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INTRODUCTION

The unthinkable has happened.

The two mightiest nations in the modern world have come to grips in a contest that will decide the fate of Asia and possibly the world. Can you finish what Genghis Khan and his sons began, or are you the NATO general that must recover the world from the forces of the People's Republic of China.

In this game set in the not too distant future you take command of the forces of either of these nations to alter the balance of world power forever.

No matter what path you choose, you will need all your skills to triumph. The successful modern general devises sound strategies, and carries them out with unswerving commitment. Generals who are indecisive inevitably fail. Can you forge a battle-winning command and conquer your foes? Isn't it time to find out?

Getting Started

If you want to get a quick start, refer to the "Tutorial" section of the manual, which begins on page 9. It provides a step-by-step battle plan to familiarize you with the screens and basic features of a PEOPLE'S GENERAL scenario. If, however, you prefer to familiarize yourself with the game as a whole, turn to the "Basic Screens, Menus, and Buttons" and "Game Concepts" sections on pages 20, and 42, respectively.

What Comes with this Game?

Your game box should contain this user manual and a PEOPLE'S GENERAL CD. This user manual explains how to play and contains important information on menus, campaigns scenarios, and unit classes and equipment. To get the game running on your computer, see the installation instructions following.

SYSTEM REQUIREMENTS

To play PEOPLE'S GENERAL, be sure your system meets the following minimum system requirements:

- ◆ Pentium 166 MHz IBM PC or compatible
- ◆ 32 MB of RAM
- ◆ Windows® 95 or Windows® 98 – NOTE: This is a Windows 95 game and cannot be played on Windows® NT systems. Multitasking is not recommended when playing PEOPLE'S GENERAL
- ◆ An **Uncompressed** hard drive with 175MB free for the "Recommended" install
- ◆ 8 X CD-ROM drive or faster
- ◆ A SVGA video adapter with 2 MB of memory and a Color SVGA Monitor
- ◆ A 100% Microsoft (or Logitech) compatible mouse
- ◆ Microsoft mouse driver version 9.00 or higher or Logitech mouse driver version 6.24 or higher
- ◆ QuickTime™ 3.0

In addition to the basic system requirements, the game requires that DirectX 6 be installed to your hard drive. The option to install DirectX 6 appears during the game installation. At the end of installation, you are prompted to register PEOPLE'S GENERAL electronically. For network play, you need a DirectPlay compatible network adapter.

PEOPLE'S GENERAL also features online game play access via the mplayer network. For installation instructions and system requirements, see the "What is Mplayer.com?" section starting on page 7.

Installing the Game

You must install PEOPLE'S GENERAL game files to your hard drive and have the PEOPLE'S GENERAL CD in your CD-ROM drive to play this game or use the Scenario Builder. To install the game, insert the CD into the CD-ROM drive. When the pop-up window appears, click on the Install option. If you have disabled Autorun function, or if it does not operate, Explore the CD and double-click on the Setup icon. Follow all on-screen prompts to complete the installation.

Starting the Game

The PEOPLE'S GENERAL Autorun program displays a menu with the options to run the game, the Scenario Builder, Install Direct X, Uninstall the game, or view the README.TXT file, every time the CD-ROM drive is closed with the CD in place. PEOPLE'S GENERAL can also be started by opening the Start menu, selecting Programs and choosing the folder where PEOPLE'S GENERAL was installed and double-clicking on the PEOPLE'S GENERAL program item. The other item in that folder is the Scenario Builder program which can be used to create or edit scenarios on your own.

For complete and specific "how to play" information, please refer to the rest of the manual. Some changes were made too late to include in this manual. Please read the README.TXT file in your game directory for more information.

Uninstalling the Game

To uninstall the game, select that option from the Autorun menu, or choose Settings from the Windows Start Button, and select Control Panel. In the Control Panel, select Add/Remove Programs, left-click on PEOPLE'S GENERAL, and click on the Add/Remove button. The game and all of its components are then removed from your hard drive, except for your saved games or edited scenarios.

Saving Games

PEOPLE'S GENERAL requires space on your hard drive for Saved Games and temporary files. Each saved game can take up to 60kb of hard drive space.

Electronic Registration

If you did not register your copy of PEOPLE'S GENERAL after installation and wish to do so later:

1. From your desktop select the Start button, click on Programs, click on PEOPLE'S GENERAL and click on Register for Free Stuff.
2. Follow all on screen prompts.

Note: If you register electronically, or by the printing and mailing the registration form, you will be directed to where you can download an additional scenario which features the invasion of Taiwan.

Electronic Documentation

If you do not already have the Adobe Acrobat Reader, you can install the software following these instructions. Insert the game CD in your CD-ROM drive.

Explore the CD, and double-click on the ACROWIN folder, located in the root directory. Double-click on the file entitled ACROREAD.EXE and follow the on-screen prompts.

Once Acrobat Reader is installed on your system, you can read README.PDF by opening the folder on your hard drive in which you installed the Adobe Acrobat reader, and double-clicking on the file ACROREAD.EXE. From the File menu of Adobe Acrobat, you may open the README.PDF located in the root directory of your game CD. The UNIT_DB.PDF is also located here, which provides a comprehensive listing of units and unit statistics.

TROUBLESHOOTING

This section provides information that should help solve some common problems.

Sound and Video Cards

Some sound and/or video cards are not supported by Windows 95 and DirectX. If you do not have one of the following Sound or Video cards, the game may not work.

DirectX Supported Sound Cards: Aztech, Creative Labs, ESS. DirectX Supported Video Cards: Chips @ Technologies, Cirrus Logic, Matrox, S3, Tseng Labs, Western Digital, 3Dlabs, Creative Labs, Rendition.

DirectX 6 Setup

This game requires DirectX 6. If you do not have DirectX 6, then it can be installed or reinstalled from the CD. Installing DirectX 6 is an option when installing the game. It can also be installed by exploring the game CD, and opening the REDIST\DIRECTX folder. Double click on DXSETUP.EXE to start the DirectX 6 install.

Using either the Install DirectX 6 button from the Autorun or DXSETUP.EXE, you can install DirectX 6, reinstall DirectX 6, test your drivers certification, or reinstate your previous audio and video driver as described following.

DirectX Disclaimer

PEOPLE'S GENERAL utilizes Microsoft's DirectX sound and video drivers. DirectX is a programming tool created by Microsoft, and the installation of DirectX may cause video problems and system anomalies with computers using video drivers that aren't DirectX compliant. DirectX is a Microsoft product, and as such, SSI

cannot be responsible for changes that might occur to your computer system due to its installation. For DirectX related problems that cannot be fixed by updating to your video card's latest Windows driver set, you must contact either Microsoft or the manufacturer of your video card for further technical support or service.

Microsoft retains all intellectual property rights to DirectX. The user has been granted a limited license to use DirectX with Microsoft operating system products.

Verifying DirectX Video/Sound Card Drivers

To verify that your sound and video drivers are DirectX 5 certified, follow the steps below.

1. Click on the windows Start button (usually found in the lower-left corner of your screen).
2. Click on Run.
3. In the open field type the command:
C:\progra~1\directx\setup\dxsetup.exe then click on OK.
4. Make sure all drivers say Certified next to them.

If any of your drivers are not DirectX certified you should contact the hardware manufacturer and see if they have certified DirectX 6 drivers.

Reinstating Windows 95 Video Drivers

If there is a problem with your display after you have installed DirectX 6 you can reinstate your old video drivers by following the instructions below.

1. Click on the windows Start button (usually found in the lower-left corner of your screen).
2. Click on Run.
3. In the open field type the command:
C:\progra~1\directx\setup\dxsetup.exe then click on OK.
4. Click on the Restore Display Drivers button.

This may require that you have the disk containing your original drivers.

Contacting SSI Technical Support

If you are having problems, please consult the Troubleshooting section of this manual before contacting SSI Technical Support. We've put many of the solutions to the most common problems in this area. If you are sure that you meet the PEOPLE'S GENERAL system requirements and the game still does not run, please make certain that you are using the latest drivers for your system.

We have a staff of Technical Support Specialists ready to help you with any technical problems you may have with any of our games. If your problem is due to your system configuration they can suggest some possible solutions.

Because of the millions of different hardware and software configurations possible with today's PCs, you may still have to consult with your computer dealer, hardware manufacturer, or software publisher to properly configure your system before our game will work. You may also need to get the latest version of your sound, video, mouse, or CD-ROM drivers before the game will run properly.

We suggest contacting SSI Technical Support via fax or e-mail if possible. Please send a printout of your c:\autoexec.bat file, a printout of your c:\config.sys file, and a complete description of the problem. Please include the operating system you are using, and any error messages you have seen which indicate that there is a problem.

Fax: (423) 670-2021 Attn: SSI Technical Support
E-mail: support@learningco.com

If you cannot fax or e-mail us, we can also be reached by phone. Our Technical Support number is (423) 670-2020 between 9:00 A.M. and 9:00 P.M., Eastern Standard Time, Monday through Friday, holidays excluded. **Absolutely no game playing hints will be given through this number.**

SSI Online

If a game has been available for more than 90 days, you'll also want to visit our website to be sure you are running the latest version of the game before contacting SSI Technical Support. The SSI website is located at www.ssi-online.com. From time to time, additional scenarios and maps may also be posted to this website.

Copy Protection

In order to play PEOPLE'S GENERAL, the game CD must be in the CD-ROM drive.

WHAT IS MPLAYER.COM?

Mplayer.com is the #1 multiplayer game service on the Internet. Playing PEOPLE'S GENERAL on mplayer.com means that a player in a remote location can challenge other players in remote locations, and they'll play in real time—like they're all sitting in the same room. Mplayer.com offers hundreds of innovative features, including real-time voice — chat that lets you verbally taunt your opponents and praise your teammates. When you sign up for mplayer.com you're joining a friendly online community where you can participate in regular tournaments, contests, and special events.

Pricing

Mplayer.com is FREE—there are no charges or monthly fees to play PEOPLE'S GENERAL on mplayer.com.

So How Do I Get Started?

Installing mplayer.com is simple. Just follow these easy steps and you're on your way to the excitement of online multiplayer gaming!

1. There are several ways to install mplayer.com from PEOPLE'S GENERAL:
 - ◆ From the game CD-ROM Autorun Menu - select the option to **Play on mplayer.com**
 - ◆ From the Windows 95 Start Menu - select this game and the option to **Play on mplayer.com**
 - ◆ From Inside the Game - select the option to **Play on mplayer.com** from the multiplayer menu
 - ◆ From the Program folder - click on the icon to **Play on mplayer.com**
2. This will start the mplayer.com installer which will check for mplayer.com. If you don't have it, we'll install everything you need! Just follow the easy install instructions at the prompts. During the process, you'll set up a mplayer.com account and select your mplayer.com member name and password.
3. After installing mplayer.com, your Web browser will launch and connect you to the mplayer.com game page. Make sure your game CD-ROM is in the disk drive, then click on 'Play Now' to log onto mplayer.com and

head to the PEOPLE'S GENERAL Lobby. Before entering the game's Lobby, we'll automatically download any additional files you might need to make the game playable on mplayer.com.

4. Now you are in your game's Lobby on mplayer.com. Chat with other players by typing your message and pressing Enter. To enter a Game Room, double-click on a green Room icon. If you want to create a new Game Room, click on the Create Room button.
5. Almost there! If you enter an existing Game Room, Click on the 'Ready to Play?' button, or, if you create a Room, wait for players, then click on the 'Launch Game' button.
6. Have fun playing on mplayer.com!

MPLAYER Customer Support

Mplayer.com has a staff of highly trained Technical Support representatives waiting to answer any questions or solve any problems you can throw at 'em. If you're having trouble installing mplayer.com, contact a Technical Support representative by emailing support@mplayer.com or by calling (650) 429-3100 between the hours of 3 P.M. and 10 P.M. (PST), seven days a week.

For more information about mplayer.com visit our Web site at www.mplayer.com.

MPLAYER Technical Information

You need the following PC configuration to install our software and play games on mplayer.com:

System Requirements:

- ◆ Windows® 95
- ◆ Pentium processor
- ◆ 8 MB RAM (16 MB recommended)
- ◆ 14.4 KBPS or faster modem (28.8 KBPS or higher recommended)
- ◆ Internet access*
- ◆ Web browser

**AOL, CompuServe, and Prodigy do not yet support adequate TCP/IP connections for FAST gameplay. Low latency games, including turn-based or role playing games, however, can be played.*

PEOPLE'S GENERAL TUTORIAL

This tutorial is intended to explain basic menus and button functions, and to step you through a small introductory battle. For detailed information about the menus and options in PEOPLE'S GENERAL, see the "Basic Screens, Menus, and Buttons" section, starting on page 20, for explanations of various aspects of play, see the "Game Concepts" section, starting on page 42, and for detailed strategy notes and game playhints, see the **README.TXT** or **README.PDF** file, located in your **PEOPLES** directory.

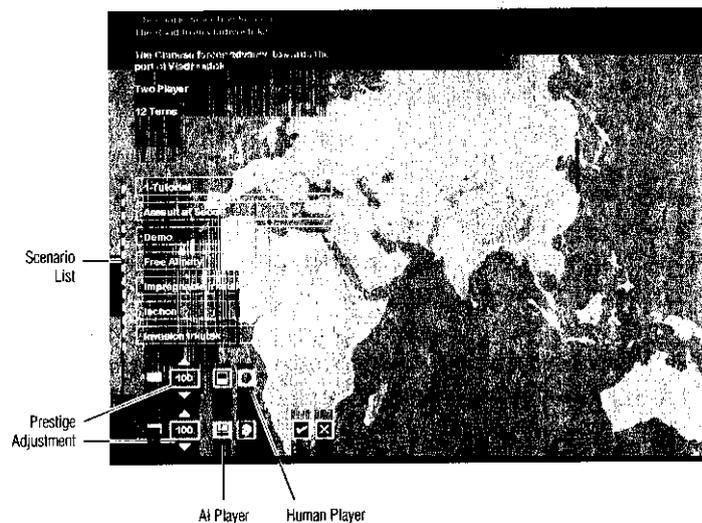


Using the Mouse

In PEOPLE'S GENERAL, whenever the mouse passes over a button or hex, smart text, describing the area under the cursor, appears in information bars at the top and bottom of the screen, or beside the unit or button in question. This makes identifying buttons and units easy during game play. In this book, the term "click" means moving the mouse pointer to the desired area on the screen and pressing the left mouse button. "Right-click" means moving the mouse pointer to the desired area and pressing the right mouse button.

Starting the Tutorial

 From the PEOPLE'S GENERAL Start screen, click on the Play a Scenario button, the left-most button in the row. This brings up the Scenario Selection screen. On the left side of the screen are two windows; the upper window should be blank, the lower contains an alphabetical listing of the scenarios. Click on the down arrow button until you see the Tutorial scenario listed. Click on Tutorial, and a description of the scenario appears in the upper window, along with the number of players the scenario was designed for, and the number of turns it lasts.



On the left-bottom side of the screen, flags indicating the Chinese and the UN forces appear next to the Player Control buttons. The button bearing a computer terminal icon is lighted when the computer AI is in control, the button bearing a helmeted head is lighted when you, or another human opponent is in control.

The UN side is selected for the human player, indicated by the highlighted button, while the Chinese forces are controlled by the AI, since the computer icon is highlighted. You can switch the settings if you like, but return them to the default before beginning the scenario.

Next to the flags are windows giving the prestige percentages for each side. Prestige is a measure of how you are viewed as a commander by your superiors. The more prestige you have, the more resources are at your disposal. Essentially, it functions as money in PEOPLE'S GENERAL. Prestige points allow you

to buy additional units and equipment. Arrow buttons on the top and bottom of each Prestige Adjustment setting allow you to adjust the percentage up and down. For example, you can raise your opponent's prestige setting to 200%, the Chinese army receives twice of the discretionary funds they would ordinarily receive. They do not need such an advantage in this scenario, so leave the percentages at the default.

When you are finished exploring the Scenario Selection screen, be sure that the Tutorial scenario has been selected, and that the Prestige Adjustment and Player Control settings are at the default, then click on the **check mark** button at the bottom right of the Scenario Selection screen to start the Tutorial. If you change your mind, click on the Exit button, to the right of the **check mark** button to return to the PEOPLE'S GENERAL Start screen.

Playing the Tutorial



When you start a scenario, the Main Game screen appears, with the Status panel overlaying the lower half of the screen. The following information is displayed:

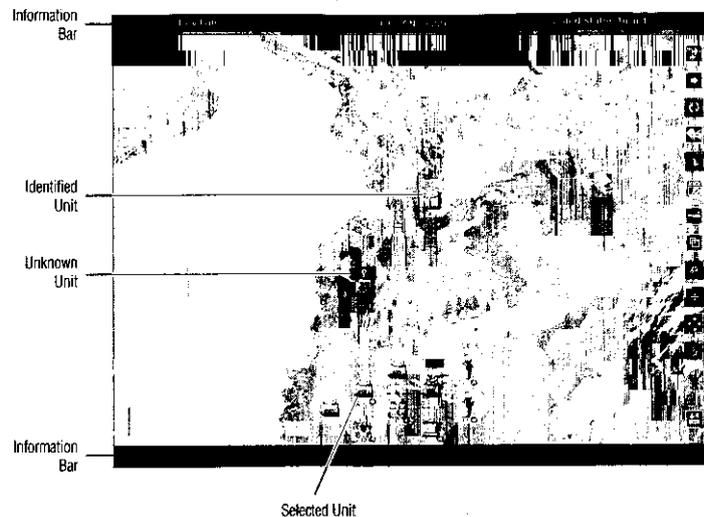
Tutorial
 United States turn 1 of 4
 Monday, April 03, 2006
 Weather: Fair, Day
 Air Superiority Percentage: 90

In a regular scenario, you would also see something like:

Brilliant Victory: 2 Turns Remaining
 Victory: 3 Turns Remaining
 Tactical Victory: 4 Turns Remaining

In order to obtain a victory, all objectives must be held by your forces, which means that you have moved your forces into every hex that is a victory objective. In this scenario, your victory objectives are the cities of Artem at the hex (6,14) and Suchan at hex (35,22) as well as the airfields in hexes (4,14) and (36,20). If you capture these hexes before the end of the Chinese turn two, you achieve victory. In normal campaign play, brilliant victories provide more prestige than regular victories or tactical victories.

Click anywhere on the screen to remove the Status panel and begin play.



The Main Game screen is dominated by the Battlefield, the map of the contested area. At the top and bottom of the screen are information bars which provide important information during play. Along the right side is a vertical row of buttons that control various functions in the game. When you move your cursor over the options, smart text appears describing the button's function. For detailed information, see the "Option Buttons" section on page 25.

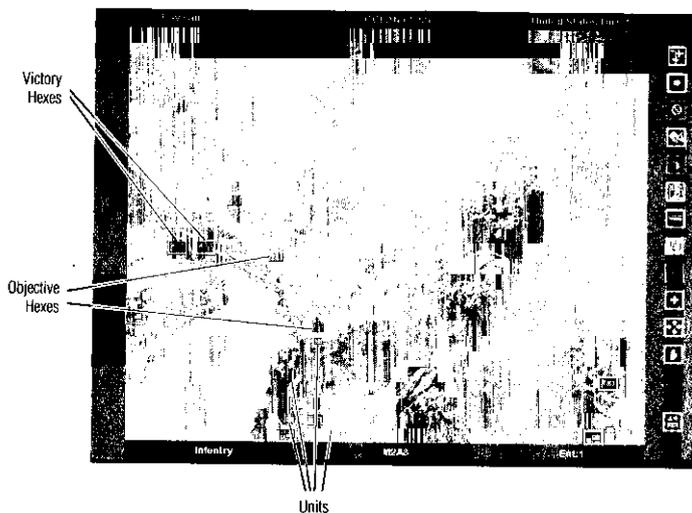
The top bar displays three pieces of information:

- Day/Night status and Weather on the left side
- Terrain type or terrain feature name and hex number, for example CLEAR (13,22)
- Active player country and turn number

The bottom bar only displays information when a unit is selected. At the beginning of the tutorial, the active unit is a M2A3 Bradley mechanized infantry unit. You can see this because the bottom information bar displays Infantry on the left side, M2A3 in the center and the unit's entrenchment level is on the right: Ent:1. The unit itself has several small icons under it.

On the left side is a small silver "bullet" which means that this unit has not yet made an attack. In the center is the unit "strength tag," a gray box with the number "10" on it. On the right is a gold star on a black dot, which indicates this unit has a Leader. Chinese units with Leaders have red star/black dot icons on them.

Right-click on this unit, and the Inspect Unit panel appears. This displays quick statistics for a unit, such as its attack range, its soft and hard attack values, and its current ammunition level. Various unit functions such as air transport, and supply are also controlled from this panel. For detailed information, see the "Inspect Unit Panel" section starting on page 36. Left-click on the Exit button on the lower right side to remove the Inspect Unit panel.

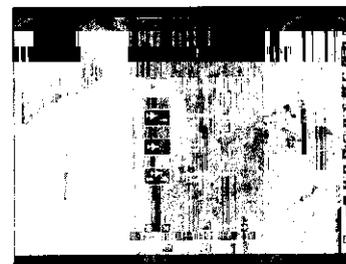


The first step in any successful attack is planning. Your time is short, there are only four turns, basically two days, to capture two cities and associated airfields. Find and click the Strategic Map button on the right side of the Battlefield screen. The view changes to show the entire map. Victory hexes are Chinese flags framed in gold, combination hexes (victory and supply) are framed in green and gold. Other objectives have plain flags on them indicating secondary objectives. The small Chinese flag icons represent the positions of known enemy units.

You can see that your main force is far from where it needs to be, with smaller forces poised on either flank to engage enemy units near the vital positions. In order to achieve victory, that main force needs to drive up and to the west supporting that flank, while the eastern flanking force is pretty much on its own. One other problem is apparent from this viewpoint, which is that the forces guarding Artem are largely unknown. Intelligence should be your first step, since without knowing what you are up against can prove fatal.

Click on the Strategic Map button to toggle it off.

Aerial Reconnaissance



Click on the Air Missions button to display that panel. Notice that you have 30 - 40 Current Air Points. The various types of air missions cost different amounts which are displayed on the remainder of the panel. For now, go to the center option, Recon and click on the up-arrow once. You

have just requested a reconnaissance mission be flown, all that is left to decide is where to direct it.

Click on the Fly a Mission button in the bottom-right side of the panel. The panel closes and the cursor becomes a small green airplane. Move the cursor to the edge of the map and scroll over until the upper Information bar reads Artem (5,14) and click again. An airplane flies from the screen edge over the hex you have designated, and several enemy units are revealed. One of those units could be an Air Defense unit, if so it may fire on your reconnaissance flight.

What You See Is What You Know

Four or five units should be revealed by the reconnaissance flight over Artem, some or all of them have blue strength flags under them to indicate how strong they are. Enemy units display different amounts of information depending on a factor called Spotting. Hidden units are unseen until an enemy unit encounters them or gets close enough to spot them. Unknown units are gray icons with a ? symbol in them, which indicates that there is known to be a unit there but no one knows what it is. Spotted units display an icon which indicates the equipment type but not their strength or statistics. Identified units display strength and leader icons, and can be inspected by right clicking on them. See the "Inspect Unit Panel" section, starting on page 36, for more information.

The Battle for Suchan

On the right flank you have four units, an M1A3 Abrams, two units of infantry in M2A3 and M2A4 Bradleys, and an AH-64 Apache helicopter. There is one unit visible in Suchan, at (34,22) and another at (35,22). The airfield must also be captured. Start by right-clicking on your units to find their capabilities. The Chinese in the town are infantry, thus likely to be tough to dig out for the M1A3 which is better suited to open field action. The M2A4, however, has a bonus to its Close Attack and Close Defense scores, indicated by the red numbers displayed on the Inspect Units panel. This unit can spearhead your attack on Suchan.

First, however, we should soften the enemy up using an Air Strike. Click on the Fly a Mission button to display that panel again. Select the Air Strike mission and click on the up-arrow for one, then click on the Fly a Mission button to restore the Battlefield.

The airplane cursor is red until you move it over an enemy unit. If the unit is Unknown or only Spotted, all you can see is an attack reticule. If that unit has been Identified, that is, it has a strength icon, then the cursor becomes a reticule with estimated combat losses displayed under the flags of each side in the battle. Move the reticule over the unit in hex (35,22) and click on it. This time, the airplane that flies in attacks the unit in Suchan. During the actual combat, the results are displayed in the top information bar in terms of factors destroyed and suppressed. Suppressed factors are still active, but did not take place in that battle. They recover at the end of the combat. Destroyed factors must be restored by taking replacements. See the "Suppression" section, starting on page 58 and the "Replacements" and "Replacements Rules" sections on pages 37 and 54 for more information.

The air strike has done its job and weakened the unit in the town, clearing the way for your assault. Click on the M2A4 to select it. Several hexes around it become shaded, indicating it can move into these hexes. This unit's movement can carry it all the way around Suchan, so click on hex (36,22) to block the bridge North. Pass the cursor over the now-Identified Chinese Type 95 infantry and click again to attack them. They should come out of the combat pretty severely damaged. Attack with the M2A3, then the Apache. This might seem like overkill, but Chinese infantry units have 15 strength and can absorb a vast amount of punishment, and this unit must be driven out or destroyed this turn. After the third attack, this unit should retreat out of the hex, leaving room for the Abrams to roll in and take the hex as it finishes off the wounded unit.

Up the Coast Road

In the center, your main force is faced by an unknown unit and a tank unit. They block the road north towards Artem where it crosses two bridges, making them very difficult to bypass. Start by having your two artillery units fire at the unknown unit in Petovka (12,22). Unlike the units you used to attack Suchan, artillery can attack at much longer ranges than other units. Simply select the LTH 155 and move the cursor over the enemy unit. Since this unit is unknown, the target reticule does not display estimated losses, but unless this unit is itself artillery, it won't be able to fight back. After you click on the Chinese unit to attack it move the cursor over to the MLRS unit and left click on it to select it without moving the LTH 155. Don't worry, you can move it later once your other units have secured the area. With the MLRS selected,

attack the unknown unit again. Follow up with one of your light infantry units to hex (13,22). This combination should drive the Chinese away from the road.

Next, have the Abrams move to hex (13,20) to engage the tank unit guarding the bridges from hex (14,20). If the Chinese unit retreats, a likely outcome, then you can exploit with your lighter units. Be wary of using tanks to attack into cities, but in clear terrain or on roads, tanks are king. Follow up with the Bradley AT, a specialized anti-tank unit, to either destroy or cause the Type 90-II to retreat farther from the path of your advance. During this fight, one or more units may be spotted beyond the Type 90-II.

Once the way is clear, your Recon unit an M3A4 can scout, or if you have any air mission points remaining, you could perform a Recon mission to find out what they are. Try having the M3A4 move to hex (13,19) to scout the route ahead. This unit can stop along the way for recon, and then continue moving. If the recon unit encounters anything, and you have determined what these new units are, use the estimated losses displayed by the target reticule to decide if you want this unit to attack or not. Recon units are not particularly robust, but they are good at avoiding damage.

Have the rest of your force follow up, and move one of your artillery units to occupy Petovka; something special should happen. If the Type 95 infantry unit is still lurking about use the M2A3 infantry and Apache helicopter to finish it off. Note any of the Chinese units with a red star icon, indicating the presence of a Leader. When it comes to finishing off damaged enemy units, these units should receive a higher priority than regular units, such as the Type 90-II tank unit. Units with Leaders are much more dangerous.

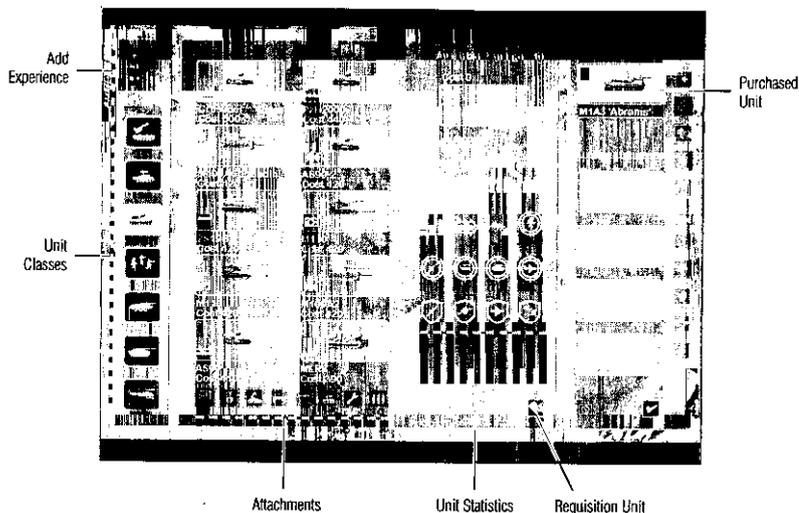
Finish up with the center force by having any units that have not moved, close up ranks. Your two Light Infantry units are AIR MOBILE and can be airlifted ahead of the main force if you wish.

Always leave your front line units space to retreat in case of a Chinese counter-attack. Use your more robust units, such as tanks, anti-tank units, and infantry to mask less robust units such as artillery and air defense. Limit the enemy's avenues of approach to supply and victory hexes.

The Left Flank



Before advancing on the left you should add a few units to that force. Click on the Requisition Unit button to open the Requisition screen. On the left side are several large buttons for selecting particular classes of units.



Click on the button with the tank on it, second from the bottom. Now click on the unit box at the upper-left of the middle panel that contains the M1A3 Abrams. When you do this an M1A3 Abrams appears in the box on the right side of this panel and the statistics for this tank are displayed below it. Above this unit box are two lines reading:

Available Prestige 2320
Cost 340

These numbers are the amount of prestige points you can spend on new units and the cost of the unit you are planning to purchase. Prestige points are the primary medium of exchange in *People's General*, the more successful you are, the more generous the high command is with prestige, the more units and unit enhancements you can add to your force. See the "Prestige Points" section, starting on page 53 for more information.

Click on the Requisition Unit button at the bottom of the panel, and the tank you have just purchase appears in a unit box of the right side of the screen, ready to be deployed. Click on the artillery button on the left side, and find the unit box with the M109A6 Paladin in it. You should have enough points to purchase this unit as well, adding some indirect fire capability to your left flank force.

Once you have both units in the unit boxes in the right side panel, click on the **check mark** button in the lower-right hand corner of the screen to deploy them.

The Battlefield is restored, with a panel on the right containing your new units. You should scroll left until your three units on the left flank are visible; notice that next to them are three shaded hexes. These are your deployment hexes for your new units. Click in the hexes at (2,18) and (2,19) to deploy your new tank and self-propelled gun. Until you click on the **check mark** button to exit the deployment menu, you can pick these units up and keep them in the deployment area just by clicking on them. There is no need for this, and in fact you are going to need to use these units shortly.

The units that were revealed by your Recon air mission are guarding your next objective. Once again, examine your units to determine the best suited to the task. There is an enemy tank unit on the open plain, supporting two infantry units in the objective hexes at (4,14) and (6,14) which are also supported by a Ka-52 Hokum helicopter and some sort of air defense unit. Since your forces contain a helicopter, let's deal with the air defense unit first. Click on the Air Mission button and select the Wild Weasel air mission this time. These are air strike missions specifically designed for attacking air defense units. Place the target reticule over the unit in hex (6,13) and click again to attack it. The wild weasel should do some serious damage to the KS-1 missile battery. Now you are free to use your helicopter to attack the Ka-52, or support an attack on one of the ground units.

Select the M109 Paladin and move it to hex (3,15), and have it attack the infantry at the airfield. Once again, artillery can attack at range, and can only be counterattacked if the enemy has artillery units in range. Next, move your M2A4 infantry units next to the unit occupying the airfield and attack. If the infantry is not destroyed, or forced to retreat, use your AH-64D Longbow helicopter to finish the job. Once the airfield victory hex is open, move the M1A3 Abrams into it, and use the Abrams superior range to attack the Type 95 infantry in the supply hex at Artem (6,14) or the Type 90-II tank in the clear hex at (6,15).

Check to see if any of your units have yet to move by using the Next Unit button. Any units that have not moved should be; any units that can still attack can do so if the estimated losses are acceptable. Check the Air Mission panel to see if you have any air mission points left. You do not need to use them, but any enemy units that are wounded and out of reach of ground units can be attacked using Air Strike or Wild Weasel missions to try to finish them off.



Once you have moved and attacked with everything you can, click on the end turn button.

The Chinese may have tried to counterattack during their turn, but your forces should control the battlefield at this point. If any of your units were damaged to six (6) strength points or lower, now is a good time to reinforce them by taking replacements.

 Right-click on a damaged unit to bring up the Inspect Unit panel. Along the bottom of the panel are a row of buttons, one of which is the Replacements button. Taking replacements uses the unit's entire turn, it can neither move or attack. You should weigh carefully your choice — a unit taking replacements will not be available for use this turn. The computer AI is prone to seeking out and attacking wounded units over whole ones. Click this button to restore your unit once you have decided what to do. Notice that the Chinese units that remained in contact with your units did not take replacements, while those out of contact did; this is because units in contact with the enemy cannot take replacements in most circumstances.

Continue the Attack

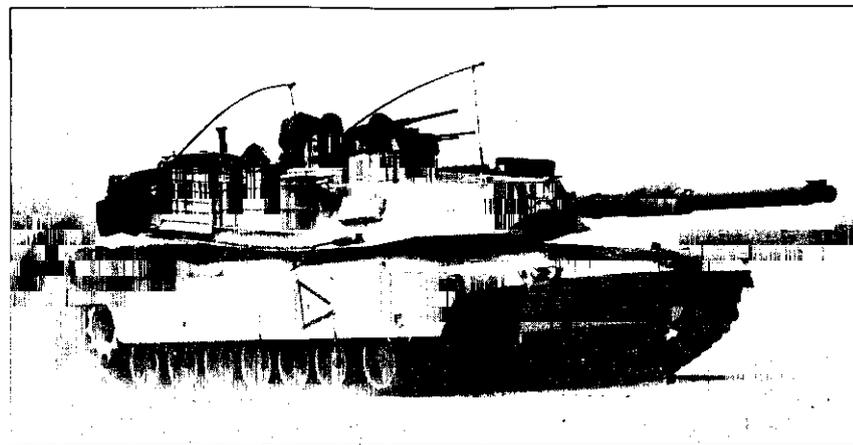
Starting on the right again, have those units mop up any wounded Chinese units and take objectives marked by Chinese flags.

In the center, have the Abrams tank make its best speed up the road towards Artem and attack anything it encounters along the way. Follow up with the Bradley AT unit.

The Ka-52 helicopter may be in range of your Linebacker air defense unit. If so, have the Linebacker move up and attack, then follow up with one of your helicopters. Have the rest of your central force move forward and engage targets of opportunity as they turn the bend heading towards Artem.

On the left follow the same pattern. Remember these tactics:

Use air mission points to fly Recon missions to avoid being surprised and to plan your attacks more efficiently. Start with air strikes, Wild Weasel strikes and artillery to soften up and suppress enemy units. Follow up with the best unit for the task: infantry for bad terrain, tanks and anti-tank units in clear terrain, both supported by helicopters where necessary. Attack units until they are destroyed or forced to retreat from objective hexes. Hunt down and finish wounded units to prevent them from taking replacements and returning to the fight — particularly wounded units with the Leader icon. Give replacements to damaged units to prevent them from being destroyed.



THE BASIC SCREENS, MENUS, AND BUTTONS

This section provides step-by-step suggestions to familiarize you quickly and easily with the basic screens, menus, and buttons in PEOPLE'S GENERAL.

The Start Screen

When you first begin PEOPLE'S GENERAL, the Start screen appears. At the bottom right of the screen are ten game option buttons. As you run the mouse cursor over a button, smart text appears above it, describing what that button does. The buttons, passing from left to right are:

Play a Scenario

 Brings up the Scenario Selection screen, from which you can select and start a single player scenario. For more information, see the "Scenario Selection Screen" section, beginning on page 21.

Play a Campaign

 Brings up the Campaign Selection screen, from which you can select and start a single player campaign. For more information, see the "Campaign Selection Screen" section, beginning on page 23.

Start a Multiplayer Scenario

 Brings up the Multiplayer Game Selection screen, from which you can create or join a multiplayer game, either over a Local Area Network (LAN), the mplayer network or via the Internet. For more information about starting and playing multiplayer games, see the "Playing a Multiplayer Game" section, starting on page 39.

Review Best Careers



Brings up the Best Careers screen, in which the performance of the best generals is ranked. Clicking on a name brings up the Dossier panel. See the "Dossier Panel" section, beginning on page 38 for more information.

Start the Scenario Builder



Brings up the Scenario Parameters screen, from which you can begin constructing your own scenario. See the "Scenario Builder" section starting on page 61 for more information on creating scenarios.

Load a Saved Game



Brings up the Game Functions dialog box, from which you can load a saved game. See the section "Game Functions Panel" on page 35 for more information on resuming a previously saved campaign or scenario.

Show the Introduction



This brings up the opening cinematic for PEOPLE'S GENERAL. You can exit the cinematic at any time, and return to the Start screen, by pressing the **Escape** button.

Show the Credits



Runs the credits for the research and development team responsible for bringing you PEOPLE'S GENERAL. Click on the screen or press any key to exit the credits and return to the Start screen.

Exit the Game

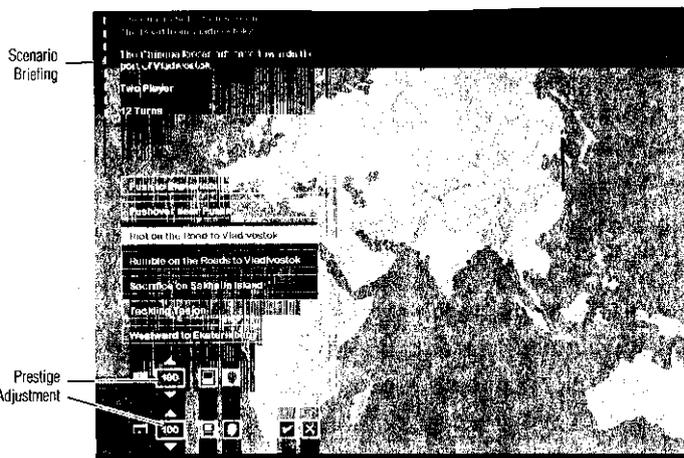


Clicking on this button exits the game and returns you to your Windows 95 desktop.

The Scenario Selection Screen

There are over thirty scenarios in People's General, depicting theoretical battles from throughout World War III.

The Scenario Selection screen is divided into several parts. On the left side of the screen are two windows; the upper window is the scenario description area, the lower window contains an alphabetical listing of the currently available scenarios. At the right are the Player Control buttons and the Prestige Adjustment window, and at the lower right are the Exit and Play A Scenario buttons. To select a scenario, click on the down arrow button, or click on the down arrow button, and hold down your mouse button. When you see the name of the scenario



you wish to play, click on it, and a description of the scenario appears in the upper window, along with the number of players the scenario was designed for, and the number of turns it lasts.

Note: All scenarios are not always available. When you start a single player game, only two player scenarios, with the computer controlling one side, are displayed in the scenario listing. In multiplayer games, the selection depends on the number of players, and only scenarios designed for that number of players are shown.

Also when a scenario is selected, on the right side of the screen, nationality flags, indicating the primary Eastern and Western forces involved in the conflict, appear next to the Prestige Adjustment windows. In a single player game, you can switch which side you wish to play by clicking on the head and computer icons. The current controller of an army is indicated by a highlighted button. In a multiplayer game, clicking on the up and down arrows above and below the flag causes it to switch to a new nationality for that player.

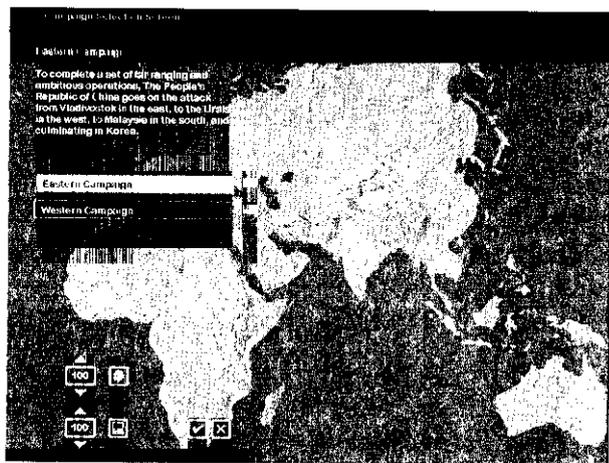
Another way of altering the challenge of a scenario is by changing the prestige allotment. Next to the nationality flags are the Prestige Adjustment settings, giving a percentage for each side. Prestige is a measure of how your superiors view you as a commander; the more prestige you have, the more resources are at your disposal. Essentially, in PEOPLE'S GENERAL prestige functions as money; prestige points allow you to buy additional units and equipment, and to upgrade your existing units. During a scenario, prestige is often awarded during certain turns, or for capturing certain enemy Supply or Victory hexes as well as ports, towns, airfields, and cities. Arrow buttons on the top and bottom of each Prestige Adjustment settings allow you to adjust the percentage.

If you raise your opponent's prestige setting to 200%, the enemy army receives twice of the discretionary funds they would ordinarily receive. If you raise it to 150%, the enemy receives half again over what they are normally allotted. This is a powerful tool for adjusting the odds in a scenario; a weak force can suddenly acquire more powerful reinforcements, or a powerful army can find itself short on men and equipment late in a drawn out battle. 100% is the lowest level for the forces in each scenario.

When you have selected your scenario, chosen your side, and adjusted the prestige percentages if desired, then click on the Play A Scenario button, the **check mark** button at the bottom right of the Scenario Selection screen to start the game. If you change your mind about playing a scenario, click on the Exit button, next to the **check mark** button, to return to the PEOPLE'S GENERAL Start screen.

The Campaign Selection Screen

There are two large campaigns in PEOPLE'S GENERAL: the American campaign and the Chinese campaign. Each is made up of several scenarios based on a hypothetical war between China and the US, fought across the length and breadth of Asia. There are also other smaller campaigns.



When the Campaign Selection screen appears, the campaigns are listed on the left hand side. Click on a campaign title and a brief description is given.

If either of these campaigns prove more difficult than expected you can adjust the AI's prestige allotment. The Prestige Adjustment settings is located on the bottom-left side of the screen, and is bracketed above and below by arrows.

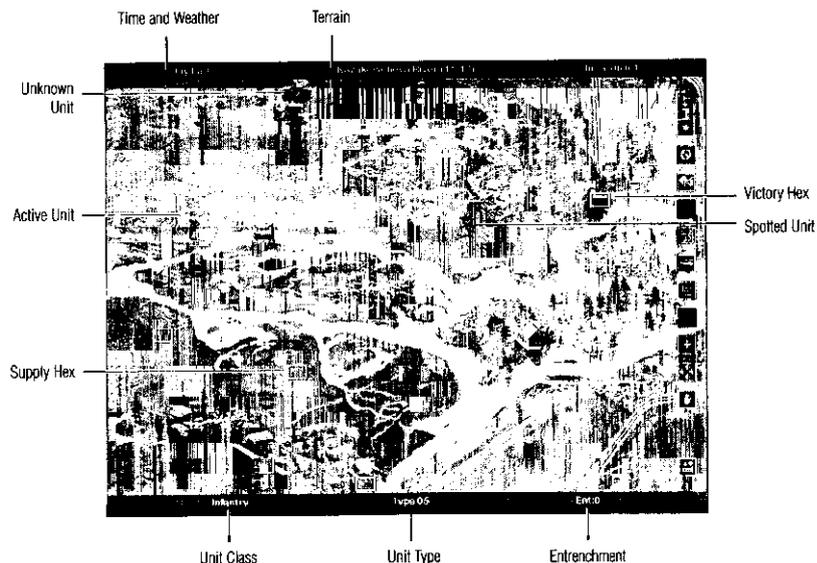
Click on these arrows to adjust the percentage. Increasing the computer's percentage increases the prestige points available to the AI, making the game harder for you, while increasing your prestige percentage give you greater resources, making the campaigns easier. When you are satisfied with the campaign you have selected, and the AI's prestige percentage, click on the Play A Campaign button, the **check mark** button at the bottom of the screen, to begin the first battle in the campaign. If you decide not to play a campaign, click on the Exit button to return to the PEOPLE'S GENERAL Start screen.

Cinematics

Throughout the game, various cinematics may be played, to introduce scenarios, celebrate victories and mourn losses. You can exit any cinematic sequence by pressing the **Escape** key, or with a left-mouse click.

The Main Game Screen

The Main Game screen is where the action of PEOPLE'S GENERAL takes place. There are several parts to this screen: the Information bars are at the top and bottom of the screen, the Battlefield is in the center, and the Options menu buttons are on the right side of the screen.



The Information Bars

At the top and bottom of the Main Game screen are Information bars. When you pass your mouse cursor over a hex, the top bar displays hex coordinates, and either a description of the terrain in that hex, the name of the city, or the type of terrain found in that hex. If the hex contains a unit, that unit's numerical designation appears at the bottom center of the screen, the equipment type is stated on the left, and the unit's entrenchment level is given on the far right.

The Battlefield

The Battlefield is the area where all movement and combat take place. In two-player games, one player controls all of the Chinese forces, and the other controls all of the UN or Western forces. In multiplayer scenarios, players can control different Chinese and Allied countries, some working together, others against each other. Campaign games are designed for a single player against the A.I.

The map scale is approximately three kilometers per hex, and the unit size varies, depending on strength from battalions and regiments down to individual companies. There can be only one unit per hex, except that an air unit can occupy the same hex as a ground unit. When an air unit shares a hex with a ground unit, the air unit icon is superimposed on the ground unit, and the air unit's combat, strength, and leader tags are stacked on top of the ground unit's.

- ◆ Eighteen different types of terrain.
- ◆ Nationality flags indicating city, port, and airfield ownership.
- ◆ Victory Objective hexes denoted by a nationality flag with a gold border.
- ◆ Supply hexes are denoted by a nationality flag with a green border.
- ◆ Victory Objectives that also act as Supply points are denoted by a nationality flag with a green and gold border.
- ◆ Unit icons with strength tags indicating current strength, movement status, combat status, and leader status. Western force pool units have gray strength tags, Eastern force pool units have blue strength tags.

To view different parts of the Battlefield, move your mouse cursor to the edge of the screen in the direction you wish to scroll the map.

Option Buttons

The right-hand side of the Main Game screen is a vertical row of buttons that offer game options. Options that are unavailable appear darkened. If you pass the mouse cursor over a button, smart text appears to the left of the button, describing its function.

Fly a Mission



This opens the Air Mission menu, where different types of missions can be selected depending on the number of air mission points available. See the "Air Missions" section, starting on page 42 for more information.

Next Unit



Selects the next unit waiting for orders. If all units have already acted, the icon becomes shaded. Mounting or dismounting a unit does not count as an action.

Cancel Move



This button is available when you have selected a destination hex for the unit's move. When a unit has moved (but before it has attacked), it can return to its point of departure without any adverse effects. Cancel Move does not permit you to take back attacks, nor does it allow you to undo moves if the unit has sighted previously hidden enemy units, or suffered the effects of a surprise attack. If the unit did not attack before moving, canceling the move permits you to take any action with the unit: attack, movement, resupply, and so on.

Requisition



Brings up the Requisition screen, from which you can requisition units with prestige points. Requisitioned units are deployed in or adjacent to supply points or combat support units (if land units), and friendly airfields (if air units). See the "Requisition Screen" section of this manual on page 28 for more information.

Deploy Forces



Brings up a side panel from which you can deploy units that you have requisitioned during play. You may also deploy your core units at the start of a campaign and some scenarios. To place a unit on the Battlefield click on it, then click on a shaded Battlefield hex. Click on the Exit Deployment (**check-mark**) button in the lower right corner to remove the Deployment panel. For more information on deployment, see the "Deployment Screen" section on page 30.

Field Headquarters



Brings up the Field Headquarters screen, from which you can view all the units currently under your command, requisition additional units, and evaluate your own performance. For detailed information, see the "Field Headquarters Screen" section, starting on page 31.

Air Mode

 Toggles between being able to select your land and air forces when both a surface and air unit occupy the same hex. The Air Mode button determines which one can be made active. If a helicopter is alone in the hex, then it can be selected just like any other unit.

Strategic Map

 The Strategic Map shows the entire Battlefield as well as surface or air units, depending on which view mode you are in, on a small scale. The Strategic Map replaces the Battlefield map, with your victory objectives, supply points, and visible units all appearing in miniature. The Options menu remains to the right of the Strategic Map, allowing you to toggle the Air Mode on and off to view air units, and to access other game options. To view a portion of the map up close, click in the Map screen on the section you wish to see. The Battlefield map is restored centered on the point you selected. You can also exit the Strategic Map at any time by clicking on the Strategic Map button again.

Additional Options

 Provides access to other game controls. See the "Additional Options Menu" section on page 34 for further information.

Full Screen

 Removes the Information bars and Options menu from the screen to provide a clearer view of the Battlefield. Click on the Full Screen button again, now located in the lower right corner of the screen, to return the Main Game screen to its original state. There is also a Strategic Map button to view the entire map without any distracting buttons. **Note:** all of the hotkeys listed on the back cover of this manual, or found on the Hotkey screen, can be used in Full Screen mode.

End Turn

 Ends your turn and proceeds to your opponent's turn.

Game Functions

 Brings up the Game Functions panel, from which you can save your game, load a previously saved game, start a new game, or quit the game you are currently playing. Note that you cannot save during a multiplayer game. For more information, see the "Game Functions Panel" section, beginning on page 35.

Secondary Screens

The Requisition, Field Headquarters, and Dossier screens can all be accessed from several points in the game. Exiting from them in most cases returns you to the screen or panel from which you accessed them.

Requisition Screen

The Requisition screen is broken into several parts. At the left side of the screen is the vertical row of Unit Class Selection buttons. Clicking on a Unit Class Selection button makes icons appear in the Available Equipment boxes in the center of the screen. These icons represent the various types of equipment in that class that are currently available. Click on one of the Available Equipment boxes, that unit's statistics appear in the Equipment Statistics area to the right of the Available Equipment icons. Passing the mouse cursor over the statistic icons causes smart text to appear, labeling the icon, but for a detailed explanation of these statistics, see the "Unit Statistics Descriptions" section, starting on page 70. Your Available prestige is given above the Equipment Statistics area.

Requisitioning Experienced Units

   When playing a campaign game, selecting a unit type causes up to three other buttons to become active on the Unit Class Selection panel: Requisition Regular Unit, Requisition Veteran Unit, Requisition Elite Unit. These buttons allow units to be purchased with from zero to two bars of experience, making it possible to make that unit overstrength between scenarios and affecting replacement's experience. See the "Tactical Operations Screen" section, starting on page 32, for more information on how to do this.

Purchasing Attachments

Along the bottom of the Available Equipment icons are eight Attachment buttons. Each Attachment represents a special ability or statistic modification for that unit. Up to two different Attachments can be purchased for each unit. When an Attachment is chosen, an icon appears in the unit box and the cost of the Attachment is reflected in the total unit cost. Each subsequent unit purchased will have those Attachments as well, unless they are toggled off by clicking the buttons to turn the request off.

 *Recon:* +1 bonus to Spotting Range rating, -1 to Profile (makes the unit harder to spot)

 *Combat Engineer:* +2 to Close Attack and Close Defense ratings



Air Defense: +2 to Helicopter Attack, Air Attack, and Air Defense ratings.



Bridging: Causes River hexes to be treated as Rough for purposes of movement, and allows the unit to attack when moving onto river hex.



Helicopter: +1 bonus to Spotting Range rating, +2 to Hard Attack rating



Anti-tank: +4 to Hard Attack rating



Combat Support: +3 to Ammo rating, allows replacements to be taken to overstrength level, replacements not reduced over time.



Forward Observer: Artillery attacks made on enemy units adjacent to friendly FO units are at +4, as are friendly protective and supporting fire.



Special Munitions: +2 to Hard Attack and Soft Attack ratings for Artillery units only.



The Requisition button is in the lower right corner, click on it to add the unit to your forces. The unit's icon appears in one of the Units Available for Deployment boxes on the right side of the Requisitions screen.

If you change your mind, click on a unit in the Units Available for Deployment area, and click on Exchange Unit to cancel that requisition. If you have made a requisition during a game, the Deployment panel appears. See the "Deployment Screen" section on the next page for information on deploying your recently requisitioned units. Click on the Exit button at the bottom right on the screen to return to your original screen.

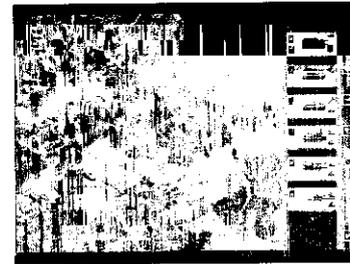
Requisition Considerations

The prestige cost of units only roughly correlates with their effectiveness, so examine combat values closely before purchasing or upgrading equipment. An evaluation of the statistics of enemy units can be useful in planning which units to requisition. Start by comparing attack values and defense values against each other to see who has more destructive potential in a fair fight.

Maximum ammo capacity needs to be carefully examined. This is more of a constraint if the unit is intended to carry an attack to the enemy, than if is requisitioned to provide stationary defense for a victory objective far behind the front lines. Keep in mind that a unit can easily use up several rounds of ammo in a turn if repeatedly attacked, or if providing defensive fire in support

of adjacent units that are being attacked. This is particularly true since with the increased ranges of modern artillery, and the extensive use of air power. Use the Combat Support attachment to augment a unit's ammo supply.

Close defense is another statistic that you can regret having overlooked if the unit runs into infantry in the difficult terrain common to most battlefields. A unit defends using its close defense versus infantry, rather than its ground defense value. Think carefully about the terrain you are attacking and defending in also. Open fields and roads are perfect for tanks and other fast moving units. Combat in cities, mountains, and other rough terrain calls for infantry supported by artillery. Infantry which is air mobile, such as light infantry, is particularly effective in attacking support units behind enemy lines. Descriptions of specific unit class capabilities can be found in the "Unit Class Descriptions" section, starting on page 73.



Deployment Screen

Clicking on the Deploy Forces button brings up the Deployment panel. You may also see the Deployment panel at the start of a campaign game, when you are allowed to deploy your units, and at the beginning of certain scenarios in which you also have the option of placing some of your units in their start-

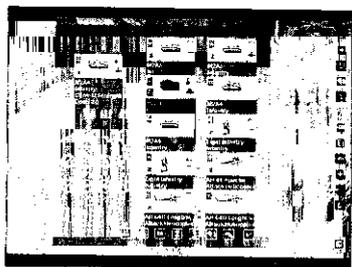
ing positions. You primarily use this panel to deploy units that you requisition during play. If, however, you are given the chance to deploy your troops at the beginning of a battle, it is best to start by viewing the Strategic map, to see the entirety of the contested terrain and evaluate its tactical possibilities.

Note: If you do not deploy all your forces during your first turn, thereafter you are only allowed to deploy units in their normal deployment zones which are next to Supply hexes or Victory hexes, or next to combat support units. In certain battles there are deliberately fewer deployment hexes than needed to reflect certain hypothetical situations.

The Deployment screen is very simple. There is a vertical panel along the right side of the screen where your units appear, controlled by scroll buttons above and below the unit boxes, and four buttons along the right side of the screen. To scroll through your units available for deployment click repeatedly on the up or down scroll arrows. To place a unit on the Battlefield, click on it to select it. When the background is highlighted, the unit can be placed in an unoccupied deployment hex on the Battlefield, which has become shaded.

You may need to scroll the Battlefield, or activate the Strategic map to see these deployment hexes. Ground units can only deploy on shaded deployment hexes, usually next to Supply hexes, or next to combat support units. In campaign play, special deployment "jump off" hexes are available on your first turn only, otherwise, the same rules apply. Click on a shaded Battlefield hex to deploy the unit.

Click on the Requisition Unit button to purchase additional units for deployment. See the "Requisition Screen" section on page 28 for more information. Use the Air Mode to reveal any air or ground units masked by other units in the same hex. **Note:** One air unit and one land unit can occupy the same hex. The Strategic Map button replaces the Battlefield map with the Strategic map. Click on an area to restore the Battlefield map, centered on the area you selected. The Show Hexsides button overlays hexes on the Battlefield to make placement and range more apparent. The **check mark** button is used to Exit Deployment.



Field Headquarters Screen

The Field Headquarters screen allows you to examine all of your forces and evaluate both their and your performance.

On the left side of the screen is a Unit Statistics area, in the center are rows of unit boxes, and across the bottom of the screen are the Field Headquarters menu buttons.

If you have more units of a particular army than can fit in the unit boxes, use the scroll arrows to move up and down through the roster. Clicking on a unit brings up that unit's statistics.

Game Functions

 Brings up the Game Functions panel from which you can load, save, quit, or start a new game. For more information, see the "Game Functions Panel" section, starting on page 35.

Reassign Unit

 In campaign play, this command removes the unit from your forces, reassigning it to another general's command. This frees prestige points for use on a different unit, or new equipment for existing units. This command can only be used between battles.

Dossier

 Brings up the Dossier screen, from which you can review your performance as a general, either in the current scenario, or over the course of the campaign. For more information, see the "Dossier Panel" section, starting on page 38.

View Battle Record

 Brings up the Battle Record screen, from which you can evaluate a unit's performance in the scenario, or over the course of a campaign. For more information, see the "View Battlefield Record Panel" section, starting on page 38.

Go To Unit

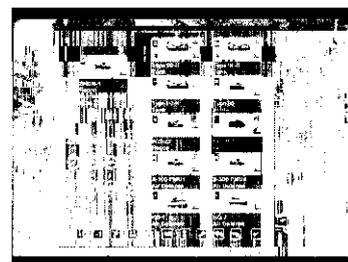
 Only usable during a battle, this exits the Field Headquarters screen and centers the Battlefield on the selected unit.

Requisition

 Brings up the Requisition screen, where you can purchase new units to add to your forces. For more information, see the "Requisition Screen" section, beginning on page 28.

Exit

 Exits the Field Headquarters screen, and returns you to the previous screen, or begins a new battle, if you are between battles in campaign play.



Tactical Operations Screen

The Campaign Interface screen looks very similar to the Field Headquarters screen, but offers a number of important game play options for the player of the PEOPLE'S GENERAL campaigns.

Make Unit Overstrength

  During campaign play, a unit with an experience level of one or greater may be made overstrength using this button. You may only do this in between battles, and each time it adds one to the strength of the unit, up to ten plus the unit's experience level. For example, a unit with two experience levels may have a maximum strength of twelve. Using overstrength costs prestige points, and each unit may only receive overstrength once after every battle. **Note:** Eastern Infantry units, can start at 15 strength and have a maximum of 21.

If an overstrength unit is damaged during a battle, replacements only restore the unit to normal strength. However, after the battle the unit can be made overstrength again, and is restored to its highest level. If the unit has not reached its maximum, or achieves a new experience level, it may be made even stronger.

For example, a unit with three bars of experience has been raised to twelve strength. During the next battle they are reduced to nine strength, and take replacements, raising the unit to ten strength. After the battle, from the Field Headquarters screen, you click on Overstrength three times and the unit is raised to thirteen strength.

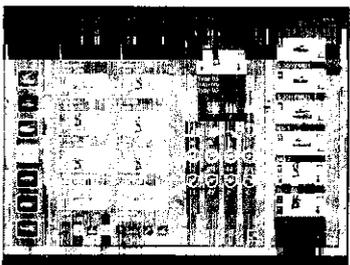
Improving units to overstrength status is a slow process, but provides a combination of numbers and quality that can smash some enemy units with a single attack.



Adjust Air Superiority

 Clicking on the Adjust Air Superiority button displays a panel where you can spend prestige points to improve your air superiority. This can increase the number of points returned to the mission point pool for air missions during the next scenario. The helicopter icon in the upper left corner displays graphically and numerically

what the ratio of air superiority is between the two sides. The green portion of the graph represents the active player, as does the percentage displayed. On the left side is a slide bar that adjusts the percentage. You can never surrender air superiority below the default level in the scenario. For more information see the "Air Superiority" section, starting on page 45.



Upgrade Unit

 This button displays the Upgrade screen where you can change the type of unit within its class to take advantage of new equipment, add, or change attachments, if available, even downgrade a unit to recover prestige points. You can only upgrade units from the Tactical operations screen in between battles. Upgrading costs prestige points.

The Upgrade screen looks and works very much like the Requisition screen. Click on a unit in the right-hand panel and it is displayed above the unit statistics icons in the middle panel. The icons of the types of units it can be exchanged with, both superior and inferior, appear to the left. Clicking on the up- and down-arrows displays other choices. The point cost or savings to exchange the unit is displayed above the unit box. Attachments can be changed or redeemed by clicking on the active buttons at the bottom of the middle panel. Click on the Upgrade button at the bottom of the screen to confirm the upgrade.

The Upgrade screen is an extremely useful aid to modularize or customize your force for changing battlefield conditions. If your opponent suddenly starts using less air and more armor, you can exchange your Air Defense attachments for Anti-tank attachments, or exchange your expensive Patriot missile batteries for Stinger units.

Pop-Up Panels

These menus or panels are primarily accessed from the Main Game screen, or via the Field Headquarters screen and the Tactical operations screen. Some, such as the Game Functions panel, can be reached from several different screens.

Additional Options Menu

When you press the Additional Options button, new buttons appear which allow access to the following subsidiary game controls.



Status Report

 Brings up the Turn panel, on which you can view the turn number, date, weather conditions, and air superiority level. Click on the **check mark** button to remove the Turn panel.

Hot Keys

 Brings up a screen listing the hot keys in PEOPLE'S GENERAL for your reference. Click on the **check mark** button to return to the game.

Audio Settings

 Brings up another menu, covering the Additional Options menu, from which you can adjust your audio settings.

 Clicking this toggles the music on and off; a highlighted button indicates the music is on, while a dark button indicates it is off. If the music is on, use the slider bar underneath the Music button to adjust its volume.

 Clicking this button toggles the sound effects on and off; a highlighted button indicates sound effects are on, while a dark button indicates that they are off. If the sound effects are on, use the slider bar underneath the Sound Effects button to adjust their volume.

Click on the **check mark** button at the bottom of the menu to save the changes and return to the Additional Options menu.

Show Terrain

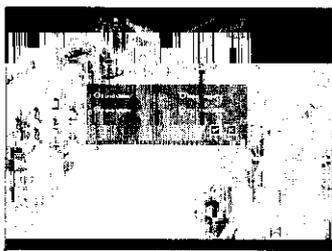
 Removes hexes, ownership flags, and units from the Battlefield map to reveal the terrain. Click on Show Terrain again to exit this mode.

Show Hexsides

 This overlays a hex grid on the Battlefield map. Click on Show Hexsides again to exit this mode.

Show Tips

 The Tips button controls whether or not helpful tips are displayed at the beginning of every turn. A highlighted button displays a tip every turn.



Game Functions Panel

The Game Functions panel has four main options, New Game, Load Game, Save Game, and Exit Game. Click on an option and then click on the **check mark** button to select that option. Not all of these options are available from every screen, for example, you cannot save a game from the Start screen. Options that are unavailable are dark. If you change your mind about using any of these options, click on the Exit button on the lower right to return to the previous screen.

New Game

Selecting New Game returns you to the PEOPLE'S GENERAL Start screen, from which you can choose to start a new game.

Load Game

Selecting Load Game brings up a second panel, on which are listed the file names for your previously saved games. If no names are listed, then no games which PEOPLE'S GENERAL recognizes as saved games are located in the **SAVE** directory. Saved games must end with either the SAV or CSV extension in order to be recognized as saved games.

Click on a saved game file to bring up a description of that saved game. If this is the game you wish to load, click on the **check mark** button at the bottom of the Load Game panel, and click on the **check mark** again to confirm your choice. If you decide not to load a game, click on the Exit button on the lower right to return to your original game screen.

Save Game

Selecting Save Game brings up a second panel, on which are listed the file names for your previously saved games. Click on a slot that says New Saved Game and type in a file name. Then click in the text box at the bottom of the Save Game panel, and enter a description of the saved game, for later reference. Click on the Done button to save the game. The appropriate extension is added to your filename. Your games are saved into the **SAVE** directory. If you decide not to save a game, click on the Exit button on the lower right to return to the previous screen.

Quit Game

If you choose Exit Game you are asked to confirm your decision. Click on the **check mark** to quit your game and return to the PEOPLE'S GENERAL Start screen. If you decide to continue your current game, click on the Cancel button to restore the game.



Inspect Unit Panel

The Inspect Unit panel appears when you right-click on a unit during play or between campaign games from the View Battle Record panel. At the top of the panel, a unit box displays the unit. Inside the unit box, icons display the experience level, and any attachments or leaders. The unit's national-ity flag flies to the left, and the unit's

name, unit type, class, and cost are displayed below the box. Below that are four rows of icons which give the unit's current ammunition supplies, its strength rating, and its combat statistics. Pass the mouse cursor over a statistic icon, and smart text appears, labeling that statistic. For detailed explanations of the statistics, see the "Unit Statistics Descriptions" section, starting on page 70. Pass the cursor over the experience, leader, or attachment icons to display their current values or effects.

At the bottom of the View Unit panel are five buttons, which control various unit functions, and a **check mark** button to Exit back to the game.

Units with Air Transport

 Most modern units can move more quickly than their WWII counterparts because they have organic transport. Many more units are airlift capable than in previous eras. Any unit that is airlift capable and has not yet moved this turn has the Airlift button highlighted. Clicking on this button mounts the unit in its transport, usually a helicopter, thus increasing its range, but making it vulnerable to some units with anti-air capability. Airmobile units cannot land in an enemy zone of control (ZOC), but they can move up to one-half of their normal movement, subject to normal movement rules, after landing. Airlifted units must embark and disembark at an airfield or airport. Air transport of any kind costs four (4) air mission points.

Supply

 Provides the selected unit with a fresh supply of ammo; this is the only action that the unit can take during its turn. Units receiving replacements automatically resupply. Adjacent enemy units prevent resupply. Sand hexes reduce supply to one-quarter, but a unit is always guaranteed to receive a minimum resupply of one ammo point, regardless of conditions. For more details, see the "Supply Rules" section, starting on page 56.

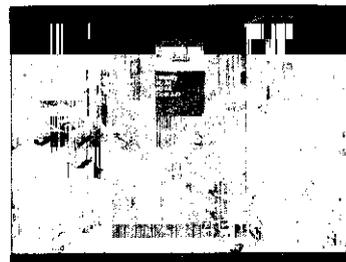
Replacements

 Replaces lost strength points, and automatically resupplies the unit as described in the "Supply Rules" section, starting on page 56. This action ends the unit's turn. Ground units can get replacements anywhere, however, air units can receive replacements only when in a friendly airfield hex. A unit cannot receive replacements if an enemy unit is adjacent. Sand hexes reduce replacements to one-quarter, but never less than one point.

Taking replacements repeatedly in the same unit eventually erodes the unit's effectiveness. Each time a unit takes replacements beyond the first, the number of strength points replaced is reduced by one. This is offset by the unit's level of experience, and the Combat Support attachment. Experienced units can take replacements without penalty equal to the number of levels they have — a two-bar unit could take replacements three times without penalty. A unit with the Combat Support attachment can always replace all normal and overstrength strength points.

Rename Unit

 Each unit is named the same as its equipment type at the beginning of a scenario, but you can personalize each unit under your command using this control, making it easier to keep track of particular units as a game or campaign proceeds. Click on the Rename Unit button to activate a text field for the naming the unit. Backspace to erase the current name and enter the new name.



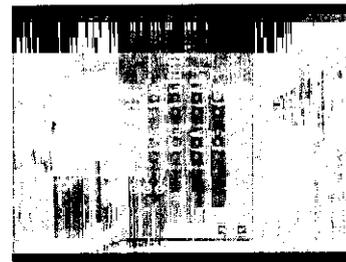
View Battlefield Record Panel

 The View Battlefield Record panel is reached from the Field Headquarters screen, the Campaign Interface screen, and from the Inspect Unit panel. It gives the unit's performance in the current scenario or campaign.

At the top of the screen is the name and unit equipment type, below an icon of the unit. Near the bottom of the screen, is the unit's battle record, tallying the number of enemy units in each of the unit classes that this unit has destroyed or forced to surrender.

 Clicking on the unit box, or the Inspect Unit button at the bottom of the panel, opens the Inspect Unit panel, which displays the unit's statistics in the standard icon/hot text format.

When you are finished reviewing the unit's statistics, click on the **check mark**, or Exit button, on the lower right to return to return to the Field Headquarters or Tactical Operations screens or the Inspect Unit panel.



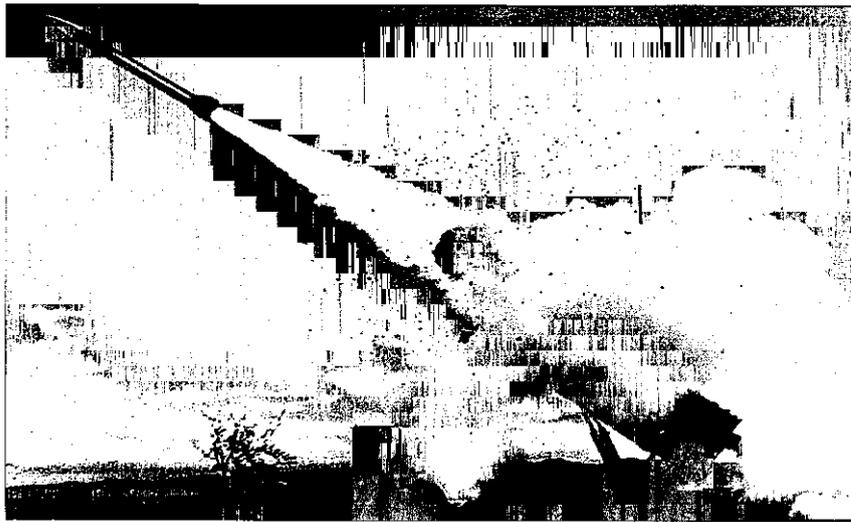
Dossier Panel

The Dossier panel records your performance as a commander, either over the course of a scenario, or a campaign. It can be reached from the Field Headquarters screen or the Tactical operations screen.

At the top of the panel are tallied the outcomes of your battles, during campaign play, either Brilliant Victories, Victories, Tactical Victories, and Losses. In the center are given the number of enemy units that have been destroyed or forced to surrender because of your leadership, organized by unit class, and below that are the number of casualties your own forces have suffered under your command.

At the bottom of the screen are listed the awards, if any, you have been given because of exceptional performance during campaign play.

On the far lower right of the screen is the Army General button which can be used to personalize your campaign by putting yourself in charge, and the Exit button, which returns you to the previous screen.



PLAYING A MULTIPLAYER GAME

PEOPLE'S GENERAL allows you to play multiplayer games through a LAN (Local Area Network) or over the Internet. You can play any of the scenarios that come with PEOPLE'S GENERAL. You can also play scenarios that you create or edit with the Scenario Builder if all of the necessary files are on both computers. When you save your scenario from the Scenario Builder, PEOPLE'S GENERAL automatically creates four files in the **USERSCEN** directory of the PEOPLE'S GENERAL game.

YourGame.SCN contains the scenarios

YourGame.PLY contains the scenario briefing

YourGame-M.TXT contains the scenario name

YourGame-U.TXT contains placename information

Note that if you are going to play a created or edited scenario, all of the players must have all of the appropriate files in their **USERSCEN** directory.

Multiplayer Options screen



Click on the Start A Multiplayer Scenario button, located on the PEOPLE'S GENERAL Start screen, to bring up the Multiplayer Options screen. On this screen are three options from which you can select your method of play.

LAN

The LAN Connection option allows you to create or join a game through a Local Area Network.

Internet

The Internet Connection option allows you to create or join a game through the internet.

Mplayer Network

Clicking on the mplayer.com button launches your web browser and takes you to the **mplayer.com** site where you can download the free **mplayer.com** software. Once you have the software you will be able to go to the PEOPLE'S GENERAL lobby and start a game or chat with other PEOPLE'S GENERAL players. See the "What is Mplayer.com?" section, starting on page 7, for more information.

Creating a Multiplayer Game

To create a game, go from the Start screen to the Multiplayer Options screen by clicking on the Start A Multiplayer Scenario button. You should now be in the Multiplayer Options screen. Choose the type of game you are creating by clicking on the appropriate option: LAN Connection or Internet Connection. You are asked if you want to create a game or join a game. Click on the Create Game option, then click on the **check mark** button. You are then asked to enter a name for the game you are creating. Enter a name of your choice and confirm it by clicking on the **check mark** button.

You are then asked to enter your name. Enter your name and confirm it by clicking on the **check mark** button. Next you are asked for the number of players. Click on the number of players, between two and four, that are in your game, and then click on the **check mark** button. *Note: PEOPLE'S GENERAL multiplayer scenarios were designed with specific numbers of players in mind. Therefore, the scenarios available on the Scenario Selection screen are dependent on the number of players in the game.*

The next screen that appears is the Scenario Selection screen. In this screen you are able to select a scenario to play. The scenarios available are listed on the lower-left side of the screen. Click on the arrows to scroll through this list until you see the scenario you wish to play. Clicking on a scenario displays its briefing information to the upper-left side of the screen.

The scenario's countries' flags appear to the right of the scenario list, displaying each player's country assignments, and prestige modifiers. Increase or decrease a player's prestige by clicking on the up or down arrows that are above and below the default setting of 100. You are able to change a player's country by clicking on the flag next to that player's name. Above that is a text field for entering chat text, which appears above that in the chat window when you press the **Enter** key.

 Click on the Time Per Turn button, on the right side of the screen, to set a time limit on each player's turn. Simply click on the up or down arrows to adjust the time for between 1 and 59 minutes. If you do not set a time limit, players can take as long as they wish to finish their turns. If a time limit is set however, play automatically continues to the next player at the end of the allotted period. After you finish selecting a scenario and adjusting any player settings, click on the **check mark** button to begin play.

Joining a Multiplayer Game

To join a game already created by another person, go from the Start screen to the Multiplayer Options screen by clicking on the Start A Multiplayer Scenario button. You should now be in the Multiplayer Options screen. Choose the type of game you are joining by clicking on the appropriate option: LAN Connection or Internet Connection. You are asked if you want to create a game or join a game. Click on the Join Game option, then click on the **check mark** button. You are then asked to enter your name. Enter your name and confirm it by clicking on the **check mark** button.

If you are joining a LAN game, PEOPLE'S GENERAL automatically scans your network for available games. However, if you are joining an Internet game, you are asked to enter the IP address of the session host. Type in the IP address, which is a string of numbers in four groups separated by periods, and press **Enter**. The next screen displays the available games. Click on the one you wish to join, and the Battlefield screen should appear when the host player starts the game.

Multiplayer Game Options

Chat

In a multiplayer game, you have the option of chatting with other players in the game. The Chat text scrolls down the from the top-left corner of the screen when you send or receive a message, or to send a message to all of the other players during game play, click on the Chat button on the Main Game screen or press the **C** hot key. Each player's text is written in a different color.

Saving Games

You cannot save a multiplayer game.

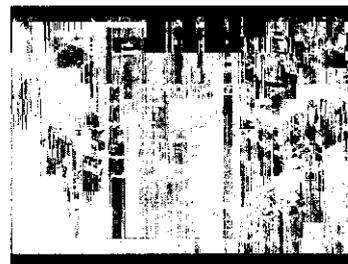
Player Disconnection

If a player drops out or is disconnected during a multiplayer game then the remaining player is automatically victorious.



GAME CONCEPTS

These terms and concepts are used throughout PEOPLE'S GENERAL. Understanding them is not vital to play, but this information can be quite a useful aid to making sound decisions, and planning winning strategies.



Air Missions

Direct air support is a vital part of modern warfare as proved by as recent a conflict as the allied response to the Iraqi invasion of Kuwait: *Operations Desert Shield* and *Desert Storm*. In PEOPLE'S GENERAL, air units other than helicopters are not part of your force of units, but are assets that can be applied

where and when they are needed, and as such, are more flexible to use.

Air Missions are assigned by clicking the Fly a Mission button found at the top of the row of buttons on the Battlefield screen which displays the Air Mission panel. The Current Air Points and Mission Cost numbers at the top of the panel represent the number of points available that turn for assignment, and the number of points currently allocated to air missions. Down the left side of the panel are icons representing each type of mission, with mission count indicators to their left. Clicking on the up- or down-arrows for a counter assigns mission points to that kind of mission. Allocated mission points can be

redeemed at any time by reducing a mission counter to 0, or by clicking on the Cancel All Missions button at the bottom of the screen. Once a mission is flown, however, there is no going back; the points have been spent.



To fly a mission, click on the Fly a Mission button at the bottom of the panel. The Battlefield screen is restored, but only to allow you to direct where your mission is to go. There are three types of Air Mission cursors, a red airplane, a green airplane and the targeting reticule.

The red airplane cursor means that flight to that hex is not possible. This cursor appears in Wild Weasel missions when you target a non-Air Defense unit, an Air Strike mission if there are no valid targets in the hex, and Air Transport missions if the transport cannot drop units in that hex.

The green airplane cursor means that flight to that hex is permitted. All missions except Wild Weasel missions can display the green airplane cursor.

The target reticule works the same as in combat, except that there are times when no estimated results appear because the unit has been spotted but not identified adequately for an estimate to be made. Attack at your own risk!. This cursor appears on Wild Weasel and Air Strike missions.

You can select and fly air missions as many times as you like as long as you have the points to do so. Selecting several types of air missions at the same time is not recommended, since the missions may not occur in the order you wish.

There are five kinds of air missions in PEOPLE'S GENERAL:

Wild Weasel Mission

Wild Weasel missions are specialized missions whose sole function is to attack and destroy SAM and other Air Defense units. You can only target known Air Defense class units with Wild Weasel missions, so that you cannot even fly a Wild Weasel mission until you have identified an Air Defense unit.

Air Strike Mission

Air Strike missions are more flexible, in that they can be used to attack any kind of unit, ground or air, but are more vulnerable to interception or interdiction by Air Defense units.

Recon Mission

Reconnaissance is perhaps one of the most important missions that can be undertaken in PEOPLE'S GENERAL. Because units can appear on the map in several different forms, it can be vital to determine just what lies ahead of your

advance, to adequately plan your force composition. Recon missions can also absorb Air Defense fire, paving the way for more successful Wild Weasel or Air Strike missions.

Defensive Support Mission

The Defensive Support Mission is a form of combat air patrol (CAP). You are assigning fighter aircraft to protect an adjacent unit from certain attack. This mission is insurance for damaged units, and crucial hexes.

Air Transport Mission

The Air Transport Mission does not appear on the Air Mission panel, but the cost to fly it comes from your Air Mission points just the same. Some units have a button that allow them to be airlifted if there are points available to do so.

Air Mobile and Air Lifiable Units



Several different units in PEOPLE'S GENERAL can be transported by air. Some units, such as light infantry, are Air Mobile, which means they can mount on helicopters from any hex and fly to any uncontrolled zone of control (ZOC) hex, dismount, move up to half their movement and attack if they encounter an enemy unit.

Other units including some vehicles and artillery units are Airliftable which means they can load onto air transport at an airfield and fly to another airfield to dismount.

The last class are Airborne who must mount air transports at an airfield, but can then parachute into an uncontrolled hex.

A unit which is air transportable can use that transport to move greater distances during a turn using the Airmobile/Airliftable/Airborne button from the View Unit panel if there are air mission points available. Units in air transports are subject to interdiction by enemy helicopters and air defense unit if they encounter them, usually by moving into the ZOC of a previously unspotted enemy unit. Air transport is permanently assigned to a unit and cannot be shared. The range an air transport mission can move can be affected by the level of air superiority enjoyed by the active player, if your air superiority level is low, your units may not be able to move very far. A unit can only mount and dismount prior to moving. Some units that have moved via transport must remain in the vehicle at the end of the move. Airmobile units can mount, fly, dismount, move up to half, and attack. **Note:** Mounted artillery and air defense do not provide support fire for friendly units.

Air Superiority

Air superiority in PEOPLE'S GENERAL is a ratio between the two sides. This ratio controls how many air mission points are available for sorties and transport missions and how much freedom your helicopter units have on the battlefield.

The air superiority ratio is preset in all scenarios, but in the campaign game, the level of air superiority for your side can be increase by spending prestige points.

Clicking on the Adjust Air Superiority button on the Tactical operations screen displays a panel where you can spend prestige points to improve your air superiority. This can raise the number of points returned for use for air missions during the next scenario. The helicopter icon in the upper left corner displays graphically and numerically what the ratio of air superiority is between the two sides. The green portion of the graph represents the active player, as does the percentage displayed. The cost to change air superiority is displayed above the graph when the value changes. On the left side is a slide bar that adjusts the percentage. You can never surrender air superiority below the default level in the scenario.

Air superiority also serves to determine what percentage of the points spent on air missions are returned to the air mission pool. If an entire air mission is lost, the cost of that air mission is deducted from your points available for the next turn. Points spent for successful missions are discounted by the air superiority level. For example, if you have 50% air superiority, you get half of the points you spend back, presuming you suffer no losses. Missions lost are points lost.

Helicopter movement can be restricted below the thirty-hex maximum movement when the level of air superiority is not 100%. For more information see the "Helicopters" section, starting on page 76.

Attachments

Attachments are special abilities that can be "attached" to a unit to make it more effective at what it was designed to do, or give it a capability that it would not normally have. For example, the Air Defense attachment gives a unit much better defenses against aerial attack. For more information about attachments, see the "Purchasing Attachments" section, starting on page 28.

Beginning a Battle

You begin a battle by selecting, from the PEOPLE'S GENERAL Start screen, to play either a single player scenario or campaign game, or a multiplayer scenario. In the campaign game, you control a group of units through the various battles you fight. Surviving units gain experience through combat, and your unit combinations reflect your own preferences. As you progress through the campaign, the amount of prestige awarded to you increases, allowing you to build a more powerful army as your career continues.

In campaign play, you can deploying your units within specified deployment areas before the first turn of each scenario. There is generally no deployment phase for non-campaign games (for example multiplayer, or single-player scenarios).

Attacking

The attack reticule appears when you pass the mouse pointer over an enemy within the firing range of your selected unit. On this reticule are given the expected loss in strength points for both sides; your projected casualties are listed below your flag, and your enemy's losses are listed under the flag of that unit's country. Keep in mind that these are estimated losses; although based on the relative attack and defense values, terrain, and experience modifiers, they may not be the same in actual battle! In any conflict there is a random factor. If you decide to attack, click when the attack reticule is over the enemy unit.

As battle ensues, unit losses are indicated on the unit strength plaques, and battle details are listed in the Information bars. A unit may move and attack, or attack then move.

Certain Leader abilities and special unit equipment affect how losses, both real and estimated, are applied.

Unit Strength

All units start with a base of ten strength points except Chinese infantry units, which start at fifteen. A unit's current strength is given on the strength tag, below the unit's icon on the Battlefield. Casualties taken in battle are represented by a loss of strength points, and a unit reduced to zero strength points is destroyed. Each non-suppressed strength point makes an individual attack on the enemy using the unit's attack and defense values. Suppressed strength points do not count in the attack. The number of strength points used for attack is also halved by rain or snow for ground troops and by overcast weather for air units.

During campaign play, units with experience can have their maximum strength increased by one per experience level, up to a maximum strength of sixteen strength points at six experience levels for most units. Experienced Chinese infantry units can be made overstrength up to twenty-one. Units can add overstrength points by selecting Overstrength from the Tactical operations screen, between battles during the Campaign Game. Overstrength units are very potent in battle.

Entrenchment

Entrenchment represents the fact that ground units given enough time, can create defensive structures that better prepare them to withstand attack. Entrenching takes time unless a unit begins a scenario entrenched. All ground units can entrench, but some can take better advantage of ground and therefore entrench more quickly. Entrenchment levels are a feature of units, not terrain, but affect combat much as terrain does.

Units that have not moved are assumed to dig in each turn even if they attack, resupply, and so on. Each turn the unit does not move, it entrenches further. If a unit moves out of the hex it loses all its entrenchment levels, so you should pick a good position before having your troops dig in. Moving units have a zero entrenchment level, but gain the base entrenchment level of the particular terrain they end in when they stop.

All terrain types have a base entrenchment level from zero to four, which ground units in that hex with lower entrenchment levels automatically obtain at the end of their turn. This number is not added to the unit's entrenchment level; it replaces it. Base entrenchment levels are: four for fortifications, three for cities, two for forests, and mountains, one for rough terrain and non-city port facilities, and zero for everything else. Units can entrench up to a maximum of five levels above the base entrenchment level for the terrain.

Entrenchment levels are reduced by attacks or bombardment of entrenched ground units. Each attack, whether it is successful or not, reduces the unit's entrenchment level by one level. Repeated attacks in a single turn can even reduce the entrenchment level below the base level for the terrain, thus facilitating further attacks during the same turn. A proven way to attack a strongly entrenched unit is with a combination of aerial and artillery preparatory bombardment, followed by ground attacks by one or more units. Engineer units, ignore entrenchment, making them valuable units during this type of assault.

Experience

Each time a unit takes part in combat it gains experience, and the more successful it is in combat, the more experience points it gains. Each experience level is symbolized by a bar in the gray box in the upper-left corner of the unit's icon box in the View Unit panel. The maximum experience level a unit can achieve is six. When two units fight, their relative experience levels affects combat, and helps determine relative casualties. Experience also determines overstrength size.

Veteran units sustain fewer casualties and inflict more casualties than a less experienced unit. Units gain experience by fighting and gain the most by destroying, or forcing into retreat, more experienced enemy units and units with better equipment.

A unit's experience level affects when it is penalized for taking replacements too often. Taking replacements repeatedly in the same unit eventually erodes the unit's effectiveness. Experienced units can take additional replacements without penalty equal to the number of levels they have — a two-bar unit could take replacements three times without penalty.

Making veteran and elite units overstrength is valuable because they are better able to withstand and inflict casualties in combat. In campaign play, you can make a unit overstrength between battles from the Field Headquarters screen.

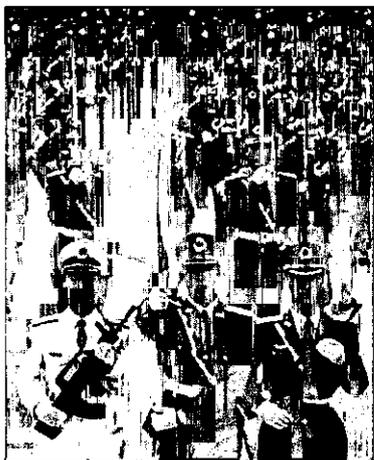
Game Turns

In *PEOPLE'S GENERAL*, each battle can last up to a specified number of "turns." In each turn you, your allies, and your opponents are given a chance to move units, attack enemy units, resupply units, and so on. When your turn is done and you have moved or given orders to all of your units, click on the End Turn button in the Options menu on the Main Game screen. **Note:** in *PEOPLE'S GENERAL*, turns alternate between day and night.

During a turn, most units can move once, and attack once, in either order. However, there are exceptions to this rule: for example, recon units have the **staggered movement** ability, which allows them to move several times in a turn, and tanks in clear terrain may **overrun** weaker opponents, allowing them to move and attack more than once in a turn. Also, some leaders have special abilities which may allow the unit they are commanding to move or attack more than once in a turn. See the "Leaders" section, starting on page 49 for more information.

Units which have moved, but may still attack are indicated by a silver bullet to the left of the strength tag of their Battlefield icon. If a unit either moves or attacks, and you select another unit, you can return to the first unit so long as it has further actions that can be taken.

Example: You move Tank Unit A to a hex adjacent to an enemy unit; you then select Tank Unit B and both move and attack with it. Unit A can still attack this turn, simply click on it again and you are able to fire on the enemy.



Leaders

Every unit has a commander; military forces cannot remain intact without one. However, on rare occasions, a truly exceptional figure rises from the ranks, and leads in an extraordinary fashion, beyond the ordinary capabilities of the average officer. This exceptional quality is now recognized in PEOPLE'S GENERAL as a **Leader**. On rare occasions, in battle, when a unit reaches a new level of experience, a red or gold star may appear next to that unit's strength tag, and a notification sound

indicates that a leader has arisen. Each player's force, however, can only have fifteen Leaders at any one time.

Leaders are unique, and each possesses two abilities; one is class related, the other is random. Inspect the unit from the Field Headquarters screen to determine that Leader's special abilities.

Class Based Leader Abilities

- Aggressive Maneuver . . . Tank class ability: gives +1 to movement.
- Enhanced Air Defense . . . Air Defense class ability: adds +1 to weapon range.
- Force Recon . . . Recon class ability: gives +2 to spotting range.
- Multiple Fire Support . . . Artillery class ability: may be used in more than one counterbattery and/or support fire in a given turn.
- Stealth Pilot. . . Helicopter class ability: always gets max. move.
- Tank Killer . . . Anti-Tank class ability: number of shots are not halved at two hex range.
- Terrain Expert . . . Infantry class ability: gives +4 to attack and defense in close combat.

Random Leader Abilities

- Aggressive Attack Available to all. +2 to attack and defense in combat.
- Aggressive Maneuver . . . Available to all. +1 movement (cumulative with Tank class leader bonus)
- All Weather Combat Only for Helicopters. Number of shots are not halved in storm or night turns.
- Ambusher. Only infantry. If unit attacks as a close combat, then enemy gets no artillery support fire.
- Smart Gambler Available to all. Combat losses for attacker are never more than displayed (even for hidden supporting units like artillery)
- Blitzer. Not for Tanks, Air Defense, or Artillery. Grants the other units classes overrun ability.
- Bridging Not Helicopters. Treat river and streams as rough terrain for movement.
- Camouflage Expert Available to all. -2 profile.
- Defender Not Helicopters, Air Defense, or Artillery. If unit is adjacent to both attacker and defender, then can provide support fire (like artillery).
- Determined Defense Available to all. +2 to attack and defense when defending.
- Devastating Fire Available to all. May shoot twice per turn.
- Ferocious Defender. For Infantry, Anti-Tank, and Air Defense. Always gets entrenchment bonus no matter what specials and leaders the enemy has.
- Fire Discipline. Available to all. Use 1/2 shot each time in combat.
- First Strike Not available to Air Defense or Artillery. Attacks before enemy unless enemy has same leader. Support fire, etc. still go first.
- Ground Taker Not available to Air, Air Defense, and Artillery. Does 50% more suppression (helping cause retreat).
- Infiltrator Not for Air Defense or Artillery. Ignore ZOCs.
- Influence. Available to all. Units can overstrength for free.
- Marksman. Helicopters only. Gives +4 to attack value.

- Motivator Available to all. Adds unit's experience level to all adjacent units.
- Overwatch Tanks, Infantry, Anti-Tanks only. Shoots enemy unit entering ZOC.
- Overwhelming Attack . . . Not available to Helicopters or Air Defense. Slightly better chance of causing kills.
- Rangers Only available to infantry. Forest, Rough, Hill, Mountain, and Jungle are treated as clear terrain for movement.
- Recon Movement Not available to Recon. Gives unit the Recon class partial movement ability.
- Resilience Available to all. Unit takes slightly less kills.
- The Rock Not available to Helicopters, Air Defense, or Artillery. Reduces suppression.
- Sharpshooter Not Helicopters, Air Defense, or Artillery. Shots are not halved at long range.
- Shock Tactics Available to all. Does long term suppression. Suppression lasts all turn.
- Shoot and Scoot Only artillery. Enemy does not get counterbattery fire at this unit.
- Sixth Sense Not available to Air Defense or Artillery. Can not be ambushed.
- Skilled Reconnaissance . . Available to all. +1 spotting (cumulative with the Recon class leader bonus)
- Skirmisher Not for Artillery or Air Defense. Before attack, the number of the opponents shots is reduced by two, but not below 1.
- Street Fighter Not for Helicopters, Air Defense, or Artillery. Ignores entrenchment and terrain bonus of a target in town or port. Automatically follows up in city or port hex if enemy retreats out.
- Tunnel Rats Only for infantry. Ignores entrenchments and entrenches faster.
- Quartermaster Available to all. Always takes replacements up to 10 strength.

Movement

Click on any unit to make it ready for orders. A unit with a darkened strength plaque has already moved, and a silver bullet next to the strength tag means that a unit has not yet fired. If the selected unit can move, hexes are shaded in denoting the hexes that unit can move to. Units cannot move to hexes occupied by another unit. The exception to this is that an air unit can occupy the same hex as a ground unit. You can cancel a unit's move by immediately selecting the Cancel Move button from the Options menu. You cannot undo attacks, nor can you undo moves from which you sight previously hidden enemy units.

Movement Cost

Each unit has a movement point allowance per turn that is spent as it moves. The movement point cost of each hex depends on the terrain in the hex, weather conditions, and the unit movement type. See the Movement Cost by Terrain Type table below, for detailed information on the effect of terrain on movement.

Movement ends prematurely if a unit moves adjacent to or is tactically surprised by (moves into) a previously-hidden unit. A tactical surprise is treated as an attack with the defender receiving an automatic rugged defense.

Entering a river hex ends a ground unit's movement, except when the river surface is frozen or it has the Bridging attachment or Bridging or River Assault equipment special. It may exit river ford hexes normally the following turn.

Movement Cost by Terrain Type

TERRAIN	TRACK	WHEELED	LEG	ALL TERRAIN
Sand	1/1	3/3	2/2	2/2
Forest	2/2	4/A	2/2	3/3
Rough, Hill	A/2	A/3	A/2	A/2
Mountain	A/A	A/A	A/A	A/A
Clear	1/1	2/2	1/1	1/2
Rice Fields, Swamp, Lake Region	4/2	A/3	2/1	4/3
Stream	2/2	4/A	1/2	1/1
River	A/2	A/3	A/2	4/2
Ocean, Lake	1/1	1/1	1/1	1/1
Fortifications, Airfield, City, Port	1/1	1/2	1/1	1/1
Road, Bridge	1/1	1/1	1/1	1/1
Jungle	4/4	A/A	2/2	3/3

Table Explanations

Each movement mode is prepared for different types of terrain. The first number refers to movement through that terrain during fair, overcast, or rainy weather. The second number gives the movement cost for moving through that terrain in snowy weather. An A denotes that entering a hex of that terrain type uses all of the unit's movement points for that turn. The unit may exit normally the following turn. An I denotes that type of terrain is impassable to that movement mode.

Prestige Points

Prestige points represent your ability to manage and utilize the forces at your command and are handled slightly differently in scenarios and the Campaign game. In a PEOPLE'S GENERAL scenario you are given command of a group of units. In addition, you are also allotted prestige points which can be used to augment your force by buying additional units.

In a campaign game, prestige points can be used in several ways — in addition to buying new units, prestige points can be used to purchase special abilities called Attachments, increase a unit's level of experience, and pay to alter the Air Superiority ratio. Prestige Points for disbanded units returns to the prestige point pool except for Prototype units awarded for exceptional performance in battle.

Note: Prestige is not used to provide supplies or replace casualties. This can be done for free any time a unit is not adjacent to an enemy unit. The unit can perform no other action except to defend itself until the next turn. Additional prestige points are earned during a scenario by capturing hexes such as Victory hexes, Supply hexes, and special objectives specified by the scenario.

Ranged Fire

Ranged fire differs greatly from Artillery and Air Defense fire, although those units also can attack at a distance greater than one hex. Some of your units are able to attack at ranges greater than one hex, representing rockets or powerful guns that can launch shells a tremendous distance. However, unlike air defense, which targets enemies high in the sky, and artillery, which launches attacks in a high, arcing trajectory, units with ranged fire are effected by terrain.

If hills, mountains, cities, or forest lie directly between your unit and the enemy, your unit cannot fire on the target; the terrain makes an effective attack impossible. Your unit must either move to a hex where terrain is not an obstacle, or move adjacent to the enemy, since terrain does not block line of fire when units are adjacent to one another.

Note that only units with ranges equal to or greater than your unit's may counterattack when fired upon at range, making ranged fire a powerful tool when used carefully. This is particularly true with the ranges that the modern units in PEOPLE'S GENERAL are capable of. It is a good idea to check the firing range of possible targets from the Inspect Unit panel before firing; otherwise, your unit may be in for a nasty shock when an enemy you thought vulnerable suddenly returns fire!

Replacements Rules

It is bad strategy to allow your units to fight to the point of elimination. The wise general pulls weakened units back from the front lines and reinforces them with replacements, for several reasons. Units with even one strength point left are much less expensive to restore to full strength with replacements than requisitioning a new unit entirely, particularly since replacements are effectively free. This preserves whatever battle experience that unit may have gained. This represents the importance of veteran cadres in a damaged unit.

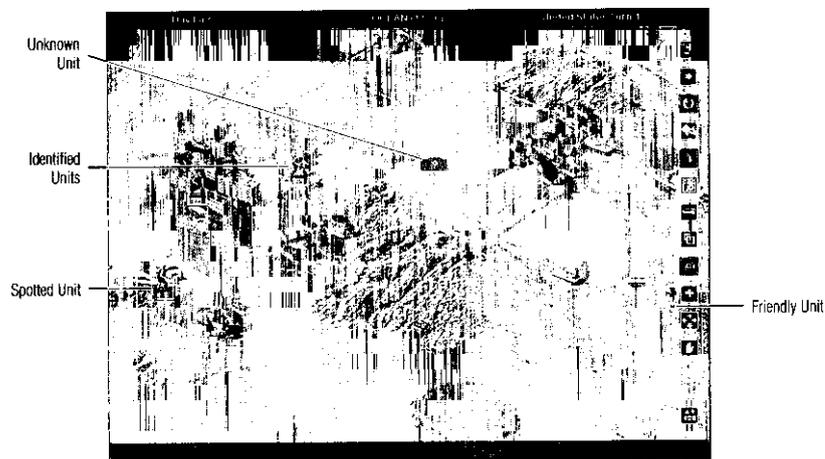
The importance of preserving units has many tactical implications. For one, you should plan for units which risk heavy losses to shoot before moving, so they can retreat to safety if grievously weakened. The corollary of this principle is, of course, to completely destroy weakened enemy units to keep them from being brought back up to strength.

Units which are not adjacent to enemy units can receive replacements for free, although it takes an entire turn to do so. Whenever possible, leave one of your units adjacent to a heavily damaged enemy unit to prevent them from receiving replacements.

A unit's ability to take replacements, however, is not unlimited. Each time a unit receives replacements after the first, it receives one fewer unless it has levels of experience. The penalties for taking additional replacements are offset once for each experience level accrued. Replacements in desert hexes is at one-quarter of the maximum available, but always at least one.

When requisitioning units, you can buy them with zero, one, or two bars of experience, as regular, veteran, or elite units. This determines the experience that replacements have, and the effect on buying replacements for an experi-

enced unit. Replacements for a unit bought as regular have no experience, regardless of how experienced that unit may be when the replacements arrive. Replacements for veteran (one bar) units have one bar, and elite (two bar) units have two bars. An experienced unit taking replacements with zero experience.



Spotting Units

All hexes are hidden at the beginning of each turn, except those that are within one hex of a friendly city, port, or airfield or within the spotting range of friendly units. Air units' spotting range is halved by overcast and inclement weather. Other units' spotting ranges are halved when it is raining or snowing. Once a hex is spotted during a player's turn, it remains sighted for the entire turn. Any time a friendly unit moves and does not cancel its move, it surveys all hexes within its spotting range. Enemy units within your unit's spotting range are automatically revealed.

It is important to note that spotting an enemy unit does not necessarily allow direct fire on it; just because a unit has an awareness of an enemy does not mean that it can bring its weapons to bear. For example, a target may be seen moving through ground on the other side of a stand of trees, but the forest prevents your unit from being able to effectively attack the enemy.

There are four levels of spotting possible in PEOPLE'S GENERAL:

Hidden *The unit is not visible or has been visible and has gone beyond the visual range of any friendly unit. A hidden unit can make a surprise attack if contacted by another moving unit.*

Unknown *The unit is visible, but its equipment type and strength are unknown. These types of units appear as gray outlines. They can be targeted by artillery and Air Strike missions, but not by Wild Weasel missions even if the unit turns out to be an air defense unit.*

Spotted *The unit is visible, but only its equipment class is known. Neither its strength nor other statistics can be determined at this point without a closer approach by a friendly unit.*

Identified *The unit is visible, it displays its strength flag, and its statistics can be seen on the Inspect Unit panel by right-clicking on it.*

Supply Rules

Each time a unit shoots, it uses one point of ammo. It is important to monitor the state of supply for your units because a unit that runs out of ammo can defend itself but not attack, and momentum is one of the keys to modern combat. Having a critical unit suddenly run out of ammo can stall an advance costing you time and prestige.

You can resupply your units, using the Supply button from the Inspect Unit panel. This ends a unit's turn. All units except helicopters can receive supplies anywhere on the Battlefield, unless they are adjacent to an enemy unit. Helicopters can only resupply at a friendly airfield or combat support unit. Units receiving replacements automatically receive resupply.

Resupply rate is only limited by terrain; units only receive one quarter of their ammo maximum when in sand hexes, but at least one.

Supply Points

Supply points are the places where you can deploy requisitioned units. These are hexes with victory flags bearing a green or silver border. Note that capturing an enemy victory hex, city, or supply point does not convert it into a supply point that you can use. Your country's network of supply lines is only prepared to provide equipment you requisition to prepared supply depots.

Weather Effects on Supply

If it is raining or snowing and a unit is not in a friendly city, port, or airfield, the unit gets less supply. If there are more than two adjacent enemies, the unit may not resupply. Units also get less supply in sand hexes.

Support Fire

Under certain circumstances, Artillery and Air Defense units near the defending unit may shoot at the attacker prior to combat. The attacker cannot respond to this defensive fire because it occurs before combat. If all the attacking unit's strength points are destroyed or suppressed by defensive fire, the attack is broken off immediately. Each time a unit shoots it uses one ammo point. Defending units can easily use up several points of ammo in a single turn when defending themselves or nearby units.

Artillery units contribute support fire to nearby ground units, attacked by other ground units, while Air Defense units give support fire to nearby ground units against air attacks. There are two types of support fire given by Artillery and Air Defense. Units which are directly adjacent to the supporting unit receive close support fire; this means the Artillery or Air Defense uses its full strength against the attackers. Friendly units which are not adjacent, but are attacked by *enemy units who are within range of the supporting unit*, also receive support fire, but the power of the Artillery or Air Defense is halved.

The air unit equivalent of artillery support is the Defensive Support air mission. Fighters are placed adjacent to defending helicopters or ground units to intercept attacking air units for the entire turn, unless they run out of ammo or are destroyed.

Defensive fire from Artillery and Air Defense, can be powerful tools when used by a careful commander. However, enemy forces can also taking advantage of support fire, to devastating effect on your attacking troops. Always be sure to check the range of enemy Artillery and Air Defense before launching assaults

in their vicinity, and plan attacks on supported units carefully to minimize damage to your own forces. The proper use of Recon units, to scout out enemy Artillery and Air Defense clusters, can also prevent you from making a costly mistake, when unseen Artillery two or three hexes away disrupt your assault on an enemy unit.

Suppression

Suppression represents the effect being attacked can have on a unit's strength, other than the loss of strength from casualties. Troops in combat may become disoriented, wounded, or simply be ducking for cover, all of which render them ineffective in combat. During an attack, some or all of a unit's strength points may become suppressed. Suppressed strength points are not available during the attack. Most suppression lasts only for the duration of a single combat, but some units can suppress units for the player's entire turn, facilitating further attacks on the suppressed unit. Defending units whose suppression number is greater than or equal to their current strength, retreat or surrender.

Terrain

Careful analysis of terrain is vital to a well conceived and executed battle strategy. Terrain affects movement, since some types of ground are more difficult to negotiate than others. See the "Movement Cost by Terrain Type" table on page 52, for more information. Also, some types of terrain provide greater base entrenchment, making those areas more defensible, and more difficult to clear of enemy defenders. See the "Entrenchment" section for details on the effect of terrain on entrenchment.

In difficult terrain, such as cities and mountains, defending and attacking infantry shoot against the close defense number of the enemy unit, usually placing the non-infantry unit at a severe disadvantage. The exception to this being that infantry may attack another unit that succeeds in putting up a rugged defense, in which case the attacker shoots at the defender's ground defense value. Infantry and artillery can be highly effective when defending from difficult terrain, particularly against larger vehicles, such as tanks, which have difficulty bringing their full power to bear. Contrarily, tank and anti-tank units which have difficulty in cities and forests can be dominant clear terrain, where defending infantry and artillery need to be entrenched to survive an armored attack.

Rivers

Entering a river ford hex ends most ground unit's movement, except when the river is frozen. They may exit the river ford hex normally the following turn. Units with the bridging equipment special ability may serve as bridges, eliminating this penalty for the hexes the unit occupies. These units can also bridge rivers where there is no ford. The unit must enter the river and end its movement, after which other units are able to move to the other side of the river as if there were a bridge there. **Note:** *Rivers wider than one hex are too wide to cross with bridging engineers.*

Using Artillery and Air Defense

Since artillery units make arcing, ranged attacks, they can usually attack with no risk of losses by bombarding distant enemy units except from counter battery fire by other Artillery. Air Defense also is able to attack their lofty targets without fear of retaliation. However, since Air Defense and Artillery are for the most part, towed weaponry, you usually must mount them if you wish to move them to another location. Remember that units mounted in trucks or half-tracks defend poorly, and cannot launch an attack or provide support fire. Do not move these units too close to enemy units; use their ranged attacks to their advantage, especially since, even dismounted, these units are vulnerable to attacks by Tanks and Infantry. Because of the nature of their targets and weaponry, terrain has no effect on Artillery and Air Defense attacks and defensive fire.

Victory Conditions

Battles are won by taking and holding all of the Victory Objective hexes (depending on the scenario), which are represented by hexes with silver or gold-bordered flags on the Battlefield and Strategic Map. Capturing towns, supply point, ports, and airfields that are not Victory Objectives gains you prestige points, but does not affect the victory conditions, so you should always focus on capturing the objectives you have been ordered to take. Green bordered hexes are only Supply hexes.

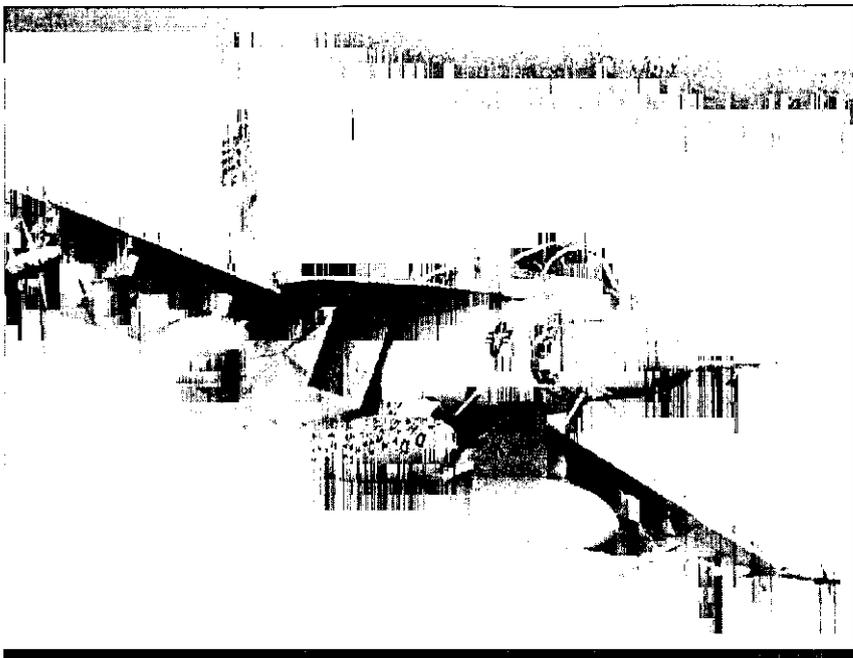
Weather

Weather is randomly determined based on actual weather conditions for the area and month of the year in which a battle occurs. Weather may change between fair, overcast, raining and snowing. Storm fronts can last for a number of days and have the possibility of generating only overcast weather or becoming rainstorms or snowstorms.

Bad weather generally helps the defender and the side with air inferiority because of the inability of air units to attack during bad weather. Interludes of bad weather are good times to resupply and rebuild units. You can check on the current weather conditions of the game by clicking on the Status Report button from the Additional Options panel on the Battlefield screen.

Zone of Control

A unit exerts a zone of control over the six hexes around it. Surface units' zones of control affect only surface units and air units' zones of control affect only air units. When you move a unit into the zone of control of an enemy unit, your unit's movement is stopped and it must either attack or end its turn. If your unit was ordered to move to a point which takes it through a hex occupied by a previously hidden enemy unit, your unit is surprised by the enemy unit, and your unit's turn ends after combat is resolved. Light Infantry units ignore zones of control.



SCENARIO BUILDER

 For those who enjoy creating battlefields, or envisioning “what if” situations, PEOPLE’S GENERAL lets you create your own scenarios, both single and multiplayer. From the Start screen, click on the Start The Scenario Builder button. This brings up the Edit Scenario/New Scenario screen. The Scenario Builder allows new games to be created using existing maps, or existing scenarios to be edited to create alternative battles.



When first viewed, there are several navigation buttons across the top of the screen, grouped by function, which appear on all of the Scenario Builder’s screens. They are: Choose Scenario to Edit and Choose Map for Scenario buttons, Configure Game and Configure Player buttons, Edit Player 1–4 buttons, Save Scenario button, and the Exit button.

There is also a list of available scenarios down the left side. The Choose Scenario to Edit button is highlighted indicating that is the screen you are on.



The Save Scenario button appears to be active, but does not allow the scenario to be saved until all the necessary qualities of a playable scenario have been met. When you save your scenario, PEOPLE’S GENERAL automatically creates four files in the **USERSCEN** directory of the PEOPLE’S GENERAL game.

YourGame.SCN contains the scenarios

YourGame.PLY contains the scenario briefing

YourGame-M.TXT contains the scenario name

YourGame-U.TXT contains placename information

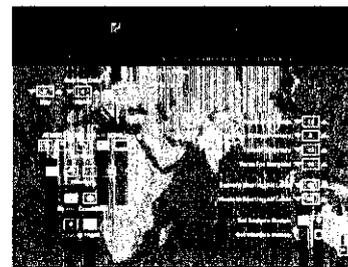
You can click on this button to test whether or not a scenario is basically complete. Clicking on the Exit button returns to the game without creating or editing a scenario.

Slightly above the scenario list is an illuminated box that says **New Scenario**. To load a map prior to creating a new scenario, simply click on the **right arrow** button to change to the Choose Map for Scenario screen which is identical to the Choose Scenario screen except the list contains maps rather than scenarios. These maps are only terrain with no units or victory hexes placed.



Note that the Choose Scenario to Edit button darkens when the map list is visible. You can go back by clicking the Choose Scenario to Edit button. The list on this screen displays the maps that are available. Once you pick a map, click on the **right arrow** button to proceed.

Otherwise, to edit a scenario, scroll up or down the list using the arrows on the right side and click on the scenario you wish to edit, then click on the **check mark** button to proceed.



The Configure Game Screen



The Configure Game screen is where you define the general settings of your scenario, such as number of players, weather conditions, and AI posture. Note that several of the buttons across the top are now available. The Configure Game button is highlighted and the Configure Player and the Edit Player 1 and Edit Player 2 can be used.

On the top left of the screen is a text box, in which you need to enter the file name of the scenario you are going to build or edit. When you save your scenario, PEOPLE’S GENERAL automatically creates four files in the **USERSCEN** directory of the PEOPLE’S GENERAL game.

Note that if you are going to play a created or edited scenario, all of the players must have all of the appropriate files in their **USERSCEN** directory.

Below that is a counter, giving the Starting Date of your scenario, in numbers representing the month, day, and year. You can adjust this date by clicking on the arrows above and below the numbers. The Starting Date of your scenario can affect which equipment is available for your armies, since some units are not available until later in the campaign.

 The Latitude options affect how the game determines random weather when combined with the time of year. In other words, desert climates rarely have snow even in December, but cool, temperate climates can have a wide range of weather depending on the time of year.

 The Weather options contain four buttons, indicating Fair, Overcast, Rain, and Snow. Choose one of these conditions for your scenario; the highlighted button is the starting Weather.

 The Ground Condition box contains two buttons, one indicating Dry ground conditions, the other, Frozen ground. The highlighted button is the current Ground Condition; click on the other button to change the default. Dry ground is normal, Frozen ground affects how some units move.

 These buttons toggle day or night conditions for turn one of the scenario. Spotting is reduced at night.

The upper right portion of the screen contains a text field, in which you can enter a summary of your scenario, or change the summary, if you are modifying an existing scenario. Click on the words Enter Scenario Description if you are creating a new scenario, or the scenario briefing text if you are editing an existing scenario. When the cursor appears in this area, backspace to erase and type a description for your scenario.

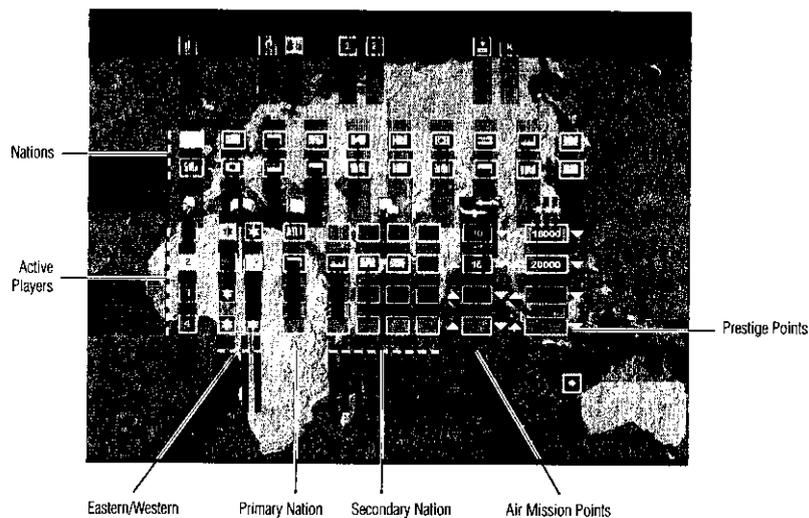
Set the Number of Turns in your scenario by clicking on the arrows above and below that counter. The number is initially set at ten, and can go as high as thirty turns.

The next three counters, Turns for Brilliant Victory, Turns for Victory, and Turns for Marginal Victory, adjust the number of turns required to achieve each type of victory. Use the up and down arrows to adjust the number of turns. Note that when the number of turns for a victory cannot be toggled below the number turns for the previous level, the two types of victory decrease together. These settings can also alter the Number of Turns settings if they are adjusted to a higher value.

The Starting Air Level settings are a ratio which is used to adjust the number of Air Mission Points that are returned to each side. The values represent the relative air superiority in the area of the battle. This number is roughly the percentage of Air Mission points that were used the previous turn that are made available for the next turn. For example, if the Western Starting Air Level is 50, the Air Mission Points allocated is 30, and the Western player uses all the points available, they get 15 on the next turn, less any combat losses. Air power can be a powerful force in **PEOPLE'S GENERAL**, so be careful when giving one side a distinct advantage in Starting Air Level.

  The last options on this screen are the Set Eastern Stance and Set Western Stance settings. Use these to adjust the appropriate side's AI to act offensively or defensively. Click on the **sword** button if you want the computer-player to take an aggressive stance. Click on the **shield** button if you want the computer-player to take a passive stance.

Clicking the **right arrow** button proceeds to the next screen, as does clicking on the Configure Player button.



Configure Player Screen

The same row of buttons is available across the top of this screen as the previous two screens. Below that are two rows of flag buttons representing the nineteen nations that can be played, and a No Country option.

Clicking on the Configure Game button takes you to that screen, and clicking on the Choose Scenario to Edit button returns you to the first Scenario Builder screen, if you decide to restart the process.



The Edit Player 1 and Edit Player 2 buttons take you to the Scenario Builder screen where units can be selected and deployed and victory conditions can be established. If you are editing a scenario, there are already units in place; if you are creating a new scenario, you should choose the nations for the scenario and then proceed to the Scenario Builder screen to buy units and place them.

You can design a scenario for up to four players using the buttons in the first column at the bottom of the screen. Simply click on the number of players you want in your scenario using the Active Players buttons in the first column on the left. The default settings are for a two player game, so the **Player 1** button is always dark and the **Player 2** button is highlighted. Clicking on the **Player 3** or **Player 4** buttons enable the scenario for multiple players.

Eastern and Western alliances can be set using the next columns. Clicking on a button with a red star sets that player as part of the Eastern alliance, clicking on a button with a gold star sets that player as part of the Western alliance. This is used to determine sides in multiplayer games. A scenario must have players on both sides before it can be saved, so in a two player game one side must be Eastern and one side must be Western.

The next column defines each player's primary nation. A player can have only one primary nation; the default nations are the US and China. To assign a primary nation, click on one of the nineteen flag buttons then click on the box below the single flag icon to select it as that player's primary nation. If a flag is already there, you can still change it by clicking on a different flag and clicking in the Primary Nation box. To remove a primary nation flag, click on the No Country button in the upper-left corner of the flag rows, then click on a Primary Nation box to remove the flag.

In addition to one primary nation, each player can also have up to four other nations as part of their forces. If you want players to have other nations in their forces, select other nations by clicking on their flags, and then click on one of the four buttons next to a primary nation.

The next setting in this field is the base value of Air Mission points that are allocated to each side during the scenario. Each turn this number of points is modified by losses incurred the previous turn and the values set in the Starting Air Level fields on the Configure Game screen.

The final column is the Player Prestige fields where the number of prestige points available to each side is set. These points are used to buy all units for the scenario, both in the editing process and by the player during the game.

When you are satisfied with your settings, click on the **check mark** button to continue to the Scenario Builder screen. If you decide not to continue making a scenario, click on the **Exit** button to return to the Start screen.

The Scenario Builder Screen

The Scenario Builder screen resembles the Main Game screen. It is dominated by the Battlefield, Information bars bracket the screen, top and bottom, the Scenario Builder navigation buttons, and buttons along the right side which control most of the Scenario Builder functions.

Scenario Options Menu

The highlighted Edit Player navigation button at the top of the screen indicates the active player. Click on each button to cycle through the active players. If you pass your mouse cursor over the Scenario Options buttons, smart text appears next to the button, describing its function.

Designate Ownership



The uppermost button on the left side is used to designate ownership of hexes. Click on the flag to highlight the button and make this mode active, then click on the hex to be allocated. A nationality flag is placed in that hex. If the side being edited has one or more secondary nations, the up- and down-arrows can be used to switch between the them. To switch to the other side for hex placement, click on the Edit Player button for that side. When the button is dark, the function is toggled off.

Designate Victory Hex



When activated, every hex you click on is designated as a victory hex, for the opposing player, and the ownership flag is framed with a gold border. Players on the same side can have the same victory hexes, simply assign the same hex as a victory hex for both players. Also, hexes can be designated both supply and victory hexes, in which case they have a silver border. **Note:** Each side must have at least one victory hex under enemy control at the start of the scenario, and Victory hexes can be in all but ocean hexes.

Designate Supply Hex



When activated, every hex you click on is designated as a supply point for the currently selected player, and the ownership flag is framed with a bronze border. Players on the same side can share supply points, simply assign the same hex as a supply point for both players. Also, hexes can be designated both supply and victory hexes, in which case they have a green/gold border.

Note: Supply points, and the six hexes around them, are automatically designated deployment zones, and can only be placed in all but ocean hexes.

Toggle Entrenchment



This control can only be used when there are units on the map, its function is to increase the entrenchment level of a unit to reproduce the effects of presence there. Click on the button to toggle it on, the button will highlight. Then click on the unit whose entrenchment you wish to alter. The unit entrenchment level is displayed on the right side of the information bar at the bottom of the screen. Each click in the hex raises the entrenchment of that unit one step, until the maximum level for that terrain is reached, then the counter resets.

Designate Trigger Hex



Trigger hexes are placed to deliver a random benefit if the side they are placed for captures them. Trigger hexes are only good for half the number of turns in the game, so there is greater benefit for the bold general. Some of the benefits that can accrue are:

- ◆ HQ is pleased and the player will automatically get a prototype of a new unit in between scenarios.
- ◆ If the player has at least 50% air superiority then he gets 3D6 air points.
- ◆ If the capturing unit does not have a leader, and the player does not have 15 leaders then the capturing unit gets a leader.
- ◆ If the capturing unit is less than level 6, it gets an experience level. The player gets an additional 500 prestige points.

Use this in combination with the Set Country option to make non-victory, non-supply hexes worth taking, and also to mark the position of trigger hexes. These can only be placed in city or airport hexes.

Air Mode



Toggles between being able to select your land and air forces when both a surface and air unit occupy the same hex. The Air Mode button determines which one can be made active. If a helicopter is alone in the hex, then it can be selected just like any other unit.

Strategic Map

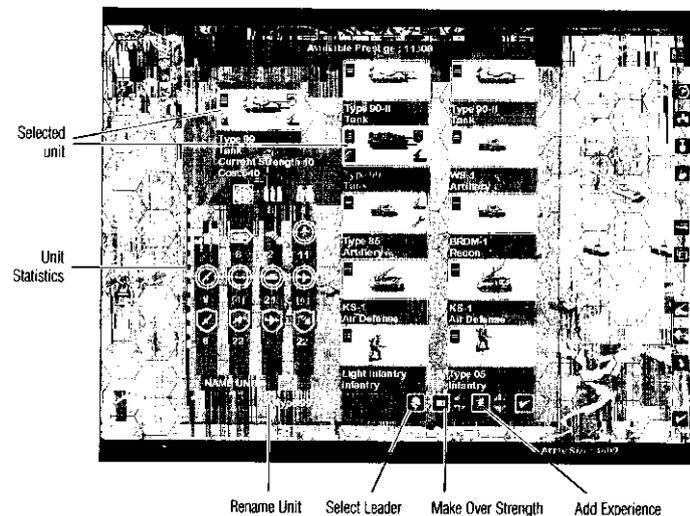


Replaces the Battlefield map with the Strategic map. Click on the button again to bring back the Battlefield map, or click on an area of the Strategic map to bring up the Battlefield, centered on the selected area.

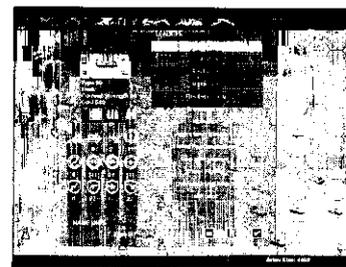
Adjust Units



This button brings up the Adjust Units screen. This screen lets you change units' name, assign a leader and select the leader's ability, determine units' experience level and strength for this player's army.



The units you requisitioned are listed on this screen by equipment type. Click on any unit in one of the ten unit boxes. At the bottom left of the screen is a text box containing the unit named for its equipment, for example an M1A3 Abrams tank would be called just that. Click in the text box, backspace to erase, and type to enter a new unit name of your choice. Next to the unit name text box are three buttons, two of which have counter arrows next to them. The first button allows Leaders to be assigned, the other two are for making a unit overstrength for the beginning of the scenario, and increasing a unit's base level of experience.



Clicking on the Alter Unit Leader button opens a panel which displays the list of Leaders with up- and down-scroll arrows. Select a Leader and click on the **check mark** button to return to the previous panel. Click on the up- or down-arrows to increase or decrease a unit's base experience level. As you click, the gray box in the upper-left corner of the unit box gets horizontal "bars" of experience.

Once a unit has levels of experience, you can click on the up- or down-arrows to increase or decrease a unit's strength level. A unit can only be made over-strength if you have given it one to six levels of experience, and if there is sufficient prestige available to do so.

When you finish picking the units' Leader, setting experience, and strength, click on the **check mark** button to return to the Battlefield screen.

Requisition Unit



Brings up the Requisitions screen, from which you can determine the makeup of a player's army. You can select forces for each of the player's countries. The country for which you are currently selecting forces is displayed in the upper left corner. Click on the **arrow** button below the flag to move to a player's next country. For more information on the Requisitions screen, see the "Requisitions Screen" section, starting on page 28. **Note:** *There is a limit of 30,000 on the amount of prestige you can spend constructing a player's army and there is also a force limit of seventy-two units per side.*

Deploy Army



Brings up the Deployment panel, allowing you to set requisitioned units in their starting positions in the scenario. If you wish to allow the player to deploy their own forces at the start of the scenario, simply don't deploy some or all of the requisitioned troops.

Game Functions



Brings up the Game Functions panel, from which you can save your scenario or start a new game, to test your creation out! You should always save prior to trying out a newly built scenario.



UNIT STATISTICS DESCRIPTIONS

These statistics appear throughout PEOPLE'S GENERAL. Values in brackets indicate that the unit can only defend itself against attacks of that type, but cannot initiate an attack.

Air Attack



A value gauging the unit's attack capabilities against air targets, such as helicopters and air strike missions. A value of zero indicates that the unit cannot attack air targets.

Air Defense



A value gauging the unit's ability to withstand attacks by air units. Air units use this defense value against all attacks

Ammo



Depending on the screen, this can be either the unit's current ammo supplies, or their maximum ammunition. If the unit's ammunition runs out, it cannot attack or damage the enemy when attacked it is resupplied.

Close Attack



This value gauges a unit's ability to fight in close terrain such as cities, forest, or mountains. Close Attack is a specialty of infantry and this value is used when making surprise attacks out of difficult terrain.

Close Defense



A value gauging the unit's ability to defend itself in disadvantageous situations. These situations result when a unit unexpectedly encounters an enemy. When any unit attacks infantry which puts up a rugged defense, the attacking unit uses its close defense value. When combating infantry in city or forest hexes, ground units suffer the handicap of using their close defense values. Infantry do not retain this advantage when they are in clear terrain. Since close defense values are usually less than ground defense values, this makes infantry more dangerous in difficult terrain.

Current Strength

The unit's current strength points. A unit's maximum normal strength is either five or ten, although this can be modified using 'over strength'. If a unit's strength is reduced to zero, the unit is destroyed. This value is found on the strength flag at the bottom of the unit icon on the Battlefield screen.

Entrenchment

This unit's current total entrenchment level. Entrenchment represents the fact that ground units, given enough time, can create defensive structures that better prepare them to withstand attack. This value is shown on the information bar at the bottom of the Battlefield screen when a unit is selected.

Class

The general class to which the unit belongs. The unit classes are air defense, anti-tank, artillery, helicopter, infantry, recon, and tank.

Equipment Type

The specific type of unit of a particular class.

Experience Level

 The number of experience bars, between zero and five, that a unit has earned.

Ground Defense

 A value gauging the unit's ability to withstand conventional attacks when not surprised by enemy units.

Hard Attack

 A value gauging the unit's attack capabilities against hard targets, such as tanks and armored vehicles. A value of zero indicates that the unit cannot attack hard targets.

Helicopter Attack

 A value gauging the unit's attack capabilities against helicopters. A value of zero indicates that the unit cannot attack hard targets. A value in brackets means that the unit has some helicopter defenses, but cannot initiate attack.

Movement

   The number of movement points this unit can expend each turn. The expenditure of movement points per hex differs depends on the terrain type of the hex. See the "Movement" section on page 52 for more information.

Movement Method

The different methods of movement units may use are: leg (L), wheeled (W), tracked (T), all-terrain (AT), and air (A).

Profile

 A value for gauging the unit's ability to avoid being spotted. The higher the number, the more obvious the "profile," thus the easier to spot.

Range

 The distance, in hexes, from which a unit can fire on the enemy. A range of zero indicates that the unit must be adjacent to the enemy in order to attack.

Ranged Defense Modifier

 A value gauging the unit's ability to withstand ranged attacks by ground units. This value is not used to defend against artillery fire.

Soft Attack

 A value gauging the unit's attack capabilities against soft targets, such as infantry and artillery. A value of zero indicates that the unit cannot attack soft targets.

Spotting Range

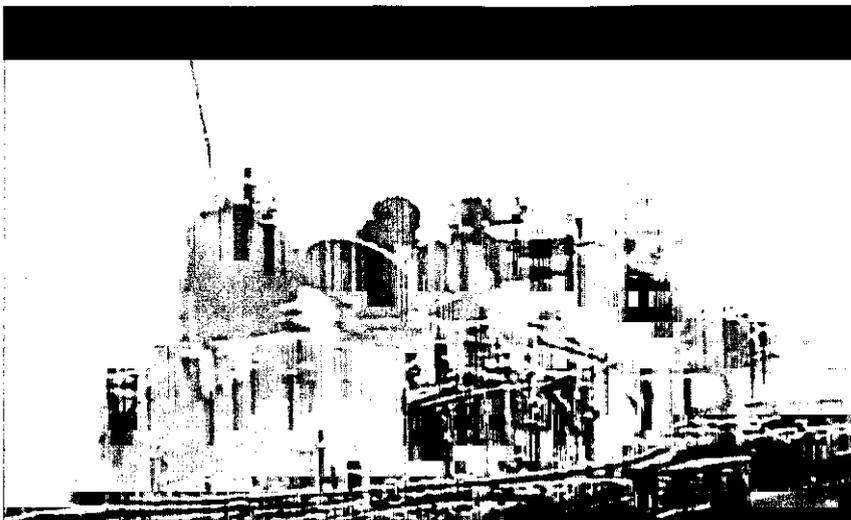
 The distance, in hexes, at which a unit becomes aware of the general location of enemy units. Note that there are no terrain restrictions on spotting range; for example, a mountain hex does not block spotting beyond it, however, spotting range may be reduced by inclement weather.

Target Type

 The target classification of the unit, either S, soft, H, hard, A, air, or N, naval, which determines which attack values an opponent uses against the unit.

Transport

  If a unit has organic transport, statistics for the unit's values while mounted are displayed below the unit's normal statistics. When a unit has mounted or embarked in a transport, that unit uses the attack and defensive ratings of the transport. In general, units are vulnerable when in transport. A unit with transport may not embark on air transport.



UNIT CLASS DESCRIPTIONS

By the end of World War II, most of the major combatants had come to realize the importance of the 'combined arms' principle. Every type of unit had a job and would be needed at one time or another during a battle. In *PEOPLE'S GENERAL*, there is no perfect mix of units. What works best depends upon the tactics and strategy that you choose. However, if you are ever in doubt as to how to build your army, it is difficult to go wrong by adhering to the combined arms principle. Successful combined arms use in *PEOPLE'S GENERAL* involves using "the right tool for the task." Probe a position with a Recon unit to get an idea of what you are facing, and where the enemy is deployed. Use Artillery and Tactical Bombers to soften up the position before it is assaulted, and keep a reserve to exploit a breakthrough, or hold on to a hard won position in the face of an enemy counterattack. The following Unit Class descriptions should help you become a competent People's General.

Ground Classes

Air Defense Class (AD)

Air defense class units represent man-carried, towed, and self-propelled air defense units. In *PEOPLE'S GENERAL* the majority are armed with surface-to-air missiles (SAMs), supplemented in a few cases with guns that range in caliber from 12.7mm (.50 cal.) to 30mm. They can attack enemy aircraft at ranges of zero to ten hexes. In general, they are good at damaging enemy air units but are themselves very vulnerable to any type of attack. They fire at any enemy

air unit that attempts to attack one of your units within range of the AD unit in question. This makes them very useful in screening units susceptible to air attack. Since fighters are very expensive, modestly priced AD units serve as a valuable resource. There are basically two main guidance systems for SAM AD units; (medium-to-long range) radar and (close range) infrared. While powerful Patriot or SA-11 radar guided SAMs can be quite effective when used to counter enemy fighter and tactical bombers, they are often nearly useless against nimble, low-flying helicopters. It is essential to augment your Air Defense network with smaller infrared (Stinger, Strela, etc.) systems to guard against helicopter threats.

Anti Tank Class (AT)

Anti-tank class units represent man-carried, towed, or self-propelled Anti-tank units. Most of these units in *PEOPLE'S GENERAL* are armed with missiles called Anti-Tank Guided Weapons (ATGWs). ATGWs are directed to their targets by two means, either by a small wire (or optical fiber) that trails behind the missile after it is fired, down which the operator can send course corrections, (such as the US TOW-2 missile), or by laser "painting" where the operator or another member of the unit marks the target with a laser, the reflections from which are sensed and followed to the target by a tracking mechanism in the nose of the missile, which makes its own course corrections (the RU AT-14 Kornet). Anti tank units are meant to inhibit enemy tank (TK) activity / operations. They are valuable when deployed to defend against an enemy's attacking TK units, freeing up your own TK units to counterattack. They also can be very effective when used to support an attack while it is trying to break through enemy lines. AT units can damage or destroy defending TK units, allowing your TK units remain unengaged until you have broken through the enemy's main line of defense, at which point your TK units can rush into the enemy's rear areas, overrunning vulnerable AD and Artillery units.

Artillery Class (ATY)

Artillery class units represent towed or self-propelled guns such as the UK AS90, or rocket systems such as the US MLRS which are equipped and organized to provide support for the other combat arms. Armed with weapons ranging in size from 75mm to 300mm or more, all are able to attack units from at least two hexes away: some ATY units can attack units ten hexes away. ATY units have a special ability called **Support Fire** that makes them very powerful in *PEOPLE'S GENERAL*. **Support Fire** allows an ATY unit to fire at any enemy ground unit conducting an attack within range of the ATY unit in question once per turn. This attack takes place before the enemy ground unit conducts its attack. Use ATY units in coordination with a unit that has the Forward Observer

attachment and is adjacent to an enemy unit. This will greatly increase the effectiveness of your ATY strikes. You almost always need some type of artillery support to launch a successful attack, and ATY units are very effective in a defensive role as well. Remember, ATY units are not the most heavily protected units in your arsenal. Once you use them, move them away from the area quickly. The "Shoot and Scoot" leader is well advised if you want to retain your ATY units throughout the campaign.

Infantry Class (INF)

Infantry class units represent infantry units, armed with infantry weapons including assault rifles and grenades, heavy weapons such as machine guns and mortars, a small number of supporting ATGWs and light SAMs, and in some cases special assault weapons including demolition charges or even bridging equipment. There are many types of units in PEOPLE'S GENERAL that can perform certain tasks better than infantry units, but none of them can replace infantry units in their primary job - capturing and holding ground. You need INF units to hold urban, forested, and rough terrain areas against enemy infantry, and you also usually need INF units to capture urban, forested, and rough terrain areas from the enemy. INF units are very inexpensive to maintain compared to other types of units, and experienced INF units win battles for you where other types of units cannot. However, INF units must be used with some thought or they are quickly destroyed or worn down to the point that they cannot accomplish anything. Avoid having your INF units fight unsupported against TK or ATY units on open ground, and they perform well. Even on open ground, they can defend against nearly any type of unit if supported by good ATY and AT units and protected from air attack by AD units if need be.

Recon Class (RCN)

Recon class units represent light mechanized units whose primary task is to scout the battlefield, infiltrate enemy lines, and harass enemy lines of supply and the enemy's rear areas and to screen your troops positions and movement. They usually consist of small infantry units carried in small tracked vehicles such as the US Bradley, or all terrain vehicles such as the RU BRDM. All have a very good spotting range, and may break up their movement into segments. If properly taken advantage of, this **staggered movement** allows RCN units to expose enemy positions before launching an attack. RCN units are expected to avoid heavy fighting. Their job is to scout ahead of attacking forces, shield and screen troops from the enemy, and to exploit breakthroughs. To represent this in PEOPLE'S GENERAL, RCN units usually retreat from combat with a superior enemy, trading ground for losses. You will notice that RCN units take more suppression and less kills in combat than other troop types.

Tank Class (TK)

Tank class units are the armored fist of your combat forces, and proper use of tank units is of paramount importance in PEOPLE'S GENERAL. They represent light, medium, and heavy armored tank units with groups of mechanized or motorized infantry attached to support them. Armed with large bore (up to 125mm or more) cannon (often smoothbore, the propellant charge behind the shells they fire is so powerful that it would quickly ruin rifled guns) as well as ATGWs in many cases, protected by thick passive (metal) and reactive (explosive) armor, modern tanks such as the US M1A2 Abrams or the CH Type 90-II still are much faster than their WWII grandfathers. They are among the most powerful units in PEOPLE'S GENERAL. Tank units have a special ability called **Overrun**. This ability allows tank units to 'roll over' weak defending units without conducting an attack. They can overrun a weak defender, continue to move into contact with another enemy unit, and then conduct a standard attack. As powerful as they are, tank units should avoid fighting INF or AT units in urban, forested, or rough areas (that's what your INF units are for) and should also avoid attacking AT units that have a high entrenchment level in any type of terrain. If used properly, tank units are devastating on attack or defense. However, they can be expensive, so use some thought as to where and when you commit them to battle. Air superiority levels will dictate how effectively you will be able to utilize your tank command. Be watchful for enemy helicopters and follow up with supporting AD units always!

Air Operations

Air operations in PEOPLE'S GENERAL can be devastating. You'll be able to call in Wild Weasel missions against enemy ADA units, recon enemy troop positions, direct air strikes against enemy ground and helicopter units, and provide defensive air support for your troops. Air Superiority is key and should be used surgically and sparingly to strike at key areas in the enemies lines.

Helicopters (H)

On the modern battlefield, helicopters serve primarily in the roles of reconnaissance, tactical support and battlefield mobility. Attack helicopters such as the US Comanche, the RU Havoc and the CH WZ-9 are represented on the battlefield. These units are highly mobile, have low profiles, fly well below radar's envelope and have devastating firepower. Helicopters can only be interdicted by the zones of control of other helicopters, infrared air defense units.(AD) and enemy air missions (air strikes). Helicopters are very expensive, but extremely adept at countering the enemy tank threat. They belong in the front lines and shouldn't retreat except to resupply and take replacements.

UNIT CLASS AND EQUIPMENT TYPE SPECIAL ABILITIES

Recon Class: Staggered Movement

Every unit in the Recon Class has the special ability of moving more than once in a turn, called staggered movement. For example, you may move a recon unit several hexes, but so long as the unit has more than one point of movement remaining, you may be able to move it again. Later that turn, you reselect the unit; one point of movement is deducted as a penalty for moving again, and the unit's remaining movement points are used to determine if it can move again. This can be repeated until the unit has no movement left; so in theory, a Recon unit with six movement points in clear terrain can be moved three times in one turn, provided it moved into one clear hex each time.

Infantry Class: Engineer Abilities

There are two kinds of engineers: combat engineers and bridging engineers. Combat engineers ignore any rugged defense that occurs from attacking enemies with high entrenchment values, and can destroy bridges. Bridging engineers' only ability is to act as bridges when in river hexes. Units that are classified as engineers include: Combat Engineers and Engineers.

Tank Class: Overrun

Tank class units possess a special ability called **Overrun**; a powerful advantage usable under certain conditions. When in clear terrain, a tank unit that conducts a devastating attack on a weakened foe has the possibility of 'rolling over' its opponent. If the tank's attack eliminates the defender, an Overrun Attack message may appear in the Information bar at the top of the Main Game screen. If this message occurs, the tank is allowed to continue with its movement, and attack again. This represents a tank unit's ability to smash straight through weaker units. With luck, and a line of weak defenders, a tank may attack and destroy two or three lesser units in a single turn.

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