

POWERMONGER

Reference Card for World War I Edition

WELCOME TO A GREAT WAR

Or *The Great War*, as they once called it. At the time, it overshadowed every other conflict in the history of warfare. Europe had enjoyed 50 years of relative quiet before all hell broke loose in 1914, and no one had ever seen the bloody results of mechanized warfare. Whole nations were mobilised. Resources were funnelled into the war effort. Industry worked overtime to fill arms quotas. Machine guns, airplanes and tanks rumbled onto the world stage and proved that slaughter would no longer be counted in thousands, but *millions*.

To many, it seemed a senseless struggle — power exerted and sought for the sake of more power. People swore that men — modern, rational, civilised men — would never wage such war again. They called it the War To End All Wars.

But as you know, the hunger for power is never filled.

GETTING STARTED

To begin your conquest of 1914 Europe, use the loading instructions provided below. Much of the game is similar to the original PowerMonger, so you won't need to read much to seize control of the civilised world.

Loading The Game — Amiga & Atari ST Users

1. If your computer is on, turn it off.
2. **Amiga Users:** Insert your WWI Edition disk into drive DF0: and turn on your computer. (Amiga 1000 owners, load Kickstart 1.2 or 1.3 and then turn on your computer. At the Workbench prompt, remove Kickstart and insert your WWI Edition disk.)
Atari ST Users: Insert your WWI Edition disk into drive A: and turn on your computer.

3. You're prompted to enter your name. Type a name and press **Return**.



4. The Option Screen appears next.



Left-click on the option of your choice:

Start New Conquest: Start the conquest from the beginning. This is the *Standard* game with a pre-set 175 territories to conquer.

Continue Conquest: Choose the next territory to conquer. You'll be asked to insert a saved game disk with a saved game on it.

Play Random Game: Enter a random computer-generated territory. Using this option lets you go from territory to territory without the linear development found in the *Standard* game.

5. At the prompt, remove your WWI Edition disk from DF0: or A: and insert your original PowerMonger game disk. You *must* have an original PowerMonger game disk to play the WWI scenario. Left-click on OK.
6. At the prompt, remove your PowerMonger game disk from DF0: or A: and re-insert your WWI Edition disk. Left-click on OK.

THE PATH TO CONQUEST

After the game loads, the Map Selection Chart appears displaying the territories you can conquer.



There are 175 territories to conquer in the WWI scenario. At the beginning of a Conquest game, the only territory you can conquer is the island in the top left corner. If you can't immediately find this island, move the mouse pointer around in that corner of the map. A grey rectangle appears when the pointer is over the area.

Like the original PowerMonger, you must bring 2/3 of any territory's population under control to conquer it. Keep an eye on the Conquest Meter for when victory is at hand — the needle will be pointing to the medal.



After you've conquered a territory, you can move on to any adjacent territory. Unlike the original PowerMonger, however, you must conquer all 175 territories in order to win the war.

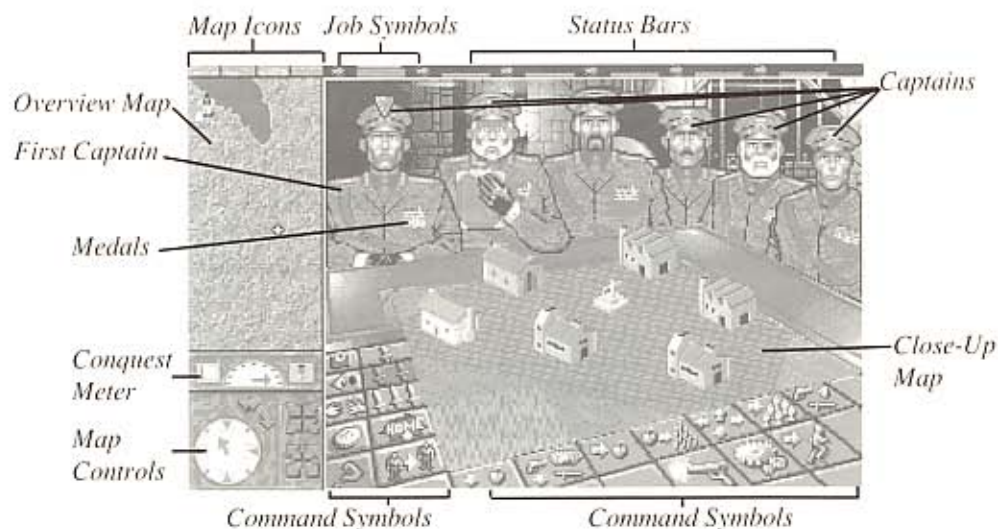
COPY PROTECTION

The copy protection for the WWI scenario is exactly the same as that for the original PowerMonger.



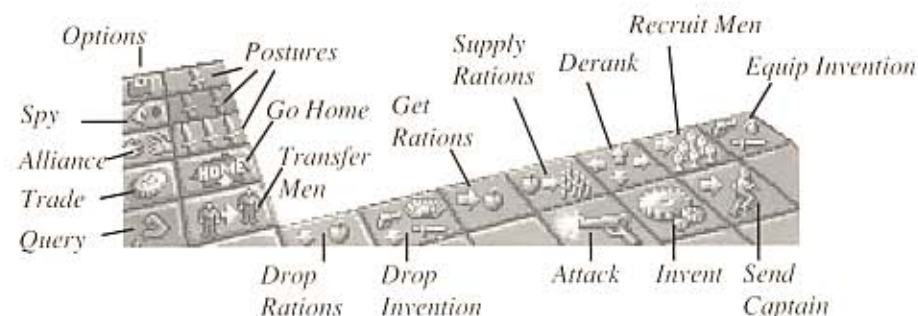
When the copy protection question appears, look in the original PowerMonger manual for the appropriate map.

THE WORLD



You use the Overview Map, Map Icons, Conquest Meter, Close-Up Map, and Map Controls just like you did in the original PowerMonger.

SYMBOLS



THE OPTION SYMBOL

Select the Option Symbol to set the game speed, pause the game, save and load games, change maps, or retire from the game. For details on loading and saving games, see the Command Summary Card that came with your original PowerMonger game.

Game Speed

For details on Game Speed, refer to your original PowerMonger manual.

Game Box Options

The Game Box Options in the WWI scenario are exactly like those in the original PowerMonger with the exception of a new option. Click **World Info** to see information on the territory you're currently trying to conquer: the territory's name, total population, and the number of towns, trees, deer, and people on each side (white, blue, and red). "People in army" refers to the total number of active soldiers on the map.

File Box Options

The File Box Options let you format a Save Game disk as well as save and load WWI scenario games. For saving and loading instructions, see the Command Summary Card that came with your original PowerMonger game.

POSTURE SYMBOLS

The Posture Symbols function exactly as described in your original PowerMonger manual.

COMMAND SYMBOLS

Most of the Command Symbols function as described in your original PowerMonger manual. Any exceptions are covered in the following descriptions.

MILITARY & MOVEMENT SYMBOLS

Though some of the icons are different, Military and Movement options function exactly as described in your original PowerMonger manual. Note that in WWI scenarios there are no sheep to attack, only *deer*.

RATIONS SYMBOLS

Food in the WWI scenarios is referred to as *rations*. Get Rations, Drop Rations, and Supply Rations function the same as Get Food, Drop Food, and Supply Food in the original PowerMonger. See *Food Symbols* in your original PowerMonger manual.

INVENT SYMBOLS

The Invent Symbols function as described in the original PowerMonger, but the objects you can invent are different in 1914. For details on new inventions, see "Inventions" under *The Captains* in this manual. For details on using the Invent Symbols, see *Invent Symbols* in your original PowerMonger manual.

MISCELLANEOUS SYMBOLS

The Miscellaneous Symbols function exactly as described in your original PowerMonger manual.

QUERY SYMBOL



The Query Symbol in the WWI scenarios functions as described in the original PowerMonger manual with the exception of the *number* of windows on the screen. Any object you click on will only have *one* window, regardless of the number of people living or working in the building. The information provided by a query is also different.

House Name:

Type of building: cottage, house, church, factory, hospital, etc.

Town Name:

Name of the settlement.

People Name:

The names of the building's owners.

Leader:

Which leader controls the settlement: you, Captain Hall, Captain Fox, or Captain Smythe.

Rations:

Number of rations in the *entire* settlement.

Men:

Number of people in the entire settlement. You can recruit these people if they're on your side.

Near Forest:

Nearest forest to the settlement.

Stores:

Inventions contained in the house: Rifles, Biplane, or Tank.

Note that *Birds* are no longer listed in the Query box. Thanks to miracles of telegraph and radio, your communications with subordinate Captains are instantaneous! Of course, so are the enemy's...

THE CAPTAINS

The Captain's Status Bars, Selection Arrow, Medals, and Posture function as described in the original PowerMonger manual. However, the Captain's Strength (as it appears when you click on his medals) can be any of the following: Fit, Well, Weak, Injured, Wounded, Dying, Dead.

Inventions

You can only invent in a village with a factory. Factories are easily recognized on the Close-Up Map. As in the original PowerMonger, what a factory produces depends on the Captain's Posture, available resources, the presence of a factory boss, and the occupations of certain locals.

A *passive* posture will produce only rifles. Though not heavy arms, rifles can be produced quickly and issued to every soldier under your command, thus increasing your firepower significantly.

Inventing in a *neutral* posture is more likely to produce a biplane. It takes men, food, lumber, and a good deal of time to invent a biplane, but the investment may be well worth it. A Captain in a biplane can destroy a whole town through strafing and strategic bombing. Be careful of enemies with rifles taking potshots at your airplane — it may take several well-aimed hits, but they can shoot you down. Keep in mind that airplanes are your only means of crossing water — there are no boats in the WWI scenarios. You'll need one airplane for each soldier you want to take with you.

A tank is the last and most powerful machine you can make, and only *aggressive* inventing will earn you one of those. A tank not only supplies you with the heaviest firepower available, it gives you greater protection as well.

Equipping Rifles, Airplanes, and Tanks

Raw recruits carry bayonets. Any rifles you pick up are handed out according to importance — the Captain is equipped first, and then his original followers, and finally any other troops.

Only one soldier can fly in an airplane. Your Captain is the first one to receive an airplane, and again, any additional airplanes are handed out according to importance. If you send a Captain out on a flying mission, his men will follow behind him and join in the attack

when they arrive. If he crosses water, his men will wait by the shore until he returns. In this situation, you may as well issue a Go Home command, since they're only using up rations while deployed on the field.

TWO PLAYER GAMES

The WWI Edition is intended only for one player — you cannot play two player games with the WWI Edition disk.

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Bullfrog

This philosophy behind our games is that we only design what we want to play. If we don't enjoy them, then how can we expect anyone else to? We wanted to play a game like PowerMonger and it didn't exist. So we had to make it.

The idea for PowerMonger came while Populous was being developed. We wanted to design a game that changed and played differently every time you played it. We wanted to create a game in which you could feel as though you were inside a world, and playing as part of that world.

But how do you actually create a simulation of the real world? It turns out that you need to approximate almost everything. For example in PowerMonger, as in the real world you go out and make food. Although you can see the farmers ploughing in the field, you can't see them blowing their noses. In making a real world simulation almost everything has to be approximated and your imagination fills in the gaps.

To make the game more real we wanted to give everyone their own personality; all the people have their own names, characters and professions. We want players to build up relationships with the characters, so if there is someone you particularly like in the game you can follow his life.

PowerMonger is essentially a war game. But unlike the traditional board or computer games of that genre, we've created something that exists in real time, where you can do almost anything you want. Real time action is an important feature in all our games. We think that if the game ever stops in the middle of play, the magic is broken and any relationship built up between you and the game is destroyed. In PowerMonger, the game stops for nothing.

Another problem in designing a "deep" game is keeping the operation as simple as possible. In PowerMonger, initiating an action is not complicated, but the result or consequences of that actions may be. For example, if you click on the Attack icon and then attack a sheep being herded by a shepherd, that won't necessarily be the only result. The shepherd, wanting to protect his sheep, may attack you. The game may react to your simple instructions in a complex way.

Bullfrog has an idea of the ideal game they want to write. Populous was the first step to writing this game, and PowerMonger is further along that road. But our ideal game is yet to be written.



Alex Trowers, Peter Molyneux, Les Edgar, Phillip Trelford, Christian Wilson, Giles Cookson, Kevin Donkin

Credits

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