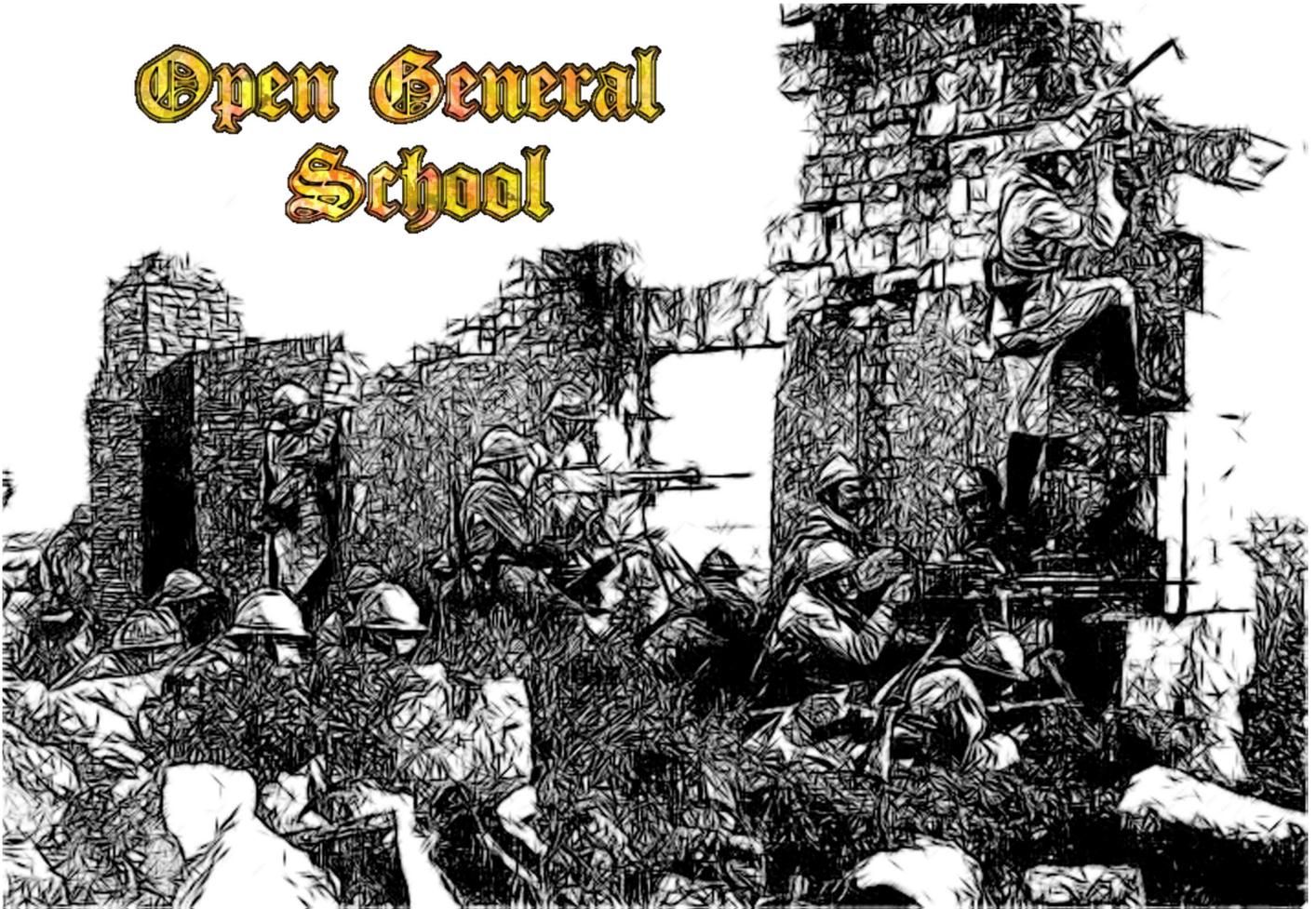


Open General School



THEME 1

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v 1.0

OPEN GENERAL SCHOOL

Welcome to the Open General School; it will guide you through the game, step by step.

Go to: <http://luis-guzman.com/OpenGen.html> and download the installer (InstallOpenGeneral.exe)



Save and run it:



Then select or create a folder for the game:



The installer will create all the necessary files to run the game. When it finishes, you'll have this icon in the desktop:





You can start the game by double clicking on it.

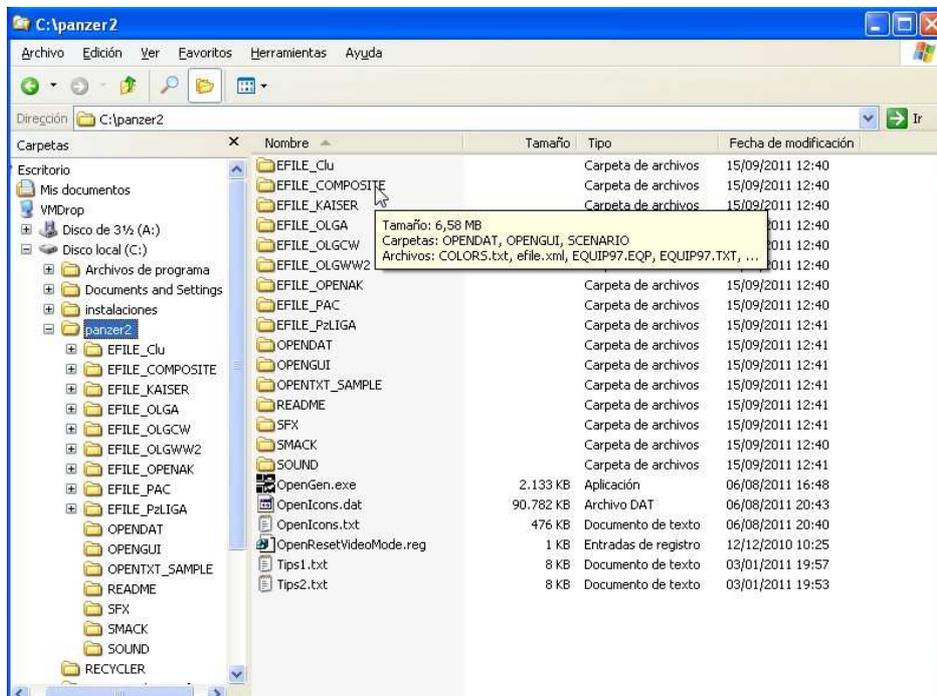
When you run the program, you'll see something like this.



Efiles

To get an idea of what the equipment is, you can think that if we play a battle of World War 1, the units (soldiers, tanks, aircraft, artillery ...) are very different than if we play a battle of the Spanish Civil War or World War 2.

The game lets developers to create Efiles, equipment files. These files are loaded into the game to play the battles (scenarios) taking place at this time. The Efiles are in a specific game folder (Efolder).

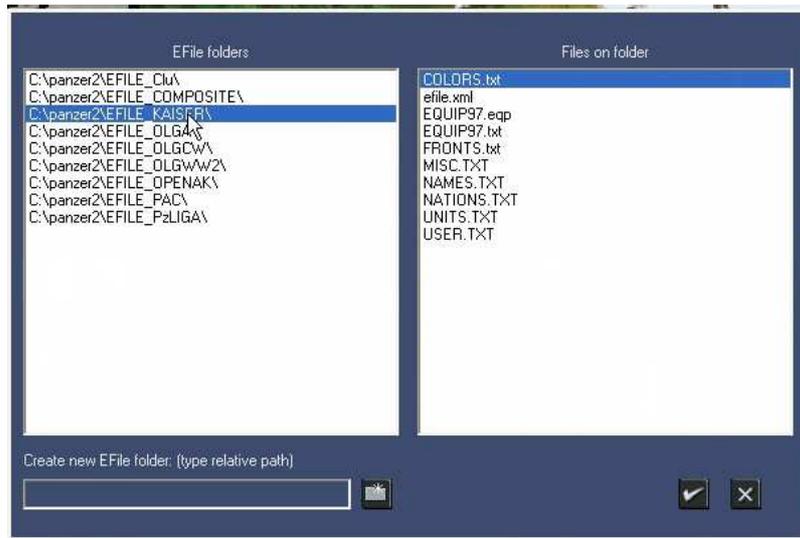


OPEN GENERAL SCHOOL

We are going to select an Efile of World War 1 (WWI), the Kaiser General. The first button allows the selection of the Efile folder. As you see below, it also indicates which Efile is loaded at the moment.



This is the selection window; we chose the folder of the Kaiser General Efile.



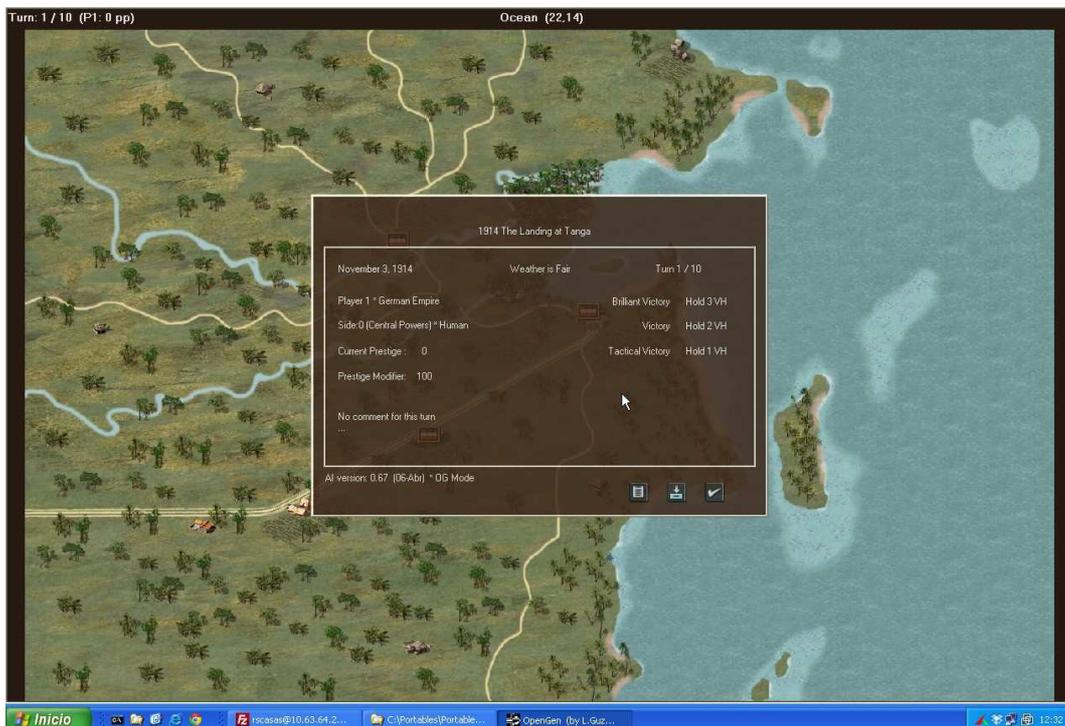
The start screen switches to the Kaiser General one (this is part of the Efile). Now we can choose a scenario for this equipment. It is the second button.



Now we see a list of the scenarios for this equipment. Select: *1914 Landing in Tanga*. When it's selected you can see a small introduction. We will not explain the other options.



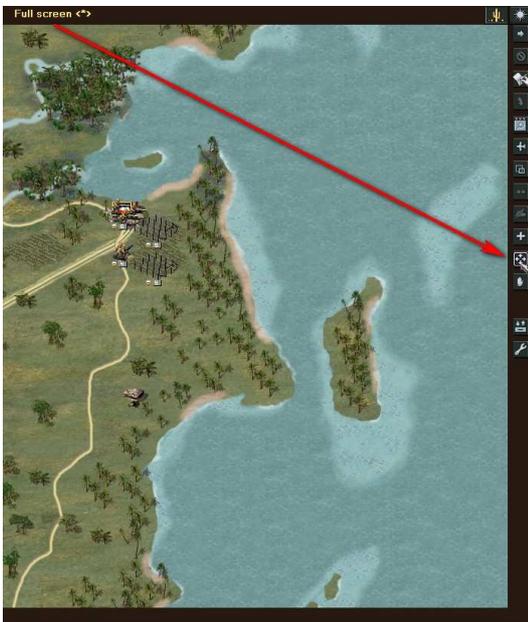
When we click the OK button, the scenario loads and the window shows that we are at the first turn of 10 (Turn 1/10); then it explains the objectives of the scenario: hold VHs. It also says that the weather is Fair. We are not going to look at the other information for now.



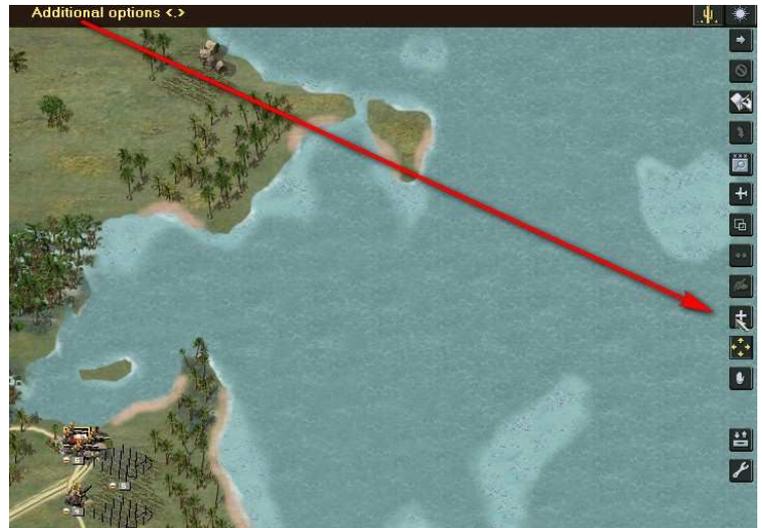
If you have any problems with installing or loading scenarios, please contact us. You can also use the forum at <http://www.panzercentral.com/forum/viewforum.php?f=132>

OPEN GENERAL SCHOOL

This is the main game screen. As you can see it is an image (map) on which you can see flags with golden borders: these are the Victory Hexes (VH). In the map you can see the units, in this case infantry, machine gun and barbed wire; those with a gray box below are ours. The number indicates the strength of the unit. To the right you have buttons for other actions.



If you can't see the full window, click this button.



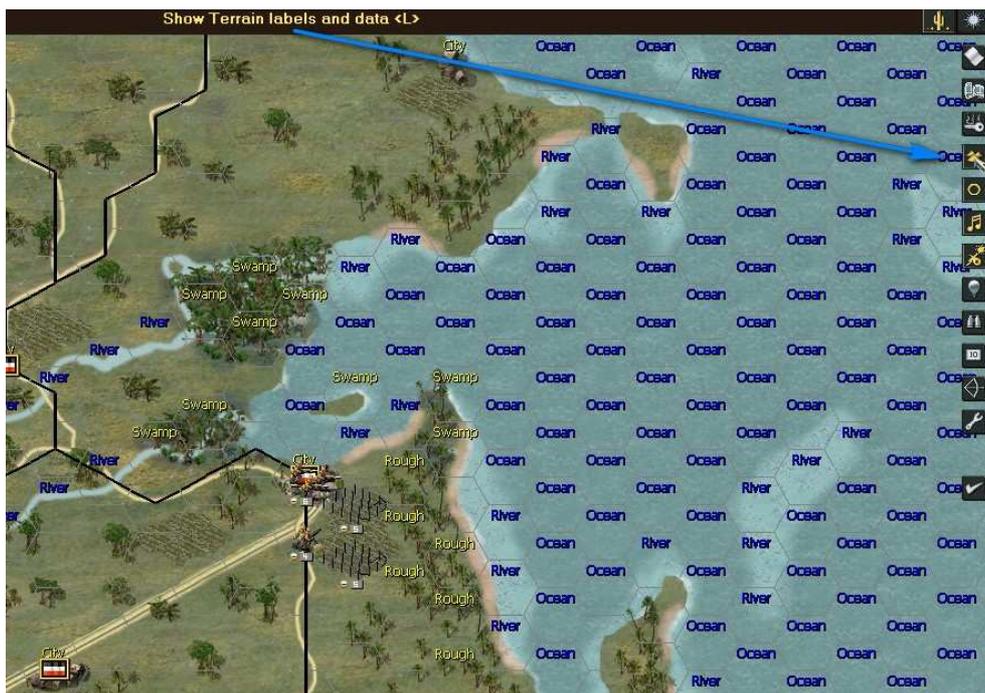
There are more options, but as they are seldom used, they are in the + button.

OPEN GENERAL SCHOOL

The map is divided into hexagons. To see them, you must click the + button, and then the *Show grid* button.



In addition to the VH, each hex represents a type of terrain. You can see it with the button *Show Terrain labels and data*.



Terrain influences especially the movement, although sometimes also the combat. Obviously a unit usually does not move as fast in a mountain as in clear terrain... The black lines are roads.

First we will examine our units; to do this click the *Headquarter* button (HQ)



Here we see our units and their characteristics. We have another column of buttons that we will explain later.



The unit stats window is one of the most important in the game. Let's see some of the unit's characteristics.

Unit's characteristics

Abilities: P

Main U:1

17 FK

141

3 6/6

1 0 2 3

1 4 0 0

3 4 5

17 FK MG Sec

17 FK

Experience

Strength. 6 from a maximum of 6.

Attack against hard, soft, aerial and naval targets.

Defence against ground and aerial attacks

Ammo. It can fire three times without resupplying.

Number of hexes that the unit can move. It depends on terrain.

Range. Distance in hexes that the unit can attack. In this example just 1, only adjacent units.

Lets see some more in another unit.

Unit's characteristics

Click to show transport details
Abilities: PDSGFH

Main U:3
17 FK MG Sec

12/13 4/4

2 7 2 2

1 7 1 0

6 5 1 7

17 FK MG Sec 17 FK

Unit has transport. It can move more than its 2 hexes of movement

The unit has spent 1 ammo

This unit can fire at targets two hexes away

The unit its better attacking soft targets (7) than hard (1)

Detailed description: This image shows a detailed view of a game unit's characteristics. The unit is a 'Main U:3' of the '17 FK MG Sec' class. It has abilities 'PDSGFH'. The unit's icon features a wheel, indicating it has transport. The unit's stats are shown as '12/13' and '4/4'. The unit's movement is 2 hexes. The unit's attack range is 7 hexes. The unit's attack is 2. The unit's defense is 2. The unit's armor is 1. The unit's health is 7. The unit's speed is 1. The unit's range is 0. The unit's damage is 6. The unit's accuracy is 5. The unit's precision is 1. The unit's stability is 7. Callouts explain that the unit has transport, can move more than its 2 hexes of movement, has spent 1 ammo, can fire at targets two hexes away, and is better at attacking soft targets (7) than hard targets (1).

Some units have transport, represented by a wheel in their icon.

Machine Guns
Soft target

Main U:3
17 FK MG Sec

12/13 4/4

2 7 2 2

1 7 1 0

6 5 1 7

17 FK MG Sec 17 FK Barbed Wire Barbed Wire

The unit is a soft target, of the MG class. Click to see its transport

Detailed description: This image shows a detailed view of a game unit's characteristics. The unit is a 'Main U:3' of the '17 FK MG Sec' class. It has abilities 'PDSGFH'. The unit's icon features a wheel, indicating it has transport. The unit's stats are shown as '12/13' and '4/4'. The unit's movement is 2 hexes. The unit's attack is 7 hexes. The unit's attack is 2. The unit's defense is 2. The unit's armor is 1. The unit's health is 7. The unit's speed is 1. The unit's range is 0. The unit's damage is 6. The unit's accuracy is 5. The unit's precision is 1. The unit's stability is 7. Callouts explain that the unit is a soft target, of the MG class, and can click to see its transport.



Click accept and return to the scenario. If we click in a unit, the hexes in their movement range are darkened.



OPEN GENERAL SCHOOL

If the unit has transport, the hexes in range that can only be reached with the transport show a different icon.

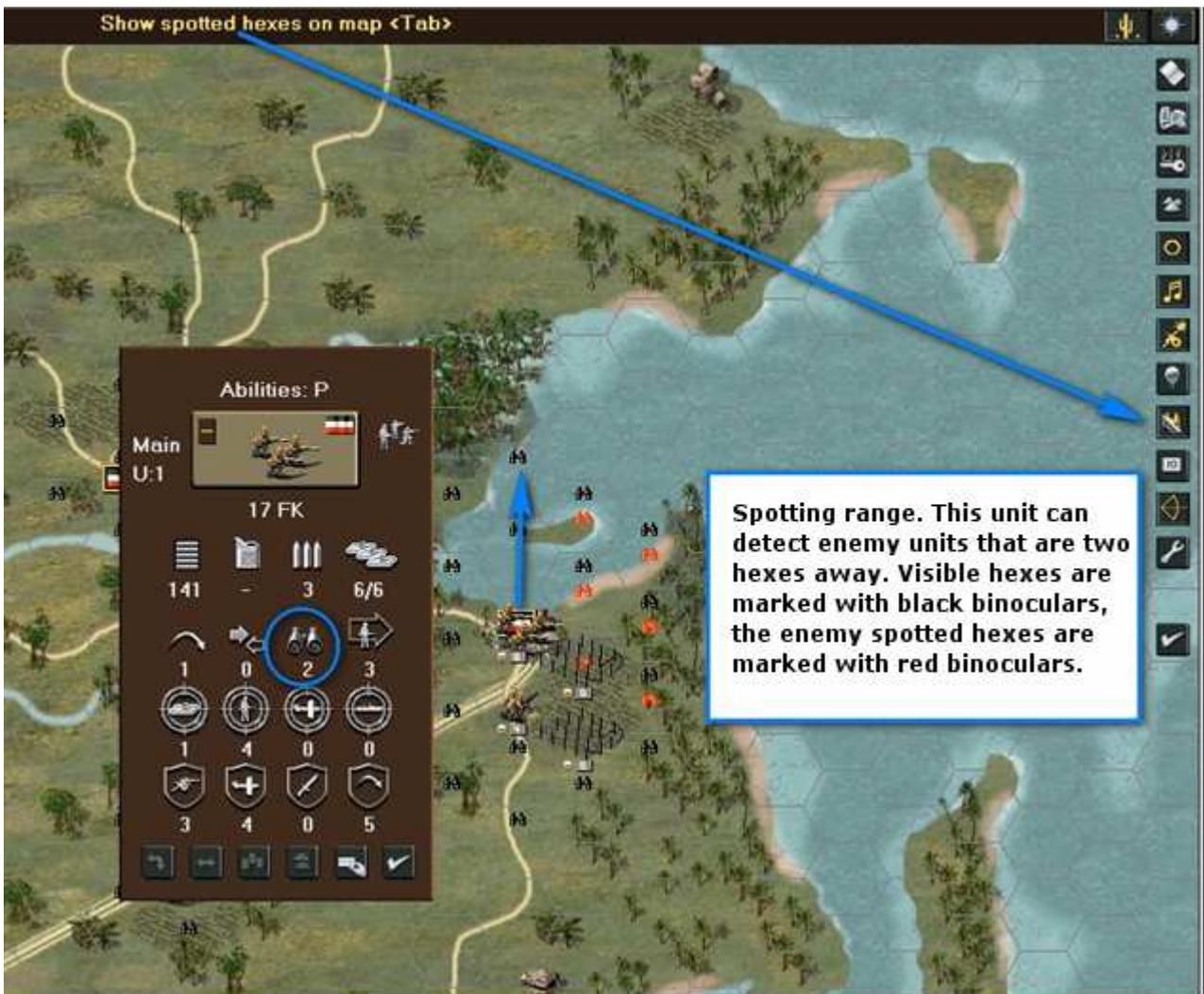


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As we said earlier, there are units that can shoot from a distance; this is called the *range of fire*. To see it in the additional options click the + button.



Another important characteristic is the *spotting range*, represented by binoculars. You can show them in the additional options.



OPEN GENERAL SCHOOL

In turn-based games, like Open General, time is not important; when you decide to end the turn just click the *End turn* button.



Now you are ready to start playing. You can move and attack. There are many rules about movement and attack that we will gradually discover. Now have fun playing.

You can use the forum to ask any doubt: <http://www.panzercentral.com/forum/viewforum.php?f=132>