

Microsoft Close Combat: A Bridge Too Far Readme File

Windows 95/NT Trial Versions, October 1997

© Copyright Microsoft Corporation, 1997

This document contains important information for installing and using Microsoft Close Combat: A Bridge Too Far.

CONTENTS

- A. Installation Notes
- B. Setup Notes
- C. Getting Started
- D. Key Features
- E. Audio Problems
- F. DirectX Problems
- G. Hardware and System Compatibility: Performance Issues
- H. Tips and Information

A. Installation Notes

Recommended Windows 95 or Windows NT System Configuration

To run A Bridge Too Far on Windows 95 or Windows NT, you need:

- Personal computer with a Pentium 90 or higher processor (Pentium 133 recommended).
- 16 megabytes (MB) of RAM for Windows 95 or 24 MB of RAM for Windows NT.
- At least 45 MB of available hard disk space.
- 4X CD-ROM drive or higher.
- Video card that supports 800 x 600 resolution or higher and 16-bit color.
- Sound card (recommended but not required).
- Microsoft Windows 95 operating system or later, or Windows NT operating system version 4.0 Service Pack 3 or later.
- Microsoft Mouse or compatible pointing device.
- Headphones or speakers (recommended).
- 28.8 modem for head-to-head play.

B. Setup Notes

Before installing A Bridge Too Far, verify that you have the following minimum system requirements:

- A Bridge Too Far requires at least a Pentium 90 processor. If necessary, either upgrade to a Pentium 90 or equivalent processor or switch to a computer with a Pentium 90 or equivalent CPU.
- A Bridge Too Far requires a Microsoft Windows 95 operating system or later or a Windows NT operating system version 4.0 Service Pack 3 or later. To purchase a Windows upgrade, see your local retailer.
- A Bridge Too Far requires 16 MB of RAM for Windows 95 or 24 MB of RAM for Windows NT. To verify how much RAM your computer has:
 1. On the Windows desktop, right-click the **My Computer** icon, and then click **Properties**.
 2. Under **Computer**, you will find the amount of RAM on your computer.

C. Getting Started

Boot Camp

Attend Boot Camp to familiarize yourself with the game before risking your soldiers in battle!

1. Start A Bridge Too Far.

2. Click the **Boot Camp** tab.
3. In the game description box, click a subject.
4. Click **Begin**.

Jumping Right In

If you want to start a game right away:

1. Double-click the icon to launch the game.
2. To select a battle, click the **Battles** tab. In the list of battles that appears, click the battle you want to play.
3. To go to the combat screen, click **Begin**.
4. To deploy your troops, click a unit and drag it to a new location in your deployment zone (the unshaded portion of the map). Repeat this step for each unit you want to deploy. (Note: You move entire units, not individual soldiers.)
5. To start the battle, click **Begin!**
6. To issue orders to a unit, right-click any soldier in the unit and then click a command on the drop-down menu. (Note: You issue orders only to entire units, not to individual soldiers.)
7. If the order requires that you designate a position or target, drag the line to this location.
8. To initiate a cease-fire, click the button showing a hand raised in a "halt" position. The battle ends when your opponent agrees to the cease-fire. If your opponent does not agree, you still want to stop fighting, and you are willing to concede the map, click the button showing a white flag.

Team Effectiveness Chart

The following table shows each team's degree of effectiveness against personnel (AP) and tanks (AT). Values are determined by averaging a team's effective firepower versus target type over the effective range of the weapon. Actual values may vary based on the experience of the team.

German Teams (Predominant Weapon)	AP	AT
5cm PaK 35/36 (5cm AT gun)	4	5
7.5cm IG (7.5cm IG)	5	6
7.5cm PaK 40 (7.5cm AT gun)	5	6
8.8cm FlaK (8.8cm FlaK gun)	7	7
8.8cm PaK 43 (8.8cm AT gun)	7	7
Äufklarungs (machine pistol)	6	7
Ersatz Schützen (bolt-action rifle)	4	7
Flammen (flamethrower)	9	4
Hetzer (7.5cm AT gun)	6	6
Hetzerflammen (flamethrower)	9	5
JagdPanther (8.8cm AT gun)	7	8
JagdPanzer IV (7.5cm AT gun)	6	7
JagdTiger (12.8cm AT gun)	7	9
Kampfstaffel (9mm assault MG)	8	8
Königstiger (8.8cm high-velocity AT gun)	8	8
Marder III (7.5cm AT gun)	6	6
Mark III (5cm AT gun)	6	5
Mark IV (7.5cm AT gun)	7	6
MG 42 (9mm MG)	7	7
Panther (7.5cm high-velocity AT gun)	7	8
Panzerschreck (8.8cm rocket launcher)	3	6
Puma (5cm AT gun)	5	4
Scharfschütze (scoped automatic rifle)	3	0
Schützen (bolt-action rifle)	5	7
Schwer MG 42 (9mm MG)	8	7
sGranatenwerfer (8cm mortar)	6	0
SdKfz 232 (2cm AT gun)	6	3
SdKfz 234/1 (2cm AT gun)	6	3
SdKfz 250/1 HMG (9mm MG)	8	1
SdKfz 250/1 MG (9mm MG)	7	1

SdKfz 250/7 Mortar (8cm mortar)	6	0
SdKfz 250/8 IG (7.5cm IG)	6	3
SdKfz 250/10 AT (3.7cm AT gun)	5	3
SdKfz 251/1 MG (9mm MG)	7	1
SdKfz 251/2 Mortar (8cm mortar)	6	0
SdKfz 251/9 IG (7.5cm IG)	6	3
SdKfz 251/10 AT (3.7cm AT gun)	5	3
SdKfz 251/16 Flame (flamethrower)	9	5
StuG IIIG (7.5cm AT gun)	6	6
StuH 42 (10.5cm IG)	7	5
Tiger (8.8cm AT gun)	8	7

British/Polish Teams (Predominant Weapon)	AP	AT
--	-----------	-----------

3in. mortar (3in. mortar)	6	0
6pdr AT (6-pounder AT gun)	5	5
17pdr AT (17-pounder AT gun)	6	7
Achilles (3in. AT gun)	7	5
Achilles II (17-pounder AT gun)	7	7
Ad hoc rifle (bolt-action rifle)	3	1*
Bren MG (machine gun)	5	1*
Churchill AVRE (290mm IG)	6	3
Crocodile (flamethrower)	7	5
Cromwell (6-pounder AT gun)	7	5
Damier IV MG (machine gun)	4	1
Firefly (17-pounder AT gun)	8	7
Flamethrower (flamethrower)	8	3
M3 HT (.50cal. MG)	6	2
M3 HT HMG (.50cal. MG)	7	2
M3 HT mortar (81mm mortar)	6	0
PIAT (spring-loaded launcher)	2	6
Recon (submachine gun)	6	1
Rifle (bolt-action rifle)	5	1*
Sherman (75mm AT gun)	8	5
Sherman 76 (76mm AT gun)	8	6
Sherman 105 (105mm IG)	8	4
Sniper (scoped bolt-action rifle)	2	0
Stuart (37mm AT gun)	6	4
Vickers MG (.303cal. MG)	4	2*

U.S. Teams (Predominant Weapon)	AP	AT
--	-----------	-----------

.30cal. MG (.30cal. MG)	5	2
.50cal. MG (.50cal. MG)	6	2
57mm AT gun (57mm AT gun)	5	4
60mm mortar (60mm mortar)	4	0
81mm mortar (81mm mortar)	6	0
Ad hoc rifle (semiautomatic rifle)	3	1
Assault (automatic rifle)	8	5
BAR (automatic rifle)	7	1
Bazooka (75mm rocket launcher)	3	6
Flamethrower (flamethrower)	8	3
Recon (submachine gun)	6	1
Rifle (semiautomatic rifle)	6	1
Sniper (scoped bolt-action rifle)	2	0

*If this is a British Airborne team, increase the AT rating by 1 to account for Gammon bombs.

D. Key Features

A Bridge Too Far is a real-time, historically accurate World War II strategy game that puts you in command of the Axis or Allied powers in a fight to control five strategic bridges.

The key features of A Bridge Too Far are:

- **A tactically realistic battlefield.** The game features true line-of-sight and line-of-fire, direct and indirect fire, elevation effects for terrain and buildings, the ability to enter buildings for protection, and a limited amount of ammunition. In addition, troops behave like real soldiers-- they react realistically to the situation you place them in.
- **Strategic elements that challenge gamers to outthink their opponents.** The resource allocation model challenges you to manage a limited amount of reserves and to determine when and where to use your troops relative to the demands of a large operation.
- **Dynamic battle flow.** The ebb and flow of battles allows you to fight multiple battles over the same map. This means you can push or get pushed across maps you have previously won. Soldier morale and status carry over from map to map within the campaign, and map damage stays persistent through new battles.
- **Battlemaker.** For multiplayer operations or a quick experience of "what-if" scenarios, you can customize battles by setting different deployment zones, victory locations, initial force mix, and requisition points.

E. Audio Problems

If you experience audio problems, the source could be your sound card or your system. Use the following list of troubleshooting suggestions if A Bridge Too Far does not play sound properly:

- Be sure your speakers are plugged in and turned on.
- Be sure you are using the latest sound driver available. To obtain the latest sound driver, contact your sound card manufacturer.
- Be sure that your system's volume control is not muted and is turned up.
- Verify that your system can play .wav files:
 1. Click the **Start** button, point to **Settings**, and then click **Control Panel**.
 2. Double-click the **Sounds** icon.
 3. Try to play a .wav file.
- If your system cannot play a .wav file:
 1. On the Windows desktop, right-click the **My Computer** icon, and then click **Properties**.
 2. Click the **Device Manager** tab, and make sure the **View devices by type** button is selected.
 3. Click **Sound, video and game controllers**, and look for your sound card. If you don't have a sound card, contact your equipment dealer to obtain one.
- If your system can play a .wav file:
 1. Start A Bridge Too Far.
 2. Press F8 to get the **Options** dialog box.
 3. Verify that **Enable Sound** is selected.

F. DirectX Problems

Audio or Video Problems

If you are experiencing sound or video problems using DirectX, connect to the DirectX web site for the latest troubleshooting information:

1. Connect to <http://www.microsoft.com/directx/default.asp>.
2. At the web site, click the **DirectX Pavilion** button.
3. On the left side of the web page, click **Games**.
4. Click **DirectX Games FAQ**.

Video Problems

- Some video drivers that are incompatible with DirectX may boot to Safe Mode. The first time your computer boots to Safe Mode, shut down your computer completely and then turn it back on. This frequently fixes the problem.

- After you have started A Bridge Too Far, if you go to the **Close Combat Options** dialog box and, under **Screen Resolution**, choose a resolution that is not supported by your monitor, you receive an error message telling you to exit and restart the game. You may not be able to see the error message because your video display is distorted.

To exit the game:

1. Press **ALT+F4**.
 2. Press **Enter**.
- or-
1. Press **ALT+TAB**.
 2. Right-click **A Bridge Too Far** on the taskbar.
 3. Click **Close** on the menu.

To restart the game with the **Close Combat Options** dialog box present:

1. Hold down **CTRL** while double-clicking the game icon on your desktop.
2. In the **Close Combat Options** dialog box, select a resolution supported by your monitor under **Screen Resolution**.

G. Hardware and System Compatibility: Performance Issues

Users of slower machines may experience a delay in gameplay when A Bridge Too Far is loading game data. Please do not restart your computer if this occurs.

To improve game performance:

1. Press **F8** to get the **Close Combat Options** dialog box.
2. In the **Game Speed** box, select **Fast**.
3. Select the **Remove Trees** check box.
4. Select the **Remove KIA Soldiers** check box.

Removing trees and KIA soldiers is not persistent across game sessions. Each time you begin A Bridge Too Far, you will need to reselect **Remove Trees** and **Remove KIA Soldiers** in the **Close Combat Options** dialog box to improve game performance.

H. Tips and Information

Tips

- For more information on Close Combat: A Bridge Too Far, visit our web site at <http://www.microsoft.com/games/closecombat>.
- If you would like to play against opponents over the Internet, check out the Internet Gaming Zone at <http://www.zone.com>.

Information

- Regardless of which speed (**Slow**, **Medium**, or **Fast**) you have selected in the **Game Speed** box in the **Close Combat Options** dialog box, during head-to-head play game speed is always **Medium**.
- When you see a value for percentage done, it refers to percentage of time complete. For instance, if a battle is five days long and you have completed one day, you are 20 percent done.
- The numeric keypad does not work during chat. You will need to use the number keys at the top of your keyboard.
- The progress of XXX Corps is shown on the maps of the **Briefing** and **Supply** screens by a wide green or yellow line. Green indicates XXX Corps has been or is currently at that operation, while yellow shows the operation where they are about to arrive.
- Sometimes during gameplay, soldiers under a **Defend** order may shoot at enemies you cannot see on the game screen. You learn about enemy soldiers through observation. Initially, you may only see a red dot on your map monitor representing enemy troops. You won't be able to see the actual enemy soldiers, but you will be able to see muzzle flashes if they fire at you. Through continued observation, enemy soldiers will be

listed on your soldier monitor, but they will show only grayed-out information or question marks. When you have had the enemy in your sights for some time, you will be able to get detailed information on their physical and mental state in the soldier monitor just as you can for your own men.

- When you issue any kind of move order to a unit, that unit will attempt to deploy behind protective terrain in the direction of the move. For example, if you give a move order to the north, the soldiers in that unit will look for cover to use against enemy soldiers to the north of them. With this method, you can use short move orders to reposition teams in buildings.
- When you issue a fire order to a target out of the line of sight (red fire line), the order may not be disobeyed if the unit can move closer to the target and get in line of sight there. If still out of the line of sight, the order will be canceled, but this may result in unanticipated movement by your troops. It is generally best to only give direct fire orders to those targets you can see.

Thank you for trying Microsoft Close Combat: A Bridge Too Far.