POWERPLAY

INTRODUCTION

On the heights of Mount Olympus, the mighty gods are once again arguing over which of them is the wisest and most powerful. To settle this quarrel, Zeus has decided that four of them, representing different ideologies, should compete in the battle of sheer wit and speed he has devised, to be called the 'POWERPLAY'. The representatives will be: Apollo, standing for strength and dignity; Hermes, standing for magic and trickery; Hecate, standing for witchcraft and wizardry; and lastly Aphrodite, standing for love.

A courtyard in the Temple of Apollo has been selected as the arena for the competition. In addition, special battlegrounds have been prepared in places as diverse as the craggy tops of Mount Olympus and the fiery caverns in the depths of Hades.

To avoid personal injury, each god will pick a team of warriors to fight the battle according to their commands. Throughout the contest, the gods will be tested on their knowledge of the universe, having to respond quickly and correctly to make best use of the warriors. The better a god responds, the wiser they become, and they may use stronger warriors.

LOADING INSTRUCTIONS

a) Set up your Amiga in the usual fashion. Refer to your User's Manual if required.

b) Switch on your monitor or television and then your Amiga.

c) When the display prompts for a Workbench Disk insert the program disk. After a few seconds the game will automatically load.

d) The credits will appear on the screen before the game is started. If you wish to stop the credits prematurely press the Esc key.

PROBLEMS

If you experience any problems with this software:

a) Make sure you have followed the instructions correctly.

b) Please switch off your Amiga from the mains & disconnect any external drives or upgrades and try re-loading.

c) If problems persist, please try another piece of software, that you know to load and work. If this software still loads and runs, then return the faulty software to your dealer stating the exact problem(s) encountered.

NOTE: *We suggest that you ensure your disks are write protected. Refer to your User's Manual if required.*

FAMILIES

There are 4 families of warriors, each representing the 4 ideologies competing, each containing 4 grades from weak to strong. The families are as follows, with members listed weakest to strongest:

APOLLO'S FAMILY

NAME	DESCRIPTION
Heracles	The most famous of Greek heroes and one of Zeus' sons.
Atlas	A Titan whose task was to hold apart earth and heaven.
Cyclops	A one-eyed giant with great strength.
Minotaur	Half man, half bull, with great power.

HERMES' FAMILY

NAME	DESCRIPTION
Orpheus	A poet whose magic lyre could charm trees, rivers & wild beasts.
Prometheus	A Titan who stole fire from the gods for mankind.
Talos	A giant bronze man who guarded the entrance to Crete.
Pan	A satyr, half man, half goat, who was the son of Hermes.

HECATE'S FAMILY

NAME	DESCRIPTION
Maenad	One of the wild women followers of Dionysus, the wine god.
Nereid	A mystical sea nymph.
Siren	A sea creature with the head of a maiden and the body of a bird, who sang to sailors causing them to wreck their ships.
Scylla	A dog-headed man-eating hag.

APHRODITE'S FAMILY

NAME	DESCRIPTION
Persephone	A beautiful girl condemned to live six months each year in Hades.
Pandora	A temptress who let loose all the evils known to man from her box.
Eros	God of love & son of Aphrodite, recognised by his golden arrows.
Iris	Winged goddess of the rainbow & messenger to Zeus' wife, Hera.

POWERPLAY

By Arcana

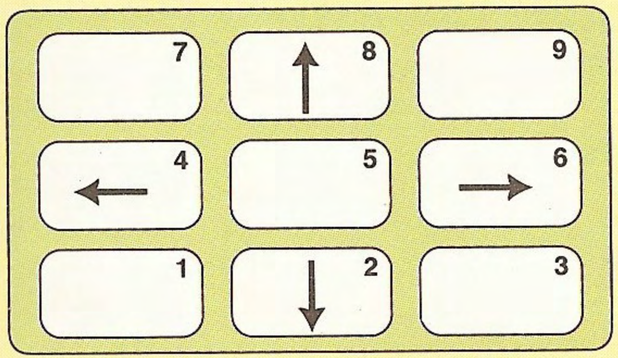
By using the resources available to them, these warriors will fight bravely to the death for their masters. The battle will rage until only one god remains with any warriors in the courtyard. Only this god may claim the title 'Wisest and Most Powerful god of All'.

GAME CONTROLS

Use of the mouse and joystick are intuitive, and need no further explanation, but a summary of the keyboard controls is given here for easy reference.

To answer a question use the cursor keys - up, down, left or right. When assigned to 'Keyboard 2' during a challenge, use the numeric keypad.

KEYPAD CONTROLS



To cycle through the players in your team, press Space. When the piece is selected, press Return.

PLAYING OPTIONS

CHOICE OF PLAYERS: You have the choice of playing with 1 to 4 players. Press 1 for practice or choose either 2, 3 or 4 on the keyboard for the number of players.

DIFFICULTY: This determines the amount of time allowed to answer each question and may range from 10 seconds on level one to 2.5 seconds on level four. Again press 1, 2, 3 or 4 to choose.

WHICH GOD/GODDESS: To choose which god or goddess you wish to be, select screen options 1, 2, 3 or 4. If you try to pick a deity who has already been chosen by another player nothing happens, so just choose again.

INPUT/OUTPUT: Each player is asked which input device to use during the game. More than one player can use the same device and can choose between the keyboard and one or two mice or joysticks (if these are connected). To select device, use the following commands:

KEY	ACTION
Space	Select device
Return	Move from player to player
Esc	Set choices

NB: The game will not play correctly if a device is selected which is not available on your computer.

ARMY: Each player can choose their own army. The options are:

KEY	ACTION
Esc	Select default army.
Space	Cycle through available pieces, to hand pick warriors.
Return	Cycle through the pieces in your army, followed by Esc when you have picked all your pieces.

When all the players have chosen their armies, the game begins.

HOW TO 'POWERPLAY'

Outline of the Game: Each player starts with 4 pieces, each of the lowest grade of their family, in one corner of the courtyard. Each player's pieces are distinguished by the following colours:

PLAYER	COLOUR
1	BLUE
2	RED
3	GREEN
4	YELLOW

The object of the game is to eliminate your opponents' pieces from the courtyard.

You take turns to select one of your pieces and answer a question. If you answer incorrectly, or not at all, play will pass to the next player. If you are correct, a number of points will be added to your wisdom score. You may then move your piece on to any free adjacent square, to end the turn.

If you answer correctly, and you have enough points, you are given the opportunity to change your piece to one of greater power by means of a 'mutation'.

Moving a piece onto a square occupied by an opponent will invoke a 'challenge'. The piece losing the challenge will be mutated down to a lower grade, or eliminated from the game.

SELECTING A PIECE

ACTION	KEYBOARD	MOUSE	JOYSTICK
Cycle through pieces	Space	Right Button	Up/Down
Receive Question	Return	Left Button	FIRE

ANSWERING A QUESTION

The squares on the courtyard are colour coded according to the following subject areas:

COLOUR	SUBJECT
BLUE	General Knowledge
RED	Sports and Leisure
GREEN	Science and Technology
YELLOW	History and Geography

The question appears on a tablet in the lower portion of the screen. The difficulty of the question is determined by the grade of the selected piece: the higher the grade, the harder the question.

Your 4 possible answers are arranged around a cross in the centre of the tablet.

ACTION	KEYBOARD	MOUSE	JOYSTICK
Select	Cursor Keys	Move Mouse	Move Joystick

If the selected answer is correct, points will be added to your wisdom score. The longer you take to answer, the less points will be added. You can then move your piece. Alternatively, if you have over 25 wisdom points, you will be given the option to mutate to a higher grade. If you answer incorrectly or run out of time, no points are added and play passes to the next player.

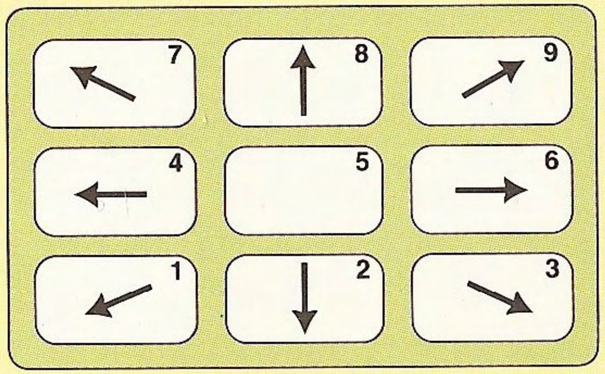
MOVING A PIECE

You can move onto any free neighbouring square by moving a mouse or joystick in the appropriate direction and pressing the left or FIRE button. If you are using the keyboard, then use the numeric keypad to move your piece (see 'Keypad Controls' diagram below).

You cannot move your piece off the board, or onto a square occupied by a piece belonging to the same player. Moving onto a square occupied by an opponent's piece will invoke a challenge.

MOVING A PIECE

KEYPAD CONTROLS



MAGIC SQUARES

There are four magical squares in the courtyard which are coloured white. These are known as 'teleport' squares. Moving a piece onto one of these squares will cause it to disappear and reappear on any of the four teleport squares, including itself. These squares may thus be used for rapidly crossing the board, or to escape an impending challenge. However, since the piece may reappear on the same square, this is not a foolproof method of escape.

A piece will not appear on a teleport square.which is already occupied by another piece.

MUTATIONS

If you answer a question correctly, and you have accumulated a score of 25 wisdom points or more, you have the option to mutate to a higher grade by pressing 'Y'. You can choose to postpone mutation (by pressing 'N'), to a later move. In such a case your piece can be moved (see moving piece section).

NOTE: *If you are using a mouse, press the right button of the mouse to refuse mutation and the left button to accept.*

After a mutation, 25 wisdom points will be deducted from the piece, you may then continue to move onto a new square.

WHY MUTATE? The advantages of mutating a piece to a higher grade are that it becomes stronger than before, and can withstand more challenge defeats before being eliminated. The disadvantage is that the subject matter of the questions presented are more difficult.

POWERPLAY

By Arcana

CHALLENGES

A challenge, is where two players compete against each other to answer the same questions.

They are set on a random subject and at the difficulty level of the highest grade piece.

To challenge, you must attempt to move your piece onto somebody else's square. Both pieces will be taken off the board to a specially prepared site. Both players are asked questions until one of them gets it wrong, and normal play resumes.

You will both be told which devices to use to answer the challenge questions. If the keyboard is the only device available, one player will use the cursor keys, as normal, and the other will be allocated an alternative set of keys. This set of keys should be used if a player is allocated KEYBOARD 2. They are arranged in a cross about the number '5' key on the numeric keypad and are marked with the appropriate arrows on some machines.

QUESTIONS

A quick-fire round of questions will follow. When each question is asked, both players must try to answer. The player answering first, wins if the correct answer is given, but loses the question if the wrong answer is given. If neither player manages to answer within the time limit (which is shorter than on the main board), the piece with the higher strength will win the question. The first player to gain a three-question advantage over the other wins the challenge.

After each question, one point is deducted from the strength of each piece regardless of who won or lost. If the strength of either player's piece falls to zero during a challenge, then that player will lose the challenge.

LOSING A CHALLENGE

If you lose a challenge, you are mutated down a grade, with no wisdom points being restored in the process. If your piece is already of the lowest grade it will be eliminated from the game. Thus, although the higher grade pieces run a lower risk in a challenge situation, their strength is vitally important - if it is low they could easily lose the challenge to a stronger, lower-grade piece.

After a challenge, each surviving piece will be restored to the main board in the same position as before. If the piece being challenged is destroyed, the challenging piece will move onto its square.

IRRITABILITY

At the start of your turn, your game pieces will be checked to see if any of them have been out of action for too long. If so, that piece may decide to move about at random. If the 'rogue' piece encounters an opponent's piece, it may decide to attack, causing a challenge to occur. If a 'rogue' piece does decide to move, then after it has moved, or after any resulting challenge, play will pass to the next player.

No on-screen information is available regarding how irritated or fed-up any particular piece is, so it is up to the players to keep their warriors happy.

PRACTICE MODE

If only one player is selected at the start of the game, a special case applies, and thus one-player mode is entered. Since you have no one else to play against, you may take on Zeus himself (whose part is played by the computer).

You may pick your pieces as normal, but when you arrive on the board you will find that Zeus has picked an army of top-grade warriors. You must still answer questions in order to move, but Zeus, because he knows all the answers, will move whenever he cares to. He won't cheat though, his aim is not to win, but to test you.

CHARACTER PERSONALITIES

Each of the sixteen types of warrior that can appear during Powerplay has a unique personality manifesting itself to the player as strength, recovery and irritation factors. To take advantage of your army, you should consider these carefully.