



TM - 360 - 2

**PATRIOT
TRAINING
MANUAL**

! FIRST READ

ATTENTION **PATRIOT** OWNERS

PATRIOT is a new generation of game, and an ambitious simulation of a complex reality. As such it is different from conventional wargames and requires a whole new approach for mastery. You will find that PATRIOT echoes some of the less recognized aspects of modern warfare. Just as the **successful** Commander does most of his job long before the first shot is ever fired, so too must the PATRIOT commander devote some time before the action starts to learning the conventions and controls of the game.

The Quick Start guide enclosed will walk you through the essential game controls and the first scenario. This introduction will take about thirty minutes of your time, a very brief period indeed when you realize that it takes thirty years to make a General Officer. By completing the Quick Start and walkthrough you will discover that the plans and contingency plans of a battle staff are just as germane to PATRIOT as they are to a General Staff. It is far easier to change plans, paths, and formations **before** "the band begins to play" than it is once the dance has begun.

Our development and testing processes have suggested numerous areas of future expansion, and we have recieved many great suggestions for enhancements from our testers. Three-Sixty Pacific is responding to these suggestions and will incorporate many of them into a new version of PATRIOT. Three-Sixty has not delayed the release of this product to incorporate these changes. As such **this upgrade will be provided to registered owners of PATRIOT at no charge when it becomes available.**