

THE BATTLE OF ZEIGHTY

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INTRODUCTION.

Congradulations!! You have just been appointed General of a small and struggling army, in a small and struggling country. You should consider this an honour, even though the army has had six generals in the last two months. Somehow, each general seemed to mysteriously disappear after a battle was lost...

As you come to take over, you find that the army is in a bad position. After losing six battles (and six generals) in a row, you hold the last hope.

The army with which your country is at war has an abundance of strongholds that the your battered forces couldn't even hope to take, but there is one chance -- the Zeighty pass. This pass is the only major route through a range of mountains, beyond which is enemy territory. This pass is the only supply connection between the enemy territory on the far side, and their many armies and strongholds on this side. If this supply connection were to be cut, the armies on this side would soon have to surrender for lack of food and materials.

Now you know your objective -- the Zeighty Pass. Since this is an excellent defensive stronghold, only ten enemy divisions are used to guard it. Because of the surrounding mountains, the area is easily patrolled, and any intruding divisions are easily seen at all times. The general that controlled the army (before you) managed to set up a base at the southern end of the pass (to act as a headquarters); you must now choose ten divisions of your army and take them in for the counter-attack.

To capture the pass, you must destroy the enemy base at the northern end. You need not destroy all their army's divisions, since they will have no headquarters to organize themselves once their base has been destroyed. But even if you do destroy all the divisions, you must still destroy the base to capture the pass. And while you are doing that, you still have to protect your own base; if they destroy your base, your attack will end in failure.

Now it's all up to you. You can either come home as a hero, or end up as ex-General number seven.

Good Luck !!

The Program

This simulation is set up using the "turn" system; you first give orders to all your divisions, then the movements and battles are resolved for both sides at once, and then you start the next turn. This continues until one side becomes victorious.

It is important to note that this program does not cheat! Some battle simulations programs take a look at your orders and then move their troops accordingly, but this program does not need to do that to win. The computer moves only from available information, so you can plan surprise moves and tricky strategies; but beware of the computer's surprises! (Of course, the computer has an advantage because of the fact that it is on the defensive. Because of this, the computer knows where your divisions are before you know where its own are.)

When the program starts up, the following things will happen:

- You'll see a title page at the start. Just press any key to start the program.
- You will then be able to choose your attacking force, by selecting the types of divisions that you want to use. (This will be described in much more detail later.)
- The first turn will then begin, after the "map" is drawn on the screen.

The next few pages will explain the last two items in much greater detail. But first, on the next page you will get a short description of the methods used for entering data and answering questions in the program.

Program Data Entry

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This section covers some of the "protocol" used by the program whenever it waits for some input from you.

In an attempt to be consistent, there is a basic rule that is used: Press the <ENTER> key after you type something. As always, there are exceptions, but most of the exceptions are very logical. In more detail:

- There will be many times when you will have to answer Yes or No to a question. With these, you will be asked to press "Y or N", referring to pressing the appropriate key. When you do, the entire word "Yes" or "No" will appear, and a cursor will flash after it. Now if you press <←> (Left-Arrow), the word will be erased and you will be allowed to try again. Otherwise, press <ENTER> to complete your answer.

- There will be many times when you will be asked to type in a number consisting of a single digit. After you type a number, no keys will be accepted other than <←> (Left-Arrow) to erase it, or <ENTER> to enter it. As before, the cursor will flash after the number until you type something.

Now here are the exceptions:

- After you deal with each division during the game, you will be asked to "Press <ENTER> to Continue, OR press a Command Key". In this case, the commands are denoted by letters (such as <H> for Help), and just pressing the key will invoke the command. Pressing <ENTER> instead will send you on to the next division. You don't have to worry about this at all right now; commands will be described later, and you will be given prompts on the screen to help you.

- The other cases are very specialized, and they will be mentioned later, along with the situations that they are used in.

A final note: You will usually hear very small audible "clicks" whenever keys are pressed, if you have an amplifier hooked up to the cassette cable.

Setting Up Your Divisions

As mentioned before, you will have to set up the divisions that will form your invading forces. A "division" is the smallest part of your army that can be independently commanded; it is made up of units that are all of the same type (eg. Tank, Infantry, etc.). In setting up your attacking force, you must choose the 10 divisions that you will take with you from the four different types available. These types are:

- | | | |
|----|-------------------|-----|
| 1) | Armoured INFANTRY | (A) |
| 2) | TANK | (B) |
| 3) | MINE DEPLOYER | (C) |
| 4) | ARTILLERY | (D) |

The divisions will sometimes be referred to by their number, or sometimes by the letter that is associated with each one.

When you are in the "Setting up Divisions" section of the program, you will see the same chart of the division types on the left side of the screen. On the right side you will see ten lines, starting from "Division #0" going up to "Division #9". There should be a question mark flashing next to "Division #0", and at the bottom of the screen it should say "What type for Division #0 ?". You must now choose from the four types at the side. When you have decided what type of division you would like it to be, just press the NUMBER that is associated with that type. The number will appear in the spot where the question mark was, and a "cursor" will flash at its side. As mentioned before, you can either press <ENTER> to go on, or press <←> (left arrow) to erase your entry and try again. After you press <ENTER>, the flashing question mark will appear for the next division. This will continue until you have entered a type for all 10 of your divisions. At that point, you will be asked at the bottom of the screen: "Is this OK (Y or N) ? ". If you reply with a <Y> <ENTER>, you will go on to the next part of the program. If you reply <N> <ENTER>, then you will be prompted to re-enter all of the division types, starting with division 0.

The next page will give you much more information on the differences between the different division types. This information will be essential for you to be able to make the proper decisions on which divisions to choose.

Setting Up Divisions, continued...

Here is a description of the different division types:

A) Armoured Infantry :

Armoured Infantry divisions are composed of infantry troops on armoured personnel carriers, with some heavy weaponry. While they are relatively ineffective on the attack against Tanks and the Base, they are quite good at protecting themselves from artillery and minefields. They are also excellent on the attack against other Armoured Infantry Divisions and Artillery Divisions (at close range).

(B) Tanks :

Tanks are generally effective against all other divisions, but they are vulnerable to artillery bombardment and minefields. Their range is almost four times that of the other division types, but the strength of each attack greatly diminishes at the larger distances.

(C) Mine Deployers :

Mine Deployers (also called "Mining Divisions") are generally ineffective in attacking any of the other divisions except the Base. They are specially equipped so that they can cause some damage in attacking a Base (yet they are still not as powerful as a Tank against a Base). But the most important feature of the Mine Deployers is the fact that they can lay minefields along their path. Minefields are powerful against all divisions except Armoured Infantry. (Of course, a Division has to step onto a minefield before it gets damaged.) Your own minefields cannot be seen by the enemy, and you cannot see theirs either.

(D) Artillery Divisions :

Artillery Divisions are relatively ineffective on the attack against other divisions, though they do cause some damage against Armoured Infantry and other Artillery units. But their most important feature is the fact that they can launch artillery bombardments into any spot in the entire Zeigty Pass. Artillery bombardments are a powerful weapon against most division types (with the exception of Armoured Infantry), and they can be very important because of the fact that they are not limited by distance.

Those are the four division types that you have a choice from. Each one can move, and they all move at the same speed. Your Base, of course, cannot move; but it CAN attack other units. In most cases, the Base is the most powerful unit for attacking, and it also has the longest range. The base is also capable of firing artillery.

(cont...)

Setting Up Divisions, continued...

The following will probably be your most important aid in selecting which divisions you would like. It is a Chart of the relative Strengths of each division against each of the others:

To use this Chart:

Going down the left is a list of all the division types, as well Artillery Bombardments and Minefields. These are all the possible Offensive (attacking) divisions or weapons at your disposal. Across the top is a list of all division types for the Defensive. To find out how powerful (in relation to the others) a Division is when on the attack against another division, look up the attacking unit on the left and the defending unit on the top. The number at that position is the relative strength, where "1" is the weakest and "10" is the most powerful.

NOTE : These values are only approximations, and the actual calculations for attack strengths are much more complicated. In real battle there is always the unexpected factor; the defending unit will have varying degrees of success at evading the attack, so the numbers in the chart will represent the relative MAXIMUM strength.

Defending --> Attacking ↓	Armoured Infantry	Tank	Artillery	Mining	Base
Armoured Infantry	10	3	7	10	3
Tank	7	8	6	6	6
Mining Division	3	0	1	1	5
Artillery Division	4	1	3	4	0
Base	6	9	6	6	---
Minefields	2	10	5	7	---
Artillery Bombardment	2	8	5	5	3

IMPORTANT NOTES:

- Minefields do damage when they are stepped in. (Even if you step in your own.)
- Artillery Bombardments are difficult to aim; everything from bad terrain to wind can cause them to miss their selected target spots. Chances of artillery missing are from 1 in 2 to 1 in 4.
- The range of attack for most units is only to an adjacent area (described later). Exceptions are Tanks (range = 4), and Bases (range = 5). As mentioned before, the range for Artillery Bombardments is unlimited.
- Once again, a reminder that the values in the chart are APPROXIMATIONS of the MAXIMUM strength.

As it is being drawn, the following message will appear at the bottom:

This indicates that you have just entered the Zeigthy Pass, and that none of the Enemy Divisions have been spotted.

```

0 Enemy Divisions SIGHTED
0 Enemy Divisions DESTROYED
TURN # 1 . Press <ENTER>, or
press a CMD. Key (<H> for HELP)

```

The top 12 lines of the screen are the "map" of the Zeigthy Pass. The size of the pass is what is shown on the screen; it is divided up into a matrix of locations ("areas", or "spaces"), and it is 30 spaces wide, by 10 spaces long. In comparison to the description of Zeigthy Pass: the mountains are on either side, and clear areas are off to the top and bottom. The enemy controls the top areas, and you are approaching from below.

The Battle, continued...

All ten divisions of the enemy (and his Base) are somewhere in the top areas of the pass. In the first turn, since you just arrived at the pass and set up base, you cannot yet see any of his units. (In later turns, you will almost always be able to see at least some of his units.) Most of his units will be positioned in the top 4 rows, somewhere between the middle and the right side.

Your Mission: Find them, and destroy the Base!!

Some information you'll need before we start:

- Since they are on the defensive, they already know where you are. They also have their base in a better location, so they will be able to see you at all times. You, unfortunately, will have to put up with them passing in and out of your view. There are four ways in which you will be able to sight an enemy division. (Those divisions that you sight will be shown on the map symbolized BY A LETTER. The letter will represent the division type. (Eg. "A" for Armoured Infantry, "B" for Tank, etc.)) The four ways that you can sight them:

1) Even at a distance, they might not be able to conceal themselves. (Eg. they raise dust as they move, or they cross into a clearing, etc.) In these cases, the unit will appear on the map.

2) When they attack you, they must appear.

3) When they are in close range (usually less than 4 spaces from one of your divisions), you will see them.

4) Whenever you hit them by an Artillery Bombardment, you will see them. This case is different from the other three, in a very important way: with the others, you know EXACTLY where the unit is, so you will be able to attack it (if you are in range). If you hit it with artillery, you only know that it is SOMEWHERE in that particular location on the map. Since each area is rather large, you will not know his location with enough accuracy to actually attack. (Unless, of course, that particular division is also sighted by one of the above three methods as well.)

The exception to some of these rules is the Enemy Base. Since it does not move, you cannot sight it using rule #1. Also, all other divisions can easily move out of your sight; but once you see the Base, you know where it is and it won't move. But remember rule #4! It applies to the Base also, and it is very important. If you "sight" it with artillery, you will still not know its exact location until you either get close (under 4 spaces), or it attacks you (its max. range is 5).

On to Battle, continued...

The next few pages will describe the "Orders" you will have the option of giving to your divisions. But before we get on to that, here is an overview of the way the program is set up:

- At the start of each turn, you are shown the number of Enemy divisions that have been Sighted/Destroyed, and are given the prompt to "Press <ENTER>, or a CMD. Key (<H> for HELP)". The commands will be described later, and for now we'll deal with pressing <ENTER>. When you press it, you will start to give Orders to your divisions, one by one. For each one you will be asked questions in the following sequence (Details on the questions will appear on the next pages):

- Which direction do you want the division to move (does not apply to Base.);
- Would you like to attack (but only if there are enemy divisions sighted);
- For Artillery Divisions and Base: Would you like to fire artillery; if so, where to target it;
- For Mine Deployers: would you like to lay a mine.

After the question for the first division, it will say "Orders Given", and give you a chance to either run a Command, or go on to the next division. Once all the Divisions have been covered (from 0 to 10, with division 10 being your Base), then the END-OF-TURN routine is invoked

In the End-of-Turn, both your orders and the enemy's orders are resolved, almost simultaneously. This too will be described in more detail a little later on, but here is a summary of the actions taken during this phase:

- Movements are resolved,
- Artillery Bombardments are fired,
- Attacks take place,
- Destroyed divisions are removed,
- Sighted division appear into view,
- And a check is made for a win or loss (if any Bases are Destroyed).

Now, on to more detail...

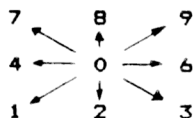
Giving Orders

For each division, you will be asked to give certain orders. The orders will follow a certain sequence (as described before), and will be stored until the End-of-Turn. The following is a description of the questions that will be posed to you:

All divisions except the Base will be asked about movement. The bottom of the screen display will appear as follows:

```
DIVISION : 0      Arm. Inf.      789
            ( 1000 UNITS)
MOVE: WHICH DIRECTION ?      406
                               123
```

This gives you the Division Number, so you can identify it on the screen; the Division Type (in this example, it's Armoured Infantry); and it gives you the NUMBER OF UNITS that the division has. The number of units represents the strength of the division: all of them start with 1000 units, and lose some for each time they are attacked; as soon as this number goes below zero, the division is destroyed. After you participate in a few turns of attacking, you will discover the approximate amounts of units that you lose in certain attacks (more on this later). Underneath this information is the question you are to respond to; it asks you to press the number of the direction in which you want to move. The box of numbers on the right side shows you which numbers correspond to which directions. If you have a numeric keypad, picture your division as the "5" in the middle. If you don't, then use the chart on the display. This way, you can choose which space you would like to move to for next turn, as follows:



Your division is the "0" in the middle, and the adjacent spaces are represented by the numbers. If you don't want to move, then press <0> as the response. Otherwise, press the proper number. (If you have a numeric keypad, you will notice that the "5" is in the center position; we recommend you to use <0> rather than <5> to show that you don't want to move).

As was mentioned at the start of this manual, you will have to press <ENTER> after the number you press. (Or you can press the < > (left-arrow) to erase your choice and try again.)

After you make your decision, it will be stored and you will move on to the next question.

Orders, continued...

If there are any Enemy divisions sighted, you will be asked this question:

DIVISION : 0 Arm. Inf.

Would You Like to ATTACK ?

You have the option of pressing <Y> for Yes, or <N> for No. If you reply No, you will go on to the next question. If you reply Yes, then the following will occur:

- The screen will show (at the bottom):

DIVISION : 0 Arm. Inf.

Which Division to Attack ?
(Press Number, or <X>)

- All the sighted enemy divisions will begin to flash (remember that the "partially sighted" divisions will not); they will alternate between their regular symbol (the letter) and their division number. To attack one of them with your division, just press the number of the enemy division that you would like to go against; if you would like to attack the Base (which flashes with a ":"), then press either <#> or <:>. (If you change your mind, then just press the <X> key to abort.) The order will be recorded, and you'll go on to the next question. Before we do go on, here is some information about attacking:

Whenever one or more enemy divisions are sighted, you will be asked the question "Would You Like to Attack ?". But this does not always mean that you will be able to attack; the attacks are governed by whether or not you are IN RANGE! The attack range for the Base is 5 spaces, for a Tank it's 4 spaces, and for all others it's one space. (One space is the distance to an adjacent location.) This is the important thing to remember about attacks: Attacks are resolved AFTER MOVEMENT!! So even if you are not in range right now, it is possible to give the order to attack. Then, after the movements, the attack will be resolved if you are close enough.

>>> If You Are Not In Range, The Attack Will Be Ignored. <<< In just the same manner it is possible to be in range when you give the order to attack, but then move apart before the attack is resolved. The divisions will therefore be out of range.

That's all we have to say about attacks for now.

More Orders...

Now comes Artillery. This section applies only to Artillery divisions and your Base; the question will not be asked for the others.

The question will be shown as follows:

DIVISION : 1 Artil.

Would You Like to
Fire ARTILLERY ?

If you reply with an <N> (No), then you will go on to the next frame. If you reply <Y>, then you will see this display:

DIVISION : 1 Artil.

Position Target With Arrow Keys,
Press <ENTER> to Lock-on.

A small crosshair ("+") will appear in the top right-hand corner, and it will flash. Using the arrow keys, you will be able to move the crosshair over to any location on the entire map. Choose the spot to which you would like to fire your artillery, and then position the crosshair on top of it. You can then just press the <ENTER> key to "lock" the target on. The order, as always, will be stored until the End-of-Turn. (If you change your mind, and decide that you DON'T want to fire artillery, then just press <X> to abort it.)

Here is some information about Artillery Bombardments:

- All artillery bombardments are resolved AFTER movements, right before the attacks. So when you plan your artillery, remember that the enemy divisions will get to MOVE first!
- If the bombardments hit an empty space, they will not affect anything. If there is an unsighted division in that space, the division will become "Partially sighted", as described before.
- Artillery Bombardments cannot be aimed with great accuracy; therefore, there will be many times when the artillery will not hit its target directly. (This would mean that it hits an adjacent space.) The chances of this happening are from 1 in 2 to 1 in 4.

Last Page of Orders...

The final orders you will have to give are only used with Mine Deployers. (The question will not be asked for any other division types.)

The screen display should look something like this:

```
DIVISION : 2           Mining
Would You Like to
    Lay a Mine ?
```

Answer either <Y> (for Yes), or <N> (for No). If you reply "No", then no action will be taken. If you reply with "Yes", then the command will be stored until the End-of-Turn.

This is what happens when you lay a minefield:

Right after your divisions move, your minefield will appear on the screen. It will appear IN THE SPACE THAT THE MINE DEPLOYER JUST MOVED OUT OF. If the mine deployer does not move, then no minefield will be laid. Your minefields will appear as a "." (dot) on the screen. After they are laid, they will remain until any division (friend or foe) steps into the spot.

Here are some more facts about minefields:

- Even though you can see your own minefields, the enemy cannot. But the same is true the other way around; you are not able to see any of the enemy's minefields.
- Minefields are usually destroyed if an Artillery Bombardment hits the spot; this can be useful for "clearing your way" through a path of minefields.
- There is a major difference between your minefields and the enemy's minefields; namely, whenever something steps into one of your minefields, the minefield is removed ("used up"). With the enemy's, the minefield remains even after it is stepped in (but you still cannot see it). This means that it is possible to step into an enemy minefield, move away, and then step right back into it in the same spot.

"Orders Given !"

That covers all the possible orders. To recap:

- 1) Movement (except Base).
- 2) Attacks (only if enemy sighted).
- 3) Artillery Bombardments (only for Artil. Divisions and Base).
- 4) Mine Deploying (only for Mining Units).

After the orders are given for a division, you will be presented with something resembling the following information:

```
DIVISION : 0           Arm. Inf.
Orders Given.
Press <ENTER> to continue, or
press a CMD. Key (<H> for HELP)
```

If you choose <ENTER>, to continue on, then you will be asked to give the orders for the next division. The short process is repeated for all your divisions (0 through 10). After you give the orders for your Base, (division 10,) the End-of-Turn process will begin as soon as you press <ENTER>.

After the End-of-Turn takes place, you will begin the next turn (until one side or the other becomes victorious).

But before we describe the End-of-turn, it seems fitting now to describe the "Commands" you have at your disposal. These will begin on the next page.

Commands.

There are not very many of these, so here's a list:

<H> - HELP! This allows you to view some helpful summaries.
<I> - INFO. This is a chart of information about your divisions.
<S> - SURRENDER. This seems self-explanatory.

You can ask for a Command whenever you see the prompt:
Press <ENTER> to Continue, or
press a CMD. Key (<H> for HELP)

As the prompt says, to invoke a command just press the proper key (<H>, <I>, or <S>). (No need to press <ENTER> afterwards.) As soon as you finish with the Command, you will return to the prompt.

Here is a brief description of the three Commands:

<H> - HELP! This allows you to view a "HELP" file. This file contains a summary of many of the things covered in this manual. As soon as you press <H>, you will be given instructions on how to use the file; you will need to use the Up- and Down-Arrow keys to "scroll" the file. The bottom four lines will provide a "window" on the file, and you can move this window up or down with the appropriate arrow key. To exit the file, just press <X>.

<I> - Information. This allows you to see a listing of some information about all of your divisions. It gives you the type of division associated with each number, the amount of units it has, and (if you have already given commands to it in the current turn) it tells you which direction it is moving and whether or not it is attacking.

The Display will be in the following format:

Arrow Keys Scroll, <X> Exits.
DIV TYPE UNITS ATTACK DIR
0 Arm. Inf. 1000 Yes 4
1 Artil. 1000 No 8

(Note: as always, the data is only a sample!)
(Info, continued next page...)

Commands, continued...

The <I> Command (cont.)

The information provided can be very useful; it allows you to see which of your divisions are of each type (in case you forgot). It also gives the number of Units that are remaining in the division (these were described earlier). The last two columns are only used AFTER you have given orders to that division in the current turn. If you have, then it will show whether or not the division is attacking; it will also show the direction in which the division is moving.

At the top of the display, it gives you the instructions on how to use the Information File: by pressing the Up- and Down-Arrow keys, you will be able to scroll the two-line display. When you want to return, just press <X>. Simple!

<S> - Surrender! This command allows you to give up the battle. After you press <S>, you will be asked to confirm it. (It will ask, "Are You Sure ?") If you reply with a <Y>, then you will be shown the locations of ALL the enemy division and their Base (if you haven't already found them). And after that, you will be given a full-screen listing of all the remaining divisions and the number of units in both armies. (This way, you can see how much damage you've done to the enemy.) And to finish off, you will be given an inspiring message about your performance.

And those are your three commands. Now we get on to the end...

The END-OF-TURN !

This is where all the action happens. Note: it is recommended that you connect an amplifier or earphone to the cassette cable, so that you will hear the sound that is used in this part of the program. (Instructions for connecting it are given in the "Program Initialization" Manual.) We admit that the sounds are not really great, but they help a lot in keeping up with the events occurring on the screen.

There are a few symbols that will be used during the End-of-Turn that you should be aware of, and they are summarized in the following table:

Symbol	Represents	Description
%	Artillery	This symbol will flicker for about 1 second over an area that is hit by an Artillery Bombardment.
■	Minefield	The solid graphics block will flicker whenever a division steps into a minefield.
X	A Battle	Whenever a battle is in progress, an "X" will be placed over the involved divisions.
.	A Minefield	If one of your Mine Deployers lays a minefield, this is what it will look like on the screen.

Now let's take a look at each phase in the End-of-Turn :

PHASE 1) All the movements are carried out. Important: A Maximum of One division is allowed in each location. Notice that the enemy has a small edge in that its divisions are moved first. (This can be explained by the fact that they know the territory better, but it shouldn't cause much difference anyway.) It will only affect things if two (or more) divisions would like to move into the same spot; in those cases, the first division to be moved will get the spot. The same thing will happen if two of your own divisions, due to a miscalculation on your part, want to move in to a single spot. Since they are moved in numerical order, the lowest numbered division will get the space, and the other one will not be moved. While the units are moving, two other things will be taken care of: you will hear some sound and see a flickering block if a division steps into a minefield (yours or the enemy's); and if you chose for one of your Mine Deployers to lay a mine, you will see that appear on the screen. (Note: if any division steps into a minefield, you will see it reported in the bottom display.)

End-of-Turn, continued...

PHASE 2): After the movements comes the Artillery bombardments. (There will be some sound for this also.) Though order doesn't matter here, you might like to know that your Artillery shots will always be shown first. They will appear as a flickering "X" over the target that they hit (even if it's a blank space). If you actually do hit something, it will be reported at the bottom of the screen.

When the enemy starts firing at you, it will ALWAYS aim for your Base. You will be shown at the bottom how many units you lose every time it hits you.

PHASE 3): This is the "Attack" portion of the turn. All the attacks given by you and the enemy will be resolved, starting with the enemy's (not that it matters in this case). Whenever there is an attack, the two divisions involved will have "X"'s placed over them. (There will also be sound accompanying it.) The division on the DEFENSIVE will be shown at the bottom of the screen. If one of your divisions are on the Defensive, then you will be told how many units that division lost in the battle. If the enemy is on the Defensive, then you will only be told which of their divisions you are attacking. (You will not be told how many units they lose.)

This will continue until all the valid attacks have been resolved. ("Valid" attacks are those which are in the range of the attacking division. If the other division is out of range, then the attack will not be considered.)

Note: Sometimes this part of the turn moves very quickly, so you should watch the screen carefully if you don't want to miss a battle.

PHASE 4): This is the "checking" phase; all the battles have been resolved, and the computer is checking to see if any divisions have been destroyed (on either side). If a division is dead, it will be flashed on the screen with a message at the bottom. IF A BASE IS DESTROYED, the battle is over! (If BOTH bases are destroyed, then it is a tie battle.) The end of the battle will be covered in more detail on the next page.

After the check for dead divisions is completed, the computer will deal with other "housekeeping" chores for a short while. During the time it is doing this, you will be given a rundown of your divisions, one by one, at the bottom of the screen. This display will tell you how many units each division now has. (Only your own divisions, of course.)

PHASE 5): Last, but not least, any enemy divisions that have not yet been sighted that ARE IN SIGHTING RANGE (under 4 spaces, give or take) will be shown.

The End-of-Turn, continued...

After completion of Phase 5, You are FINISHED THE TURN !!
You will now begin the next turn, with the same starting display
as before (showing the number of enemy divisions
Sighted/Destroyed).

So, GET TO IT!

The End of the Battle.

As mentioned before, the Battle will end as soon as one of the
Bases is destroyed. When that happens, you will be shown the
locations of all the remaining enemy divisions. You will then be
prompted to press <ENTER>; after you do, you will be given the
full-screen display of all the remaining divisions on both
sides, and the number of units left for each. (You can use this
for comparison purposes; it also gives you a chance to see how
well you did in your battles against their divisions by seeing
THEIR losses.) Press <ENTER> from that display, and then you
will be given an appropriate message to end with.

And that's it!

For those of you who are waiting for hints on how to win: there
are none. This manual contains all the information you need to
become victorious in your endeavours, and even more.

So all I have to say is...

Good Luck !

