THEATRE EUROPE
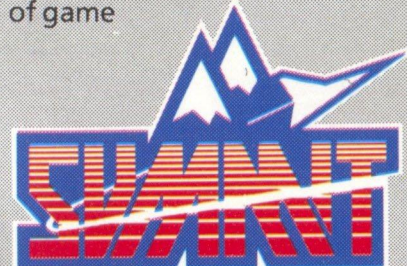
Screen pictures shown may be a different machine version of game

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THEATRE EUROPE

LOADING INSTRUCTIONS:
Press CTRL and small ENTER, then press PLAY.

INTRODUCTION

This game covers the first 30 days of the next war in Europe. You can choose to be the supreme commander of N.A.T.O. or the Warsaw Pact. In your control are air and ground units. These are backed up by your ability to make strategic nuclear/chemical attacks.

As the Warsaw Pact commander your task is to break the N.A.T.O. alliance, which you see as a powerful invasion force, poised on your border. You will achieve your aims by taking over West Germany.

As the N.A.T.O. commander your task is to stop any further Russian invasion of Europe. You will achieve this by preventing the occupation of West Germany.

GETTING STARTED

Once loaded follow the screen prompts to set up the game variations as you want. The screen will clear and you will be presented with the main playing map.

MAP MODE

At the top of the screen is a line of text used for displaying messages, information etc. Below this is your DEFCON status reading from 1 to 5. This shows how close you are to making a nuclear attack. DEFCON 1 means you are making it!

Over Sweden you will see a white square. This is your COM-BOX and is used to move units and get reports. When you move the COMBOX over any part of the map a report will appear in the REPORT BOX at the top left of the screen.

MOVEMENT PHASE

Position the COMBOX over one of your own units and press fire. The COMBOX will change colour showing you the unit is ready to move. Now position the COMBOX where you want the unit to go and press fire again. A unit may only move once per phase and its range will be restricted according to the terrain. To leave the MOVEMENT PHASE press space.

CHEMICAL RELEASE

You can instruct your units to use tactical chemical weapons in their attacks. To do so input "Y" when asked for the code. This will give your units an Attack Bonus and cause greater damage to the enemy. Once selected it will always be used. We leave the moral question to your own conscience.

ATTACK PHASE

Place the COMBOX over the unit you want to attack with and press fire. Now move the COMBOX over the enemy unit you want to attack and press fire again. You can only attack adjacent units. You can attack a single enemy unit with as many of your units as you like as long as they are all adjacent to the enemy. You can only attack once per unit per phase.

To leave the ATTACK PHASE press space.

ACTION SCREENS

If you have elected to include the ACTION SCREENS you will now be asked to SELECT BATTLE. Move the COMBOX over one of your attacking units and press fire. You will now be presented with an arcade style representation of that battle. Your results will be used in working out the combat results for all the units.

MAP COMBAT

If you have chosen not to include the action screens then your combat results will be worked out by the computer.

RESUPPLY PHASE

All your units will be displayed as numbers on the screen detailing their current strength in one of the following:

ARM (combat strength): **AIR** (air cover: **SUP** (general level of supply)

On a scale of 0 to 9.

The text line shows how much of each are available and to assign it to a unit simply move the COMBOX over your unit and press fire. The text line value will reduce and your unit's increase. To move onto the next resupply element press space.

The following schedule shows the proposed reinforcement rates and the day they are due to arrive. Note this is the best possible case and may change due to enemy action.

NATO

DAY	ARM	TAC AIR	SUP	AIR
1	1	1	1	0
3	4	4	6	3
5	6	6	7	1
7	1	0	6	7
9	4	4	6	0
11	8	8	9	2
13	2	4	4	7
15	4	3	9	2
17	5	4	8	6
19	3	4	7	1
21	0	9	8	4
23	3	0	5	3
25	4	9	8	6
27	4	4	4	4
29	1	4	4	1

DAY	ARM	TAC AIR	SUP	AIR
1	1	3	2	0
3	2	2	9	0
5	1	1	9	1
7	1	0	6	2
9	2	2	8	0
11	1	2	8	1
13	2	3	9	0
15	8	4	9	1
17	8	5	9	1
19	6	3	9	0
21	1	2	6	2
23	0	2	4	1
25	2	1	2	0
27	2	1	2	0
29	2	0	1	0

AIR PHASE

This phase is used to control your air force. Air units can be assigned to various missions and moved into or out of reserve. This is shown at the top right of the screen. The main display shows which missions you can perform and how many air units you have assigned. Missions are highlighted in RED, GREEN or YELLOW depicting whether the enemy has MORE/LESS or the SAME number of units assigned to that style of mission.

The various missions are as follows:

AIR SUPERIORITY: Air units seek to gain control of the air over the battlefield. Important as it affects all other missions.

COUNTER AIR: Attack enemy airfields. Helps in the battle for Air Superiority.

INTERDICTION: Attacks the enemy supply network (roads, rail etc) — delays reinforcements.

RECONNAISSANCE: The more units assigned to this mission the more detail you will get about the enemy units.

ASSAULT BREAKER: Used to attack ground units. You must have a minimum of 10 units assigned to ASSAULT BREAKER before you can use it. Use the COMBOX to select the ASSAULT BREAKER target.

DEEP STRIKE: Attacks the enemy command & control centres. Carries a slight risk of nuclear retaliation.

IRON SNAKE: Attacks the enemy rail network and may cause delays in reinforcement schedule.

SPECIAL MISSIONS

a) STRATEGIC CHEMICAL LAUNCH

Launches an attack using missiles equipped with chemical warheads (GAS). The target will be an enemy supply city. Risk of nuclear response.

b) STRATEGIC NUCLEAR LAUNCH

Input the correct code (MIDNIGHT SUN) and you will be given a choice of 3 missions:

i) STANDBY — No launch but ready.
ii) SINGLE LAUNCH — Allows you to target 1 nuclear strike via the radar screen.
iii) FIREPLAN WARM PUPPY — Not recommended.

You also have access to the REFLEX SYSTEM. If you turn it to ON the computer will automatically respond to a nuclear or chemical attack. This may sound insane but there is evidence that the Pentagon has seriously considered it.

RADAR SCREEN

Used to target a nuclear attack or detail incoming missiles. Move the target cursor to your target and press fire.

COMMAND KEYS

All versions operate via a joystick (Kempston on Spectrum).

The Spectrum keyboard controls are:

Q = UP
A = DOWN
P = RIGHT
O = LEFT
ENTER = FIRE

UNIT LIST

NATO UNITS IN GAME	ARM	AIR	SUP
DANISH I CORPS	2	1	1
DUTCH I CORPS	3	1	2
BELGIUM I CORPS	3	2	2
BRITISH I CORPS	4	2	3
WEST GERMAN I CORPS	7	3	3
WEST GERMAN II CORPS	7	3	3
WEST GERMAN III CORPS	5	2	3
UNITED STATES V CORPS	9	4	5
UNITED STATES VII CORPS	8	4	5
FRENCH I CORPS	3	2	3
FRENCH II CORPS	2	1	2
ITALIAN II CORPS	2	1	1
ITALIAN IV CORPS	1	1	1
ITALIAN V CORPS	3	1	2

NEUTRAL UNITS	ARM	AIR	SUP
SWISS ARMY	2	2	1
AUSTRIAN ARMY	2	1	1
YUGOSLAVIAN I CORPS	2	1	1
YUGOSLAVIAN II CORPS	2	0	1

WARSAW PACT UNITS	ARM	AIR	SUP
3rd SHOCK ARMY	9	4	4
1st GUARDS TANK ARMY	8	4	4
3rd GUARDS TANK ARMY	6	3	3
4th GUARDS TANK ARMY	6	3	3
8th GUARDS TANK ARMY	4	3	3
2nd GUARDS ARMY	8	4	4
8th GUARDS ARMY	8	4	4
20th GUARDS ARMY	7	3	4
10th ARMY	4	2	2
16th ARMY	4	2	2
21st ARMY	3	1	2
28th ARMY	7	3	4
41st ARMY	6	3	2
1st AIRBORNE ARMY	3	1	1
1st AMPHIBIOUS ARMY	3	1	2
1st POLISH ARMY	5	2	2
2nd POLISH ARMY	4	2	2
2nd RUMANIAN ARMY	5	1	2
3rd RUMANIAN ARMY	4	1	2

VICTORY CONDITIONS

If you take the role of the Warsaw Pact commander you must break the N.A.T.O. alliance which you see as a powerful invasion force poised on your borders. To do this you must take over West Germany.

As N.A.T.O. commander you must prevent any further Pact invasion of Europe — prevent the occuation of West Germany.