

Input Device Equivalents

ACTION	KEYBOARD (PLAYER A)	KEYBOARD (PLAYER B)	JOYSTICK	MOUSE
Up	Cursor Up	D	Joystick Up	Move Mouse Up
Down	Cursor Down	C	Joystick Down	Move Mouse Down
Left	Cursor Left	X	Joystick Left	Move Mouse Left
Right	Cursor Right	V	Joystick Right	Move Mouse Right
Orders	Space bar	Ctrl	Fire button	Left Mouse button

Additional Keyboard Controls

THE FOLLOWING ADDITIONAL OPTIONS CAN BE
ACCESSED BY USING THE FUNCTION KEYS:

F1 Confirmation of phase change	F2 Music on/off
F3 Sounds on/off	F4 Displays Program Version #
F5 Joystick 1 on/off	F6 Joystick 2 on/off
F7 Mouse on/off	F8 Mouse speed
F9 Battle animations on/off	Esc QUITs game in progress

Contributed by Dave S.

Scanned and compiled by Underdogs for Home of the Underdogs

<http://www.the-underdogs.org/>

Important note: This manual is complete - it's just an exact copy of the original paper manual so some pages seem "missing." Just print out all the pages, arrange the pages, and staple them from the middle to get a nice bound paper manual :)



THE GREAT WAR™

1914-1918



HISTORYLINE / GREAT WAR 1914-1918

Level Codes:

<u>GERMAN</u>	<u>ALLIED</u>	<u>2 PLAYERS</u>
01-PULSE	01-BATTLE	01-TRACK
02-CIVIL	02-GOOSE	02-HUSAR
03-MOUSE	03-SPORT	03-BEAST
04-VENOM	04-BIMBO	04-PLATE
05-NOISE	05-TEMPO	05-LIGHT
06-RIGHT	06-BARON	06-SCROL
07-ORKAN	07-BUMMM	07-VIRUS
08-FRONT	08-LEVEL	08-BISON
09-RATIO	09-TOXIN	09-DRUCK
10-PARTS	10-PRINC	10-TROLL
11-PLANE	11-CLEAN	11-UBOOT
12-FLAME	12-XENON	12-DROID
13-GOTHA	13-SIGNS	13-GRAND
14-BALON	14-HOUSE	14-ROYAL
15-PAUSE	15-SIGMA	15-WATER
16-ELITE	16-SEVEN	16-SKILL
17-INFRA	17-ZOMBI	17-SKULL
18-HILLS	18-MOVES	18-AUDIO
19-COBRA	19-BLADE	19-SPELL
20-ATLAS	20-ZORRO	20-CAMEL
21-AMPER	21-STONE	21-FLAGS
22-RHEIN	22-MOSEL	22-STORY
23-CANDL	23-ORDER	23-SCOUT
24-STERN	24-SODOM	24-GREEN

TIPS

While playing on the German side, collect your units around the artillery and wait for the approaching enemy. Then it's very easy to stop the enemy soldiers while the artillery is getting stronger.

Be aware of the short range of the light artillery, and that the heavy and medium artillery can't shoot one round when they have moved.

Let's say you have a very strong artillery and the enemy is waiting for this unit to move before attacking, and your heavy artillery gets in the range of the enemy's heavy artillery. You should move light artilleries next to it, and wait for the next round. When the heavy artillery isn't able to react in the next round, your light artillery can, and covers the front range of heavy artillery.

Repair damaged units. One fatal mistake when playing Battle Isle was producing new units, and letting the experienced ones fight in the frontline. Save your energy and spend on repairs. An experienced unit such as Elite Infantry can withstand most enemy tanks for at least two rounds until the reserve arrives.

Bunkers are very difficult to take even with air support.

It's not uncommon for even the best 'warriors' to lose their best troops while taking the enemy's HQ because they forgot about the bunkers.

When producing units, always make planes. Planes can only be attacked by Flak Units or Elite Infantry, and they're the most important in the game.

Try to destroy the anti-aircraft units first. Don't be afraid of aeroplane losses at the beginning. Sure, it's important to recreate the air squadrons, but because the computer will mainly build infantry it's important that the anti-aircraft sites are destroyed early on.

If the situation is hopeless then try and collect your remaining units, make sure you have more than one infantry, then set one infantry to the front and hold the others back. When you attack, the computer will try to destroy the infantry, while you position your artillery and bomb him into the dust.

Keep your strong units in motion, and save them from enemy attack. This enables you to open more than one front and entangle the enemy. Use your planes to weaken approaching troops while still out of reach of the artillery.

The best way to win is to hold the positions you have at the beginning of the game. Weaken the enemy troops whenever you can, and then attack. Strategically, HistoryLine/ Greatwar is a rather more defensive game than Battle Isle.

To make the game easier, go to the player options and press fire on the human option. Then move down and press fire on the computer option. Then, when the game starts, you'll have all the computers units and he will have yours. Because the game usually gives the computer more units, you'll now gain this advantage, and so you should be able to beat him easily.

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QUESTIONS OR PROBLEMS?

Our main business number is (408) 737-6800. If you encounter disk or system related problems you can call our Technical Support Staff at (408) 737-6850 between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday, holidays excluded. NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER. You can write to us for hints at: Hints, Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086 (include a self-addressed, stamped envelope for reply).

IBM COMPATIBLE COMPUTER INFORMATION:

Many of our games will work on IBM compatible computers. If you own an IBM compatible computer we suggest that you consult with our Technical Support Staff at (408) 737-6850 between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday, (holidays excluded) to see if an SSI game you're considering purchasing is compatible with your computer. If we have insufficient data to determine compatibility, you may wish to purchase the game and test for compatibility yourself. If the game proves to be incompatible, you may return it within 14 days with your dated receipt and we will refund your money. Or, if you return the game within 30 days, you may exchange the game for another.

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PRINCIPLES OF THE GAME

As in chess, you move a number of figures with various properties over a board. Your only aim is to make your opponent incapable of doing battle. You can do this either by capturing the enemy's Headquarters (similar to Checkmate), or by beating all the enemy figures. However, the properties of the figures are not as easily described as in chess. Instead of different movements, the units in THE GREAT WAR 1914-1918 have varying ranges and are sensitive to certain features of the terrain. In chess, any figure can capture any other. Since THE GREAT WAR 1914-1918 contains all kinds of units, from simple infantrymen to heavy battle cruisers, such a rule would not reflect the reality of the situation. Whether a unit is victorious in a battle is determined by its type, strength, and experience. The surrounding units and their position in relation to enemy units are important factors in deciding the outcome of a battle.

THE GREAT WAR 1914-1918 can be played with two players, which makes the game even more enjoyable. So that one player does not have to wait for the other, the game has been divided into phases for entry of movement and operational orders. While one player is only able to move his units, the other can carry out operations with his troops. An operation can consist of attacking an enemy unit, or digging trenches or similar tasks. Thus both players in the two-player phase can be "active" simultaneously and neither must waste time waiting for the other.

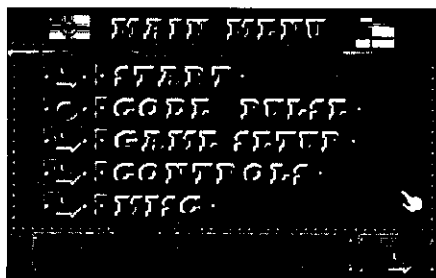
As soon as a player has completed all the moves he wants to make, he indicates this on the computer. Only when both players are ready to change their command phase does the computer change the possible moves; this means that the player who was only able to move his troops is now able to

send them into action, and the other player can immediately move his unit. You can only plan all the moves, whether the unit is going into action or moving. That is to say, you can deploy all the units and can see most of their operations. However, the moves are only carried out when both players are ready to change the command phase. This is particularly true for the player who is in the operation phase; all the planned attacks are carried out after the phase has been changed.

THE MENUS

After a short loading time you will find yourself in the main menu section of THE GREAT WAR 1914-1918. Here you can perform a number of actions which are important in the game. You can control the menu by using the keyboard, the mouse, or a joystick (collectively referred to as the "input device"). When the cursor is on one of the menu items, an explanatory text appears at the bottom edge. Next to the text is an exit symbol, which returns you to the previous menu. The Esc key and the right mouse button have the same effect.

The various option menus are explained in the following section.



Main Menu

Clicking on the Main Menu Bar exits to DOS. You do, however, have many more options; they are as follows.

BLUE BYTE CREDITS

MAIN PROGRAM

Production	Blue Byte
Head of Production	Lothar Schmitt
Programming and Design	Ralf J. Kraft, Bernhard Ewers, Thomas Häuser
Graphics	Janos Toth
Layout and Animation	Thorsten Knop
Selection of Units	Thomas Hertzler
Level Design	Janos Toth, Christoph Werner, Thorsten Knop
Music Programming	Oliver Koenig
Music	Haiko Ruttman

OPENING AND CLOSING CREDITS

Script and Design	Bernhard Ewers, Thorsten Knop
Program	Bernhard Ewers
Graphics	Thorsten Knop, Christoph Werner
Music Sound Track	Haiko Ruttman

INTERMEDIATE SEQUENCES

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Research and Texts	Ulrich Albert Springmann, Ralf J. Kraft
Program	Bernhard Ewers, Oliver Koenig
Graphics	Thorsten Knop, Christoph Werner
Music Sound Track	Haiko Ruttman

DOCUMENTATION

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Weapons Section	Thomas Hertzler
Graphics	Thorsten Knop, Janos Toth
Translation service	Polylang

SPECIAL THANKS TO

Hans "MC" Ippisch, Stephan Friedl, Frank Hasselmanns, Armin Gessert and everyone who helped us in the development of the "THE GREAT WAR 1914-1918" project.

SSI CREDITS

Technical Resource Director	Dan Cermak
Rule Book Editors	André Vrignaud, Al Brown, and Eileen Matsumi
Producer	Bret Berry
Tester	Brian Lowe
Graphic Design and DTP	LOUIS SAEKOW DESIGN: David Boudreau, Leedara Sears
Printing	A&a Printers and Lithographers, Inc.

APPENDIX

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F5 Joystick 1 on/off	F6 Joystick 2 on/off
F7 Mouse on/off	F8 Mouse speed
F9 Battle animations on/off	Esc QUITs the game in progress

Keys **F5/F6** can be used to switch a joystick on or off, if the program's automatic joystick recognition does not function (the cursor cannot be controlled).

One-Player German Scenario Passwords

PULSE, CIVIL, MOUSE, VENOM, NOISE, RIGHT, ORKAN, FRONT, RATIO, PARTS, PLANE, FLAME, GOTHA, BALON, PAUSE, ELITE, INFRA, HILLS, COBRA, ATLAS, AMPER, RHEIN, CANDL, STERN

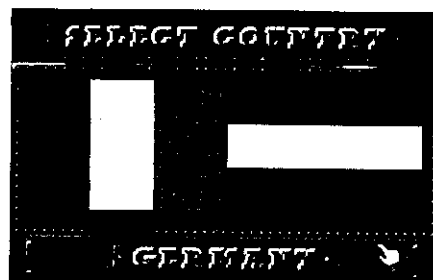
One-Player Allied Scenario Passwords

BATLE, GOOSE, SPORT, BIMBO, TEMPO, BARON, BUMMM, LEVEL, TOXIN, PRINC, CLEAN, XENON, SIGNS, HOUSE, SIGMA, SEVEN, ZOMBI, MOVES, BLADE, ZORRO, STONE, MOSEL, ORDER, SODOM

Two-Player Scenario Passwords

TRACK, HUSAR, BEAST, PLATE, LIGHT, SCROL, VIRUS, BISON, DRUCK, TROLL, UBOOT, DROID, GRAND, ROYAL, WATER, SKILL, SKULL, AUDIO, SPELL, CAMEL, FLAGS, STORY, SCOUT, GREEN

Start



This enters the game with the options set in the main menu. You will be asked before the game begins which side you want to represent. Germany represents the Central European Powers, and France represents the Allies.

Code

This allows you to use the keyboard to enter the appropriate password for the scenario you wish to play. For example, the password for the first scenario is PULSE, and you will see this displayed next to the word Code when you first enter the game. The password for the next scenario is automatically displayed here when you have successfully completed a scenario. You should write down the passwords for later reference.

In the one-player phase, the password varies depending on whether you are playing the Central Powers or the Allies.

You will find the passwords for all the two-player scenarios in the Appendix.

Game Setup

This sub-menu allows you to modify certain game parameters.

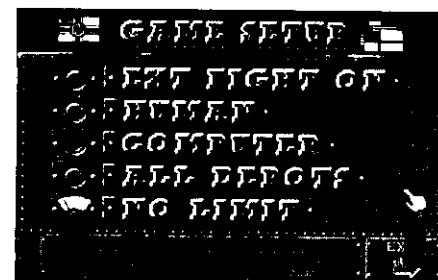
Controls

This sub-menu allows you to modify system parameters.

Misc.

This submenu allows you to review high scores and load saved games.

Game Setup Sub-Menu



The Game Setup Menu has the following options:

Ext Fight ON/OFF

This selection allows you to toggle between animated and quick combat displays.

Player A

This selection allows you to toggle player A (left portion of the screen) between computer and human.

Player B

This selection allows you to toggle player B (right portion of the screen) between computer and human.

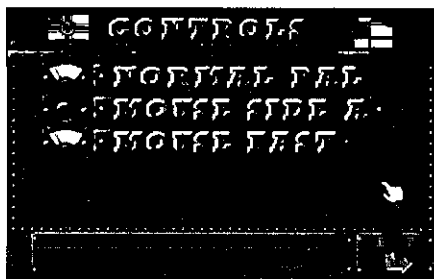
Depot

The default for this selection ("all depots") allows you to view what is contained in enemy buildings and transport vehicles. Toggling this to "own depot" limits your view to your own building and transport vehicles. Using the "own depot" option is more difficult and your score is increased.

Move Limit

This allows you to limit the number of units you can move in each turn. The fewer the number of moves, the more difficult the game and the higher the score at the end of the scenario.

Controls Submenu



The Controls Menu has the following options:

Palette

This allows you to change unit colors for the game. The default setting is "Normal Pal".

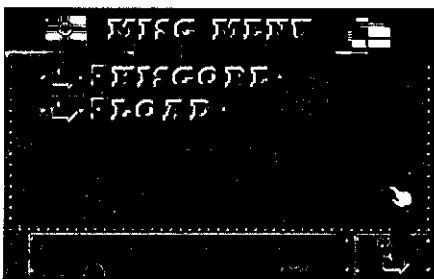
Mouse

This allows you to decide which player will be using the mouse. Player A has the left side of the screen. Player B the right.

Mouse Sensitivity

This allows you to change the sensitivity of the mouse in regards to game play.

Misc Submenu



The Misc Menu has the following options:

Hi Score

Shows you the five highest scores stored for the scenario listed under Code in the main menu.

Load

This allows you to load a saved game from one of the ten possible positions (0-9).

CAMPAIGN PHASE

THE GREAT WAR 1914-1918 is played as a simple campaign. The scenarios represent intervals of two months, with the total campaign lasting 24 scenarios (4 years). The victory conditions vary depending on whether you are playing the Central European Powers or the Allies.

During World War I a large number of weapons were invented or improved; thus, you may find that when you enter a new scenario you have new weapons available.

After each battle you are informed of various events which have occurred in the intervening two months. Some important events are accompanied by film-style animation. You will then return to the main menu and, if you have won the battle, you will find the password for the next scenario in the Code section of the main menu. NOTE: This password will not be saved whenever you quit the game. You must write the password down and reenter it when you restart the game in order to have access to the next scenario.

THE PLAYING FIELD

Each player possesses a tactical display. The left-hand display shows Player A's section of the map, the right-hand side shows Player B's section. Directly underneath is the status line which provides you with important information about your own or the enemy's operations. Any errors are also shown here. As soon as the cursor is above a unit, you can read in the status line the current troop strength, the troops' experience, and the name of the unit.

Transport Ship

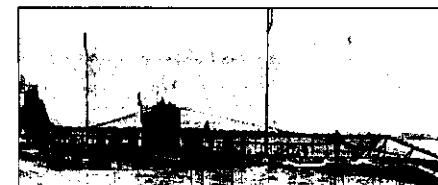


AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	—/—
WATER ATTACK	—/—
LAND ATTACK	—/—
DEFENSE VALUE	65
UNIT MOVEMENT	5
UNIT WEIGHT	—
UNIT STRENGTH	1
UNIT COSTS	—

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The destiny of the British Empire had always been intimately bound up with seafaring. Many important raw materials came from overseas, without which the British would not have been able to conduct the War. Great Britain possessed a large number of transport and troop ships, which were augmented from 1917 by American vessels. German cargo ships were confined to the Baltic during the War. The governments confiscated or chartered many ships for an indefinite period, in order to transport enormous amounts of raw materials and supplies.

Submarine



AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	—/—
WATER ATTACK	02/80
LAND ATTACK	—/—
DEFENSE VALUE	75
UNIT MOVEMENT	5
UNIT WEIGHT	—
UNIT STRENGTH	1
UNIT COSTS	—

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

As long as no immediate danger threatened, the U-boats traveled on the surface using their diesel engines and recharged their batteries in readiness for diving. Their chief weapons were torpedoes. For attacking unarmed targets, for example freighters, most types of U-boat had deck armaments. In the early years of the War, U-boats were a promising and dangerous weapon, which could only be attacked by ramming. As the War progressed, defenses against the U-boats were improved and their task became more difficult.

Torpedo Boat Destroyer

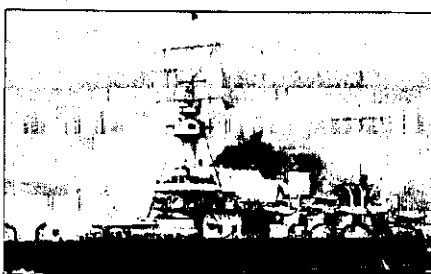


AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	02/25
WATER ATTACK	03/70
LAND ATTACK	03/50
DEFENSE VALUE	70
UNIT MOVEMENT	6
UNIT WEIGHT	—
UNIT STRENGTH	1
UNIT COSTS	—

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The torpedo boat destroyers were larger, faster, and more heavily armed than the torpedo boats. They were all-purpose fighting ships, well-suited to defending big ships from torpedo attack, engaging enemy transport ships and submarines, and carrying out reconnaissance work. The torpedo boat destroyer developed into the destroyer, which soon replaced its predecessor.

Battleship (Ship of the Line)



AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	02/35
WATER ATTACK	07/95
LAND ATTACK	07/70
DEFENSE VALUE	80
UNIT MOVEMENT	5
UNIT WEIGHT	—
UNIT STRENGTH	1
UNIT COSTS	—

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

Battleships or "Ships of the Line" were the largest fighting ships and had very good armor plating and the heaviest artillery available. Their guns had a very long range and were extremely destructive. Because of their great Unit Weight, these ships were slower than destroyers and torpedo boats. On 31 May 1916 large numbers of battle ships were involved in the biggest naval battle of the time: at the Skagerrak the Imperial Fleet was forced to defend itself against the numerically superior Grand Fleet.

THE CONTROLS

In THE GREAT WAR 1914-1918, all movements and orders are integrated into the cursor. At the beginning of the game, you will see the cursor in both tactical displays in the form of a six-sided figure.

Moving about the tactical map is accomplished by selecting a direction using your input device. The direction of the input device corresponds to the direction the cursor will move. When the cursor reaches the edge of the display, the map moves a small distance in the desired direction. When the cursor reaches the edge of the map you will not be able to move the cursor any further in that direction.

Cursor Movement Versus Input Device

	UP	DOWN	LEFT	RIGHT
Keyboard				
PLAYER A	Up Arrow	Down Arrow	Left Arrow	Right Arrow
PLAYER B	D	C	X	V
Joystick	Up	Down	Left	Right
Mouse	Up	Down	Left	Right



The cursor remains in movement mode until you activate an order. You must press the appropriate button/key to enter the order activation

mode. When you press the order activation button/key, an "X" appears in the cursor. The "X" in the cursor indicates that you will exit the function as soon as you release the order activation button/key and the input device returns to its normal position. You will then return to the normal operation phase and the cursor will revert to its normal shape.

Input Device Equivalents for Order Activation

Keyboard

PLAYER A	Space Bar
PLAYER B	Ctrl

Joystick

Fire Button

Mouse

Left Mouse Button

If you continue to hold the order activation button/key and select one of the four possible directions for the input device, new shapes representing new commands appear in the cursor. The new shapes depend on various factors. A symbol only appears in the cursor if the resulting action is possible. Don't be surprised if the same symbol does not always appear when you move the input device in a certain direction. This simply means that the command cannot be carried out as requested.

Icons

The following table lists the icons available based on what is present under the cursor:

ORDER BUTTON/KEY PLUS...	EMPTY HEX	REGULAR UNIT	TRANSPORT UNIT	BUILDING
Up Direction	None	4 arrows/Fist	4 arrows/Fist	None
Down Direction	?	?	?	?
Left Direction	2 arrows	2 arrows	Open Chest	Open Chest
Right Direction	Map	Map	Map	Map

Note: you will obtain either the 4 arrows or the Fist icon depending on whether you are in the movement or the combat phase.

Four Arrows



The movement symbol can only be obtained when your cursor is on a unit. You must also be in the movement phase of the game. If you choose this symbol, inform the unit under the cursor that you wish to move it. Your tactical display will then indicate the range of the unit.

Fist



The fist is similar to the movement symbol. Here too your cursor must be on a unit and you must be in the combat phase. It informs the unit that you wish to deploy it. In most cases, this means an attack on an enemy unit. As is the case when you move a unit, the tactical display shows you all the ways in which you can carry out an attack. Note that once a unit has been given an attack order, it is committed and the order cannot be changed.

? (Question Mark)



The question mark represents information, and you will receive important data relating to the box under the cursor. If the cursor is not on either a unit or part of a building, you will be given general game information.

Two Arrows



The double arrow indicates that you have executed all your moves and that you wish to change your current playing phase.

Map



The map symbol represents the strategic view of the map for this scenario. From the strategic map you can move the tactical display quickly and accurately, and you can gain a quick view of the general state of play. In addition to a rough depiction of the geographical features you will also see all the units and the position of depots, factories, and Headquarters.

Open Chest



The chest is the symbol for looking inside a building or a vehicle. This symbol can only be obtained when the cursor is positioned above a building (Headquarters, factory, depot) or above a transport vehicle. You can then look into the interior of the building or vehicle and can carry out further actions; more about this later.

Special Icons

The following icons appear only when you are in a building and it is the combat phase.

Wrench



The wrench will only appear when you are in the inventory of a building. It indicates that you wish to repair the unit under the cursor.

Hammer



Like the wrench, the hammer can only be used inside a building. It indicates that you wish a unit to be created.

WEAPONS OF WAR: Sea

Patrol Boat

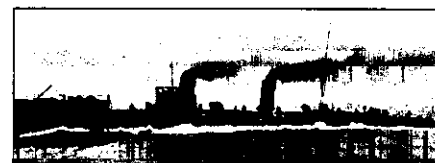


AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	01/20
WATER ATTACK	02/45
LAND ATTACK	02/40
DEFENSE VALUE	40
UNIT MOVEMENT	7
UNIT WEIGHT	—
UNIT STRENGTH	6
UNIT COSTS	—

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The boat shown above is the type of patrol boat used in the war. These were small, partly-armored fast boats with light armament and machine guns. Patrol boats were used on rivers and on the coast for reconnaissance and guard duties. Their poor armament and armor plating were compensated for by their maneuverability.

Torpedo Boat

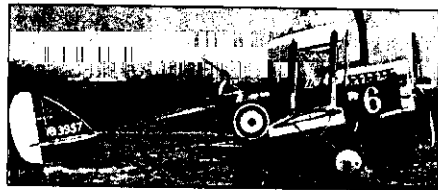


AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	01/25
WATER ATTACK	02/65
LAND ATTACK	02/40
DEFENSE VALUE	60
UNIT MOVEMENT	6
UNIT WEIGHT	—
UNIT STRENGTH	6
UNIT COSTS	—

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

Torpedo boats were fast fighting ships equipped with torpedoes and light guns. Because of the limited range of the torpedoes, the boats had to approach the enemy and withdraw extremely quickly. Torpedo boats were a dangerous weapon and the navies possessed large numbers of them, since they were cheap to produce. As the armaments and armor plating improved, the torpedo boats developed into torpedo boat destroyers.

D.H.4 Two-Seater Bomber



AVAILABLE TO	ALLIES
AIR ATTACK	01/22
WATER ATTACK	01/65
LAND ATTACK	01/55
DEFENSE VALUE	25
UNIT MOVEMENT	8
UNIT WEIGHT	—
UNIT STRENGTH	6
UNIT COSTS	90

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The D.H.4 was the first British plane to be designed as a daylight bomber on the instructions of the Air Ministry. Pilot and observer were seated some distance apart so as to give the observer, who operated the twin machine gun in the tail, a better field of view. As a result, however, communication between them was impaired because at the time they did not have radio communication. The plane was also built from late 1917 in the USA. Its most outstanding characteristic was its ability to outmaneuver enemy fighters.

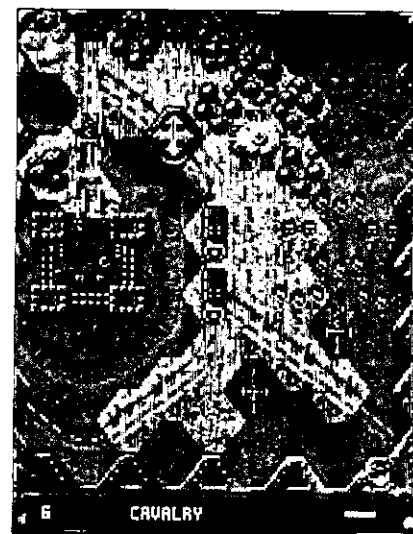
THE STRATEGIC MAP

The Strategic Map contains a number of important pieces of information which require some explanation. All roads are colored light gray, tracks over fields are colored beige, and railway tracks are shown in brown. This gives you an instant overview of the road and rail network and the quickest communication routes. The units are normally shown in the color appropriate to your side; however, they turn into a gray dot when they receive an order from you. You can therefore see at once whether you have already deployed all your units. Buildings are shown in the color of the occupier, except for neutral buildings, which are white. "Hq" indicates the headquarters, "D" a depot, and "F" a factory.

By using the Strategic Map you can rapidly move to other points in the area: simply move the square cursor onto the place you wish to go to and press the order activation button/key.

When you enter a scenario for the first time, it is advisable to study the situation thoroughly with the help of the Strategic Map. Be sure to look into all the buildings and transport vehicles before planning your first moves. Reaching a building can itself be an important preliminary decision.

MOVING UNITS



To move a unit, place the cursor in your tactical display on one of your troops. As soon as you press the order activation button/key, you will see the exit symbol in the cursor. If you now move the up direction on the input device while pressing the order activation button/key, you will see the movement cursor. To see the range of the unit, release the order activation button/key. All the areas to which you can move the unit are now shown in normal brightness.

When you move the cursor onto the desired destination and press the order activation button/key, you see the route which the unit will take to reach that destination. Press the order activation button/key again and the unit moves to its destination. Remember, when you press the order activation button/key the second time, the cursor must still be at the desired destination, otherwise you will be shown the complete range again so that you can choose another destination. If you

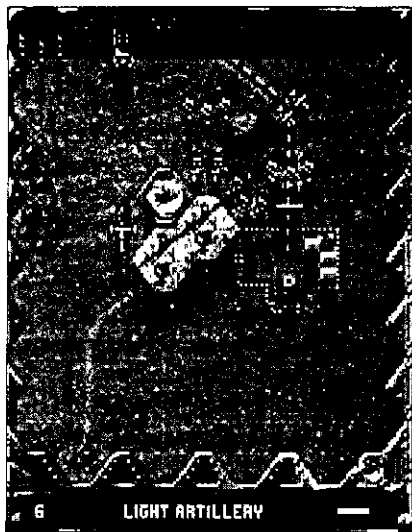
want to interrupt the move, place the cursor on an area which is not within your range, and press the order activation button/key twice in close succession. When you have moved the unit, the computer prevents the unit from being moved again; you will recognize this by the fact that the unit is grayed out.

You can also take units out of buildings and transports. First, examine units inside the building/transport by placing the cursor over the appropriate hex and choosing the "open chest" cursor icon. Move the cursor over the unit of choice. The unit can be viewed or it can be moved out of the building/transport. However, the range of the units is limited. As soon as you have completed viewing or moving the unit the cursor appears again in the Inventory. You can leave the building/transport by selecting the cursor's exit symbol. Units can also be moved into buildings or transport vehicles. Buildings and transport vehicles are shown as possible destinations, provided they are within your range. Simply choose the hex the building/transport is in as your destination.

It is advisable to move units with limited ranges by employing transport units. First, move the unit to a transport unit which has not yet been moved, and then move the transport unit itself. You cannot move the transport unit first and then put the other unit into the vehicle.

Don't forget that you only *plan* your moves. Your unit will not attempt to reach the destination until the next combat phase. It is possible that the unit will never reach the destination, as it may be destroyed by the enemy.

CARRYING OUT AN ATTACK



During the Combat phase, move the cursor to one of your units and press the order activation button/key. When you see the exit symbol in the cursor, choose the up direction on the input device while keeping the order activation button/key pressed. You now see the fist in the cursor. Release the order activation button/key, and all the destinations which you can attack are shown. These areas appear lighter than the areas outside your range. Select your target by moving the cursor to the appropriate hexagon and pressing the order activation button/key. Your unit has now memorized the target and cannot take part in any other operation. An enemy unit must normally be attacked several times before it can be destroyed. If you move the cursor onto one of the units which have already been given attack orders, you will see the unit which is to be attacked.

Voisin III (LA) Two-Seater Bomber



AVAILABLE TO	ALLIES
AIR ATTACK	01/15
WATER ATTACK	01/55
LAND ATTACK	01/45
DEFENSE VALUE	15
UNIT MOVEMENT	7
UNIT WEIGHT	—
UNIT STRENGTH	3
UNIT COSTS	85

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

This plane scored the first hit of the War on 5 October 1914. Despite its fragile appearance it was in fact sturdy. The armaments often included a machine gun on the fuselage, operated by a standing observer. Later models had 37 mm and 47/mm guns for ground attack. When the "single deckers" came on the scene, the Voisin Bombers' chances of survival plummeted.

Handley Page 0/400 Heavy Bomber

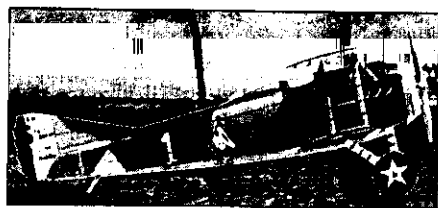


AVAILABLE TO	ALLIES
AIR ATTACK	01/25
WATER ATTACK	01/75
LAND ATTACK	01/65
DEFENSE VALUE	30
UNIT MOVEMENT	7
UNIT WEIGHT	—
UNIT STRENGTH	3
UNIT COSTS	115

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

Frederick Handley Page opened his first airplane factory in Barking in 1909. His prototype won the tender for the 0/100 and created one of the best bombers of the War. In 1916 the 0/100 was converted to become the 0/400. The plane's defensive armaments were good — up to 5 machine guns — and could carry eight 113 kg bombs. To reduce losses by enemy fighters, bombing missions were later carried out at night.

Spad XIII Single-Seater Fighter Scout



AVAILABLE TO	ALLIES
AIR ATTACK	01/40
WATER ATTACK	01/24
LAND ATTACK	01/19
DEFENSE VALUE	25
UNIT MOVEMENT	10
UNIT WEIGHT	—
UNIT STRENGTH	6
UNIT COSTS	92

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The Spad XIII was a development of the Spad VII with a more powerful engine and a second machine gun. No fewer than 18 French squadrons and many of the 16 squadrons in the American Expeditionary Corps were equipped with the "XIII". It was very fast, reliable, and so rugged that it could get pilots home safely even after being hit. About 8500 were built, many of which were exported after the War.

Sopwith Camel Single-Seater Fighter Scout



AVAILABLE TO	ALLIES
AIR ATTACK	01/40
WATER ATTACK	01/25
LAND ATTACK	01/20
DEFENSE VALUE	20
UNIT MOVEMENT	9
UNIT WEIGHT	—
UNIT STRENGTH	6
UNIT COSTS	95

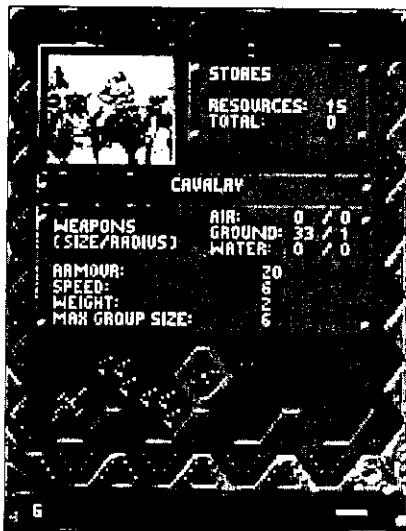
Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

This, the most famous fighter of World War I, destroyed more enemy planes than any other model. It was while flying a Camel that the Canadian pilot Roy Brown shot down the "Red Baron" Manfred von Richthofen on 21 April 1918. As a result of the power which the rotary engine produced, the Camel could perform incredibly sharp turns and was generally extremely nimble. It did, however, need an experienced pilot, and a considerable number of inexperienced pilots crashed in Camels.

Not all units can actively take part in an attack. Depot builders cannot attack the enemy, but can only construct depots. This is done in the same way as an attack on a unit. However, the hexagons do not show the available destinations but indicate all the hexagons on which depots can be constructed. Each depot builder constructs only half of a depot; the other half must either be built in the next move, or by another builder.

The sapper units are used to dig and fill in trenches, and are controlled in exactly the same way as the depot builders. Do not underestimate the effectiveness of trenches; during World War I many battles were decided by means of so-called "static warfare" which occurred between the lines of trenches.

REPAIRING UNITS



During the combat phase you can use any of the buildings to repair those units which have been damaged. To do this, place the cursor on the building in which the damaged unit is located, and hold down the

order activation button/key. If you choose the left direction on the input device, you see a chest in the cursor; now release the order activation button/key, and you see all the units in the building. Move the cursor over a damaged unit, hold down the order activation button/key, press the down direction on the input device and you will see the wrench appear in the cursor. Release the order activation button/key and the unit immediately turns gray, showing that the unit cannot be used because it is being repaired.

Of course, repairing units consumes build points. Irrespective of how badly a unit has been damaged or what kind of unit it is, you will require 15 build points to repair it. The exception to this is the depot builder, which requires 50 build points. If there are insufficient build points available in the building, an error message appears.

The repair of units is very important. Powerful units should be repaired immediately so that they can continue to gain battle experience. Only then will your units be able to hold their own in battle and withstand the constant attacks.

CONSTRUCTING UNITS

Units can be built in factories during the combat phase. First, enter the factory as you do when repairing a unit. Move the cursor to an empty slot. Choose the left direction on the input device while pressing the order activation button/key and you will see the construction symbol, a hammer, in the cursor. Release the order activation button/key, and all the units will be shown which can be built with the available build points. In many of the scenarios not every kind of unit can be built, so don't be surprised if you cannot build a unit even when you have enough build points available.

When you have chosen a suitable unit, select it with the cursor, hold the order activation button/key down, choose the left direction on the input device, and release the order activation button/key. The unit, colored gray, now appears in the space you have selected. During the next movement phase you will be able to move the unit out of the factory.

CHANGE OF PHASE

When you have carefully entered all your planned moves, you will want to change the phase. First, move the cursor to an area which is not occupied by a building or a transport vehicle. If you press the order activation button/key on this "empty" square and choose the left direction on the input device, you will see a double arrow in the cursor. This is the symbol for a change of phase. By releasing the order activation button/key, you can tell the computer that you have entered all your moves and now wish to change the phase. If you forget an important move, you can interrupt the process by pressing the order activation button/key. The computer will not allow the phase to be changed until your opponent has also confirmed that he has made all his moves.

To confirm the change of phase, use the keyboard. The computer will tell you to press "F1" to confirm that you wish to change the phase. After the phase has changed, all attacks and any buildings captured will be shown.

Selecting the symbol for the change of phase has another important function. The computer must carry out a large number of calculations if it is to come anywhere near being on a par with a human opponent. These calculations are not done at full speed while you are completing your turn. In order to speed up the computer player you should choose the end of phase symbol as soon as you have completed your turn.

LOADING AND SAVING

As many of the scenarios in *THE GREAT WAR 1914-1918* take several hours to play, you can save the game at almost any point and continue it later.

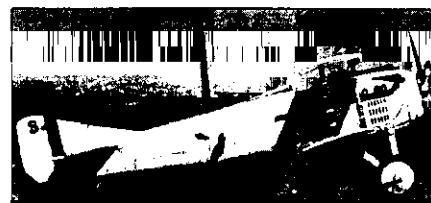
Loading

Loading a saved game is done through the Main Menu. Go from the Main Menu into the sub-menu MISC and from there to the option LOAD. You are asked to choose a number between 0 and 9. Simply press the appropriate key on your keyboard. After a short loading time, you will find yourself back in your saved game.

Saving

When both players are ready to change phase, press "D" for "disk" instead of "F1". *THE GREAT WAR 1914-1918* will then ask you to enter a number between 0 and 9, using the keyboard. The game now saves the current game under the number you selected.

Spad VII Single-Seater Fighter



AVAILABLE TO	ALLIES
AIR ATTACK	01/25
WATER ATTACK	01/15
LAND ATTACK	01/12
DEFENSE VALUE	20
UNIT MOVEMENT	9
UNIT WEIGHT	—
UNIT STRENGTH	6
UNIT COSTS	90

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The Spad VII exceeded the expectations of the military leaders to such an extent that, after an initial order of 268, approximately 6000 planes were eventually built. Particularly noteworthy was the liquid-cooled Hispano-Suiza V-8 engine, which made the plane balanced in flight and gave it a remarkable top Unit Movement. The one serious defect was its outdated armament of only one machine gun.

S.E.5a Single-Seater Fighter Scout



AVAILABLE TO	ALLIES
AIR ATTACK	01/35
WATER ATTACK	01/20
LAND ATTACK	01/14
DEFENSE VALUE	20
UNIT MOVEMENT	9
UNIT WEIGHT	—
UNIT STRENGTH	6
UNIT COSTS	91

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

Initially fitted with unreliable engines, the S.E.5a became one of the most successful scouts of the War. The plane was easier to fly than the Camel, could climb faster and could withstand more direct hits. The armaments consisted of two machine guns, a Lewis on the upper wing and a synchronized Vickers on the engine, both aimed at a point 45 m in front of the plane. Among the air aces who flew this model were Ball, Bishop, Mannock, and McCudden.

Maurane-Saulnier N Single-Seater Fighter

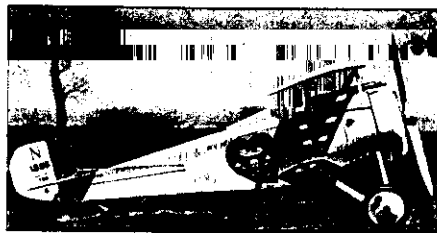


AVAILABLE TO	ALLIES
AIR ATTACK	01/15
WATER ATTACK	01/11
LAND ATTACK	01/10
DEFENSE VALUE	15
UNIT MOVEMENT	7
UNIT WEIGHT	—
UNIT STRENGTH	6
UNIT COSTS	80

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

This single-decker, with its considerable Unit Movement of 165 km/hour, was used by the French, British, and Russians. In April 1915 the French flying ace Garros was shot down in one of these planes and the Germans saw the bullet deflectors on the propeller blades, which allowed the pilot to fire through the propeller. Fokker, who had encountered the same problem, solved it by developing the synchronized machine gun. Until the E.I came into service, the Germans had nothing to compare with this plane.

Nieuport XVII Single-Seater Fighter



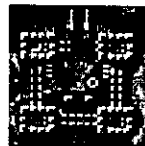
AVAILABLE TO	ALLIES
AIR ATTACK	01/20
WATER ATTACK	01/14
LAND ATTACK	01/12
DEFENSE VALUE	15
UNIT MOVEMENT	8
UNIT WEIGHT	—
UNIT STRENGTH	6
UNIT COSTS	85

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

Air aces such as Nungesser, Guynemer, Ball, and Bishop flew the Nieuport XVII for a long time. It was maneuverable, had a good climb rate, and all-in-all was vastly superior to the E.I. The most serious drawback of the XI and XVI, the weak lower wing, had been rectified, creating an excellent plane. At first, a non-synchronized machine gun was mounted on the upper wing; later, as synchronized guns became available, this was replaced.

BUILDINGS

Headquarters



The Headquarters building is the most important strategic target for your opponent. The color of the barrier in the topmost hexagon indicates which player the Headquarters belongs to. One method of winning a scenario is by capturing the enemy Headquarters.

On large scenarios, you should always leave at least two units at your Headquarters to prevent your opponent from transporting troops to the building and occupying it. On the other hand, if you move toward your opponent's Headquarters, this may make him withdraw troops from a battle in order to defend it.

In addition to the Headquarters, THE GREAT WAR 1914-1918 contains two other types of buildings which are vital to the game. The first of these are the depots, which are either already situated on the map or can be built by a specialist unit.

The others are the factories, which are similar in shape to the depots, but are able to produce new units. All three types of buildings must be provided with build points to be able to carry out their tasks of repairing or producing units. The build points represent raw materials of various kinds, and are supplied by the buildings themselves. During each command phase you are credited with amounts of build points for each of the buildings in your possession. Because of this, and because they can act as bases, they are important strategic targets which you should try to gain possession of as soon as possible. Even if a building already belongs to your opponent, you should try to capture it for yourself. In THE GREAT WAR 1914-1918, only infantrymen and cavalrymen can capture buildings. When you want to capture one of your opponent's factories or depots, you should plan your attack as carefully as possible. In most cases, the defender enjoys a considerable advantage because he can have his units repaired. An attack is most likely to be successful if you have a much larger number of troops. When choosing your troops for the attack, you should also consider their experience: a small number of experienced units is likely to carry out an attack more easily than a larger number of "raw recruits". You should be particularly careful when planning an attack on a building which, because of its geographical position, cannot be approached from all sides.

Factory



Like the Headquarters, the factories are already situated on the map. A barrier in the right-hand hexagon indicates which player currently occupies the factory. If the barrier is white, the factory is neutral. A factory can be occupied by moving infantry or cavalry troops to the right-hand hexagon. All the units which are in the factory at the time become the property of the occupier.

Depot

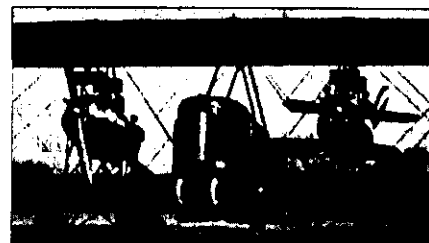


Depots are not always present on the map at the start of a scenario, but they can be built by specialist units. To do this, you need sufficient empty space. As a depot occupies four hexagons and can only be built on flat ground, maps which contain a lot of rugged terrain only have a few places where depots can be built. To build a depot, activate the unit of depot builders, just as you would if attacking an enemy unit. The computer then indicates all the places where a depot can be built. Since a unit can only build half a depot in one move, you will either need two units to build the depot in one move, or use one unit over two moves. After building the depot, the unit will not have enough build points to build more depots. However, you can provide the unit with more materials by having it repaired in a factory or at Headquarters.

A depot built by you belongs to you immediately, without having to be captured. It is supplied with build points from the common build points "account" while being built, so that you can repair units at once. The depot cannot manufacture units. Some of the scenarios already contain depots which can be captured. As with any building, you can capture the enemy's depots by occupying them with suitable troops.

As land units cannot pass over depots, they can also act as barriers. You should consider their positioning very carefully, as they may hamper your freedom to move.

Zeppelin (Staaken) R VI Heavy Bomber

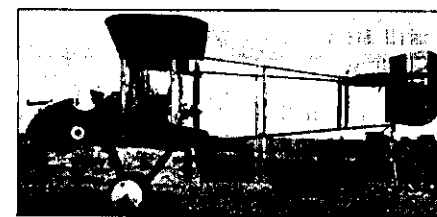


AVAILABLE TO	CENTRAL POWERS
AIR ATTACK	01/25
WATER ATTACK	01/75
LAND ATTACK	01/65
DEFENSE VALUE	30
UNIT MOVEMENT	7
UNIT WEIGHT	—
UNIT STRENGTH	3
UNIT COSTS	115

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The R-Series planes from the Zeppelin-Werke were the largest planes in World War I. Although only capable of a maximum Unit Movement of 130 km/h, these giant planes were able to remain airborne for up to 10 hours. They carried a load of up to 2000 kg, which was enormous at the time — a contemporary fighter plane weighed between 600 and 1000 kg. With its range and bomb load the R VI put every other bomber in the shade. Only 18 R VIs were built, and they were used on the Eastern Front and to attack Great Britain.

D.H.2 Single-Seater Scout

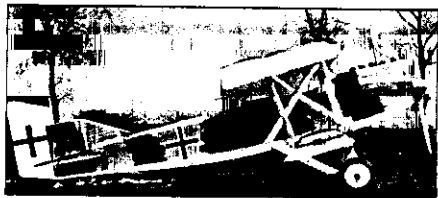


AVAILABLE TO	ALLIES
AIR ATTACK	01/17
WATER ATTACK	01/13
LAND ATTACK	01/11
DEFENSE VALUE	15
UNIT MOVEMENT	7
UNIT WEIGHT	—
UNIT STRENGTH	6
UNIT COSTS	85

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The D.H.1 was built by Geoffrey de Havilland in 1915 for Airco (Aircraft Manufacturing Co.) The D.H.2 first flew in Spring 1915. At first the pilot had to fire a hand gun while steering the plane with the other hand; later a fixed machine gun was mounted in the front cockpit. The D.H.2 was equal in performance to the Fokker E.III and helped to bring the "Fokker Plague" to an end. Approximately 450 were built, 300 of which were deployed in France.

Junkers J 4-10 Two-Seater Low Level Fighter



AVAILABLE TO	CENTRAL POWERS
AIR ATTACK	01/25
WATER ATTACK	01/65
LAND ATTACK	01/55
DEFENSE VALUE	30
UNIT MOVEMENT	8
UNIT WEIGHT	—
UNIT STRENGTH	6
UNIT COSTS	90

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The J 4-10 was the first all-metal plane of the War, employing the typical corrugated iron construction last used in the JU-52. Its all-metal construction and its 470 kg of 5 mm-thick armor plating for the crew, engine, and tank meant that it could intervene in battles on the ground and withstand infantry attacks. From this point of view the J 4-10 was the precursor of modern-day low level fighters.

Gotha G Vb Heavy Bomber



AVAILABLE TO	CENTRAL POWERS
AIR ATTACK	01/20
WATER ATTACK	01/65
LAND ATTACK	01/55
DEFENSE VALUE	25
UNIT MOVEMENT	7
UNIT WEIGHT	—
UNIT STRENGTH	3
UNIT COSTS	100

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The Gotha G Vb — the G stood for “Grossflugzeug” — was the last version of a series of bombers bearing the name of the Gothaer Waggonfabrik. It had two 260 hp Mercedes engines and a top Unit Movement of 140 km/hour. It was used as a tactical bomber over the battle area and, among other missions, to bomb southeast England.

TERRAIN

Geographical features are an important part of THE GREAT WAR 1914-1918. When moving units, the various types of terrain can increase or diminish the units' range.

Many land units can move quickly over firm terrain, such as roads, while forests or mountains can be impassable. The basic rule is: the heavier a unit, the smaller its range and the less likely it is to be able to travel across mountains.

To naval units, the depth of the water is vital. As a rule of thumb, the heavier a ship is, the more slowly it moves in shallow water; the lighter it is, the smaller its range in deep water. This means, for example, that the heaviest naval units cannot travel over shallow water.

Extremely light naval units on the other hand cannot travel on the open sea.

The terrain is also important when you are attacking the enemy. Units on the road are much easier targets than those in a forest. The difference in elevation between units is also an important consideration in the outcome of a battle. The unit on the higher level usually has the advantage.

The trains can, of course, only travel on rails.

Some of the scenarios are set in winter. This affects the range and attack strength of all units in an adverse way. All attacks should be planned very carefully in winter and should include as much support as possible.

Experience will show you how the various units move on each type of terrain and in battle.

COMBAT POSITION

Although many events play an important role in THE GREAT WAR 1914-1918, the most important aspect is the outcome of battles between opposing units. The successful or unsuccessful outcome of a battle depends largely on the combat position.

In the following explanation, the unit carrying out the action is referred to as the “attacker”, the target is the “defender”.

The combat position is important both to the attacker and the defender. Basically, the position of the attacker affects his attack values, and that of the defender affects his defense values.

Surrounding

For the attacker, surrounding means that every additional friendly unit positioned around the defender adds to the attack value. A unit which is positioned directly behind the defender doubles the attack capability of the attacker; units at the sides increase the value by a smaller amount. However, surrounding units have no effect on the attacking strength of long-range weapons.

Supporting

Each additional defending unit which is positioned next to the defender increases the defense value. Each supporting unit increases the defense capacity by one quarter. Note that this addition is not applied to defense against long-range attacks.

The various artillery weapons played a very important role in World War I. However, in general the guns' accuracy decreased as their distance from the target increased, and this is also true in THE GREAT WAR 1914-1918. Experience will show you the optimum distance from the target.

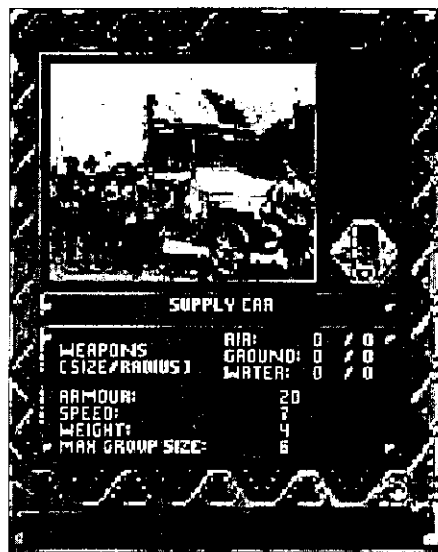
EXPERIENCE

The quality of a unit is dependent not only on its firepower, range, and armor, but also the unit's battle experience. When one of your units is involved in a battle and inflicts damage on the enemy, the unit receives one experience point up to a maximum of six. If your unit manages to completely destroy an entire enemy unit, you receive two additional points. The battle experience is shown in the status line in the following manner:

EXPERIENCE	SYMBOL
Zero	No Dots
Level One	One Dot
Level Two	Two Dots
Level Three	Three Dots
Level Four	Four Dots
Level Five	Diamond
Level Six	Alliance Symbol (German Cross / English Roundel)

The more experience points a unit has gathered, the more dangerous it is to the enemy, as experience has a decisive effect on the outcome of a battle. In addition to the "accuracy" of the unit being enhanced, its "skill" in avoiding enemy fire is also increased. One of the key strategies to the game is to try to ensure that all your units gain sufficient experience without being destroyed.

UNIT INFORMATION



When you select the question mark while the cursor is above a unit, you access an information display. Under the large picture of the unit is some important technical information. Reading from the top, this shows:

1. Firepower and range against air targets.
2. Firepower and range against ground targets.
3. Firepower and range against naval targets.
4. Armor (Defense) of unit.
5. Range of unit over ideal terrain (Movement).
6. Weight of unit (vital when loading on a transport vehicle).
7. Maximum group strength.

You cannot obtain any information about your opponents' units.

Fokker Dr.I Single-Seater Fighter Scout



AVAILABLE TO	CENTRAL POWERS
AIR ATTACK	01/40
WATER ATTACK	01/22
LAND ATTACK	01/19
DEFENSE VALUE	20
UNIT MOVEMENT	8
UNIT WEIGHT	—
UNIT STRENGTH	6
UNIT COSTS	92

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The red tri-plane of Manfred Freiherr von Richthofen ("The Red Baron") is probably the most famous plane of the War. It was in this model that he achieved a record number of aerial victories. The plane's performance was not exceptional, but it was extremely maneuverable and its light construction gave it a rapid rate of climb. The fame of the Dr.I is chiefly attributable to the excellent pilots who flew it. Its British counterpart, the Sopwith Triplane, was also very maneuverable.

Fokker D.VII Single-Seater Fighter Scout



AVAILABLE TO	CENTRAL POWERS
AIR ATTACK	01/45
WATER ATTACK	01/25
LAND ATTACK	01/20
DEFENSE VALUE	25
UNIT MOVEMENT	10
UNIT WEIGHT	—
UNIT STRENGTH	6
UNIT COSTS	95

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The D.VII was a machine with extraordinary characteristics. It was fast, maneuverable, and robust, and was regarded as the best plane of World War I. It was introduced too late, however, to break the air superiority of the Allies. After the War the victorious Allies demanded that all remaining D.VIIs be surrendered or destroyed — a telling testimony to the effectiveness of the plane.

Fokker E.III Single-Seater Fighting Scout

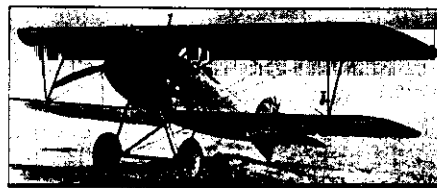


AVAILABLE TO	CENTRAL POWERS
AIR ATTACK	01/25
WATER ATTACK	01/17
LAND ATTACK	01/15
DEFENSE VALUE	15
UNIT MOVEMENT	7
UNIT WEIGHT	—
UNIT STRENGTH	6
UNIT COSTS	85

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The E.I was constantly modified to maintain its superiority. The planes were equipped with two machine guns (for a time Immelmann flew a version with three) and a more powerful engine. The 300 E.III's which were built shot down approximately 1000 Allied planes, giving rise to the expression "Fokker plague." After 1916, however, the monoplane was left behind by its Allied opponents.

Albatross D.III Single-Seater Fighter Scout



AVAILABLE TO	CENTRAL POWERS
AIR ATTACK	01/35
WATER ATTACK	01/18
LAND ATTACK	01/16
DEFENSE VALUE	20
UNIT MOVEMENT	9
UNIT WEIGHT	—
UNIT STRENGTH	6
UNIT COSTS	90

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The D.III had a hand in "Bloody April" 1917, in which the Allied Air Forces suffered high losses. After the Allies had down-graded the "single-decker", the D.III was introduced at the right moment to give the Germans air superiority again in the first half of 1917. Noteworthy features of the plane were the aerodynamic shape of the fuselage, and the fact that it was equipped with two machine guns at a time when its British and French counterparts had only one. Richthofen, Göring, and Boelke flew the D.III and achieved many air victories with it.

GENERAL INFORMATION

To obtain precise information about the current state of play, select the question mark when the cursor is above a hex without a unit or building in it. You will then obtain a large amount of numerical information, as follows:

1. "Round" gives the number of previous command phases which have occurred in the current game.
2. "Level" is the current scenario's password.
3. "Mode" shows which phase is currently active. If it shows "Move" you can order your troops to move; otherwise you can plan your attacks and other actions.
4. "Best" is the abbreviation for "Best Score", which shows the highest score achieved in this scenario.
5. "Current" is the current score.
6. The large information box provides information about the relative position of the players. You can see how many units, depots, and factories belong to the two players and which can still be captured. Units, depots or factories which appear in the third column of the box do not belong to either player, but may be captured.
7. "Resources Total" tells you how many build points are currently available to build and repair units.
8. "Resources Income" shows the amount of build points which are credited to your account in each command phase.
9. "Move" shows the number of moves you have made.
10. "Limit" gives you information about the limitation on moves entered from the Game Setup portion of the Main Menu.

SCORING

The defense values of all the units on the map added together act as the starting score. The current score can be called up from General Information. As soon as a unit disappears, whether friend or foe, the score decreases. This means that your final score is reduced when you destroy enemy troops, but if you win the game by totally destroying all the enemy's units, you gain extra points to compensate. In addition, the options contained in the Game Setup Menu affect the final score.

ADDITIONAL POINTS CAN BE GAINED BY:

- Destroying all enemy units: +500 points
- Using concealed Depots: +100 points
- Four move limit: Points x 4
- Eight move limit: Points x 3
- Sixteen move limit: Points x 2
- Maximum possible score: 32,500 points

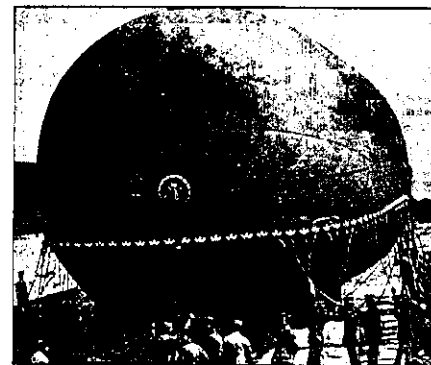
WEAPONS



OF WAR

WEAPONS OF WAR: Air

Static Balloon



AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	—/—
WATER ATTACK	—/—
LAND ATTACK	—/—
DEFENSE VALUE	15
UNIT MOVEMENT	1
UNIT WEIGHT	1
UNIT STRENGTH	3
UNIT COSTS	30

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

Balloons were used chiefly to observe the enemy and gave instructions to the artillery concerning range and direction of fire. They were usually defended by anti-aircraft guns and fighter planes. In THE GREAT WAR 1914-1918 the balloons are used only as obstacles to force enemy pilots to fly over certain points. Balloons were both round and cigar-shaped.

Fokker E.I Single-Seater Fighting Scout



AVAILABLE TO	CENTRAL POWERS
AIR ATTACK	01/20
WATER ATTACK	01/13
LAND ATTACK	01/11
DEFENSE VALUE	15
UNIT MOVEMENT	7
UNIT WEIGHT	—
UNIT STRENGTH	6
UNIT COSTS	80

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The fact that it was the first plane to be able to fire through the propeller without damaging it made the E.I a feared opponent. Indeed, it was with the E.I that the era of aerial battles began; previously, the pilots had merely shot at each other with pistols or had simply waved to each other. With the E.I, Boelke and Immelmann developed the ground rules for modern aerial warfare and thus became heroes.

Battle Tank Mark IV



AVAILABLE TO	ALLIES
AIR ATTACK	—/—
WATER ATTACK	01/55
LAND ATTACK	01/55
DEFENSE VALUE	45
UNIT MOVEMENT	4
UNIT WEIGHT	5
UNIT STRENGTH	6
UNIT COSTS	95

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The MK IV was a development of the British MK series. In addition to a few slight technical modifications it had better armor and was more maneuverable than its predecessors; its range on the road was raised to 55 km. Practically no modifications were made to the armaments. The German Forces used some captured MK IVs in their own regiments.

WEAPONS OF WAR: Land

Infantry



AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	—/—
WATER ATTACK	01/30
LAND ATTACK	01/30
DEFENSE VALUE	20
UNIT MOVEMENT	4
UNIT WEIGHT	1
UNIT STRENGTH	6
UNIT COSTS	35

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

At the outbreak of World War I, the soldiers set off for the Front amid popular jubilation. Soon, however, the euphoria subsided. In this war, the soldier was confronted by many new dangers. Nowhere on the Front was safe, and it usually took two weeks for the soldiers to be relieved. Huge numbers of machine guns, attacks from the air, heavy-caliber artillery, and poison gas were among the dangers with which the soldier was permanently threatened. A further element was the disastrous trench warfare at the Western Front, which had never been experienced before. For almost four years the Front moved backward and forward only marginally. In general, and particularly toward the end of the War, the Allied troops had better provisions than their opponents.

Elite Infantry



AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	01/15
WATER ATTACK	01/43
LAND ATTACK	01/43
DEFENSE VALUE	25
UNIT MOVEMENT	4
UNIT WEIGHT	1
UNIT STRENGTH	6
UNIT COSTS*	50

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The elite infantry was composed of troops who were old enough to have "gained experience". The recruits were cannon-fodder, and were given only meager chances of survival. The elite infantry was always deployed when it was necessary to carry out tactically important actions. They were almost always better equipped and specially trained.

Cavalry



AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	—/—
WATER ATTACK	—/—
LAND ATTACK	01/33
DEFENSE VALUE	20
UNIT MOVEMENT	6
UNIT WEIGHT	2
UNIT STRENGTH	6
UNIT COSTS	50

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

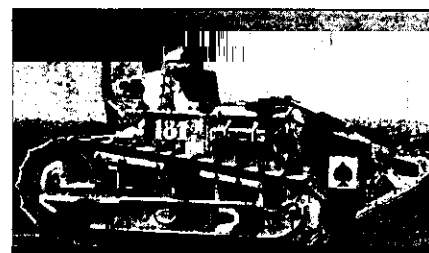
Initially, mounted troops were successfully deployed in reconnaissance work: as the Western Front became rigidly fixed, however, the cavalry grew worthless. Despite this, almost all the armies continued to maintain cavalry troops up to the outbreak of the Second World War. Their chief advantages were Unit Movement, and the fact that horses do not require any spare parts, fuel, or oil.

Anti-Tank
Weapons PAK

AVAILABLE TO	CENTRAL POWERS
AIR ATTACK	—/—
WATER ATTACK	02/50
LAND ATTACK	02/50
DEFENSE VALUE	25
UNIT MOVEMENT	2
UNIT WEIGHT	2
UNIT STRENGTH	6
UNIT COSTS	53

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

Until the last months of the War, tanks were used only by the Allies. To combat the tanks, the Central European Powers set up short-range batteries with low wheels. Special anti-tank shells were developed which were capable of penetrating the armor plating of most tanks. Among other means of combating tanks was the 13 mm anti-tank gun.

Renault FT 17
Light Tank

AVAILABLE TO	ALLIES
AIR ATTACK	—/—
WATER ATTACK	01/40
LAND ATTACK	01/40
DEFENSE VALUE	35
UNIT MOVEMENT	5
UNIT WEIGHT	3
UNIT STRENGTH	6
UNIT COSTS	51

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

In contrast to the large tanks, the FT 17 did not need to travel across trenches but instead was short enough to be able to drive through them. Its advanced, compact construction is noteworthy and was later copied by many tank manufacturers. After the War, Renault exported its tanks to the USA and USSR, who used them to equip their first tank regiments.

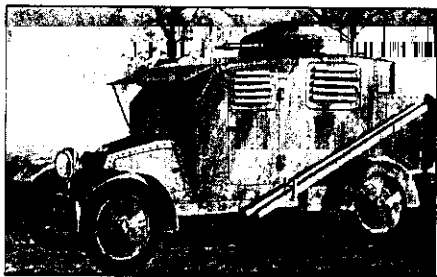
Battle Tank
Mark I

AVAILABLE TO	ALLIES
AIR ATTACK	—/—
WATER ATTACK	01/50
LAND ATTACK	01/50
DEFENSE VALUE	40
UNIT MOVEMENT	4
UNIT WEIGHT	4
UNIT STRENGTH	6
UNIT COSTS	85

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The British Mark 1 was the first battle tank in the world, and was deployed at the Battle of the Somme on 15 September 1916, where it struck terror into the German Infantry. For most models the British and French made a "male" version — equipped with guns and machine guns — and a "female" version, which was armed only with machine guns. The tactical value of these early models was, however, extremely small, as they often became stuck in the mud or broke down.

Charron Armored Car

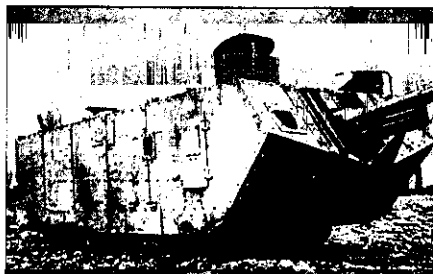


AVAILABLE TO	ALLIES
AIR ATTACK	—/—
WATER ATTACK	01/35
LAND ATTACK	01/35
DEFENSE VALUE	30
UNIT MOVEMENT	6
UNIT WEIGHT	3
UNIT STRENGTH	6
UNIT COSTS	56

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The fully armored Charron was developed in France in 1914. It was equipped with a machine gun, but despite the semi-circular steel supports which were attached to the sides and could be placed under the wheels if necessary, it was incapable of surmounting any significant obstacles. It was, however, faster than the later tracked vehicles. As a reconnaissance vehicle it performed well for the Allies.

St.-Chamond Tank Model 16



AVAILABLE TO	ALLIES
AIR ATTACK	—/—
WATER ATTACK	01/55
LAND ATTACK	01/60
DEFENSE VALUE	40
UNIT MOVEMENT	4
UNIT WEIGHT	5
UNIT STRENGTH	6
UNIT COSTS	90

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

When the British first brought their tanks across the Channel, it transpired that the French had also secretly been working on developing a tank. The St.-Chamond was designed as a mobile fortress, as is clear from the technical data. Nevertheless, manufacture of the St.-Chamond was discontinued after 400 had been made, in favor of the lighter and smaller Renault FT 17.

Sappers

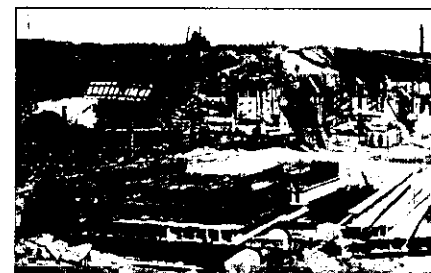


AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	—/—
WATER ATTACK	01/25
LAND ATTACK	01/25
DEFENSE VALUE	20
UNIT MOVEMENT	4
UNIT WEIGHT	1
UNIT STRENGTH	6
UNIT COSTS	45

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

Sappers dug trenches and battery emplacements, built bridges, and laid roads and rail lines. Sappers not only had to carry out heavy physical work, but were also often under enemy fire. In THE GREAT WAR 1914-1918 these units, which are lightly armed and can only defend themselves, are only used to dig and fill in trenches; they cannot build or destroy roads, bridges, track, or buildings.

Supply Depot Construction Unit



AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	—/—
WATER ATTACK	—/—
LAND ATTACK	—/—
DEFENSE VALUE	20
UNIT MOVEMENT	6
UNIT WEIGHT	4
UNIT STRENGTH	6
UNIT COSTS	105

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

In order to make supply routes shorter, large depots containing ammunition, food, fuel, heating material, building materials, and other supplies were erected at a safe distance from the Front. Minor repairs to equipment were also carried out here. The depots were erected by motorized construction units, which in THE GREAT WAR 1914-1918 are not armed.

Transport of Supplies



AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	—/—
WATER ATTACK	—/—
LAND ATTACK	—/—
DEFENSE VALUE	20
UNIT MOVEMENT	7
UNIT WEIGHT	9/4
UNIT STRENGTH	6
UNIT COSTS	45

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

Trucks were increasingly used in addition to horse-drawn carts for transporting munitions, infantry troops, and supplies. These trucks were not able to travel across rough terrain (the illustration shows their small rubber tires), but could only travel over solid ground. These units were not armed.

Supply Train



AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	—/—
WATER ATTACK	—/—
LAND ATTACK	—/—
DEFENSE VALUE	25
UNIT MOVEMENT	7
UNIT WEIGHT	35/15
UNIT STRENGTH	1
UNIT COSTS	90

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

Supplies had to be transported over large distances, and motorized transport was not yet highly developed, so ordinary freight trains were employed for the purpose. The trains also took tanks and heavy artillery to their positions. These transport trains were usually not armed. In addition to the normal routes there was also a field route used to transport weaponry and munitions between the depots and the Front.

German Armored Car (Panzerspähwagen)



AVAILABLE TO	CENTRAL POWERS
AIR ATTACK	—/—
WATER ATTACK	01/35
LAND ATTACK	01/35
DEFENSE VALUE	30
UNIT MOVEMENT	6
UNIT WEIGHT	3
UNIT STRENGTH	6
UNIT COSTS	55

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

Little is known about the German armored car shown in the illustration. It is known that it was used for reconnaissance work and was similar in performance to the French Charron. It had ancillary tracks which were attached to the wheels to enable the vehicle to travel over rough terrain.

AV7 Tank (Sturmpanzerwagen)

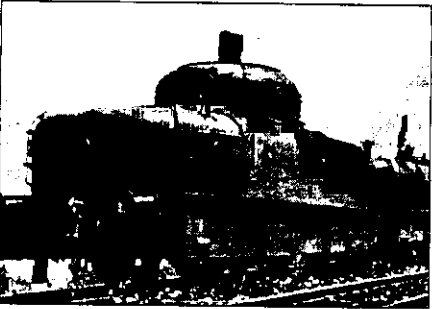


AVAILABLE TO	CENTRAL POWERS
AIR ATTACK	—/—
WATER ATTACK	01/60
LAND ATTACK	01/60
DEFENSE VALUE	55
UNIT MOVEMENT	4
UNIT WEIGHT	5
UNIT STRENGTH	6
UNIT COSTS	90

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The AV7 was the first and only tank used by the German Army in World War I. With armor plating up to 30 mm thick it was the best-protected armored car of its time, and its six machine guns and its Belgian 5.7 cm gun made it extremely powerful in battle. Despite several successful operations, only 20 had been built by the end of the War, as the powers-that-be underestimated for a long time the significance of tanks.

Armored Train



AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	02/20
WATER ATTACK	02/60
LAND ATTACK	02/60
DEFENSE VALUE	60
UNIT MOVEMENT	6
UNIT WEIGHT	40
UNIT STRENGTH	1
UNIT COSTS	100

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The armored trains were protected by extremely thick armor plating and carried a number of guns and machine guns. No expense was spared in the trains' armaments or armor plating. They were unbreachable fortresses which could only be stopped by being derailed. Naturally, they were not designed to attack but to support other units, for reconnaissance, patrolling, or taking part in battles near towns, all of which they performed well. They were also sent out ahead of ordinary goods trains to clear the way for them. In World War I, armored trains were chiefly used on the Eastern Front.

Bunker

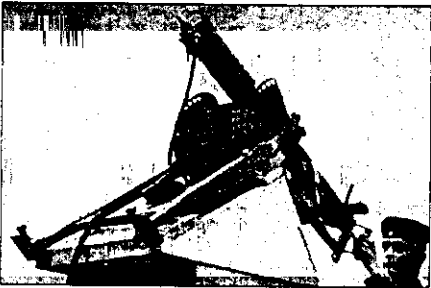


AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	—/—
WATER ATTACK	03/60
LAND ATTACK	03/60
DEFENSE VALUE	85
UNIT MOVEMENT	—
UNIT WEIGHT	—
UNIT STRENGTH	3
UNIT COSTS	—

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

Before the War, the Belgians and French built defensive emplacements like that illustrated along their eastern borders. It was impossible to gain superiority on a broad front, as Count Alfred von Schlieffen, who gave his name to the famous Schlieffen Plan, realized very early in the War. Instead, a number of strategically placed emplacements, for example at Namur and Antwerp, were selected and "opened up" by means of the largest-caliber guns available. The bunkers and forts were built of meter-thick reinforced concrete often reaching several meters underground. In addition to light or medium artillery, they also had machine guns for use in close combat and could be completely self-sufficient for short periods of time.

Static Anti-Aircraft Emplacement

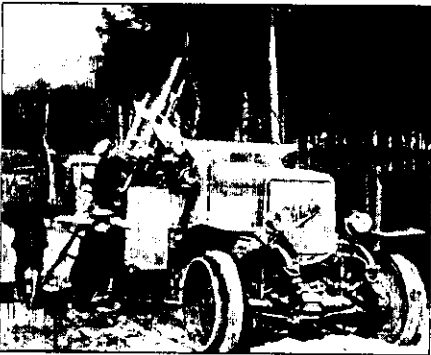


AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	02/30
WATER ATTACK	25
LAND ATTACK	25
DEFENSE VALUE	25
UNIT MOVEMENT	2
UNIT WEIGHT	2
UNIT STRENGTH	6
UNIT COSTS	50

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The armies were comparatively slow to recognize the importance of airplanes; in the opinion of the Generals they should only be used for reconnaissance work. It is thus no wonder that, at the outbreak of war, there were practically no weapons for use against planes. As the danger from the air began to increase, standard machine guns were mounted on simple wooden supports. Later, special machine guns were used which fired small shells. Nevertheless, it was not easy to shoot down a moving plane, and large quantities of ammunition were required.

Mobile Anti-Aircraft Emplacement

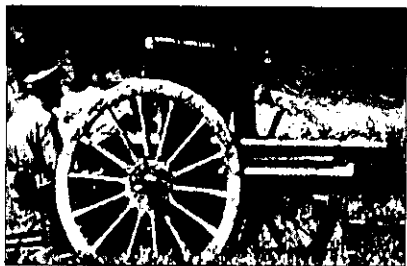


AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	04/35
WATER ATTACK	40
LAND ATTACK	40
DEFENSE VALUE	25
UNIT MOVEMENT	7
UNIT WEIGHT	4
UNIT STRENGTH	6
UNIT COSTS	62

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

The great disadvantage of the early anti-aircraft guns was that they were static and difficult to move. A great number of static guns were needed if a large area was to be defended satisfactorily. To make the guns mobile, they were placed on trucks. Since it is not easy to hit a moving airplane from the ground, shells loaded with explosive were used in place of ordinary ammunition; when they reached a certain height, these shells exploded into thousands of small fragments.

Light Field Artillery

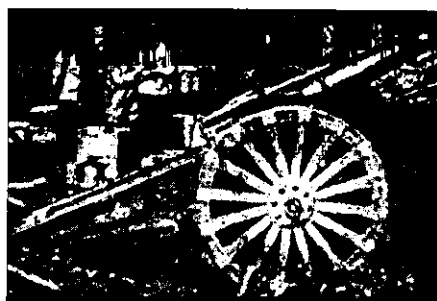


AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	—/—
WATER ATTACK	03/45
LAND ATTACK	03/45
DEFENSE VALUE	25
UNIT MOVEMENT	2
UNIT WEIGHT	3
UNIT STRENGTH	6
UNIT COSTS	55

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

Artillery was among the most important weaponry in World War I. At first there were no planes to intervene in the war on the ground, and even later in the War their bomb load was extremely small. There was a huge variety of calibers and barrel lengths, not all of which can be described here. THE GREAT WAR 1914-1918 contains guns of three different calibers. The light field guns in THE GREAT WAR 1914-1918 have barrels up to 75 mm. This type of gun was comparatively easy to move and was deployed with some success against attacking troops. Its range and effectiveness, however, were small. The crew had to take the guns dangerously close to the front line to be sure they did not fire into their own ranks. Because of their unit weight and size, however, their firing position could be changed very rapidly.

Medium Field Artillery



AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	—/—
WATER ATTACK	05/55
LAND ATTACK	05/55
DEFENSE VALUE	27
UNIT MOVEMENT	1
UNIT WEIGHT	4
UNIT STRENGTH	6
UNIT COSTS	70

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

In THE GREAT WAR 1914-1918, medium artillery includes guns from 75 mm to 150 mm. Together with the light artillery, these guns were an important tactical element in battle; before an attack started, fire was directed at the enemy lines and then broken off to allow the infantry to advance. When defending, the guns set up a barrage of fire to stop the attacking troops and to deplete their numbers. By the end of the War, many of the German guns were worn out and had become inaccurate as a result of the terrible shortage of raw materials, and many shells landed among the German soldiers.

Heavy Field Artillery

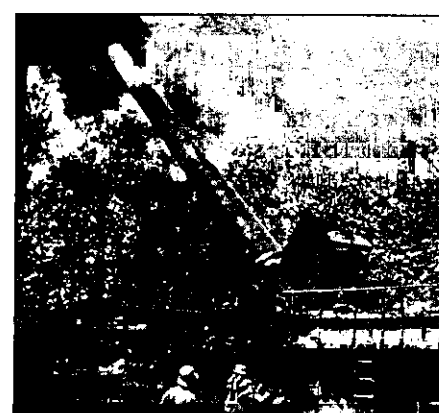


AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	—/—
WATER ATTACK	06/70
LAND ATTACK	06/70
DEFENSE VALUE	25
UNIT MOVEMENT	1
UNIT WEIGHT	5
UNIT STRENGTH	6
UNIT COSTS	85

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

These guns could not be moved without a strong cart or truck. In addition, the ground on which the gun was positioned had to be sufficiently firm so that the gun did not sink into the earth. A 21 cm gun had a range of up to 100 km, so that it was able to fire behind the enemy, for example on supply routes and command posts. As the shells weighed several hundred kilograms, the guns' rate of fire was not high. All these facts made the heavy artillery primarily a strategic weapon.

Train-Mounted Artillery



AVAILABLE TO	CENTRAL POWERS AND ALLIES
AIR ATTACK	—/—
WATER ATTACK	07/90
LAND ATTACK	07/90
DEFENSE VALUE	40
UNIT MOVEMENT	5
UNIT WEIGHT	35
UNIT STRENGTH	1
UNIT COSTS	125

Note: the values listed for air, water, and land attacks are in the format RANGE/FIREPOWER.

Train-mounted artillery were huge cannons mounted on railway wagons, and had a range of 100 km or more. As well as the 38 cm long-barreled gun, there were also 42 cm mortars, used primarily to attack fortified emplacements and obstacles. The shells used with "Big Bertha" weighed up to 1160 kilograms and produced as much energy as a 200 ton goods train traveling at 90 km/hour. The great disadvantages of these guns were their slow rate of fire, the extremely high cost per shot fired, and the short life expectancy of the barrels. The train-mounted guns were, even more so than the heavy artillery, strategic weapons.