's will increase our understanding of the second world war. It is one of the most tragic, yet intriguing events of the Twentieth century. Once again, thanks for your support.

Sincerely,  
Steven D. Jones  
President  
SDJ Enterprises, Inc.