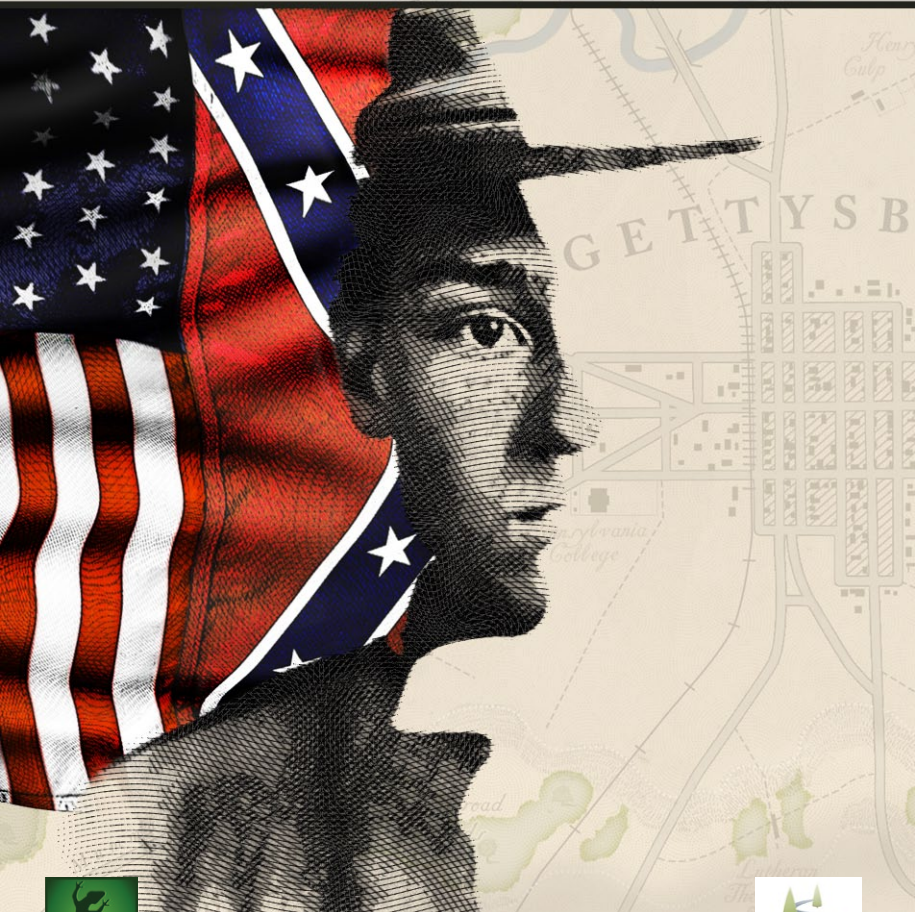


GAME MANUAL

GETTYSBURG

THE TIDE TURNS





CONTENTS

1.INTRODUCTION	4
2.SYSTEM REQUIREMENTS	4
2.1.Installing the game	4
2.2.Uninstalling the game	5
2.3.Product updates	5
2.4.Multi-player registration	5
2.5.Game forums	5
2.6.Need help?	6
3.MAP FEATURES	6
3.1.Objectives	7
3.2.Terrain Types	7
4.UNIT TYPES	9
4.1.Examples	9
4.2.Strength Points	10
4.3.Quality	10
5.DAYS AND TURNS	10
5.1.Days	10
5.2.Hours	10
5.3.Turn Process	11
6.INITIATIVE	12
7.MOVEMENT	12
8.ZONE OF CONTROL	12
9.COMBAT	14
9.1.Cavalry Screening	14
9.2.Artillery Bombardment	15





9.3.Optional Retreat from Combat	15
9.4.Engagements	15
9.5.Approach Fire	15
9.6.Combat Fire	16
9.7.Advance After Combat	16
9.8.General Combat Rules	16

10.RETREAT DECISION MAKING 18

11.REINFORCEMENTS AND REPLACEMENTS 19

11.1.Reinforcements	19
11.2.Healing Demoralised SPs	20
11.3.Rallying Units	20

12.VICTORY 20

12.1.Victory Points	21
12.2.Victory Conditions	21

13.GAME SCENARIOS 22

13.1.The Gettysburg Campaign	22
13.2.The First Day	22
13.3.The Second Day	23
13.4.The Third Day	23
13.5.The Best Three Hours	23
13.6.Pickett's Charge	24

14.CREDITS 24





1. INTRODUCTION

Gettysburg: The Tide Turns is a simulation game of the infamous battle designed by award winning game designer Eric Lee Smith.

Included are the full three-day campaign and five variant scenarios: "The First Day", "The Second Day", "The Third Day", "Pickett's Charge" and "The Best Three Hours".

Each hexagon on the map represents 300 yards across and each Infantry and Cavalry Strength Point represents 150 to 300 men. Each Artillery Strength Point represents a battery of 3 to 6 cannons.

2. SYSTEM REQUIREMENTS

OS: Windows 7/8/10

CPU: Celeron 2.8GHz or equivalent

RAM: 2Gb

GPU: 512Mb DX9 (shader model 2.0)

2.1. INSTALLING THE GAME

Please ensure your system meets the requirements listed above.

To install the game, either double click on the installation file you downloaded or insert the Battle of the Bulge CD into your CD-ROM drive. If you have disabled the autorun function on your CD-ROM or if you are installing from a digital download, double-click on the installation archive file, then double click on the file that is shown inside the archive. Follow all on-screen prompts to complete installation.

You can also launch the game on Steam.





2.2. UNINSTALLING THE GAME

Go to the games Windows “Start” menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

2.3. PRODUCT UPDATES

In order to maintain our product excellence, Slitherine Games releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website: www.slitherine.com

They can also be downloaded quickly and easily by clicking on the “Update” link in your Game Menu or by using the “Update Game” shortcut in your Windows “Start” menu folder for the game.

2.4. MULTI-PLAYER REGISTRATION

We highly recommend registering your game first before playing. You can simply do this through the game menu, from Multiplayer or directly at Slitherine’s website at: http://www.slitherine.com/sign_up

This is because you will need a registered account to play Multiplayer games on Slitherine’s PBEM (play by e-mail) server.

When registering you can choose to sign up to the newsletters to receive regular updates, offers and discounts on the rest of Slitherine’s catalogue so it is worth registering!

2.5. GAME FORUMS

Our forums are one of the best things about Slitherine Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem,





have a question or just an idea on how to make the game better, post a message there.

Go to www.slitherine.com and click on the Forums link.

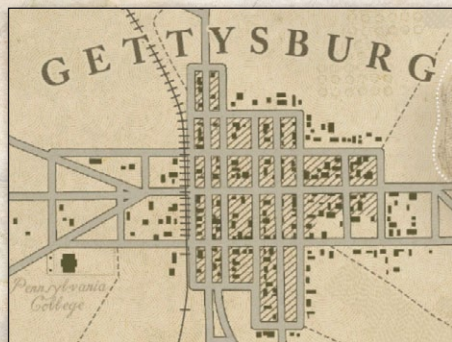
2.6. **NEED HELP?**

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has a FAQs section as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to

<http://www.matrixgames.com/helpdesk>

Direct e-mail support: support@slitherine.co.uk

3. **MAP FEATURES**



The game map shows the town of Gettysburg and its environs. Historically notable locations and features are reproduced faithfully in the style of maps of the period. The map has been rotated to show North

to the left to better fit on modern wide-screen computer displays.





3.1. OBJECTIVES

To win, the Confederates must push hard and capture the Victory locations before the Union has time to consolidate their positions. They will have the initiative and superior numbers during the early stages of the battle and must make the most of this.

The Union wins by holding on to Victory Locations and shattering the CSA forces. They have the superior ground, but inferior forces until late in the battle. They must give ground gradually and avoid being destroyed in detail.

3.2. TERRAIN TYPES

3.2.1. BASE TERRAIN STATS

TERRAIN TYPE	MOVEMENT COST	COMBAT TO-HIT	BLOCK LOS?	NOTES
Clear	2	5	No	
Woods	3	3	Yes	
Forest	4	2	Yes	
Rough	4	2	No	Cavalry & Artillery NA except on Road/Trail/RR -1 firing from this terrain
Marsh	4	2	Yes	Cavalry & Artillery NA except on Road/Trail/RR -1 firing from this terrain
Town	2	6	Yes	Cavalry & Artillery NA except on Road/Trail/RR -1 firing from this terrain



3.2.2. TERRAIN FEATURES

TERRAIN FEATURE	MOVEMENT COST	COMBAT HIT MODIFIER	BLOCK LOS?	NOTES
Minor Road/ RR Line	1.5	--	--	When crossed negates cost of the terrain in the hex
Road	1	--	--	When crossed negates cost of the terrain in the hex
Stream	+1	--	--	
Creek	+3	-1	--	To hit modifier does not apply to firing artillery
Bridge	0	-1	--	Negates movement penalty for creek/stream/river To hit modifier does not apply to firing artillery
Ford (stream / creek)	0/+1	0/-1	--	Lowers movement penalty for creek/stream To hit modifier does not apply to firing artillery
Slope	+1	+1/-1	Yes**	+1 MP applies only moving from lower to higher +1/-1 Hit Chance is high to low/ low to high (even if no slope hex side is present) **Unless adjacent to the firing or target unit
Escarpment	+3*	+1/-3	Yes**	ZOC do not cross escarpment except if crossed by a road track or RR Line +1/-3 Hit Chance high to low/ low to high *May not be crossed by artillery or cavalry



4. UNIT TYPES

Combat units are Infantry, Artillery, Cavalry and Horse Artillery. Each Unit belongs to a Formation, has a number of Strength Points (SP) and a Quality rating. Each type of unit has a number of Movement Points (MP)

4.1. EXAMPLES

IMAGE	UNIT	FORMATION	UNIT TYPE	SP	QUALITY	MP
	Iron Brigade	I Corps	Infantry	6	Elite+	9
	Pegram	Artillery Reserve	Artillery	5	Elite	8
	Jenkins	Rodes	Cavalry	4	Veteran	12
	Calef	Cavalry	Horse Artillery	1	Elite	12





4.2. **STRENGTH POINTS**

When taking damage each Strength Point (SP) may either be demoralised or lost. Lost SPs are removed and may not be recovered. Demoralised SP's remain with the unit but do not fire in combat. If a unit has no intact SP's, then it is Shattered.

Demoralised SP's may be healed by a unit remaining stationary and out of combat. Shattered units that have demoralised SP's can be brought back onto the battlefield during Night Turns.

4.3. **QUALITY**

There are six Quality ratings. They are Raw (the lowest), Trained, Experienced, Veteran, Elite and Elite+. Units with superior Quality have a greater chance to Hit, resist Morale tests better and are more likely to Rally.

5. **DAYS AND TURNS**

5.1. **DAYS**

Each day of the 3-day battle features a number of daytime turns followed by a number of night-time turns. Victory tests occur at the end of the last daytime turn of each day.

5.2. **HOURS**

Each day is split into a number of turns that represent one or more hours of the battle.



5.2.1. **START OF TURN PROCEDURE:**

At the start of each turn a number of things happen:

1. The activation chits for the upcoming turn are shown to the player and used to fill the random chit selector
2. The Initiative is awarded to one of the sides. This follows a fixed pattern and can be seen on the Calendar View.

5.3. **TURN PROCESS**

The order of Unit Activations during a turn is unpredictable and is determined by a chit pull system. During each turn, each chit will be activated once only. A summary of the status of the turn can be found in the Turn Progress screen.

There are two types of Activation:

5.3.1. **UNIT CHITS**

These activate all the units of the shown formation and allow them to move a distance up to their MP.

5.3.2. **COMBAT CHITS**

These initiate conflicts in all current engagements. The side shown on the chit has a number of advantages.

- ★ They may use the Voluntary Retreat before combat
- ★ They can direct their Artillery Bombardment
- ★ Their units can Advance after combat



6. INITIATIVE

If neither side has the Initiative in the turn, then all chits are drawn randomly. When a side holds the Initiative, they have the ability to choose when to play their combat chit during that turn.

They may choose to play it before or after one of their own movement chits is drawn. The combat chit must be played each turn. If it is the last chit left, then it is played automatically.

7. MOVEMENT

When a formation is activated the player in charge of that force can choose to move all, some, or none of the available units for that formation. They may also bring any available reinforcements onto the battlefield.

To end the movement turn, click the COMMIT button. To cycle through unmoved and active units click the NEXT button. To undo the previous move, click the UNDO button.

Units may not stack and are moved one at a time. Units may not move more than once during a given activation.

A unit may move up to its MP allowance. Movement Points are not carried over between turns and any unspent MP are lost.

8. ZONE OF CONTROL

The six hexes immediately adjacent to a unit are its Zone of Control (ZoC). If a unit moves into an enemy ZoC it must stop. A unit may not cross an enemy ZoC during a movement. A unit





may not exit an enemy ZoC and enter another enemy ZoC during the same movement.

A friendly unit's presence in a hex removes the enemy ZoC from that hex during retreats only, the ZoC is in place for normal movement.

Artillery may never *voluntarily* enter the ZoC of an enemy unit. Cavalry may never *voluntarily* enter the ZoC's of enemy Infantry or Artillery.

A unit that enters an enemy ZoC during a movement phase will be subject to Approach fire from the opposing unit during the next combat phase.

A prediction for the estimated damage done by and to each unit is shown in the arrows between adjacent units. These are predictions for guidance only, the actual casualties could be lower or higher.





9. COMBAT

Combat will occur twice per turn, as indicated by the Combat chits, once per side. The side whose chit is currently activated is the “Attacker” whilst the other side is the “Defender” for the period of this chit activation only.

Combat occurs in a strict order of phases:

1. Defending Cavalry Screening
2. Attacking Artillery Bombardment
3. Attacking units may retreat from combat
4. For each contiguous engagement on the battlefield:
 - ★ Approach Fire by stationary units against those that entered the engagement
 - ★ Casualties are removed
 - ★ Combat Fire
 - ★ Casualties are removed
 - ★ Units that Fail Morale checks retreat
 - ★ Attacking units may advance into hexes deserted by their opponent's forces
5. Combat Ends, Victory Points are updated

9.1. CAVALRY SCREENING

Each defending cavalry (or horse artillery) unit makes a test against their Quality level. If they pass the test then they retreat away from combat. Attacking units may not follow up, they have been screened by the superior mobility of the Cavalry.

Cavalry may not screen away from attacking Cavalry





9.2. **ARTILLERY BOMBARDMENT**

Attacking Artillery units that have a line of fire upon an enemy unit **AND** are not in an enemy ZoC may bombard an enemy unit. The player selects a valid target for each available artillery unit. A defending unit may be targeted by multiple attacking artillery units.

Units fire one by one in a random order. Each attacking SP makes a roll to hit (see table below for modifiers). For each attacking Artillery unit that scores a hit upon a defending unit, that unit makes a morale check against their Quality value. A failed morale check results in one demoralisation per hit. A unit that passes the morale check stands firm and does not take any demoralizations from that attacker.

9.3. **OPTIONAL RETREAT FROM COMBAT**

The attacking player may select any of his engaged units to voluntarily fall back in order to avoid combat in that turn. The player is not in control of the unit's retreat path but, as this is a voluntary action, there is no risk of demoralizations.

9.4. **ENGAGEMENTS**

An engagement is a contiguous group of adjacent opposing units. An engagement can feature any number of opposing units. The below actions are executed in their entirety for a single engagement before focus moves on to the next engagement. The order in which engagements are activated is randomly determined.

9.5. **APPROACH FIRE**

Each unit that has moved into the engagement since the previous combat turn will take approach fire from all adjacent enemy



units that were in the engagement already. Approach fire is indicated by double headed arrows on the combat prediction.

Approach fire is less damaging than combat fire but casualties from approach fire are removed before the main combat round, potentially tipping the balance of the combat.

9.6. **COMBAT FIRE**

Within the engagement, each unit issues fire upon every enemy unit that is within its ZoC. Shots are shown in sequence for ease of understanding but are considered to have all happened simultaneously by the system. Thus, a unit will always fire with the SP's with which it entered this round even if the system has shown them taking losses.

9.7. **ADVANCE AFTER COMBAT**

If an attacking unit survives combat and has not retreated away, then it may choose to advance into any Hex that has been vacated by an adjacent enemy unit in this combat round.

9.8. **GENERAL COMBAT RULES**

9.8.1. **SPLITTING FIRE**

When a unit has more than one opposing unit within its ZoC's then it will split its fire as evenly as possible between those enemies. Any leftover SP's will fire at a random adjacent enemy.

Forcing an enemy unit to split its fire is a good way to achieve success in combat.

If a unit retreats away from combat or is shattered during approach fire, then the SP's that were targeting that unit will retarget to another unit in subsequent rounds.





9.8.2. **CALCULATING HITS AND LOSSES**

Each SP that fires makes a To Hit roll against its target with a base depending on the terrain of the target Hex. See Terrain table above for base levels and see below table for modifiers.

The attacking unit may also gain a bonus to hit depending on its Quality rating. Raw units gain no bonus, Trained are +1, Experienced +2, Veteran +3, Elite +4 and Elite+ are at +5.

If a hit is scored then the target unit suffers a demoralisation.

If a unit is hit during a combat round then it must make a morale roll against its Quality value. If a unit passes this check then nothing else happens. If the unit fails the check then one demoralised SP is permanently lost and the unit must make a forced retreat at the end of combat.

9.8.3. **COMBAT MODIFIERS**

The base to-hit chance during combat is based on the terrain of the defending unit (see table on page 7).

SITUATION	EFFECT	MODIFICATION DETAILS (EFFECTS ARE ADDITIVE)
Moving into An Enemy ZOC	-3	Non-Moving unit fires Approach Fire at -3
Target Surrounded by EZOCs	+2	The target is surrounded, units firing at target are +2
Firer Surrounded by EZOCs	-2	The firing unit is surrounded and fires with -2
Artillery vs Cavalry	+3	Firing unit is artillery vs cavalry
Fire from High Ground	+1	Firing unit is at a higher elevation
Cavalry vs Artillery	-3	Firing unit is cavalry vs artillery
Cavalry vs Infantry	-1	Firing unit is cavalry vs infantry
Infantry vs Artillery	+1	Firing unit is infantry vs artillery
Infantry vs Cavalry	+2	Firing unit is infantry vs cavalry



9.8.4. ARTILLERY BOMBARDMENT MODIFIERS

ARTILLERY RANGE	TO HIT MODIFIER	NOTES
Adjacent	+1	No Bombardment, Combat as standard
2 Hex Range	-3	Hits use Bombardment Quality Tests
3 Hex Range	-4	Hits use Bombardment Quality Tests
4 Hex Range	-5	Hits use Bombardment Quality Tests

10. RETREAT DECISION MAKING

Whether Voluntary or Involuntary, all retreats follow the same rules and are determined automatically. The player may not control the final destination of any retreat.

The core rules are these:

1. The unit must retreat a minimum of 2 hexes away from its starting point. They may be forced to retreat further however.
2. It must end its retreat at least 2 hexes away from any unit that it was engaged with
3. Units will prioritise these types of hex when retreating
 - ★ Unoccupied Hexes, not in Enemy ZoCs
 - ★ Hexes occupied by Friendly Units
 - ★ Hexes in Enemy ZoCs
4. A unit may never retreat into any of these hexes
 - ★ Prohibited Terrain
 - ★ A hex occupied by an enemy unit
 - ★ Off the Map



5. It may never end its retreat either in an enemy ZoC nor in the same Hex as a friendly unit.
6. If the unit has retreated 2 hexes, but is in a Hex with an enemy ZoC then it must retreat another Hex away from the initial position.

The path that the unit takes may have additional consequences:

- ★ If it must retreat through a hex with an enemy ZoC then an SP is Lost for each such Hex.
- ★ If the unit must retreat, but cannot, then it takes a Loss and Shatters.

If a Unit retreats through friendly units during an Involuntary Retreat, then the other unit must pass a Morale check. If it fails, then it suffers a demoralisation and it too must retreat. This may cause a chain reaction. If the unit passes the Morale check, then it stands and allows the initial unit to retreat through it.

A voluntary retreat (e.g. before combat or with skirmishing cavalry) does not cause any Morale checks in friendly units.

11. REINFORCEMENTS AND REPLACEMENTS

11.1. REINFORCEMENTS

During each turn, a specific group of Units will be available to enter the map as reinforcements. This is detailed in the Calendar.

Units enter the map from designated Hexes around the map (labelled with letters in the full map scenarios).





Each unit that enters the map through a particular Hex during a turn will have an MP penalty applied equal to the number of units that have already entered through that Hex this turn. This is to simulate formations arriving in Column.

11.2. **HEALING DEMORALISED SPS**

If a Unit spends a turn stationary and not engaged with the enemy, then it will Heal a single demoralised SP at the end of the turn.

11.3. **RALLYING UNITS**

During the full campaign game, there are a number of Night Turns. During these turns, when a Formation is activated, any shattered units with 2 or more demoralised SP make a test against their Quality rating.

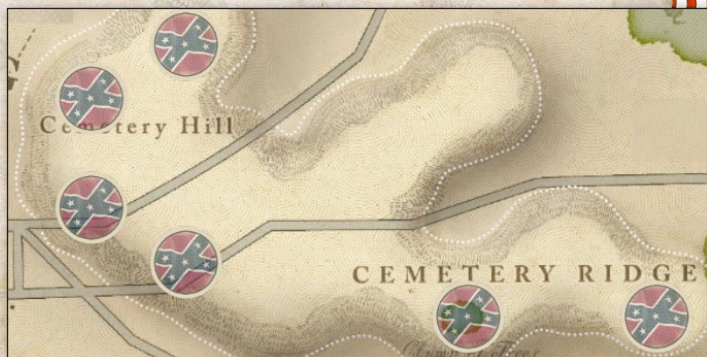
If the unit passes this test, then it will return to the map under the player's control with a number of SP's healed. A higher Quality unit is more likely to return from being Shattered and will also return with more SP healed.

This is to simulate units fleeing the battle but being Rallied by their commanders during the night hours.

12. **VICTORY**

The current game situation can be seen in the Victory Status menu.

Each scenario has a number of different objective locations on the map, indicated by the Confederate Flag.



The main goal for the CSA player is to take and hold these Objectives. The USA player must defend these locations to deny the CSA player victory. To emerge victorious themselves, the USA must earn more Victory Points than the CSA.

12.1. VICTORY POINTS

Victory Points are earned by both side and are based on causing casualties and shattering opposing units. They are summarised in the table below.

DESCRIPTION	VP FOR INFANTRY SP	VP FOR ARTILLERY, CAVALRY, HORSE ARTILLERY SP
Each SP Loss caused	4	8
Each Demoralized SP in a shattered unit	2	4
Each Demoralized SP in an intact unit	1	2

12.2. VICTORY CONDITIONS

You can review the Victory Conditions for each scenario at the start of the game and also from the Victory Status menu.





In general, the CSA must take at least a set number of Objectives whilst the USA must lead in VP. If both or neither of these are true, then the game ends in a draw.

Victory is evaluated at the end of the last turn of the scenario.

In the Full Campaign, additional victory checks occur at the end of Turn 11 and Turn 22. If the situation is a draw at these points, then the game continues as normal. If there is a winner however, then victory is declared early.

13. GAME SCENARIOS

13.1. THE GETTYSBURG CAMPAIGN

From a hasty meeting engagement, Gettysburg rapidly expands into an epic battle. The second day Lee sends Longstreet to the right and attacks Little Round Top, nearly rolling up the Union line. The third day Lee launches a headlong assault against the Union center, Pickett's Charge. The rest is history.

Full Map, Turns 1 through 31

13.2. THE FIRST DAY

The Confederates have stumbled into Union cavalry outside Gettysburg and a major battle begins to grow. In order to win, the Confederate player must push hard and fast. To win as the Union, you must give ground grudgingly without getting cut off and destroyed in detail.

Full Map, Turns 1 through 11.





13.3. **THE SECOND DAY**

Most historians agree, the second day was the deciding day, the day the Confederate had to do well in order to win. The Union has tightly packed Cemetery Hill, Culp's Hill, and Cemetery Ridge with four corps of troops. But their left, around Little Round Top, hangs open. The Confederates move to take advantage and begin a long day of marching to that end of the field. The climaxes with the attack on Little Round Top and Culp's Hill, with the Confederates not quite making their goals.

Full Map, Turns 14 through 22.

13.4. **THE THIRD DAY**

The Battle of Gettysburg was over, should have been over, but Robert E. Lee disagreed. The day begins with Lee bringing up Pickett's fresh division, along with two other realigned other divisions in preparation for the last great assault of the battle, 12,500 men in all. Going straight into the heart of the Union line on Cemetery Ridge, it resulted in a disaster for Pickett's men and all the other Confederate units involved. After the assault, the fewer than half the Confederate troops came back alive and unwounded. The objective of this scenario is to try other approaches, or to try to the "Charge" better than Lee.

Full Map, Turns 25 through 31

13.5. **THE BEST THREE HOURS**

The Confederates have spent the second day manoeuvring their army into place for a decisive attack, a manoeuvre that will be forever debated by historians and enthusiasts alike. The resulting battle for Little Round Top, Devil's Den, The Wheat Field, and





The Peach Orchard was referred to years later by General Longstreet as the best three hours' fighting done by any troops on any battle-field."

Limited Map, Around Little Round Top, Turns 20 through 22

13.6. **PICKETT'S CHARGE**

The Confederates have spent the third day attacking Culp's Hill, again, and with much the same result. At mid-day Robert E. Lee decides the time has come to break the Union center. Against the advice of his senior subordinate, James Longstreet, Lee orders a charge by nine brigades, supported by two others - the result is Pickett's Charge, the high-water mark of the Confederacy, in the opinion of many.

Limited Map, Around Culp's Hill and Cemetery Ridge, Turns 28 through 30.

14. **CREDITS**

ORIGINAL BOARD GAME DESIGN

Eric Lee Smith

SLITHERINE

CHAIRMAN

JD McNeil

DEVELOPMENT DIRECTOR

Iain McNeil

TECHNICAL DIRECTOR

Philip Veale

CREATIVE DIRECTOR

Richard Evans





MARKETING DIRECTOR

Marco A. Minoli

LEAD PRODUCER

David Sharrock

PRODUCERS

Ben Wilkins, Tamas Kiss, Erik Rutins

PRODUCT MANAGER

Alberto Casulini, Daniele Meneghini

MEDIA RELATIONS

Kevin Buster

PRODUCTION DESIGN

Adriana Bienati

MANUAL LAYOUT

Myriam Bell

PRODUCTION LEAD

Matthew Davis

PRODUCTION TEAM

Lucas Young, Sam O'Neill

ADMINISTRATION

Dean Walker, Liz Stoltz

CUSTOMER SUPPORT STAFF

Paulo Costa, Joseph Miller

WEB DEVELOPMENT

Valery Vidershpan, Andrea Nicola, Fernando Turi

SHENANDOAH STUDIOS

PROGRAMMING

Marius Badita

TESTING

Alex Radu

KICKSTARTER CONTRIBUTORS

Martin Seeger, Chris Easter, Robert Corbett, Karl Shifflett, Patrick Walker, Kenji Iwasaki, Pontus Axelsson, CaptainNorway, Scott Smith, Ron Boerger, Rick Bunker, Nils Johansson, Steven Mynes, Konstantin Goreley, Tom Gregorio, Bryan Kraynack, Ryan Kent, Nichola Hoffman, Doug Buhler, Christopher Blunt, Ken Gutermuth,



Davis Brasfield, Michael Uhrich, James Norris, Clemens Pietzner, Lucygen,
 James Satloff, Paul Sarvaas, John, Gary H. Wishik, M.D., Lt. Stephen B.
 Shedden - N.Y.P.D. ret., Evan Rattner, Tom Diffley, Kevin Smith, Patrick
 Kelly, David Hoeft, Josh Bayer, Peter Martin, Rob Hinkle, Alonna Smith,
 John Setear, Mark Overby, Robert Gehorsam, Jean Marciniak, Theodore
 Barnett, Frederick Strauss, Kevin Moody, John Boswell, Riccardo De Girolami, Scott
 Peterson, Luis Vieira, Aaron Lewicki, Peter Martinson, mjsigrdrifa, Jim Topa, Andy
 Affleck, Eric Buetikofer, Bruce Geryk, Jack Beckman, Michael J. Raymond, Lee
 Stanford, Chuck Parrott, Rick Young, Drinphx, Patrick Jordan, Brian McDonald,
 Phillip Purcell, Steve Boone, Scott Henshaw, Harry Warren, Leon Benjamin Loo,
 Christian Nord, Rev. E. Tolentino, Scott Udell, Robert Cherinka, Patrick Vaughan,
 Roman Igumnov, Chad, Joseph Boeke, Douglas Reilly, Rick Schwartz, Michael Davis,
 Stephen J. OGrady, Michael X. Zelenak, Joakim Spångberg, John Budacovich, Al
 Hay, Mark Gutttag, Beau Cumyngham, Keith Joslin, Jared Kishbaugh, David Schnoor,
 David Kiker, David Tsui, Robert Gill, George Anderson, Lawrence H. Caskey, Rob,
 Stanley F Kubiak, Justin Leites, Athil Moreland, John Falcon, Steven Smith, Bruce C
 Shelley, Phillip, Steve Johnson, Timothy Kniker, MonkeyFinger, Troy D Patterson,
 Sam Shoemaker, Paul Chernoff, Rene van der Ham, Sean K King, Erik Sowa, James
 O'Neill, Frank Haude, Ha-Ryu-Ken, Chris Nenzel, Cameron Esfahani, Oscar Tiberg,
 Bruce Evans, Dan Spezzano, S Dougherty, Mike Nagel, George DIEZ, Bourchanin,
 Andreas Froening, Ivo de Nooijer, Mark McBride, Mitch Reed, Björn Endre, Charles
 Myers, Donald Wilke, Allan Rothberg, Carrington Ward, Shawn Rothery, John M.
 Kuzma, David Kirkpatrick, Nick Karp, Floyd, Duke Ritenhouse, Aaron Chapin,
 Ralph Trickey, Thomas Marshall, John Stryker, Kianjin, W Michael Love, Len K,
 Steve Owen, Kobold Press, Frankie, Lowell Denning, M Burton Hopkins Jr, John
 Vahaly, Mac Senour, Ruediger Bruss, Jeffrey Chrisope, Heikki Lantto, Mike Kent,
 Alan Cohen, James Grimmelmann, Karen Hughes, Andrew Roberts, Richard L.
 Archer, Tom DiNapoli, Ted Woods, Johan Firmenich, Micheal Kuhn, Joseph G
 Lewis, James D. Lytle, Piergiorgio Scarponi, Phil Brown, Brian Musgrave, Albert
 Halpin, ivan toft, Richard Gonsman, Drs. Ken and Julie Kendall, Jim Ely (deleted),
 Joseph Vanden Borre, Gideon Lazar, Brian Janssen, Bill Lisse, Gavin Douglas, Robert
 Yanichko, Gregory Horrell, Nicholas DiLisi, Jim Van Verth, Carl-Johan Strömwall,
 Harry Bosch, Thomas Courtney, Stephen Lu, Roger Taylor, Jim McCoy, Atle Brandt,
 Joe Ternyik, Bernie Torbik, Joseph R Garza MD, Antonio Faldetta, Lawrence C.
 Jackson, Patrice Servel, Ian Holden, Todd Blake, Gary Hackathorn, William Corin,
 stkelly9, Richard Achterberg, Brent Hild, Michael Slisinger, David ward, Scott Kuhn,
 Jeff Fike, Kevin G Baskis (deleted), Pat Lane, Keith Tracton, Gareth McDonald, David
 Townsend, Bill Valonis, Richard Vanner, Ingo Hodetz, David Heath, Ed Northway,
 Kim Rasmussen, Tony Buman, Doug Sharp, Richard Grayburn, Eric Cox, Scott
 O'brien, Brian Gan, Nate Merchant, Barry Maunsell, Doug Murphy, Thomas
 Bergman, Peter Lau, Sean Morgan, Ed Allie, 528, David Wetzel, Scott Goldman,
 James Gerbino, IdleDice, Jonathan Montgomery, Jon Choate, Moritz Eggert, Robert





M. Ramus, M. Sean Molley, David Stengle, Robert Fermier, Ron Glaser, Jim Devine, Robert Mayer, Jeff Sandelin, Michael Coomes, mike markowitz, NICK PASTERGIU, Paul Chambers, David Chadwick, Dennis Hurlbut, THOMAS, Keith A. Layton, Justin Hoffman, Chris Curran, Matisse Enzer, Michael Bowker, Burgy, Antonio M. Rosario, Gilbert Collins, John Stodghill, Kevin Melahn, Amit Basu, Clayton Smith, Dirk Benjamin Johnson, Wayne A Arthurton, Alan Ezarik, Jon Gautier, Robert McGrath, Vince Leamons, Brent Bennett, Ron Rastenis, Mark McKinley, TIMOTHY CALLOW, Deccers, Grant, Keithustus, Allen F. Schell, Lee, Bryan Haven, Patrick Braun, Don Clevenger, Phil Gaskill, Pacomius, Dominik Derwillski, Øivind Karlsrud, Aldaron, Charles Bardswell, Tony Kim, Tom West, Sergio Bayarri Gausi, Mark Sieber, Mun Liong, Aaron Kivett, Ralph Mazza, Bay Chang, John Coley, Paul Dobbins, Robert Biskin, Mark H. Walker, Tau Rho, Pantaleon Fassbender, Doug, Rolf Laum, Lim Chao Li, Djayfrank, Rob Holland, Nate Johnson, Stephen Graham, Martin Beijer, Alexander D Secary, Timothy O'Shea, Chuzpah, Roy M Ward, Graham T. McClusky, Leon Higley, Greg Courter, Gary Bakker, Adam Schneider, Dale Smith, Mayer Brenner, Mark Stacey, Olaf Heinemann, Richard Wagoner, Christopher Schulze, Patrick Young, Wilson Miner, Gerg, Al Newton, Joe R. Shaw, Eric Randall, Stewart Rariden, Arthur Changry, Alan Melear, Chandler Klose, AleccMG, David Marriott, Tom Harrigan, Damian Schumm, Matt Rollefson, Joseph Fitzwater, Rob Knowles, Douglas J. Romero, Martin Gallo, Mark Beckers, pcalvi, jayvs1, Michael Derendorf, Shijuro, Andrew Duryea, Jan Ekholm, Jean-Luc Simard, Will Feibel, James Fitzwater, Alastair Paulin-Campbell, Gerry S, Jeff Pinard, scrub, SirJAGman, Byron, Rob Thomasson, STUTIN, Bill Morgal, Gerry Quach, Dennis Lockhart, Anthony Flanagan, Ian Bowes (spell), Ken Weber, Bendik Vedeler, Philip J Fracica, Ben Schwarz, Chris Carter, Mike Houser, Charles gomez, James, Chris Van Wyk, Alex J. Whitfield, Greg Stroud, John West, cavan cunningham, loopy, Donald j Rinker, MichaelC, dsummers0, Tord Hoppe, Greg Martin, Peter Smith, Michael Verde, Richard Dansky, John Tait, Jerome Leroy, Patrick Mueller, Doug Howse, Doug Thompson, David Lewis, Ian Mason, Michael R Childers (deleted), Pedro Timóteo, Captain of the Trigati, stan stratton, Blue Sun, Douglas Frank, Piotr Gliniewicz, Nels Gjengdahl, Andy Rennard, Stéphane Renaudin, Mark D. Marek, NangjialaF, Brett 1324, Aaron Fishman, Michael Gallagher, Owen Macindoe, James Drysdale, Chris Hansen, Belisarius118, Bill Molyneaux, Richard van der Haak, Craig Bondy, Jason Fass, Brian Calderwood, Steven Bahr, Edmund GOLL, Darryl Campbell, James Chen, bill, Brian Shantz, Alexander Hawson, Andrew J. Cowen, Matty06, Dan Pettigrew, Jean-François Tr  n, Christopher Weck, manning edmonds, William Miller, Bradley McLain, Ferran Selles, Chris Drew, Frank Dickerson, Rick Byrens, Stephan Szabo, John Jensen, Fredrik Arsaeus Nauckhoff, Frank Wuerbach, VikingGeek, Richard Barber, lonejedi, Blaiden, Scott Mobley, Lon Christian, Robert Alvey, Michael Julius, Marc von Martial, Henrik Reschreiter, Leif Olson, Nicolas Richards, borr, Andrew Schmitt, Ira Gluck, steve ambruzs, sakari lindhen, Yojimbo252, Rodney Lelah, Michael Rhodes, Owen Faraday, David Rohde,



Nicolas Koop, Roman Konoval, ewen macleane, Mark Wilder, Ed Pundyk, Malleus, Jay Moore, Mike Burton, Robert Staehlin, Kang Wan Wei, Jakob Frederiksen, John D'Alessandro, Rhett Dornbaeh-Bender, Kien Woon Koh, Andrew Wilson, Sergio Schiavi, Frederic Rodrigues, Björn Von Knorring, David Luchetti, Kevin Burfitt, Steve Hamelin, Mike Tessier, Anand Patel, Peter Rich, Vittorio Fizzotti, Eric Benson, John Roberts, BrotherBane, Terence Chua, Chris L. Mason, James, Shaown Nandi, DReaper, Carl-Niclas, Ronny Arild, Matt Gregory, Ben Rankin, Chris Steinitz, Geoffrey Lessel, Chuck Davis, Stephen Elliott, Josh Goldshlag, Walter O'Hara, Heng Aik Yong, David Gonnerman, Timothy Beatty, Mark McCandless, Derick Larson, Thomas Marks, Dick Boyes, Matt Leung, Irishdome08, Patrick Henry, Kurt Wasserman, Greg Ullrich, Pedro Garcia, Ian Timson, David Pietka, Greg Leung, Matt Cook, Sebastien Schertenleib, Kingdaddy8, bruce shevlin, Jeff Heilner, Nathan Hostetter, Steve Knowlton, Mark Johnson, KevinW, Peregrine Nicholls, Robbin Westerlund, Dave Rohrl, Brian Olmstead, Robert Heyman, Shamon Harper, William Haynes, Elcomandante, Patrick Millin, Philip Kosnett, Bill Wiles, Theo Carpenter, Nathan Forget, William Nichols, David Travis, Christian Michel, ALF2097, Raoul, hanzelmans, Joe Studholme, oddbender, John S. Howard, Matthew Lambert, Todd Berman, David Spangler, Mike Lonesky, Lee Bernhard, J. R. Tracy, Antoine Bertier, Igor Zacharjusz, netsabes, Josh Larson, James Munoz, David Blose, Daniel Weitz, Scott Forster, Alex Grant, Marc Kramer, Larry Underwood, LukasM, Dr. Hanno Meier, Bernie Campbell, Carsten Bohne, Studio Nyx, Dustin Schieve, Romain Soulié, Paul Lebowitz, Ron Zelman, Ricardo Gonzalez, heck, James Boyd, David Casipit, Scott Shafer, Ralph Miller, Graham Marshall, Tim James, Brian Marrs, Scot Ryder, Tom Guthrie, Fushigi, Kevin Treese, Stuart Watson, Paul J., Todd Miller, Douglas Tibbs, Jeremy Fridy, Glen Young, John McKeon, Barry W. Brook, Ken Chapman, Emos, Ted Kuhn, Brad Clements, Jason Kenney, Christian Ferris, Ralph Ferrari, Michael McCalpin, Thelmo Enoque Silva Martins, Anon, Rob Winslow, Wade Newhouse, Lonnie Barrington, Rob Heinsoo, BlackFire1929, John Saliling, TheCrankyLawyer, Lionel Sicre, Vogelmann, Arne, Mick Pearson, Stephane Brochu, John Styles, Craig Nicholls, Arthur C Adams, Carl Hommel, Helmut Hohberger, Peter Tricarico, Peter Chien, Benjamin Dusenbery, Basem Chibaklo, Søren Moskjær Lauridsen, Jeff Adams, Steven Szymanski, William Shaw, Ronald Zuwallack, Michiel de Mare, Scott Kullberg, Harry Garnett, Steve Lee, Chris, repoman_x, Scott Bogen, Matthew Urbanic, Victor Guttmann, Mark Diesburg, Frank McDonnell, Greg Ray, Eric Evans, Luka, Torsten Hasforth, Emmanuel Tabarly, Jeff Zahnen, T k (deleted), Croa, Douglas Kewley, Justin Jones, Ross Macpherson, Elliot Temple, Rich Crook, Doug Bailey, Scott Harrington, Raymond Espiritu, misterling, Rompcat, Bret Overholtzer, Jeff Bahr, Alex Ossel, Kevin Wilkins, Nicholas Coutouvalis, Jarle Enerud, Francis K. Lalumiere, Chris Weeks, Dennis Culhane, Mike Mancini, Jay Howk, Derek Williams, Mark Hagedoorn, Crawford Taylor, Mark Strassburg, Matt Gregory, Perif, Ray Puro, David Wilson, Torgamous, Edward Rustin, Christian Gemballa Moura, Ken Levine, Eddy Sterckx, Davidb, Mark



DeLoura, Adrian Jones, Daniel J Jordan (deleted), Chris Toltesi, Craig Selcher, Steve Duboyce, BeechF33A, Walter Mantor, David Hasty, Sean Ryder, Franz, Michael McGlumphy, Marshall Robin, Kent Carter, Jim Daniels, Fraser Macintosh, Jerrold D Creek, Michael Molnia, Karl Gunnarsson, Mikolaj Laczynski, Patrick Cogny, Stuart Dobson, Antonio Benitez-Donoso, Jeffrey Myers, Michael Kaplan, Markus Zapke-Gründemann, Michel Riviere, Gerhard Maier, Brian Lewandowski, Frank Adler, Matthew Dearden, stephanie wagner, Troy McCauley, Ben Vogel, Leegb, Mikael Röstberg, Benjamin Bo, Matthias Feix, Bill, Norman Stewart, Kristopher Johnson, Daniel Beckham, Scott Wilkerson, Bob Gould, DDB, Brian Winkeler, John Palmer, Daniel Venuto, Soren Johnson, David House, rich strickland, Martin Hogan, Alan Dunkin, Andrew Mackenzie, rdmaughan, Gdm_ online, David Asp, Steve Trease, Richard Fluck, Ben Patrick, Bryan Armor, Frank Hamrick, Matthew Kirschenbaum, Jim Lauffenburger, jeramiah campbell, Charles Moncrief, Pokke, Johnny Crusher, Gabriel Hardy, David Kozlowski, karl deckard, Matthew Morettini, James Mason, Sam Spackman, Morten Monrad Pedersen, Jim Riley, Miguel Alcantara, Matthew Jamison, Kevin, StevenSmith, Howard Kings, Ambroise Nanquette, James O'Hara, Bryan Barnes, David Zell, griffincheng, Andy Sizemore, David Ross, StarPit, Scott Gaaney, Ingo Moeller, Will Morgan, Jacques, Kai Hoehner, Steve, Jeff Coyle, Edgar Pabon, Todd Jolley, Mihai-Vlad Nagea, Jeff DeBoer, Ryan Sawyer, Andrew Wagner, Stephen Jacobsen, Nacho Martin, Leon Stankowski, Gary Gardner, Jeffrey Critchley, Goodysmack, quyn02, Thomas Pringle, Rick Martinez, Todd Carter, Michael Benjamin, Randy Schwalich, Darcy Corben, Andrew Kenrick, Lane Seaholm, Peter Curry, Fredrik Söder, Angela Elzinga, Doug Schaefer, Blake, Thomas Sievers, Alexander Blomberg, Kody Atkinson, Andrew Hust, Brad Kalmanson, Chris Short, Larry O'Brien, Francisco Rodriguez, J.T., Edmond Boon, Robert Coven, Neil Mooney, Mikko Tyrväinen, Chris Brisiel, Kenneth Larson, Donald L. Anglin, Gabriel Guerrero, Phil Luetchford, Steve F, John Longstreet, Dermot Scallon, Ian Williams, Paul Giguere, Harry, Steven, Pete W. Haderlein, Michael Kerr, Max Juchheim, Dotan Dvir, Dan White, William Minsinger, Christopher C., Bruno Rabillon, Robert, Michael Craft, Niels Lund-Sørensen, Spencer, Spharv2, Marc Atkins, Harald Carlsson, Eric Richie, Matt Riley, William Baber, Allen Hill, Robert Myers, Steve St. Clair, Lawrence C.M. Hung, Ron Wilhelm, DrewSouth, Ferdinand Sutamto, Mike Burt, Alfonso Gippini, Scott Tooker, Mark m Mcgurl, Luca Tumedei, Kent Reuber, John Fitzwater, David Nichol, Liam Routt, 3103net, Jesse Taylor, knowcat, Butner Brimberry, Gaetano Russo, Ames Grawert, Anthony Ruggeri, Mark Smith, David Skoranski, Storm, John Meldorf, deanit, TouchGameplay, Stephen Farenga, Richard Loomis, Peter Rambo, Bradley Cummings, Kris Ty, Rob Shields, Dusty Leppert, Karl Vanner, Applejack, Bill SHEWEY, Nathan Flohr, Erik Evan Shalat, Miguel Nieves, Toby Rogers, Luca Frigerio, Patrick Ward, Gameosaurus, Fernando Torres, Marek Jurko, Ryan Keene, Lawrence Herold, Eric Welter, Andy, David Dunham, Keros Lowder, jonas karlen, Legends of Enlightenment, David Kreda, Bill S Jaffe, Tom Blake.

