IBM and COMPATIBLES DATA CARD



WARNING: THIS GAME REQUIRES SPECIFIC HARDWARE AND SOFTWARE CONFIGURATIONS TO RUN PROPERLY. IF YOU HAVE PROBLEMS, PLEASE READ THE TROUBLESHOOTING SECTION OF THIS DATA CARD.

REQUIREMENTS

The *minimum* system requirements for this game are:

2 MB of RAM	VGA card
MS-DOS 5.0, 6.0, or DR DOS 6.0	A hard drive with 2 MB free

In addition to the basic system requirements, you must also have 2 megabytes of space free on your hard drive and at least:

604,000 BYTES OF FREE RAM.
1 MEGABYTE OF FREE EMS/XMS.

Note: hard drive size and total system memory available have no bearing on *free RAM.*

To check your free RAM, type **CHKDSK** from the DOS directory. The free RAM will be listed as "BYTES FREE" on the bottom line of the CHKDSK display. Compare the listed amount to the amount of free memory required by the game. If your amount is lower than the game requires, read the instructions under the "Memory" section of this data card.

INSTALLING THE GAME

Your game box contains: one 3.5" disk, one manual, and this data card.

The disk that comes with the game is in a compressed format, and must be installed before you can begin play. **We recommend that you backup your game disk before proceeding.** You can do this with the DISKCOPY command. Refer to your DOS manual for more information on DISKCOPY.

1. To install the game place the Game Disk in your drive. Be sure this drive is the active drive. For example, to make drive A the active drive, type **A:** then press Enter/Return.
2. Type **INSTALL** and then press Enter/Return.
3. Follow all on-screen prompts.

CONFIGURING THE GAME

At this point, you may modify the following configuration features for your particular system.

Select Sound Device: Select the type of sound on your system. Valid selections are: Soundblaster, Soundblaster Pro, PC Speaker, or None. To change the sound selection, type **INSTALL** from the game directory.

The settings for both Soundblaster and Soundblaster Pro are preset to default. Do not change them unless you have knowledge of the correct settings. Please refer to your sound card manual for detailed information.

The two addresses, "TSR use IRQ $60" and "TSR use IRQ $81," are for the CLASH OF STEEL sound drivers. The game's sound routines are made memory-resident during game play and use these addresses to call up sounds. Both of these addresses are normally unused by your PC and should be left at default mode. If you have a memory-resident program occupying one of these addresses, you can switch to the other address.

If you get music, but no sound effects, it is often a symptom of incorrect IRQ settings. Try a different IRQ setting by typing **INSTALL** at the game directory.

STARTING THE GAME

1. Boot your system normally with MS-DOS 5.0, 6.0, or DR DOS 6.0.
2. Be sure that the hard disk containing the game is the active drive.
3. Change the current directory to the game's directory. For example, to change to the default directory type **CD\COS** and press Enter/Return.
4. Type **COS** and press Enter/Return to start the game.

PLAYING THE GAME

For complete and specific "how to play" information, please refer to the manual and the "Errata/Clarifications" section below.

Copy Protection: To answer the verification question, find the indicated page in the manual and select the word. Do not include headings or titles when you count.

Saving the Game: To save your first game, select the **SAVE AS** option and name your save game. Use the **SAVE** option to write over any games you have already saved.

ERRATA / CLARIFICATIONS

1) There are now four weather zones. Each zone has its own weather table which is similar to the one in the manual.
2) Fighters can now be set to "Guard" mode near your home cities; this allows them to intercept incoming bombers. Each fighter has a chance to repulse or shoot down bombers.
3) To conquer the Commonwealth (England) you must also capture the city of Alexandria.
4) You can now purchase R&D points using spare Production Points.
5) On page 38 of the manual, the two percentage columns in the Russian Preparation for War Table are reversed.
6) You can conduct amphibious assaults only in clear weather.
7) To conquer Russia, you must also capture Leningrad and Stalingrad.
8) You do not have to place new units on the first or second impulse, only units that have been placed in reserve.
9) Air units may intercept if within four hexes.
10) Artificial harbors now last two turns.
11) Refit cost for units is multiplied by the current upgrade level.
12) The Axis player may place a new unit in any city it controls that is in the same supply partition as the capital.
13) The only way land units can destroy air units is to overrun them. Land units cannot assault air units.
14) You must have a friendly naval unit in the sea zone you wish to unload in.

15) In the combat example on page 30 of the manual, the Russian unit has a strength of 1, not 0.

16) Lend-lease to Russia is already built into Russian production.

17) The Italian army group Garibaldi starts with the strength of 3, not 6 as stated in the manual.

TROUBLESHOOTING

This section provides you with several easy steps to solve some common problems. Lack of free memory is the most common and the "Memory" section is a good place to start.

MEMORY

This game requires 604K bytes of free memory to run. Read the front page of this data card to find out how to check your free RAM. A computer with 16 megabytes of RAM can easily run out of free memory. If you do not have enough free memory, the game may tell you in the form of an error message, begin to run poorly, or not run at all. If you have found that your free RAM is too low, you can correct this by adjusting your CONFIG.SYS and AUTOEXEC.BAT files or by creating a bootable disk. Below are sample CONFIG.SYS and AUTOEXEC.BAT files. See the following section for instructions on editing these files. Remember: altering these files may affect the way other programs run on your machine, so save copies of your current files.

CONFIG.SYS:

```
FILES=25
BUFFERS=25
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE 1024
DOS=HIGH,UMB
```

AUTOEXEC.BAT:

```
PATH=C:\;C:\DOS;C:\MOUSE
PROMPT $P$G
LOADHIGH MOUSE
```

Another way to free more memory without changing the way your system runs is by creating a bootable disk. A boot disk is a way to temporarily change your system's configuration without possible side effects.

Create a boot disk by placing a blank disk in your A: drive. (NOTE: It must be your A: drive to operate properly.) Next, at the DOS prompt, type **FORMAT A: /S** and then press Enter/Return. After the boot disk is finished formatting, you may wish to create CONFIG.SYS or AUTOEXEC.BAT files on the boot disk.

EDITING YOUR CONFIG.SYS AND / OR AUTOEXEC.BAT FILES

MS-DOS 5.0 comes with a text editor. If you need to change or create a file, type **EDIT *filename*** (replace the word *filename* with the appropriate name of the file).

If your version of DOS came without an editor, you may have to purchase a text editor or consult your DOS manual before any changes to these files can be made. **NOTE: You should back-up or copy your original CONFIG.SYS and AUTOEXEC.BAT files before altering them so you can restore them to their original configurations.**

SOUND CARDS

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. **80% of all sound card problems are due to mistaken configurations.**

If you are running a sound card that is not listed on the box label of this game, or are running a sound card in an emulation mode, your results may not be optimal. This game was tested only on the listed cards.

Sound card performance may also be hampered if you do not have enough free memory. Check game requirements to see if you meet the minimum free RAM for fully-featured play.

If you are experiencing problems with the game, try configuring the game for no sound. If the game will now run (but without sound, of course), then you probably need to reconfigure your sound. If your game still does not run, consult the manual that came with your sound card for diagnostic procedures.

MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded. **Windows and other programs of its type have built-in mouse drivers that do not function outside of their environment.** Loading a mouse driver may be as simple as typing MOUSE (and pressing Enter/Return) before starting the game. Since the command differs from mouse to mouse, consult your mouse user's guide.

If your mouse is acting erratically, it may be due to a software conflict or it may not be fully compatible with this game. Check with the mouse manufacturer to see if there is an updated mouse driver available.

PLEASE READ THE FOLLOWING SECTION BEFORE CALLING TECHNICAL SUPPORT

If you are having problems, please consult the "Troubleshooting" section of this data card *before* calling technical support. We have a staff of technical support specialists ready to help you with any problem you may encounter with the game. If your problem is due to your system configuration they will tell you of the game's requirements and possible solutions.

Because of the millions of different hardware and software combinations possible with today's PCs, **you may still have to refer to your computer dealer, hardware manufacturer, or software publisher in order to properly configure their product to run with our game.** If at all possible, be near your computer when you call. The technical support agent will need specific information about your machine and may need you to access or change some files while you are on the phone. If it is not possible to be near your computer, be sure to have:

- a listing of all of your machine's hardware and its settings
- the contents of your AUTOEXEC.BAT and CONFIG.SYS files
- the information listed after the CHKDSK or MEM command (read the "Memory" section)
- the current configuration of your game

Our technical support number is (408) 737-6850. Our hours are between 11 am and 5 pm, Pacific Time, Monday through Friday, holidays excluded. NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.

Additional Game Design: James Young

Additional Tester: Forrest Elam

FM Sound Design: The Fatman

Special Thanks to: Alan Emrich of *Computer Gaming World* magazine

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