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Terrain

Information about terrain, cities and armies can be found by positioning the cursor over a particular spot and clicking the right mouse button. A Terrain Dialog Box will appear, listing the terrain type or city name, country of origin and the country that is in control of that territory.

A map showing city and country names appears in the printed manual.

Bombsight and Placement Cursor



When the cursor is positioned over the map, it appears as a "bombsight cursor."

When an army has been activated, the cursor appears similar to the bombsight cursor, but is black surrounded by a white box.

When the cursor is positioned over any dialog box or action button, it will appear as an arrow.

For information about Terrain dialog boxes and Terrain Chart, see:

Terrain

City

Fort

Terrain Chart

For Army information, see:

Army Information

Terrain: When the cursor is over empty terrain, a dialog box will appear that gives the country's name and identifies the terrain type.

City: When the cursor is over a city (represented on the map by a red square), a dialog box will appear that names the city, the country where the city is located and the controlling country. See also: [National Surrender](#)

Fort: When the cursor is over a city (represented on the map by a red square), a dialog box will appear that names the city, the country where the city is located and the controlling country. See also: [National Surrender](#)

Terrain Chart

There are ten terrain types on the game map represented by unique colors. They are:

Terrain	Color	Effect
Clear	Tan	None
Woods	Dk Green	Movement is slowed and defense is improved
Mountains	Dk Red	Movement is slowed and defense is improved
Marsh	Lt Green	Armies may not disengage from enemy ZOCs Movement is slowed and defense is improved
Beach	Orange	Armies may not disengage from enemy ZOCs
River	Blue	No effect, can be used as sea movement debarkation point.
City	Red	None
Fortification	Red/White	None, may be a port and used as a sea movement debarkation point
Railroad	Black	Defense is improved Units moving down a railroad move three times faster than normal
Sea	Dk Blue	No movement allowed

Game Scale

Ground scale:

one (1) pixel equals nine (9) Kilometers.
an army is 6 pixels wide

Time scale:

one (1) turn equals two months.

Armies - Who's Who and What's What

Each army on the map is represented by a flag of the country to which the army belongs. A complete list of countries can be found under the heading List of Countries in the printed manual.

To get more information about a specific army, move the cursor over the army and click the left mouse button. If the army is on your side, the dialog box will show the name of the country, name (or rather number) of the army, the country's flag, the army's current orders and the affecting terrain. National default orders can be found under National Control Buttons - Default Orders.

Germany's dialog box is slightly different in that it shows a check box for Stosstruppen.

The enemy's dialog box shows the country's flag, name, army name and affecting terrain. There is no Current Orders list, since you can't give the enemy orders.

See also:

[National Control Buttons](#)

[Current Orders List](#)

[Movement Orders](#)

[Terrain Chart](#)

[Stosstruppen](#)

Army Combat Relationships

Each army has two separate combat capability ratings, one used when attacking, and another used when defending. Armies that are attacking, performing the attack action of an attack & advance order, or the attack action of an counterattack order, use their attack capability rating. Armies that are defending, entrenching, etc. use the defense capability rating.

Nation	Attack	Defense
Germany	1	1
Austro-Hungary	3	3
Great Britain*	1	2(1)
United States	1	2
France**	1(2)	3
Russia	2	3
Italy	2	3
Serbia	3	2
Belgium	3	2
Montenegro	3	2
Rumania	3	3
Ottoman Empire	4	3
Bulgaria	3	3
Holland	3	3
Greece	3	3
Albania	5	3

Great Britain's BEF army has a defense rating of one (1). This is the only British with this rating. French armies only have the one (1) rating for attack until the French Mutiny, after which the all French armies have a two (2) rating for attack.

See also:

[Attack & Advance](#)

[Counterattack](#)

[French Mutiny](#)

Special Effects

Stosstruppen

After 1916 from one(1) to four(4) German armies may be declared to have Stosstruppen. Any enemy army attacked by a German army with Stosstruppen will be forced to retreat. The GNP cost of assigning Stosstruppen is one(1). No army may be given Stosstruppen if the GNP of Germany is zero(0).

USA Placement

Before April 1918 no American armies maybe activated. The USA does not get any GNP until then. When American armies can be activated, they may only be placed in France.

Great Britain Army Activation Limit

Great Britain may only activate one army at a time. This represents the very poor manpower utilization of the English government though most of the war.

BEF Activation Limitations

Once deactivated, or dispersed, the BEF may not be reactivated. This represents the unique nature and quality of the original all professional troops that made up the BEF. They were not easily replaced.

See also:

GNP

Retreat

Army Dispersal

Activate/Deactivate Armies

National Control Buttons

Down the left side of the map is a collection of flags. Clicking with the right mouse button on each flag brings up a dialog box about the country. If the country is on your side, the dialog box will tell you the alliance name is listed (Allies or Central Powers), the name of the country, the flag, the current GNP, current losses, National Actions listing a Current Orders list button and a GNP Transfer, and a button for Activate/Deactivate Armies. This dialog box is where a nation's Default Orders are changed.

If the country is not your ally (either an enemy country or a neutral country), you will get a dialog box that shows the flag, the country name, current GNP, and Current Losses, if applicable.

See also:

[GNP](#)

[GNP Transfer](#)

[Current Losses](#)

[Current Orders List](#)

[Default Orders](#)

[Activate/Deactivate Armies](#)

GNP

GNP is used to calculate a nation's ability to continue in the war. Without sufficient GNP, a nation cannot do any attack orders. Army activation costs 5 GNP. Assigning Stosstruppen costs 1 GNP. Attacking and defending costs varying degrees of GNP, depending on combat effectiveness (range is 0 to 7 GNP).

If a nation has zero GNP:

- armies under attack must retreatRetreat;
- a city within an enemy ZOC will surrender;
- a fort within an enemy ZOC and not within a friendly ZOC will surrender; and
- in mountains and marshes, an enemy army can disengage from combat with your army.

GNP can be transferred between allied nations to keep those nations in the war.

When the National Control button is selected for a non-Allied nation (neutral or the other coalition), the Estimated GNP screen is brought up. This screen is informational only.

Adding GNP

Twice a year, Oct/Nov & Apr/May turns, each major power and some of the minor powers in the game receive additional GNP. The amount changes from turn to turn and year to year.

The following nations receive addition GNP during the game:

Germany, Austro-Hungry, Great Britain, France, Russia, Belgium/Luxembourg, Italy, Turkey, and the USA

USA GNP Restrictions

The United States (USA) enters the war in March (Feb/Mar turn) of 1917 but does not get any GNP until April/May of 1918. This represents the incredibly long time it took the US army to get ready to fight as an independent force.

Ottoman Empire GNP Restrictions

The Ottoman Empire (Turkey) can only have a maximum of six (6) GNP, it can always have less, at any time. This represents the incredibly efficient Back Market operating in the Ottoman Empire at this time that was able to siphon off truly remarkable amounts of goods.

See also:

[Attack Orders](#)

[Combat Effectiveness](#)

[Stosstruppen](#)

[Zone of Control \(ZOC\)](#)

[National Control button](#)

[GNP Transfer](#)

[Current Losses](#)

GNP Transfer

GNP can be transferred between allied nations to keep those nations in the war. Example: Serbia has no GNP and the conditions in the country at the time would prevent Serbia from ever generating GNP. Nations allied to Serbia could give it the needed GNP to continue. A nation cannot receive GNP if it no longer controls any cities in the home country. The only exception is Belgium/Luxembourg.

Nations eligible to receive GNP must be an active ally of the sending nation, not a neutral country. A sending nation may also be limited as to whom it may send GNP. Nations can only send GNP down the economic scale. GNP cannot be sent to a nation at the same economic level. The only exception is France. France can send to Russia, but Russia cannot send to France. A list of nations and their respective economic scale is below.

<u>Nations</u>	Level	Eligible Receiving Nations
USA	1	Any other nation in its alliance
Great Britain, Germany	2	Any other nation in its alliance, except the USA
France, Russia	3	Any other nation in its alliance, except the those preceding it in the list. Exception: France can send to Russia but Russia cannot sent to France
All other nations	4	Cannot send GNP to any other nation.

When **Transfer** is selected, the GNP Transfer screen is brought up. This shows the sending nation and its current GNP. Initially, there is no receiving country listed. Click on the down-arrow to show the list of eligible receiving nations.

Once a nation has been chosen, click in the SEND box. Delete the zero (delete or backspace) and type in the amount to transfer to the chosen nation.

Can be repeated as wanted for each nation until the sending nation runs out of GNP (which isn't a smart thing to do).

Current Losses

Current Losses is the total alliance GNP lost during the last turn. This is found by clicking on the National Control Buttons.

To see the dialog box for your alliance or the other coalition, see page 15 in the printed manual.

See also:

National Control Buttons

GNP

GNP Transfer

Activate/Deactivate Armies

Current Orders List

Current Orders List

This is found under the National Control Button when you click on the Current Orders button. It lists each army currently activate, with the individual army orders. (To change those orders, see Move Your Troops.) If the order is to Attack, the enemy army is listed.

This is also where you change the nation's Default Orders.

See also:

National Control Button

Move Your Troops

Default Orders

Default Orders

The Default Orders shows the orders an army of that particular nation will follow when regular orders cannot be followed. An example would be movement orders that march an army into the sea (we are not lemmings here). A dialog box will appear and inform you that the current order given this last turn cannot be executed and the army is defaulting to the nation's default order.

Some **Default Orders** (such as Attack) can not be applied in all cases. When this happens, the particular army will default to DEFEND.

See also:

[Move Your Troops](#)

Activate/Deactivate Armies

When the **Activate/Deactivate Armies** button is selected the Army Activation/Deactivation screen is brought up. It costs 5 GNP to activate an army, but the army does not require any GNP to remain active. Deactivation costs nothing.

To see the dialog, see page 17 in the printed manual.

The first box shows the maximum number of armies that can be activated during the current turn. The number that can be activated increases or decreases as the nation's GNP increases or decreases.

The box labeled **Inactive Armies** is a list of all the nation's armies that have not been activated or have been deactivated to this point. The box labeled **Active Armies** is a list of all the nation's armies that have been activated to this point.

To activate an army, double click on the army name in the **Inactive Armies** list. This name will then disappear from the **Inactive Armies** list and appear in the **Active Armies** list.

To deactivate an army double click on the army name in the **Active Armies** list. This name will then disappear from the **Active Armies** list and appear in the **Inactive Armies** list. Upon exiting the National Actions window, all deactivated armies will immediately disappear from the game map.

Once all army activation's and deactivations are complete, click on OK to return to the **National Actions** screen. Upon exiting the National Actions window, any armies to be activated must be placed on the game map immediately. The Placement cursor will replace the Bombsight cursor on the screen.

The activated armies will be placed on the map in numerical order. So if you've activated Russia's Fifth and Eighth armies, the first army you will place will automatically be the Fifth, followed by the Eighth. To place an activated army, move the cursor to the desired location on the map and press the right mouse button. The activated army will immediately appear and be ready for orders. Repeat this process until the Placement cursor is replaced by the Bombsight cursor, signifying the completion of placement.

Each activated army must be placed within its home country and have at least one friendly home city within its Zone of Control (ZOC). No army may be placed on top of any other army. Any army may be placed within any ZOC, either friendly or hostile.

See also:

[Army Dispersal](#)

Army Dispersal

An army will disperse if it cannot retreat. Armies dispersed will show up in the Inactive Army List and can be activated again.

BEF army of Great Britain cannot be reactivated if it is dispersed.

See also:

BEF Activation

Activate/Deactivate Armies

Retreat

File Menu

There are four Items in the File Menu Item, **New Game**, **Load**, **Save**, and **Quit**.

New Game.

When **New Game** is selected the program will reset itself to start a new game.

Load.

Load allows for loading a previously saved game.

Click on **Load** to bring up the Load menu. Click on the game number to choose the game to load. Click on **Load** to load the game.

Save.

Save allows for saving up to seven different games. Click on **Save** to bring up the Save menu.

Previously saved game: Click on the game number. Click on **Save**.

New game to save: Click on game number. **Not in Use!** will darken. Move cursor over into label box and type in name of scenario. You may have to delete **Not in Use!** text. Click on **Save**.

Quit.

Quit currently ends the game without saving or requesting player to save.

Controls Menu

This menu item has two entries:

Sound.

The SOUND toggle switch turns the game sounds off and on. Click on the DISPLAY menu item. The presence or absence of a check mark next to SOUND indicates whether game sounds are on or off. Click on SOUND to activate or deactivate the game sound function.

When the game is first loading, there will be the sound of bagpipes playing. This is only during initial game load and cannot be turned off.

Display

Click on CONTROLS, then click on DISPLAY. When toggled ON (enabled), the menu item has a check mark next to it. To toggle on or off, click on the item. The menu disappears and the effect noted below will appear.

Zones Of Control (ZOC).

When enabled, each army's ZOC will be displayed. The Allies ZOC is a yellow rectangle. The Central Powers ZOC is a light blue rectangle.

Attack.

When enabled, the armies with attack orders will blink.

Entrenchments.

When enabled, the armies entrenched will be outlined in a thin line the same color as their ZOCs (Allied in yellow, Central Powers in light blue.) NOTE: If there are no entrenched armies, there will be no change in the display when Entrenchments is toggled on or off.

Movement

When enabled, an army given orders to move will have its movement track remain on the screen.

Options Menu

Options grays out once a game has been started. **Options** cannot be changed in the middle of a game.

Scenarios

Allows the player to choose either Historical or Russia First scenarios. The current selected scenario is shown by a check mark to the left of the scenario name.

Players

Allows for the choice of Allies or Central Powers. The default is Central Powers only. For a two-player game, check both entries. To play against the computer, check only one.

Help Menu

You've found it.

Scenario Selection

Allows the player to choose either Historical or Russia First scenarios. The current selected scenario is shown by a check mark to the left of the scenario name.

"Historical" Scenario.

The "Historical" scenario starts just after the "Battles of the Frontiers." The "race to the sea" has been completed. This is where the Central Powers & the Allies ended up after the failure of the German "Schlieffen Plan" and French "Plan 17".

At the start of the Historical scenario the Allies consist of England, France, Russia, Belgium/Luxembourg, and Serbia. The Central Powers consist of Germany, and the Austro-Hungarian Empire.

"Russia First" Scenario

The "Russia First" is a hypothetical scenario based on the little known alternative to the "Schlieffen Plan" where Germany concentrated to knock out the Russian army before turning on France. While the plan had much in its favor, with 20/20 hindsight it did have many of its own problems.

At the start of the "Russia First" scenario the Allies consist of France, Russia, and Serbia. The Central Powers consist of Germany, and the Austro-Hungarian Empire.

See also:

[Player Selection](#)

Choose A Side

This is also known as Player Selection.

There are two sides to 'The Great War'; the **Allies** & the **Central Powers**. To play just the computer, select either the **Central Powers** or the **Allies**. At the start of the game only the **Central Powers** are selected. To play another player select both the **Central Powers** and the **Allies**. At least one side must be selected to play the game.

See Also:

Scenario Selection

Move Your Troops

To move one of your armies, move the bombsight cursor over the army. Click with the right mouse button. A dialog box will appear that shows the name of the country, name (or rather number) of the army, the country's flag, the army's current orders and the affecting terrain. National default orders can be found under National Control Buttons - Default Orders.

The orders that can be given are dependent on the status of the army, GNP, and terrain.

If the army is in an enemy Zone of Control (ZOC), the orders that can be given are:

Defend
Entrench
Disengage
Attack
Attack & Advance
Counterattack

If the army is not in an enemy Zone of Control (ZOC), the following orders can be given:

Defend
Entrench
Move by Land
Move by Sea if the unit is in a position to utilize this.

Entrench is not available in mountains or marshes. If a nation has no GNP, the nation cannot attack, so any order such as Attack & Advance or Counterattack will not appear on the list.

Choose an order and click OK. Click CANCEL to cancel any changes made.

Defend and Entrench require no other action.

When Disengage is chosen, the dialog box disappears and you will see a dashed line (a rubber band line) from the army to your current cursor position. Move your cursor to the position you wish to have that army move, and click the right mouse button. The rubber band line will disappear.

When Attack or Counterattack is chosen, an additional dialog box appears, listing possible targets. By clicking on the arrow next to the name shown, a drop-down list of other targets will appear. There may only be one choice available. Click on any of them and the drop-down list will disappear. Your choice will appear in the box. Click on OK to continue.

When Move by Land is chosen, the dialog box disappears and you will see a dashed line (a rubber band line) from the army to your current cursor position. Move your cursor to the position you wish to have that army move, and click the right mouse button. The rubber band line will disappear.

Repeat as needed for each army in your coalition.

You can go back to any army and change any order at any time, until you click the EXECUTE button on the left side of the screen. Once you're satisfied with your orders, click that EXECUTE button. If you are, click OK. If you're the first player, the other side gets to make the appropriate orders. If you're the second player, see Now You Watch The Action.

See also:
Bombsight Cursor
Current Orders

Affecting Terrain

Default Orders

GNP

National Default Orders

Zone of Control

Zone of Control (ZOC)

The Zone of Control of an army is that area around the army over which it has influence. The surrender of fortsFort_Type and citiesCity_Type happen only when in an enemy ZOC. Some orders available to an army are only available when it is in an enemy ZOC. Some orders are only available when an army is not in an enemy ZOC.

See also:

Movement Orders

Forts

Cities

Movement Orders

Defend

This order tells the army to take up a defensive posture. This the army to use its defensive combat value when it is attacked. With the exception of pre-Mutiny French (whose excessively offensive doctrine made them very poor on the defensive), an army's defensive combat value is better than its offensive combat value. This order may be given under any conditions.

Entrench

This order tells the army to take up defensive posture and to dig in. An army that is given a entrench order and then is attacked will use its defensive combat value. This order may be given under most conditions. It will not appear on the list of available orders when the army is in mountains or in marshes.

Disengage

This order tells an army that it will be moving out of an enemy Zone of Control (ZOC). After OK has been clicked on the Army Action Screen, the dialog box disappears and you will see a dashed line (a rubber band line) from the army to your current cursor position. Move your cursor to the position you wish to have that army move, and click the right mouse button. The rubber band line will disappear. This order will only be in the Current Order list when a unit is in an enemy ZOC. If an army is given a DISENGAGE order and is attacked, the DISENGAGE order is canceled and the army will execute a DEFEND order instead.

Move by Land

This order tells an army to move from its current location to another. This order may only be given to armies that are not in any enemy Zone of Control (ZOC). When an army enters an enemy ZOC, the Move by Land order will be automatically changed to the Default Orders of the nation. After OK has been clicked on the Army Action Screen, the dialog box disappears and you will see a dashed line (a rubber band line) from the army to your current cursor position.

Moving in a straight line: Move your cursor to the position you wish to have that army move, and click the right mouse button. The rubber band line will disappear.

Moving in other than a straight line: Move the cursor to the first location to which to army is to move and click the **right** mouse button. This will tack down the rubber band line to that point. Next, move the cursor to the next location to which the army is to move. If this is the end of the army's movement click the **left** mouse button. An army may be given a maximum of three movement locations with one movement order.

Move along Rail lines: When an army is moved along (within 30 degrees of parallel) a railroad, that unit will get the effect of railroad movement (three times faster).

Movement Near Borders & the Sea: It should be remembered that armies at this time were quite clumsy and had a tendency to wander into areas where their leaders did not want them to go, or blunder into things. Armies can and will move slightly erratically, not in perfectly straight lines, and can violate Neutral country borders when the player does not mean to. Also armies will, on occasion, blunder into each other &/or into terrain they can not move into, such as the sea.

Move by Sea

This order will only appear on the Current Order list when the army is located in a port city. This order tells the army to move by sea to a designated Debarkation Port or Beach. When this order is selected, the Sea Movement screen appears.

Either a Debarkation Beach or Port may be selected, but not both. When the correct beach or port has been selected, click on the OK button.

Move by Sea Limits

The Move by Sea order is only available to the Coalition which contains Great Britain. In the Russia First scenario this means neither side may use sea movement until Great Britain enters the war. No ports in the Black Sea may be given as a Debarkation Port until Constantinople, Ottoman Empire, is

controlled by the Coalition containing Great Britain. No ports in the Baltic Sea may be given as a Debarkation Port until Kiel, Germany, is controlled by the Coalition containing Great Britain.

Attack

This order tells the army to attack any of the enemy armies and/or fortresses within its Zone of Control (ZOC). It will not appear on the Current Order list if the nation's GNP is zero. When the attack order is selected, the Select Attack Target dialog box comes up. It shows the list of available targets. The target of an Attack may be the target of more than one army. The attack factors of all the armies of the same nation attacking the same target are added together.

Since orders are executed in army numeric sequence, if a nation's GNP becomes zero before all attack orders have executed, any army not yet executing attack orders will fall back to defensive or default orders.

Attack & Advance

This order is a two part order. The attack portion is just like the simple Attack, and the same GNP restrictions apply. Once all single part orders and the first part of two part orders have executed, the second part, advancing towards the army attacked, will execute. If the attack portion of the order is not executed due to lack of GNP, the advance portion is also not executed. This order will only appear in the Current Order list when the army is in an enemy Zone of Control (ZOC).

Counterattack

This order is a two part order. The first part of the order is Defend. Once all single part orders and the first part of two part orders have executed, the second part, attack the enemy army that attacked you, is executed. This portion is just like Attack. Each army will use its defensive combat value when defending and its attack combat value when attacking. This order will only appear in the Current Order list when the army is in an enemy Zone of Control (ZOC).

See also:

Default Orders

Zone of Control (ZOC)

GNP

Entry into the War

The following nations will enter 'The Great War' on the following dates:

Nation	Coalition	Date Entering the War	
Ottoman Empire (Turkey)	Central Powers	29 October	1914
Italy	Allies	20 August	1915
Bulgaria	Central Powers	6 September	1915
Rumania	Allies	27 August	1916
USA	Allies	6 March	1917

An example of a dialog box that will appear:

See Page 25 in printed rules.

Entry into War by Invasion

Whenever a neutral country has its neutrality violated, either by deliberate invasion or the accidental movement of an army over the border, the neutral country will immediately declare war on the nation violating its borders and then join the opposing coalition.

Great care should be taken when moving armies near a neutral county's borders as the following message appears ONLY when a **end point** of an army's movement is in the neutral country. If none of the movement end points is in the neutral country, but the army moves across the neutral's border, no matter how little the violation is, the neutral will declare war on the violating country and immediately join the opposing coalition.

Use the same care in selecting the debarkation port/beach as no message about Neutrality Violation will appear. It should also be noted that if the Beach/Port is covered by an army's Zone of Control (ZOC), the army being moved into that location will not be allowed to move, even though no message at the time of Debarkation Port/Beach selection is made (in essence, the move will be wasted).

Invasion VP Penalty

Whenever a neutral enters the war due to invasion, the coalition which it joins gets the following additional victory points.

Nation	Victory Points
Albania	5
Belgium/Luxembourg	5
Bulgaria	15
Greece	5
Italy	15
Netherlands	20
Ottoman Empire	15
Rumania	15

Greece Invasion

Whenever Greece is invaded by the Allies, the Greek army will immediately disband.

Now You Watch The Action

Once both sides have clicked EXECUTE (or, in the single player game, you've clicked EXECUTE and the computer player has executed its orders), the orders are executed in the following order:

Starting with the nation with the highest GNP, each army's orders are executed in army numerical sequence. This makes it appear that orders are executing randomly all over the map.

Armies being attacked have an explosion appear where their flag symbol used to be. The flag reappears when the attack is completed. If you have enabled Sound, you will hear explosions. Armies on the move have the sound of marching feet.

Any order with two parts, such as Attack & Advance or Counterattack, has the first part of the order, attack or defend, executed in the above sequence. Part two of the order is executed in reverse GNP order, starting with the nations with the lowest GNP.

Retreat:

An additional action is executed with the second part of two part orders. A Retreat order is executed when the attacking unit inflicts more GNP losses on the defending unit than it receives. If the terrain is listed as "open," the defending army must lose two times the GNP as the attacking army. If the terrain is listed as "marsh" or "mountains", the defending army must lose three times the GNP. If the terrain is listed as "fort," the army never retreats. Retreat is automatically executed when the defending nation's GNP is zero and it loses more GNP than the Attacker. An exception is the Russian Army Collapse.

If an order cannot be executed, due to intervening army units or intervening terrain, a dialog box will inform you which army cannot execute its orders and it is executing the Default Orders for that nation.

Various message dialog boxes may appear during execution. These will tell you certain armies have been unable to retreat and have dispersed.. Click OK to continue with order execution. See Army Dispersal for an explanation of what just happened.

Once the turn has completed, you will get one of two dialog boxes. Click OK when you've read them. When you've assessed your gains (or losses) and clicked OK, the date in the lower left corner changes to reflect the beginning of the next turn.

Some of the other status screens you may see are those relating to capture and/or surrender of cities and nations, and of certain countries entering the war.

See also:

GNP

Russian Army Collapse

Army Dispersal

Army Activation/Deactivation

National Surrender

Occasionally during 'The Great War' a nation was forced to surrender. The only nations that cannot be forced to surrender are Great Britain and the USA.

Cause of Surrender for Non-Russian Nations

A Nation will surrender when it has zero GNP and it has lost control of all of its cities.

Russian Army Collapse and Russian Surrender

The Russian army suffers collapse whenever the Russian Empire loses control of two or more cities after the **Dec/Jan 1915** game turn. Once the Russian army collapses, the Russian army must always retreat/Retreat when ever it loses a battle.

Unlike all other major powers in the game, the Russian Empire does not need to lose control of **all** of its cities on the map and have zero GNP before surrendering. Instead, the Russian Empire surrenders anytime after the Russian Army collapses and the Russian Empire loses control of one additional city in Russia.

Russian Army Collapse and Rumania

Rumania will only enter the war on the ALLIES side if the Russian Army has NOT collapsed before August 1917. If Russia has surrendered or its army has collapsed by August 1917 then Rumania will remain NEUTRAL and not voluntarily enter the war.

See also:

GNP

French Mutiny

Historically, in September, 1916, the French army mutinied. Any time after the Aug/Sept 1916 game turn, the French army can mutiny when it suffers attacking combat losses over 1/2 the GNPGNP at the start of the turn. Attacking includes the attack portion of counterattack and attack & advance.

The French Army Mutiny last for three game turns (six months). While the mutiny is in progress the French army **not** perform the following actions:

- 1) Attack & Advance
- 2) Attack
- 3) Counterattack
- 4) Disengage

Once the mutiny is over, the French armies may perform all available actions. Whenever a French army is involved in any offensive combat, it will suffer a degradation in performance due to the loss of '**ÉLAN**' and faith in the officer corps by the troops.

End of the Game & Victory Conditions

Victory in 'The Great War' is defined as doing better than historical results. For the Allies, Russia must be kept in the war and the Central Powers must sue for armistice before November 1918. For the Central Powers, the player must cause the collapse of Russia sooner than October 1917 and avoid having to sue for armistice.

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REGISTRATION FORM

"The Great War 1914-1918"

A Strategic Simulation of the First World War
for Microsoft Windows3.1

SHAREWARE VERSION 1.0u (Released February 1995)

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