

# GALLIPOLI

## 1. LOADING INSTRUCTIONS

The 48K game is recorded on one side and the 128K game on the other. The procedure for loading a game into your computer is given in your Manual. Key LOAD "" and ENTER.

## 2. OPTIONS

New game ? y/n  
Kempston Interface ? y/n  
Interface 2 ? y/n  
Normal control keys ? y/n

NOTE: Users of Spectrum 48K must key 'n' and select the directional keys 5, 6, 7 & 8. Users of Spectrum 48K/128K Plus or Plus Two may use the normal cursor keys and 'n' for fire or may choose alternative keys providing they are not 'd', 'q', 'r' or 's' which are reserved for other purposes.

Single player game? y/n

The game can be played by three players, one for each army or by two players - one commanding both the ANZAC and British Army. Alternatively, if single player game option is selected, the computer commands the Turkish army and the Allied armies may be commanded by one or two players.

Scenic option ? y/n (only available in the 128K version).  
Battle sounds option? y/n

All OK? y/n

1



North Beach Anzac after August Offensive

## 3. THE SCENARIO

The game begins on 8 August 1915, five months after the Gallipoli Campaign started, with the arrival of fresh British troops, for the final attempt at a breakout. At Anzac Cove the beach-head is a shallow crescent of 2 km long, its entrenched position enclosing fewer than 160 hectares in which there are 40,000 ANZAC soldiers under Birdwood's command. At Suvla Bay 20,000 British soldiers have landed under Stopford's command on 7 August and find the area weakly defended. In the Suvla Bay and Anzac Cove sectors there are 22,000 Turkish troops who are well entrenched. As soon as news reaches the Turkish Headquarters, additional reserves are diverted into the area as follows:-  
4,000 in the North East - Turn 4 - 9 August (morning)  
4,000 in the South East - Turn 4 - 9 August (morning)  
16,000 in the S. Eastern Area - Turn 11 - 11 August (afternoon)  
After Turn 11 46,000 Turkish troops will have been committed to the battle against 60,000 of the ANZAC and British Allies.

## 4. VICTORY CONDITIONS

In this game, the player or players commanding the ANZAC and British forces have the opportunity to show the leadership, coordination and resolution that was singularly lacking among senior officers in the Gallipoli campaign. Rapid and decisive action is required to achieve the objectives of the mission before the end of the game. Outright victory for the Allies may be gained in one of two ways:-

(a) By occupying the major Turkish ammunition depot (23/26). The depot square must be occupied with at least 2,000 troops, either ANZAC, British or both. If there are Turkish troops on the same square, the Allies must outnumber the Turks by more than 2 to 1.

(b) By deploying more than 10,000 troops close to the shore of the Dardanelles, so as to obtain effective control of the area. The area extends from column 12 eastwards and from row 25 southwards. If there are any Turkish troops in the area, the Allies must outnumber the Turks by at least 5 to 2.

The Allies will be defeated if:-

2



Anzac Beach

(c) The Turks drive the Allies west towards the beaches of Suvla and ANZAC, (this is what eventually occurred at Gallipoli in December 1915) if there are no Allied units in column 6 or to the east of it.

(d) If none of the above conditions are satisfied, either side may gain victory by inflicting more than 50% casualties on the other side causing them to evacuate or surrender. If neither side is able to gain victory by the end of the 23rd turn, the game ends inconclusively.

## 5. THE DISPLAY

The screen displays the north-east section of the map illustrated below. To examine the whole map move the cursor to the edge of the screen and the display will scroll.

The units are displayed on the map using these symbols:-

British  ANZAC  Turkish 

Although the reinforcements at ANZAC comprised Australians, British and Gurkhas, they are all represented by the ANZAC symbol, under the command of the ANZAC player. If there is more than one unit on a square, only one unit is displayed. The way to find out details of all units on a square is described later under 'Rostering'.

## 6. ADVANCE PHASE OPTIONS

Order of play is (1) the ANZAC, (2) British and (3) Turkish. When it is your turn you can advance as few or as many of your units as you wish, in any order. First move the cursor to the unit you wish to give a command to. The command options are as follows:-

Advance = See 6.1 below.

Digging in = d

Rostering = r

End phase (quit) = q

3

TYPE	BY DAY	BY NIGHT
*	10	5
**	9	4
***	9	4
****	8	4

These points are expended according to the terrain of the square the unit moves on to:-

TERRAIN	POINTS COST
Open ground, river, town.	1
Salt marsh.	2
Hilly ground.	2 - 4

The cost on hilly ground depends on how much of the square is covered by hills and low hills.

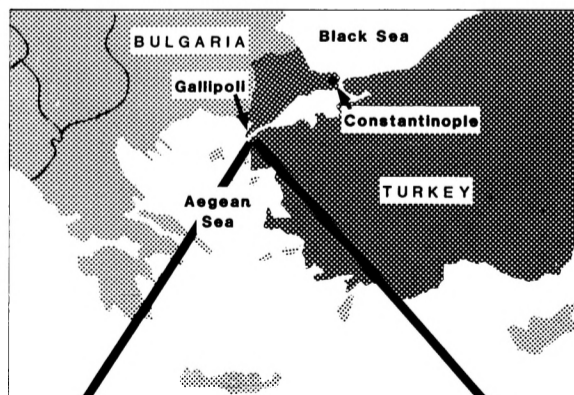
### 6.2 Digging In.

Instead of advancing a unit, you may order it to dig in. If the square is already entrenched and the unit is Turkish, the command to dig in makes it build a roof over the trench. Trenches are permanent and can be occupied later by other units of the same army or the enemy army.

### 6.3 Rostering

If you have several units on the same square and you want to know their details, move the cursor to the square and press key 'r'. The details of each unit on that square are then displayed in order. When all details have been displayed the message 'Roster complete' appears. Note that rostering a square does not reveal details of any enemy units that may be present! When advancing a unit as described above, the unit advanced is the first (or only) one of your units on the roster. To advance any one unit when there is more than one unit on the square, move the cursor on to the unit symbol and press 'r'. Then while the roster is in progress and at the point when the details of the required unit are being displayed, press 'Fire'. Rostering will stop at this point, the border turns blue and you are then able to advance the selected unit.

5



## 6.1 Advance

Move the cursor until it is on the unit symbol. Press 'Fire' (key 'n'). The details of the unit are then displayed at the bottom of the screen and the screen border turns blue. Unit details comprise:-

- The unit symbol.
- Its strength (number of men).
- Its morale, on a scale from 0 to 9.
- An arrow to show the direction in which it is facing.
- A symbol to show if it is entrenched.



(f) A number of 'stars', from 1 to 4, to show its level of fighting capacity as is described in section 13. Move the cursor to the destination you wish the unit to go to and press 'Fire'. The unit symbol moves to the new square and the border of the screen turns white (or black, if at night). When moving, your unit may possibly enter an enemy zone of control. The zone of control (or ZOC) includes a square occupied by an enemy unit and all adjacent squares. Your movement in an enemy ZOC is restricted because of their fire. You may enter a ZOC, even if you cannot see that the enemy is there. If this occurs, the 'Enemy Zone' message flashes below the map. If you attempt to move a unit more than the permitted number of squares, the message 'Too far' appears. If you move a unit that has already been moved that turn, the message 'Already moved' appears. If you start to advance a unit and then decide not to advance it, move the cursor back to the square and press 'Fire'. You will be able to move it later in the turn if you wish.

Each map square represents a 600 metre square of terrain. For each turn, which represents a period of 8 hours, the units move as follows. Each unit has a movement point allowance according to its type (see section 13):-

4

## 7. BATTLE PHASE OPTIONS

Battle phases occur only during day-time. There are three such phases, one for each army, as for advancing. What happens depends on whether you are playing the 'Map' or 'Scenic' versions.

### 7.1 Map option

Units may engage in battle with any enemy unit that is on an adjacent square (including the diagonally adjacent squares). If you decide to fire at an enemy unit, the enemy unit invariably fires back. If your unit is a weak one, it might be better to 'lie low'. However, if you are firing from high ground (magenta or magenta/green) at a unit that is on low ground (green or yellow), you inflict 30% additional casualties owing to the advantage gained from your height. If you are dug in and your opponent is not, there is an extra 20% advantage to you.

To fire a unit, move the cursor on to the unit symbol and press 'Fire'. The border turns red, showing that you are in Battle Mode. Now move the cursor on to the symbol of the enemy unit and press 'Fire' again. The border turns yellow. The effects of the exchange of fire are now calculated, taking into account the numerical strength of each unit, its level of fighting capacity (see section 13.1) and the cover (see section 14) it has from the nature of the terrain and the trenches (if any). The results are displayed at the bottom of the screen, in the 48K version and in addition in the 128K version, the map scrolls to show the location of each pair of combatant units in turn by flashing their symbols. If there is more than one enemy unit on the square into which you are firing, the results of exchange of fire between your unit and each of the enemy units is calculated and displayed in turn. If you have more than one unit on a square and wish to fire one or more of them, select the required units by using the rostering routine, as described earlier.

Units which suffer high casualties in a turn are forced to retreat (see 'Morale' section 13.2). A message to that effect is displayed and the unit is automatically moved

6

one square in the opposite direction to the way it was facing. This may possibly take it on to another square in range of another enemy unit or even on to one already occupied by the enemy, in which case it may be engaged again! If a unit is forced to retreat but is unable to do so because it is next to the sea or on the edge of the map, it surrenders and is eliminated from the game. If you have selected the 'single player' option, a message 'Turkish army attacks' appears when it is the Turkish turn and the results of these engagements are displayed.

### 7.2 Scenic Option (available only on the 128K version)

The computer checks through your units to find those which are close enough to engage in combat. Only if one or more units are able to engage in combat, will the battle phase proceed. The computer selects one unit at random and the details of this unit and its opponent are displayed. For the battle phase you represent a soldier belonging to this unit. You are to fire at soldiers of the enemy unit. The message 'Prepare to fire' appears and indicates whether you are to fire a rifle or a machine gun, which is more effective. Next, the top section of the screen displays one of the three scenes. (a) looking down Shrapnel Valley toward the Aegean Sea, (b) looking across the Apex toward the summit of Chunuk Bair, (c) a view near Hill 60. Hidden among the scrub or behind the parapets of sandbags are 10 enemy soldiers. Their positions are chosen at random each turn. Two of them are armed with machine-guns. Shooting begins with a flash on the screen as one of the enemy soldiers fires at you. This provides a target for your first shot. As soon as the enemy has fired a message (in blue or cyan) appears to inform you of the result of this shot. Results may be:-

**Wide Shot** - the enemy did not know where you were and missed widely.

**Missed** - the enemy took careful aim but missed you.

**Target Killed** - you have been killed and miss one shot while a companion from your unit takes your place in the firing line. You represent this soldier in future.

7

## SCREEN MAP

