# VC

T.M

TRS-80®, Mod I/III, Level II BASIC Cassette: 16K
TRS-80®  Color Cassette with joystick: 16K
Apple II +®  with Applesoft in ROM Diskette: 48K
IBM P.C.®  with DISK BASIC Diskette: 48K
Atari®  4/800 Cassette & Diskette with joystick: 32K

## microcomputer games

A Division of THE AVALON HILL GAME CO.
Baltimore, Maryland Printed in USA

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## INTRODUCTION
This game is a simulation of political/military warfare between guerilla forces (commanded by the computer), and pacification forces controlled by the player. This game spares the player any glimpse of the hardships suffered by the people of Viet Nam, or the hardships of the various combatants; rather, this game will demonstrate some of the challenging and entertaining tactical problems posed by an unconventional conflict. See historical background at end of these instructions for more information on this aspect of the game.

## OBJECT OF THE GAME
To win the hearts and minds of the people, and cut off and destroy all VC (Viet Cong) and NVA (North Vietnamese Army) units operating in your province (board). Of course you won't usually know which population groups are Viet Cong, or where VC/NVA units are, and since the VC recruit from the civilian populations, they will be attempting to increase their numbers.

You will lose the game if more than half the combined civilian population of your province either joins the VC to fight against you, or is destroyed. After all, you can't save the country by destroying it.

## FUNDAMENTALS
The playing area consists of a large rectangular grid. The TRS-80 Model I & III versions utilize a letter/number grid reference system. The Apple and IBM versions use an all-letter grid reference system and graphic symbols to represent the military and civilian units. The Atari and TRS-80 color versions utilize the joystick to move or fire units.
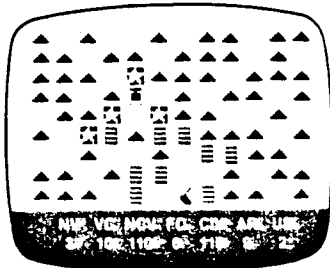
Atari & TRS-80 Color screen display
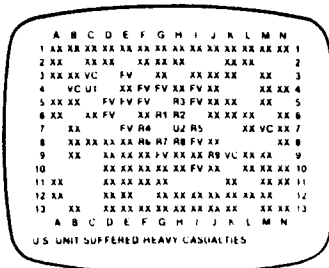


TRS-80 simulated screen display

## MAP SYMBOLS

| Atari<br>TRS-80<br>Color | TRS-80<br>Mod I/III | Apple | IBM | |
|---|---|---|---|---|
| 🐟 | U1 | ⚓ | [↕] | U.S. Airmobile unit. |
| 🦌 | U2 | 🔫 | [■] | U.S. Artillery unit. |
| ☰ | R0-R9 | ⟶R⟶ | ≡0≡ | ARVN (Army of the Republic of South Viet Nam) units. Ten in number (0-9). |
| ⊡ | NV | 🐟 | NVA | NVA (North Vietnamese Army) units |
| ⊡ | VC | 🔫 | VC!! | Viet Cong units |
| ▲<br>LT. GREEN | XX | ⬙ | ▲▲▲ | Neutral Civilian population group |
| ▲<br>BLUE | FV | ⬙F | ▲■▲ | Friendly Civilian population group |

## GAME UNITS:
### Units Controlled by Player

**U.S. Airmobile Infantry Battalion (ID code U1):** This unit is capable of moving to any vacant square on the board. At the start of the game, this unit has a combat strength equal to five VC units.

**U.S. Artillery Battalion (ID code U2):** This unit is always stationary in its firebase. From there it can bombard any space on the board, and may damage any friendly or hostile military unit (or civilian population) in the target area. (NOTE: Never shell civilians; you will alienate the population and facilitate VC recruiting efforts.)

**ARVN Infantry Battalions (ID-codes R0-R9):** There are ten ARVN infantry units at the start of the game under your command. These units can move one square in any of eight directions (N, NW, W, SW, S, SE, E, NE). ARVN units have an important quality that the U.S. units do not have: since they speak the language and know the people, they can identify adjacent civilians as being friendly, neutral or VC.

## Units controlled by the computer:

**Friendly Civilians:** In the beginning of the game there are no friendly civilians. Friends are won when your forces move out amongst the people. Of course, your friends have enemies, and friendly civilians are often attacked and destroyed or neutralized by the VC/NVA, who want to keep the Saigon government's popularity with the people to a minimum.

**Neutral Civilians.** These civilians are politically indifferent. The VC will try to recruit them, and the player should be trying to win them over to the allied effort.

**VC and NVA Battalions.** Often disguised as Neutral Civilians, the player must move one of his units next to a neutral civilian to determine if it is really a civilian or a VC/NVA unit.

## GAME PLAY:

The game begins with a prompt for the level of play desired by the player. The higher the number chosen, the harder the game will be for you to win. Next the game board is displayed on the monitor screen. The U.S. and ARVN units start the game grouped together. The disposition of the civilians, VC and NVA is randomly generated and will be different for each game. Below the display will be a status report and input prompt lines.

The "status" or S2 report will display the number of allied military units remaining, the combined number of civilian population groups (both neutral and friendly), an "ESTIMATION" of the number of VC and NVA battalions, and the number of turns (weeks) played.

## APPLE, TRS-80 Model I/III & IBM versions:

When it is your turn to move a unit, the computer will prompt you for a unit ID code. Enter the ID code (U1, U2, R4, R0 etc. See GAME COUNTERS section for ID codes) for the unit you wish to move or fire (and press the **ENTER** key on the TRS-80 or IBM and the **RETURN** key on the Apple). The computer will display the unit's strength and then prompt you for movement or fire mission input.

4

5

**U.S. Airmobile unit.** The computer will prompt you for the horizontal and vertical coordinates. Enter the horizontal coordinate first and then the vertical coordinate (**NOTE:** it is necessary to press **ENTER** on the TRS-80 and IBM after each coordinate). The Airmobile unit will move to those coordinates, provided that the space is unoccupied.

**U.S. Artillery unit.** If you elect to fire your artillery unit, instead of moving an infantry unit, you will be given three fire missions. The computer will prompt you for the target's grid coordinates. Enter the coordinates in the same way as you would for moving the Airmobile unit. The artillery unit will shell those coordinates and all occupants in it. Artillery is not always effective and units in the target grid may survive one or more bombardments before being destroyed. If you do not wish to use all three fire missions, press the **ENTER** key (**RETURN** on the Apple version).

**ARVN units.** The computer will prompt you for a direction, and you should enter a one- or two-character compass point directions (see graph below). ARVN units can exchange places with friendly and neutral civilians, but it may upset the friendly group and turn them neutral once again. ARVN units cannot move into squares occupied by VC or NVA battalions. The ARVN unit will not move, but attack the VC/NVA unit instead.

```
              N
      NW      ^      NE
        ↖     |    ↗
          ↖   |  ↗
   W ←————————+————————→ E
          ↙   |  ↘
        ↙     |    ↘
      SW      |      SE
              v
              S
```
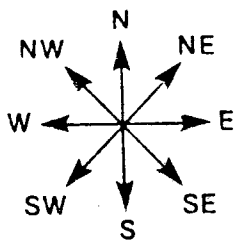
## ARVN Movement Directions

An ARVN unit can attack along its perimeter, without moving, by pressing the **ENTER** (**RETURN** on the Apple) key, instead of inputting a compass direction.

After your unit has moved, you have the option of calling for a fire mission from the artillery battalion. Input the target grid coordinates as per the above instructions. If you do not want a fire mission press the **ENTER** key (**RETURN** on the Apple) and the computer will start its turn.

**NOTE:** if you hit the wrong key during input, you can make corrections by pressing the asterisk (*) key before hitting **RETURN/ENTER.** On the IBM, however, use the **DELETE** key to make corrections.

## ATARI version only:

When it is your turn to move, the computer will display the current game statistics in the text window as follows:

| NVA | VC | Neutral Civilians | Friendly Civilians | Total Civilians | ARVNS | US units |
|---|---|---|---|---|---|---|
| NV | VC | NCV | FC | CIV | AR | US |
| 3 | 24 | 98 | 6 | 104 | 8 | 2 |

Sample Atari text display

To move or examine a unit, position the cursor (the upside-down red "L") over the unit. If you want to move a friendly unit, press the "fire" button on the joystick control. Hold the button down until the unit starts to flash a solid color. When it starts flashing, release the button. Now move the cursor to the area on the board that you want the unit to move too and press the joystick "fire" button again. The unit will move to that position. note that ARVN units may only move to adjacent areas, and that the US artillery unit may not be moved.

After you have moved the unit and all combat has been resolved, the computer will ask you if you want to fire your artillery unit. If you do not want to fire, tap the joystick control handle to the LEFT. If you DO wish to fire the artillery unit, push the handle to the RIGHT. A cursor will be displayed on the screen. Position the cursor over the unit you want to blast and press the "fire" button on the joystick controller.

## TRS-80 Color Computer:

All movement and artillery fire can be controlled with the joystick **or** on the keyboard. For movement, a **red** cursor (a hollow square) is displayed and for artillery fire, a **blue** cursor is displayed. Following is a list of the keys that can be used to move friendly units and the corresponding direction the unit will move when such key is used.

| KEY | DIRECTION |
|---|---|
| ► | right |
| ◄ | left |
| ▲ | up |
| ▼ | down |

To move a unit, position the red cursor over it and press either the "fire" button on the joystick controller or the SPACE BAR on the keyboard. (Ensure that the joystick handle is centered and straight up before pressing the "fire" button.) The unit symbol will start to flash. Once the symbol is flashing, move the cursor to the area on the board you want the unit to move too and press the "fire" button or the space bar.

After you have moved the unit and all combat has been resolved you will be given the option to fire your artillery unit. Position the blue cursor over the target and press the "fire" button or the space bar. If you do not wish to fire the artillery unit, position the cursor over an empty square OR over the artillery unit itself and press the "fire" button or the space bar to continue.

## Computer's Turn:

The computer randomly moves 10 civilian or VC/NVA units during its turn. VC/NVA units may be moved into positions adjacent to allied units with combat ensuing, or they may be moved adjacent to neutral civilians with recruitment possible. When VC/NVA move next to friendly civilians they will attempt to either neutralize or destroy the civilian group. Likewise civilian units may be moved randomly, and if moved next to VC/NVA the same results as above will occur. If a neutral civilian group moves next to an allied unit it may become friendly.

After the computer has completed its movement and combat, one game turn or week has been completed and the cycle will begin again.

## COMBAT:

Combat happens whenever hostile forces are moved adjacent to each other; the melee is represented graphically in the positions occupied by the warring units. As a result of combat, one of the following actions could occur:

1. VC or NVA battalion destroyed.
2. VC/NVA unit intact; allied unit remains, but has lost combat strength.
3. Allied battalion destroyed.
4. Allied unit intact; NVA battalion lost combat strength.

## HISTORICAL BACKGROUND

After World War II, the French attempted to re-establish their hegemony over the Indo-Chinese colony of Vietnam. They were opposed in their efforts by the communist-dominated insurgents known as the Viet-Minh.

Despite economic and military assistance from the United States the French war effort went badly. After their major tactical defeat at Dien Bien Phu, May 1954, the political opposition at home became too great for the French government and it agreed to an international conference to end the fighting.

The outcome of the conference was the Geneva Accords. Vietnam was to be temporarily divided by the creation of a demilitarized zone (DMZ) along the 17th parallel. A Viet-Minh, or communist government under the leadership of Ho Chi Minh would be formed in the North, with its capital in Hanoi. South of the DMZ, in the city of Saigon, a "free" government would be formed around the former Vietnamese emperor, Bao Dai. The Geneva Accords called for nationwide elections to be held in both North and South Vietnam, in 1956 in order to reunite the country.

Shortly after the promulgation of the Accords in the autumn of 1954, Ngo Dinh Diem, Bao Dai's premier, ousted the emperor and took over the government. Diem refused to allow the elections, on the grounds that South Vietnam had never acceded to the Geneva Accords. The communists used Diem's refusal as an excuse to intensify their terrorist campaign against the South. The people that conducted this terrorist campaign came to be known as the Viet Cong, or VC. (Viet Cong—Vietnamese Communist. This term is derived from the abbreviations for Vietnamese and the Mandarin Chinese word Kung ch'an [to share property]).

By 1961 the VC had become a serious threat to the Diem Regime. American officials were concerned that if South Vietnam came under communist control, all of South-East Asia might fall, leading to threats to Australia and the Philippines (the "domino theory"). To meet the growing threat, the newly elected President John F. Kennedy decided to increase the number of American advisers in South Vietnam. By the end of 1962 the number of US military personnel in the country totalled more than 11,000.

With the increase of American assistance and the growth of the South Vietnamese military, it was hoped the VC threat would be quickly eliminated. This hope was quickly crushed, in November 1963, when Diem was overthrown and killed in a coup d'etat. There followed a succession of unstable governments. Amid the political turmoil and corruption, the VC flourished, and regular North Viet-

namese .y (NVA) units began to appear in the South. In response, the US military buildup continued, reaching 23,000 by 1964.

Then, in August 1964, two incidents between American destroyers and North Vietnamese patrol-boats in the Gulf of Tonkin occurred. These incidents caused the US Congress to pass, by a near-unanimous vote, a resolution authorizing then-President Lyndon B. Johnson "to repel any armed attack against the forces of the United States and to prevent further aggression". This resolution was the legal basis for all subsequent US actions in South Vietnam until 1970 when it was repealed.

VC strength continued to grow and by late 1964, regimental and divisional strength units began to appear. District and provincial capitals were assaulted and temporarily held, and US installations, including the US Embassy in Saigon, came under communist terrorist attack. In retaliation, President Johnson authorized air strikes against selected targets in North Vietnam and ordered US Air Force aircraft to assist the Army of the Republic of Vietnam (ARVN) ground units. Upon the advice of the American ambassador to South Vietnam, Maxwell Taylor and the MACV (Military Assistance Command-Vietnam) commander, General William C. Westmoreland, President Johnson ordered the bombing attacks on North Vietnam to be gradually intensified. It was hoped that the bombing would convince the North Vietnamese government to stop its support for the VC.

In order to protect the airbases in South Vietnam, from which many of the bombing attacks were launched, it was deemed necessary to commit ground combat troops. In March 1964, two US Marine Corps battalions arrived in South Vietnam to protect the airbase at Danang. They were shortly followed by a military police battalion to protect installations in Saigon. In May, a US Army airborne brigade arrived to protect the airbase at Bien Hoa. By June these airborne troopers were being used in ground offensive operations against the VC.

From this date on the US involvement increased in scale. By the end of 1965 over 180,000 American military personnel and token ground forces from Australia and South Korea were stationed in South Vietnam. At the height of the American involvement in Vietnam almost 550,000 Americans and 65,000 military personnel from other nations would be committed to the conflict.

Finally the political turmoil in Saigon, but not necessarily the corruption, came to an end in June 1965. A new government was formed with General Nguyen Van Thieu as the head of state and Air Vice-Marshal Nguyen Cao Ky as his premier. This gave enough political stability in the country for the next phase of the war to take place—"pacification".

Under pacification, American troops were to bear the . .in battle against the communists, freeing the ARVN forces to protect the villages and weed out local guerrillas. American and South Vietnamese civilian agencies were to bring government services to the people and attempt to win their loyalty to the Saigon regime.

But Vietnam was a different type of war for the US. There were no front lines, victory and progress were measured in such abstract things as enemy killed (body counts), miles of highways opened and villages controlled. The enemy could be almost anywhere, indistinguishable from the civilian population. American and ARVN troops could be swiftly moved from place to place by helicopters; there developed a network of firebases (artillery bases from which artillery fire could cover almost the whole country) to support the infantry. In the daytime the country was under the Saigon government's control, at night it reverted to the communist. Large battles were fought, but Vietnam was a war of the individual soldier. Patrols of squad or platoon size would move out into the country side searching for the enemy.

Despite the nature of the war and the difficulty of measuring victory, the pacification program seemed to be working. But then in January 1968, on the first day of the Vietnamese lunar new year holidays, known as Tet, the communist launched a major drive to take the country. The Tet offensive came as a surprise to the American and ARVN military leaders (or at least the size and scope of the attacks).

Tet was one of, it not the, major defeats for the communist forces during the war. The communists lost 32,000 against a loss of 3,000 American and ARVN dead. The VC, as a fighting force, almost ceased to exist. For the rest of the conflict, it was the NVA units that had to carry on the bulk of the communist fight.

But in the long run, the Tet offensive was a strategic victory for the communist. The offensive stunned the American people, who on the whole believed the war was being won. But the news media reports from the battlefield led the American people to conclude that the war was unwinnable. With a growing anti-war sentiment in the US, President Johnson initiated negotiations with the North Vietnamese to bring peace. But neither side wanted to make concessions, so the "Paris peace talks" dragged on unproductively for years.

After Richard M. Nixon became president, he embarked upon a policy of "Vietnamization". The American military forces would be gradually withdrawn while at the same time building up the South Vietnamese armed forces. By early 1972 almost all American ground combat troops had been withdrawn from Vietnam. An agreement

was reach__ at the Paris peace talks, and on 28 January 1973 a cease-fire agreement came into effect. Sporadic fighting continued however. In August 1973 the US Congress passed a resolution forbidding funds for any more American military action, to include bombing support, in South-East Asia.
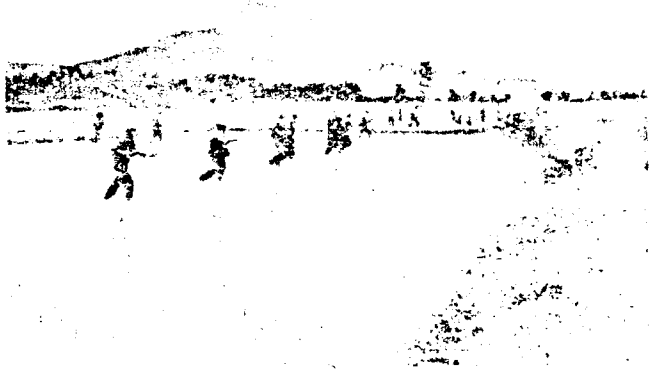
The North Vietnamese, seeing that the US would not support the South Vietnamese, increased their forces inside South Vietnam. By early 1975 there were over 400,000 North Vietnamese troops in the South. In January 1975 an NVA attack over-ran Phuoc Long province, on the Cambodian border. When the US Government failed to react to this aggression, a major offensive was launched by the North Vietnamese.The over-extended and outnumbered South Vietnamese forces, without the badly needed US support, fell apart. On April 30, 1975 the South Vietnamese government surrendered to the invading North Vietnamese forces. Vietnam was once again united, but this time under communist control.
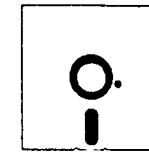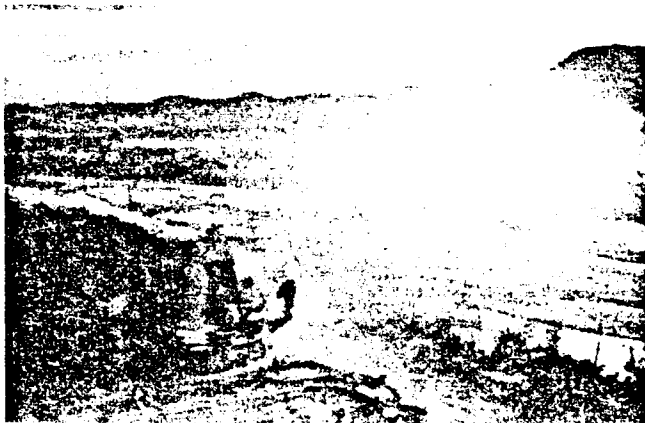
## DISKETTE LOADING INSTRUCTIONS:

### Apple II + and Atari Diskettes:

These versions are "Auto-boot" diskettes. Simply put the disk into your disk drive and boot the disk. The program will load and the game will begin automatically.

### IBM P.C. Diskette:

Boot the system disk and enter Disk BASIC as per the instructions in your DOS manual. Then type:

**RUN "VC"**

and hit RETURN. The program will load automatically.

## CASSETTE LOADING INSTRUCTIONS:

### Atari 4/800 Cassette version:

VC is in Assembly Language which requires at least 32K RAM. It is loaded from the cassette tape by following the following instructions in precise order:

1. Turn off the Atari 4/800 and remove all game and program cartridges. Do not remove the Operating System Cartridge.

2. Plug the joystick into port #1.

3. Make sure the cassette is completely rewound on Side One. Place it in the cassette player.

4. Push the yellow START key on the right side of the keyboard and KEEP IT DOWN.

5. Turn on the Atari Computer. It will beep once to let you know it is ready to load the tape. When the computer beeps, release the START key and press the PLAY button on the cassette recorder.

6. Press the RETURN key on the Atari keyboard. The cassette player will begin to run and the program will load.

7. When the entire program is loaded, the cassette player will stop automatically and the game will begin.

8. To protect your game cassette, you should rewind the tape and put it back in the box.

## TRS-80 Mouel I/III cassette:

The TRS-80 program is located on Side Two of the cassette. Observe the following steps in precise order to load the program.

1. Put the cassette tape into the cassette player and rewind (or fast-forward) to the beginning of Side Two.

2. Turn on the computer and type: **CLOAD** (for Model III owners, enter: **L** to the CASS? prompt, then type **CLOAD).**

3. Now, press the PLAY button on the cassette recorder and then ENTER on the keyboard. The program will begin to load, which will be indicated by a flashing asterisk in the upper right corner of the screen.

4. When the READY prompt reappears, type: **RUN** and press the ENTER key. The game will begin.

## TRS-80 Color Computer Cassette:

The TRS-80 Color version of VC is located on Side Two of the cassette AFTER the TRS-80 Mod I/III program. By pulling out the EAR and MIC jacks on the recorder and listening to the tape, you can differentiate between the two programs. To load the program from the cassette, observe the following steps in precise order:

1. Locate the beginning of the program as described above.

2. After the start of the program is found, type: **CLOADM** and then press the PLAY button on the cassette recorder.

3. Now, depress the ENTER key on the keyboard. The computer will search for and load the program.

4. When the READY prompt reappears, type: **EXEC** and press the ENTER key. The game will begin.

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### QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed *"complete"* in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

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### IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.

2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.

3. If you can adjust the volume on your recorder, try different settings, both higher and lower.

4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.

5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.

6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load.) to:

**Avalon Hill Microcomputer Games**
4517 Harford Road
Baltimore, Maryland 21214

Defective software will be replaced.

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