

THE LOST ADMIRAL

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1. INTRODUCTION

This is a game that is easy to get into and a game that is clean and simple to play. The depth of strategies and tactics is limitless as well as the breadth and scope of the game's design. We're proud to offer this game to you, and we hope and trust that you will enjoy this game as much as we enjoyed creating it. So on with your gold braided hat and spin us a yarn or two.

THE STORY BEHIND THE GAME

Once upon a time (how's that for originality?), there was one of these very bright young fellows, who had the right amount of willpower to study hard, the right connections, the right smile, and just about the right amount of ambition. After attending and successfully graduating Harvard and then Oxford universities, the lure of the seas beckoned him to a career in the navy of his homeland. Upon entering the naval service in the ensuing years, his smile, connections, willpower, and ambition allowed his swift advancement through the ranks. By the time he was forty-four he had made the rank of Rear Admiral!!!

Now this was very unheard of, and the old guard in the navy had been watching this very closely over the years. They considered him to be a threat to their very positions, and a few decided to do something about it. Quite frankly, they were simply jealous (such a dastardly insidious evil, this jealousy thing is!)

Well, a few of these senior ranking officers got together one evening and began discussing what trumped-up charges they could bring against our young Rear Admiral friend to slow down his quick rise in the ranks. The following are some of the ideas they pondered over: to doctor over some lewd pictures and make it appear that he is having some love affair; bribe a few sailors under his command that the young admiral had done things that were unfit for a man in his position; put some pirated computer games on his personal computer and tell the world of his incredulous misbehavior; and last, but not least, doctoring up a few photos to show the young admiral associating with known enemy spies.

The jealous fellows chose the latter of the lot, and went with it at full tilt. They wound up with three choice photos, made several copies, and placed them with the right people. In fact they did it so well, that it actually backfired and the whole debacle went too far, much further than they could have anticipated.

The public outcry against our young admiral was so great, (and he was innocent), that parliament was not only forced to demand a court martial but to exile the Rear Admiral from his homeland for seven years.

Dejected but not defeated (remember he had connections, ambition and a great smile) he dived to vindicate himself but did not know where to begin. But lo and behold an old friend who happens to be his old college days roommate and lifelong friend, also the leader of a major world power, send our young admiral a telegram that reads the following:

I KNOW YOU ARE INNOCENT -stop-MAKE HASTE TO MY PRESIDENTIAL OFFICES HERE IN SMASHINGTON-stop-I NEED YOUR NAVAL EXPERTISE IN THIS POTENTIAL UPCOMING WAR-stop-JOE

With glee in his heart our young exile quickly departed for Smashington. Upon his arrival, his old friend Joe greeted him with open arms.

They quickly engaged in discourse that led to the following ideas suggest by the ex-admiral's old friend, Joe. These suggestions included changing our young exile's name, hair style, and even altering his nose a little. In addition, Joe would give him a low rank in the navy of Joe's country and the opportunity to try and rise through the ranks again in this new environment. If he achieves the rank of admiral again, then they would let the world know who he rally is.

Put yourself into this role and enjoy the wonderful world of conquest and challenge;--the world of THE LOST ADMIRAL.

HOW TO WIN IN THE LOST ADMIRAL

As in most situations of conquer and conquest, the taking of territory is of highest priority. This is the case in The Lost Admiral. Your goal is to take and hold towns. Each town earns a point value for each turn that it is held.

There are single scenarios (that we recommend you play first), then there are campaigns, and finally, large randomly generated maps for the ultimate challenge. All of these ways of playing the game will result in your promotion or demotion within the officers scale. A full history will be kept of each scenario and campaign encompassing win/loss records, average scores, top scores, and a comparison with your opponents.

REALISM VERSUS GAMEABILITY

On several issues in the game design, realism was fudged for the sake of a more enjoyable game. Our primary goals were simplicity of game play, the almost complete eradication of tedium, the presence of infinite strategies and tactics, and just to have fun game.

LEARNING THE GAME

Play the first naval skirmish (learning map). This is a great practice game. Your end results will not affect your ranking nor will it be put into your history records.

Try just a couple of ship types to learn the effects of the different attack postures that you will experiment with. Even after you have become a pro at The Lost Admiral, it would be wise to come back to the little game to explore a new strategic or tactical idea.

A BRIEF (?) OVERVIEW OF THE LOST ADMIRAL

It is a game of geographical conquest. The ship types are simple and the same for both sides (Battleships, Cruisers, Destroyers, P.Y. Boats, Subs, Attack Transports, Transports, Carriers, and Gun Emplacements). The towns have varied score values and to earn these points per turn you must have either a transport or

A.T. (Attack transport) in the town without your opponent being in the same town with one of his transports. Each game has a fixed number of turns (unless you choose play until annihilations).

You will be given a set number of buy points for each scenario at the start of the game. You choose any combination of ships you want. You will have the option to play each scenario as FRONTLINE (set start cities—you also will know where your opponent starts) or RANDOM (random start cities—you will NOT know where your opponent starts). Also this option is available only in single scenarios - not in campaigns.

You have eleven levels of difficulty to choose from. It is highly recommended that your first twenty or thirty games be played at the lower levels. Keep your option choices simple when first learning the game. The options, such as fuel and ammo, the use of weather and random map should be used later on, as you become more experienced.

The campaigns are a series of scenarios played sequentially. Most campaigns have a mission such as find and sink the Bismarck; a rescue mission; a regular convoy mission; oil pickup convoy, several, just for points; a random mission, plus several more. An important difference between the single scenario and campaigns is the use of assigned flagships in the campaign games. These flagship are always carriers and each side will have one. They are not part of your initial buy points. They are the only ship that carries over from scenario to scenario within the campaign. Depending on how many units of your opponent you have destroyed, your flagship will increase in defensive strength for the next game within the campaign.

2. A FAST START

OPENING SCREEN SELECTIONS

Play a (S)scenario
(L)earning Map

Play a (C)ampaign
(R)estore Saved Game

View (O)fficers
E(X)it game

AT THIS POINT YOU MUST CREATE AN OFFICERS NAME TO BE ABLE TO PLAY THE GAME. GO TO (VIEW OFFICERS) TO CREATE A NEW OFFICER.

SELECT - PLAY A (S)CENARIO

when Scenario selection screen appears, select map #2 (an easy map to get quickly oriented to).

When you have selected your playing map you will arrive at the ship selection screen.

MOUSE BUTTON REFERRALS:

EMB - either mouse button.

LMB - left mouse button.

RMB - right mouse button.

SHIP SELECTION

The first step in playing a game is to select your ships and in which of your starting cities they are to be placed. This is done in the ship selection screen.

This screen has a small map in the lower right hand corner which always shows one of your starting cities. Any ship that you select will be placed in that city when the game starts. To change to another of your starting cities, click either mouse button (EMB) directly on this map. This allows placement of ships in your other starting cities.

You receive a fixed amount of buy points at the start of each game. You select ships of your choice until you are at 0 buy points. You can allocate ships to any of your starting cities.

The left mouse button (LMB) clicked on the selected ship will "buy" that ship. (RMB) will de-select. A ship will start the game on the city that was highlighted when it was purchased. You will have more than one starting home port and it is advisable to put transports and combat ships in all your home ports at the beginning of the game.

THE SHORT SHIP DESCRIPTIONS AND SPEEDS

Transports - Moves 2; these ships will hold the score points of towns throughout the game. These ships are virtually defenseless.

A.T.'s(attack transports) - moves 3; scores points like transports and has light defenses. Also will hold the score points for towns.

Carriers - Moves 2; these ships are your eyes (without a carrier you cannot see the enemy forces unless you are in the same square with him.) Carriers will spot two squares out. They also will add to any battle they are adjacent to (air support).

Battleship - Moves 2; Powerful on defense and offense.

Cruiser - Moves 2; A somewhat lesser battleship.

Destroyer - Moves 3; Light on defense and offense, but faster and the most effective against submerged subs.

P.T. Boats - Moves 4; Super light in combat, but fast.

Submarine - Moves 2 (submerged) Moves 3 (surfaced); Powerful but quite vulnerable to certain ships.

Gun Emplacements (Shore Batteries) - Moves 0; Selected at beginning, held in reserve until needed. Powerful piece, and great for defense. More detailed descriptions further in the manual. (Similar to carriers can see out one around it).

MOVEMENT AND COMBAT

Click, with LMB, the currently selected (flashing) ship on the square you want to move to. The RMB allows you to select any other ship to move. When the ship turns gray in color, it has used up its movement for that turn. If you enter a square with an enemy ship, then the movement of that ship ends. Subs are the only exception.

One turn consists of.....

White force moves any or all units. Both sides fire if any.

Red force moves any or all units. Both sides fire if any.

Scores tabulated, and flags are placed or removed.

End turn.

Combat occurs square by square in the lower right corner.

Click on the LMB on the unit which you want to fire. The left column (current moving player) will fire first. When the computer is firing his units, you must click EMB to initiate each battle. He will decide at what he wants to fire.

GAME CONTROLS

Anchor/Unanchor ship- ship stays stopped turn after turn until you unanchor or your opponent decides to attack that square with your anchored ship.

Stop ship- Stops ship (turns gray) for the current turn only.

Submerge/Surface Sub - Allows you to surface or submerge any sub, if it has not moved more than one or engaged in combat.

Stealthy Sub - brings up a chart enabling you to make a sub go undetected (when submerged) against any or all enemy ships except destroyers and P.T. Boats. But remember you cannot fire, either.

Place Gun Emplacements - If you have Gun Emplacements in stock (chosen at the original ship selection screen) and moved any ship through a vacant gun emplacement square, then you may click on the square and then click with EMB on the Gun Emplacement control to place your unit.

Ship Build- Click on this control to build new ships throughout the course of the game. New ships can only be built in 200 point ports. You combine your resources from all of your ports into a pool to build new ships.

View status/charts - Use this control to check how you are doing during the game. Three different graphs can be brought up, to show you total victory points, victory points rate, and total kills for both sides. It will give you your current win/lose status. Also on this screen is the percent that one side needs to win. In campaigns, missions goals are displayed on this screen.

World Map - This will give you an overall view of the complete combat region. You can move, anchor, and stop ship on this regional map.

Done - Allows you to complete your movement turn.

The scrolling of the battle map.

Move mouse cursor to any edge of the screen and the map will automatically scroll in that direction. (the arrow keys can also be used).

Click on the small reference map in the upper right hand corner of the screen and the main map will quickly display the area of the reference that you selected.

GAME OBJECTIVE

Take control of as many cities as possible with your transports. The transports (at the end of turn) will earn you a flag and the flag will add to your score. If you take and flag an opponent's starting city you will earn double score for that city. Watch your ship losses throughout the game. The game score can quickly go against you near the game's end if you have hardly any ships left.

Ship building, (during the game), can only take place in the 200 point cities. So even though they are low in points, they are important.

In the campaigns, protect that flagship. Also, all the missions provide you with bonus points (special points for completing the specified mission). Do not lose sight of the points for the cities.

OPENING SCREEN SELECTIONS

Play a (S)cenario
(L)earning Map

Play a (C)ampaign
(R)estore Saved Game

View (O)fficers
E(X)it game

SINGLE SCENARIO VS. CAMPAIGN SELECTION

Single Scenarios (1 thru 10)

Each scenario has a specific game length from 8 to 30 turns.

You will choose one of two city start-ups. The first is Frontline, where each time you pick a given scenario, you get the same start cities in which to place your initial forces. You also know where your opponent starts, so you can surgically plan his demise. The second is random, start cities on a random basis. But so will your opponent, so you won't know where your enemy starts and he won't know where you start. The first part of this type of game deals with figuring out where the enemy is lurking. The number of start cities will vary 2 to 4.

You can play either side.

Map #10 scenario is the large randomly generated map with virtually millions of situations.

Campaigns

Campaigns consist of several scenarios in sequence. Many campaigns will have a specific mission. All campaigns will have a flagship for both sides.

Campaign choices:

Sink the Bismarck. Three scenarios for the white player to find and sink the Bismarck. Either side will split 25,000 bonus points, depending on the defense strength of the Bismarck at the end of the campaign. If the Bismarck is sunk then the white player gets the 25,000 point bonus. If the Bismarck does not reach its destination by games end in any given scenario, it will lose 2 defensive points. If it reaches its destination, it will gain 8 defensive points for the next scenario. The Bismarck's defensive strength starts at 15 at the beginning of the campaign.

Rescue Mission. Get information in the first scenario to rescue someone in the second scenario. In both you must secure a randomly selected home port of your enemy with your flagship (you do not have to end the scenario in the port, just get there and get out). A 10,000 point bonus, per scenario, for the white player is succeeding and 10,000 bonus points for the red player for preventing this.

Convoy. Deliver 20 convoy ships through three scenarios. White player will receive 2000 points for each convoy ship delivered at the end of the campaign and red player 2000 bonus points for each convoy ship sunk. If the convoy ships do not reach their destination at the end of a scenario, they are lost for the rest of the campaign, but neither side will get any points for them.

Oil pickup. Both sides must pick up oil at randomly choose neutral cities and try to sink the other's oil transports. 1000 points are awarded for each pick-up or sinking. Each side will get new transports at the beginning of each new scenario within the campaign.

The Great Pacific. Three large scenarios. The first is a random map. The second map is scenario #5. The third is another large random map. The twist in this campaign is that your initial buy points will vary (randomly) from 100 to 600 per scenario. It will be equal for your opponent. Each side gets two flagship sin this campaign.

For the points!! (several of these). No specific missions but to acquire as much geography and points as possible to win. Both sides receive two flagship in these no mission games. Also, these games only, holding one of your opponents home ports at game's end will give you another start city in the next scenario.

Peenockle. A series of three small random maps. You do not choose your forces nor where they start. Equal for both sides.

Peenockle deck. Same as regular peenockle except both will have the same ships but randomly distributed among the random maps.

The Graf Spee. to get the famous ship, with only a small escort, to its home port once in each of two scenarios. White will get 5,000 points bonus preventing the Graf Spee from reaching its destination and 10,000 points for sinking her. Red will get 10,000 bonus points (per scenario) for being in its destination port at the end of each scenario.

Flagships will be in all campaign games for both sides. They will increase in power from scenario to scenario if they survive. If they should get sunk, the flagship will come back in the next scenario but at its original strength. In the campaigns (just for points) without specific missions, there will be 2 flagships for each side.

GAME BALANCE

All games and campaigns are very close to being balanced. There is a percentage balancing factor for each game based on the initial buy points (that will vary) and your initial starting position. So, if you start out with lesser buy points or a seemingly bad starting position the balancing factor will automatically be calculated by the computer.

VIEW OFFICERS

By clicking on this button you can:

Create a name (Officer)

Delete a name (Officer)

View the history of any officer with a battle record.

The following records will be kept:

Scores for each cenario and campaign.

High scores for each difficulty level of each game for each side.

A graph history of each officer's games and at what level they were played.

You may scroll either up or down through all the officers listed.

When you click VIEW (H)ISTORY a screen will appear with an overview of how often you played the different scenarios and campaigns. IMPORTANT!!! Click any one of these scenarios or campaigns to get a full detailed record screen next. This is where your history graphs will appear along with your win/loss information. From this screen you can get to the high score screen. This next screen will show you the high scores at each difficulty level.

OPTIONS

THE DIFFICULTY LEVELS.

There are eleven levels of difficult with levels 10 & 11 being a significant challenge.

Handicapping as well as artificial intelligence (A.I.) changes will occur in the higher levels.

In any difficult level you can only go down a maximum of 3 notches in the ranking system. (6 notches in campaigns).

On the plus side you can go up from 1 to 9 notches. (Double in campaigns). The higher the level you play, the more notches you can potentially earn.

CITY STARTS

Frontline - Set city starts both sides as indicated on maps.

Random Start cities are randomly selected for both sides; can be any number, from 2 to 4 cities, per side.

FUEL AND AMMO

Not used.

In use - all ships (except transports and A.T.s) will have limited fuel and ammo. If they run out of fuel (and they will) or ammo they can resupply by ending their turn in a friendly flagged city, or with transport/A.T. on the high seas. If they end their turn next to a square with a transport/A.T., they will receive one turns' worth of supply.

WEATHER

No effect.

Affects combat only - if you enter a square with an enemy ship and there are clouds over that square you will not be able to resolve combat. (This is the only weather you can use when playing against the computer.)

Affects movement only - it will take double movement factors to enter a square with clouds over it.

Affects both combat and movement - combines both of the above two affects.

Weather can drastically change your way of thinking of strategy and tactics in this game. Be careful.

GAME PLAY

Unit selection....

Click LMB on ship's line to select.

Click RMB on ship's line to subtract a selection

Place cursor arrow over the map in lower right hand corner and click LMB or RMB to switch between your start cities. When any given city is highlighted, that is where your current ship selection will start. (be sure to put at least one transport or A.T. in each of your starting cities.)

MOVEMENT

Movement can occur on either the overall regional map or on the local playing field. All function can be done on the local map.

Moving - combat sequence –white player moves – both sides fire – red player moves – both sides fire.

Click LMB, with the arrow cursor, onto the square you want the highlighted ship to move to. (You cannot click more than two squares away from the currently active unit).

Click RMB to center the screen on currently active ship, or it space bar.

If you move into a square with an enemy ship, your movement for that ship will end for the current turn. (Exception: subs. See submarine section)

Two ships per square are allowed at the end of the turn, per side.

Exceptions:

In any home ports, (friendly or enemy), you are allowed unlimited ships, even without flags present.

Any other ports, as long as there is a friendly flag, (with your transport and no enemy transports) you can dock as many ships as you like.

If you inadvertently stack 3 ships in a square outside of a port before your turn ends, you will be signaled ("you are overstacked") and be given the opportunity to move out of the overstacked square. If the surrounding area is too congested and you cannot move out, you will lose the ship. (By using the 'stop ship' button you can rotate the two ships you absolutely do not want to lose to the top of the stack).

Canals (rivers)- only one ship per square per side, is allowed.

If weather option is used, the squares under the randomly moving clouds will need two movement points to enter.

ROTATING SHIPS TO THE TOP.

When in a port with more than two ships you may want to get certain ships to be the top two ships for defense (when you go to combat, only two ships in any square will fight). After all of your ships have moved, go back to the ships in a port that you want to get to the top. Cycle through the ships with the up and down arrow keys or click, with EMB, on the top or the bottom on the ship display box in the lower right

hand corner of the screen. When the red outline is on the ship that you want on top, click on the 'ship stop' button.

COMBAT

After movement by one player (either side) is complete combat occurs if at least one ship from each side is in the same square. Both ships (white and red) will appear in the lower right hand corner.

Example:

White was the moving player. With EMB, choose your target by clicking on the red ship that you want to fire upon and a shell will be fired. White must fire both of his ships first and then the red player will be able to fire all his ships in return, even if they were sunk. The combat sequencer will take you to the next square of battle and continue to do this until all current battles are resolved. (When playing against the computer, you must click EMB to initiate the computer player's firing).

If there is more than one ship to fire on you can select which ship or ships to target. In some cases (like your P.T. trying to fire at a battleship), a ship will not fire on your command because it has no effect. Then only your opponent's battleship will fire.

When you have a combat ship and a transport/A.T. in the same square, the transport/A.T. will not appear during combat. (It is assumed that the armed combat ship is protecting the transport and diverting any combat away from it).

A submerged sub can be made to be stealthy (undetected) against all ships except destroyers and P.T. Boats. If you decide to make a sub stealthy against, let's say, a cruiser, then you can move into that square with the cruiser undetected. This means that he will not know you are there, but it also means in combat you may not fire at him. (But remember, if you make your sub unstealthy against a cruiser only and you move into a square with an enemy cruiser and battleship, both ships will be able to fire at your sub).

Aircraft carriers that are adjacent to any "combat squares" (or it's own square with another of it's own ships) will add one to damage inflicted on the enemy units by your ship in combat in any of those squares. (Example: your battleship is firing against your opponent's cruiser 0 you would normally cause 5 damage points on the cruiser. If there was one of your carriers in a square adjacent to this very battle, then you would inflict 6 damage points on the cruiser). This is cumulative. That is if you had 3 carriers next to a battle square you would add 3 to each attack!!

If only 2 transports/A.T.s are in a square (and no combat ships) only 1 of the 2 will appear in the combat phase.

A turn is complete when both white and red have moved and completed combat. Flags are then placed or removed.

THE FLAGS (EARNING VICTORY POINTS)

Transports and/or A.Ts will give you a flag in a port (city) if there is no enemy of the same in the port at the end of a turn.

If your transport/A.T. is in a port with enemy combat ships but no enemy transport/A.T. you will still receive a flag and your points.

Points are earned, for that port, on every turn a flag flies there.

If your transport/A.T. is destroyed the flag symbol will stay on the screen until the end of the turn, at which time it will be removed.

If you capture and flag with transport/A.T. an enemy start city (home port) if you will receive double points for that port and a special flag.

SHIP REPAIR

Damaged ships will repair at any friendly flagged port at the rate of 2 damage points per turn.

SHIP BUILDING (YARDS)

All ports have randomly given resource factors that vary from game to game. A city may offer only one or several of these factors. For example, if a city is rated as materials=1 and leadership=2 it will contribute these values into your pool of resources (each turn). And these resources are:

- Materials
- Leadership
- Engineering
- Explosives

The pool of the above values, that collect turn after turn, allows you to build new ships.

You must own and flag a 200 point city (port) to be able to build new ships from your pool of resources during the course of the game.

Even if you transport/A.T. is lost in a port during a turn, as long as your flag is there, your ships will come on, that turn. (this applies mainly to the red player, who always moves second in the turn. If his only transport should be sunk in a 200 point port, during the white players combat, any new ship scheduled to come on there this turn will still arrive).

SHIP SIGHTING

You will spot enemy ships when you enter the same square that he is in. Exception: enemy subs in the stealthy mode. But, if you have destroyers and P.T. Boats in a square, even an enemy stealthy sub will be detected.

Carriers will see out 2 squares in all directions and detect enemy ships. (Exception: it will not detect submerged subs.)

When combat occurs, ships that survived that combat will stay sighted during the enemy's next move.

WORLD MAP

In the smaller scenarios you can see the whole map on one screen, whereas the larger scenarios a little scrolling will be in order.

Small ships (P.T. Boats/transport) will appear as a thin horizontal line on regional map.

Medium type ships will be shown as a thicker line.

The largest ship will be shown, amazingly, as the thickest line.

You can move on the regional map, but other detailed maneuvers like subs surfacing and submerging, combat, and the like must be done from the detailed local map. You can 'stop ship' and 'anchor ship' on this regional map..

the detailed local map. You can 'stop ship' and 'anchor ship' on this regional map..

OFFICER'S RANKING

When you start playing the game, you will be assigned the rank of Seaman First Class. A very careful and detailed ranking system is built into the game. How rapidly you rise through the ranks is based on how well you conduct each of your conquests.

The difficulty (not difficulty level, but percent of score to win) will increase slightly as the spread between the rank of you and your opponent increases. For instance, if you are a captain and your opponent is a seaman you will have about 10% increase of difficulty over your opponent.

Penalty for stopping a game before it is over will result in the loss of some notches.

THE OFFICERS SCALE

Deck Hand
Seaman
Seaman First Class
Mate
Master Mate
Ensign
Lieutenant J.G.
Lieutenant
Lieutenant Commander
Commander
Captain
Commodore
Rear Admiral
Vice Admiral
Admiral
Admiral of the Fleet

END GAME RESULTES

The end game results include the top 5 scores for each scenario, for each side, for each difficulty level (and campaigns, too).

A record of all your wins and losses will be kept for each scenario and campaign.

A history graph of all your scores for each scenario and campaign.

CAMPAIGNS

There are 15 campaigns They are a series of single scenarios that sequentially result in a total score for each campaign.

Some campaigns will have a specific mission and some are just for points.

All campaign games will have flagships for both sides that, if they survive from scenario to scenario, will increase power.

FLAGSHIP

Flagships are always Carriers. They start with 10 as their damage factor instead of 7 like regular carriers.

If they survive a scenario, regardless of how much damage they receive, they will return on the next scenario of the campaign set as a 10 plus whatever kills you inflicted on your opponent divided by 30. Example: you destroyed 270 points (ship buy points) divided by 30 = 9. The new flagship in the next scenario will now be 10 plus 9 = 19.

If your flagship is destroyed completely it will come back anyway but only as a 10.

At random, for flagships of both sides, they will be assigned 1 of 5 special functions. This will change from scenario to scenario.

Functions:

FAR-AIDER- will add 1 to damage for combat 1 or 2 squares away.

FAR SIGHTER- sees out 4 instead of 2.

SHIP REPAIR- repairs ships that are adjacent or in the same square at the end of the turn.

FAR MOVER- moves 4 instead of 2.

CITY NEUTRALIZER- neutralizes points for enemy ports if within 5 squares.

Flagships can be a lot of fun. It's a delicate balance to use them near heavy combat where you can get the best utilization of them, or keeping them away from the action to keep them alive to be able to build them into a floating super-fortress for use in later scenarios of your campaign.

3. SINGLE SCENARIO DESCRIPTION AND ANALYSIS

The following are Front-line starts. The random city starts, you're pretty much on your own. Also, the following recommendations are difficulty levels #1, 2, 3, and 4. In levels #5 and 6 things get much hotter.

SCENARIO 1

The White Forces: you have a significantly higher number of start buy points than the red force. You should be aggressive from the beginning and you don't have to worry too much about defense. The larger ships will serve you well. The game is short, so go to it.

The Red Forces: you are vastly outnumbered so defend, defend, defend, and done judiciously you just might win the game, simply because you start in a better position than your opponent. Get to Tampa as quickly as possible, because you are going to need all the ship build replacements in that 200 pt. City that you can muster. Don't be afraid to try a surprise mini-attack from St. Louis or have a small attack group off to the side, waiting in ambush. All in all this is a real challenge for the red player.

SCENARIO 2

The White forces: you are out position but you have the larger force. Take Seattle quickly and you should have no problem controlling the upper right region of the map; and that's a lot of points. To take Dover early in the game along with your capture of Seattle will render double points for both ports for you because they are two of your opponents home start ports. If you're strong in these two areas you are probably weak elsewhere and the enemy could be doing the same thing to you. There is a good chance, if played well enough, to take over all ports by game's end, but it's tough.

The Red forces: you are outnumbered, but be on the offensive somewhere on the map. This will keep your opponent off balance. A combined attack from Springfield and Seattle towards the London, Liverpool, Boston area can be a real shocker to the white team, to the point that he probably couldn't recover by the end of the game. A neat trick is if he goes for Seattle in force, and you have enough ships to hold him off for five or six turns, this will give enough time for your Springfield contingent to arrive in Boston and London.

SCENARIO 3

The White forces: you have a slight advantage of forces but a little out of position. Take New York at all costs. You can branch out from there, nicely. This is one game where you can gang up on one area and fight for that all important breakthrough, or establish a balance front to attack evenly all the way across. Due to the fact that the size of his force is similar to yours watch for his big punch and potential breakthrough against you. If you could possibly take New York, Illinois, and down to Denver and split the map in two and divide his forces, you will probably win the game.

The Red forces: if you can hold New York you can possibly win the game. You have him out positioned, so try to take advantage of it. If you find early in the game he is trying to out-muscle you in the center (and he can easily do that) go for the two ends (left and right). A well executed defense can also save the day. In this scenario it has been done successfully often.

SCENARIO 4

The White forces: your forces are close to what your opponent has, so put on your thinking cap. Some key pivotal points might be obvious such as Glasgow or Ipswich. Take a number of subs, go stealthy, and slip under his fleet. What bedlam you could create in his back cities. Of course he could be doing the same thing to you. Solution: take enough P.T. Boats and destroyers to screen for those enemy subs. Don't forget to protect your 200 point cities; in this game for you they are vulnerable.

The Red forces: an attack up the center would serve you well, as it would immediately take his primary 200 point city. The quantity of your forces is close to his. May surprises have come from Uglee by your side. Try it. In all your enthusiasm of possible sneak attacks don't neglect your back cities like Jean and Perth

SCENARIO 5

The white forces: Attack, attack, attack - your forces are about equal to your opponent's but he is in a slightly better position (only slightly!). Make use of combined attacks from Egg Harbor and Jolly toward Stuttgart. Many a game has been won or lost on how this area was handled by both sides. You have only one 200 pt. City where your opponent has easy access to three. Try to obtain at least one more 200 pt city. Do not let him get behind your lines or you will go down in flames. Many games have been lost by the white side because of this very reason. We would like to hear of this happening to the red side in this scenario #5!

The Red forces: you are almost equal in strength. Make the big breakthrough and you will win the day. A choice area to do this is the Bern and Jolly area. You will have control of three of the four 200 pt. Cities. Maintain this and there is a good chance you'll end up victorious. For some reason we can't figure out why red manages to breakthrough often in this game, so if you are using the fuel and ammo options be careful of your long distance moves.

SCENARIO 6

The White forces: near equal again. The city of Kofu is vulnerable. Protect it. If you can gang up and take either the top right or the bottom right of the map, your opponent won't have a chance. Remember you will receive double points if you take and flag his start cities. Just be careful on all fronts because this game can go heavily to one side or the other. Omuto is another important position. If you take it for granted and defend it lightly and your opponent has any kind of forces in the area, he will likely take it and earn 1000 points per turn because it is one of your start cities.

The Red forces: You have fewer starting cities but almost equal starting forces. It is an uphill battle in the first half of the game. Make a bottom sweep into Ahlen and take out his ship building capabilities in the southern half of the map, then head north. Trying to take Lull (in the first quarter of the game) might prove to be futile because of the canal between Lull and Kansas, which is easy to defend. Kofu is a much easier starting target.

SCENARIO 7

The White forces: You are slightly outnumbered, but you are closer to the pivotal center than your opponent is. Take it and hold it for as long as you can and you might just turn the tide in your favor. There is a lot of open sea area, so the use of Carriers might prove to be useful. A successful alternative strategy would be to go after Tokyo in force to start getting those double points and then sweeping across his southern flank.

The Red forces: fight hard for that center area. If you can somehow gain control of it you're probably going to win. You have a slight numerical superiority even though you're slightly disadvantaged on position. With all the open seas in this game, stealthy subs could prove to be quite useful. We saw one game played and the red player took 14 subs and simply wreaked havoc throughout the game. He won too! But interestingly enough the same player did this again two games later and was stopped cold because his opponent took many destroyers and P.T. boats. For some reason the slower larger ships can be a liability in this scenario.

SCENARIO 8

The White forces: you are disadvantaged in buy points and position, but what a challenge! Many games have been won but the white player, through careful planning and execution of that plan. Think regions. Try early to dominate one particular area and spread out from there. If you can wrench Marshal way from your opponent, you will be able to control most of the north, but it is not easy with that narrow corridor up there. Try to keep Kassel at all costs, because the ship build facilities there can keep him hopping throughout the entire game. There is a so-called secret swamp0type passage in this game that can help you immensely.

The Red forces: your in a better position and have more forces from the outset, so attack vigorously. Take out JonScot early and you will do well in the north. If you take JonSot and Alexander quickly you will begin to dominate not only the points but the map also. It is hard to get stealthy subs through in this game, but the larger ships would serve you well. Do not forget your southern flank, your opponent could upset your apple cart with a strong showing down there. Don't take that region for granted.

For both sides: watch out for a couple of secret passageways, one being a significant shortcut.

SCENARIO 9

The White forces: This is one tough game but a tremendous amount of fun for the white player. You have a significant start-up advantage at the beginning but you are terribly outnumbered. Take enough A.T.s and transports to accumulate all those juicy points behind your front lines. Picket defenses with light ships will work well in this scenario. Delay tactics are everything here. It's a short game so you do have a chance. On the other hand, in some games the white player went to the offensive in one area and created total confusion for his opponent. To do this will make you extremely weak in the other areas.

The Red forces: You have got a very strong majority of forces and you must quickly break through his front lines because this is a short scenario. A balance choice of forces would be wise. The big and powerful for the breakthrough and the light and quick to follow up. On occasion watch out for that very attack on you. If this happens, you can be sure your opponent is immeasurably weak everywhere else. You have three basic channels, the southern, the central, and the northern. Attack on at least two of these three as soon as possible. Take Tom and Vance early on and you will start getting those double points. Be sure to have enough transports and A.T.s to flag those capture ports.

4. CAMPAIGN DESCRIPTIONS AND ANALYSIS

QUICK AND SIMPLE

White - A generally balanced campaign. You have the advantage in the first game. You will get two flagships. Also in any campaign with two flagships per side, if you capture (flag) and hold an enemy home port at the end of a scenario you will have an extra port to start in on the next scenario

Red - A generally even campaign. You are advantaged in the second game. But be careful. You will get two flagships. Also in any campaign with two flagships per side, if you capture (flag) and hold an enemy home port at the end of a scenario you will have an extra port to start the next scenario.

CONVOY

White - You must get 20 convoy ships through. They are represented as green transports. In each scenario they will be randomly placed in your start cities. One green transport might have a number alongside of it, like 3. This means there are 3 convoy ships in that group. If attacked, each hit from the enemy will take away one of those numbers. So, a green convoy ship with a 3 on it will need three different enemy hits to eliminate it. Your OBJECT is to get your 10 convoys to a designated city by the scenario's end. You will have this object in each of the scenarios in this convoy campaign. Do not forget the taking of the usual ports, because that is still where most of your victory points will be coming from. Getting your convoys through is an extra bonus (2000 points each). Somehow keep your flagship alive, so that it becomes a powerful unit. You will need it in scenario #9.

Red - So simple for you; destroy all the convoy ships so he can't get those bonus points and find and sink his flagship so it cannot develop into a large floating mega-fortress. Do this and you will win. Even though they are expensive, take extra carriers so you can easily find his convoys. If you can find and kill a few in the first scenario, where you are strongly outnumbered, you will be way

ahead of the game. Preserving your flagship is not as important for you as for your opponent, but it is always wise to do so. (Sunk convoy ships are worth 2000 points each to you).

NEARLY EVEN

White - Survive #6 scenario in good shape (point wise) and that may give you the confidence to win the campaign. Another two flagship contest.

Red - Romp at the start and hold that edge throughout, your flagship becomes very important in the #4 scenario if it survived the first two. Another two flagship contest.

SINK THE BISMARCK

White - In the first two scenarios you have the strong advantage. Carriers will help you considerably in finding the Bismarck, but then you must destroy it. You won't know which enemy port the Bismarck is starting in and you won't know what its destination is either. The bonus for sinking the Bismarck is very high but do not forget the heart of the points will come from the ports that you flag. The campaign can get discouraging for either side at times – either you can't find the Bismarck or if you find it you don't have enough forces in the area to sink it. But many games have been won by the white side even though he didn't sink the Bismarck. Your flagship is vital in this campaign.

Red - Hide, hide, then do some more hiding, especially in the first two scenarios, where you are considerably outnumbered. Your Bismarck (a green battleship) will be randomly placed in one of your start cities and must move to a randomly selected city elsewhere on the map, and be there at the end of each scenario. No easy task. Because until you pick and place your start forces you won't know where your Bismarck starts. There is a significant bonus for getting the Bismarck through all three campaigns, but don't lose sight of the main source of your points - the ports. Often the Bismarck was sunk and the red side still won the game!! Keep that darn flagship alive into the #5 scenario.

At the end of the campaign a total of 25,000 points bonus will be awarded on a graduated basis to one or both sides depending on how much damage the Bismarck has taken. These mission bonus points are over and above the regular points you will have received for your ports.

STORMY WATERS

White - Three scenarios, one of which is a random map. You're on your own on this one.

Red - Ditto

RESCUE

White - An intriguing contest where you must get your flagship to a randomly selected enemy home port before the end of the scenario (10,000 points) and retrieve the info (imaginary) to make the rescue in the second scenario. You do not have to end the game with your flagship in that enemy home port but simply to get there, stay for one turn and then you can leave. This procedure applies for the second scenario also. In the first scenario, you should not have too much trouble, but the second one proves to be more interesting. You are going to have to do some hard fighting to get your flagship through to that designated enemy port. Don't forget the points for all the other cities.

Red - Find that flagship and sink it by hook or crook. It will be tough in the first scenario but in the second you are in a tremendous position. If you can prevent his flagship from getting to your port, you will earn 10,000 points per scenario.

THE GREAT PACIFIC

White - This one is pure trial and error. The first and third scenarios are large randomly generated maps and the second scenario is map #5. You and your opponent will be assigned anywhere from 100 to 600 initial buy points in each scenario. (Whatever you get, your opponent will receive the same with these assigned buy points) You will probably get some pretty wild scores in this campaign.

Red - The same advice applies for red as for white.

OIL PICKUP

White - In each of the scenarios you have to pickup oil at a randomly selected neutral port, but your opponent also has the same chore. You each start out with 10 oil ships (green transports) and your goal is twofold; to pick up your own oil at the designated port and to search for your enemy's oil ships and sink them. The scenarios render a somewhat balanced situation. Each oil pick up will render you 1000 points.

Red - is in the same situation as the white side. Remember to go for the points of the cities as well as the bonus for sinking the white's oil ships and picking up your own oil.

PEENOCKLE

White - this campaign is quite different from all the rest. There are three small scenarios, all of which are randomly generated. Your start cities are also randomly generated. You do not pick your starting forces. These are also randomly generated as are your opponents. Thus the name Peenockle, derived from the card game. You are dealt the situation randomly, whether it be maps or forces or city starts and you have to play your 'hand' as best as you can. Some unbelievable situations have come out of this campaign. The games are short, so if you get a bad 'hand' there is always the next one. If you are given a bad start position with your cities, the average scoring goal will be adjusted somewhat to compensate for this.

Red - what applies to white also applies to red.

EXTREMES

White - surprise? Two flagships.

Red - ditto? Two flagships.

PEENOCKLE WITH DECK

Both sides - about the same as with regular Peenockle with one major difference. There will be a set amount of ships and ship type for both sides. In other words each side will be given the exact amount of ships, but you won't know in what scenarios they will come in. For example; both sides will be getting 10 battleships but white side may get 9 of his 10 in the first scenario and have only 1 left between the next two scenarios. Whereas red side may get his battleships evenly distributed between the scenarios. How and when these ships come on is done randomly.

DOWNHILL FIGHT

White - You are going to have one heck of a fight on your hands at the beginning, but if you can hang onto your flagship in the first couple scenarios you will be in pretty good shape. Two flagships

Red - Bang him up in the beginning and get to his flagship early and you will be in a good position. It gets tougher as you get later into the campaign. Two flagships.

LONG AND BITTER

White - A good marathon campaign for the cozy snowbound day. Pretty much even. Enjoy. Two flagships.

Red - You're hangin' on by your teeth at the start but it gets better, so don't give up. You will probably be victorious in the end. Two flagships

THE GRAF SPEE

White - You will be starting in three ports in each of the two randomly generated maps. Besides flagging as many ports as quickly as possible, your mission is to figure out what the destination port for the Graf Spee is, and get there by the end of the game to either block entry to the Graf Spee or sink it. You start with only a slight edge in forces, so your task won't be simple. 5000 points bonus in preventing Graf Spee from ending at its designated port, each scenario. 15,000 points for sinking it.

Red - Your forces start in only one port. Your Graf Spee starts in another port with a small support contingent force and must get to your initial home port by the end of the game in each of the two randomly generated scenarios. You are slightly outnumbered and you do have a struggle to win this one, but the more you play this campaign the more ideas you will get to win. 10,000 points for getting your Graf Spee to its designated port each scenario.

5. SUGGESTIONS FOR STRATEGY AND TACTICS

First, there are thousands and we don't be able to discuss them all here. There are many strategies and tactic we haven't even found yet, but we know they are there.

All ship types do have an important part to play in your conquests. Any one ship type used exclusively probably will not win you many games. Generally a balanced approach is best. Using a little of each ship type, in combination with a majority going to one ship type such as cruisers often works.

As in real life battleships (no effect on submerged subs) should have some kind of escort to protect them against those subs.

Try to keep those valuable carriers out of direct combat. They only have a defense of 7. You will get the best use of these carriers by using them as support of other adjoining battles (the add one to the damage factor). Their other important function is seeing what is out there, so your other ships can attack with precision. Remember carriers cannot detect submerged subs.

You don't need carriers to win a game. Many games have been won without them. P.T. boats make for good scouts and you can get five of them for one carrier.

Cruisers may be your best all around ship. They are not killed easily. They have a significant effect on subs and are less costly than both battleships and carriers. But remember you probably will not win with just cruisers alone. One factor is they only move two.

If used carefully a large battleship contingent with equal quantities of destroyers can be devastating.

Another neat strategy is a large number of subs with cruisers as support. If those submerged subs can go undetected under opponents fleet they can get into the hinterlands and destroy many of his transports in his ports.

In the larger maps think in terms of task forces. Possibly one for direct confrontation with the enemy, and one for a grand end sweep or even a third as a reserve to reinforce direct assault or the end sweep. Do something to protect most of your own flagged ports, if only with some P.T. Boats.

When using fuel and ammo rules keep a couple transports with each task force for refueling purposes. It is most frustrating to be winning a game on all fronts and suddenly your ships start running out of fuel and just sit there.

There are two general methods of attack that seems to work the best. The first is to attack evenly on all fronts across the map. This takes a lot of planning and caution to succeed, but if done right will win you many games. The second method is to attack from one area with the majority of your forces. In other words one big punch with a swift follow through. You attack big and aggressively to overwhelm your opponent in one region of the map and push on from there. This method is more tolerant of errors, but, if your opponent detects your strategy early enough and reacts swiftly he will be able to turn this method of attack against you.

To merely play a defensive game probably won't work, unless it is one of the longer scenarios and you play the first third on defense only to pounce on his weakened and spread out forces and then go on the attack in the last two thirds of the game.

The flagships (campaigns only) are a tricky thing to use well. If they stay alive from scenario to scenario, they will grow in strength. But at the same time because of their special abilities you want to use them in or near the battle front. If they are at the battle front they just may get killed. Everyone wants to sink their opponents flagship. It takes practice.

Find the difficulty level at which you are most comfortable. At any level you can lose only 3 notches even if you played poorly. At the lower levels, with a win you can only go up 1 or 2 notches, but at the higher levels with a win you can go as many as 9 notches..

This game does take practice to win regularly as with any quality game. But even when you have become an expert player you will occasionally lose and even lose big. For us, after virtually thousands of games played, the challenge is still as fresh as when we started.

Acquiring points is how to win games. So the 500 and 400 pt. ports prove to be the most valuable. For the games of 15 turns and longer, those 200 pt. ports with their shipbuilding abilities also become important. In some games (scenario #5) controlling the 200 pt ports probably will render you a victory.

Play a variety of scenarios and campaigns. After you have gone through the single scenarios (1-9) you will graduate to the campaigns. Then on to the large random map (#10). Then go back the single scenarios using random city starts. This is a fresh and exciting way to play the battles. You'll be surprised. Then use fuel and ammo. This will add a whole new dimension to your game play. Then try weather. It's tougher but could be quite interesting. Then go back to the single scenarios with fixed city starts to pre-plan how you are going to attack because you know where your opponent is starting. By this time you may be almost half way to Admiral of the Fleet.