MAJOR COUNTRY COMPARISON CHART

	England	Germany	France	USA	Japan	Russia
# of Areas	3	3	3	4	3	4
# of Supply Centers	2	2	2	3	2	1
Army Offensive Factor	1	1	3	2	2	4
Army Defensive Factor	1	2	2	2	3	3
Army Cost 10,000 Troops	$600,000	$400,000	$300,000	$300,000	$300,000	$200,000
STD. # of Troops	155,000	365,000	430,000	175,000	255,000	520,000
1880 # of Troops	501,000	381,000	507,000	192,000	270,000	560,000
1914 # of Troops	1,782,000	3,465,000	1,495,000	570,000	900,000	3,030,000
Navy Offensive Factor	1	1	3	1	2	3
Navy Defensive Factor	1	2	3	1	2	4
Navy Cost/5 Fleets	$300,000	$400,000	$500,000	$400,000	$500,000	$700,000
STD # of Fleets	120	90	80	85	85	50
1880 # of Fleets	207	100	105	100	95	50
1914 # of Fleets	207	125	110	150	125	50

Note: The lower the factor, the better the army/navy is at offensive or defensive operations.

STRATEGIC SIMULATIONS, INC.

If you have any questions or problems regarding the program or game, please send a self-addressed, stamped envelope with your question to: *STRATEGIC SIMULATIONS, INC.,* 883 Stierlin Road, Building A-200, Mountain View, CA 94043-1983.
Or call our Hotline Number: *(415) 964-1200* every weekday, 9 to 5 (P.S.T.).

A COMPUTER STRATEGY GAME OF GLOBAL DOMINATION, FROM THE 1880s TO EARLY 1900

COLONIAL CONQUEST

STRATEGIC SIMULATIONS, INC.

What to do if you have a defective disk

Each of our games undergoes extensive playtesting prior to its release. Through this process we hope to uncover, and correct, any errors in programming. However, due to the complex nature of our simulations, some program errors may go undetected until after publication. In addition to errors in the program, there are occasionally problems with the disk itself. We experience the industry standard of approximately a 3 to 5% failure rate of duplicated disks. Before assuming that a disk is defective, make sure to check your disk drive. Up to 95% of the disks returned to us as defective will run fine on our computer systems. Often the problem is with a disk drive that needs servicing for alignment, speed, or cleaning.

Should you have a defective disk, please return the disk only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. A replacement disk will be provided upon our receipt of the defective disk.

Should you uncover an error in the program, return both your game disk and any "save game" disks to our Customer Support Department. Please enclose a description of what was taking place in the game when the error occurred. Upon correction of the program error, we will return an updated disk to you.

Always make sure to include your name, address, and daytime telephone number with any correspondence. We will do our best to see that any problems are corrected as soon as possible.

SHORT RULES

COLONIAL CONQUEST: Up to 6 Major countries vie for control of more than 120 Minor countries using diplomacy, espionage, armies, and fleets.

OBJECTIVE: The player's goal is to be the first to attain a preset number of victory points. Winning battles and acquiring control of areas increase a player's victory point total, while losing battles and control of areas decrease his total.

MAJOR COUNTRIES: In sequence of play, these are: 1) England, 2) Germany, 3) France, 4) USA, 5) Japan, and 6) Russia. Each Major country is controlled by a human player or the computer or is designated neutral and then acts as a Minor country.

While one player is entering his moves at the computer, all of the other players should be seated elsewhere. There they can negotiate informal agreements. They are prohibited from watching the player at the computer, but anything else is acceptable.

SCENARIOS: The 3 alternatives are an 1880 scenario, a 1914 scenario, and a standard scenario.

LOADING AND STARTING: ATARI 400, 800,1200XL: Be sure that all cartridges are removed from the computer. Boot the COLONIAL CONQUEST disk.

ATARI 800XL: Be sure that all cartridges are removed from the computer. To boot the COLONIAL CONQUEST disk, hold down the \<OPTION> key while turning on the switch.

C-64: Boot the disk. Type LOAD "*",8,1 and press \<RETURN>. When READY appears, type RUN and press \<RETURN>.

The menu displayed lists the choices available to you. Follow screen instructions to set up the game.

SCREEN DISPLAY: See the enclosed map for identification of areas and regions. See Figure 3.2 for identification of game markers.

CONTROLLING THE COMPUTER:
To move the cursor, use the joystick. To set your choice, press the TRIGGER. To continue within the Build Phases and the Movement Phases, press the TRIGGER. To go back a screen while selecting movements, etc., press START. To advance to the next phase after completing your actions in a phase, press START.

GAME PHASES: Build Phases (Army, Navy, Fortification, Economic Aid, Espionage, Subversion), Movement Phases (Army, Navy), Combat.

The Build Phases occur each spring only. The first turn begins with the Espionage Phase.

Army Build Phase: Learn current army and navy strengths. Create new armies in supply centers of your Major country's home area.

Navy Build Phase: Create new navies in supply centers located in the ports of your Major country's home area.

Fortification Phase: Fortify army units.

Lend money to Major countries; these are added to the Treasury. Lend money to neutral Minor countries; these are used immediately to build armies.

Espionage Phase: Learn the approximate army strength and the income of a Minor country or of an area controlled by a Major country. Your current Treasury and the cost of spying will be displayed after you set the choice of the area to be spied on.

Subversion Phase: Spend money to bribe a Minor country's army, weakening the country's defense or causing a coup.

Army Movement Phase: Move armies to adjacent areas only. If area is controlled by you, troops become reinforcement. If area is neutral or controlled by another Major country, troops attack and battle is fought in the Combat Phase.

Navy Movement Phase: Move navies alone or with armies from one port to another. If destination is a port you control, forces there are reinforced. If you do not control the port, then navy alone or navy and armies attack and battles are resolved in the Combat Phase.

Combat Phase: Nine rounds of battle; each consists of naval vs. naval battle and army vs. adjacent army battle.

SCORING: 1 point added for every battle won by armies. 1 point deducted for every battle lost by armies. Victory points are also added or subtracted for acquiring or losing control of areas. In the historical scenarios, Major countries control some areas at the beginning of the game, but they have no victory points. All scores are set at zero before play begins. However, if as a Major country, you lose control of an area that you held at the start, points will be deducted from your score. If you should gain control again, then you will be awarded the victory points just as you would be for gaining control of any other area.

A menu appears before each movement phase and before the Combat Phase that allows you to choose to see the score at that time.

TABLE OF CONTENTS

1.0 INTRODUCTION

Based on the empire building of the late 1800's, COLONIAL CONQUEST is a grand stategy game for 1-6 players. Using diplomacy, espionage, armies, and fleets, up to 6 Major countries vie for control of more than 120 Minor countries and each other.

1.1 COLONIAL CONQUEST is 100% machine language and features smooth scrolling on a map of the world that is four screens wide and two screens high. More than nine colors are displayed by using a special mode. Only the joystick and console keys are used in giving commands.

1.2 COLONIAL CONQUEST features diplomacy, loans between countries, espionage of Major and Minor countries, subversion of Minor countries, the building of army and navy forces, and combat. Each army may contain from 1,000 to 9,999,000 men; each navy may contain from 1 to 9,999 fleets. At the start of each new STANDARD game, the army strength and the net-worth of each Minor country are randomly set. In the 1880 and 1914 scenarios, the army strength and the net-worth are preset. Each game is different, and the strategies are endless.

1.3 In COLONIAL CONQUEST, the player is awarded victory points for winning battles and acquiring control of areas. The player who first attains a preset number of points is declared the winner.

1.4 THE LANGUAGE OF COLONIAL CONQUEST

The novice at wargaming may find it helpful to keep in mind that ordinary words often take on special meanings in a game. Be aware of the particular use in this rulebook of the following terms: friendly, unfriendly, movement, battle, and war.

1.4.1 Only those Major and Minor countries under your control are considered friendly. All other countries, whether neutral or controlled by an enemy, are considered unfriendly.

1.4.2 All movements against unfriendly countries automatically become battles in the Combat Phase.

1.4.3 When we write of a computer controlled Major country considering itself at war with you, we mean it attacks your areas whenever and wherever it can. The computer will begin a war with you because you have attacked it or an area which it controls or for some unknown reason.

You may end a war by lending money to the computer controlled Major country, but another war may begin, again as a result of either an action of yours or a decision of the computer.

2.0 THE SCENARIOS

2.1 THREE OPTIONS

2.1.1 The Standard Scenario
The six Major countries control only their own areas as the game begins.

2.1.2 The 1880 Scenario
A historical scenario in which, as the game begins, the six Major countries control the additional areas actually controlled by those countries in 1880. See the Scenario Data Card for the identity of the controlled areas.

2.1.3 The 1914 Scenario
A historical scenario in which, as the game begins, the six Major countries control the additional areas actually controlled by those countries in 1914. See the Scenario Data Card for the identity of the controlled areas. In addition, if the computer controls Russia, France, or England, the country is at war with Germany. Conversely, if Germany is controlled by the computer, it is at war with Russia, France, and England.

3.0 THE SCREEN DISPLAY

3.1 THE MAP
The map is 4 screens wide and 2 screens high. There are over 125 Major and Minor countries displayed on the map. If the cursor is held against either the right or the left edge of the map, the screen will wrap around from one end of the map to the opposite end.

3.1.1 Major Country: A Major country is colored solid: England – purple, Germany – grey, France – green, USA – light blue, Japan – yellow, Russia – red. A Major country contains more than one area, each with its own

identification number. For information on the characteristics of the Major countries, see the Major Country Comparison Chart (Figure 3.1.1).

3.1.2 Minor Country: A Minor country is checkered; it contains only one area. The army strength and the net-worth of a Minor country is randomly set prior to each new STANDARD game or is preset in the 1880 and 1914 scenarios. If a Minor country is controlled, its net-worth is added to the treasury of the controlling Major country. Minor countries can only defend; they can neither build nor attack.

3.1.3 Region: The world is divided into the eight regions shown on the World Map. At the start of a new year, if you control all of the Major and Minor countries of a region, you receive an economic bonus in addition to the combined net-worth of all of the countries. This reward can be as high as 20 million dollars.

Regions are important in naval sorties* and naval assaults**. If a naval attack from one region to another fails, all of the armies in the attacking force are lost.

3.1.4 Ocean: Each ocean of the world has been divided into seas. These seas are important in estimating the presence and strength of enemy navies occupying adjacent land areas. The presence of a fleet marker indicates which

Major country has the greatest number of fleets in a single adjacent land area.

3.1.5 Status Square: Each Minor country and each area of a Major country has one square, known as the Status Square, that denotes who controls the area. In an uncontrolled Minor country, the Status Square looks like the rest of the country except when a Major country is choosing the destination of armies or fleets. Game Markers (Section 3.2 and Figure 3.2 contain information on what can appear in a Status Square).

3.1.6 Inland Waters: No markers appear in such inland waters as the Great Lakes in North America. However, movement across such waters is blocked. Areas on opposite sides are not considered adjacent. Army movement between areas 42 and 79 and between 114 and 116 is allowed.

3.2 GAME MARKERS

= Army

= Fortification

= Fleet   = Supply Center
= Port   = Mountains
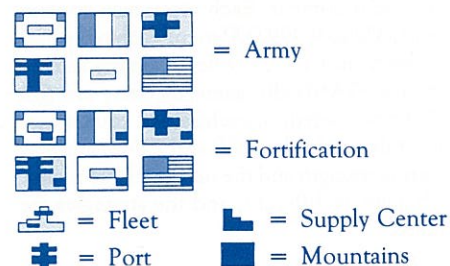
*In naval sorties, only ships are moved. **In naval assaults, troops accompany ships that are moved.

MAJOR COUNTRY COMPARISON CHART

	England	Germany	France	USA	Japan	Russia
# of Areas	3	3	3	4	3	4
# of Supply Centers	2	2	2	3	2	1
Army Offensive Factor	1	1	3	2	2	4
Army Defensive Factor	1	2	2	2	3	3
Army Cost 10,000 Troops	$600,000	$400,000	$300,000	$300,000	$300,000	$200,000
STD. # of Troops	155,000	365,000	430,000	175,000	255,000	520,000
1880 # of Troops	501,000	381,000	507,000	192,000	270,000	560,000
1914 # of Troops	1,782,000	3,465,000	1,495,000	570,000	900,000	3,030,000
Navy Offensive Factor	1	1	3	1	2	3
Navy Defensive Factor	1	2	3	1	2	4
Navy Cost/5 Fleets	$300,000	$400,000	$500,000	$400,000	$500,000	$700,000
STD # of Fleets	120	90	80	85	85	50
1880 # of Fleets	207	100	105	100	95	50
1914 # of Fleets	207	125	110	150	125	50

Note: The lower the factor, the better the army/navy is at offensive or defensive operations.

Figure 3.1.1

3.2.1 Army:
This marker represents the flag of a Major country and denotes the presence of troops and control by that Major country.

3.2.2 Fleet:
This marker represents a fleet in a sea and indicates that in a land area adjacent to that sea, the controlling country has more fleets than any other Major country. The color identifies the Major country. Note: this is the largest number of fleets in any one adjacent country, not the total of those in all the adjacent areas controlled by the Major country.

Example: England has 32 fleets based in London (area 46). France has 30 fleets based in Normandy (area 50) and 15 fleets based in Paris (area 49). Although France has a greater combined total of fleets in two of the areas adjacent to the sea, the English fleet marker is displayed in the sea because it has the greatest number of fleets in any one area adjacent to the sea.

3.2.3 Fortification:
This marker, a black square, appears in the bottom right corner of the flag that identifies control by a Major country. The defense strength is doubled by fortification; the attack strength is unaffected. The cost to an enemy player wishing to spy on the area is increased by fortification.

3.2.4 Major Supply Center:
This marker appears in Major countries only, indicating the sole area in which armies and fleets can be built. It denotes control of the area by the Major country identified by the color of the area. The major supply center acts as a fortified area; that is, its defense is doubled and the cost to spy is increased.

If the area were controlled by another Major country, the supply center marker would not be visible; in its place would be the flag of the controlling Major country.

3.2.5 Neutral Supply Center:
This marker appears in a neutral Minor country during the Espionage Phase to indicate that no Major country has control.

3.2.6 Port:
This marker appears in a neutral Minor country to indicate that it can be invaded by sea during the Navy Movement Phase by an Active Player. It denotes lack of control by

any Major country.

3.2.7 Mountains (Impassable Terrain):
This marker indicates mountains. Movement is prohibited through mountains. Army movement between areas 82 and 84 is allowed.

4.0 THE PLAYERS

4.1 Each of the six Major countries is controlled by a human player or by the computer or is neutral. The human player is referred to as an Active Player. The role of a neutral Major country is the same as that of a neutral Minor country. It is considered unfriendly and can be defeated and controlled.

4.2 While you, an Active Player, sit at the computer to enter your moves, all other human players sit elsewhere conducting diplomacy. To facilitate play, they should have copies of the World map. When you have completed your moves, the next player in sequence takes his place at the computer until all moves have been entered. If some of the countries are controlled by the computer, the computer moves occur at the appropriate time in the sequence. After all players have made their moves, combat occurs. The results can be reviewed by all players.

4.3 Since a computer controlled Major country cannot indulge in diplomacy, there should be 3-6 human players for the most effective use of this feature of the game. While one of the Active players enters his moves, the other players may make treaties, lie, backstab, threaten, and exchange information in any way they wish. The only limitation on their behavior is that they may not spy on the player who is entering his moves.

4.4 The player sequence is determined by the control of the Major countries. The countries move in the following order:

1. England   4. USA
2. Germany   5. Japan
3. France   6. Russia

5.0 GETTING STARTED

5.1 LOADING THE DISK
ATARI 400, 800, 1200XL: Be sure that all cartridges are removed from the computer. Boot the COLONIAL CONQUEST disk.

ATARI 800XL: Be sure that all cartridges are removed from the computer. To boot the COLONIAL CONQUEST disk, hold down the OPTION key while turning on the power switch.

C·64: Boot the disk. Type LOAD "*",8,1 and press <RETURN>. When READY appears, type RUN and press <RETURN>.

5.2 GAME SETUP

The setup menu seen in Figure 5.2 appears after the title screen.

```
COLONIAL CONQUEST
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VERSION 1.0

1) STATUS
   NEW GAME          SAVED GAME

2) SCENARIOS
   STANDARD GAME
   1880 THE RACE FOR THE COLONIES
   1914 THE BRINK OF WAR

3) PLAYER SETTINGS

ENGLAND  A N C   0 1 2 3 4 5 6 7 8 9
GERMANY  A N C   0 1 2 3 4 5 6 7 8 9
FRANCE   A N C   0 1 2 3 4 5 6 7 8 9
USA      A N C   0 1 2 3 4 5 6 7 8 9
JAPAN    A N C   0 1 2 3 4 5 6 7 8 9
RUSSIA   A N C   0 1 2 3 4 5 6 7 8 9
EXIT

4) WINNING SCORE

500   1000   1500   UNLIMITED

<OPTION> TO PLAY, TRIGGER TO SELECT
```

Figure 5.2

C·64: In the following instructions for control of the computer, substitute as follows:

<F3> in place of <OPTION>

<F5> in place of <SELECT>

<F7> in place of <START>

5.2.1 Game Type

NEW GAME allows you to·set the three remaining items. SAVED GAME skips the remaining items and allows you to load a game saved previously. (Note that the settings in a previously saved game cannot be changed; the game continues as originally setup and played.) Section 5.4 provides information on saving a game.

Use the joystick to highlight your choice. Press the TRIGGER to set your choice.

5.2.2 Scenarios

The scenario (STANDARD, 1880, or 1914) determines what areas are controlled by the Major countries at the beginning of play. See Section 2 and the Appendix for information about the scenarios.

Use the joystick to highlight your choice. Press the TRIGGER to set your choice.

5.2.3 Player Settings

Each Major country may be set as follows:

A – Active: The country is controlled by a human player.

N – Neutral: The country acts like a Minor country in that it is unable to build armies or attack another country. However, unlike Minor countries, a neutral Major country cannot be subverted and will not use money loaned to it to build armies.

C – Computer: The country is controlled by the computer. The level of play must be chosen for each computer controlled country. The level is indicated by the number 0-9 to the right of the name of the country. The higher the number, the more powerful the computer: 0-3 novice, 4-7 intermediate, and 8-9 expert.

Use the joystick to highlight the country. Press the TRIGGER to set the country. A flashing cursor will appear over the settings. Use the joystick to highlight your choice. Press the TRIGGER to set it. If the country is to be controlled by the computer, the flashing cursor will appear among the numbers. Use the joystick to set the level of difficulty. Press the TRIGGER to set your choice. After all of your settings have been selected, EXIT will be highlighted. Press the TRIGGER to continue.

5.2.4 Winning Score

This allows you to set a score that ends the game. When one of the players reaches the winning total, the computer displays the winner's name and the winning score.

Use the joystick to highlight your selection. Press the TRIGGER to set.

The highlight will return to the top of the menu. All of your choices will be highlighted. To begin play of the game as now set up, press <OPTION>.

5.3 A map and the following prompts appear:

COLONIAL CONQUEST

<OPTION>	CURRENT SCORE
<SELECT>	WAR TABLE
<START>	PLAY

To see the current scores displayed, press <OPTION>. At this point before play has begun, each country's score is 000. To return to the display of the options, press <START>.

To see a display of the names of the six Major countries, press <SELECT>. Use the joystick to scroll and highlight the names of the Major countries. While a name is highlighted, press the TRIGGER. If the highlighted country is controlled by a human player, flashing cursors will appear over all computer controlled countries which are at war with the highlighted country. If the highlighted country is controlled by the computer, the flashing cursor will appear over all the countries at war with it, whether they are controlled by the computer or human players.

For example, Germany is controlled by the computer and considers itself at war with the U.S. which you control. If you press the TRIGGER when Germany is highlighted, the flashing cursor will appear over the U.S.; if you press the TRIGGER when U.S. is highlighted, the flashing cursor will appear over Germany.

To begin or continue the game, press <START>.

This display appears throughout the game before each player's move and again before the combat phase so that he can review the situation often if he chooses to.

5.4 SAVING THE GAME

The map and a second set of options appear before play and again before each Build Phase. This allows you to save the game once each year or every fourth turn as the Build Phase occurs prior to the Army Movement Phase in the spring.

PLAY SAVE LOAD DIR FORMAT

USE THE JOYSTICK TO MAKE A SELECTION.

5.4.1 Play returns you to the game.

5.4.2 Save leads to a prompt to insert the Save Game Diskette. This disk must have been formatted previously. After you insert the Save Game Diskette, press <START> to get a prompt for a filename.

The filename must use only letters and numbers and be no more than eight characters in length. If you enter additional characters, the computer uses only the first eight. For editing of the filename, the keyboard accepts only the back space. When the file name is complete, press <RETURN> to save the game.

The menu returns and you are prompted to insert the COLONIAL CONQUEST game disk. Press <RETURN> to continue play.

5.4.3 Load leads to a prompt to insert your Save Game Diskette. Type the filename of the saved game you wish to load. Press <RETURN>. fter loading is completed, the computer menu returns.

5.4.4 Dir leads to a prompt to insert your Save Game Diskette. Press <START> to see a display of the directory of filenames. There are two for each saved game, each with a different extension. (Remember, when loading a saved game, do not type the extensions). The menu appears again, this time below the list of files.

5.4.5 Format leads to a prompt to insert a blank diskette for formatting so that it may become your Save Game Diskette. When the formatting is complete, the menu returns.

6.0 PLAYER ACTIONS

6.1 PHASES OF PLAY

6.1.1 The game consists of the following phases:

BUILD PHASES
  Army Build Phase
  Navy Build Phase
  Fortification Phase
  Economic Aid Phase
  Espionage Phase
  Subversion Phase

MOVEMENT PHASES
 Army Movement Phase
 Navy Movement Phase
COMBAT PHASE

6.1.2 There are four turns in a year, each turn corresponding to a season of the year. The first turn takes place in the spring. Summer, fall, and winter follow. The Build Phase occurs once each year, in the first turn and then again before each spring Army Movement Phase.

6.1.3 In the first turn, the Build Phase consists of only the Espionage and the Subversion Phases.

6.1.4 The money gained from the control of Minor countries is included in the player's Treasury and available for use in the Build Phases. The money may be spent to build armies, fleets, and fortifications; to make loans to other countries; to subvert Minor countries; and to spy on Major and Minor countries. Any money not spent will remain in the country's treasury and will be available for use in the next year's Build Phase.

6.1.5 Between each Build Phase and each Movement Phase, press START and the computer prompts you to press the TRIGGER to advance the game. This provides protection against accidentally moving ahead before you are ready. If you are not ready and prefer to go back to the previous screen, press START.

To spy on the country, press the TRIGGER. An updated approximate army strength and approximate net-worth is displayed. The approximate army strength will only include troops that have not previously been ordered to move during the current turn. The colony number for use in diplomacy is displayed as well. (Note: Naval strength cannot be determined by spying.)

To return to the Main Espionage Screen after spying on a country, press the TRIGGER or press START.

To advance to the next phase after all your espionage is complete, press START.

6.1.6 During the Build Phase, whenever you are prompted to press TRIGGER to advance, you may choose to exit the BUILD PHASES entirely by pressing <OPTION>.

6.1.7 To activate the Combat Phase, press

START. All battles are then resolved, and the screen display is updated.

6.2 BUILD PHASES

6.2.1 Before each Build Phase, you may choose to see the current score and the war table by selecting from the options described in Section 5.3.

> **COLONIAL CONQUEST**
>
> <OPTION> CURRENT SCORE
> <SELECT> WAR TABLE
> <START>   PLAY

Before each Build Phase, you may also choose to save the game by selecting from the options described in Section 5.4.

> **PLAY SAVE LOAD DIR FORMAT**
>
> **USE THE JOYSTICK TO MAKE
> A SELECTION.
> PRESS TRIGGER TO SET.**

6.2.2 Army Build Phase

You may determine the current army and navy strength of all areas under your control.

Method: Use the joystick to place the cursor on the Status Square of a friendly area (one in which your flag is present). To see the current army and fleet strength displayed, press the TRIGGER. To continue, press the trigger again or press START.

You may create new army units.

Method: Use the joystick to place the cursor on the Supply Center of the friendly country in which you wish to build armies. To see the current army and fleet strength displayed, press the TRIGGER. Then to prepare to build, press the TRIGGER or START.

If you decide not to build in this Supply Center, press START to return to the Main Army Build Screen. While there, you may choose another Supply Center.

After you choose a Supply Center, the current Treasury and the price of 10,000 troops are displayed. Use the joystick to indicate the number of armies to purchase and build. Troops may be purchased (built) in increments of 10,000. To increase the number, push the joystick to the right; to decrease the number, push it to the left. The current Treasury figure will reflect the changes. To set the number of troops to be built and then return to the Main Army Build Screen, press

the TRIGGER.

To advance to the next Build Phase after completing all your army builds, press START.

6.2.3 Fleet Build Phase

You may create new fleets. These must be built in a port containing a Supply Center.

Method: To build new fleets, follow the same procedure as that used in building new armies.

To advance to the next phase, press START.

6.2.4 Fortification Phase

You may fortify friendly army units. Remember that Supply Centers are automatically fortified.

Method: Use the joystick to move the cursor to the marker of an unfortified friendly country. To set your choice, press the TRIGGER. The current Treasury and the price of fortification ($1,000,000) is displayed. To fortify, press the TRIGGER again.

To return to the Main Fortification Screen because of insufficient funds or the decision not to fortify, press START. You may continue to fortify areas as long as you have enough money.

To advance to the next phase, press START.

6.2.5 Economic Aid Phase

You may lend money to both Major and neutral Minor countries. Money loaned to a Major country is added to that Major country's Treasury. Information about lending money in order to end a war carried on by a computer controlled Major country is given later in the rulebook in Section 7.6 of THE COMPUTER PLAYER. Money loaned to a neutral Minor country is used immediately to build armies in that Minor country.

Method: Use the joystick to move the cursor to a Major country's Supply Center or a Minor country's Status Square. To set your choice, press the TRIGGER. The current Treasury will be displayed. Use the joystick to indicate the amount of the loan. To make the loan, press the TRIGGER.

To return to the Main Loan Screen, press START. You may lend money to more than one country.

To advance to the next phase, press START.

6.2.6 Espionage Phase

You may learn the approximate army strength and the income of a Minor country, a Major country, or an area controlled by a Major country.

Method: All uncontrolled Minor countries have had their Status Squares replaced with a neutral Supply Center. To spy on an area, use the joystick to move the cursor to any army, Major country Supply Center, or neutral Supply Center. To set your choice, press the TRIGGER. The current Treasury and cost of spying on that particular area will be displayed. (Minor countries and unfortified armies cost $200,000; fortified armies and Major country Supply Centers cost $1,000,000.)

To return to the Main Espionage Screen if you decide not to spy on a particular area, press START.

To spy on the country, press the TRIGGER. An updated approximate army strength and approximate net-worth is displayed. The approximate army strength will only include troops that have not previously been ordered to move during the current turn. The colony number for use in diplomacy is displayed as well. (Note: Naval strength cannot be determined by spying.)

To return to the Main Espionage Screen after spying on a country, press the TRIGGER or press START.

To advance to the next phase after all your espionage is complete, press START.

6.2.7 Subversion Phase

You may undermine the military strength (reduce the number of armies) of Minor countries. If you spend enough, a coup occurs; and you control the Minor country. Your army marker (flag) appears in the Minor country's Status Square. A token garrison of 1000 men is placed in the country. The income of the subverted country is added to your Treasury at the start of the next build phase. No victory points are added to your Strategic Score for subverting a country.

Method: Use the joystick to move the cursor to the Status Square of the Minor country to be subverted. To set your choice, press the TRIGGER. The amount in your Treasury is displayed, and you are asked for the amount of the bribe. CAUTION: Any money given as

a bribe is considered spent instantly. There is no going back. To increase the bribe, push the joystick to the right. Bribes cannot be decreased.

To complete the transaction after you have reached the total amount you wish to offer, but before the Minor country has been overthrown, press the TRIGGER or press START. The Minor country's armies are decreased in number by the bribe even if you don't attain control of the country. You may subvert as many Minor countries as you can afford to bribe. Keep in mind that the higher the net-worth, the harder it is to subvert the countrry (i.e., poor countries are more easily subverted).

To advance to the next phase after completing your subversion, press START.

6.3 MOVEMENT PHASES

Keep in mind the following characteristic of movements of armies and fleets: after you move armies or fleets, they exist, in effect, in limbo until the Combat Phase. That is, the armies and fleets are gone from their prior location and not yet arrived at their destination. If a spy looks at either site, he won't see the troops that are on the move.

6.3.1 Army Movement Phase

You may move armies directly from one area to an adjacent area only. The only time armies can be moved to a non-adjacent area occurs when they are carried by fleets. If the adjacent area is friendly (that is, you control it), your armies are reinforcements. If the adjacent area is neutral or controlled by an enemy, your armies are attacking and the battle will be resolved in the combat phase. You are allowed 20 moves in the Army Movement Phase.

Method: Use the joystick to place the cursor on the area from which armies are to be moved. The area must be friendly with an army, fortification, or supply center occupying the Status Square. All friendly areas with armies larger that 1000 men will be flashing. A minimum of 1000 men must remain in each area under your control. To set your choice, press the TRIGGER. The area number, current army strength, current fleet-strength, and net-worth are displayed.

To move armies, use the joystick once again, this time to place the cursor over the Status Square of your destination area. All possible destinations have a blinking Status Square.

To return to the Main Army Movement screen if you decide against moving armies, press START (or leave the cursor over the Status Square from which you were going to move and press the TRIGGER).

To set your choice, press the TRIGGER. The screen displays the the destination area number and the number of armies available for movement.

To cancel the move and return to the previous screen, press START. No armies are lost.

To select the number of armies to be moved, use the joystick . . . right to increase, left to decrease. To set the number, press the TRIGGER.

The number of remaining moves is displayed in the upper right hand corner of the screen.

To advance to the next phase, press START.

6.3.2 Fleet Movement Phase

You may move fleets alone or fleets carrying armies from one port to another. A port is any area adjacent to an ocean. There are three forms of fleet movement:

a) Reinforcement – The destination is a friendly port.

b) Naval Assault – Fleets carrying troops move to (thereby attacking) a neutral or enemy port.

c) Naval Sorties – Fleets without troops attack a defending area's fleets and return to their home port.

You are allowed 10 moves in the Fleet Movement Phase.

Method: Use the joystick to move the cursor over a friendly area from which to move troops. All friendly areas are blinking. To make movement easier, all neutral port areas have had their Status Squares replaced by Neutral Supply Centers. To set your choice, press the TRIGGER. If the area is not a port, an error message appears. You may then choose another destination. The colony number, current army and navy strengths, and net-worth are displayed.

To return to the Main Navy Movement screen if you decide against moving from this area, press START.

Use the joystick once again, this time to move the cursor over your destination area. Fleets

move only to ports. To set your choice, press the TRIGGER.

To back up one screen if you decide against the destination, press START.

To advance the action, use the joystick to choose the number of fleets to move. To set the number, press the TRIGGER. Then use the joystick to choose the number of armies to transport. Each fleet may carry 1,000 troops. To set the number, press the TRIGGER. If you choose zero troops, the computer asks if this is a Naval Sortie/Reinforcement. This offers protection against accidentally sending fleets without armies.

To advance the action, press the TRIGGER. To go back to choose armies to transport, press START. Note: pressing START at any time returns the previous screen.

To end your turn after you have completed all of your naval movements, press START.

After all Active Players have completed their moves, press START to advance to the Combat Phase.

6.4 COMBAT PHASE

The computer determines the victor of all battles and completes all movements. Note that during the Combat Phase, you may stop the sound and learn the results of combat more quickly by pressing and holding down <SELECT>.

6.4.1 The outcome of combat is affected by terrain and offensive and defensive modifiers.

6.4.1.1 Terrain: Modifies combat in favor of the defender. The higher the number, the greater the benefit to the defender and the more difficult for the attacker. The terrain factors remain constant from game to game and are the same in the standard and historical scenarios. See the Appendix for terrain factors.

6.4.1.2 Offensive and Defensive Factors: The factors are inherent in army and navy units. They reflect training and experience. See the Major Country Comparison Chart (Figure 3.1.1) for the offensive and defensive factors of the Major countries. The lower the number, the better the army or navy is at offense or defense.

The armies of Minor countries have no offensive factors. Their defensive factors are randomly set at the start of each new Standard

Game. For the historical scenarios a rating determined by combining the number of the troops and the ability of the troops is given for each Minor country. The rating is given as A, B, C, or D, with A indicating the strongest defense and D the weakest. See the Appendix for these ratings.

6.4.1.3 Armies and navies that are not plotted to move will defend the areas they are stationed in from enemy assaults.

6.4.1.4 During the Combat Phase, after you have successfully entered an area, you become the defender of that area. For the remainder of the Combat Phase, should you be attacked in that area, the rules for retreat of a defender apply.

6.4.2 Combat consists of nine rounds of battle. Each round is made up of fleet vs. fleet combat and army vs. army combat. The order of combat is the same as that of play (England, Germany, France, USA, Japan, Russia). Thus, you might send a fleet or army as a reinforcement to an area you control, only to find that another Major country has in the meantime defeated your garrison and now controls the area. Your reinforcing troops then become attacking troops.

6.4.2.1 Fleet vs. Fleet Combat

In a naval assault (ships carrying troops attack a port), a victorious attacker's armies attack the enemy army garrison. If the armies are victorious, they remain there, and the fleet controls the port.

If the naval assault takes place in the region of the attacker's home port (the port from which they sailed) and the attack fails, the transported armies are returned to the home port. If the home port has been captured in the interim, then the transported armies and the fleets are destroyed.

If the naval assault takes place in a region different from the region of the attacker's home port (the port from which the fleets sailed) and the attack fails, then all the transported armies are destroyed. The fleets return to the home port if it is available. If it is no longer available, then the fleets are destroyed.

In a naval assault, a defeated defending fleet retreats to a friendly port in the same region. If no such port exists, the fleet is destroyed.

Unusual situations may develop. The following could occur: at a particular moment,

Germany controls South Africa, Berlin, and Sweden. Germany sends fleets from South Africa to Berlin. At the end of the Combat Phase, the player looks for his fleets in Berlin, but finds that they are now in Sweden. During the Combat Phase, the fleets successfully entered Berlin. The fleets became the defenders of Berlin, now considered their home port. A player following Germany in the order of play attacked Berlin and the fleets, according to the rules applicable to defending fleets, were forced to retreat to a friendly port within the region. Thus, at the end of the Combat Phase, the fleets are seen in Sweden.

6.4.2.2 Army vs. Adjacent Army

If an attacker loses a battle, the armies are forced to retreat to their home area, the area from which they have come. However, if that attacker's home area has been captured in the interim, then the attacker's armies are destroyed.

Example: The USA sends 10,000 troops from Brazil to attack Argentina. At the same time, the English navy assaults Brazil and defeats the US garrison. If the USA's forces are defeated by the Argentine armies, then all of the remaining USA attackers are destroyed because they cannot return to the area from which they came.

If a defender loses a battle, the defending armies retreat to an adjacent friendly area. If no such area exists, the armies are destroyed.

6.5 SCORING

A player receives a point for every battle won by his armies and loses a point for every battle lost by his armies. Wins and losses by fleets alone do not affect victory points.

A player receives victory points for taking control of an area. The number of victory points depends on the scenario being played. In historical scenarios, the number of victory points awarded for each area is preset. For a general idea of the value of each area, see the Appendix. In the standard scenario, the number of victory points awarded for each area is randomly set to a number between 13 and 50.

In the historical scenarios, Major countries control some areas at the beginning of the game; but they have no victory points. All scores are set at zero before play begins. However, if as a Major country, you lose

control of an area you held at the start, points will be deducted from your score. (Note: The computer will not display a negative victory point total.) If you should gain control again, then you will be awarded the victory points just as you would be for gaining control of any other area.

Before each move and before the Combat Phase, a menu appears allowing you to choose to see the current score. The procedure was described in Section 6.2.1.

7.0 THE COMPUTER PLAYER

7.1 In setting up the game, you assign a level of play to each computer player. The higher the level, the more armies, navies, and money the computer player has. (Level 0 gives the computer no extra armies, navies, or money.) Don't be surprised if you spy on a computer player set to 7 or higher and find that the computer country has 1,000,000 men or more. Also, set to the higher levels, the computer country attacks more areas in each turn and leaves behind larger garrisons in the captured areas.

7.2 If you attack a computer-controlled country with an army, a naval assault or a naval sortie, the country considers itself at war with you, attacking you whenever and wherever it can.

7.3 If you have scored a large number of points, the computer sees you as a threat and may decide on war.

7.4 If you and the computer controlled country both attack the same neutral country in the same turn, war can occur accidentally. If the computer attacks first and conquers a country and then you attack that same country, you inadvertently have attacked a computer controlled country; war results.

7.6 You may attempt to end a war with a computer player during the Economic Aid Phase. Follow the same instructions as those used for a normal loan to a Major country. A loan of $300,000 to $7,900,000 might end a war. The higher the loan, the better your chances are of success in ending the war. A loan of $8,000,000 definitely ends a war. *CAUTION:* If the computer controlled country precedes your country in the sequence

of play, the computer may have given orders to attack you before you made the loan. Those orders cannot be called back. In this case, the war will end after the combat phase and before the next season's play. If the computer controlled country follows you in the turn sequence, the loan will have ended the war. However, the computer may redeclare war on you during this Combat Phase if you have attacked an area owned by the computer controlled country or for its own reasons, just as it may at any time during the game.

7.7 The computer player may discontinue a war at any time.

7.8 The countries controlled by the computer generally maintain an uneasy peace for the first 3 to 7 years. This avoids wars between the computer players and allows them to focus on the neutral Minor countries. In the 1914 scenario, however, Germany is at war with France, England, and Russia.

8.0 STRATEGIES AND HINTS

8.1 Garrison your Supply Centers with a large number of troops. Supply Centers are the only place you can build armies and navies, and you need armies and navies to score points.

8.2 Attack where the computer is not attacking. There are 8 regions and only 6 players. You can avoid a long and costly war and build up your economic base by attacking a region that has been left alone by other players.

8.3 Take control of an entire region if possible and then garrison it with a large number of troops. The economic bonus for controlling a region is well worth the time and

trouble it takes to control the region. If the computer decides to enter a region already under another player's control, then the computer attacks and starts a war.

8.4 Use the Espionage Phase to determine a weak spot in the region you wish to attack. Attack the weak country and use it as a base to attack the other surrounding neutral countries. Remember, if you launch a naval attack on an area from outside of the region and lose the attack, all your attacking armies are lost.

8.5 Do not attack a country controlled by the computer unless you feel you are ready for a long bloody war.

8.6 Never forget about your position on the sequence of play. The players before you can spy on you and determine your approximate strength before you send armies on attacks. You can spy on the players following and possibly get an idea of their intentions. This information is especially important if you are playing a multiple player version and are using the diplomacy feature of the game. Any information you obtain can be used to make deals with other players. If you are at war with a computer controlled country that follows you in the sequence of play, you can end the war easily in the Economic Aid Phase.

8.7 Determine the weaknesses and strengths of your country and try to use them to your advantage. Example: England has the best trained, most effective armies of all the countries. Unfortunately, they cost more than any other and there are fewer of them.

8.8 If you want an interesting game, you can set the computer level to counteract the country's weaknesses. Example: The Russian is the weakest of the players. Setting the Russian computer level to 9 gives it a distinct advantage (and over 4,000,000 men).

APPENDIX
AREA INFORMATION

AREA NBR.	AREA NAME	AREA TERRAIN	1880 Scenario VALUE	1880 Scenario DEFENSE	1914 Scenario VALUE	1914 Scenario DEFENSE
REGION #1: NORTH AMERICA						
1	Alaska	3	D	D	D	D
2	Western Territory	3	D	D	D	D
3	Alberta	3	D	D	D	D
4	Manitoba	2	D	D	D	D
5	Ontario	2	C	D	C	D
6	Hudson Bay	2	D	D	D	D
7	Quebec	2	B	D	B	D
8	Mexico	3	B	A	B	A
9	Cuba	2	C	B	C	C
10	Haiti	1	D	D	D	D
11	Puerto Rico	0	D	D	D	D
12	Honduras	2	D	D	D	D
13	Nicaragua	1	C	D	C	D
14	Costa Rica	0	C	D	C	D
16	Hawaii	0	C	D	C	D
17	E. USA	2	A	A	A	A
18	S. USA	1	A	C	A	B
19	N. USA	1	C	D	C	C
20	W. USA	3	A	C	A	A
REGION #2: SOUTH AMERICA						
21	Columbia	2	B	C	B	C
22	Venezuela	2	C	C	C	C
23	Guiana	1	D	D	D	D
24	Ecuador	2	D	D	D	D
25	Peru	1	C	C	C	C
26	Bolivia	3	D	B	D	D
27	Brazil	4	B	A	B	A
28	Paraguay	2	D	D	D	D
29	Uruguay	1	D	D	D	D
30	Chile	3	C	C	C	C
31	Argentina	2	B	B	B	B
32	Falkland Is.	2	C	D	C	D
15	Galapagos Is.	2	D	D	D	D
REGION #3: EUROPE						
33	Azores	0	C	D	C	D
34	Norway	3	B	D	B	D
35	Sweden	2	B	C	B	C
36	Iceland	1	D	D	D	D
37	Belgium	1	A	C	A	B
38	Portugal	2	C	C	C	C
39	Spain	3	B	A	B	A
40	Italy	2	A	A	A	A
41	Austria-Hungary	2	A	A	A	A
42	Balkans	2	A	B	A	B
43	Romania	2	B	A	B	A
45	Greece	4	B	B	B	B
46	London	1	A	A	A	A
47	Scotland	2	A	D	A	B
48	Ireland	2	C	D	C	A
49	Paris	2	A	A	A	A
50	Normandy	2	A	D	A	A
51	Marseilles	1	A	D	A	B
52	Berlin	1	A	A	A	A
53	Ruhr	1	A	D	A	A
54	Prussia	2	A	D	A	A
94	Ukraine	3	A	A	A	A
95	Moscow	3	A	A	A	A
REGION #4: NORTH AFRICA						
55	Canary Is.	0	C	D	C	D
56	Morocco	1	B	D	B	C
58	Algeria	3	D	D	D	C
59	Tunisia	1	C	D	C	D
60	Libya	2	D	D	D	D
61	Egypt	2	A	D	A	D
62	Mauritania	2	C	D	C	D
63	Nigeria	2	D	D	D	D
64	Equatorial Africa	3	D	D	D	D
65	Sudan	3	D	D	D	D
66	Abyssinia	3	C	C	C	C
67	Somalia	1	B	D	B	D
68	East Africa	1	B	C	B	D
69	Congo	3	B	D	B	D
REGION #5: SOUTH AFRICA						
70	Ascension Is.	0	D	D	D	D
71	St. Helena	0	B	D	B	D
72	Angola	3	C	D	C	D
73	Rhodesia	2	C	D	C	D
74	S. W. Africa	1	C	D	C	D
75	Becchuanaland	2	C	D	C	D
76	Mozambique	3	C	D	C	D
77	Madagascar	1	B	D	B	D
78	The Cape	2	A	C	A	D
44	Tristan da Cunha	3	D	D	D	D
REGION #6: THE NEAR EAST						
79	Ottoman Empire	4	A	A	A	A
80	Persia	3	A	B	A	B
81	Arabia	4	D	C	D	C
82	Afghanistan	2	B	C	B	C
83	Baluchistan	2	B	D	B	D
84	Punjab	2	C	D	C	D
85	Kashmir	1	C	D	C	D
86	Bombay	1	B	D	B	D
87	Hyderabad	1	B	D	B	D
88	Madras	1	A	C	A	D
89	Ceylon	1	B	D	B	D
90	Maratha States	2	B	C	B	D
91	Nepal	2	D	D	D	D
92	Bengal	1	B	D	B	D
93	Burma	2	D	D	D	D
96	Steppes	3	B	D	A	A
131	Sokotra Is.	0	C	D	A	A
57	Mauritius Is.	0	D	D	B	D

AREA NBR.	AREA NAME	AREA TERRAIN	1880 Scenario VALUE	1880 Scenario DEFENSE	1914 Scenario VALUE	1914 Scenario DEFENSE
REGION #7: THE FAR EAST						
97	Siberia	3	B	C	B	B
98	Outer Mongolia	2	C	D	C	D
99	Manchuria	1	B	B	B	C
100	Sinkiang	2	C	D	C	D
101	Szechwan	1	C	D	C	C
102	Yunnan	1	B	B	B	C
103	Fukien	1	B	B	B	B
104	Shansi	1	B	A	B	A
105	Korea	2	B	B	B	C
106	Indochina	2	A	B	A	D
107	Siam	2	B	D	B	D
108	Cambodia	1	B	D	B	D
109	Luzon	3	B	C	B	D
110	Mindanao	3	C	D	C	D
111	Midway	0	C	D	C	D
112	Mariana	0	C	D	C	D
113	Formosa	3	C	C	C	D
114	Honshu	2	A	A	A	A
115	Hokkaido	3	A	D	A	A
116	Kyushu	2	A	D	A	D
REGION #8: THE SOUTH PACIFIC						
117	Malaya	3	A	D	A	D
118	Sumatra	1	B	D	B	D
119	Borneo	1	B	D	B	D
120	Java	3	B	D	B	D
121	Timor	3	B	D	B	D
122	Celebes	2	D	D	D	D
123	Moluccas	3	D	D	D	D
124	Ceram	0	D	D	D	D
125	New Guinea	3	C	D	C	D
126	N. Australia	1	D	D	D	D
127	W. Australia	2	C	D	C	D
128	Queensland	2	C	D	C	D
129	New South Wales	1	C	D	C	D
130	Caroline Is.	0	C	D	C	D

Value: The rating, A-D (A is excellent), is based on a combination of the strategic worth and net-income of the country.

Defense: This rating, A-D (A is excellent), is based on a combination of the defensive ability and army strength the colony has at the start of the game.

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AT PLAY IN THE IMPERIAL SANDBOX:
THE GOLDEN AGE OF THE WHITE MAN'S BURDEN 1880-1914.

By Robert S. Billings

It was a time to look back upon with awe and envy. No worries of nuclear holocaust (the genie was still safely trapped inside the bottle). Defense expenditures had not as yet run off with the national budget. A battleship was enough to satisfy the brass and set the patriotic masses to cheering. Technological progress was leading us boldly forward — not yet by the nose. The climb, ever onward and upward, could still be felt by many to be an invigorating challenge. Few were the men of substance who could perceive themselves to be on a desperate, ever-accelerating treadmill. And as for the insubstantial multitudes living in squalor, disease, and poverty — they too could huzzah the passing queen, swell with patriotic pride at another jungle conquest, feel a mystic wonder at the mighty warship's launching — and get drunk on Saturday nights besides. It was a time for standing tall, for Gatling guns and glory.

The power was all in Europe (and in Europe's gawky adolescent issue, the United States). They were no longer mere countries. There was a French Empire, a German Empire (late starting but struggling hard for a place in the big boy's game), an Italian Empire, a Portuguese Empire, a Dutch Empire, a Spanish Empire (dead but still refusing to lie down), and of course, ruler of the seas, king of the hill and biggest pail-and-shovel in the sandbox, the mighty British Empire.

It had been at the end of the previous century that crowned heads had trembled and aristocracies had felt the first breath of approaching doom. The French Revolution had upset all the civilized rules of behavior that "gentlemen" had been developing for centuries. The mob had been running through the streets and stringing "gentlemen" up to lampposts. There had been a few bad years there; for awhile it looked as if others might follow the French example. But the

other kings and queens had finally ganged up on the French ragamuffin. The little guttersnipe had been no pushover, however. To everyone's amazement the much despised mob had turned out to make remarkably good soldiers. But with the customary wisdom of mobs, they had accepted as their leader a man less concerned with rolling crowned heads than in getting enough crowns to go around for himself and his relatives. And he was a little profligate in using up those mobs in a remarkable string of military victories. Finally he ran out of victories about the time la Belle France was running out of mobs — and the crowned heads of Europe and their consorts could relax.

But the waters of history never run backward, and gentlemen were now aware what brute power lay under the facade of those menial, forelock-pulling peasants. The message to gentlemen and ladies was clear: keep 'em running up and down the streets huzzahing for some grand victory or other, lest you look up some night and see them coming down the alley with a well-oiled guillotine — looking for you!

And so by the end of the Nineteenth Century Europe's leaders were engaged in a grand game of one-upmanship. Empire was the name of the game, and apparently any number could play. Veteran players like England and Spain were joined by all sorts of amateurs. Late-starters like Italy and Germany had hardly gained unity as nations before they, too, were out scrounging in the boonies for a share of the action.

Fortunately (for the players, that is — the natives that were about to be forcibly "civilized" often took a somewhat dimmer view), there was a lot of boonie-land around still unappropriated. For while the "Sold Out" signs pretty well covered Europe, there was South and Central America, as well as Asia (heavily populated but very much

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available to those whose "civilization" came with an abundant supply of modern weapons). And most of all there was that empire-builder's paradise, Africa.

Few today realize how "unknown" Africa was as late as the middle of the Nineteenth Century. Ships had sailed around it and sniffed at the edges, but no one even knew where the Nile (river of civilizations for five thousand years) had its source. And as for such other huge pathways through the jungle as the Niger and the Congo, they led only to huge vacant areas on the map. Travelers heard strange tales of vast wealth in cities like Timbuktu, deep in the interior. There was no way of disproving the stories because no one apparently had ever been there. Only the northern fringe of the continent — along the Mediterranean — was well known. The Ottoman Empire was breaking up, and even Egypt, five-thousand-year history and all, couldn't be sure who was ruling her from one year to the next.

The world was a giant sandbox, the sand unwrinkled and virgin clean, and in the latter part of the Nineteenth Century it was as if somebody had left the gate open and the rowdy little boys, kicking and screaming and striking out with their tin pails and shovels, came pouring through. It was going to be empire-building on a scale and at a speed the world had never seen. The missionaries and the trading companies were riding point; the crowned heads of Europe — Christians all — were rushing hell-for-leather to convert the heathen and turn a tidy profit. Their first and only commandment: Devil take the hindmost.

Yet there was a kind of restraint. It came in the person of a short, stout, imperious little old lady who was grandmother or at least kissing cousin to just about all the royalty in Europe. It was an age when kings and queens reigned but were no longer supposed to rule — yet no one apparently had had the temerity to apprise her of that fact. So when grandson Kaiser William or some other little ruffian got too far out of line, she boxed ears and sternly read the riot act. Strangely enough, it seemed to work. Whether it was a foreign crowned head or one of her own prime ministers, Queen

Victoria was not accustomed to brook any nonsense. When she died in 1901, they all gathered to say how much they would miss her. They didn't know how much until thirteen years later.

Of course the royal little ragamuffins had grown-up reasons for their empire-building. We of a later age, playing with less confidence and more desperation in our own sandbox, solemnly weigh those reasons in scholarly studies. There was, first of all, the economic imperatives. Industrial capitalism was just revving up to full power for a take-off; factories were beginning to pound out gadgets of all kinds in an ever-increasing torrent. Britain was in the lead, but the others were rushing after her full-tilt, determined not to be left far behind. It was becoming apparent, however, that there had to be new markets for these torrents of gadgets — or the whole marvelous system might collapse. And the gadgets required mountains of raw materials that many of the countries did not have. An empire could (it was argued) solve both problems at once. Get the raw materials from the colonies, make the gadgets, then sell them back to the colonies. It was indeed such a perfect solution that it seemed heaven-sent.

And speaking of heaven — there was another perfect rationale. These lands were not peopled by Europeans, white-skinned and Christian. The natives were black-skinned, grunted gibberish instead of speaking a civilized language, and worshipped god knows what blasphemous objects. What is more important, the women did not cover their bosoms, and the men didn't even wear pants. High-minded clergymen had serious work to do here. Theological errors paled beside this need for the symbols of Christian civilization — a Mother Hubbard dress and a pair of pants with a sturdy crotch.

It is easy for us today to see hypocrisy in the religious pretext for imperial acquisitions (though the hardships that were undergone and the lives that were lost by the missionaries were real, and their motivation was not necessarily as Freudian as Somerset Maugham demonstrated in "Rain"). And scholarly studies have shown that the simple economics of the empire-builders was seri-

ously flawed (apparently colonies almost never showed a profit — and the industrial states did far more trading with each other than with their colonies). Were there no other reasons?

Well, there was that blessing (or curse) that is still with us today — national pride. Europe had a long tradition of royalty squabbling for their national honor. And to this something had been added — especially since the French and then the industrial revolutions. The French Revolution showed that the riff-raff of a nation could be swept up and carried along on national enthusiasm — it even led them to expend their lives by the hundreds of thousands for a "liberty, equality, fraternity" not very well personified by their beloved Little Corporal. Now, after the industrial revolution, there was greater need than ever for the national-pride gambit. With peasants and independent farmers enclosed from their land and crowding the cities by the thousands, slaving long hours in factories with little security and less personal dignity for a bare subsistence, those few who led a more privileged life could sense they were living on a tinderbox that might explode at any moment. Religion, comforter of the poor through the ages, would cover some; liquor, perhaps an even more ancient salvation, others. But that left too much margin around the edges. What was to be done with all the rest?

The Marxists later figured it was all a well-planned capitalist plot, but probably the answer was merely stumbled upon. However obtained, it soon became clear there was another way to involve the great mass of working men and women in the national life. Give them a foreign conquest, a battle (in some distant land) that cost few civilized lives but left thousands of native corpses stacked like cord-wood around the battle-field, give them a chance to shade in with the national color another big patch on the world map — and they would run through the streets by the thousands, cheering the queen and carrying on as if the home team had just won the national soccer title. Forgotten for the moment would be the drudgery of their dead-end factory jobs, their crowded and unsanitary living condi-

tions, and the injustice of the social order. It would be a rare politician who could resist the temptation to ride such a wave of public acclaim to a few more years in office.

So it is a little hard to say precisely why any nation went out and scrounged for colonies to build an empire. There was not one reason — there were too many, and they all made a kind of sense. And yet there was a kind of madness in them as well. What we do know is that, regardless of the truth or falsity of their reasons, the people of the time were deadly serious about it all. They thought the game they were playing was real, that it would make a real difference in a world of real people, that "civilization" was somehow at stake in every charge of the fuzzy-wuzzies to break the British square. And the soldiers within the square, desperately loading and firing — as well as the fuzzy-wuzzies, charging with spears in packed masses against the square's concentrated firepower — thought their game was real too. And they did bleed real blood and die real deaths.

The British square — there is truly something heroic in the visions it conjures up. It is the stuff of early Hollywood. One can see them now, nattily clad in red coats (the British army still used red coats for part of this period), marching hurriedly through the jungle or across the tall grass of the veldt. Suddenly, on the rim of the surrounding ridges, they appear — black-skinned, wild-eyed, bushy-haired, bristling with spears and shields and arrows. First a few, then hundreds. They crest the ridge like a huge tidal wave — more savage, primal force than human. Now there are thousands of them, leaping and gyrating and screaming, rushing forward from all sides to engulf that desperate little group of men below, that tiny ripple of advancing civilization, running on puny legs to form their only hope against that onrushing primordial power — the British square!

Now as we watch we see those last few men on the end of the column rush into the hastily forming square. Is this then all? These few score men? Against the screaming hordes now descending upon them a scant few hundred yards away? What mad king,

what crafty, scheming minister of state has brought this pigmy-patch of flesh and blood to this wild site to find their unmarked graves, to die their unsung deaths?

They wait. Front rank kneeling, calmly aiming straight ahead. Ranks behind standing with rifles raised and ready. Behind the ranks the officers, brandishing swords or pistols. In the middle, erect and motionless as in parade formation, stand the pipers, bagpipes squealing their falsetto high above the savage screams rushing toward them now from every side.

The commander stands aloof, all doubts and fears and terrors held within, his face a chiseled granite block, his eyes fixed on the fast-approaching horde, guaging distance, waiting.

"Fire!"

White smoke bellies out from all four sides. A giant scythe seems to slice at the charging savage mass, cutting down whole swaths at once. But where bodies fall no gap remains — for every one that falls there are twenty, forty, a hundred to take his place. The savage wave has not even paused in its forward rush.

"Fire!"

Again the smoke, the falling bodies, the eager warriors filling the vacant spaces and rushing forward over the bodies of their fallen. Not the slightest pause or hesitation.

They now are close enough for the kneeling and standing soldiers to make out details of savage ornaments, of ghastly painted faces, of white-flashing teeth with every scream. No time for that. Countless hours of training have made the motions automatic. Load. Fire. Load. Fire. Death balances over them, waiting for the single fumbled action, the one dropped shell. Their lives hang on a thread of perpetual, mechanical motion.

"First rank, fire!"

"Second rank, fire!"

Now they are only short yards away, their eyes filled with a lust to close, their faces tense with yearning to throw themselves bodily on this little square mechanism that spits smoke and leaden pellets and some-

how holds them off like a long-armed giant holding off angry, arm-swinging children.

"First rank, fire!"

"Second rank, fire!"

On all four sides of the square now rows of bodies, parallel to and sometimes only a few feet from the front ranks, begin to pile up. The air reeks with the smell of burning powder. The rifle barrels grow hot to the touch. The officers' commands are now high-pitched, tight, explosive squeaks forced through vocal chords grown raw. No matter. The motions are few and automatic.

"First rank, fire!"

"Second rank, fire!"

Suddenly the hearts of those who can see it are touched by an icy hand. On one side the square has been pierced! A cluster of savage warriors, brandishing spears and screaming madly at their success, have reached the first rank, chewed through it with spears and rushing bodies, passed through the second rank with the madness of their momentum, seem about to reach the very center of the square itself.

Now is the test. On every surface of the square, except for this one spot, the soldiers must hold their positions, keep up the rapid rate of fire, never once take their eyes from the wild-charging warriors to their front. Never flinch or fumble in the practiced motions. Load! Fire! Load! Fire! They hear the tumult behind them as a few of the exultant warriors break through to the very center of the square. But there is no time to turn, to give help. Should they try, the charging mass to their front will be on them in a moment and engulf them all.

Reserves contained within the square, waiting to fill the places of men in the ranks who fall, rush to the threatened spot, lunging at the mad attackers with slashing, jabbing bayonets. There is a wild melee of flashing blades and points biting into flesh, of bodies tight-packed and desperately striving for space to land a blow. As in an organism attacked by a virus, the inner defenses strive to build a wall around the fierce intruder, cut it off and then destroy it before it can tear at the inner vitals.

There is a moment when the fate of the entire square is carefully balanced, tilting neither way. Then the reserves cut down the few remaining intruders and close around them. The square has reformed! A cheer goes up from those who have been struggling madly within the square. The ranks hear, take heart, maintain their rapid, mechanical motions. Load! Fire! Load! Fire!

Finally, if all goes well and the ranks never waiver from their appointed tasks, if no one flinches even when muscles and nerves and joints grow so tired that every motion is a painful effort, if every gap in the ranks is closed without hesitation, if no one panics during the long minutes or even hours of the attack — then there will come the relief (like a great weight being lifted from their bodies) of seeing the remaining warriors back off and slowly file away.

The carnage that is left is unbelievable. Bodies are strewn everywhere — not singly or in small groups, but literally by the hundreds. The square breaks to tend their own wounded, to bury their own dead, to rest momentarily before marching on to color in red — with quarts of their own (and hundreds of gallons of heathen) blood — another patch on the map of Africa.

Of course things did not always go as well. Even officers and soldiers of the mighty British Empire were not infallible killing machines. It went otherwise with General Lord Chelmsford in 1879 when he crossed into Zululand with the greater part of a vast army of 18,000.

He split his column into four parts, with three marching separately and the fourth remaining behind as a reserve. He accompanied the central column and made camp at Isandhlwana. A small force had been left behind at the base hospital at Rorke's Drift. Lord Chelmsford was confident his large force would soon intimidate the Zulu — a fierce-fighting nation of warriors who insisted their men remain celibate until they had tasted battle. Thus the young males yearned for battle with all the lust of an American high school senior yearning for his first car. Uninterested in the strange sexual patterns of a heathen tribe, Lord Chelmsford prepared to give them a quick

taste of British civilization. He disregarded the advice of an Africaner to "laager" his camp (to fortify it or "circle the wagons" as in the American West).

Word came that some Zulu were in the area. He sent for reinforcements from Rorke's Drift (leaving that little garrison with barely a hundred soldiers). Then, taking half his force, impressive in their brightly-colored uniforms, he went looking for the Zulu.

The force left behind at camp proceeded with their daily duties. The reserves from Rorke's drift came in, swelling the ranks present in camp to 1800. Breakfast was disposed of. A few hundred Zulu were reported not far from camp. The next report corrected that — it was a large force and they were headed for the camp. The companies had better be ready, just in case. Lord Chelmsford's force was a dozen miles away — with no communications. So the soldiers formed up in a solid line, the tents of the camp at their rear. The two cannon were put in position.

Then through the hot sultry air the approaching force could be made out darkening the distant slope. A few hundred, the reports had said. To their growing anxiety, the waiting soldiers saw the hundreds turn to twenty thousand! The British force of 1800 seemed suddenly less sure of itself. By a coincidence, just then a partial eclipse began to darken the sun. The men standing at the ready must have seen it as an omen of approaching disaster.

The artillery opened fire with shrapnel. In the distance bodies fell, but the shrapnel might have been peanuts for all the good it did in stopping the advancing horde.

Then they were in rifle range. The disciplined line erupted with a huge belch of fire. Warriors in the forefront of the charge went down by the score like so many ten pins. But not the slightest pause in the onrushing tide! Again the square flashed with smoke and fire. More went down. Still on they came.

The fire continued, scattering bodies on the plain like dead leaves in an autumn

forest. The gaps were immediately filled. Hundreds of warriors were now down, but there were thousands remaining, rushing forward.

Thus far there had been almost no British casualties, for the Zulu had few guns and used them ineffectively. But now they were within throwing range, and spears flew through the air, many of them striking into the British line. Ammunition began to run short. Individual warriors reached the line and grappled with the nearest soldiers, who tried to slash at them with bayonets. Then more and more of the warriors closed the distance between them, and in a few moments the formation was engulfed in the savage wave.

The soldiers were killed where they stood. Small groups went on resisting for a time. But they all inevitably went down. The attacking horde passed over them and into the camp, slashing at anyone they found hiding or trying to scramble away. A few managed to mount horses and make a run for it. Some were caught and dragged down. A small number, mounted on horses or loaded in wagons, made it out of the camp. Some of the wagons overturned in the mad rush. Those still alive headed for the river behind them. The Zulu pursued to the river, across and beyond it.

In the camp the Zulu were now making sure of their prey, slitting open their stomachs, stripping off and donning their red jackets. The entire battle had taken about half an hour. In the camp, not a white man was alive.

Lord Chelmsford heard the first reports with horrified unbelief. He hurried back to the camp. By the time he arrived the Zulu had gone. All that remained were the hundreds of bodies lying where they fell. Night came and filled them with fears for their own survival. Thousands of Zulu were still out there somewhere in the dark. They left before it was light for Rorke's Drift.

That little garrison had been experiencing its own trauma — smaller in scale than what had just taken place at Isandhlwana, but in the annals of British military history remembered more proudly.

Here a young lieutenant and his gallant hundred was set upon by 4,000 Zulu who had been in reserve at Isandhlwana and had thus not yet won the right to break their celibacy. They were about to win that right — at least those who lived to see the next sunrise.

The lieutenant had made such preparations as he could. His men were posted behind a wall between the hospital and another building. They knew they must fight there to the death. There would be no quarter.

As the Zulu came rushing in upon them, they met the charge with heavy, continuous volleys. The Zulu, frustrated by the narrow passage between the buildings and then by the wall, could not grapple with their enemy on their first attempt. They withdrew and their own riflemen kept up a fire from the slope behind them. (The Zulu had had their small store of firearms increased by a thousand rifles taken at camp earlier in the day).

But they knew it was only raw courage and desperate rushes that could dislodge the puny little force opposing them. So back they came, again and again, only to be stopped by that steady wall of fire.

"First rank, fire! Second rank, fire!" The commands tumbled on top of each other, but the soldiers kept at their work into the long night. Still they came on!

The Zulu broke into the hospital to get at the patients. There were no connecting doors between the rooms. The two riflemen left as guards had to cut their way through each wall and drag the patients with them from room to room — holding off attacking Zulu as they did. They finally made it through the last wall — with most of the patients with them.

The attacks went on 'till after two o'clock in the morning. The courageous little band still held out by the wall, loading and firing with precision to the officer's command. In front of them another wall — this time of Zulu bodies — began to pile up.

And then suddenly it was over. The Zulu, minus the hundreds of bodies fallen in the many assaults, withdrew up the side of the slope. The lieutenant and about 80 men

still fit for duty were there waiting when Lord Chelmsford and his force appeared the next day. Total British casualties had been only seven killed and eight wounded. News of the little battle helped — but it could not rub out the memory of the hundreds killed the day before at Isandhlwana.

So the British square was not inevitably successful. But though the courage of the Zulu could strike terror to the heart, the power of the British Empire would not be denied. A glance at casualty figures for a few of the following engagements tells vividly how disproportionately the Zulu later paid for the early victory: British killed 28, Zulu over 1,000; British 13; Zulu, almost 1,000. And the final battle: Zulu killed 1500; British 12.

Africa was a continent so vast, so various in its types of terrain, people and religion, that British ventures in the southern land of the Zulu had little in common with their problems in Egypt and the Sudan. In fact, by the 1880's, Gladstone, the Prime Minister, very much wanted to get out of North Africa. Ancient Egypt was to him only a distraction from more pressing domestic problems. As leader of the Liberal party he was more concerned with extending voting power to the average citizen than in getting more red spots on the map. It is ironic that his average citizens were themselves capable of being whipped into a patriotic frenzy by newspaper stories about glorious victories in distant lands. And something was brewing in the Sudan, a thousand miles south of Egypt, which would help turn English politics around and put the empire-builders back in power.

Disraeli had been eager about the short route to India, and this had necessitated involvement in Egypt. So the British were there — though in a vague and fuzzy role. British officers led much of the Egyptian army, for example. But Gladstone wanted out as quickly as possible. Unfortunately, parts of the Egyptian army were serving as garrisons far to the south in the Sudan. There a religious revolt under a self-proclaimed "Holy One," the Mahdi, was progressing rapidly, and something was going to have to be done.

The Mahdi's followers, known as dervishes, when whipped to a religious fervor were remarkably ferocious fighters. They had already destroyed one army in the southern Sudan, and they obviously had their eyes fixed on the more important power center of Khartoum further north. Nothing better illustrates the intricate web of political problems involved in British imperialism than the story of Khartoum in 1884-1885.

People were flocking to the Mahdi, and towns were submitting to him rather than fighting a losing battle and being sold into slavery for their pains. Khartoum was the victory symbol. If that great city fell to him, the Mahdi would be the virtual ruler of the whole area. And everyone knew the Egyptian garrison, if unsupported, would not last long.

This was the situation when Gladstone, desirous only of some way to keep British soldiers away from the mess, was given a possible way out. Send Gordon, someone suggested. Gladstone seized the idea immediately.

Charles "Chinese" Gordon was one of those "eminent Victorians" it is difficult for the modern mind to understand. He had been a young engineer officer in the East with no real command experience when, for no qualifications apparent to anyone else, his commander chose him to head a "private army" made up of the strangest assortment of Chinese and foreign "soldiers." Many of the officers were American adventurers, and the "soldiers" tended to switch sides rather freely. From this unpromising melange of material, Gordon fashioned one of the most impressive irregular armies in military history. Using small armored steamers as his mobile firepower base, he led his men to a series of astonishing victories. As an added qualification, he had later had some experience in the Sudan. What a perfect solution for a politician who was being forced to send support to a country to which he most of all did not want to commit an army. Send Gordon. The public would love it. And if you believed all that nonsense written about him in the newspapers, he didn't even need an army. If he couldn't walk on water, he at

least should be able to splash along only partially submerged. It was the perfect ploy.

Gordon accepted. This confirmed for some what they had always believed: the man was obviously mad. He was certainly (at the very least) highly eccentric. He had a mind that probed at everything, turning it ten ways no one else had ever seen it. He was in some ways deeply religious — but not in a way that came out conventionally respectable. He would spend much time in a hospital with the patients. Men about to die would prefer him to a priest. And while he lived very simply and thriftily himself, he was capable of giving some ungodly sum to a mere beggar. When he was taken to the train to start the trip to Egypt, the important men who had come to see him off had to give him 200 pounds (he had simply forgotten to bring any money). And the first thing he did upon arriving in Egypt was to give 100 pounds of it to a blind beggar. The man obviously had no sense of the socially acceptable limits. What is more, he didn't even seem to care.

Gladstone had given him a carefully limited mission. He was to go to Khartoum (the trip itself no easy task in those days), examine the situation, and report back. Any action should be limited to helping withdraw the Egyptian garrisons in the Sudan.

But the defenders of empire were quite content to see him go — even with such severe limits imposed. They knew that once Charley Gordon was in a tight spot, with people depending on him, anyone who thought he would go off and leave them there was crazier than he was. And events soon showed they knew their man.

He began well enough, getting nearly 1800 civilians and over 300 troops evacuated by steamer down the Nile. Unfortunately, if he took everyone that wanted to leave, he still had about 15,000 to evacuate. It was a long and hazardous journey on a river that contained many rapids difficult to negotiate. And there were tribes of dubious loyalty on both banks — and nearer Khartoum the banks were controlled by the Mahdi. The situation did not look good.

Then the telegraph, which had been occasionally cut and then repaired, went finally

dead. It was March of 1884. The Mahdi's following had increased enough so that he could now cut off Khartoum — at least for any major movement of civilians. There could be no evacuation without a relief force.

Khartoum was not without resources. Plenty of food was being brought in from the surrounding country. There was no immediate risk of being starved out. There were the armored river steamers, still operating, though with increasing difficulty. And there were close to 5,000 troops (though none of them British, of course). The city itself was the center of a fortified area where the White and the Blue Nile joined — and the river even divided in a way that gave the city control of a large island on which crops could be grown. The situation was far from desperate — provided a relief force set out fairly soon and made reasonable progress. Gordon reported he felt the city could hold out until some time in November.

Receiving only occasional (and long delayed) messages from Gordon, Gladstone's government did little but wait and hope Gordon would not involve them further. Gordon's messages would often have an optimistic tone (he was not accustomed to striking notes of panic and asking for help). But at other times he would indicate detailed plans which sounded very much as if he intended to stay and conquer, and thus expected British troops sent to accomplish the job. Gladstone and his ministers alternately hoped and despaired of what he would do, and most of all they wondered how they could let go this tiger they had by the tail.

Despite his plight and vastly inferior forces, Gordon was, when he had the chance, a military leader both inspired and inspiring — and he still managed to take the offense with a series of lightning raids by some of his best troops.

It was the sort of game Gordon was good at. Unfortunately, he could not lead these small expeditions himself, and though he gave careful and very detailed instructions, there was always the chance the officer in command might see an opportunity and disregard Gordon's advice. In late August

this happened — with the inevitable result. The leader of an expedition up the Blue Nile accomplished his mission successfully but pursued his defeated foe too far out of range of the steamers' guns, was ambushed and had his entire force (1,000 of the best troops Gordon had) destroyed. There would be no more offensive action.

Gordon had the services of an excellent British officer, Major John Stewart. He determined to send him, along with a correspondent who had stayed at Khartoum, down the Nile to give a precise report on how desperate the situation had become. He may also have wanted to get the two of them out before the roof fell in. At any rate, they did have their opportunity and almost made it, despite the many obstacles to a successful retreat by the river, now hemmed in by hostile forces. But they sent back some accompanying small boats too soon (despite Gordon's precise instructions not to), and when they were almost in the clear their steamer struck a rock and foundered. A local sheik tricked them ashore without arms and had them killed. Gordon grieved the loss deeply. Even his attempt to save two trusted friends had misfired.

But Gladstone and his cabinet had finally been moved to act. Though they still wanted only to get out of the mess as quickly as possible, the English newspaper-reading public had been following what scant bits of news there had been from Gordon with high interest and patriotic fervor. Something had to be done. The most esteemed general of the time, Sir Garnet Wolseley, was finally put in charge of the relief and sent on his way. But it was hardly a race to reestablish British glory.

In the first place, Wolseley had been carefully informed that his mission was only to bring Gordon back from Khartoum. They should waste no time, money or lives trying to relieve any of the other garrisons. And Gordon would come under Wolseley's command (Gladstone had had enough of the one-man savior — simply get him out of there any way you can, whether he wants to come or not).

And in the second place, Sir Garnet, al-

though a friend of Gordon, was not at all like that impulsive and resourceful commander. Sir Garnet liked to do things by the book, with little chance for failure (or the striking success). He methodically gathered his men and equipment. There were plenty of usable boats and boatmen in Egypt, but he wanted special boats from Canada. And to be doubly certain, he had a large number of boatmen sent from Canada to man them. The whole operation would proceed in what a more recent British field marshall liked to call a "tidy" manner. He estimated he would be able to get to Khartoum by the end of January — or more than two months later than Gordon had estimated the city could hold out.

Still, it was a close thing. Sir Garnet kept so precisely on his schedule that he actually beat his own estimate by five days. Which would have not been much help — except that Gordon managed to beat his own estimate by nearly twelve times that much. But for a number of unfortunate accidents, the waiting British public could have once again been racing through the streets to the sound of clanging bells and victory shouts.

Slowly Wolseley's plodding force went up the river. Everything had been allowed for. They even had hundreds of camels for the final dash from Kurti, where the Nile made a long detour back toward the northeast. Here a picked force would strike straight across the desert, thus avoiding many extra miles and two difficult "cataracts" on the river route.

All during the long summer Gordon had waited, watching through his telescope from the roof of the palace for some sign of aid. When finally he heard news, it only told him the relief had barely started. What could be delaying the force? He sent messages advising that the real need was for speed. Just a small force, striking suddenly and quickly would do the job. Just a few hundred men wearing the uniform of the British army — that would do the trick. The investing forces would evaporate like morning fog before the sun.

Wolseley, with his Canadian boats and boatmen, his camel corps, his tons of supplies, his 10,000 troops and auxiliaries crept

slowly along. They finally reached Korti, where the "dash" across the desert began. But Gordon had long passed his November deadline. Still he held on. The Mahdi's thousands had moved closer — but they still did not dare the final attack. Gordon had added volunteers to his force, and he somehow had built up a total of nearly 9,000 men to resist the assault when it came.

Through December supplies began to run short. Little now could be brought in from outside — and the stores needed to keep the city's 24,000 inhabitants alive were fast vanishing. Gordon sent more messages. If he had been commanding the relief, he knew just how it should be done. Just 200 men was all that it would take. A lightning attack on one of the Mahdi's river posts — and then a quick push to Khartoum. The sight of the British uniforms would change the whole situation in a moment.

But Gordon wasn't commanding the relief. Wolseley was — and he paraded his camel corps (an imposing sight: forty men in each rank and a full mile deep) and finally sent them off on their "dash." Wolseley remained at Korti with his main force. In Khartoum they had taken to eating dogs, birds, even rats. Soldiers in the defenses had little energy to do anything but remain where they were and hope. Gordon watched from his telescope on the roof. Now it was up to the camel corps.

What they had to cross was desert of the worst kind. Water had to be obtained from the few wells along the way. Before one such site, Abu Klea, the Mahdi's forces were waiting. The British formed a square and the horde came on. Volleys of rifle fire could not stop them. In a frenzy the dervishes charged on and right into the square. One reached the center. The British soldiers did not panic, kept up the fire, strove to seal off the intrusion and cut down the invaders. Slowly order was restored. The ranks closed. The penetrating dervishes were finally killed. The attackers paused — then drew back. They had had enough for the moment. The British soldiers, nearly mad with thirst, gratefully rushed to the wells. But the Mahdi, with tens of thousands in his forces investing

Khartoum, had hardly lost a fraction of his power.

And then one of those little combinations of accidents changed the odds again. Wolseley had chosen an experienced and aggressive second-in-command for the camel corps, just in case the commander became a casualty. The commander survived the battle — but his assistant was killed. Then in a skirmish near the town where the camel corps would reach the Nile just above Khartoum — the commander himself was killed.

Thus the command passed to an intelligence officer with little battle experience. This officer cautiously delayed the short push to Khartoum until he felt ready. That delay made the difference.

At Khartoum, Gordon had learned how close the relief were and expected them at any moment. But his followers had had so many false promises of relief that few even believed the story. Still, Gordon convinced his subordinates, who felt the situation was so desperate they recommended surrender, to hold on a little longer.

The Mahdi knew it was now or never. A deserter told of a break in the defenses which the defenders had been too weak to repair. The Mahdi, against the advice of all but one of his commanders, decided to make the attack.

With tens of thousands to create a proper diversion, his chosen force broke through the undefended area in the dark of early morning and soon were in the streets of the town. Gordon, awakened by the firing, seized his revolver and prepared for a last stand. What followed is told in many versions. The most likely one, reported by one of his bodyguards who was wounded but survived, is appropriate to the fighting man he was. With nothing but pistol fire, Gordon halted dervishes who were rushing up the palace stairs. He was hit by a spear but disregarded it. His bodyguard had also been hit by a spear, and Gordon went to his aid. The dervishes charged again, and again Gordon stopped the rush with rapid revolver fire. Then a dervish fired and hit him full in the chest. Still he kept his feet

and with his bodyguard beat the attackers back to the bottom of the stairs. Then a spear thrust in his side ended it.

The Mahdi had triumphed. The relief force arrived two days later. It did not attempt to stay. Gladstone's orders had been precise. Wolseley and his force returned, leaving the Mahdi in control of the land. Gladstone certainly didn't want it.

But England was swept by grief for its hero. Gladstone, already an old man, was soon out of office, and the Conservatives, supporters of empire, were back in power. And although the Sudan had been completely abandoned, in a few short years Sir Herbert Kitchener went back with a large army and "Chinese" Gordon was finally "avenged." The Sudan remained under British rule until midway through the present century.

What is difficult to realize today is the scope of the imperial game that was being played. Political leaders had more than one crisis to face. In Africa alone Britain was involved not in just the Sudan and South Africa, but in many other areas besides. France was striving to achieve as much. Belgium had its own game going in vast reaches of the Congo. And soon Germany was staking out vast expanses of wilderness. It seemed inevitable that these major powers would collide somewhere, over some wild patch of jungle or desert real estate.

Yet they did not. Perhaps it was because of the conferences that were called at which all parties could agree on how to divide up the real estate. So long as the African people weren't present to put in counter claims, there really seemed to be enough for everyone with some to spare. Perhaps it was the caution that was used by the "civilized" powers when dealing with each other as contrasted to the proud arrogance they displayed when dealing with "uncivilized." Perhaps it was the instinctive caution diplomats and commanders in the field displayed when chance brought two of the major powers together in the same piece of wilderness (they seemed to sense that, however much they showed a stern, uncompromising face to the "natives," a different tack completely was necessary when

dealing with each other). They did not go to war lightly. Or perhaps there was something to Queen Victoria's strategy of marrying off royal offspring to fellow royalty, so that all Europe's reigning powers seemed related to each other — or at least to Queen Victoria. So peace prevailed, despite the fact that the great powers were engaged in a great armaments race (much like ours today, but with the ante held at battleships and million-man army reserves instead of intercontinental ballistic missiles and thousand-tank armies). Whatever the real reason or reasons, Europe seemed to career blithely along, like a drunk negotiating a minefield, happily unaware of his danger, sure the world would look out for him.

But the game was a large one and the sandbox was getting crowded. The United States, land of the democrat and the common man, scoffer of the wasteful trappings of royalty and empire, was getting seduced into the game. For although Americans had long asserted "all men are created equal," they had quickly learned how to get the right definitions into their Constitution, making some only three-fifths equal. So far she was little concerned with Africa, but it was a world-wide game, and she soon had marines in Central America and scattered around the Caribbean.

Finally, the game in Asia was really opening up. Not only was it being played in India and Southeast Asia, but it was being expanded to include China — with every industrialized country striving for its place there. Japan had finally seen how the game was played and jumped in herself — as one of the "civilized" (which, she had learned, meant aggressor) powers. And in the Pacific the United States finally knocked off the tottering Spanish Empire and joined the game whole-heartedly, first "freeing" the Philippines from a foreign "tyrant" — and then not being able to resist the temptation to take the tyrant's place. In the process she found it necessary to kill off some hundreds of thousands of natives herself (military men were accustomed to refer to them as "niggers," which preempted any possible conflict with the sacred doctrine that "all men are created equal").

So looked at closely, this little age of peace and progress — of powerful nations learning to treat each other with cautious respect while helping less fortunate peoples enter the modern world of mass-produced gadgetry — was not quite as serene as it envisioned itself. And its future was not quite as it imagined. Russia and Japan gave off the first signs of impending disaster when they went to war in 1904. Of course it was over in a year, and one could say condescendingly they were not truly "European" powers. For a few years yet the calm could last. There were "civilized" countries, and then there were "uncivilized" countries — and as long as you remembered which were which, and treated them accordingly, there was no reason why this idyllic life should not continue indefinitely.

Of course the thousands of Zulu slaughtered, the black-skinned men of the Congo dying from starvation and forced labor, the fuzzy-wuzzies charging to break the British square and leaving their own bodies scattered about the plain — they might take a different view of the age's "serenity."

But though they could not know it, they had only a little while to wait. In just a few short years their civilized "protectors" would be counting their own dead by the hundreds of thousands and millions, and the great battle in the headlines would be the Somme — for which there was no bell-ringing and running through the streets.

And there should be little danger of a smug superiority on our own part. The sandbox is still there — crammed full now with little ragamuffins who, tin shovels and pails long discarded, maneuver steam shovels and bulldozers through the crowded sand piles.

Queen Victoria?.... Where are you now?

Queen Victoria....

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