

## CB Prussia's Glory Limited Intelligence Versions Improved Features:

- ◆ The scenario file is set for two players. Let's say A (Austrian), P (Prussian)
- ◆ Each Tray has only one of three status (This status cannot be changed during play):
  - ✓ Accessible to A only (P player only sees "Hidden" and doesn't see the number of counters in the tray)
  - ✓ Accessible to P only (A only see "Hidden" and doesn't see the number of counters in the tray)
  - ✓ Accessible to both (Neutral)
- ◆ Each counter on the board may have one of the three status:
  - ✓ Status A (Player A ownership) : B cannot select it, and cannot see its backside (A has all standard controls)
  - ✓ Status P (Player P ownership) : A cannot select it, and cannot see its backside (P has all standard controls)
  - ✓ Status N ("Neutral") : A & P can see both faces, select it and move it (ex: Dis counter and Replacements)**A counter coming from a status A tray automatically assumes status A. Same for B, and one coming from a neutral one assumes status N. And if you transfer a counter from the board to a tray, it automatically assumes the status of the tray.**
- ◆ During play, the status of the counters on the board may be changed by their owner, to release ownership so that the other player gets full access to those counters (right click, release ownership). Those counters switch from status A (or P) to N.
- ◆ Only Player A can alter A counters status (same for P)
  - As soon as a wing is deployed on the board, you have to release ownership of all the wing's units & leaders to allow the opponent to assign SL and see, move the counters*
- ◆ When you create a new game from this scenario, three \*.gam files are created.
  - ✓ A.gam : used by A. No access to status P units. The content of P's tray is hidden.
  - ✓ P.gam : used by P. No access to status A units. The content of A's tray is hidden.
  - ✓ S.gam : for a possible spectator. No access to status A and P units. The content of A & P trays is hidden. (You can simulate this view at anytime with Menu/View/Simulate Spectator Player F8 to quickly check units status)
- ◆ Each player uses only his \*.gam file
- ◆ You then exchange \*.gmv files as usual (\*.gmv file's name is of no importance: there is not a A.gmv nor a P.gmv)

## PG CB Sequence:

- a) Player A creates the \*.gam files from the scenario.
- b) He opens his A.gam file
- c) Place Arty units + Army Commander in Wing's stacks, and possibly switch some units to the Army Commander's stack.
- d) Place Wing leader on Top of each stack
- e) Use Auto-stack function to leave only the Top counters visible with all others hidden (Autostack X=0, Y=0)
- f) Place Wing counters + extension Markers on Map
- g) "Send recording to file" to create a Asetup.gmv file
- h) Send to P: **P.gam file + Asetup.gmv**
- i) P opens P.gam file
- j) Load "recorded move file" Asetup.gmv
- k) Click on "**End of Moves**" >| **or F5** (to avoid seeing the different steps of the setup)
- l) Place your counters (like A) steps c), d), e), f)
- m) "Send recording to file" to create a Psetup.gmv file
- n) Begin play and save to move1.gmv
- o) Send to A : **Psetup.gmv + move1.gmv**

It's better to separate Psetup from Pmove1. A uses the same procedure as P to load the setup to avoid seeing anything, then watches the normal replay with Move1.

*Steps i), j), k) can be performed by Player A who then saves the P.gam.file with his setup. He then only sends this modified P.gam file and Player P starts in l).*

**Deployment:**

When a Wing Leader counter has to be revealed, follow these steps:

- ✓ Select it
- ✓ Right click and select "Release ownership" (It is now a status N counter)
- ✓ Flip it

When a Wing has to be deployed, follow these steps:

- ✓ Select all the wing's counters (Units, Arty + Leaders in the lower part of the map) by drawing a box around them with the mouse.
- ✓ Right click and select "Release ownership"
- ✓ Deploy the units and leaders on the map and remove the Wing counter and extension markers