INSTRUCTIONS

CONTENTS:-

1) The Main Screen

On a *The Lessons of History* study icon being double-clicked the main screen appears.

(The Schlieffen Plan 1914 study main screen, 65% of actual size)

The *main screen* comprises an animated map, written information about *Event 1* (an *event* being the series of historical events which have been reached in the chronological account which makes up the study), buttons to activate *Event 1*'s *sub-events* (which might be: a} *decisions*, b} *events subject to chance* or c} *attacks*), other buttons through which to access *secondary information screens*, boxes within which markers are displayed and a display showing the number of points currently gained by the side which emerged the victor from the historical events depicted.

The study is controlled through the use of buttons, the use of which is described below, which are all selected by left clicking on them once.

(Note: The *Schlieffen Plan 1914* study, which is referred to throughout these instructions, is a good introductory study, being limited in length (24 *events*), limited in scope and complexity, and having been provided with *sub-event* text (see *3} Sub-Event Text*) which has explanatory notes added to it.)

2) The Event Text

The *event text* (in white) is at the heart of a *The Lessons of History* study and should be read with care, as though part of an essay (it will be noted that each *event* has a number, a title and an illustration). The *event text* is not a servant to the map and the *sub-event* buttons; the digital displays are servants to the *event text*, which provides a full account of the historical events which are the subject of the study

EVENT 1: ONLY MAKE THE RIGHT WING STRONG

August, 1914) Schlieffen's dying words are reported to have been: 'It must come to a fight; only make the right wing strong.' Schlieffen's plan called for 90% of the German strength to deliver the blow on the right. Moltke reduced the proportion to 60%.

(The Event 1 event text, title and illustration from the Schlieffen Plan 1914 study)

The *event text* is vital, not merely insofar as it provides a chronological account of the historical events being described, but because it gives a clear indication of the origin and purpose of the *event*'s component parts, the *decisions*, *events subject to chance* and *attacks (*the *sub-events)*, and may also provide indications of the possible consequences of hypothetical decisions and outcomes.

3) The Sub-Event Text

Beneath the *event text*, displayed in red, blue or green, is the *sub-event text*, this being a guide to the *sub-events* for that *event*. The *sub-event text* describes the purpose and action of the *sub-event* buttons below it, red for *events subject to chance*, blue for *decisions*, green for *attacks*. Each *sub-event text* has a number which corresponds to the number of the *sub-event* buttons below that it describes.

(The Event 8 sub-event text, buttons and button slots from the Schlieffen Plan 1914 study)

It will be noted that there are in *Event 8* (above) five *sub-events* in the *sub-event text* but buttons appear only for the *event subject chance* and *attack* no. 3. The *attack* no. 1 buttons do not appear at the start of Event 8 because this *attack* is influenced by the outcome of the *event subject to chance* and will not become visible until it is resolved. As the sub-event text makes clear, *attack* no. 2 and *attack* no. 4 only become available if the hypothetical outcomes described have taken place.

Note: The *sub-events* for which buttons are provided at any one time can be resolved in any order in which they appear and may even be passed over (and will in this event be discarded on the *event* being ended), but it is as well to ensure that the possible consequences of not adhering to the number order or of passing a sub-event over, while they are not likely to be major, have been fully understood

Decision Sub-Event Text

Decision sub-event text (which is in blue) gives the *decision*'s number, the name of the nation or side making the decision and a brief description of each of the two possible choices (as well, sometimes, as a brief indication of the possible consequences of each choice):

> **1) German Decision One (Historical):**
> Keep the current German deployment (Germany gains points).
> or
> **1) German Decision Two:**
> Redeploy the German forces in keeping with Schlieffen's original plan (Germany loses points but gains attacks in Events 6 & 7).

(Decision sub-event text from the Schlieffen Plan 1914 study)

Event Subject to Chance Sub-Event Text

Event subject to chance sub-event text gives *the event subject to chance*'s number and a brief description of what it is that is subject to chance:

> **1) Event Subject to Chance:**
> Determines whether Belgium decides to resist.

(Event Subject to Chance sub-event text from the Schlieffen Plan 1914 study)

Attack Sub-Event Text

Attack sub-event text gives the *attack*'s number, the name of the attacking nation or side and the name and/or grid reference of the objective being attacked:

> **1) Germany attacks Liege (K3).**

(Attack sub-event text from the Schlieffen Plan 1914 study)

4) The Sub-Event Buttons

Beneath the *sub-event text* are the corresponding *sub-event buttons*, which, like the *sub-event text*, is colour-coded (red for *events subject to chance*, blue for *decisions*, green for *attacks*.

Decision Sub-Event Buttons

There will be two *decision sub-event buttons*, **DECISION ONE** and **DECISION TWO**, one for each of the two *decisions* that can be taken. In most cases the first of the two *decisions* will be that which was taken in reality, which, as can be seen below, is marked **H**, meaning *historical*.

DECISION ONE H   **DECISION TWO**

If *both decisions* are hypothetical, the first *decision button* will simply be marked **DECISION ONE**:

DECISION ONE

The use and purpose of *decision buttons* is explained at greater length in *12) The Use of Sub-Event Buttons: Decisions*.

Event Subject to Chance Sub-Event Buttons

There will be generally by two *event subject to chance buttons*, **ESC** and **ESC H**, the first being used to select an outcome which is subject to chance, the second being used to select the historical outcome. In the event that the *event subject to chance* is hypothetical, only the first button will be available.

ESC   **ESC H**

The use and purpose of *event subject to chance buttons* is explained at greater length in *13) The Use of Sub-Event Buttons: Events Subject to Chance*.

Attack Buttons

There will be generally be two *attack buttons*, **ATTACK** and **AH**, the first being used to select an outcome which is subject to chance, the second being used to select the historical outcome. In the event that the *attack* is hypothetical, only the first button will be available.

ATTACK   **A H**

If an attack cannot take place (most obviously because the objective has already been captured by the attacking side) an *alternative attack* is sometime possible against a different objective. This being a hypothetical attack, a third button would instead be available, **ALT. ATTACK**, meaning *alternative attack*.

ALT. ATTACK

The use and purpose of attack buttons is explained at greater length in *14) The Use of Sub-Event Buttons: Attacks*.

5) The Map

The map is overlaid with a hexagonal grid (each hex having a grid reference), some hexes containing an objective (generally key towns or cities), these being hexes that have in them an *objective counter* displaying the flag of the occupying nation or side.
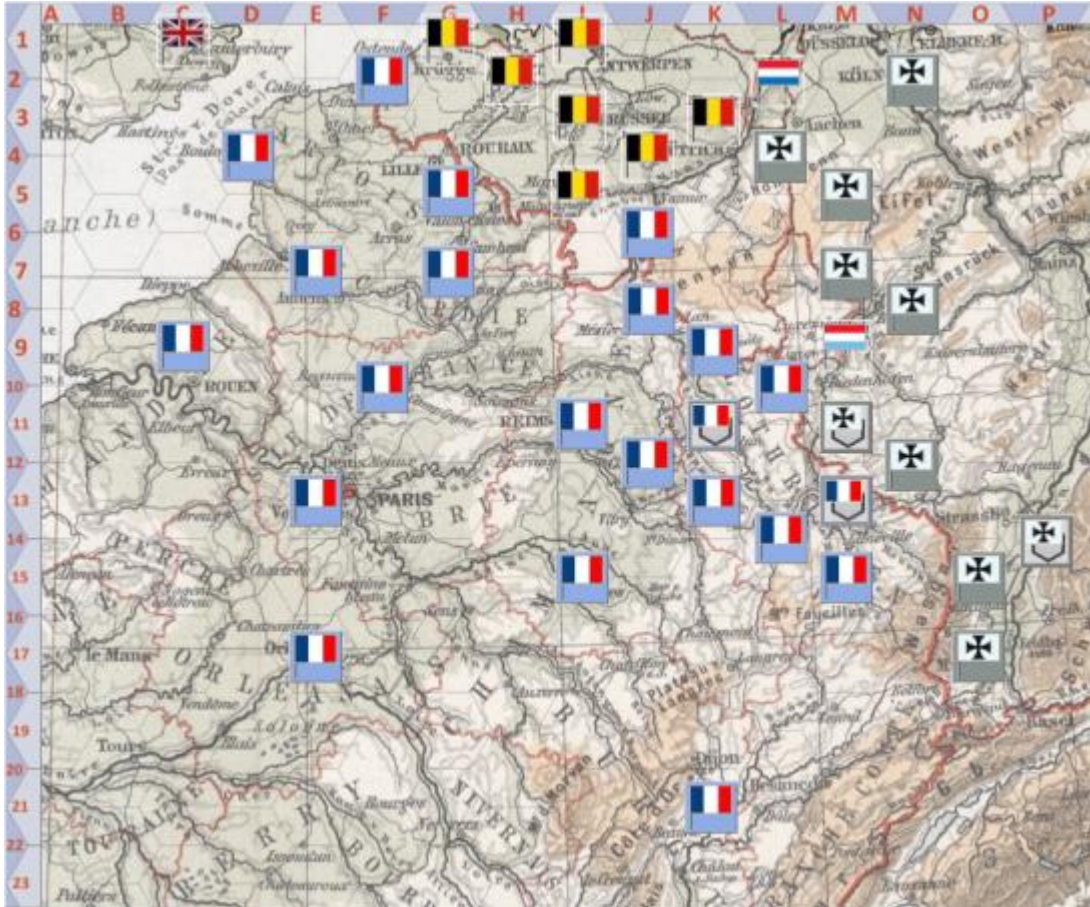
(The map from the Schlieffen Plan 1914 study, 65% of actual size)

Those who are familiar with historical computer or board games may be surprised not to see displayed on the map counters or markers representing individual military units. In *The Lessons of History* studies military force is represented abstractly. The map displays key positions held at any given moment by each side's military forces and shows attacks as they occur, but military forces when in action are fluid and constantly changing entities, their deployment, employment, composition, quality and morale being subject to forces which *The Lessons of History* focuses on and represents through the action of *sub-events*.

The Lessons of History maps are always 92 hexes or fewer so that they can always be seen in their entirety. This is to ensure that all changes to the map can be seen at a glance in order to obtain a clear and immediate impression of everything that is happening.

6) Objectives

Objectives counters represent the presence in an objective hex (that is to say a hex containing an objective) of military force of either one side or the other or of a neutral state. The nature of the military force present in the hex is indicated by the objective counter's appearance (which may alter), but the counter's essential purpose is to indicate which side owns which objectives at any given moment.


(Belgian, French and German objective counters from the Schlieffen Plan 1914 study)

Objectives are explained in more detail in *15) Objectives*.

7) The Markers

At the bottom of the screen will be seen, outlined in white, a row of boxes, in which may at various times and for various periods of time be displayed markers, their appearance (and disappearance) triggered by certain *sub-event* outcomes, historical or hypothetical.
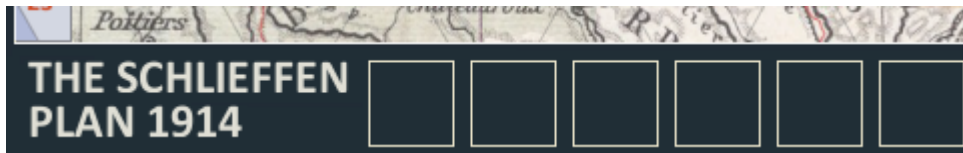
(Marker boxes from the Schlieffen Plan 1914 study)

(Marker from the Schlieffen Plan 1914 study)

The markers (a guide to which is provided by each study's **MARKERS** secondary screen) serve both as a visual reminder that influences specific to a marker have come into play, influences which may alter future outcomes, historical and hypothetical, or make some things possible, some things no longer possible.

The marker shown above, the *Schlieffen* marker, indicates that Schlieffen's original plan (to strengthen the German right wing) has been adopted and that Germany will in subsequent *events* receive a number of hypothetical attacks.

8) Points

The points bar at the top of the screen displays the current number of points that have been gained by one side only, that being the side which emerged historically as the victor.

The points bar displays:

a) the number of victory points that the victor would have accumulated at the end of the study's final *event* had only historical decisions and outcomes been selected;

b) the number of victory points that that side has accumulated thus far.

The purpose of points, which are gained and lost throughout, is to indicate how well or how badly things are going for the historical victor after each *event* and *sub-event*, and to demonstrate at the end of the study how well the historical victor has performed set against the historical outcome.

Both sides can gain or lose points, yet only the historical victor's number of points is displayed, from which it follows that:

a) Any points lost by the other side are added to the historical victor's total;

b) Any points gained by the other side are deducted from the historical victor's total.

Points may represent any kind of asset or resources, including those that are hard to quantify or define such as morale and resolve. If a side gains an objective it gains points; if it loses control of an objective it loses points. A side expends points mounting an attack, whatever the outcome. A side may gain points on acquiring an ally or lose points while campaigning in what turns out to be particularly severe weather. A side may gain points through acquiring a valuable source of raw materials or lose points following a period of civil unrest.

9) Secondary Screens

Five secondary, information, screens are provided: The *Background Information Screen*, the *Terrain Map Screen*, the *Start Map Screen*, the *Historical Outcome Screen* and the *Objectives & Markers Screen*.

The secondary screens are displayed by selecting the corresponding button located on the top-left of the main screen, being: **BACKGROUND**, **TERRAIN MAP**, **START MAP**, **OUTCOME** and **MARKERS**.

The **BACKGROUND** secondary screen provides background historical information about the subject of the study.

The **TERRAIN MAP** secondary screen provides a copy of the map with the objective counters removed so that places mentioned in the texts which are obscured by *objective counters* can be located.

The **START MAP** secondary screen provides a copy of the map with the objective counters positioned as they are at the start of *Event 1* of the study.

The **OUTCOME** secondary screen provides a copy of the map with the objective counters positioned as they would be at the end of the study if only historical decisions and outcomes were selected.

The **MARKERS** secondary screen identifies the different kinds of *objective counters* and the markers that might appear in the course of the study.

The secondary screens include a **MAIN SCREEN** button, which on being selected displays the main screen.

MAIN SCREEN

10) The Next Event Button

On an *event*'s texts having been read, its *sub-events* having been carried out (or it having been decided to by-pass one or more of them) and the consequences of the outcomes noted, selecting the *Next Event* button (which is at the top-right of the main screen) will display the next *event*.

11) The Remaining Buttons

The remaining buttons are: **SAVE**, **LOAD, BACK**, **EXIT** and **i** (*information*).

SAVE LOAD BACK EXIT (i)

The **SAVE** button saves a copy of the current *event* at the point reached. On the *Next Event* button being selected, a copy is saved of the situation at the end of the *event* being concluded.

The **LOAD** button loads a copy of the study at the point reach when the last save occurred.

The **BACK** button loads a copy of the study at the beginning of *Event 1*.

The **EXIT** button terminates the study and saves a copy of the current *event* at the point reached.

The **i** button provides copyright and ownership information about the programme.

12) The Use of Sub-Event Buttons: Decisions.

Much of the drama of history turns on decisive decisions.

'It is a curious reflection that, if Timur had not turned his back on Eurasia and his arms against Iran in A.D. 1381 - Russia today might have found herself included in an empire of much the same extent as the area of the Soviet Union - in which Samarkand would be ruling Moscow instead of Moscow ruling Samarkand.' (Arnold J Toynbee, 1956)

If one wishes simply to use a *The Lessons of History* study as an animated display of the historical event of which it is the subject, one would invariably select all historical *decisions* (**DECISION ONE H**). If,

however, one wishes to test hypothetical possibilities, one might decide to select **DECISION TWO**, the hypothetical alternative.

There is in *Event 1* of the *Schlieffen Plan 1914* study a single *sub-event*, a *decision*. The *event text* concerns itself solely with Schlieffen's insistence that for the plan to work the German right wing should be strong and with the decision of his successor, Moltke, to weaken it. This was truly a decisive decision, one which many authorities have blamed for the plan's failure and Germany's ultimate defeat.

The *Event 1 sub-event text* is:

> 1) German Decision One (Historical):
> Keep the current German deployment (Germany gains points).
> or
> 1) German Decision Two:
> Redeploy the German forces in keeping with Schlieffen's
> original plan (Germany loses points but gains attacks in
> Events 6 & 7).

If the historical decision, to keep the current German deployment (that is to say, Moltke's), is taken and the **DECISION ONE H** button selected, both buttons disappear and it will be noted that the Allies, the historical victors, have lost points, or to be more precise, that Germany, as the *sub-event text* states, has gained points (that is to say the Allies have lost points).

Germany having gained points might seem unaccountable, given that many historians have argued that this decision, to weaken the right wing, is what doomed the Schlieffen Plan to failure, but few historical decisions are entirely irrational and there was some logic in Moltke's reasoning. He feared that the original plan had weakened the left flank to an extent that it would open Germany to invasion if the French, as they did, mounted an offensive in the south. The French offensive failed, but arguably only because Moltke had strengthened the German left wing. The points gained by Germany therefore represent an increased German ability to absorb the shock of the French offensive in the south, but this advantage is of course off-set (as again the *sub-event text* makes clear) by Germany's inability to mount the hypothetical attacks which would have been gained by selecting **DECISION 2**.

If the **DECISION TWO** button is selected, both buttons disappear and it will be noted that a marker has appeared in the first marker box at the bottom of the screen.

This, the *Schlieffen* marker, indicates that Schlieffen's original plan has been adopted. It will also be noted that Germany has, as the *sub-event* text makes clear, lost points (that is to say the Allies have gained points). This is because selecting **DECISION TWO** is (as the *sub-event text* makes clear) a decision to *redeploy* the German forces. When on the eve of the First World War the German government sought to only *partially* mobilise the country's armed forces, they were told by their military advisors that the

mobilisation arrangements were so complex that to alter them would cause chaos. This may have been an exaggeration, but redeploying the German forces in order to strengthen the right wing would certainly have caused disruption and points are lost to reflect this, points in this instance representing not troops but other, less tangible or related resources such as cohesion, rail capacity and coal consumption.

Germany has, however, as the *sub-event text* states, gained a number of hypothetical attacks which will be possible in *Event 6* and *Event 7*, these attacks representing the increased striking power of the now strengthened German right wing. The number of hypothetical attacks which become available to Germany is limited, fewer perhaps than might have been possible in reality, the reason for this being that the intention is not to through hypothetical outcomes deviate so far from what happened in reality as to make many of the subsequent historical events and outcomes impossible.

Decisions can be by-passed, neither button being selected, which would in effect be a hypothetical outcome, but it should be borne in mind that to do so would be to risk triggering complex and entirely unpredictable outcomes.

13) The Use of Sub-Event Buttons: Event Subject to Chance.

Events subject to chance represent all that is uncertain, whether it be the weather, the actions of neutral states, the state of mind and health of commanders and heads of state, accidents or acts of God; in other words, all that arises from the quixotic nature of life and that which it is that makes human affairs dramatic and unpredictable.

If one wishes simply to use a *The Lessons of History* study as an animated display of the historical event of which it is the subject, one would invariably select the historical outcome (**ESC H**) for all *events subject to chance*. If, however, one wishes to test hypothetical possibilities, one might select **ESC**.

There are in *Event 5* of the *Schlieffen Plan 1914* study four possible *sub-events*, one of which is an *event subject to chance*.

The *event text* of *Event 5* of the *Schlieffen Plan 1914* study reads:

> 3rd August, 1914) The Germans issued an ultimatum to Belgium, seeking free passage for the German armies. The Belgian government was unanimous in resolving to resist any violation of the country's neutrality.
> The German 1st Army crossed the Belgian frontier at Aachen, but was held up at Liege by the Belgian fortifications.

The *sub-event text* of *Event 5* of the *Schlieffen Plan 1914* reads:

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1) German Decision One (Historical):
Invade Belgium.
or
1) German Decision Two:
Do not invade Belgium.

1) Event Subject to Chance:
Determines whether Belgium decides to resist.

1) Germany attacks Liege (K3).

2) Event Subject to Chance:
Determines whether there is international condemnation of
Germany. (If there is, Germany loses points).
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If only historical outcomes had been selected between *Event 1* and *Event 4*, the buttons available at the start of *Event 5* would be:
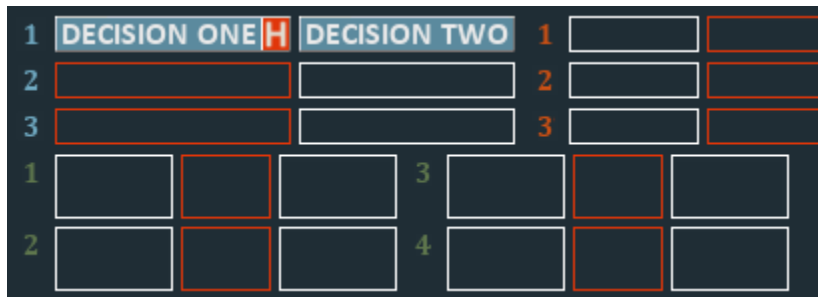

It will be noted that although the *sub-event text* includes a *decision*, two *events subject to chance* and an *attack*, only the two *decision buttons* (whether or not to invade Belgium) are available. This is because the first *event subject to chance* (whether, if invaded, Belgium resists) would only be possible if **DECISION ONE** (to invade Belgium) is selected. Similarly, the *attack*, which is an attack by Germany against a Belgian objective, and the second *event subject to chance* (whether there is international condemnation of Germany's invasion of Belgium) would also only be possible if **DECISION ONE** (to invade Belgium) is selected.

If the **DECISION ONE H** button is selected both decision buttons disappear and the **ESC** and **ESC H** buttons corresponding to the first *sub-event text* appear in the *1)* ESC slots.

If the *1)* **ESC H** (Belgium resists) button is selected both ESC buttons disappear and a small illustrated screen with the caption *Belgium Resists* appears, the Belgian *objective counters* change from neutral to belligerent and Germany loses points (which represents the many different costs to Germany associated with mounting an invasion of a neutral country, which would include the gain to the enemy of acquiring an ally). An **ATTACK** button and an **AH** button appear in the *1)* attack slots and a symbol appears over the Belgian objective under attack, Liege. (An **ESC** button and an **ESC H** button also appear in the *2)* ESC slots, not visible below).
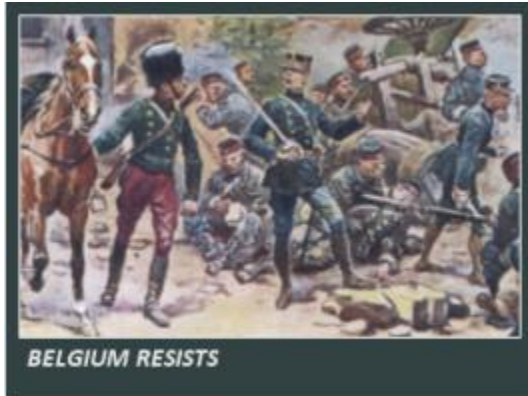
(Event Subject to Chance Screen)   *(Attack triggered by Belgium Resists outcome)*

(Position prior to the Belgium Resists outcome {left} and position resulting from it {right}.)

If the *1)* **ESC** button is selected the outcome will be subject to chance. Generally the chances of the historical outcome (that obtained by selecting the **ESC H** button) *not* being obtained is 1 out of 3. If the historical outcome is obtained the result is as has already been described. If, however, the alternative, hypothetical outcome is obtained, the result is different.

If in this instance the alternative, hypothetical outcome is obtained, both buttons disappear and a small illustrated screen with the caption *Belgium Does Not Resist* appears, the Belgian *objective counters* change from neutral to German occupied and Germany receives points. An **ATTACK** button and an **AH** button do not appear in the *1)* attack slots because Liege has come under German control without the need for an attack to be mounted against it, but an **ESC** button and an **ESC H** button appear in the *2)* ESC slots because the need to determine the level of international condemnation of the German invasion of Belgium still applies.

(Position resulting from the hypothetical Belgium Does Not Resist outcome.)

Events subject to chance can be by-passed, neither button being selected, which would in effect be a hypothetical outcome, but it should be borne in mind that to do so would be to risk triggering complex and entirely unpredictable outcomes.

14) The Use of Sub-Event Buttons: Attacks.

Attacks on enemy or neutral objectives are the means by which the progress of major military operations is displayed on the map and (to a degree) the means by which the way is cleared for further military operations.

If one wishes simply to use a *The Lessons of History* study as an animated display of the event of which it is the subject, one would invariably select the historical outcome (**AH**) for all attacks. If however one wishes to test hypothetical possibilities one might select **ATTACK** or **ALT. ATTACK** (*alternative attack*), the hypothetical alternative, which is subject to chance.

There are, as we have seen, in *Event 5* of the *Schlieffen Plan 1914* study four possible sub-events, one of which is an attack. As has been explained, if the **DECISION ONE H** button (Germany invades Belgium) had been selected and the *1)* **ESC H** (Belgium resists) button had been selected, an **ATTACK** button and an **AH** (attack historical) button would have appeared in the *1)* attack slots and a symbol would have appeared over the Belgian objective under attack, Liege.

If the *1)* **AH** (attack historical) button is selected both attack buttons disappear and a small illustrated screen with the caption *German Attack Succeeds* appears, the Liege *objective counter* changes from Belgian to German occupied and Germany gains 10 points.

(Position following a successful attack by Germany against Liege.)

If, however, the *1)* **ATTACK** button is selected the outcome is subject to chance. The chances of the historical outcome (that obtained by selecting the **AH** button) *not* being obtained is 1 out of 3. If the historical outcome (in this instance that the attack succeeded) is obtained the result is as has already been described. If, however, the alternative, hypothetical outcome (that the attack failed) is obtained, the result is different.

If in this instance the alternative, hypothetical outcome (that the attack fails) is obtained both attack buttons disappear and a small illustrated screen with the caption *GERMAN ATTACK FAILS* appears and the Liege objective returns to its original appearance (as it is no longer under attack).

If following an attack the symbol used to indicate that an objective is under attack remains and new attack buttons appear, this indicates, as the sub-event text will make clear, that (in the event that the attack succeeded) the enemy have mounted a counter-attack or (in the event that the attack failed) that a second attack may be mounted.

 (Symbol used to indicate that an objective is under attack)

It can of course be chosen not to mount an attack, neither button being selected, which would in effect be a hypothetical outcome, but it should be borne in mind that to do so would be to risk triggering complex and entirely unpredictable outcomes.

One obvious reason to choose not to mount an attack would be that it is evident from the *event text* that the attack will very likely fail, resulting simply in a loss of points. Irrespective of the outcome, to mount an attack costs the attacking side 5 points (representing the expenditure of ammunition and other military resources). A successful attack and the capture of an objective generally awards the attacking side 15 points, which when set against the 5 points lost in mounting the attack means that only 10 points have in fact been gained.

Alternative Attacks

If hypothetical outcomes have occurred in previous events one consequence may be that an attack scheduled to take place may no longer be possible, most obviously because the attacking side already controls the objective scheduled to come under attack. Another possibility is that before an attack against a particular objective can be mounted it is necessary that an objective closer to the enemy's line of advance must already have been occupied.

In a situation such as this a third type of *attack* button, **ALT. ATTACK** (*alternative attack*), an attack against a different objective, details of which will have been provided in the sub-event text. **ALT. ATTACK** buttons work in the same way as **ATTACK** buttons, subjecting the outcome to chance, although the odds may differ, most obviously by being 1 in 2 to represent the uncertain nature of the outcome. Alternative actions being hypothetical, there is no **AH** button provided alongside them.

15) Objectives Counters

Objectives counters represent the presence in an objective hex (that is to say a hex containing an objective) of military force of either one side or the other or of a neutral state. The nature of the military force present is indicated by the *objective counter*'s appearance (which may alter), but its essential purpose is to indicate which side controls which objectives at any given moment. (*No more than one objective is ever located within a single map hex.*)

A side generally gains 15 points on occupying an enemy or neutral objective, but some, particularly those representing capital cities or key positions, may be worth many more points than this.

The *objective counter* representing an objective occupied by the side which controls it at the start of the study is a flag of the nation which controls it on a solid background in the colour of that nation.

 (Standard Objective Counter)

In the event that the objective is on the coast and most of the hex is sea, the *objective counter* is transparent rather than coloured. This is purely for aesthetic reasons and for clarity.

 (Objective Counter in a coastal hex)

In the event that the objective is fortified, the *objective counter* is a flag of the nation which controls it on a background representing a fortress. *(Attacks against forts are less likely to succeed than other attacks.)*

 (Objective Counter in a fortified hex)

In the event that the objective is controlled by a neutral country, the *objective counter* is a flag of the nation which controls it on transparent background with a white border. On a neutral country being attacked or declaring war its *objective counters* would alter in appearance to indicate this.

 (Objective Counter of a neutral country)

If an objective has been captured and is occupied by the other side, the *objective counter* is that of the occupying nation, but with a strip in the background colour of the nation which controlled the objective at the start of the study.

(Occupied objective; Occupied coastal hex; Occupied fortified hex)

The presence in an *objective counter* of several flags and several background colours indicates that the objective hex is held by military forces of several allied countries.

(Objective held jointly by Belgian and British troops)

There many other types of objective counters specific to certain studies (and which are shown on a study's *Markers* secondary screen).

Naval Forces

Objective counters, being representations of military force occupying an objective located within a land or coastal hex, do not move from the hex they occupy, but *naval forces counters*, which are used to represent the projection of sea power, while they look much like and can serve as *objective counters*, can move through specified sea and coastal hexes to represent naval operations, naval blockades, convoys and the movement of troops by sea.

(Naval Forces counter)

16) Programme Specifications

Each *The Lessons of History* study is about 50 MB is size and will run in Windows XP, Vista and 8.0, as well as earlier versions, on 32 bit operating systems and minimal RAM.