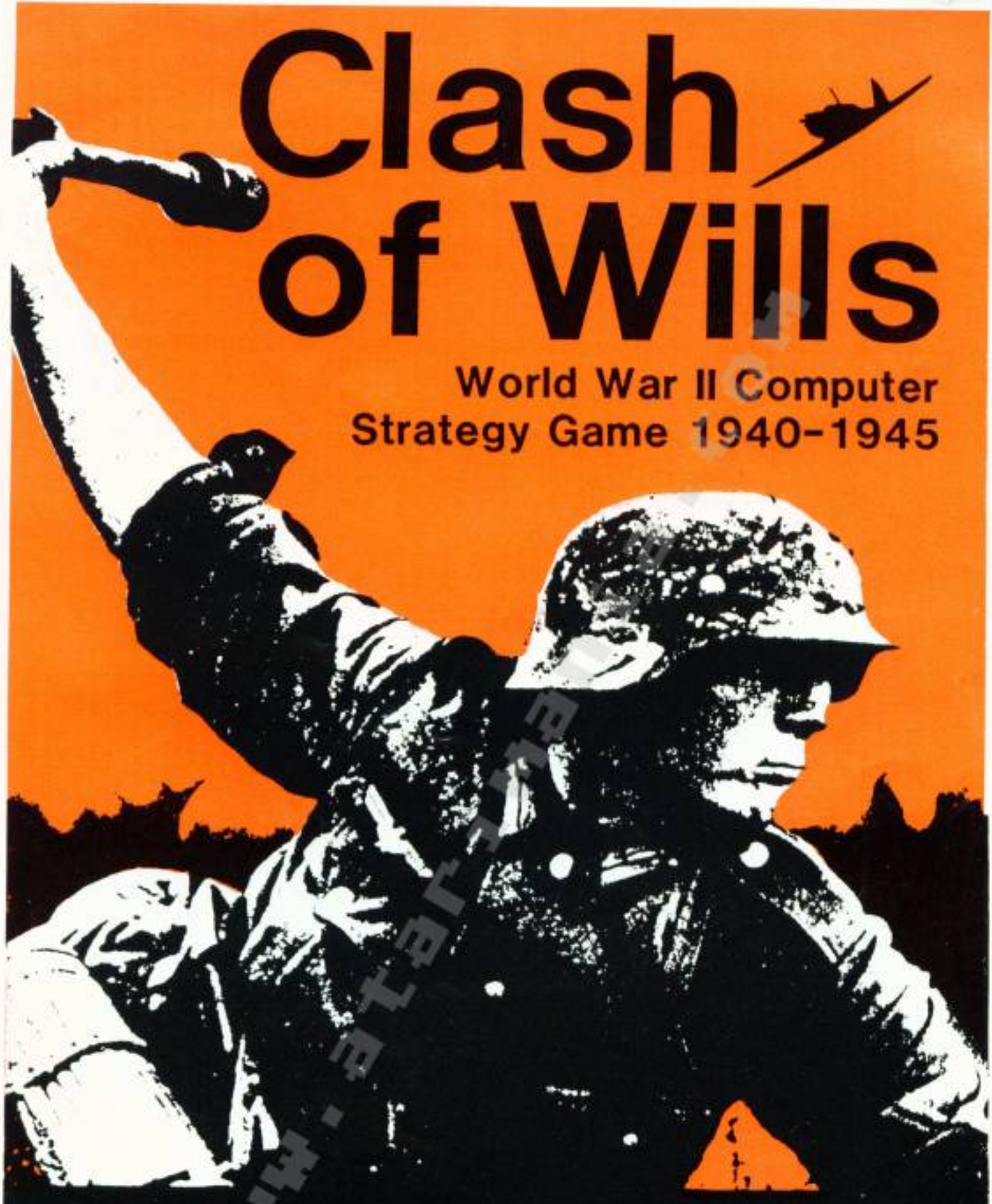
# Clash of Wills

## World War II Computer Strategy Game 1940-1945



**CLASH OF WILLS**
**A strategic simulation of the war in Europe from France to Stalingrad and Norway to North Africa.**
**Designed for 1 or more players against the computer or each other.**

**Battles are planned on its 78 by 94 character operations map and resolved on the Strategic Overview Map with all units displayed. The system features Production, the Air War, Strategic and Tactical Movement, in an easily playable yet challenging format for both new or experienced players.**

# Clash of Wills

World War II Computer Strategy Game 1940-1945

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CREDITS

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Layout: Debi Summerlott
Playtesters: Bob Bledsaw
David Petrowsky
William Pixley

## INTRODUCTION

A CLASH OF WILLS is a strategic simulation of the epic struggle for control of Europe, between May 1940 and April 1945.

The game begins with Germany, having overrun Poland in late 1939, at war with France and England. Germany occupies Denmark in April 1940. April also sees Norway fall under German domination when England's abortive attempt to reinforce that nation fails.

Now the stage is set. Germany knows the vast lands to the east are unattainable while two belligerent armies sit less than a hundred kilometers from its industrial heartland.

The Phony War is about to end, and with it, Europe will be engulfed in total war for the second time in the Twentieth Century.

## HINTS ON PLAY

It is recommended that players bring up the program and experiment with each Phase of the game as they go through the Players Manual.

Tactics in a CLASH OF WILLS are rather straightforward. For offensives, however limited their objectives may be, players will find a minimum of six units are necessary to insure that the offensive thrusts are not immediately cut off and destroyed. When on the defensive, units are most efficiently used every other space on the front line, backed up by a second and third line of defense. An important note for all sides, particularly the Axis, is for the industrial centers to be protected by at least a ring of Zones of Control. The Strategic Air Phase is very important for both the Axis and Western Allies, because it is the easiest way to reduce Axis production. The Axis must try to avoid that happening as long as possible.

## PLAYING TIME

About twenty hours if playing against the computer.

## NUMBER OF PLAYERS

The computer will play the Western Allies, the Soviets, or both if desired. There is no real limit to the number of players that may play in the game; though it is recommended to have no more than 5 or 6. ( 2 Axis, 2 Soviets, and 1 or 2 Western Allies)

## ARTIFICIAL INTELLIGENCE

The A I's strategy closely resembles the historical strategy used on both the East and West Fronts in World War II. It will attempt to conquer the Axis using a Broad Front Policy, with a primary emphasis on taking Berlin as soon as possible. It will conduct a Mediterranean campaign, although as soon as it believes an invasion of the continent from England is possible, it will attempt it. ( as early as 1943 ) The A I will also periodically stage raids along the coast of Europe.

The A I considers the position of its own units in relation to Axis units when determining its strategy. It does not peek at Axis units. The A I does not know it may be playing both Allies, so Axis player must advance Allied phases manually.

Note: if the Soviet Player loses MOSCOW the A I may relieve him and conduct the remainder of the war in his place!

## SUPPLY

All units within thirteen spaces of a friendly city, port, or industrial center are considered supplied for movement and combat. To be considered friendly, one of your units must have passed through that space during the Orders Resolution Phase and will remain friendly until occupied by an opposing player's unit.

## WEATHER

There are three types of weather that occur during the game; clear (which allows full movement and maximum combat potential ), and mud ( which brings most units to a virtual standstill ).

## SEQUENCE OF PLAY

There are four phases that make up the sequence of play. Each phase is listed below, along with a short description of its general purpose and relative complexity.

PRODUCTION PHASE: Players channel their monthly Production Points onto their Production Tract. Unit costs and length of time before available varies by nationality and unit type. While production may seem somewhat complex at first glance, players will find that the type of units they will require for upcoming turns depends on basically three things:

1. Are you planning any major offensives?
2. Do you have enough mobile units to exploit a successful offensive?
3. Do you have enough units to defend the area you now hold?

STRATEGIC AIR PHASE: Air points can be used as either Tactical Air and automatically support a player's ground units in the field, or they may be employed as Strategic Air. Note: Soviet air points may only be employed as Tactical Air. The Western Allies should employ as many air points as possible per game turn to the Strategic Air War, as they can damage Axis industrial centers. The Axis player should try to hold his own in the Air War if he wishes to keep his industrial centers at full production levels. This phase is one of the simplest to perform as long as you keep air points coming.

MOVEMENT PHASE: There are two types of movement used in this game. They are Strategic and Tactical. Strategic movement is used when players wish to move their units over long distances. Tactical movement is resolved simultaneously for all players, as the computer executes each unit's Tactical Orders. Strategic movement is very simple. Tactical movement is the most complex part of the game, and while complex orders involving many units in the same area are possible, most military tacticians would recommend; if you want your forces to reach their objective, KEEP THE ORDERS SIMPLE !

ORDERS RESOLUTION PHASE: This is the easiest of all the phases in the game. After completing the other phases, you can now sit back and view the Strategic Overview Map as everyone's units begin executing their tactical orders. Advances may gain ground or stall; casualties are taken; and units may be destroyed. Who will gain the advantage? Only time will tell !

PHASE OUTLINE

| | |
|---|---|
| I Production Phase | |
| A Western Allies | * |
| B Axis | |
| C Soviet | * |
| II Strategic Air Phase | |
| A Western Allies Allocation | * |
| B Axis Allocation | |
| C Soviet Allocation | ** |
| D Resolution | ** |
| E Repair | ** |
| III Movement Phase | |
| A Axis Strategic | |
| B Axis Tactical Orders | |
| C Allies Strategic | *** |
| D Allies Tactical Orders | *** |
| IV Orders Resolution Phase | ** |

* automatic if played by computer
** automatic at all times
*** if computer is both the W. Allies and Soviets, Axis must advance Allied phases manually

## PRODUCTION

At the beginning of each turn, players receive production points generated by their industrial centers. Production points may be used to make available various types of units and or points.

The cost of producing a unit and the length of time before it becomes active, varies by nationality and type. See respective production displays for unit costs and build lengths.

HOW TO PRODUCE UNITS: To start a unit / point on your Production Tract, press the number key corresponding to the desired unit / point. Unit / Point types are listed, along with their costs, on the left hand side of the production display. After you have indicated your choice, you will note that your available production points have decreased by the cost of that unit / point, and a number has appeared in the appropriate column indicating the turn that unit / point will become available. Players should channel as many production points as possible to their Production Tract each game turn, as there is a 255 point maximum that can exist in your production point pool.

AXIS PODUCTION PHASE

Industrial Centers x Index = P.P.
14 x 4 = 56
Production Points = 56
Choose units to produce by number

| | Unit Type | P. P. Cost | Turns | Date Done | Pz C. | SS C. | I. C. | R. P. | A. P. |
|---|---|---|---|---|---|---|---|---|---|
| 1 | Pz. Corp | 8 | 5 | 5 40 | 0 | 0 | 0 | 0 | 0 |
| | | | | 6 40 | 0 | 0 | 0 | | 0 |
| | | | | 7 40 | 0 | 0 | 0 | | 0 |
| 2 | SS Pz. Corp | 10 | 5 | 8 40 | 0 | 0 | 0 | | 0 |
| | | | | 9 40 | 0 | 0 | 0 | | 0 |
| | | | | 10 40 | 0 | 0 | 0 | | 0 |
| 3 | Inf. Corp | 3 | 2 | 11 40 | 0 | 0 | 0 | | 0 |
| | | | | 12 40 | 0 | 0 | 0 | | 0 |
| | | | | 1 40 | 0 | 0 | 0 | | 0 |
| 4 | Repl Pt. | 2 | 6 | 2 40 | 0 | 0 | 0 | | 0 |
| | | | | 3 40 | 0 | 0 | 0 | | 0 |
| 5 | Air Pt. | 8 | 10 | | | | | | |

To advance the Production Display hit the Start key.

TYPES OF UNITS: There are five types of units / points available for production by the Axis and the Soviet Union player, and four types available for the Western Allied player. ( See unit / point chart below ).

Unit / Point Types

| W.A. | Ax. | S.U. | |
|---|---|---|---|
| x | x | x | 1. Armored / Panzer: Mobile unit of reasonable cost. Useful in exploiting breakthroughs and countering enemy penetrations. |
| | x | x | 2. Elite Armored / Panzer: More costly than Armored / Panzer though more apt to gain or hold objectives. |
| x | x | x | 3. Infantry (Also 2. for W.A.): Cheap and quickly available manpower for all sides, though unable to keep pace with mobile units. |
| x | x | x | 4. Replacement Point: Cheapest of all unit points. Extremely useful after a three month campaign in Russia, to bring units back up to reasonable strength levels. |
| x | x | x * | 5. Air Point: Most costly item and requiring the longest time to produce. Players lacking them will find the going gets rougher and rougher. |

* Soviet Air Points are tactical only.

PRODUCTION LIMITS: The number of replacement points that may exist in the Replacement Column of your Production Tract may not exceed 98 for any player. There is also a limit of 20 infantry units that may be started on the Production Tract per turn.

NOTE: Points allocated in excess of the above limits are LOST.

At no time may the Soviet Union have more than 150 units on the map at one time. The Axis may have no more than 184 German units on the map. The Western Allies may have up to 11 units in play before Jan. 1942. Thereafter, the maximum number increases to 50 units when the United States enters the war.

MINOR ALLIES: New units of various nationalities appear independent of the Production Tract in their respective countries. Once destroyed, they may not be rebuilt.

### NATIONAL SURRENDER

All units of the following nations will disappear if their capital is occupied by enemy units.

France
Italy
Rumania
Germany

MINOR ALLIES

| Allied | Axis |
|---|---|
| Yugoslavia | Finland |
| Greece | Rumania |
| Belgium | Hungary |
| Netherlands | Bulgaria |
| | Italy |

WHERE UNITS APPEAR: Units arriving through production for the Axis player will appear in and around industrial centers located in Germany. Industrial centers occupied by friendly units may sometimes delay the arrival of new units.

New units for the Western Allies will appear in and around industrial centers located in the United Kingdom.

New units for the Soviet Union arrive on the eastern map edge ...and arrive, and arrive, and arrive.

To advance the Production Display hit the Start key.

## STRATEGIC AIR PHASE

The W. Allies and the Axis player may assign a portion of their available air points each turn to the Strategic Air War.

You may allot from 0 to 100 % of your air points by pressing the appropriate numerical key, with 0 equaling 0 %, 1 = 25 %, 2 = 50 %, 3 = 75 %, and 4 = 100 %.

STRATEGIC AIR PHASE

W. Ally Total 25 TAC 0 STR 0
Enter percentage Strategic Air 0 / 4

Axis Total 54 TAC 0 STR 0
Enter percentage Strategic Air 0 / 4

Soviet Total 0 TAC 0
All Soviet Air Points are TAC
Hit any Key to Continue

STRATEGIC AIR RESOLUTION

W. Ally Air Attrition 0
Axis Air Attrition 0
Soviet Air Attrition 0
Hit any Key to Continue
Axis Destroyed Industrial Centers 0
Hit any Key to Continue
Axis Industrial Center Repair Phase
Hit any Key to Continue

## EXTENDED MENU

During the movement phase a player may access the extended menu by pressing the M key. This menu is used for various and sundry options during play. Press the appropriate letter key to perform options.

F Return to Phase A Advance Phase
P Position Window H Round the Horn
O Overview hit any Key to return
R Give unit repl. step WA AX SU

F Return to Phase: reverts to present movement phase.

A Advance Phase: advances to next phase.

H Round the Horn: The Western Allies may send one unit per turn to the port of Suez, via off-map movement, by placing the cursor over the unit, going to the extended menu, then pressing the H key. The unit must be in supply and not in an Axis Zone of Control.

O Overview: This option is used to show the current position of all units on the map, and is helpful in planning overall strategy. Though the Extended Menu is not visible from this screen, all options available in the Extended Menu are usable. It is recommended that the space bar be used to return to the menu screen to avoid error, although the P, F and A options are handy when exiting the Overview.

R Give Repl. Step: Units may be given replacement points by placing the cursor over the unit in either movement phase, going to the Extended Menu and pressing the R key for each replacement step you wish the unit to receive. Available replacement point totals for each side are shown in the lower right hand corner of the Extended Menu screen.

P Position Window: While cursor movement on the game map is very fast, players may wish to use this option to move the cursor directly from one area to another without traversing about the map; ie: Alexandria to Murmansk. When the P key is pressed, the screen will display:

Select area by number 1 Alexandria
2 Moscow 3 Leningrad 4 Odessa
5 Warsaw 6 Paris 7 Berlin
8 Rome 9 Tripoli

Press the appropriate number key for the desired area, and you will be returned to the game map in the current movement phase.

## TERRAIN

MAP SCALE: Each space on the map is 40 kilometers by 40 kilometers. Overall map size is 78 by 95 spaces, or 3,120km by 3,800km, and depicts the majority of the European Continent.

TERRAIN TYPES: The following lists of terrain types used on the game map are grouped in order of hinderance to movement, and combat benefit.

| MOVEMENT DIFFICULTY | | COMBAT BENEFIT | |
|---|---|---|---|
| Clear | ...Little | Clear | ... Poor |
| Ports | ... Light | Desert | ... Light |
| Cities | ... Light | Rough | ... Light |
| Factories | ... Light | Cities | ... Good |
| Desert | ... Light | Ports | ... Good |
| Forts | ... Moderate | Factories | ... Good |
| Woods | ... High | Hills | ... Good |
| Rough | ... High | Rivers | ... Excellent |
| Hills | ... High | Mountains | ... Excellent |
| Rivers | ... High | Swamps | ... Excellent |
| Mountains | ... Heavy | Woods | ... Excellent |
| Swamps | ... Heavy | Forts | ... Terrific |

Full Sea - movement possible in Strategic Phase only!

Solid Black - neutral territory and Qattara Depression in Egypt are prohibited to movement.

## MOVEMENT

There are two types of movement used in the game. They are: Strategic and Tactical. Strategic Movement takes place during a player's Movement Phase, and Tactical Movement is accomplished by inputting movement orders to be executed simultaneously for all players during the Orders Resolution Phase at the end of the game turn.

1 AXIS STRATEGIC PHASE Clear 6 40
4 2 To Input Move D Display M MENU
3 German Panzer Corps
E Erase F Done CS SUPPLIED

STRATEGIC MOVEMENT: At the beginning of the movement phase, a player may move any of his units by placing the cursor over the unit, and pressing the D key. The unit will be replaced on the map with the Strategic Movement Symbol; and the unit's ID number, type, and strength, will be displayed in the text window. On the left hand side of the text window, a directional display is shown with the number 1 = North, 2 = East, 3 = South, and 4 = West. Press the appropriate numerical key and your unit will move one space in that direction. Note: the following conditions apply during Strategic Movement:

1. The maximum number of spaces a unit may move is 24.
2. Once a unit has moved, it may not be moved again that phase.
3. A unit stops movement upon entering an enemy Zone of Control.
4. A unit may not move through friendly units.
5. A unit must be in supply.

When you have completed moving a unit, press the F key, and the cursor will reappear on the map.

After moving all the units you wish to move in this phase, go to the Extended Menu and press the A key to advance the phase.

TACTICAL MOVEMENT: This type of movement is accomplished by inputting movement orders to be executed during the Orders Resolution Phase.

To input orders, place the cursor over a unit and press the D key; the terrain the unit occupies will appear on the map, and the appropriate unit stats will appear in the text window. The 1 through 6 keys are used to input orders. Press the desired directional keys and a number 1 to 6 will appear next to the unit in the direction you wish it to move. If you wish to change orders, press the E key and the orders for that unit will be erased, and you may input new orders for that unit.

When you have completed all the orders you wish for a particular unit, press the F key, and the cursor will reappear over the unit's location. You may return as many times as you wish to a unit to input or change its orders during this phase.

Unexecuted orders are carried over to following game turns. NOTE: The above also applies to a unit that has been moved strategically, its Tactical Orders remain in effect. When inputting Tactical Orders, the following apply:

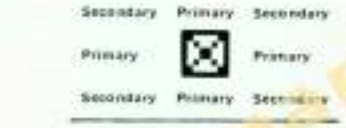
1. Up to 8 orders may be entered per unit.
2. The number of orders executed per turn, depends upon terrain, weather, presence of enemy units, and/or other friendly unit's orders.
3. A unit will attempt to execute as many orders per turn as possible.
4. A unit will engage in combat with enemy units occupying a space it wishes to move into.
5. A unit will not move directly from one Primary Zone of Control into another.

SEA MOVEMENT: The Axis player may not enter the Atlantic Ocean, the English Channel, the North Sea, or in the Eastern Mediterranean Sea; the area south of Crete, and east of Tobruk. The Allies are not prohibited from any sea area.

AMPHIBIOUS INVASIONS: Players may conduct coastal invasions by moving a unit adjacent to a defended enemy coastline in the Strategic Movement Phase, then entering the appropriate Tactical Orders in the following phase.

## ZONES OF CONTROL

Units on the map exert a Zone of Control into all adjacent spaces, as either Primary or Secondary Zones. When two Secondary Zones of Control overlap, they become a Primary Zone. The following examples illustrate how a unit's Zones of Control affect adjacent spaces.



## VICTORY CONDITIONS

To determine a player's current Victory Level, add 10 points for each industrial center held by the Axis player, and 10 points for each of the following cities held by the Axis:

Paris
Alexandria
Leningrad
Stalingrad

Add 30 points for Moscow.

Apply total points to chart below to determine Victory Status.

230+ Axis Strategic
180 Axis Operational
160 Axis Marginal
140 Draw
100 Allied Marginal
50 Allied Operational
0 Allied Strategic

## LOADING THE PROGRAM

A CLASH OF WILLS is an autostart program; before loading, remove all cartridges from your computer. Next, turn on your disk drive. Insert the Game Program Disk into the disk drive. If your computer has built-in BASIC, you must hold down the OPTION key when you turn on your computer. After the disk drive begins loading the program, release the option key. The program will take about 30 seconds to complete loading.

## PROGRAM INITIALIZATION

When the program has completed loading, the screen will display:

Old or New Game O / N

## LOADING A SAVED GAME

When continuing a previously saved game, press the O key, and the screen will display:

Insert Game Data Disk + Hit Return

Now remove the Game Program Disk from the disk drive; insert your saved Game Data Disk and press Return. When the game data has completed loading, remove your Game Data Disk and return the Game Program Disk to the disk drive. You are now ready to continue the game.

## STARTING A NEW GAME

When starting a new game, press the N key and the screen will display:

Computer to play Western Allies Y / N

If you wish the computer to play the Western Allies, press the Y key; if not, press the N key, and the screen will display:

Computer to play Soviet Union Y / N

If you wish the computer to play the Soviet Union, press the Y key; if not, press the N key and the screen will display:

Save Game Y / N

## SAVING THE GAME

Before beginning play, you must have a BLANK PREFORMATTED disk available if you wish to save the game. At the beginning of each game turn, you have the option of saving the current game. When you wish to save the game, press the Y keyand the screen will display:

Insert Game Data Disk + Hit Return

Remove the Game Program Disk from the disk drive. Insert your Game Data Disk, then press Return. When the disk drive has completed saving the game data, remove your Game Data Disk. Replace the Game Program Disk into the disk drive. You may either continue play, or stop at this time.

If you do not wish to save the game at the beginning of a turn, press the N key and the screen will display the first production screen.

## PROOF OF PURCHASE CERTIFICATE

Return this certificate along with defective diskette under 90 day warranty or Lifetime Replacement Offer, postage prepaid, to D. K. G., 1757 Walnut Grove, Decatur, Il. 62526.

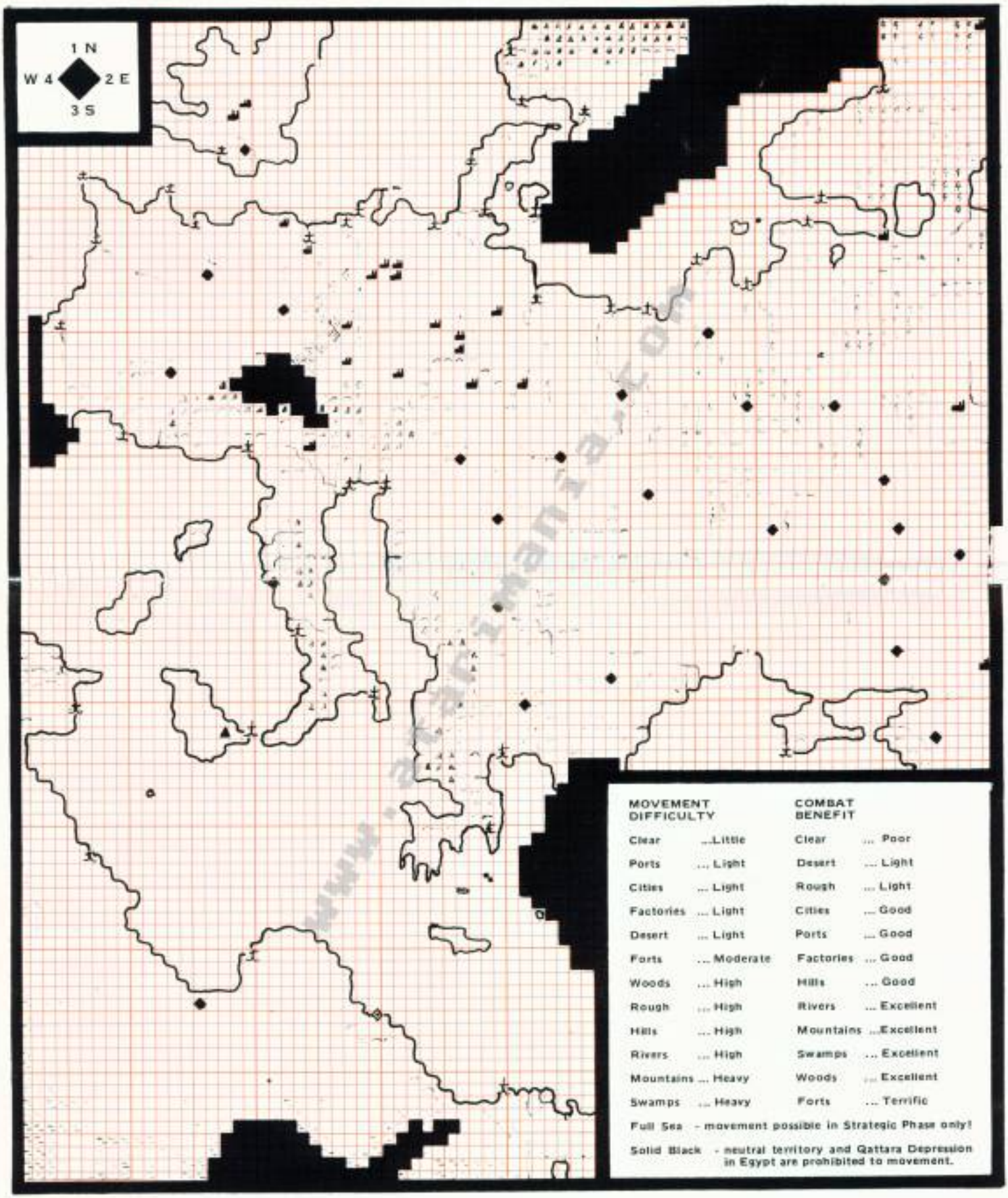
### LIFETIME REPLACEMENT

After 90 days this diskette may be replaced due to any defect for $5.00 by mailing the diskette and proof of purchase, postage prepaid, to D. K. G.

PLEASE PRINT

Name .....

Address .....


1 N
W 4
2 E
3 S
MOVEMENT DIFFICULTY
Clear ...Little
Ports ... Light
Cities ... Light
Factories ... Light
Desert ... Light
Forts ... Moderate
Woods ... High
Rough ... High
Hills ... High
Rivers ... High
Mountains ... Heavy
Swamps ... Heavy
COMBAT BENEFIT
Clear ... Poor
Desert ... Light
Rough ... Light
Cities ... Good
Ports ... Good
Factories ... Good
Hills ... Good
Rivers ... Excellent
Mountains ...Excellent
Swamps ... Excellent
Woods ... Excellent
Forts ... Terrific
Full Sea - movement possible in Strategic Phase only!
Solid Black - neutral territory and Qattara Depression in Egypt are prohibited to movement.

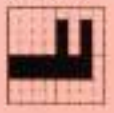
## Supply Centers

Cities

Ports

Forts

Industrial Center

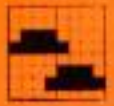


## TERRAIN CHARACTERS

Clear

Desert

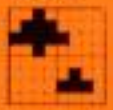
Hills



Rivers

Coasts

Woods



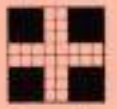
Rough

Mountains

Swamps

Full Sea

## Cursor



## Strategic Movement Symbol

## PHASE OUTLINE

I Production Phase
- A Western Allies
- B Axis
- C Soviet *

II Strategic Air Phase
- A Western Allies Allocation *
- B Axis Allocation
- C Soviet Allocation **
- D Resolution **
- E Repair **

III Movement Phase
- A Axis Strategic
- B Axis Tactical Orders
- C Allies Strategic ***
- D Allies Tactical Orders ***

IV Orders Resolution Phase **

## SEA MOVEMENT

The Axis player may not enter the Atlantic Ocean, the English Channel, the North Sea, or in the Eastern Mediterranean Sea, the area South of Crete, and East of Tobruk. The Allies are not prohibited from any sea area.

## AMPHIBIOUS INVASIONS

Players may conduct coastal invasions by moving a unit adjacent to a defended enemy coastline in Strategic Movement and entering appropriate Tactical Movement Orders in the following phase.