WESTERN FRONT™

— THE LIBERATION — OF EUROPE 1944-1945

System Requirements: To play this game you must have an IBM or compatible computer with at least 560K of system memory available, dual floppy drives named A: and B: or a hard drive, and a graphics adapter capable of supporting VGA or EGA graphic modes. If you are installing to the hard drive, you must have at least 940K of disk space available. You must have the CAPS LOCK key set at OFF at all times.

You must install the game from drive A:. If you purchased disks that are not compatible with drive A: but are compatible with drive B:, insert the Game Disk into drive B: and insert a blank, formatted disk into drive A:. At any DOS prompt, type COPY B:*.* A: and press <ENTER>. You may now proceed to install the game.

Installing the game to the Hard Drive: At the A: prompt, type INSTALL and press <ENTER>. Select the appropriate letter which will allow you to install to the hard drive. Follow the on-screen prompts to determine the proper path and directory name that you wish the game to be installed to. When the install is complete, type WF and press <ENTER> to begin play.

Installing the Game to Floppy Drives: At the A: prompt, type INSTALL and press <ENTER>. Choose the configuration of floppy drives which best matches your system. Remember to choose the drive configuration for which you have floppy disks available. If your drive A: is 1.2M 5.25", but you only have 360K 5.25" disks available, you must select drive A: as a 360K 5.25" drive. Floppy drive users with drive A: being either a 1.2M 5.25" or a 1.44M 3.5" drive, be aware that you will need to have a blank, formatted disk available for drive B: to save your games onto.

Starting the Game from the Hard Drive: Boot your computer with DOS 3.2 or higher. At your hard drive disk prompt, type CD\WF (NOTE: If you created a directory name other than WF, please substitute it here) and press <ENTER>, now type WF and press <ENTER>. The game will now begin. To answer the copy protection question at the beginning of the game, type the number corresponding to the indicated word in the manual.

Starting the Game from Floppy Drives: Boot your computer with DOS 3.2 or higher. To start the game, insert the Game Disk into Drive A:, type A: at any DOS prompt and press <ENTER>. Type WF and press <ENTER>. The game will now begin. You will never remove the Game Disk from drive A:. Depending upon your floppy drive configuration, you may be required to switch between Disk 1, Disk 2, and the Save Game Disk in drive B:. On-screen prompts will notify you when to make these changes if they are necessary. To answer the copy protection question at the beginning of the game, type the number corresponding to the indicated word in the manual.

Giving Commands: You can play the game using the keyboard or mouse. The joystick is NOT supported. Both the keyboard and mouse are active to make choices throughout the game. To select a command using the keyboard, use the numeric keypad to highlight your choice and press <ENTER> to select it. To give commands with the mouse, drag the mouse pointer in the appropriate direction to highlight your choice. Click on the left mouse button to select your choice.

Rule Changes and Clarifications: Units may not be shipped into (moved) into a port until the rail damage drops to 0.

A unit moving to a staging hex pays double amphibious preparation points (it takes less shipping to move troops into a port than onto a beach).

Contrary to the special rule on page 3 in the manual, the Allied player does have rail capacity on the first turn of Overlord.

The rail cost to move a unit is per rail move, not per hex.

Both sides will receive reinforcements during each game. These reinforcements appear automatically in HQ.

Certain events during the game will trigger the arrival of new Allied HQ.

Political points will be expended even if an attempted illegal air mission is not flown.

To change a unit type with the keyboard, place the cursor over the unit and press F5. A unit cannot change its type if it is in a hex with supply level 3 or less.

During the first General Orders phase of each game, some hexes will have inaccurate supply levels. This will correct itself during the next two supply phases as each player's supply network is updated.

During the Overlord, Diadem and Breakout scenarios, the first Axis player turn is skipped.

When creating a new unit, if no corps is available the computer will automatically shift into building a division.

Certain Allied commanders are limited to commanding AF HQ units, while the others are limited to commanding army HQ units.

Commanders will influence the bombing effectiveness of air units under their control (each mission there is a percentage chance of doubling the number of bombs dropped equal to 10 times the commander's command rating).

West Wall and all city hexes are treated as rail hexes for supply and rail movement purposes.

Experienced players should note that the computer playing the attacking side (German player in Bulge, Allied player in all other scenarios) does not play as challenging a game as when defending. Players should use the help Allied/Axis options to help balance the game or shift to three day turns.

Axis HQ units are activated at a range of 11 (not 15 as stated in the rules).

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