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COMPUTER Diplomacy®



FOR COMMODORE 64 CASSETTE AND DISK

COMPUTER Diplomacy®

INTRODUCTION

Diplomacy was developed in the U.S.A. in the early 1960's as the ultimate board game—one from which all element of chance had been removed, and where success not only depended on a player's tactical and strategic skills but also on an ability to negotiate, cajole, harangue, bluff and lie. Such has been the success of this formula that the game is established as a 'classic' around the world. In the U.K. it is played by post (like chess) and there is a Universities Championship, and a National Open Championship, both held annually. Over the years certain conventions have become established—particularly relating to the abbreviations used when writing orders. The original American inventor chose to call the U.K. "England"—not Great Britain. Likewise the Ottoman Empire is known by its modern name "Turkey". On the other hand, the Hapsberg empire of Austria—Hungary is correctly named, but known to all Diplomacy players simply as "Austria".

The period chosen reflects the final flowering of "Imperial" Europe, before the First World War buried it forever. Warfare is still a gentlemanly pursuit. Two distinct campaigns are fought each year—Spring and Autumn. (The summer is too hot and the winter too muddy for warfare). There are no armoured divisions or airborne troops to make lightning strikes in enemy territory. Armies move methodically and slowly, as do the fleets of coal bunkered ironclads at sea. It is at the negotiating table that this game is truly won or lost; where a man's true worth is measured by his ability to spot the knife aimed for his shoulder blades before it arrives—indeed even to turn it aside into a colleague's back!

This manual is divided into two parts; Part 1: The rules of Diplomacy, and Part 2: How to play computer Diplomacy.

If you are new to Diplomacy, take a few moments to scan the rules section before starting to play the game. We do not suggest you read them all, but it will be necessary for you to refer to them while playing.

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PART 1

THE RULES OF DIPLOMACY

1.1 OBJECT OF THE GAME

Up to 7 players take the part of the major powers in Europe at the turn of the century. By manoeuvring armies and naval forces, each seeks to establish supremacy over the continent. Success or failure depends greatly on a player's ability to negotiate alliances with other players to his own advantage. Uniquely, DIPLOMACY sets aside official periods for these negotiations to take place in public or in secret—and it is this aspect of the game which both gives it its name, and sets it apart from all other board games.

1.2 DESCRIPTION

The *Board* represents Europe, the Near East, and North Africa at the turn of the century. It is divided politically into two types of country:

- (a) The seven Great Powers, each coloured individually and sub divided into provinces.
- (b) Neutral Countries, which have no forces of their own, but which may be exploited by the Great Powers both strategically and as a source of additional armies/fleets.

The seas are similarly divided into specific areas, and these control the movement of fleets around the board.

Of central importance to the game are those Neutral Countries and provinces which are designated as "Supply Centres".

A player's fighting strength is directly related to the number of Supply Centres he or she controls, whilst the game is won when one player controls at least 18 Supply Centres (being the majority of the 34 Centres marked on the board).

Playing Pieces These are divided simply into two types—Armies and Fleets.

a) *Armies* These may move anywhere overland. Only one army can ever occupy one Province/Country at any one time. Armies can never occupy a sea area, although they may be transported overseas by fleets (1.7)

b) *Fleets* It is important to understand that they represent waterborne fighting forces; as a consequence they may not only move through and occupy sea areas, but may also occupy coastal Provinces/Countries in exactly the same way as an army might. Fleets may also be used to transport (convoy) armies across sea areas.

1.3 PREPARING FOR PLAY

Each player should be allocated a Great Power.

Players now deploy their forces, one for each "home" Supply Centre as follows:

England:	F London	F Edinburgh	A Liverpool
Germany:	A Berlin	A Munich	F Kiel
Russia:	A Moscow	A Warsaw	F St. Petersburg F Sevastopol (South Coast)

Turkey:	A Constantinople	A Smyrna	F Ankara
Austria-Hungary:	A Vienna	A Budapest	F Trieste
Italy:	A Rome	A Venice	F Naples
France:	A Paris	A Marseilles	F Brest

(A=Army, F=Fleet)

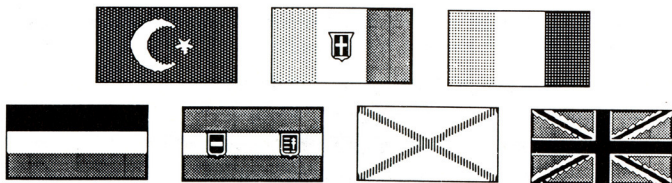
Thus at the start all fleets are occupying land areas, as explained above.

The game is now ready to proceed, which it does in three distinct phases.

- (a) Diplomacy
- (b) Writing orders
- (c) Execution of Orders (Movement)

Together, these phases are considered as a complete "campaign".

The first round of Diplomacy and Movement is considered to take place in the Spring of 1901- the Second round, Autumn 1901, the third, Spring 1902, the fourth, Autumn 1902, and so on. At the end of every Autumn campaign, each player's units are adjusted to equal the number of Supply Centres he or she controls at that time.



1.4 DIPLOMACY STAGE

This is the time set aside for players to negotiate and bargain between each other, before committing their forces during the ORDERS & MOVEMENT phase. During DIPLOMACY players are free to strike whatever agreements they are able—but—*No Agreement is binding*. It is up to each player to decide who to trust, and who to double cross. To preserve secrecy players may go into different rooms but remember, walls have ears!

In tournament play, an initial DIPLOMACY period of 30 minutes is allowed before the first ORDERS AND MOVES are made; thereafter each period lasts 15 minutes and is strictly timed. At home, players are free to agree before starting what time limits to use. In any case, any DIPLOMACY period may end sooner if all players agree.



ARMY



FLEET



SUPPLY
CENTRE

1.5 ORDERS

Introduction

When the DIPLOMACY period is ended, all players write instructions directing the movement of their own units.

Content

What will these orders consist of? Essentially, the movement of individual armies and fleets on the board. It is also possible to order an army of fleet (unit) to support the movement of another unit, without itself moving. Further, units may be ordered to co-operate with other Great Powers' units as a result of agreements made during DIPLOMACY. As a general rule it is sensible also to confirm which units (if any) are to remain in place to avoid any potential misunderstandings and arguments.

A unit can only be ordered to carry out *one* of the following:

1. Move
2. Support
3. Stand
4. Convoy

Each individual order must therefore list:

1. The type of unit concerned (Army or Fleet)
2. The Country/Province/Sea it occupies.
3. The action it is to take.
4. The Country/Province/Sea to which that action relates.

Units are abbreviated to **A** (Army) and **F** (Fleet)

1.6 EXECUTING ORDERS

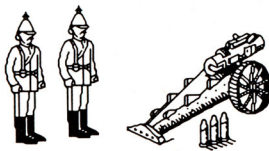
All orders / movements take place simultaneously.

Thus the effect of one country's orders is not finally decided until all orders for every country have been read.

1.7 MOVEMENT

The basic principle which controls movement could not be simpler.

A unit moves one area only per turn



There are some obvious restrictions. Armies may not move out to sea; Fleets may not move to land locked territories. There are a number of special instances, due to peculiar geographical or political circumstances where such movement is restricted and altered.

Units may move freely across all borders, whether within their own home country, into another Great Power's home territory, or into any neutral country. Assuming that no conflict is involved, an Army occupying Galicia could legitimately be ordered to any one of the following:

Bohemia, Silesia, Warsaw, Ukraine, Rumania, Budapest, or Vienna.

Fleets These may occupy both sea areas, and coastal land areas Thus a Fleet occupying the Mid Atlantic Ocean is capable of movement to all the following:

North Atlantic Ocean, Irish Sea, English Channel, Brest, Gascony, Spain, Portugal, North Africa.

A fleet may also move direct from a coastal area to any other which is *adjacent along a common coastline* without first moving out to sea. Thus a fleet may move successively from the Western Mediterranean to Spain, and from Spain direct to Portugal or Marseilles.

Convoys

An exception to the general rule is the ability of Fleets to convoy Armies across sea areas. Armies do not physically sail about on Fleets, but simply move direct from one land area to another provided that a fleet occupies the intervening sea area.



Example

By placing a Fleet in the English Channel an Army may be convoyed direct from Wales/London, to Brest/Picardy/Belgium. The order would be written

F (ENG) c A (Lon)—Bel

Armies may also be convoyed across several sea areas in one move, provided that a "chain" of fleets is established. This may, of course, involve co-operation between Great Powers. Thus the positioning of English Fleets in the English Channel and the Mid Atlantic Ocean, together with a French Fleet in the Western Mediterranean would allow an army to move direct from London to Tunis. This would necessitate both the English and French players to make the appropriate instructions. If the French reneged on such an agreement and failed to order his fleet to convoy, the chain would collapse and the Army remain in London.

The following particular rules apply to convoys.

Disruption

If a fleet ordered to convoy is successfully attacked, the convoy does not take place, and the Army remains in place.

An unsuccessful attack on a fleet does not affect a convoy.

Ambiguous Orders

If two or more convoy routes are available and the convoy order does not specify which, the convoy will still take place, provided that none of the possible routes is disrupted.

Example

An English Fleet occupies both the English Channel and the North Sea. The order

A (Lond) c Bel

is carried out, unless an attack on *either fleet* succeeds.

1.8 CONFLICT

This occurs when units belonging to different Great Powers attempt to occupy the same area, for *only one unit may occupy any Country/Province/Sea at any one time*.

The basic principle is that in case of conflict

- (a) *the numerically greater force wins*
- (b) *if both forces are equal no change occurs*

The concept of a *force* rests on the principle of *support*.

The result when equal forces clash is called a STAND OFF, and this is considered first.

1.9 STAND-OFFS

This most commonly occurs when two units in adjacent areas attack each other with equal force; both units remain in place.

The effect is also seen in cases where no direct attack is intended, or even takes place.

If the Austrian Army in Trieste is ordered to Venice and the Italian Army in Venice ordered to Trieste, neither moves; the units are assumed to have clashed on the common border between the two provinces and having an equal strength, neither is able to overcome the other, and must remain in place.

Two units may exchange places if one or both are *convoyed*, as there will be no clash on a common border.

If two units are ordered to move into the same vacant area in the same turn, neither succeeds, for neither has a superior strength.

Thus if both the French Army in Marseilles and the Italian Army in Venice are ordered to move to Piedmont in Spring 1901 neither unit will move.

This rule still applies when the units concerned belong to the same Great Power

The effect will also be the same even if the area in question is occupied by a unit.

Three or more units may however move in rotation, as none has clashed with another. Thus

F(Ven) —Tri, A(Tri)—Tyr, A(Tyr)—Ven

will succeed, whatever the nationality of the units concerned.



1.10 SUPPORT

Instead of moving itself, a unit may be ordered to support the movement of another unit.

As we have already seen, only one Unit can ever occupy a single area at any one time. It is not therefore possible, as in other games, to gather a great number of armies together and simply overwhelm the opposition by sheer weight of numbers. In Diplomacy, superiority can only be achieved by nominating one unit to move and directing other units to *support* that move. By such means forces of several units can be built up—but to be effective, careful thought must be applied, and clear directions written.

The concept is that *a unit has the strength of itself together with all other units ordered to support it.*

In practical terms a unit may give support to any area to which it may move itself.

Examples

An Army in the Ruhr may support a move by an Army from Kiel to Holland, which will then move with a force of two units.

A move by an Army from Budapest to Serbia may be supported by Armies in Trieste, Rumania, Bulgaria, Greece and Albania, giving a total force of 6 units.

A move from Constantinople to Bulgaria may be supported by a Fleet in the Black Sea giving a force of two units.

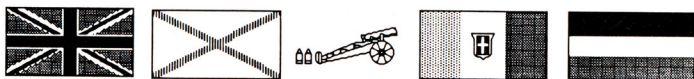
Support may equally be given to units which are not moving, for purely defensive purposes. This may include mutual support—as in;

Berlin supports Kiel
Kiel supports Munich
Munich supports Berlin



giving each province a defensive force of two units.

Note however, that a unit ordered to move may never receive support in the area it is moving *from*.



1.11 CUTTING SUPPORT

"Cutting support". All this means is that a supporting unit can no longer give its support if it is itself attacked. *But* a unit being attacked cannot cut the support of its own attacker—superior force always wins.

An attack which cuts support does not prevent movement. A unit may be successfully employed in making an attack itself, rather than giving support which could be cut.

Convoyed Attack

Where a convoyed Army attacks a Fleet occupying a coastal area, and that Fleet is supporting an attack on the convoying Fleet, that support is not cut. This is an extension of the rule that a unit being attacked cannot cut the support of its own attacker.

1.12 RETREATS

When all orders have been read, conflicts resolved, and moves made, defeated units are dealt with. Such units are said to be *dislodged*, because they are ousted from the area they previously occupied, and must retreat. Players write retreat orders secretly, without DIPLOMACY. These are then read and resolved as for normal campaign orders.

Units may only retreat to areas which they could normally move to, i.e. *adjacent* areas which are *vacant*. Two further special rules limit retreat movement.

- (a) A unit may not retreat to the area from which its attacker came.
- (b) A unit may not retreat to an area left vacant due to a stand off during the campaign in which it was defeated.

If retreat is not possible, the unit is "disbanded" i.e. removed from the board, and returned to the pool of unused pieces.

A player may choose to disband a unit rather than retreat. If units are ordered to retreat to the same area, they are disbanded. If a player fails to order a retreat when obliged to do so, the unit is disbanded.

Retreating units may be neither convoyed nor supported.

1.13 SUPPLY CENTRES

These are the key to the game; their control determines the size of each player's forces, and ultimately the victor.

A unit does not necessarily have to occupy a province containing a Supply Centre in order to control it.

(a) All Supply Centres in a player's home country remain in his or her control, *until* such time as another Great Power occupies and takes control as outlined below.

(b) Control over Supply Centres located in Neutral Countries, and other Great Powers' territories is established when

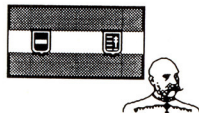
a unit occupies that Country or Province at the end of an Autumn Campaign

This control is retained until such time as another Great Power establishes an occupying unit at the end of a subsequent Autumn Campaign. Because control often relates to Countries/Provinces which have been occupied and then evacuated, it is recommended that all players keep a separate list of Supply Centres which they control, updating it when necessary after succeeding Autumn campaigns.

Remember: A unit moving into a Supply Centre in Spring and out again in the Autumn does *not* establish control.

Thus: French Spring '01 A (Mar)—Spa, Autumn '01 A (Spa)—Por

Control is established only over Portugal, and not Spain.



1.14 BUILDING/DISBANDING

At the end of each Autumn Campaign, after all retreats and disbandments have been made, players compare the number of their units in play with the number of Supply Centres they control. If the number of units is less than the number of Supply Centres then the player may *build* (bring into play) additional units to match the number of units to Supply Centres.

New Units can be built only on *vacant* Supply Centres within a Power's home territory, and controlled

by that Power. If there are insufficient vacant provinces to build the units a Power is allowed, then this entitlement is forfeited.

If a Supply Centre province is capable of supporting either a Fleet or an Army, the type of unit must be specified, or the build is invalid. In the case of Russian St. Petersburg, the Coast (North or South) must be specified if a Fleet is built, or the build is invalid.

If the number of units is greater than Supply Centres, then the excess units must be disbanded. The player concerned is free to designate any of his or her units; these are simply removed from the board and returned to the pool.

1.15 SPECIAL AREAS

Provinces with two coasts

St. Petersburg, Bulgaria and Spain each have two separate coastlines clearly marked. A Fleet occupying one of the provinces does so by virtue of entering via one coast; when leaving it must do so by the same coast.

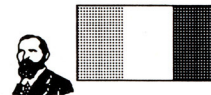
Example

Spring

F (Mar) —Spa

Autumn

F (Spa) — Por



is allowed, Portugal being adjacent to Spain (South Coast)

Spring

F (Lvn)—St. P

Autumn

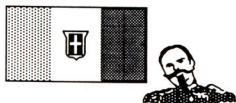
F (St. P) —(Nwy)

fails, as the move from Livonia can only be to the South Coast, St. Petersburg, whilst Norway is only adjacent to North Coast. St. Petersburg.

This limitation is one of movement, not occupation; a Fleet in Spain South Coast will still prevent an unsupported movement to Spain North Coast. But note: a Fleet in (Spa) nc cannot support into Marseilles, whilst a Fleet in (Spa) sc cannot support in Gascony.

It is possible for a Fleet in Portugal to move to either the North or South Spanish Coast, likewise a Fleet in Constantinople may move to either South or East Coast Bulgaria. An order made in these Circumstances *must* specify *which* coast, or the order is invalid, and the move will not take place.

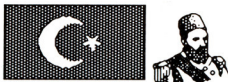
Spain and Bulgaria are still subject to the rule that two units occupying adjacent areas cannot exchange places. Thus the moves
F(Spa)nc—Por, F(Por)—Spa sc, and
F(Bul)sc—Con, F(Con)—Bul ec
cannot take place.



Kiel and Constantinople

These two provinces have waterways which divide their land areas—the Kiel Canal and Bosphorus. A Fleet may therefore, move into these provinces from one coast, and on the next turn move out from the other coast. Thus a Fleet may move:

<i>Spring</i>	<i>Autumn</i>
F (HEL) — Kiel	F (Kie) — BAL
F (BLA) — Con	F (Con) — AEG



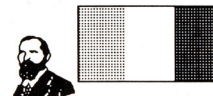
If any other unit occupies Kiel or Constantinople, then such movement is, of course, not possible.

These waterways do not affect the movement of armies; an army occupying Constantinople may be ordered direct to either Bulgaria, Ankara, or Smyrna.

Straits of Gibraltar

Note that there is no land connection at this point between Spain and North Africa. To transfer an Army between these two territories entails a convoy either via the Mid Atlantic, or the Western Mediterranean. The Straits also mark the dividing line between these two sea areas. However, the Straits do not affect the continuity of the Spanish South Coast: a Fleet may therefore move as follows:

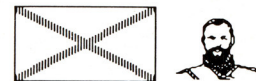
<i>Spring</i>	<i>Autumn</i>
F (MAO) — Spa sc	F (Spa) sc — Mar



Sweden and Denmark

Denmark and Sweden are deemed to be linked to each other by both land and sea, so that both Army and Fleet units may move freely from one to the other. Both the following sets of orders are legal:

<i>Spring</i>	<i>Autumn</i>
A (Swe) — Den	A (Den) — Kie
F (NTH) — Den	F (Den) — Swe



Danish territory completely separates the Skagerrak from the Baltic, so that a Fleet may pass from one to the other only by way of moving first to Denmark or Sweden. The following moves are legal:

<i>Spring</i>	<i>Autumn</i>
F (SKA) — Swe	F (Swe) — BAL
F (GoB) — Swe	F (Swe) — SKA



General

Movement can never take place to any unnamed area. Iceland, Ireland, Corsica, Sardinia and Sicily take no part in the game. The (unnamed) Caspian Sea forms an impenetrable barrier to any direct movement between Moscow and Armenia. Crete and the Greek Islands are not part of Greece; it is not possible for a Fleet to pass direct from Greece to the Eastern Mediterranean. Switzerland is clearly marked "impassable".

1.16 GAMES FOR LESS THAN SEVEN PLAYERS

In all cases, all units for all Great Powers are set up as for the full games.

Six Players

Italy is not played. Italian units merely stand in position as they receive no orders. Other units may, however, be ordered to support Italian units. If they are successfully attacked, they are automatically disbanded—retreats may not take place.

Five Players

Neither Italy nor Germany is played. Units of these Powers function as described above.

Four Players

Player 1; England

Player 2; Austria and France

Player 3; Germany and Turkey

Player 4; Italy and Russia.

or

England

France/Russia

Germany/Turkey

Austria/Italy

or

England

France/Russia

Germany/Austria

Italy/Turkey



Three Players

Player 1. Germany/Austria

Player 2. France / Russia

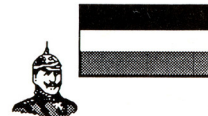
Player 3. Germany/Turkey

Italy is not played.

Two Players — World War I

Player 1. England/France/Russia

Player 2. Austria/Germany/Turkey

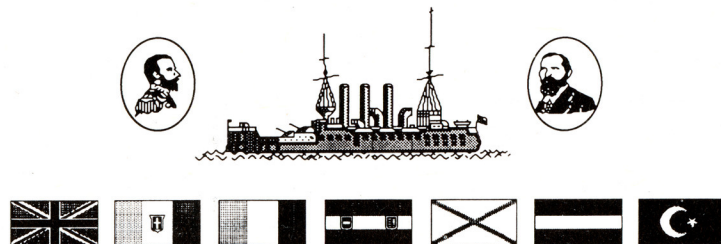


The two player game begins in 1914. At the outset Italy is neutral, and her territory must be entered. Before the Autumn 1914 adjustments, toss a coin; Italy joins the winner in Spring 1915. The winner is the player whose combined forces total 24 units in play. (*Not* Supply Centres).

The number of units a Great Power is entitled to relates to the number of Supply Centres it controls, just as in the full game. A player may control more than one Great Power, but each Great Power must be treated as a separate sovereign state for the purposes of building or disbanding units.

In the two player game, for instance, the occupation of Munich by an Austrian Army in an Autumn Campaign will reduce the German entitlement, and increase the Austrian; it also prevents the Germans building a unit in Munich.





PART 2: PLAYING COMPUTER DIPLOMACY

2.1 LOADING

Disc version

Carefully insert your Commodore 64 computer disc into your floppy disc drive. Now type the following:

LOAD""8,1 and press RETURN

Cassette version

Carefully insert your Commodore 64 computer cassette into your data cassette player. Now press SHIFT and RUN/STOP together. Press PLAY on tape when prompted.

A few moments later you should see a loading screen. When the game has finished loading, credits will be displayed at the bottom of the picture. When this happens you can begin playing.



2.2 CONTROLS

Use a joystick in port 2 or use the cursor keys and RETURN.

All the questions that the computer asks you, can be answered using the above controls. Left and right movements of the joystick or left and right cursor will change the option. In addition to this, many questions can be answered by typing the first letter of the option you want. Yes/No questions can be answered by pressing Y or N. You can type H or C for human or computer player. Fire or RETURN will choose the option that you have selected.

Most of the questions have sensible default answers that will be used if you simply press fire.

The game has been designed to be intuitive in its controls, so if you get stuck, just wiggle the joystick and see what happens.

2.3 IN GENERAL

Unlike playing the board game of Diplomacy, you cannot cheat at Computer Diplomacy. You can't argue with a computer, it knows the rules and it will force you to play by them. So if you find that you are prevented from doing something you thought you could do, take a close look at the rules, you will probably find that you have broken them somehow.



ARMY



FLEET



SUPPLY
CENTRE

2.4 SETTING UP THE GAME

Press any key or the joystick fire button to begin. The first question you will be asked is 'load an old game?' If this is the first time you have played you won't have an old game to load so press fire for the default answer of 'no'.

To the next question; 'how many players?' You may enter any number between the minimum (two) and the maximum number of players (seven). You may also use the number keys (two to seven) to select the number you require.

If you choose four or less players you may control more than one country. If you select four players, you will be presented with a list of alliances. You may accept or reject the computer's choice of alliances. If you reject it, the computer will show another selection.

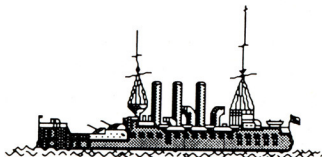
The computer prints 'Player 1 is computer controlled.' Using left and right controls you may change this to 'human player,' or you may press H for human or C for computer. If you select a computer player, you must continue by selecting the level that the computer plays at; Hard, Medium or Easy. The level you select specifies how difficult it is to deal with the player when in the diplomacy section. If you select hard for a player, you should find it difficult to make that player an ally if you have first made them an enemy. Simply, if you attack them, invade their territory and generally make their lives miserable, they won't be too interested in making deals with you.

If you select a player to be human, (and you can have all seven players as human,) you must type in a name for that player. This is one of the few times you will need to type at the keyboard. The name cannot be more than eight characters long.

For all the players in the game, you must select; computer and level, or human and type in a name.

Almost finally, you will be asked if you want to play with a time limit. The time limit relates to the amount of time you have to complete the diplomatic section of the game. This can be set between fifteen minutes and one minute. If you run out of time before you have finished doing your diplomatic dealing, the computer, rather abruptly, throws you into the section dealing with entering orders. Please don't take this personally, the computer simply has no sensitivity when dealing with people.

Finally, the computer will show you a brief summary of the setup that you have created. You are given the opportunity to play this setup or reject it and go through the whole setup process again.



2.5 PLAYING THE DIPLOMACY SECTION

The game is divided into two sections. The diplomacy section followed by the issuing of orders section.

In the diplomacy section the following menu is displayed:

VIEW MAP
VIEW LAST MOVES
MILITARY SITUATION
POLITICAL SITUATION
CONDUCT TALKS
ISSUE TREATIES
ISSUE ORDERS
FILE OPTIONS

To select an option from this menu, move the sabre up and down. Press fire to select the option highlighted by the sabre. With one quick slash the option you selected is hacked from the menu. This is what the options allow you to do:

2.51 VIEW MAP

This option allows you to view the three types of Diplomacy map available. When the option is selected for the first time the standard map of the board is shown. After this, the option will show the map last displayed. The three types of map are; standard map - showing the normal Diplomacy board, troop map - showing the position of troops, and ownership map - showing who owns what territories.

After selecting view map; a picture of the board is shown. The map cursor, in the shape of an old fashioned brass helmet, is positioned at the top left hand corner. This can be moved around with the joystick or cursor keys. The scroll, ink well and quill drawn in the top left, underneath the cursor, can be used to access the other maps and go back to options in the diplomacy section. Position the point of the helmet on any part of the group and press fire or RETURN. A menu will appear over the cursor. On the menu, the current map is displayed within brackets. The three different types of map can be selected or you may select exit, which will take you back to the diplomacy options. Use the cursor keys or joystick to select the option you want. To return to the top left corner, from anywhere on the screen, press CLR/HOME.

Depending on their function, the maps highlight different territories. All the maps allow you to examine the status of a territory. To examine the status of a territory, move the cursor over the territory and press fire. Press fire again to get rid of the status panel.

On the right hand side of the map is the colour key showing what colour is used to indicate each country. Underneath the key is a panel which magnifies the area around the point of the helmet. The square inside the flashing box shows the pixel that will be selected when fire is pressed. This allows you to easily position the pointer on the territory you require.

2.52 VIEW LAST MOVES

This option allows you to review the success of your last turn and the other players last turns. Each country is shown with its list of units, the orders for the unit and whether it was successful or not. With each screen of information you have the option to continue and see the next country or exit back to the options menu. To swap between exit and continue, use the cursor keys or joystick left/right and RETURN or fire to select it. You may be disappointed by the outcome of your last turn. The

computer gives a brief report telling you if you succeeded or failed.

If the report is 'Failed: insufficient support,' the unit that you intended to move did not have enough support to complete the move. The territory was either attacked by a unit with greater support or the standing unit had greater support. If you have 'Failed: equal support' the territory was attacked by a unit with equal support to you and neither of you completed your move. 'Failed: convoy incomplete' is the message you get when one of the convoying fleets is moved, dislodged or hasn't issued a convoy order.

2.53 MILITARY SITUATION

Selecting this option will show you what supply centres are owned by each country and how many more they need to win the game.

2.54 POLITICAL SITUATION

You may review the treaties that have been issued between countries using this option. For the countries played by computer players, this also shows the state of diplomatic relations with other countries.

2.55 CONDUCT TALKS

This option allows you to conduct diplomatic talks with computer players. If there are no computer players in the game, selecting conduct talks will have no effect. If you are playing an all human game, it is assumed that conducting talks with the other players will be done verbally. Unless you are on very bad terms with them, in which case you could use gestures.

With computer players in the game, when conduct talks is selected, a menu of countries is shown.

Select the country that will do the talking. If there is more than one human player playing, you should only select the countries that you control from this menu.

After selecting the country that will do the talking, you must select from the list of computer controlled countries to talk to. The ambassador will probably have some news for you. Press any key after you have read his message. Another menu of options will be presented to you.

The first three options; friendly greeting, abusive insults, threatening gestures, allow you to express your feelings toward the computer players. Spread rumours, the next option, allows you to malign the good name of other players. However, if you are not on good terms with the country you are talking to, they may choose not to believe you. Finally, you may request military aid.

If you have a military alliance with the country you will be asked to select aid needed. A menu will appear with the options; support, move, convoy or cancel. These options work in the same way as issuing orders, which is dealt with later in this manual. The country may deny your request if it doesn't fit in with its own plans.

When you have completed all the talks that you want to conduct for the country, select the option; finished.

2.56 ISSUE TREATIES

The next option on the menu, for the diplomacy section, is issue treaties. This enables you to offer a treaty to one of the computer players. Like conduct talks, this option asks you to select from a list of all the human controlled countries. After selecting the country to issue the treaty, you will be asked to select from the list of countries not controlled by the same player. This is the country to be approached with the offer of a treaty.

The next list of options are the range of treaties to be offered. The first in the list - no change - is used to leave the current situation unchanged. The other options range from military alliance through to declaration of war.

After selecting a type of treaty to offer, you are returned to the menu that asks you who you want to issue a treaty to. This is because a country may want to offer treaties to more than one other country.

Treaties are not offered or accepted until the diplomacy period ends.

2.57 ISSUE ORDERS

The issue orders option finishes the diplomacy section of the game and enters the movement section.

2.58 FILE OPTIONS

If you select file options, the game timer stops, pausing the game if you are playing with the clock running. You will be presented with another menu of options. The first - return to Diplomacy - allows you to go back to the game from the file options menu. As soon as you do this, the game timer restarts. The second - current device - lets you change the current storage device from disk to tape and back to disk again.

Save current game allows you to save the game that you are playing onto disk or tape. Load old game lets you reload a game that you have previously saved.

View disk shows you how many games you have saved on to the disk in your disk drive. If you select tape as your current device, this option will disappear. There is an option to delete old games from your disk that appears when you select view disk.

Start a new game will throw away the game you are playing at the moment and put you back to the setup at the start of a new one.

Return to BASIC does just that. If you select this and then say yes to the 'are you sure' prompt, the game will be cleared and you will be put back to the BASIC prompt.



2.6 PLAYING — THE MOVEMENT ORDERS SECTION

When the diplomacy section has been completed and the option - issue orders - has been selected, you will enter the second section of the game.

This begins by going through each country in turn and listing any treaties that have been proposed. If a country proposes a treaty with you, you are offered the option of accepting or refusing it.

The computer will then tell you that the computer controlled countries are issuing their orders. When that has been completed, a list of human controlled countries will be displayed.

Select one of the countries that you control. The computer will then list the territories that contain your countries units. Select the unit that you wish to issue an order for or view the map.

When the territory is selected, the computer will offer you a new menu of options; stand, support, move, convoy and ok. The last option - ok - leaves the current orders unchanged. The default order is stand. So a unit will stay where it is if no order is issued and it is not attacked.

If you opt to support a move (ie. an attack), you will first be asked to select the territory to be attacked and then the territory where the attacking unit is coming from.

Move is straight forward, you are asked to select the territory to move to.

The convoy option will only allow a convoy move if it is valid. For the initial order you may either specify the fleet to do the convoying or the army unit to be convoyed. You may find it easier to specify the army unit to be convoyed first as this automatically issues an order for the fleet, or fleets, doing the

convoying. It is possible to convoy using other countries ships providing you have their cooperation.

When an army unit is selected, the computer will prompt for the fleet to convoy the unit and the landing point. If you select the fleet first, the computer prompts for the territory to move from and the landing point but does not automatically issue orders for The army unit. The landing point can be another fleet unit when you are doing multiple fleet convoys.

When you have finished entering the orders for the country select; orders completed.

When all countries have finished entering orders, select; finished. You will be asked if you are sure.

The orders will then be processed and the moves made. If a unit is forced to retreat, the computer will prompt the owning player to either disband or retreat to a territory.

Examine the troop map and view last moves to see whether your moves were successful.



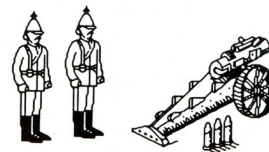
2.7 BUILDING NEW UNITS

At the end of the Fall turn, supply centres and units are counted up. If a country can build new units, the computer will prompt for the territory to build the unit and the type of unit. If a player must disband a unit they will be prompted to specify which unit to disband.

2.8 HELPFUL HINTS AND TIPS

Everything done by the players to other players affects their feelings: both combat and diplomacy. If you are abusive or unfriendly in the talks, the computer players will begin to dislike you. Add a few attacks to this and they will start to hate you.

Trust nobody, attack everybody, but not all at the same time.





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