

# WAR

ATARI and APPLE Versions by Stan Erwin

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WAR is a game of strategy and planning for either one or two players. The object of the game is to infiltrate enemy territory and destroy all units of the opposing army. Two human opponents may play each other, or one may challenge the computer.

The armies are color-coded (white and purple on the APPLE version; white and blue on the ATARI version). Other objects and areas will be graphically represented as well, including the forest (light green), cities (white or purple/blue), and rivers (blue). The armies consist of armored, infantry, and engineer units (represented on the screen by the first letter of their names), and an aircraft.

Each turn will consist of the player moving his units a certain number of squares. To move a unit, six different keys are utilized. These are listed below, and the pertinent options will be displayed in the upper left-hand corner of the screen for your convenience.

- N** Move unit North (up)
- S** Move unit South (down)
- E** Move unit East (right)
- W** Move unit West (left)
- RETURN** Select other unit
- ESC** Advance to next phase
- ←** Delete previous order

During a turn, the unit to be moved will blink rapidly. If you do not wish to move that unit, press **RETURN** and another unit will begin to blink. When you're ready to move a unit, press the appropriate key (**N**, **S**, **E** or **W**) the number of times you wish for the unit to move. Each unit is allowed to move 4 squares per turn, except in the forest where the movement allowance drops to 2 squares per turn. To move less than the maximum allowed number of squares, move the desired number of squares and press **RETURN** to terminate the move.

Of crucial importance to the game is the Escape (**ESC**) key. By pressing this key at any point during play (see 'Order of Movement' below), the current phase of tactical operations is concluded and the next phase begun. The primary purpose of this key is to allow the player to advance to the next phase without moving all units the maximum number of squares.



## **ORDER OF MOVEMENT**

On each turn, the order of movement is as follows:

**ENGINEER UNITS** — Build or destroy bridges and move

**INFANTRY UNITS** — Move

**AIRCRAFT** — Move and/or bomb

**ARMORED UNITS** — Destroy bridges and move

### **ENGINEER UNITS**

At the appropriate phase of the game, an engineer unit can build a bridge across the river — but only if the unit is adjacent to a river square. By the same token, a bridge can be destroyed by an engineer unit only if it is adjacent to a bridge square. For example, if an engineer unit occupies a river directly to the north and is blinking with a white cursor, pressing **N** will build a bridge across the river. If a bridge was already there, pressing **N** would destroy the bridge.

### **ARMORED UNITS**

An armored unit can destroy a bridge (but not construct one) if it is adjacent to it. An armored unit will blink with a white cursor to help distinguish it from the others.

### **INFANTRY UNITS**

Infantry units are used primarily to battle enemy aircraft and enemy infantry.

### **AIRCRAFT**

Aircraft are moved in the same manner as other units; however, there are no restrictions on crossing rivers. Aircraft are allowed to move 8 squares per turn, and must move a minimum of 4 squares unless the plane is over a city square of its own color. A plane that is already located over a city square of its own color does not have to move. Each plane is equipped with one bomb which may be used to destroy bridges, city squares, or army units. To bomb a target, position the aircraft over the square of the target and press **B**. The aircraft will be automatically reloaded with a bomb if it stops on a city square of its own color. Aircraft may be shot down by infantry units manned by the enemy. The closer the aircraft is to enemy territory and the longer it remains there, the greater the chances of it being shot down.

### **REINFORCEMENTS**

Reinforcements are made after the fifth turn, and according to the number of city squares on each side. One complete city will result in a reinforcement of approximately one unit per turn. Cities may be occupied by moving units through them. Each city square will change to the color of the unit passing over it. (Note that occupying an opponent's city not only decreases his reinforcements, but increases your own.)

### **STRENGTH**

If, at the end of a player's turn, any army unit is next to the units of an opposing army, there will be a battle. Each side will alternate turns in taking the offensive and defensive positions in the battle. The strength of each side is determined by adding the individual strengths of the army units within 3



squares of the center of the battle. The strength of each unit is represented by the following chart:

DISTANCE TO THE ENEMY	1	2	3	4	5	Greater than 5
ENGINEER STRENGTH	3	2	1	0	0	0
INFANTRY STRENGTH	5	4	3	2	1	0
ARMORED STRENGTH	10	9	8	7	6	0

In addition, defensive unit strength is doubled if it happens to be located on a forest or city square.

The computer picks a random number between 0 and 5 and calculates battle losses according to the following chart:

Ratio	Defense Stronger						Offense Stronger					
	6	5	4	3	2	1	1	2	3	4	5	6
Random #												
0	Of-3	Of-2	Of-1	Of-0	Of-0	Of-0	Of-0	Of-0	Of-0	Of-0	Of-0	Of-0
	De-0	De-0	De-0	De-0	De-1	De-2	De-3	De-4	De-5	De-6	De-7	De-8
1	Of-4	Of-3	Of-2	Of-1	Of-0	Of-0	Of-0	Of-0	Of-0	Of-0	Of-0	Of-0
	De-0	De-0	De-0	De-0	De-0	De-1	De-2	De-3	De-4	De-5	De-6	De-7
2	Of-5	Of-4	Of-3	Of-2	Of-1	Of-0	Of-0	Of-0	Of-0	Of-0	Of-0	Of-0
	De-0	De-0	De-0	De-0	De-0	De-0	De-1	De-2	De-3	De-4	De-5	De-6
3	Of-6	Of-5	Of-4	Of-3	Of-2	Of-1	Of-0	Of-0	Of-0	Of-0	Of-0	Of-0
	De-0	De-0	De-0	De-0	De-0	De-0	De-0	De-1	De-2	De-3	De-4	De-5
4	Of-7	Of-6	Of-5	Of-4	Of-3	Of-2	Of-1	Of-0	Of-0	Of-0	Of-0	Of-0
	De-0	De-0	De-0	De-0	De-0	De-0	De-0	De-0	De-1	De-2	De-3	De-4
5	Of-8	Of-7	Of-6	Of-5	Of-4	Of-3	Of-2	Of-1	Of-0	Of-0	Of-0	Of-0
	De-0	De-0	De-0	De-0	De-0	De-0	De-0	De-0	De-0	De-1	De-2	De-3

Only units actually in the battle are at risk. For example, if you had two units engaged in a battle, and the chart showed a loss of 5 units, only the two in the battle would be lost.

## MISCELLANEOUS

At the end of each unit's turn, **RETURN** must be pressed before going on to the next unit. At any time during a unit's turn (until pressing **RETURN**), pressing **←** will cancel that unit's moves on that turn. (Exception: Once an aircraft has dropped a bomb, **←** will not function.) In addition, moving back to the square previously occupied cancels the move. For example, moving south and then north does not count as a move.

If more than one unit is to be removed during a battle, the computer will pause after removing that unit and await your command. Pressing **ESC** will cause the computer to remove all units without pausing. Pressing **RETURN** will cause one unit to be removed; the computer will then await further instructions.

At all times during the game, the legal keys to be pressed are shown at the top of the screen.

After the final move in the game, the players will be given the option of quitting or continuing. To end the game, press **Q**; to continue, press **RETURN**. If you elect to quit, you will be given the option of saving the game to disk. Answer the appropriate prompts.



## SCORE

At the end of a game, the player's score will be displayed. The score is calculated by the following formula: Number of turns taken + 4 times the handicap (or minus the handicap if the losing side was given the advantage). The lower the score, the better.

## DISK LOADING INSTRUCTIONS FOR THE APPLE (48K Version — DOS 3.3 Required)

1. Turn on the computer. The power switch is located on the left rear panel of the system.
2. Insert a copy of the WAR diskette into Drive 1.
3. The program will load and begin running in a few moments.

## DISK LOADING INSTRUCTIONS FOR THE ATARI (32K Version)

1. Insert the BASIC cartridge into your computer.
2. Insert the WAR diskette into Drive 1.
3. Turn on the computer. The power switch is located on the right side panel of the system.
4. The program will load and begin running in a few moments.

## BEGINNING THE GAME

After the program has loaded, you will be asked to answer a series of questions. The questions are as follows:

### OLD OR NEW GAME (N/O)?

Press **N** to begin a new game, and **O** to load a previously saved game from your disk.

### HOW MANY PLAYERS (1/2)?

Press either **1** or **2**. If only 1 player is pressed, then the computer will serve as your opponent.

### SHORT OR LONG GAME (S/L)?

In a short game, reinforcements are made at half the rate of a long game. Press the appropriate letter.

### INPUT A NUMBER (1-9999)

This will act as a random number for various conditions within the game.

### HANDICAP EITHER SIDE (Y/N)?

### WHICH SIDE GETS EXTRA (W/P)?

### HOW MANY EXTRA (0-5)?

This series of questions refers to a handicap which can be assigned to either side. If you don't want an opponent handicapped, answer **N**.