AMSTRAD

The War Game



RELAX Games

Strategy Series

YOU DON'T REALLY NEED TO READ THIS GUIDEBOOK IN ORDER TO PLAY "THE WARGAME". THE GAME IS PLAYED BY ENTERING SIMPLE ONE-LETTER COMMANDS WHICH WILL BE EXPLAINED ON THE T.V. SCREEN ONCE THE GAME IS LOADED.

HOWEVER, IF YOU WANT TO **WIN** AT "THE WARGAME" YOU WILL NEED TO UNDERSTAND HOW THE GAME WORKS. THE INDEX SHOWS HOW EACH PART OF THE GAME IS DESCRIBED SEPARATELY.
SIMPLY READ ANY PART WHICH YOU DON'T FULLY UNDERSTAND AND GET ON WITH IT!

Allow at least two to three hours for a complete game (but you can always SAVE an unfinished game — see section 23).

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1. INTRODUCTION

"The Wargame" is based on a day-long battle between two European armies in the 'horse & musket' period of warfare (17th-19th Centuries) when armies were relatively small and weapons were generally short-range. The game calls for both strategic and tactical skills in the positioning and use of infantry, cavalry, artillery and engineers on the battlefield of your choice. It is **not** an arcade game, so put away the joystick and switch on your brainpower.

SECTION A. THE ONE-PLAYER GAME

You can imagine yourself as the general in command of a small army anywhere in 17th, 18th or 19th Century Europe or North America. You are faced with an invasion by the army of a larger power. In order to deter this power from further aggression you must inflict a spectacular defeat upon its army.

This will involve capturing the enemy Headquarters and also causing heavy casualties among the enemy. At the same time of course you must prevent your own Headquarters from being captured and keep your own casualties to a minimum. At the end of the game the King (your boss) will reward or punish you in the light of the performance of your army on the battlefield.

2. SUMMARY OF THE GAME SEQUENCE

I: Decisions before the Battle

1. CHOOSE BATTLEFIELD
2. CHOOSE NAME OF YOUR ARMY
3. CHOOSE ENEMY MORALE LEVEL
4. CHOOSE SIZE OF ENEMY ARMY
5. (ENEMY DEPLOYS)
6. DEPLOY YOUR UNITS

II: Conduct of the Battle

7. FIELD REPORTS
8. ENEMY MOVES
9. ENEMY ATTACKS
10. YOUR ENGINEERS — Build Bridge
    or Clear Forest
    or Move
11. YOUR MAIN MOVE — Cavalry
    then Infantry
    then Cavalry
    then Infantry
    then Artillery
    then Cavalry
    then Engineers
    then Headquarters
12. COMBAT — Artillery Fire or Move
    Infantry/Cavalry assault

3. THE SCREEN

After the initial decisions have been made about levels of difficulty etc., the screen is divided into the BATTLEFIELD, occupying the top three-quarters of the screen — and the REPORT PANEL in the bottom quarter.

The Report Panel. During combat a close-up of the fighting will be displayed in this area. The Report Panel will also provide the player(s) with information about the course of the battle — casualties and so on — and inform the player(s) which of his units are awaiting orders to move or attack.

The Battlefield comprises a grid of 480 spaces. Most of the spaces are plain green and are available for the units of both sides to move onto. Units cannot move into any spaces occupied by part of a river, a tree or a farmhouse, though they can move onto bridges. Each regiment/unit occupies one space. Units cannot move onto spaces occupied by other units.

You will choose between three different locations for **your half** of the battlefield . The three types of battlefield are:—

a) **River:** A river runs across this battlefield from left to right, separating your army from the enemy. Four bridges cross the river and there are a few farmsteads below the river. The enemy advance can be held up at the bridges for quite a while — but watch out for his engineers!

b) **Forest:** A random number of trees are scattered across the lower half of the battlefield. They should provide a few fairly well-

protected spots to put your headquarters.

c) **Plain:** Only a few scattered farmhouses provide cover against the invading army's advance but there are more points in your favour if you can get a good result on this battlefield.

Guide to the Screen Display

A— Orders and Reports panel
B— Time
C— River
D— Tree (i.e. forest)
E— Farmhouse
F— Your Headquarters
G— Your Infantry
H— Your Cavalry
I— Your Artillery
J— Your Engineers
K— Enemy units
L— Bridge

4. LEVELS OF DIFFICULTY

Morale and Size of enemy Army. Before the battle begins you have to make two choices which will determine how difficult the game will be. The first decision is the level of enemy morale. A HIGH morale level will put the enemy army on equal terms with your own. LOW (and to a lesser extent MEDIUM) levels of morale will ensure that your units have a decisive advantage in combat with equivalent enemy units.

ENEMY MORALE* POUR FUSILLERS ET LA CAVALERIE

HIGH MEDIUM LOW

*Enemy Fusiliers and Cavalry.
Foot Regiments, Artillery and Engineers will have lower morale.
Guards Regiments and Headquarters staff will have higher morale.

You will also be required to choose the **size** of the enemy army. ENTERING 1 gives the enemy 17 regiments (against your 13); 2 gives the enemy 25, and 3 will put you up against 34 regiments.

ENEMY ARMY

eg "1"

5. THE ARMY

Your army contains 6 infantry regiments, 3 cavalry regiments, 3 artillery batteries, an engineering detachment and your Headquarters staff.

Infantry: Each of your infantry regiments is represented on the battlefield by a red square with 1, 2, or 3 vertical lines.

There are three classes of infantry regiments, with different levels of morale. The First and Second Regiments (and the Third in the 2-Player game) are first class GUARDS regiments (I). These have the highest morale to start with. Regiments 4, 5 and 6 are second class FUSILIERS with medium morale (II). The 7th, 8th and 9th regiments are third class FOOT regiments (III) which start off with relatively low morale.

Each infantry regiment on both sides starts with 1000 troops. Infantry regiments can move two spaces in each round.

GUARD/FUSILIERS/FOOT TROOPS MOBILITY

(one figure = 25 men)

GUARDS MORALE

FUSILIERS MORALE FOOT MORALE

Cavalry: Your cavalry regiments are each represented by the classic wargaming symbol in red on a white background.

The morale of all the cavalry regiments starts at the same level as the Fusiliers. Cavalry regiments also start with 1000 troops each. Cavalry are the most mobile units in the game and can move three spaces in each round.

CAVALRY TROOPS MOBILITY MORALE

Artillery: Your artillery batteries are represented by the classic symbol in red on a green background. Artillery batteries are the only units which can attack enemy units more than one space away.

ARTILLERY TROOPS MOBILITY or MORALE

Artillery batteries have only 250 troops, can move only one or two spaces per move and have low morale. They are therefore very vulnerable and usually need protection by other units.

Engineers: Your Engineers detachment (represented by a telescope on a tripod) is the most versatile unit in your army. It can not only move and attack like an infantry regiment but can also clear forests and build a bridge to cross rivers.

At the beginning of each round you will be given the option of several different orders for the Engineers detachment. The engineers can **either M**ove or clear some **F**orest or build a **B**ridge. If you wish to clear a path through the forest, you must indicate in which direction (U, D, L, or R) and (If you want the Engineers to stay where they are, press 'M' for Move and then 'S' for Stay put).

Any tree symbol on an adjacent space in that direction will be removed. The engineers can only build one bridge during the game and the bridge can only be located immediately above the space occupied by the engineers. Don't bother to lay a bridge at a

bend in the river — it will only reach half-way across!

The engineers are almost as vulnerable as artillery batteries, having only 500 troops, low morale and limited mobility.

ENGINEERS TROOPS MOBILITY or MORALE

Headquarters: Your H.Q. is shown as a bright red flag on a white background ( ). Headquarters staff have the highest morale of any unit in the army but they only have 500 troops. The Headquarters unit can move one space in each round, but this is always interpreted by the rest of the army as 'running away', and results in a loss of morale throughout the army.

HEADQUARTERS TROOPS MOBILITY MORALE

6. DEPLOYMENT

"Deployment" means setting out the units on the battlefield before the battle starts.

You must place your units in the bottom half of the battlefield. You will be asked to ENTER the co-ordinates of each unit in turn, starting with your Headquarters.

You cannot hide your H.Q. in a corner of the battlefield (bad for morale and all that), so your H.Q. has to be deployed in the centre, between Red/Orange columns. The other units can go in any column.

The Limits to deployment are indicated by the chequered squares at the edge of the screen.

Deployment is achieved by moving a flashing cursor around your half of the battlefield (by pressing U, D, L or R) and by pressing 'P' when it is over the derived position.

7. THE MOVE

The Move sequence is the crucial part of the game — enabling you to exercise your skill (or lack of it) in manoeuvering fourteen separate units in a way which will produce an effective army. The Move involves over 40 small decisions on exactly where to move each particular unit, but before you make them you will have had to think of a **strategy** to destroy the Enemy's H.Q. while effectively defending your own.

The Move sequence is designed to provide the maximum manoeuvrability of the army as a whole. The Report Panel will request orders in turn for:— the engineers
then the 3 cavalry regiments
then the 6 infantry units
then the cavalry again
then the infantry again
then the artillery
then the cavalry
and finally the engineers and your H.Q.

(The artillery can have an 'extra' move instead of firing).

Thus although the cavalry can move three spaces in each round, they do so one at a time, with other units moving in the meantime. This enables units to get out of each others' way and to 'close ranks' behind an advancing unit.

The Engineers' first move involves a choice of **either** **M**oving **or** building a **B**ridge **or** clearing **F**orest. Almost all the other units require only directions — **U**p, **D**own, **L**eft, **R**ight or **S**tay put. The exception is the artillery, which can **F**ire instead of the second **M**ove.

8. THE ATTACK

Artillery Fire: Before your troops attack you can 'soften the enemy up' with artillery fire. The computer will ask you whether you wish to open fire or not, for each of your artillery batteries in turn. If you want to open fire you must press a letter key for the direction of fire and then a number for the range.

You can fire **U**p, **D**own, **L**eft or **R**ight, but not diagonally. You can fire up to 4 spaces from the artillery unit. For example, if you want to fire at an enemy regiment 3 spaces to the left of your battery, you should press L and then 3.

A close-up of the artillery fire and its effects will be shown in the Report Panel. The artillery battery has four guns. The guns will fire in turn at their hapless victims who just have to stand and take it. (You can see why artillery fire always lowers morale). About 30% of the shots will be 'DUDs' and will have no effect. The impact of good shells will depend on the range — the closer the range, the more opposing troopsmay be blown up by each shot.

Remember that you will also damage the enemy's morale (unless you got the direction or the range wrong, in which case the Report will read "missed").

Combat: Your Engineers, Infantry and Cavalry regiments each have a chance to attack enemy units. They can attack any enemy unit on a space immediately to the **L**eft or **R**ight or **U**p or **D**own.

As with artillery fire, the Report Panel will be cleared during combat to display the two regiments involved. Each regiment will have up to 40 figures (one figure = 25 men) in column formation. Each figure will fire once, so obviously the regiment with the most troops will have the advantage of firing more shots. The effectiveness of the fire will depend on morale. A regiment with high morale will score a high percentage of hits; a regiment with low morale, however, may blast away not hit anyone! The casualties (25 for each figure hit) are shown on the right, beside the appropriate colour flag and the names of the regiments involved.

The casualties inflicted on any troops in combat will depend on three things:

1. The number of troops in the opposing regiment.
2. The morale of the opposing regiment.
3. Luck.

A unit will lose troops every time it attacks or is attacked by the enemy. It's morale, however, may go up or go down, depending on which unit loses the most troops. The change in morale will be relative to the difference between the casualties of the two units involved.

The Headquarters staff on both sides can defend themselves but cannot attack.

Destruction of units. Headquarters staff will fight to the last man. When they have been wiped out the game ends. All other units, including artillery, surrender when the number of troops left falls below 100.

9. MORALE

The morale of each unit is different and changes during the battle. The morale of a unit is affected by the following factors:—

1. Before the Battle. Different types of regiment have different levels of morale to start with (See section 5).
2. Morale goes down **every** time a unit is hit by artillery fire — no matter what the casualties are.
3. Morale also decreases when a unit 'loses' in combat (i.e. suffers more casualties than the unit it is fighting).
4. Morale increases when a unit 'wins' in combat (i.e. less casualties than the enemy unit).
5. The morale of cavalry regiments increases slightly when ever they charge at the enemy, just before the 'combat' starts. (Attacking an empty space will not of course achieve anything).
6. The morale of every unit in the army decreases slightly every time its Headquarters move.

The maximum morale level is 10 and minimum is 1.

10. THE ENEMY

Deployment of Enemy Army. The enemy general will choose one of three different formations in deploying his troops in the top half of the battlefield. The Enemy units are represented by the same symbols as yours but they are coloured light blue.

Enemy Move and Attack. At the start of the enemy move his engineers will lay bridges or clear forest areas in the path of their advance. The enemy engineers are better than yours and can each lay more than one bridge if necessary and move two spaces whether they have laid bridges or cleared forest or not.

The enemy units move in the same way as yours. Most of them will advance on your Headquarters, though not always by the most direct route. Others will remain to defend the enemy Headquarters or will move towards your troops in 'their' half of the battlefield. In particular they will seek out your engineers detachment.

After the enemy units have moved, his artillery will attack any of your units within range. The enemy infantry, cavalry and engineers will also attack your units which are next to them.

11. TIME LIMIT AND FIELD REPORTS

Every 'round' of the game counts as one hour in the duration of the battle. The time is shown in a yellow panel at the bottom right hand corner of the screen. If neither side's Headquarters is captured before 6 p.m. in the evening then the battle is drawn. Just as in real 18th Century battles, both sides pack it in when it gets dark.

At the end of every round therefore, the "time" increases by one hour, (the battle starts at 6 a.m. by the way) and the Report Panel will show the total number of troops left in each army. You also have the option at this stage of 'Field Reports' — a regiment by regiment report on the number of troops and morale level of each unit in your army.

12. END OF GAME

The Game can end in one of three ways:—

1. You Win— by destroying the Enemy's H.Q.
2. You Lose— the Enemy destroys your H.Q.
3. A Draw— night falls before anybody's H.Q. is destroyed.

When the game ends you will receive a "Message from the King". The King will heap honours (or dishonour) upon you according to how well you have done.

You will also receive a "score" in the form of a number of gold ducats (points) which will be awarded according to the following criteria:—

1) Whether you captured the Enemy's H.Q. or whether he captured yours, or neither.
2) How long it took for the H.Q. to be destroyed. (The longer you take, the less points).
3) The total casualties you inflicted on the Enemy.
4) The number of **your** troops surviving.
5) The number of your **units** surviving.
6) The final overall morale of your army.
7) Difficulty levels— Bonus points if the Enemy army had High or Medium morale and/or 25 or 34 regiments to start with. A few bonus points as well if you fought on a difficult battlefield (Plain or Forest).

A score of around 50 is good; — over 70 is excellent. The theoretical maximum score is over 100, but no-one will ever achieve that. If on the other hand, you score less than 30, you will be invited to shoot yourself — but don't take it too seriously.

SECTION B — THE 2-PLAYER GAME

13. SUMMARY OF THE GAME SEQUENCE

I: Decisions before the Battle

1. CHOOSE BATTLEFIELD
2. CHOOSE FRENCH MORALE LEVEL
3. FRENCH GENERAL DEPLOYS

4. BRITISH GENERAL DEPLOYS

II: Conduct of the Battle

5. FIELD REPORTS
6. FRENCH MOVE
7. FRENCH ATTACK
8. BRITISH MOVE
9. BRITISH ATTACK

In the 2-Player game we drop all pretence and admit that the Wargame is really all about a fight between the French and the British.

14. CHOICE OF BATTLEFIELDS

The British Commander chooses the battlefield. As in the 1-Player game there is a basic choice of River, Forest or Plain.

a) River: In this version the river bisects the screen from top to bottom, instead of from left to right. There is also an island in the middle of the river. The river is randomly positioned, so while it may be near the edge of the battlefield in one game, it could be nearer the middle in the next.

b) Forest: This is similar to the forest in the one player game except that the trees are scattered over the whole battlefield instead of just the lower half.

c) Plain: A few farmhouses are scattered at random over the whole battlefield.

15. HANDICAP

In the 2-Player version the opposing armies are always the same size. The more experienced player can be 'handicapped' however, by fixing the morale of his army at a lower level than his opponent's. After the battlefield has been chosen, therefore, the players have a choice of setting the morale of the FRENCH army Higher, Lower, or the same as the British army.

16. THE ARMIES

Both armies are the same size and are slightly larger than the army controlled by the player in the 1-Player game. Each army comprises:—

(3 Guards Regiments
(3 Fusiliers Regiments
(3 Foot Regiments
(4 Cavalry Regiments
(4 Artillery Batteries
(1 Engineers Detachment
(1 Headquarters

The number of troops and the initial morale of each type of unit is the same as in the 1-Player game (see Part 5). The French units are blue and deploy in the top half of the battlefield. The British are red and take up positions in the bottom half.

One slight difference from the one player game is that as the river on the river battlefield flows in a different direction, the engineers will lay their bridge to the Left or Right (as ordered) rather than immediately above them.

17. DEPLOYMENT

The FRENCH army always deploys first and moves first (after all, the British chose the battlefield didn't they?). While the French commander is deploying his troops, his opponent should leave the room and fix the drinks, or otherwise avoid looking at the screen.

After the French deployment is complete the whole French army will temporarily disappear in 'fog'. The British commander then deploys his troops on lines 9 to 16. When he has finished, the French army will slowly re-emerge out of the fog to confront their opponents. Thus neither player will have the advantage of knowing exactly where his opponent's troops are when positioning his own troops. (though if he's any good he should be able to guess).

18. THE MOVES

The French move and attack first, followed by the British. The Move Sequence and instructions are the same as those for the 1-Player game (Part 7).

19. THE ATTACKS

The attacks are likewise the same as in the 1-Player version (Part 8).

20. FIELD REPORTS

At the end of each round the Report Panel will display the total strength of each army. There is a choice of whether to have Field Reports for each unit in each army or not. If **either** of the players wish to see the Field Reports then they must be displayed. It is up to the players whether or not they agree to let each other see the Field Reports for the other side's units.

21. END OF GAME

There is no 'points score' in the 2-Player game. The game is either Won or Lost depending on whose H.Q. is captured first, or the game is Drawn if nobody gets a result by "6 p.m.".

22. GAMES FOR MORE THAN TWO PLAYERS

The "Wargame" can be used as the basis for a very enjoyable 'role-playing' game for up to 8 people.

The players divide into two teams (there doesn't have to be the same number on each side). One team will be the British General staff and the other the French, in the '2-Player version' of the game.

One player on each side is appointed the 'supreme commander'. The 'supreme commanders' take all the pre-battle decisions,

including deployment, but thereafter they do not touch the computer keyboard unless they wish to move their Headquarters unit. Instead they write orders to their commanders in the Field (the rest of their team). The orders must contain **not more than 5 words** for each Field Commander.

The other members of the team each have responsibility for an agreed number of units. One player may command the left wing and the other the centre and right, or one may command the cavalry or artillery or whatever. These 'Field Commanders' input the move and attack commands for 'their' units. They can do their best to interpret the written orders of the supreme commander, or if they are feeling dashing and impetuous, they may ignore them. Field Commanders may squabble among themselves, but may not talk to the supreme commander.

Hopefully this will demonstrate that computer games need not always be an anti-social activity — have fun!

23. SAVING AN UNFINISHED GAME

At the 'Field Report' stage of each round, you have the option of saving the battlefield and troop levels, etc. on a spare tape. Just press 'S' and then follow the instructions in the Report Panel. The information is SAVED in 7 sections.

To load it back again you must first LOAD the main program and press 'Y' when asked if you wish to load an unfinished game.

Besides saving a game for later when you havn't the time to finish, this facility also enables you to try out different strategies for getting out of a tricky situation!

Notes

A. The game automatically locks the keys into CAPS mode, (i.e. capital letters). Don't try and enter anything in lower case letters — they will have no effect.

B. The pre-battle decisions have to be ENTERED but there is no need for inverted commas ("").

C. All battlefield decisions just need a single key to be pressed — there is no need to ENTER them. (e.g. press U for UP).

D. HINT — STRATEGY: Decide before you deploy your troops, which units you will need to defend your H.Q. and which ones will be needed to fight a way through to the Enemy's H.Q. Half for defence and half for attack is a good balance of forces for beginners.

E. HINT —TACTICS: Attack the weaker Enemy units first. This will boost the morale of your units through easy victories so that they can take on the Enemy's tougher units successfully.

Type RUN " " and press ENTER

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