

War Room Controls

Command	Key	Mouse/Joystick
<i>Function Key Commands</i>		
Message Level	F1	Pulldown menu
Declare War	F2	Pulldown menu
Show Terrain	F3	Pulldown menu
Show Air Power	F4	Pulldown menu
Chat Mode	F5	Pulldown menu
Buy New Units	F6	Pulldown menu
Show Ownership	F7	Pulldown menu
Show Destinations	F8	Pulldown menu
Show Satellites	F9	Pulldown menu
Show Options	F10	Pulldown menu
<i>Movement/Placement Commands</i>		
Move Unit	Select Unit, Select Destination	
Show Unit Path	Cursor on Unit	
Designate Air Mission	F4, Select Unit, Select Target	
Place New Unit or Nuke Attack	Select Target	
<i>Monitor Commands</i>		
Alternate Function		
Monitor One	CTRL/Z	Select (Opponent's Oil)
Monitor Two	CTRL/X	Select (Resources)
Monitor Three	CTRL/C	Select (Ownership)
Monitor Four	CTRL/V	Select (Incomes)
<i>Customization Commands</i>		
Zoom	SPACEBAR*	
Zoom to Monitor Three	ALT/SPACE or SPACEBAR	
Resize Zoom Window	TAB	
Movable Zoom	SCROLL LOCK or NUM LOCK/CURSOR	
Speed Up	+	
Speed Down		
Toggle Show-Who	=	
Program Macro	ALT/9	
Execute Macro	1-9	
Undo Macro	0	
<i>Special Functions</i>		
Query Speed/Who/Opponent	?	
Exit Current Mode	ESC or ALT/J	
Recalibrate Joystick	ALT/J	
Recalibrate Keyboard	ALT/K	
Recalibrate Mouse	ALT/M	
Pause	ALT/P	Pulldown menu
Exit to DOS	ALT/Q	Pulldown menu
Restart	ALT/R	Pulldown menu
Save	ALT/S	Pulldown menu
Volume	ALT/V	Pulldown menu
Show Prior Message	BACKSPACE	Select Message Area
Program Button Two	ALT/button two**	
Change Sides	CTRL/ALT/W	
Change Film to Game	CTRL/ALT/G	
Change Solo to Two-Player	CTRL/ALT/H	

* Cursor must be in area to which you wish to zoom
 * Button two/the right mouse button can be programmed to emulate any one key function

COMMAND HQTM CONTROL SUMMARY CARD



RULES OF PLAY

MICROPLAYTM

COMMAND HQ

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INTRODUCTION

The commander strides into the darkened room, the glowing wall map and computer CRTs providing most of the ambient light. "What's the situation?" he barks out.

"Two enemy mechanized armies are closing on Paris," the adjutant states. "Two infantry armies are following up. Our troops in the area have taken heavy losses from ground-based air strikes."

"What's the status of the convoy?"

"On its way. We've lost one transport to enemy submarine activity, but the rest slipped through. Under standard evasive procedures, it should arrive in seven days."

The commander contemplates the situation, the armies and ships like miniature glowworms as they crawl across the map of the world, deciding the fate of continents.

"I want air strikes here, and here," he says, pointing. "Bring up a tank army here and open a gap in the enemy flank with a combined paratroop assault. Our destroyer fleet has to pull out of the Mediterranean and comb the Atlantic. Belay evasive action-I want the convoy full steam ahead for Europe. Now what's the situation with our Pacific fleet?"

You are that commander, directing the armed forces of entire nations, deploying ground, sea, and air troops to bring about the accomplishment of your plans and the ultimate defeat of your enemy. In any war, in any era, on any side, the decisions that shape the course of history are made in the *Command HQ*.

How To Start

What This Game Contains

This Manual provides a tutorial for beginning players and detailed operating instructions. It is applicable to all computer systems.

Chapter 1: Technical Notes gives specific instructions for loading and/or installing the simulation for your computer. It also provides a complete reference of all the graphics and keys used in the game.

There are three ways to learn to play *Command HQ*.

Tutorial Method: If you like step-by-step guidance while learning a game, turn to the "Tutorial" (page 11) and follow the instructions. The tutorial, although long, introduces you to all the salient points of the game.

Note: We recommend the tutorial method unless you are already familiar with games of strategic combat on a grand scale. Other products based on "the art of war" may not prepare you for the number of options available in *Command HQ*.

Learning The Game

Study Method: You can study the game controls and operating instructions of the game, as detailed in the "Game Controls" section (page 23). If you're still confused, try things out with the tutorial (page 11).

Try and See Method: You can just dive in and try things out, referring to this manual and the Technical Supplement as necessary. In this case we strongly suggest that you have a mouse or joystick interface available for easy access to the pull-down menus.

Warning: This method, usually the most popular, can lead to confusion and frustration because *Command HQ* is a real-time simulation; while you're learning how to play the game, things will be happening all around you!

1. TECHNICAL NOTES

Package Contents

Your *Command HQ* should contain this manual, two 5 1/4" disks or one 3 1/2" disk, a registration card and a backup disks order card.

Required Equipment

Computer: this game requires an IBM PC, XT, AT, PS/2, Compaq 386, Tandy 1000, or a computer 100% compatible with one of those models. The machine must have at least 5 12k of RAM (640k if you are using a Tandy).

Controls: the game can be run entirely from the keyboard, or with a joystick or a mouse. A joystick or mouse increases ease of play.

Display: the game requires a color monitor with an IBM EGA, MCGA, VGA, or Tandy 1000 graphics system. EGA systems must have 256k on the graphics card (standard on all but the earliest releases). If you are using a compatible graphics card/monitor, it must be 100% hardware compatible to one of the above.

DOS: you must have IBM DOS, Microsoft MS DOS, or Tandy DOS, version 2.1 or higher.

Installation

Installation Concepts

Command HQ is copy-protected using the "key disk" technique. This means you can copy the game files from the original disks however you prefer: to other floppy disks, or to a hard disk. These files are normal in all respects, and should not cause special problems when backing up, restoring, or optimizing a hard disk.

However, the original disks have special "invisible" markings that cannot be copied or removed from the disks. At game start, the program asks you to insert an original disk into your floppy drive. Therefore, keep the original disks handy. MicroProse regrets that continuing casual and organized software piracy, within the USA and around the world, requires that we copy-protect this program.

Installation

This game is designed to run with copies of the original (distribution) disks supplied in the box. To make a copy you need two 5 1/4" 360k, or one 3 1/2" 720k, or one 5 1/4" 1.2MB, or one 3 1/2" 1.44MB disk(s). You should format the disk(s) first, to ensure that each is "clean". The game includes an Install program that will transfer the information from the original (distribution) disks onto floppies or a hard disk (your choice).

To Run the Install Program: place disk A in your floppy drive A: and type "INSTALL" followed by Return. Follow the prompts.

If you are installing on a hard disk, the program will create a directory titled HQ. You should have no other directory with this name.

Loading

Installation Concepts

- (1) **Boot your machine** using DOS (version 2.1 or higher is required).
- (2) **Insert Disks:** When the ">" prompt appears, insert the *Command HQ* "A" disk. If you have two floppy drives, put the "B" disk in the second drive.
- (3) **Load Program:** Type "A:" and press Return. Then type "HQ" and press Return. The game will begin loading.
- (4) **Insert Key Disk:** During loading you're asked to insert the "key disk". Put the original Disk A in floppy disk drive A or B, then type the letter of the drive you used. For example, if you put the key disk in drive B, type "B".

Loading From a Hard Disk

- (1) **Boot your machine.** Turn on your machine and wait until you get the C:> prompt.
- (2) **Load Program:** go to the HQ directory (normally, by typing "CD\HQ"). Then type "HQ" and press Return. The game will load.
- (3) **Insert Key Disk:** During loading you are asked to insert the "key disk". Put the original Disk A in floppy disk drive A or B, then type the letter of the drive you used. For example, if you put the key disk in drive B, type "B".

Changing Loading Options

The INSTALL program sets up automatic loading options for your game, including sound drivers, graphics systems, joystick, and mouse. The SETUP program has been provided to permit you to change these options.

If you have a hard disk, run the SETUP program by going to the HQ directory on your hard disk and typing "SETUP", followed by Return.

If you have only floppies, run the SETUP program by inserting your Disk A in drive A:, and typing "SETUP", followed by Return.

Notes

Further Notes

Disk A has an ASCII file named READ.ME. This contains the latest notes regarding the program and how to solve problems with various "compatibles". You can read this file using standard DOS commands, such as "TYPE READ.ME".

Speeding Up Game Execution

- If you wish a faster game, you may try one or more of the following:
- (1) Turn off the animations in Monitor Two, at least when action is hot and heavy. Time is lost when the game has to run the animation "film".
 - (2) Decrease the size of your zoom window. A large zoom window takes more of the computer's time to keep updated.

- (3) Speed up the game with the "+" key. If you are using the default speed of "2", you may be moving too slow for advanced players. Speed "6" may be too fast for you, but speed "4" or "5" should be acceptable.
- (4) Believe it or not, slowing the game speed with the "-" key may help out. This won't actually speed the game, of course, but it will speed the responsiveness of your units. When the game speed is quite fast, it can sometimes take more than one click on a unit to select it. At a slower speed, your clicks will always hit home.

Colors Used in the Game

<i>unit type</i>	<i>big map</i>	<i>zoom view</i>
units	red or blue hollow square	icon with red or blue border
ready air units	red or blue solid square	red or blue icon
unready air units	gray solid square	white icon
unready production city	yellow or red square	yellow or red outline
ready production city	green square	green outline

Terrain Colors

capitol	black square	large gray square with red or blue center
city	black square	large gray square
oil well	black cross	black circle
desert	yellow	yellow
forest	light green	light green
jungle	cyan (blue-green)	cyan (blue-green)
mountain	gray	gray
ocean	blue	blue
plain	dark green	dark green
polar	white	white
wasteland	large black circle	black

Copy Protection

This version of *Command HQ* has been packaged specifically for inclusion a product bundle. To fit in this bundle, it was necessary to redesign the original manual into the form you see here. Consequently, the copy protection of the game — geared toward the layout of the original manual — is invalid.

To allow you to play the game, the answers to the copy protection questions are provided below. MicroProse hopes that you will respect our honesty in this manner by not sharing this copy protection information with anyone who has not legitimately purchased a copy of *Command HQ*.

In the beginning of the game, the program will ask you to identify a word in the manual by giving you, in order, the page number, the line number, and the word number of the word. Match those three numbers with the numbers listed below, and enter the corresponding word.

4, 2, 1, room	13, 2, 3, facing	22, 6, 4, most	35, 3, 3, pressure	50, 4, 2, sum
4, 3, 2, most	13, 3, 1, sub	23, 4, 1, gone	35, 7, 3, air	50, 7, 4, retreat
4, 4, 4, out	13, 4, 1, since	23, 6, 2, absorb	36, 1, 3, course	51, 6, 1, front
4, 5, 1, two	13, 4, 3, units	23, 7, 1, warning	36, 2, 1, stop	51, 7, 2, fewer
4, 6, 2, paris	13, 6, 1, can	24, 2, 4, support	36, 3, 3, want	52, 1, 4, war
4, 8, 4, from	13, 8, 3, units	24, 3, 2, carriers	36, 4, 2, continue	52, 2, 3, coup
5, 1, 1, before	14, 3, 2, after	24, 4, 2, support	36, 5, 4, game	52, 3, 3, against
5, 2, 2, forces	14, 5, 4, cities	24, 7, 2, boats	36, 8, 4, new	52, 8, 1, unwise
5, 3, 3, practice	14, 6, 1, after	24, 8, 3, sea	37, 2, 1, custom	53, 3, 3, armies
5, 5, 2, games	14, 7, 1, foreign	25, 1, 4, air	37, 4, 1, create	53, 7, 1, germans
5, 7, 3, begin	14, 8, 3, portions	25, 2, 4, unit	37, 5, 3, main	53, 8, 3, first
5, 8, 1, want	15, 1, 3, offers	25, 5, 1, must	37, 5, 4, options	54, 1, 4, between
6, 1, 2, map	15, 2, 3, first	25, 8, 4, transfer	37, 6, 2, puts	54, 4, 4, effect
6, 2, 2, bases	15, 4, 1, menus	27, 1, 4, seems	37, 7, 2, setup	54, 6, 4, were
6, 3, 1, cities	15, 4, 2, press	27, 3, 4, economic	38, 7, 3, see	55, 1, 2, origin
6, 6, 1, capture	15, 5, 3, points	27, 7, 4, income	39, 1, 2, first	55, 3, 4, into
6, 7, 4, some	15, 8, 3, area	28, 2, 2, new	39, 6, 2, opponent	56, 1, 1, benefit
6, 8, 4, commerce	15, 8, 4, use	28, 2, 1, brings	39, 8, 1, remember	56, 4, 1, been
7, 2, 1, game	16, 1, 1, start	28, 2, 4, menu	40, 2, 2, must	56, 6, 2, essence
7, 4, 3, cent	16, 5, 1, resume	28, 4, 3, numbers	40, 4, 2, foe	56, 7, 3, own
7, 6, 2, war	16, 6, 1, war	28, 5, 1, possess	40, 5, 4, opponent	57, 5, 1, supreme
7, 6, 4, range	16, 6, 3, game	28, 5, 2, count	41, 3, 1, one	57, 5, 2, power
7, 7, 4, part	16, 8, 3, cannot	28, 8, 2, number	41, 6, 2, entire	57, 7, 4, saw
8, 1, 3, cursor	17, 1, 2, cities	29, 3, 4, press	41, 7, 4, units	57, 8, 3, masse
8, 2, 3, message	17, 5, 3, scenario	29, 4, 2, insert	42, 4, 1, sweat	58, 1, 3, spring
8, 2, 4, appears	17, 8, 3, armies	29, 8, 2, map	42, 6, 4, out	58, 6, 1, troops
8, 3, 1, moment	18, 1, 3, top	30, 2, 1, option	42, 7, 2, carriers	58, 7, 1, now
8, 4, 2, new	18, 2, 4, messages	30, 3, 1, weapons	43, 1, 4, basic	59, 4, 1, greece
8, 5, 1, monitor	18, 3, 2, appear	30, 3, 4, from	43, 2, 1, cost	59, 7, 2, true
8, 8, 3, opposing	18, 5, 4, status	30, 5, 2, specific	43, 3, 2, form	60, 4, 1, once
9, 1, 2, unit	18, 6, 2, map	30, 7, 4, near	43, 6, 1, run	61, 8, 4, man
9, 1, 4, too	18, 7, 4, terrain	31, 1, 4, nation	44, 4, 2, arms	62, 1, 4, attempt
9, 4, 1, cruisers	18, 8, 2, forest	31, 4, 1, nation	44, 4, 4, win	62, 3, 2, biggest
9, 7, 2, begins	19, 1, 3, monitors	31, 5, 2, foreign	44, 6, 2, ignore	62, 3, 3, airborne
9, 7, 4, repair	19, 5, 2, sent	31, 5, 4, efforts	45, 1, 2, corners	64, 1, 2, four
9, 8, 2, bases	19, 6, 1, capture	31, 7, 4, time	45, 2, 2, europe	64, 2, 1, rest
10, 1, 1, air	19, 7, 4, missions	31, 8, 2, agree	45, 3, 4, turning	64, 7, 2, onto
10, 3, 4, times	19, 8, 3, set	32, 2, 4, across	45, 6, 3, american	64, 7, 4, gains
10, 4, 3, press	20, 1, 2, can	32, 3, 3, top	45, 7, 1, big	65, 6, 4, power
10, 5, 1, target	20, 5, 1, cursor	32, 5, 1, bar	46, 3, 2, western	65, 8, 1, two
10, 7, 2, current	20, 7, 1, unit	32, 7, 1, enact	46, 5, 1, capture	66, 1, 3, entire
10, 8, 1, repair	20, 8, 2, unit	32, 8, 1, enacting	46, 5, 4, east	66, 2, 3, contest
11, 4, 3, time	21, 2, 1, cursor	33, 3, 4, nature	46, 8, 2, income	67, 1, 1, more
11, 4, 4, against	21, 3, 3, icon	33, 6, 4, crisis	47, 2, 4, arms	67, 4, 4, since
11, 6, 3, want	21, 6, 1, warning	33, 7, 3, often	47, 3, 1, attempt	68, 5, 1, weapons
11, 7, 4, we	21, 7, 1, status	34, 1, 3, four	47, 3, 3, become	69, 1, 4, recent
12, 1, 3, point	21, 7, 2, bar	34, 1, 4, macro	47, 4, 1, patterns	69, 4, 4, occur
12, 3, 4, game	21, 8, 1, once	34, 3, 4, europe	48, 1, 3, russia	69, 7, 1, among
12, 4, 2, opponent	22, 1, 2, routes	34, 4, 2, america	48, 6, 4, germans	69, 7, 2, certain
12, 5, 1, pause	22, 2, 2, become	34, 5, 2, return	48, 7, 1, gigantic	70, 4, 2, costs
12, 7, 1, now	22, 3, 2, begin	34, 7, 3, area	48, 8, 4, paris	70, 5, 1, courage
12, 8, 1, message	22, 5, 1, note	35, 3, 2, time	50, 1, 1, russians	70, 7, 3, among

2. TUTORIALS

Familiarization

Before you take command of the combined world forces of your national alliance, it's a good idea to practice on some set-piece situations to learn about controls and tactics. There are two tutorial games included with *Command HQ* to help introduce you to the game controls.

Before you begin, locate the *Pause* key; you'll want to pause as soon as you begin the tutorial, to take a look around.

Install: See Chapter 1: Technical Notes for information on how to install *Command HQ* on floppy disks or onto a hard disk.

Hardware Options: In some versions, after loading the game you'll see questions about your computer hardware. If you're unsure of the answers, or wish to automate this process, see the Technical Supplement.

Main Options: After the title screens you'll find yourself at the Main Options menu. Select "Resume Saved War" to begin the first tutorial.

Load Game: Choose "Tutorial One" to begin learning *Command HQ*.

You begin in control of the blue forces, with a full view of the world situation. The top section of the screen shows the current status of the game. Press the *Pause* key so that the "paused" message appears.

The map is a terrain representation of the world. Types of terrain include sea, plains, forest, jungle, desert, and mountains. The colors for terrain types vary according to your computer's graphics capabilities — see the technical supplement.

The map also shows the location of all major cities, bases, and oil fields in the world. Normally, cities and bases are black squares and oil fields are small "+" signs (see the technical supplement). The object of any scenario of *Command HQ* is to capture all of the **Capital Cities** on the map. **Oil** is important in some eras, to keep the machinery of war and commerce running.

The four screens below the map are called *Monitors One* through *Four*, numbered from left to right. Each serves several functions during the course of the game.

Starting Options

Where You Start

Terminology

For compatibility across a wide variety of computers and control mechanisms, standard terms are used throughout this manual. See Chapter 1: Technical Notes and the Control Summary Card to interpret each for your computer.

Controller: A two-dimensional control device, normally a joystick, mouse, or four-directional cursor keys.

Selector #1: The first (left) button on a joystick or mouse. On the keyboard it is always the Return or Enter key.

Selector #2: The second (right) button on a joystick or mouse. On the keyboard it is always the Space Bar.

Keys: Each key is referred to by an *italicized name*, which is shown on the Control Summary Card.

Monitor One initially shows you your oil status, in games that use oil. In the tutorial, you will soon notice that your oil situation is critical: your income of oil is less than your total outflow, and your reserves are dropping (the word “oil” flashes red to warn you of this). The subject of the first tutorial is a blue attack on the red oil fields of the Middle East.

Monitor Two initially shows the flag of the city currently under the cursor (in this case, Washington).

Monitor Three initially shows the general location of your major capital city. Depending on the scenario, there may be other friendly capitals that you must also protect.

Monitor Four depicts the type of terrain the cursor is currently over.

Combat Techniques Training

In this tutorial we’ll concentrate on the basic game controls and the elements of war: once you know how to maneuver and fight, you’ve learned 75 per cent of *Command HQ*.

The Field of Battle

In a real game of *Command HQ*, the theater of war can range from a single area like Hawaii to the whole world. Part of the challenge is knowing which theaters deserve your attention, and which can be left to follow commands previously given.

For this tutorial, we’ll concentrate on the Middle East. Your first step is to take a close-up look at the action.

Use the *Controller* to position the cursor below the two red units in the Middle East, and press *Zoom*. Note that in the zoom view, the oil fields look like little black circles instead of crosses. If your zoom box does not fill the whole screen, press *Resize Zoom Window* until the zoom box is at its largest. You see your blue forces poised for an attack on a red position.

Move the cursor around and note the various types of terrain on the map. To see the terrain underneath the units, press *Show Terrain*. This also shows which side owns the cities and which side owns the oil fields.

As you can see from the arrangement of the blue forces, a combat unit is as large as nine map positions (three squares by three squares) -thus, units can overlap other units in tight formation. If you want to get a good look at a unit that is obscured by another, put the cursor over it and watch Monitor Four.

Each unit represents an army, fleet, or air wing composed of many thousand soldiers and vehicles. Each unit actually occupies only the center of its icon on the screen, but different types of units have different combat ranges, giving them different “effective sizes.”

The Combat Units

Types of units in this tutorial include air, infantry, tank, cruiser, and carrier.

All units except air units have several common features:

Type Icon: Each unit type is recognizable by the icon in the center of the unit. A summary of icon types appears in the Technical Supplement.

Strength Bar: A unit is at full strength when the band of color at the bottom extends all the way across the unit. As the unit takes damage in combat, the bar recedes. A unit with no color bar showing is very near destruction.

Background Color: A land unit has a distinctive background color, usually white (see the Technical Supplement). A sea unit has a different background color, usually blue. When a land unit boards transports and becomes a sea unit, its background color goes from white to blue to note the change.

Infantry Entrenchment: Infantry armies can “entrench,” making them much harder to kill. An entrenched infantry has an additional color bar above its strength bar (usually green). If this bar is not there, the infantry is not entrenched, and is therefore more vulnerable.

Simple Moving and Fighting

Time to launch an attack! Press the pause key to take the game off pause mode, position the cursor over the blue cruiser unit, and press *Selector #1*. You’ll see the message “Setting Unit Destination” at the top of the screen.

Now move the cursor so that it is adjacent, without overlapping, to the red cruiser, and press *Selector #1* again.

Put the cursor over the blue cruiser again, and a new message appears: “Unit Path.” Watch for a moment, and the flickering image will follow the unit’s new path of movement. Also note that in Monitor Four, the unit has a message appearing with it, “Moving,” to let you know that that unit currently has a destination.

When the opposing units are close enough to each other, they begin to fight. Hold the cursor over one or the other unit; two new icons appear in Monitor Four. The small burst symbol denotes that the unit has been hit by enemy fire; the white arrow shows the directional facing of the unit, pointing out (in general terms) with which enemy the unit is engaged.

As the battle progresses, both units’ strength bars begin to dwindle. When one unit runs out of strength, it is destroyed. If your cruiser is destroyed, you’ll have to bring up the carrier to finish off the enemy.

Select the carrier by positioning the cursor over it and pressing *Selector #1*. Give it a destination, but this time leave one space between the carrier unit and the enemy cruiser. Carriers have a longer range than cruisers, and you’ll be able to bombard the enemy without taking any return fire at them.

As the carrier moves, you'll see two red infantry appear on the coast of India. These units were always there, but you had no friendly units close enough to see them. As your air unit (aboard the carrier) gets closer, the units appear. See the discussion of "Hidden Units," page 19.

Now take a look at your oil situation. All your reserves are gone by now (or soon will be) and a small bar has appeared in your "out" column. This shows how much oil you need, as opposed to the solid bar that shows how much you have. Time to do something about the oil.

Combat Options

Goals

Select the topmost infantry unit in the cluster around Jerusalem. Select the topmost Iranian oil field as its destination (if you are not sure which one is Iranian, hold the cursor over the different oil fields for a moment, and eventually you'll see the red, white, and green Iranian flag appear).

Once the first unit has been given a destination, select the next infantry unit down and give it a destination next to but not overlapping the red infantry unit guarding the oil field in Kuwait.

Attrition

As the two infantry units move, notice that their strength bars go down. This is due to **attrition**. Units that cross hostile types of terrain (desert, polar, and jungle) lose part of their strength each round until they leave that terrain. Also notice that once the unit begins to move, it loses its "entrenchment" indication.

At some point, your unit will capture the oil field in Iran (an animation appears in Monitor Two). This helps the oil situation, but doesn't solve it. You still need that Kuwaiti field, but the designated unit is too weak to attack, due to attrition losses. You can also see that land units do not fight when next to each other the way the cruisers did. They have shorter ranges than cruisers, and must overlap to fight.

Repairs

See how the friendly unit that captured the oil field begins to repair its losses! Units in friendly cities, bases, and oil fields regain part of their strength each round until they are fully repaired. Send the weakened unit to that oil field for repairs. Be careful, though — if you give it a direct movement order, its path will take it into

Game Speed

If things move too slowly for you, press **Increase Game Speed**. You can push it all the way up to speed 6, but this moves very fast and makes it hard to keep track of what's going on when many units are moving and fighting at the same time.

If things are going too fast for you, press **Reduce Game Speed** to slow the action down. You can go all the way down to speed 0 in which nothing moves (but you can still give orders) as a kind of alternative pause. When you're ready with all your orders, increase the speed again.

Advanced Movement

Overruns

combat with the red infantry. First move it due north. When it arrives, give it new orders to move east to the oil field. Note that the unit's losses cease at some point. Under normal circumstances, a unit cannot be killed by terrain attrition.

You'll quickly find that two units cannot occupy the same position. Move the unit on the oil field one space to the south (into the plains, where it won't suffer from attrition). This allows the weakened unit to enter the oil field and repair.

Now let's experiment with some advanced movement. Select one of the tank armies and give it a direct destination of an unguarded Saudi Arabian oil field.

The first thing you notice is that the tank moves pretty fast. Depending on the type of terrain, tanks move up to twice as fast as infantry.

As the tank closes with the enemy infantry, they begin to fight — but the tank keeps moving! This is called an **overrun** and is one of the most valuable abilities of tanks: they can move "through" enemy infantry (taking losses) and seize objectives in the rear. Once the tank reaches the oil field, it will stop and begin to repair.

Pinning

Now try the same thing with an infantry unit, and see how the infantry becomes **pinned** in combat (once it's engaged, hold the cursor over the unit to see the message). Being pinned means the unit cannot move until the combat is over, or until the unit is given fresh movement orders. See "Movement," page 27. In general, infantry are far less mobile in combat than tanks.

Meanwhile, send the tank to capture the last unguarded oil field, and watch the oil reserves begin to rise.

Advanced Combat

Marine Assaults

Now for some advanced forms of combat. Select one of the tank armies at sea (note that they are transports, as denoted by the color background) and give it a destination atop the southernmost red infantry in India. Attacking from the sea in this way is called a **marine assault**. The tank, although it can still defeat the infantry, takes heavy losses. Watch as the tank background turns white to show it has reached the coast.

Navy Guns

One way to lessen losses against coastal defenders is to soften them up with **navy guns**. Move the carrier to just off the coast of Bombay, and watch as it begins to bombard the red infantry. Meanwhile, let's get ready to attack the red infantry in Kuwait.

We have two infantry nearby to make the attack, and they could probably take the position, but with heavy losses. We can make things easier with **air strikes** and a **paradrop**.

Air Strikes

Press *Show Air Power*, and find the two air wings stationed in Jerusalem. Select one. The message “Designating Air Mission” appears. Place the airplane-shaped cursor over the red infantry defending the Kuwait oil field, and press *Selector#1*. (Note how the naval bombardment at Bombay continues as you do this.)

Air strikes can be unsuccessful, due to ground-based defenses. If your air strike fails, press *Speed Up* a few times until the air unit is available once more, then press *Speed Down* and attack the same target again.

A successful **air strike** costs the defender half his current strength. Quickly, before he begins to repair, attack with your nearby infantry. To attack, all you have to do is move your unit so the two icons overlap. As combat is joined, place the cursor over the defending red unit. You’ll see the enemy infantry “turn to face” the attacker, as designated by the arrow that appears in Monitor Four on your screen.

Since the enemy unit is facing north, a flank attack from the west will do additional damage, but sending a unit from Jerusalem overland will be slow, and the unit will suffer attrition.

Instead, let’s do an **airdrop**. Press *Show Air Power* again and select an available air unit (unavailable air units are shown in gray, see page 31). When the “Designating Air Mission” message appears, select a nearby infantry unit (tanks cannot be paraded). Now a new message appears: “Designating Air Transport.” Place the cursor so that it overlaps the enemy, and press *Selector #1*. The infantry will be dropped in that space. Your unit’s strength is reduced by paratropping because it must leave its all of its heavy equipment behind.

Once the enemy is defeated, don’t forget to move one of the units onto the oil field, and send the other elsewhere for repairs. A traffic jam may result in the north; see if you can get everybody to a safe destination (units may move through each other, though they may not stop to occupy the same space at the same time).

Time to capture Bombay. The enemy unit there is weakened by the bombardment, so select your remaining tank at sea and land it on the coast of India. Once it’s there, send it into the city.

While the tank moves, press *Show Air Power* and select the air unit on board the carrier. Notice the enemy air unit in Bombay. Once the airplane-shaped cursor appears, press *Show Air Power* again and place the cursor over the enemy air unit. This will cause a **dogfight** between the two air units. Depending on how lucky you are, a plane may be shot down, or both planes may go gray. Either way, you’ve taken the enemy air power out of the action for a while.

Try to coordinate your air attack with the arrival of your tank. In a real game, negating your opponent’s air unit can be vitally important.

Airdrops

Dogfights

City Conquest

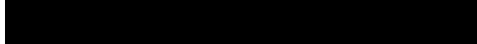
Now watch as the tank moves into the city. Do you see it take damage even after the enemy unit is destroyed? This is because enemy cities have a small militia which defends them from conquest. This militia is not very potent, but it can kill a weakened unit trying to capture a city.

Once you’ve captured Bombay, press *Show Air Power* again and note that the enemy air unit was destroyed when you took the city. Capturing the air strip is the most certain way of destroying enemy air units.

Ending the Battle

You’ve now learned most of the controls you need to play *Command HQ*. Try experimenting with various combat tactics on the remaining red unit. Try air strikes, bombardment, tank overruns, and flanking attacks with paratroops. If you give a command that doesn’t seem to be working properly (for example, you might find yourself stuck with an airplane-shaped cursor), press the *Escape* key to abort the command and place yourself back in the main simulation. If you’ve gotten yourself in deep, you may need to press the *Escape* key multiple times.

When you’re ready, press *Restart* to return to the Main Options menu.



In this tutorial, the enemy troops will be moving. Although there is no “artificial intelligence,” you’ll get an idea of what it’s like to play in real time, against an opponent who is changing the conditions on the battlefield.

You’ll probably want to use *Pause* frequently in this tutorial. We suggest you read a few paragraphs, play, pause, read a few more paragraphs, play, etc.

To begin the second tutorial, return to the Main Options menu, either by pressing *Restart Game* at the end of the last tutorial, or by beginning the game again.

When you get the Main Options menu, select “Resume Saved War,” and choose “Tutorial Two.” The game begins in *Pause* mode.

The Situation

The purpose of this tutorial is to give you an idea of how the game is played against a live opponent. There are red units out there, moving, but you can’t see them at the start.

You begin with a large convoy headed for Europe, with the purpose of establishing a beachhead and retaking the captured continent. This is similar to actions that could occur late in a World War III scenario.

Show Owner

Press *Show Ownership* to see what's been happening in the war so far. As you can see, the red army has conquered all of Europe and Asia (except South Korea), and a small part of Africa and the Middle East. They still hold Havana.

Press *Show Ownership* again to toggle this mode off.

Oil

Now check your oil situation. You can see that your income and outflow are about equal. Watch your reserves during the course of the battle to see if you are having any problems.

You can also check on your opponent's oil situation (spies and reports keep you abreast of his condition). Select the *Alternate Function* for Monitor One, and you'll see a similar readout for your enemy's oil. He looks like he's doing about as well as you are.

Strengths

You can check on how many resource centers you own (cities, oil fields and bases), how many units you have, and your income. First select the *Alternate Function* for Monitor Two, and you'll see a comparison of resources owned by you and your opponent. As you can see, you have a slightly greater number of cities and oil fields. In a long war, you would probably win. In the tutorial situation, though, you have very little time.

You can also find out your overall strength. Press *Buy Units*. Later we'll discuss actually purchasing new units; for now, look under the **COUNT** column and see how many of each type of unit you currently have on the board. The **KNOWN** column shows how many of each unit you have **seen** on your opponent's side. At the start of the tutorial, you see none of your opponent's units. As you progress, call up the *Buy Units* menu and see how the **KNOWN** numbers change now.

Press *Buy Units* again to remove the menu.

You can also find your relative income by selecting the *Alternate Function* for Monitor Four. You'll see your own income in Billions per Round (yours is 1.35) and how many billions you currently have available to use for purchasing units. Press the key again, and you'll see your opponent's income. His available funds are always hidden from you.

Getting Moving

Initial Orders

At this point your opponent is probably getting impatient, so press *Pause* and begin the game. In a real game against another player, you can let your opponent know you're ready by pressing *Pause* — but the game won't start until you both have pressed it.

Now press *Speed Down* until the "Speed 0" message appears at the top of the screen. In this mode, you can give your units orders and conduct air strikes, but no movement or fighting takes place. The game does not "progress." You will play most games at speed 3 or 4, but speed 0 is useful for giving lots of orders at the start of a game, or as a way for two players to play at the same computer (for more details about this, see page 41).

Movement Paths

For now, give your orders at speed 0. Your objective is to land your convoy in Europe. Give your transports and cruisers destinations in either Spain, the west coast of France, or England (or any combination you wish).

You can keep track of which units have already received orders by holding the cursor over the unit for a moment. The unit icon that appears in Monitor Four will have the "Moving" message printed above it if the unit has already received the orders it needs.

Once you've given orders to all your units, press the *Show Destinations* key and watch as each unit's path is outlined. Using this key, you can get an overall sense of where you've ordered units to go at any time during a war. If you notice a unit has no movement line, check to see if you've given it movement orders. This key works in zoom mode as well.

You can find an individual unit's movement orders by holding the cursor over that unit for a second or two. The unit's path appears as a blinking cursor moving across the map. You can only see the first three moves of an enemy unit.

Move Out!

Now get your convoy moving by pressing *Speed Up* three times. When you're at speed 3, you'll see your ships start to move across the screen. As enemy troops appear you can adjust destinations on the move, to attack the enemy or to avoid him. For now, keep reading.

Hidden Enemies

Each type of unit has a **scanning range**. As your convoy moves toward Europe, enemy units will appear when they are within radar scanning distance of your units.

Your best recon units are your air units. Their scanning range is very large, as long as the plane is active (not being used for a mission, or recovering from a mission). If you use all your air units, enemy troops may disappear from the screen until your air units are ready again.

Radar and air recon happen automatically.

Satellite Recon

Your observation satellite shows you all enemy units within its radius (except submarines, which remain hidden). By moving the satellite, you can get very good reconnaissance on enemy positions. The down side is that moving the satellite uses fuel, and eventually it will fall from orbit (see page 34). In the tutorial there's no need to worry about that, so let's get some reconnaissance.

Press *Satellite*. You'll see your satellite (in blue) over the Atlantic, warning you of enemy fleets in the area. The red satellite is over Europe, where you're hoping to invade.

Select your satellite and give it a destination over Europe. It will begin to move, and as it does you'll see any enemy troops (except subs) within its observation radius. Press *Satellite* again to remove the global picture.

Sub Recon

Submarines are always hidden from air and satellite scanning, and stationary subs can't be spotted on radar. The only way to find an enemy sub is if it moves within radar range of one of your units, enters one of your cities' dock areas, or if one of your units runs into it. Transports are fragile when facing subs, so watch out for enemy sub activity in the Atlantic!

What the Enemy Sees

Since your units are hidden as well, it's important to know which of your troops the enemy can and can't see. Your radar detectors and ECM capabilities make it easy for you to find out which of your units are hidden and which are not.

Press Toggle Show-Who; the message "Show Common" appears at the top of the screen. So far, your convoy should be well hidden from the red army.

Satellite Combat

When your convoy is halfway across the Atlantic (about round 7-10), you may want to pause. It's time to knock that enemy satellite out of the sky before it gives away your invasion plans. Press *Satellite* and then *Buy Units*. Select a Satellite Killer. This is a satellite that can be set to explode at a certain point in space, destroying any nearby recon satellites.

The cursor becomes a selection point, asking you where to target the killer satellite. Select a destination very close to the red satellite. Make sure your own recon satellite isn't too close to the kill point or it will be destroyed too! If necessary, move it away.

You'll see the satellite killer appear over the central U.S. It moves quickly across the globe to kill any satellites in its radius of effect; it will go off only when it reaches the designated destination. If your opponent moves his satellite, you'll have to give your killer a new destination.

For now, get back to the war by pressing *Satellite* again.

The Invasion

Crisis Messages

Whenever your units engage for the first time, or you spot an enemy, or a unit is destroyed, a crisis message appears at the bottom of the screen, and an animation may appear in Monitor Two. At the same time, Monitor Three shows the area of the world in which the crisis is taking place.

Put the cursor in Monitor Three and press Zoom, and you will zoom to that area of the world map showing more detail.

Combat Tactics

When enemies appear, fight them as quickly and as economically as possible. Keep the following tactics in mind.

Attack Ranges: Subs have short attack ranges. Carriers have long ranges. Use your weapon types to their best advantage.

Engagement: An enemy can only fire at one of your units at a time. Once he's engaged with one of your strong units, you can attack with your weak units without fear of loss (but make sure your timing is right!).

The Satellite Killer Explodes

Deploying Nukes

Foreign Aid

Buying New Units

Air Strikes: Practice with air strikes. Remember that you can find out when an air unit will be ready by selecting the unready icon.

Enemy Movement: You can determine the short-term destination of an enemy by holding the cursor over the enemy unit.

At some point you'll see the message that a recon satellite has been killed. Press *Satellite* to see what the situation is. If your satellite is still alive, try moving it to a different spot (select the satellite, then select the destination) to see what's going on in another part of the world.

When you've taken care of the defending sea units, it's time for a landing. To demonstrate the power of nuclear weapons, we'll start our invasion with a nuclear strike.

Press *Buy Units* and select "Use Nukes." Now the cursor becomes a targeting device. Pick a spot and select. Try to place the strike so as to affect the maximum number of enemy units (just south of Madrid is a good choice). Be careful! Nuclear weapons have a large radius of effect (they can wipe out a whole city), so keep friendly troops away from ground zero.

Your use of nukes will also cause some cities on the board to change allegiance. Press *Show Ownership* after the nuke is dropped to see which of your cities have become neutral. It is also possible for neutral cities to join the other side after a nuke.

Foreign Aid is used mostly in the pre-game and cease-fire portions of *Command HQ*. However, foreign aid can be used even during war, where it represents direct shipments of money and personnel, diplomatic missions, support for rebel factions, and propaganda and subversion.

To use foreign aid, press *Buy Units* and select Foreign Aid. The cursor becomes a selector, as with nukes, but the target must be a city. Try giving foreign aid to Birmingham. You'll have to do it several times (after a few gifts the city becomes neutral, then it joins your side). Then press *Show Ownership* to see what effects your foreign aid designations had.

Press *Buy Units* and select the type of unit you wish to build (try a tank). Now you must place that unit in one of your cities or bases.

When placing a unit, each friendly city is highlighted with a colored box. The box is green if the city is available for building, yellow if the city will soon be available, and red if the city will not be available for a long time. You can find out when an unavailable city will be ready by placing the cursor over the city and pressing *Selector #1*. A message will appear telling you in what round the city will be ready. Compare this to the round counter in Monitor Three.

Try building several units and placing them in various areas on the map.

You can experiment with various tactics and moves, as in the first tutorial. When you're ready, press *Restart* to return to the main menu.

Mopping Up

3. GAME CONTROLS

Starting a War

Selecting

Command HQ offers you a lot of choices when you first start up the game. To make a choice, use the *Controller* to scroll through the menus. Press *Selector #1* to make a choice.

At other points in the rules you will be told to **select** a unit or area of the screen. The *cursor* is moved via the *Controller*. When the cursor is in the desired area, use *Selector #1* to select.

Hardware Options

First you may be asked questions about your computer hardware. See Chapter 1: Technical Notes for information.

Main Options

Start a New War: This begins a new game of *Command HQ*. You are then given a choice of opponents, communications methods, and eras in which to fight.

Resume a Saved War: This restarts a saved war. The game will begin using the same parameters under which it was saved (e.g., a two-person saved war cannot be restarted as a solo game).

Layout Armies: This is a special option used to create personalized layouts for "1986" wars only. See page 42.

Load a Film: This selects a previously saved "War Film" (see page 42), and loads it into memory.

Watch a Film: This runs the War Film currently residing in memory. To watch a different film, it must first be loaded.

Save a Film: This saves the War Film of the war just fought into a file of saved films. If a film is not saved, it is lost as soon as a new war is fought (see page 42).

Opponent Options

When you select "Start a New War", you are then given a choice of opponents. You can play another human being (via cable link or modem), or a Computer Opponent. "None" is a special, non-active computer opponent, to be used for practice, or when two players want to play at the same computer.

Connect Options

If you choose to play another human, you may be offered several choices as to the type of connection you have, including *Corn* options and modem models. Consult the Technical Manual if you are unsure as to the meaning of any of the options.

Crisis Options

Once you have chosen your opponent (and established-a connection if playing via cable or modem), you are offered a choice of crisis situations in various eras of world history (and future). If playing against a human opponent, one player is chosen at random to select the crisis option to be played.

1918: This game begins late in World War One, after the fall of Czarist Russia. The German forces must be remobilized for an all-out assault on the western front, and the German fleet must escape into the Atlantic to prevent the arrival of American reinforcements.

1918 is a good scenario to play for your first game of *Command HQ*. It uses only infantry, cruisers, and subs, and limits the scope of the battlefield. It is also an interesting operational problem in its own right.

1942: This game begins with American involvement in World War Two. The German forces have invaded Russia and are in a race to take Moscow before the Allies begin their D-Day invasion. Meanwhile the Japanese have conquered the Philippines and may be heading for Hawaii. This scenario adds air power and carriers, and enlarges the scope of the war to cover the entire world.

1986: A hypothetical World War Three between the Warsaw Pact and NATO, as envisioned several years ago. This scenario adds nukes, foreign aid, satellites, intelligence scans (see page 34) and cease-fires. Oil becomes a consideration in this global war.

2023: This scenario uses all rules from 1986, but presents each side with a balanced but randomly selected mix of cities and oil fields. It postulates a World War Three-style war further into the future, when national alliances and superpower status have changed. The random selection process allows for millions of possible starting setups. No starting forces are given in this scenario; instead, players are allowed to build their armies from a large pool of money.

????: A far-future scenario postulating a fragmented Earth of city-states. You are one powerful overlord who begins a program of world conquest based from your own capital. Your opponent's forces and possessions are hidden from you, so you must first find his capital before you can win! The cities and oil fields are distributed randomly (as is your capital) providing millions of different game situations.

In two-player games, the player who did not choose the scenario gets to choose which side he will play. In all cases, when choosing sides, you may play either red or blue. The red forces control the Axis armies in 1918 and 1942, and the Warsaw Pact in 1986. 2023 and ??? are balanced setups, so color choice is irrelevant in these scenarios.

If you are playing 1986, you have the choice of using the standard opening layout, or a custom layout you have created with the "Lay Out Armies" option (see page 42). Select the layout you wish to use.

Side Options

Layout Options

For all scenarios, you are allowed to adjust the amount of money with which your opponent begins the game. This can be useful as a handicapping device.

Looking Around the War Room

Game Screens

Status Bar

At the top of the screen is a mode status bar. The modes and messages are self-explanatory, and appear as reminders (for example, when in Airplane Mode the message "Airplanes" appears in the mode status bar).

The Map

The map is a terrain representation of the world. Types of terrain include ocean, lake, plains, forest, jungle, desert, polar, and mountains. The colors for terrain types vary according to your computer's graphics capabilities—see the Technical Supplement.

The map also shows the locations of all major capitals, cities, bases, and oil fields in the world. Typically, cities and bases are black squares and oil fields are small "+" signs (see the Technical Supplement). The object of any scenario of *Command HQ* is to capture all of the **capitals** on the map. **Oil** is important in some scenarios, to keep the machinery of war and commerce running.

Zoom: You can zoom in on any area of the map by holding the cursor over that area and pressing Zoom. This shows the terrain in more detail, and shows combat units at full size. Press *Resize Zoom Window* to toggle through small, larger, and full-screen zoom windows.

Press *Scrolling Zoom* and move the *Controller* to alter the zoom position a little bit at a time. To zoom in on a distant area, press Zoom to unzoom, reposition the cursor, and zoom again.

The Monitors

The four screens below the map are called *Monitors One* through Four. Each serves several functions during the game.

Monitor One shows you your oil status, in games that use oil. Selecting the *Alternate Function* for Monitor One displays your opponent's oil situation. See page 33 for more about oil.

In addition, when you select a unit to move, Monitor One shows the unit and any pertinent status messages.

Monitor Two automatically displays the national flag of any city, base or oil field over which the cursor is held. It also displays animations whenever a crisis message appears (see below).

Selecting the *Alternate Function* for Monitor Two displays a city/base/oil comparison graph, with the number of each that you hold.

Monitor Three is the crisis monitor. It begins the game displaying the area around your national capital, and shifts view throughout the game whenever a crisis message appears (see below). Press *Zoom to Monitor Three* to focus the game map in on the crisis area. You can also do this by pressing *Zoom* when the cursor is in Monitor Three

Selecting the *Alternate Function* for Monitor Three converts the crisis window to Show Ownership Mode (see page 38).

Monitor Four displays the type of terrain and occupying unit, if any, in the map space over which the cursor is placed. Units sometimes have status messages accompanying them (see page 23). In some scenarios, the owner of the terrain is also displayed.

Selecting the *Alternate Function* for Monitor Four shows your current income in Billions per Round (BPR), and your current cash reserve. Pressing the key a second time shows your opponent's BPR; his cash reserve is always kept secret.

Below the monitors is a space for game messages. These include crisis messages such as "Enemy threatening Hiroshima" or "Enemy sub spotted in the North Atlantic," messages typed and sent by the opponent, announcements of capture ("We liberated an oil field in Oman") and results of air missions.

You can set the level at which "threat" messages will be received (see "Menu Commands" below). Level 0 gives no threat messages, level 1 gives warning only of serious threats, level 2 gives warning of all threats, and level 3 gives all warnings and announces the spotting of enemy units. It is suggested that level 3 be used until you become proficient at the game.

You can review previous messages on this line by pressing *Previous Message*. The buffer stores about 30 messages.

The Message Bar

Combat Units

You can see your units as small icons (check Chapter 1: Technical Notes for exact shape and color) when looking at the full map. You can see a closeup in Monitor Four of any unit the cursor is over. The closeup also appears in the zoom windows, and in Monitor One when the unit is selected.

Each unit represents an army, fleet, or air wing of up to several thousand soldiers and vehicles. Types of units include air, infantry, tank, cruiser, carrier and submarine. All units except air units have several common features:

Type Icon: Each unit type is recognizable from the icon in the center of the unit. A summary of icons appears in the Technical Supplement.

Strength Bar: A unit is at full strength when the band of color at the bottom extends all the way across the unit. As the unit takes damage in combat, the bar recedes. A unit with no color bar showing is very near destruction.

Background Color: A land unit has a distinctive background color, usually white (see Chapter 1: Technical Notes). A sea unit has a different background color, usually blue. When a land unit boards transports and becomes a sea unit, its background color alters from white to blue to note the change.

Your Units

Enemy Units













Infantry Entrenchment: Infantry armies can "entrench," making them much harder to kill. An entrenched infantry has an additional color bar above its strength bar (usually green). If this bar is not there, the infantry is not entrenched, and is therefore more vulnerable.

Enemy units are hidden from sight until they enter the scanning radius of one of your units. Scanning radius ranges from very large (for active air units) to very small (moving submarines). An enemy unit remains hidden (does not appear on the screen) until it is scanned.

Your recon satellite scans everything in its radius (see page 34).

Submarines do not appear in the scan radius of enemy units. Subs are only revealed when they attack, or move into the fire range of an enemy unit.

Unit Diagrams

Unit Symbol		Infantry Unit		Satellite Unit
Entrenchment Bar				Satellite Killer Unit
Strength Bar		Tank Unit		Nuke Unit
		Sub Unit		Foreign Aid Unit
		Cruiser Unit		Intel Scan Unit
		Carrier Unit		
		Air Unit		

Movement

Movement Orders

To order a unit to move, first select it. The cursor changes shape, the selected unit flashes, and its icon appears in Monitor One. Move the cursor to the desired destination and press *Selector #1*. If the destination is illegal for that unit, a warning sounds and a message is displayed in the status bar.

Once movement orders are given, the unit will begin moving towards the destination without further commands. Infantry that are ordered to move lose their entrenchment benefit (see page 29). A unit moves in a straight line over land, but if a land unit's path of movement lies across the water, it will "board transports" and begin to move along the sea routes. Naval units cannot cross land.

Speed, Terrain, and Attrition

All sea units (except transports, which are slightly slower) move at the same rate of speed. Land units move more slowly than sea units, and infantry moves more slowly than tanks. Speed is also dependent upon the type of terrain the unit passes through.

Some types of terrain cause **attrition**. Attrition causes a unit's strength to drop each round that the unit is in that terrain; strength cannot go below 20 per cent of maximum due to attrition (except in a nuclear wasteland).

Some types of terrain provide better opportunities for **defense**. A unit on one of these spaces suffers less damage in combat.

The following table is a summary of movement, defense, and attrition effects of each type of terrain.

Terrain Effects			
	Movement Speed	Defense	Attrition
Base*	Full	Yes	Yes†
Capital	Full	Yes	Yes†
City*	Full	Yes	Yes†
Desert	Full	No	Yes
Dock*	Full Sea	No	Yes†
Forest	Slowed	No	No
Jungle	Slowed	No	Yes
Lake	Full Sea	No	Yes
Mountain	Slowed	Yes	No
Ocean	Full Sea	No	No
Oil Field	Full	No	No
Plains	Full	No	No
Polar	Slowed	No	Yes
Wasteland	Full	No	Yes

* These types of terrain allow friendly units to repair while resting in them.
† These types of terrain cause attrition only to enemy units.

Routes and Goals

When you select a unit and then select a destination, the unit will move to that spot and await further orders. It will go to that destination regardless of the presence of attrition-causing terrain, enemy units, or any other factor. Be sure to keep an eye on your units as they move to make sure you still want them to go where you told them to go!

Showing a Destination: To see a unit's destination you can either press *Show Destinations* or hold the cursor over the unit in question. Pressing the key shows the target and travel path for all your units. It is useful for getting an overall idea of where your troops are going. Holding the cursor over a unit shows only that unit's path and destination. This is sometimes a little easier to see.

Sea Routes: Land units can board transports and become sea units. When they do this, they will begin to follow the sea routes, which are sometimes tortuous-looking but are usually faster. Note that the sea lanes are standard paths, and are not always the most efficient. Be sure to check a sea unit's path when navigating near islands (such as England, Japan, and Borneo) to make sure the sea unit isn't taking the long way around.

Infantry Dug-In

An infantry unit that does not move or engage in combat (offensive or defensive) can "entrench;" this represents anything from true trenches to improved positions and the preparation of kill zones. When an infantry is entrenched, a color bar appears above its normal strength bar; this bar disappears if the unit is ordered to move, but once entrenched an infantry remains entrenched even if engaged in combat.

Entrenched infantry suffer significantly less damage from all types of ground and sea attack.

Moving Air Power

To move air power, first press *Show Air Power* to view all planes. Then select the plane you wish to move. Finally, select its destination (this must be within the larger circle visible on the world map). The air unit is immediately transferred to its new location, and becomes unready. Air units may only be transferred to cities, bases, and aircraft carriers.

Paradrops

An air unit may transport an infantry unit to any land location (except enemy cities) via a **paradrop**. To perform a paradrop, first press *Show Air Power* and select an air unit. Then select a non-moving infantry unit within three spaces of that air unit.

The infantry may be paraded within the small air mission circle. Conducting paradrops in the presence of enemy air power is a risky thing. Infantry lose strength from the act of paradropping due to the fact that they must leave behind their heavy equipment.

If the air unit transporting the infantry targets a friendly city, the "paradrop" becomes an air transport, and both the air unit and the infantry unit are moved to the new location.

Land Combat

A typical infantry army represents 300,000 to 500,000 troops, with artillery, trucks, and helicopters. A typical tank army represents 100,000 to 300,000 troops, with artillery, armored personnel carriers, attack helicopters, and 1,000 to 3,000 tanks.

When two opposing land units' icons overlap, they engage in combat. To order a unit to attack, simply give it a destination that overlaps the location of an enemy unit.

Infantry are fairly fragile and deal out small amounts of damage; entrenched infantry are enhanced defensively, but do no extra damage. Tanks are overall best on offense and defense, but cost twice as much as infantry.

Combat Tactics

When a unit engages in combat, it causes damage to a single enemy unit once every other round. The unit remains targeted on the chosen enemy until one of them is destroyed or moves away, or until a different enemy unit moves closer, at which point it will be targeted. A second friendly unit added to the combat inflicts damage on the enemy, but takes none itself.

When units engage, they take on a “facing;” that is, one of their four sides is considered the “front” of the unit (the side nearest the targeted enemy). If the unit is then attacked from the flanks or rear, it takes additional damage.

When fighting, a burst symbol appears in Monitor Four when the unit shown takes damage.

When a unit attacks or is attacked, some of its movement ability is lost. Units that are heavily engaged can become “pinned” and lose the ability to move until enough time has passed, or until you re-order them to a destination.

Unit Strength and Repair

When a unit takes damage, its strength bar is shortened to show the approximate percentage of strength it has left. When this bar is completely gone, the unit is very near destruction. When a unit takes a hit that inflicts more damage than it can absorb, the unit is destroyed; you’ll hear a warning sound and see an appropriate animation.

A unit can recover strength by remaining in a friendly city, base, or oil field. Sea units can recover only in the **dock** spaces of a city. Each round the unit is in such a space, it recovers some of its lost strength, its strength bar gets longer, and the message “Repairs” appears above the unit in Monitor Four.

Units can never be repaired beyond their starting maximum.

Land units can capture enemy cities, bases, and oil fields. Oil fields have no defense, and become part of a side’s territory when a unit from that side occupies the field. The field stays on that side (even if the unit leaves the field) until an enemy unit occupies it.

Cities and bases have intrinsic defenses against invasion, but a city alone cannot withstand attack from a full-strength combat unit. Once a unit is given the destination of any location in an enemy city, it will attempt to seize the central portion of that city until given orders to leave the city entirely.

If the unit reaches the center of the city without being destroyed, that city is “liberated” and joins the attacker’s side. The city remains on that side (even if all combat units leave) until an enemy unit occupies the central space of the city.

Sea Combat

A typical sea unit represents an entire fleet of ships and its support units. A carrier represents 3- 10 carriers each with about 100 aircraft, plus 40-50 support ships. A sub represents 50- 100 subs. A cruiser represents 10-20 cruisers and battleships, with 100 or so support ships (destroyers, frigates, PT boats, etc.).

In general, sea units follow the same rules as land units as far as targeting enemies, facing, and taking and receiving combat damage. Sea units’ combat ranges are usually larger than those of land units, but the procedures are the same.

Sea Combat differs from Land Combat

Sea units that engage in combat do not suffer a loss of mobility; sea units are never “pinned.” In addition, there is no “flanking” at sea.

Submarines are hidden as long as they do not move; if they move, they can be spotted by a stationary enemy, and attacked normally. Once spotted, they can be seen at normal scan range. Otherwise, they attack and are attacked only when within two spaces of the enemy.

Land units that move out to sea become “transports” with extremely limited ranges and **combat** power.

Air Power

A typical air unit consists of 1000-1500 aircraft, including 100-200 heavy bombers, 100-300 transports, 200-400 fighters, 100-300 strike aircraft, and 100-200 miscellaneous aircraft, such as electronic warfare and reconnaissance planes. An air unit based from a carrier represents proportionately fewer planes. This is partly because carrier crews are expert at getting multiple missions out of their planes, and partly because a carrier craft cannot perform paratroop missions (and thus has no transports).

To enter Airplane mode and view air units, press *Show Air Power*. In the world view, each air unit is visible in its base, city, or aircraft carrier (see Chapter 1: Technical Notes for details). Active air units are distinguished from inactive, usually by color.

All air units are either active or inactive. Active air units can be given missions when in Airplane mode. Giving an active air unit a mission causes it to become inactive for eight rounds after the mission is completed.

An active air unit can also become inactive if an enemy air unit performs a mission within ten spaces, as the unit must scramble to perform Combat Air Patrol (CAP). This is called the **CAP radius** of the unit. CAP is performed automatically. Air units rendered inactive by performing CAP are made inactive for only four rounds.

Inactive air units can still perform CAP, but at reduced effectiveness. An inactive unit performing CAP has its amount of inactive time increased by four rounds. Inactive units can perform no other type of mission.

Selecting an inactive air unit causes a message to be displayed that tells what round the air unit will become active.

Active vs. Inactive Air Units

Air Recon

All active air units automatically carry out reconnaissance flights over the surrounding area, exposing all enemy units (except submarines) to view. Inactive aircraft do not perform reconnaissance flights, so using an air unit might cause some enemy units to disappear from your view during the air unit’s subsequent period of inactivity.

Air Missions

To have an air unit perform a mission, select that air unit while in Airplane mode. Two circles appear around the unit. The smaller is the “restricted air radius” in which most missions must be performed. The larger is the “maximum air radius.” This radius is used for unloaded air transfers only.

Loaded/Unloaded Air Transfer: To perform an unloaded air transfer, select a friendly city, base, or aircraft carrier within the “maximum air radius” (the larger circle) of the air unit. The air unit will move to the new destination and become unready (air units can transfer directly from the city they are in to another location in the same city).

Air units can also transfer friendly infantry. Infantry must be within three spaces of the air unit’s start point, and be entrenched, in order to be the subject of an air transfer. If you select such a friendly infantry unit as the air unit’s destination, you may then select a friendly city or base within the “restricted air radius” (the smaller circle) of the air unit. The air unit and the infantry are both transferred to the new destination; the air unit becomes unready.

Air units based on carriers cannot perform loaded transfers, as they have no transport craft as part of their wing.

Paradrop: If an infantry is selected as above, selecting a destination anywhere within the small circle other *than* a friendly city or base executes a paradrop. In a paradrop, the following restrictions apply:

- 1) The target must be on land, and may not be directly on an enemy city or unit.
- 2) The air unit remains at its original base and becomes unready.
- 3) The dropped infantry suffers a minor combat loss.

Air units that are based on carriers may not perform paradrops.

Air Strike: To perform an air strike, select an enemy unit (land or air) as the destination. If the target is a land unit, then half its remaining strength is lost to the air strike. If the target is a sea unit, then a constant amount of its strength is lost. Thus, sea units can be destroyed by three air strikes, but land units can take six strikes.

Bombing: If you select an unoccupied enemy city, base, or oil field space as the destination, then that target will be “bombed.” Bombing deducts resources from the opponent — money if the target is a city or base, oil if the target is an oil field. In addition, a city or base will be unable to produce new units for five (additional) rounds (see page 34).

All air missions except “transfer” have a chance of failure, regardless of the presence of enemy air units. This chance is increased when attacking enemy cruisers or carriers, and is also increased the closer the mission is carried out to an enemy air unit (active enemies are more deadly than inactive) on Combat Air Patrol. Air units perform CAP automatically. An air unit that fails a mission might become unready, or it might be shot down.

CAP/Air Defense

If you attempt an air mission (except transfer) within ten spaces of an enemy air unit, there is a chance your mission will be intercepted and the two air units will “dogfight.” This may result in the enemy being shot down and the mission succeeding, in an aborted mission, or in your plane being shot down. Inactive enemies are less likely to intercept.

Note that the chance of your mission being intercepted rises as you perform the mission closer to enemy aircraft, but that the resulting dogfights are always an even battle.

Economics and Oil

Although it sometimes seems like war is an end in and of itself, the true purpose of war is usually to seize economic objectives. In **Command HQ** there are two types of economy that drive the machinery of conflict: money and oil.

Cities & Cash

Each round, each of your cities produces 50 million dollars in income; this money is used to purchase new units and, depending upon the scenario, to pay for a variety of useful effects such as nuclear weapons and intelligence scans. By selecting the *Alternate Function* for Monitor Four, you can display not only your current money supply (in whole billions), but your income in billions per round (not rounded). Press the key again to see your opponent’s income. The opponent’s available funds are secret.

All things being equal, the nation with more cash will eventually win the game. Thus, you must conquer cities to gain an economic edge. Once you can outspend your opponent, you can produce more troops than he can, and the final victory is just a matter of time.

Oilfields

Or so it seems. In the 1986 and later scenarios, however, oil becomes a major consideration. You can have economic might and still lose if your oil situation is not taken care of.

Oilfields produce oil. You can keep track of your current oil situation in Monitor One. This displays the amount of oil you are currently using (“Out”), compared to the amount of oil you are currently producing (“In”). By selecting the *Alternate Function*, you can toggle back and forth between your own oil situation and your opponent’s situation.

An oil shortage can cause your units to stop moving, your planes to be unable to fly, and your cities to stop producing income. An imbalance in your “oil budget” is signalled when the word **OIL** in Monitor One flashes red. When your reserves are exhausted, you will begin to see messages indicating the effects of the crunch. The red bar above the “Out” oil column indicates how much oil you would be using if you had enough for all your units and cities.

Production

Cities and bases use a great deal of oil. Airplanes use more oil than land units. Land units that are not in motion use very little oil. Ships use no oil, partly because many of the ships represented are nuclear-powered, but also because oil used by ports takes into account naval refueling and maintenance.

To purchase new units, press *Buy Units*. This brings down a menu showing all units available for purchase in the game. The next two columns list the numbers of each unit type which you possess (“Count”), and the number of enemy units that are visible (“Known”). Your opponent is likely to possess more units than those listed — the number given includes only those units currently visible to you.

The last column lists the cost per unit of purchasing the indicated item, in billions. To purchase a new unit, highlight your choice with the *Controller* and select the icon with *Selector#1*. The money is instantly subtracted from your funds and the production screen vanishes. You are then asked to place the new unit.

Placing New Purchases

General Placement Rules: Once you have produced a unit, you must place it. In the “Placing New Units” mode, every city and base you own is highlighted on the map (see Chapter 1: Technical Notes).

Land units and aircraft may be placed in any friendly city or base. Ships may be placed only on docks. Thus, if all your ports have been conquered, you cannot produce new ships.

Readiness: Each time a city or base produces a unit, that city and several surrounding cities become unready, much in the same way as air units. The amount of time a city is unready is proportional to the cost of the unit built in or near it, and the number of friendly cities (and especially capitals) nearby.

When you are placing your purchase, ready cities are highlighted in one way, unready in another; in some versions, cities that are almost ready are highlighted in a third color—see the Technical Supplement for details.

If you attempt to place a new unit in an unready city, a message appears in the mode bar, telling you in what round the city will be ready.

Placing Non-Unit Purchases: See pages 35, 36, and 37 for placement of satellites and nukes, and the use of foreign aid and intelligence scans.

Escape: If you escape before placing the purchased unit, the funds are returned to you.

Satellites

In the 1986 and 2023 scenarios, satellites and satellite killers are available for purchase. To view existing satellites, press *Show Satellites*. A small insert box appears, showing the locations of all satellites on both sides.

Satellite Recon

Each satellite has a reconnaissance radius, shown as a circle surrounding that satellite on the satellite map. Within this radius, all enemy units are exposed except submarines.

Buying and Moving Satellites

Satellites can be purchased like any other unit. To place a new satellite or move an existing satellite, select the satellite and then select a new destination, as with other units. Satellites move much faster than ground and sea units.

Each time a satellite is moved, it uses up a little of its booster fuel. While “satellite sweeps” are an effective way to keep track of your opponent’s forces, they will ultimately knock your satellite out of the sky.

Satellite Killers

Satellite killers are used to knock reconnaissance satellites out of orbit. Satellite killers are purchased as any other unit; to place a satellite killer, select a destination on the satellite map. The satellite killer begins over your home capital and moves quickly to the selected destination.

Once a satellite killer reaches its selected destination, it explodes, destroying all satellites within its kill radius (about six spaces on the world map). If your opponent moves his satellite, you’ll have to give your satellite killer a new destination to avoid detonating in empty space.

Nuclear Warfare

In the 1986 and 2023 scenarios, you have the option of deploying nuclear weapons. Nuclear weapons are launched from undetectable ballistic-missile submarines (i.e. they are not represented by specific units in the game). They can be targeted against any location except national capitals and locations very near to such capitals, which are protected by SDI/ABM networks.

Buying and Using Nukes

Nuclear weapons can be “bought” like any other unit, by selecting from the Purchase Units menu. Once bought, a nuclear strike is used once. A nuclear strike costs 10 billion dollars. Once purchased, the nuke is deployed by selecting a location on the map.

Restrictions: Capitals are protected by SDI/ABM, so nukes cannot be used within a certain distance of any capital. In addition, your missile crews will refuse to target a nuke in your home country (even if it’s been invaded).

Finally, there is the “three-nuke” restriction: your missile crews will only fire three more nuclear weapons than your opponent has used. Thus, if you fire three strikes, you may use no more until your opponent uses one.

Effects of Nukes

Kill Zone: A nuclear strike destroys all units and all terrain within three spaces of ground zero. This includes all land units, sea units, air units, cities, bases, and oil fields. Only satellites and satellite killers are unaffected by the nuclear strike.

Wasteland: After a nuclear explosion, all land area covered by the blast radius is converted to wasteland, including cities, bases, and oil fields.

Wasteland is radioactive, and causes extreme attrition that can destroy a unit. *Don't enter wasteland!*

Diplomatic Effects: World opinion is heavily against the use of nuclear weapons. Therefore, whenever a nuke is used, some number of cities in the world will shift their alliance, either becoming neutral if part of the offending alliance, or shifting to the enemy if already neutral.

The number of cities that switch is partly random, and partly determined by civilian casualties (represented by destruction of cities) and friendly casualties caused by the nuke. Also, the first side to use nukes suffers an additional penalty in this regard.

Production Reduction: After a certain number of nukes have been dropped, the overall deleterious effect on the Earth's biosphere begins to be felt. All city production is reduced by 2.5 per cent or more when this occurs.

Nuclear Winter: When the ash and haze from too many nuclear explosions threatens to bring about anew ice age, a warning sign appears with the dropping of each nuke. With each new nuke, there is a chance that true nuclear winter will occur, and the game will be a loss for both sides.

Diplomatic Warfare

Foreign Aid

Foreign Aid enables you to sway the loyalty of other nations, causing hostile ones to become neutral, or neutral ones to become allied. To use it, choose the Foreign Aid icon from the Purchase Units menu, then select a city within the nation you wish to sway. It may take more than one use of foreign aid to gain a nation's services — the more cities it has, the more it will take to sway it. Cities within an opponent's home country can never be the target of foreign aid.

Your opponent can give foreign aid to the same targets you do, thus negating your efforts, but only large countries make it known that they have received foreign aid. You may be able to gain a smaller ally without interference.

Once a nation switches to your side, however, your opponent might try to sway it back. Garrison its cities quickly to avoid this.

Violating Neutrality: Foreign aid can be used even during wartime, where it represents aid to insurgents, partisans, and other disruptive forces within a conquered nation, or continued diplomatic efforts on a neutral. If the enemy captures a city within a neutral country, the remainder of that nation can be swayed to your side with only minimal foreign aid efforts.

Peace

At the start of the 1986 and 2023 scenarios, and at any time during those scenarios that both players agree, peacetime conditions prevail. At the start of the game, this is called the cold war. During a war, it is called a cease-fire. In either case, several special rules are in effect during peacetime.

Duration: Peace lasts for a pre-set amount of time, depending upon the scenario. A counter in Monitor One tells you how much time remains in mandatory peace; after that, either player can start the war by pressing *Begin Hostilities/Cease Fire*.

Unit Transfers and Production: During peacetime, units may be transferred from one location in the world to another, instantly. Simply select the unit once, then select its new location. This does not cause air units to become unready.

Units may be produced normally, but need not be placed in cities: units may not be produced in or transferred to neutral or enemy territory (foreign aid can be especially important during peacetime). Producing units does not cause cities to become unready during peacetime.

Starting Destinations: A unit can be given a destination to which it will start to move the moment war begins. To give a unit a destination, select it twice, then select its destination. Destinations do not have to be within friendly territory. Air missions cannot be predetermined.

Oil and Economy: Regardless of the number of cities or units, a side does not use or generate oil during peacetime. Cash, however, still accumulates, and at an accelerated rate.

Intelligence Scans (Spies): During peacetime, the opposing player's troops are "invisible." This is mainly due to the difference in time scale: his troops exist, but where they will be stationed in time of war is top secret. The Intel Scan represents the use of spies, and can give you an idea of his plans (i.e. his disposition of troops during war).

When you select Intel Scan from the Purchase Units menu, the world map shades over. A single bar runs across the screen, beneath which all units are revealed — including your opponents'.

Your opponent receives a message that you are performing an Intel Scan, so be aware that his dispositions might be changing even as the scan is taking place.

Menu Command Summary

Following is a summary of all commands that are available across the hidden menu bar at the top of the screen. To access the menus, move the *Controller* into the Mode Bar: the menu bar appears. Use the *Controller* to move from menu choice to menu choice; use *Selector #I* to enact a command.

Options Menu

Enacting these changes the menu bar to the Game Functions menu; see pages 39-40 for how to use these commands.

Message Level

Use this command to scroll between warning message levels. Level three warns of all threats to friendly cities, and of enemy units spotted; level two warns of threats only; level one warns of only “serious” threats; level zero gives no warning messages.

War Status

Enacting this command during peacetime allows you to begin hostilities, but only after the mandatory time has elapsed. Enacting this command during wartime allows you to ask for a cease-fire, or to resign. Your opponent must agree to your proposed cease-fire, or the war continues.

Show Terrain

Use this command to examine terrain features and ownership of cities and oil fields. When in Terrain Mode, all units are removed from the board. Enacting this command again returns the game to War Room mode.

Show Air Power

Use this command to examine all known air units on the map. While in Airplane Mode, air units can be given missions.

Chat

In Chat Mode, you can communicate with your opponent. After enacting this command, simply type whatever message you wish to send. It will automatically appear (as you type it) on your opponent’s message bar at the bottom of his screen. If he replies, his messages will be displayed for you.

To exit Chat Mode, enact this command or press *Selector #1*.

Buy Units

When this command is enacted, the Purchase Units menu appears. To exit this mode, press *Escape* or the *`* key or toggle Buy Units again.

Show Owner

This command turns the world view into an ownership view. It shows which side controls all cities, bases, and oil fields, and also shows all units. In addition, national boundaries of friendly countries are outlined, to help you in placing units during peacetime.

Show Paths

In Destination Mode, each unit’s path is shown as a line on the screen (this works in zoom as well). While large numbers of units’ destinations are hard to distinguish, this command is useful for getting an overall idea of where you’ve ordered everyone to go.

Satellite Mode

When this command is enacted, the satellite map appears, showing the location of all satellites and satellite killers. Satellites and killers may be given destinations on this screen (only).

4. SPECIAL FUNCTIONS

The following commands are all available to help you customize and speed up your game. Due to the real-time nature of the war, these can be quite useful.

Screen Macros

By pressing *Zoom to Monitor Three* you can move quickly to crisis spots, but sometimes that’s not enough. Often, a war is broken up into distinct theaters, and you have to scroll through them on a regular basis. You can do this with programmable screen macros, which are a method of storing specific zoom locations in memory.

Defining Macros

To define a macro, zoom to the area you wish to program. Center the zoom box in an area you like, size it to your preference, and set up the background the way you wish (such as *Show Air Units* or *Show Ownership*). Then press *Program Screen Macro*.

This information is saved throughout the game, and between games. To return to that exact zoom location and window size, simply press the *Execute Macro* key corresponding to the ID of the macro you defined. For example, in IBM systems you would press the ALT key plus a number to define the macro. From then on, pressing that number alone would send you to the pre-set window location and size.

The first four macro IDs are already programmed into the game, but can be overwritten. They zoom to Europe, the Middle East, Japan, and North America.

Undoing Macros

To return to the screen position you had before executing the macro, press *Undo Macro*. To alter the zoom area of a macro, simply re-define it.

I/O Commands

These commands deal with the input devices supported by *Command HQ*. They allow you further to fine-tune the play of the game, making it faster and more efficient.

Program Selector #2

If you use a joystick or mouse, having to let go and use the keyboard can sometimes be frustrating. Therefore, as many commands as possible have been placed on the menu bar for easy access. However, there may be a command you use particularly often to which you would like especially free access. You can get this by programming *Selector #2*.

To do this, press *Program Selector#2* and *Selector #2*. Then press the key whose function you want *Selector #2* to enact. This “macro” will be saved from game to game and session to session.

Calibration Commands

These commands allow you to adjust the sensitivity and reactions of the keyboard, joystick, and mouse.

Keyboard: Press *Calibrate Keyboard* to change the speed and sensitivity at which the *Controller* keys move the cursor. High sensitivity moves the cursor fairly quickly, and adjusts its position one space for every tap of the *Controller*. Low sensitivity moves the cursor very slowly, even when the *Controller* is held down.

In addition, you can decide if you want the cursor to pop into the center of any windows you create by setting “Move Cursor” on. With “Move Cursor” off, your cursor will not move to these windows upon opening.

To set the sensitivity bar or to toggle “Move Cursor,” place the *Controller* over the level of sensitivity you want, or in the “Move Cursor” box, and press *Selector #1*.

Mouse: You can do the same thing with the mouse by pressing *Calibrate Mouse*. Using the mouse selectors, choose your level of sensitivity and whether or not you want the cursor to pop automatically to the middle of any windows you open.

Joystick: The joystick moves at a constant speed; *Calibrate Joystick* should be pressed with the joystick centered. This command only re-calibrates the joystick.

Other Commands

Restart/Quit: Press *Restart* to return to the Main Options menu. Press *Quit* to exit *Command HQ*.

Pause: Press *Pause* to halt the game. In a two-player game, only one player need press *Pause* to pause the game. Both players must “unpause” in order for the game to begin again. The message “Opponent Waiting” appears if your opponent has unpause but you have not; “Waiting for Opponent” appears if you have unpause but he has not.

Volume Control: Press *Volume On/Off* to toggle the sound on or off.

Speed: By pressing *Speed Up* or *Speed Down*, you can alter the game from speed 6 down through speed 0. Speed 6 moves extremely fast, and is best for watching films and speeding through periods of little activity (which are relatively rare). Speed 1 moves extremely slowly, and is useful at the beginning of a large battle before all units have received orders. In a normal two-player game, you and your opponent should agree beforehand as to what speed you wish to stay at. High speeds put time pressure on you and your opponent, if you wish that to be a factor in the game.

At speed 0, game-time does not pass at all. It is similar to a pause, but units can still be given orders, and air strikes can still be carried out. Speed 0 is useful for playing two-player games at a single machine.

Show Who

Command HQ is a game of hidden movement and surprise maneuvering: “can he see me?” is an important part of the strategy and tactics.

Games and Films

During a game, you see your own units, and any enemy units within scanning range. By pressing *Toggle Show-Who*, you can switch to “Show Common” mode, which displays only those enemy units in scanning range — and only those of your units that are in the scanning range of an enemy! Using this, you can sometimes tell if one of your subs has been spotted, or if your surprise attack is really a surprise.

During a film (replay), you can toggle between four different views: Show Red, Show Blue, Show Common, and Show Both. Show Red and Show Blue show all the units of the selected side, and those units of the other side that are within scanning range. Show Common is the same as in a game. Show Both shows all units of both sides.

Change Sides

In addition to changing who is seen, you can actually switch sides during a game. To do this, press *Switch Sides*. This only works in a solo game or a game against “no opponent.”

Switching sides can be especially useful when playing a game with two players at one machine. To do this:

- 1) Select “No Opponent” in the Opponent Options screen.
- 2) When the game begins, set to speed 0 before unpause.
- 3) The player whose side is showing gives orders to any or all of his units. Since air strikes are actually resolved at Speed 0, you may wish to limit the number of air strikes (but not air transports) a player is allowed to perform in each “turn” at the computer — a limit of two is fair.
- 4) Push *Toggle Show-Who* until “Show Common” appears, and press *Switch Sides*.
- 5) That player leaves the machine, and the other player sits, agrees to switch sides, and toggles *Show-Who* to show his side. Then he gives orders.

After giving orders, he can toggle back to “Show Common” and speed up the game for an agreed-upon number of rounds (four rounds is fair) so both sides can watch, or he can stay with his own view and speed up for an agreed-upon number of rounds. At the end of those rounds repeat steps 2-5.

Saving Games

During the course of a game, you may want to stop and save the game to play at a future time, or you may want to have a record of the game before you continue playing.

To save a game, press *Save Game*. A menu appears for both players, listing the current saved games. Select the title you wish to overwrite ("Untitled" is a new space for saved games) and use the backspace and letter keys to type a name for your saved game. When saving a two-player game, both players must save the game, but they don't have to save the game under the same name.

Once saved, to resume the game then or at any other time, select "Resume Saved War" from the Main Options menu, and select the game you wish to resume. If both players have selected the same game, it restarts at the moment it was saved.

In the 1986 scenarios only, you can create a "custom layout" to pit against the computer opponent, or your friends' custom layouts. To create a custom layout, select "Lay Out Armies" from the Main Options menu.

This puts you in a special version of the pre-game setup, in which you can move your units freely within friendly territory, give units destinations, and buy new units with your starting funds — but cannot use intel scans or foreign aid, or accrue money.

Once you have set up your units in a configuration you like, press the *Save Setup* key and give your setup a name as in "Saved Games" above.

To select this setup, play a 1986 scenario. The game will ask you if you want to use the standard setup, or one of your own. Choose the second option to access the Saved Layout Menu and select the one you want. The game will open with your units in your preset configuration.

Game Films

After each game, a special replay (called a "film") is available for viewing. To see a replay of your game, go to the Main Options menu and select "Watch a Film." You'll see the previous war replayed. While watching, you can zoom and get other information, but you cannot "play" the film (but see below).

Saving a Film: If you like a particular war enough to keep a permanent record of it, go to the Main Options menu and select "Save a Film," then give this film a name as in Saved Games and Saved Layouts above.

Load a Film: To view one of your saved films, select "Load a Film" from the Main Options menu, and select the film you wish to see. This film will be loaded into memory. Then select "Watch a Film" to see the replay.

Films to Games

During a film, you can bring the computer opponent in at any time and turn the film into a solo game by pressing *Film to Game*. This begins the game with the setup currently available for the film. You'll play the side that was currently being played at that machine. This can be a good way to see where you went wrong.

You can turn this solo game into a two-player game by pressing *Solo to Two-Player*. You'll have to transfer a saved version of this file to your opponent in order to start the two-player game (although, if your opponent has a saved game of the same era that is **longer** than yours, he can start that and the synchronization process will default to your game).