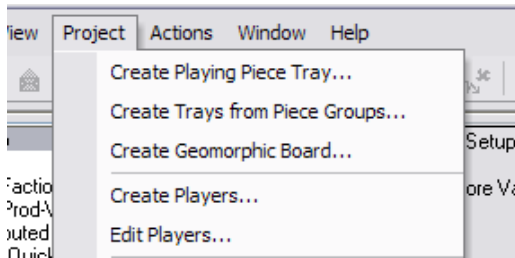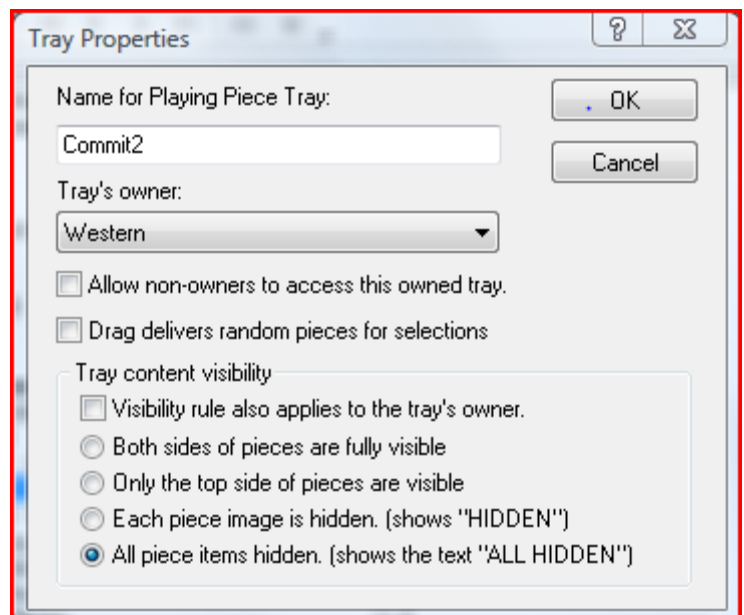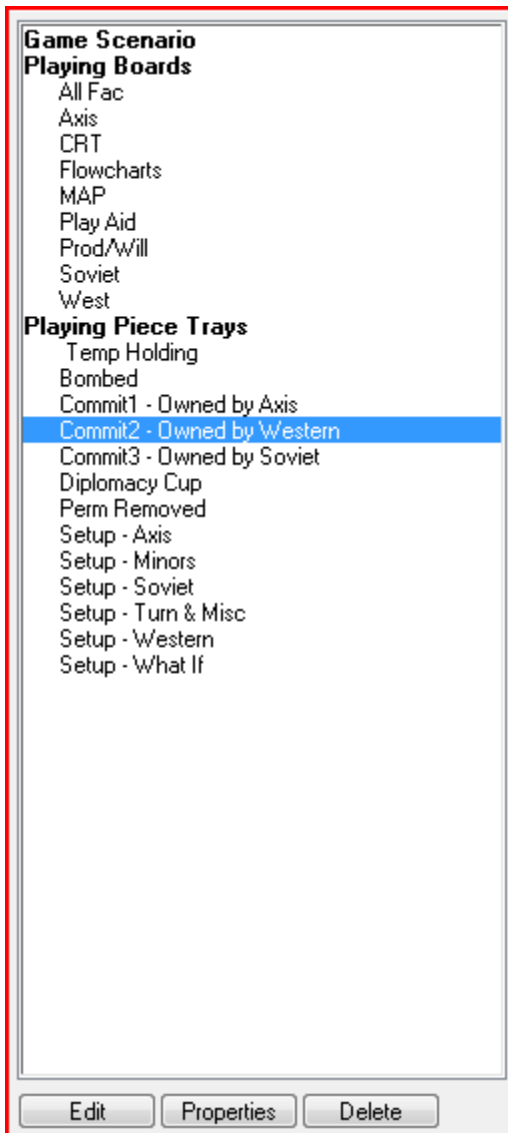## Number of Players
The number of Cyberboard players matches the number of factions in the published scenario.

- To change the number of players, on the Menu bar go to Project\Create Players and change the number.
- To change the names of the players, on the Menu bar go to Project\Edit Players. Select a player, type in the new name, and click the Update Name button.

- After making the above changes, go to the Game Scenario window.
- Select the Commit line for a faction.
- Click the Properties button, and then assign the ownership of the Tray to the respective faction.

Faction Cards – To reduce the number of Cyberboard window views, the scenarios have been set up using the Faction Cards cards that contain all factions on them, i.e. All Fac and Prod/Will.

To use faction-specific Faction Cards instead, do the following.

- Go to the Game Scenario window.
- In the Playing Boards section, double-click on the faction card you want to use (or select the specific faction line and click on the View button).
- The faction-specific card will appear. Move the appropriate counters on the All Fac and Prod/Will to the facton-specific card.

Variable Entry – For scenarios using Variable Entry, the Variable Reinforcement counters are upside on the Turn Track and use the Auto Stack Deck option, which only shows the top counter in the stack.
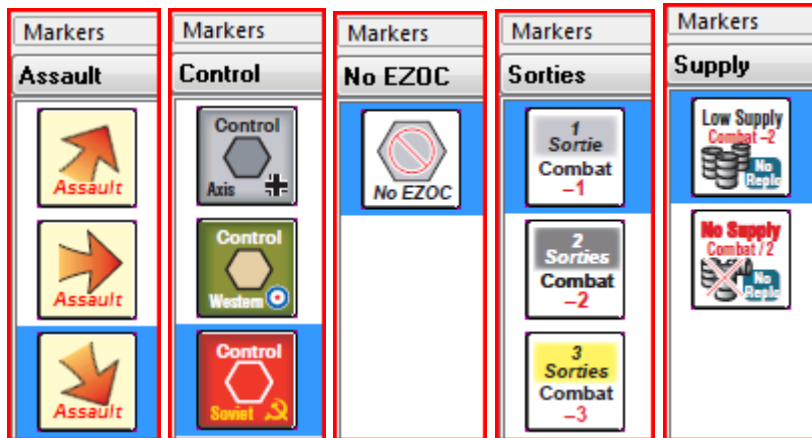In the example below, the German Economic Reforms markers are not Variable Entry counters, the rest are.
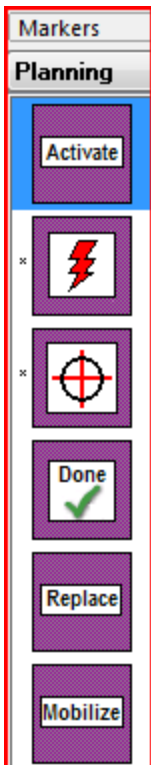
Assault, Control, No EZOC, Sorties, and **Supply** – These markers use Cyberboard's Markers mechanic. They are *not* individual counters in a Tray.

Using CB's Markers mechanic means there is no limit to how many of these markers you can put on the map.
- To put a marker on the map, select the marker you want to place and drag/drop it on the map.
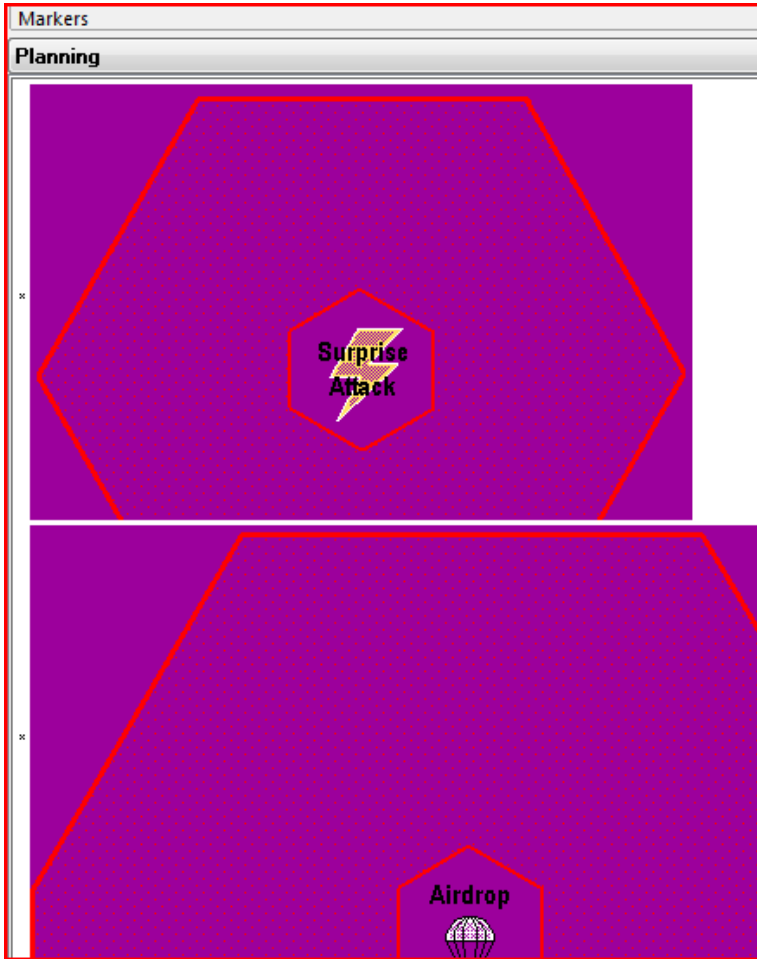- To remove a marker from the map, select the marker on the map and delete it.

Planning Markers – These markers are not in the printed game and use Cyberboard's Markers mechanic. These markers may help in highlighting and keeping track of what is happening in the game.

- **Activate** – The marked unit will active this turn.
- **Attacker** – The marked unit is the attacker.
- **Target** – The marked unit is the defender.
- **Done** – The marked unit's activation is done, and it will not be activated again this Operations Phase.
- **Replace** – The marked unit will be improved in the Replacements phase.
- **Mobilize** – The marked unit will be mobilized in the Mobilization phase.

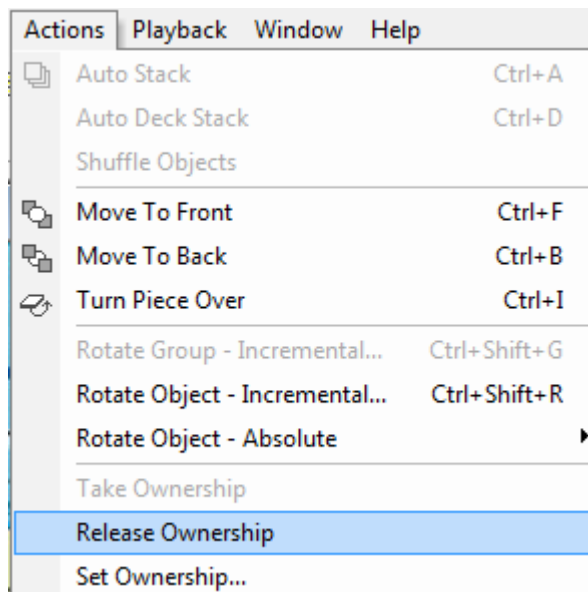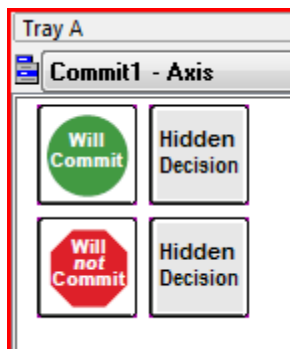- Rectangles may appear in scenarios with notes, or they can be used to mark a counter and add some text.

- The Surprise Attack and Airdrop markers indicate the range of that marker. Drag the center of the planning image onto the starting hex on the map. The planning image will appear somewhat transparent when on the map so you can see the counters underneath. *Sorry, Cyberboard cannot produce the image size necessary for an Air Strike or Air Support range marker.*

- Numbered marker can be used to mark a counter and add some text.

Will Commit / Will not Commit – There are three Commit trays, one for each faction. To secretly select the Will Commit or Will not Commit marker you will be using, select the specific marker and drag/drop it onto the map near the combat being resolved. Even though you will be able to see the red or green side, your opponents will only see the gray "Hidden Decision" side.

- To reveal the marker to your opponent, go to the Actions menu (or right-click on the counter to bring up that menu) and select Release Ownership.
- To set ownership back and hide the marker, select it on the map and drag/drop the marker back to its tray. It will become owned and hidden again.

Diplomacy Cup – The scenarios use Cyberboard's ability to randomly pull counters from a Tray.

- To randomly pull a marker from the Diplomacy Cup Tray, select **any** counter from the Diplomacy Cup Tray and drag/drop it into the Diplomacy Cup Marker Holding Box on the map. Though you see counter image selected, the counter actually moved is chosen randomly by Cyberboard.
- To put a marker back into the Diplomacy Cup Tray, select the marker you want to move from the Diplomacy Cup Marker Holding Box on the map and drag/drop it into the Diplomacy Cup Tray. This is not random. The marker you select and move is the one that goes into the Diplomacy Cup Tray.