

World At War™

STALINGRAD™

Quick Start Instructions

The purpose of this document is to provide a short tutorial on the basic features of *STALINGRAD*. New players are strongly encouraged to read and follow along, step-by-step, through this section when they sit down to play the game for the first time. These Quick Start Instructions take you on a tour of "TO THE VOLGA", the smallest scenario of *STALINGRAD*.

Please note that the minimum system requirements and loading instructions are detailed in the Loading Instructions pamphlet included in your *STALINGRAD* game box. After carefully reading those instructions and tutorial you should be able to play "TO THE VOLGA".

Initial Options Screen

This is the main menu where you can select the various options that contribute to a game such as which side to play and which scenario to play. At this point you can click on different buttons and explore what they represent. Each button in the middle portion of this display, when "checked", will list additional options for the selected scenario. For now, just click on the "Scenarios" button and the different scenarios will be displayed; "TO THE VOLGA" should be pre-selected. Then, over on the left side, select "Axis" and click on the "Begin New Game" button. The game will begin after some brief graphics.

The Map Screen

You will now see a map of *STALINGRAD* and a "Good Morning..." dialog box with a German officer. The officer will let you know when certain tasks can be performed. Don't worry about "Altering HQ supply levels" at this point in time. After you become familiar with the basics of the game you will realize how important supply is throughout the entire game. For now, just click on the dialog box to make it disappear. The full "Map Screen" will then be displayed.

As you look around the *STALINGRAD* interface will notice many buttons and icons. In the top tool bar there are ten buttons (and a "Jump Map"), and along the right side are five Victory Objective buttons and the map scroll buttons. At the bottom there is (from left to right) a victory status window, a victory status bar, the turn box, the time of day box, the "readiness" status of both sides, and the phase box. Underneath all of these is the name of the scenario you are currently playing and a reminder of its scale.

In the map portion of the screen German forces are shown in grey and the Russian forces in brown or red. The blue area is the Volga River which extends from the south to the northeast. Each small colored square represents one combat unit; each unit has an icon to distinguish its type, as well as an identification number/letter. An unknown enemy unit will only have its nationality symbol displayed. To find out more information about a unit, just click on it. When you click on a unit, a bottom window will appear and an informational window will also appear in the upper right corner.

The new bottom window (the "Unit Bottom Box") gives detailed information about the unit you have selected. This is where you can give orders to a unit, check on its supply status, and find out its attack, defense, overall quality, and other statistics. If you have clicked on a hex that contains more than one unit, all of the units in that hex are shown in the Unit Bottom Box. Clicking on an individual unit symbol causes that unit's statistics to be displayed.

The new window in the upper right corner displays further information about the selected unit, such as modifications to its strength due to such factors as supply, terrain, fatigue or disorganization.

The Phases

There are three phases in *STALINGRAD*: the Planning Phase, the Execution Phase, and the After Action Phase.

Planning Phase

The Planning Phase is the most involved phase. This is the phase in which you give combat orders to your side's combat units, including air support and artillery units.

Execution Phase

The Execution Phase is when the computer will execute all orders given to units during the previous Planning Phase. It will also update the level of victory for each side and automatically save the game. The Execution Phase is measured in hours by the Turn Progress Indicator in the bottom lower right tool bar.

After Action Phase

The After Action Phase is when you can view the reports that detail the results of the battles and actions that occurred during the Execution Phase. By clicking on highlighted hexes you can view detailed battle reports.

Moving Units

There are several ways to plot movement for a combat unit...

The easiest way to give a movement order is by the "Drag & Drop" method. With your mouse, simply click on a unit's on-map depiction and "drag" the unit to the destination point. The computer will plot a path to the destination point. The plotted path is shown by a series of green or blue arrows (depending on whether tactical or strategic movement is being used). To plot the same movement orders for an *entire stack* (all units in the same location), simply hold down the *SHIFT* key when dragging to the destination point.

If the path the computer has plotted for that unit is not suitable, you can instead plot the unit's move in a hex-by-hex method. To do this, select the combat unit (if it's in a stack, click on its depiction in the Unit Bottom Box display). Next, click through the different types of movement in the bottom right tool bar until "Tactical" or "Strategic" is selected. Then, *while holding down the ALT key (Command on the Macintosh)*, click on the map in a hex-by-hex fashion, starting in a location next to the moving unit, and leading to the desired destination.

Attacking

There are several ways to attack an enemy combat unit in an adjacent hex. There are four different types of attacks: All-Out Assault, Assault, Assault No Advance, and Probe. By simply clicking and dragging your combat *unit onto an ADJACENT enemy unit the computer will execute a normal assault*. If you wish to execute a more devastating attack you order the unit to execute an All-Out Assault by changing the attack option to All-Out Assault in the bottom right tool bar. By just changing the type of assault in the bottom right tool bar you can perform a variety of assaults. As you become more familiar with the game you will learn when to use each type of attack.

Artillery

Artillery has several uses. It can be used to slow down the movement of enemy units (which is called "interdiction"), or to provide defensive covering fire for combat units that you anticipate might be attacked the next turn. Perhaps most importantly, artillery is used to provide support for assaults on enemy units. Select an artillery unit and

make sure it is in "Target" mode by checking in the Unit Bottom Box. Hold down the ALT/Command key and click on the hex or enemy unit that you want to "shell" and a small "A" in a red circle will be placed there. Alternatively, click on a friendly unit to add that artillery unit's strength to that unit's defensive strength. A "shield" icon is shown over each friendly unit receiving supporting fire from an artillery unit.

Air Attacks

Your air units can be used for interdiction, recon, and direct attacks (and supply deliveries in other scenarios). Click on the airplane button in the top tool bar to activate your air combat units in the bottom display. In the bottom tool bar an airplane button will appear detailing what type of planes you have at your command and which ones are currently available. Next to the airplane button are buttons detailing what missions the currently selected plane can perform (recon, ground attack, etc.). If you click on the airplane button you will see the different types of planes available. On the left side of this display you can see what group is currently selected and, in the middle portion, how many groups are available. By clicking on the green light you can change what group you want to give orders too. A green light indicates that that squadron is available for a mission. A red light means that the group is currently unavailable (it is refitting). A blue light means you have already given this group orders for the current turn. To give an order to the currently selected group, click on the target hex or enemy combat unit. The same type of icon will appear as artillery fire but with a "B" or "F" (depending on whether you plotted a bomber group or a fighter mission).

PBEM Instructions

STALINGRAD can also be played via electronic mail (PBEM), allowing two human opponents to compete on two different machines. Each time you plot a turn, your unit's orders and other supplementary information are put into a file, which you may then compress and send to your opponent. In addition, your moves are backed up so that in the event of a problem, you may restore your game at any given point.

If you're planning on starting up a PBEM game of **STALINGRAD**, you are strongly advised to read the following sections thoroughly before starting. Not only will it ensure that you have fewer problems, it will tell you what to do should problems arise. **Note:** Players of the first World at War™ game, *Operation Crusader*, are strongly advised to read this section thoroughly, as the PBEM system in **STALINGRAD** is very different from its predecessor!

The next section describes the files the game creates for each PBEM game. This is followed by a walk-through of the PBEM process, and a sample PBEM session.

PBEM Files Created By **STALINGRAD**

The Game File: This file is easy to identify because it adds a **.PBM** extension to the game name. It contains the regular Save Game information and all current game settings.

The Move Files: Each time you select "Execute" from the Phase Menu, the game will write your movement orders for that turn into a Move file (Exception: if you start a game, your moves will be written to the Game File; see the next section for details). Move files have either a **.GER** or a **.RUS** extension to the game name, depending on whether you are playing the Axis or Allied side. Move files need to be in the same directory/folder as their corresponding Game file.

The Backup Directory/Folder: **STALINGRAD** creates and places other files related to an individual PBEM game in a directory/folder with a **.BAK** extension to the game name. This allows the program easy access to these files, while at the same time, reducing clutter. Remember, if you move your Game and Move files to a different directory/folder, you need to move the Backup directory/folder and its contents to the *same* place.

The Turn Backup Files: As noted above, these files are stored in the Backup directory/folder created for your game. Each time you select "Execute" from the Phase Menu, the Game file (and Move file for that turn if one exists) will be backed up for you automatically. To make it easier for you to identify the files, they have numeric extensions corresponding to the turn (Example: the backup file for the 9th turn of the PBEM game titled **SNOW** will be named **SNOW.009**).

The Backup Key Files: When you start up a game, or receive the first-turn Game file from an opponent just starting up a game, *STALINGRAD* will create a Backup Key file in the appropriate Backup directory/folder. When playing the Allies, it will have an **.RK** extension; if playing Axis, **.GK**. If at some point during play you and your opponent determine that you need to restore from a previous turn, you will need to exchange Key files to enable the Restore From Backup process.

Before You Start

Before starting a new PBEM game, it's a good idea to verify that you've got at least 500K bytes of free disk space. Also keep in mind that as the game progresses, the space for Backup files will increase accordingly. It's also a good idea to create the directory/folder you plan on putting the PBEM game and its files in now, before starting. This will save you the trouble of having to move files and directories/folders once the game has commenced. Finally, verify that both you and your opponent have compatible file-compression software before starting.

Starting A PBEM Game

From *STALINGRAD*'s Initial Options screen, select the Scenario, Variants, Options, Victory Point Adjustment, and Side desired. Then select "PBEM Opponent" from the Opponent Option box.

Select "Begin New Game." You will be asked to name the game (characters allowed in a Mac file name are different from those allowed on an IBM-compatible; if you're starting a PBEM game with a PC opponent, limit the name to no more than eight characters, and use only 'a' through 'z'). You may either Cancel at this point, or select **SAVE** to continue the process. If continuing, *STALINGRAD* will create a Game File, a Backup Directory and a Backup Key file (if these terms are unfamiliar to you, please review the previous section, "PBEM Files Created by *STALINGRAD*").

Note: For the sake of these instructions, we will name the game "SNOW," and assume you are playing the Allies.

Plotting Your First Move

Plotting moves, saving and resuming PBEM games works just as in games against non-PBEM opponents. The one difference is that when you select "Execution" from the Phase menu, the program saves your moves for transfer to your opponent. After selecting "Execution," the program tells you that your "opponent's file for this turn is not available". Click with the mouse to proceed. Once you have selected "Execution" you may not change your moves for that turn. After saving your moves, the program will tell you the name of the file you need to send. In this case, *since you're just starting the game*, it will be **SNOW.PBM**. Click with the mouse, and exit the game. As well as saving your initial turn, the game will create a **SNOW.BAK** directory/folder, a Backup Key file (**SNOW.RK**), and a Turn Backup File (**SNOW.001**).

Sending Your First Move

Using one of the common compression utilities (such as PkZip for the PC, or Compact Pro for the Mac), compress the file you have been instructed to send your opponent. In our game, we'll use PkZip to compress **SNOW.PBM** into **SNOW.ZIP**.

Start up your favorite communications program. For instance, if both you and your opponent are CompuServe subscribers, you can use the CompuServe Information Manager program's "Send File" facility to send the file. Send **SNOW.ZIP** to your opponent.

Receiving Your First Move

After downloading the file you just sent, your opponent should check for free disk space, and create a directory/folder in which this particular game will reside. Once this is done, he should decompress the file and put it into that directory/folder.

To continue the game, he (your opponent) starts up *STALINGRAD* and selects "Resume Saved Game" from the Initial Options screen. He doesn't need to set any options—the program will use the parameters set in the file you

sent. The game will now ask him to locate the uncompressed file (**SNOW.PBM**) you sent. Once he finds and selects the file, the game will look for a **SNOW.BAK** directory/folder in the same directory/folder as the **SNOW.PBM** file. Since it hasn't been created yet on his machine, **STALINGRAD** will prompt him to continue or exit. He should continue. The game will then create a **SNOW.BAK** directory/folder on his machine, along with a Backup Key file (**SNOW.GK**—he's playing the Axis). When your opponent has finished plotting his moves for turn one, he selects "Execution" from the Phase Menu, just as you did, and the game will also prompt him to send you the file, **SNOW.GER**. After clicking the message box away, he will go directly to the Execution Phase. After watching the results of the first turn's Execution, your opponent can either exit the program, and send you his Move file right away, or else select "Planning" from the Phase Menu, and exit at a later point. Your opponent will then compress **SNOW.GER** and send it to you. After decompressing the file, place it in the same directory/folder as your **SNOW.PBM** file.

Continuing Play

From here on out, you and your opponent will be sending just the Move files back and forth. As you plot a new turn, the contents of the existing **.GER** or **.RUS** file will be overwritten. When you get a new Move file from your opponent, just copy it over the existing one.

In most cases, after Executing a turn, you will be able to advance the game into the following turn's Planning phase, where you may plot moves and examine your units. If you do make any plots, make sure and Save the game before exiting.

Restoring From A Previous Turn

In the event that a problem occurs in a PBEM game, **STALINGRAD** has the capability to restore a game from a previous turn. You must first have your opponent send you his Backup Key File for the game. Place it in the appropriate Backup directory/folder. In our case, we'll ask him to send his **SNOW.GK** file, and we'll place it in our **SNOW.BAK** directory/folder, alongside **SNOW.RK** (our Key file). Without your opponent's Key file, the Restore process will not complete.

Start up the game, go to the File Menu and select "Restore PBEM Backup." From the dialog box, select the **.PBM** file you wish to Restore. In our game, we'll select **SNOW.PBM**.

After selecting the game to Restore, a second dialog box will appear allowing you to select the backup file corresponding to the turn you are restoring. Since we want to restore to the third turn of our game, we'll navigate to the **SNOW.BAK** directory/folder and select **SNOW.003**.

At this point, the game will overwrite the contents of your current **SNOW.PBM** and **SNOW.RUS** (you are the Allies) files. When the update is complete, a third dialog box will allow you to restart the restored game if you wish. **Note:** If you created the game and you're restoring to turn 1, you will not have a Move file to restore.

After exiting the game, send your newly-restored Move file (if one exists; see above) to your opponent. After exchanging files and executing, continue as before.

Moving A PBEM File

If you need to relocate your PBEM game files on your hard drive, remember that you need to move the **.BAK** directory/folder along with the **.PBM** file. Each time you resume a PBEM game, **STALINGRAD** will look for the appropriate **.BAK** directory/folder. If it can't be found in the same directory/folder as the **.PBM** file you've just resumed, a dialog box will prompt you to continue or exit. Unless it's turn 1 and you've just received a **.PBM** from your opponent, you should exit at this point and move the **.BAK** directory/folder and its contents.

STALINGRAD Game-Testers

STALINGRAD went through some vigorous testing thanks to the many volunteers via the on-line services, CompuServe and the INTERNET. We at Avalon Hill and Atomic Games wish to thank everyone that was involved in the testing process from the start to finish. If you have access to CompuServe or the INTERNET and you see one of these names, you might want to thank that person for the time and effort that he/she devoted to the testing process for *STALINGRAD*.

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