1. PBEM Survival Guide
   1.1. The Purpose of this PBEM Survival Guide is to introduce the beginning VSQL user to PBEM play. The user can follow this guide to gain an understanding of PBEM play sequence and VSQL mechanics.
   1.2. Basic Definitions
   1.2.1. PBEM is Play by Email.
      1.2.2. Turn Events are anything recorded in the dialog box or placed/moved on the board during a game turn. This includes user messages (calling shots), die rolls, moving units, flipping units, placing smoke counters, changing covered arc, etc). This excludes initial game set-up.
      1.2.3. A .log file is a saved file which saves all turn events.
      1.2.4. A .save file is a saved game which contains only a "Snap Shot" of the board and counters. It does not save turn events.

2. VSQL Preferences Set-Up
   2.1. Auto-Report Moves must be checked in preferences to record the moves into the dialog box and log file.
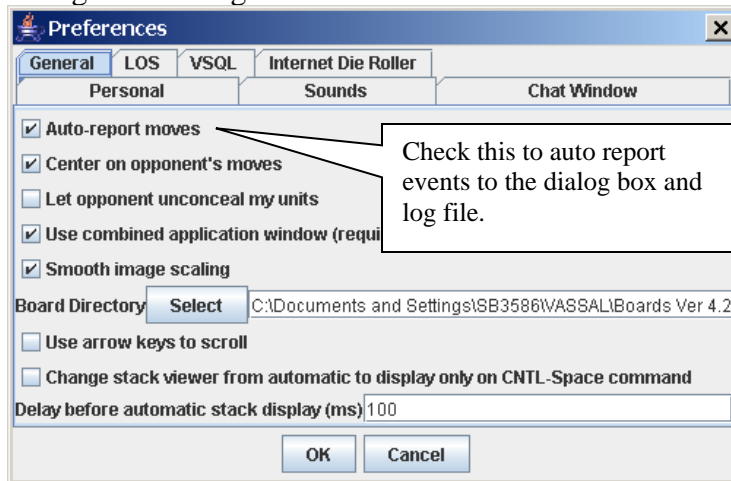
   2.2.

3. Initial Game Set-Up in a PBEM game.
   3.1. Normally, a user loads a .scen file and the player's set-up the board following the specific scenario instructions.
   3.2. When you have completed your initial unit placement, save the file and send to your opponent for his game set-up and/or first turn.
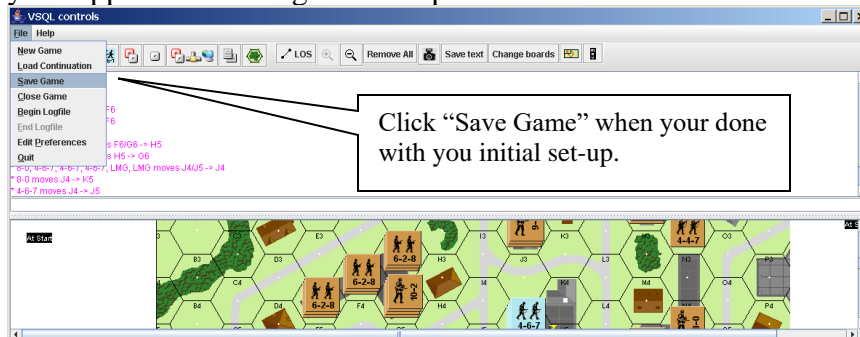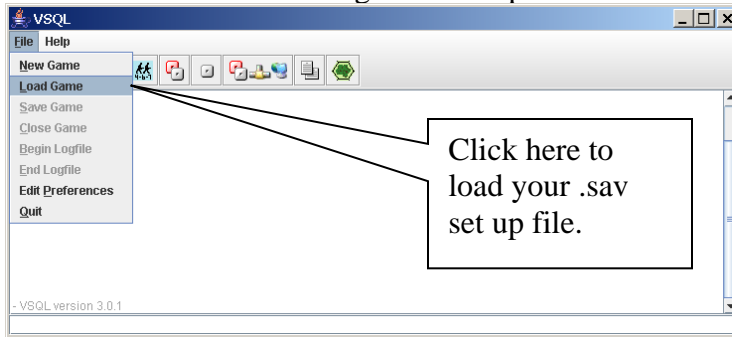

   3.3.

3.4. Don't start a log file when initially placing your units on the board. Hidden Initial Placement and Concealed unit placement will appear in the dialog box and be recorded into the log file, which you opponent will see.

4. Recording the first turn of a game
   4.1. Load the .sav file containing the initial placements.

Click here to load your .sav set up file.

   4.2.

   4.3. Start recording to a log file by clicking on Beg Log file.

Click "Begin Log file" before you start annotating or moving counters.

   4.4.

   4.5. Select a new file name. If you use the same file name, the old log file is overwritten and the turn events are lost. We'll discuss some file naming conventions later on.
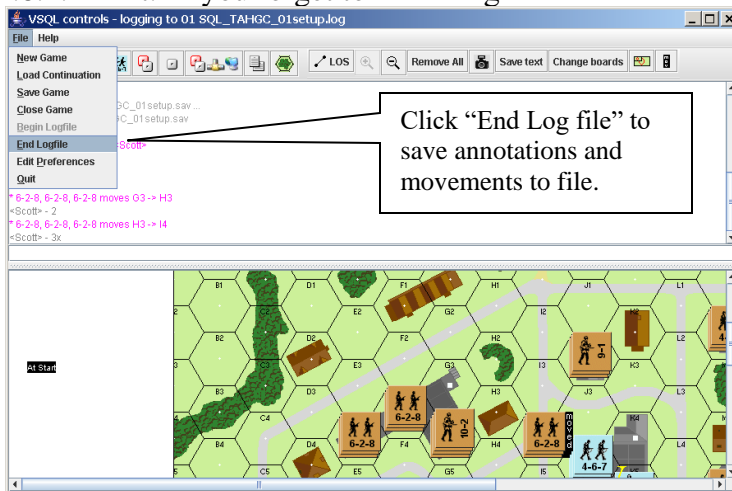
> Change file name. Notice VSQL automatically changes .sav to .log.
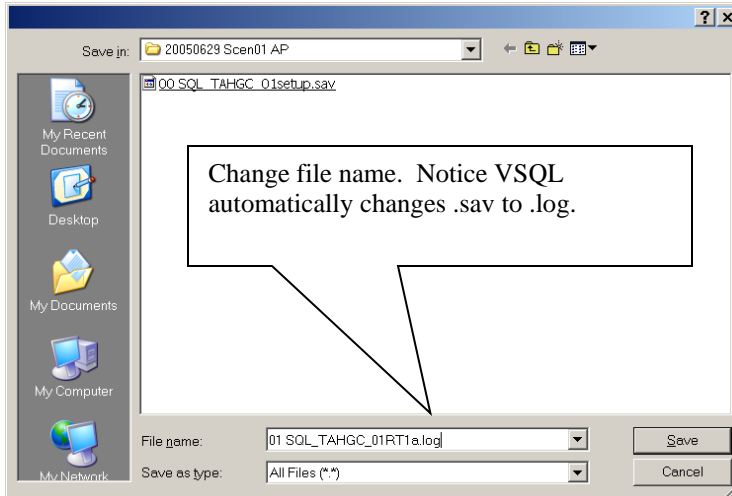
4.6.

4.7. Play your turn

4.8. To record the turn events, click "End log file". At this point, turn events are saved to the .log file.

    4.8.1. Hint: if you forget to "End Log File" all turn events are lost.

> Click "End Log file" to save annotations and movements to file.

4.9.

4.10. Congratulations, you are now ready to send the log file to your opponent. Fairly simple, just load the game, begin the log file, play the turn, end the log file and email.

5. Playing that log file

    5.1. Save your opponent's log file to disk.

    5.2. Open VSQL and load the .log file

    5.3. Use the undo and forward buttons "play" the log file.

> Click Undo and Forward buttons to step through .log.

5.4.

6. File Naming Conventions
   6.1. 01_Scen01_RT1a.log
   6.2. The file name should identify scenario, player turn, game turn and turn phase.
   6.3. Additionally, the email number is useful to sort sequentially in the directory and load game windows.
   6.4. {email sequence}{scenario id}{player turn}{game turn}{turn phase}
   6.5. email sequence is 00 (set-up), 01, 02, …11, 12.
   6.6. Scenario id it typically Alpha1 or GW or Scen01 based on your preference.
   6.7. player turn is R (Russian) or G (German)
   6.8. game turn is T1
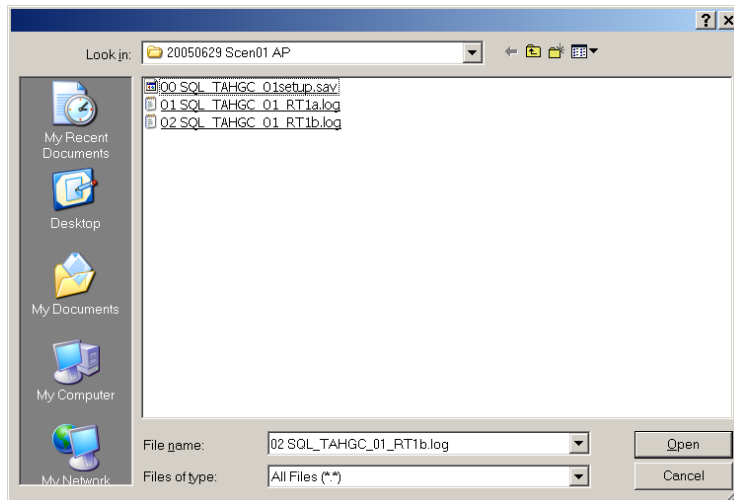   6.9. turn phase is a, b, or c.
   6.10.   Combining all this we have…
       6.10.1. 00_Scen01_setup for the setup phase
       6.10.2. 01_Scen01_RT1a for first phase of German turn 1
       6.10.3. 02_Scen01_RT1 a for second phase of German turn 1
       6.10.4. Etc…

   6.11.

7. PBEM Sequence of Play
   7.1. The Quick Version:
       7.1.1. RT1-a Rally, Prep, Movement.
       7.1.2. RT1-b DFPh
       7.1.3. RT1-c AdFPh, Rout (P only), AvPh, CC (P only)
           7.1.3.1. P is Phasing player, NP is non-phasing player
           7.1.3.2. In this case the Russian is the phasing player _R_T1. Next player turn the German will be the phasing player _G_T1.
           7.1.3.3.Rout and CC require both the P and NP but only P has the email file.
           7.1.3.4.NP will resolve in subsequent email. Note that NP has changed to P.
       7.1.4. GT1-a
           7.1.4.1.Phasing player (formerly NP and in this case the Germans) completes rout and CC from prior turn.
           7.1.4.2.Phasing player continues w/ Rally
   7.2. Advance Phase has a detailed sequence of play. Follow the below link.

7.3. PBEM Sequence of Play from Advance Phase