

THE FORCE

Computer System New Users Guide

The Force Computer System

New User's Guide

Contents

Introduction

Starting the system

Your first "hands on" session

Your weekly task

The Display Screens

The area display

The diary display

The station display

Unit assignment

Statistical information

Controlling the traffic

The Force Quick Guide

If you don't want to wade through The Force manuals at the moment then this guide should make it possible for you to use The Force Computer without further ado!

Loading The Force

Cassette — Press the SHIFT and RUN/STOP keys together and then press PLAY on your datasette.

Disk — Type LOAD"*",8,1 after ensuring that the disc is correctly inserted in the drive unit and that the drive door is closed.

Force Screens

You control The Force from a number of screens. The first one you see is the Division display with the land usage colours. Pointing the "finger" cursor at any of the police stations, marked A, B, C or D and pressing fire will take you to the control screen for that sub-division.

Unit movement and assignment

It is on this screen that you can start to position your units. Try picking up a unit by moving the cursor to an icon and then pressing fire. The cursor will change to show the unit

you are holding. This unit can then be moved to any location you require and is deployed by pressing fire again.

The manuals explain, in great detail, the purpose of your unit deployment and give details of the strengths and weaknesses of each unit type. If you just want to move a few units around you don't need to read the manuals yet but don't expect to become a successful superintendent without reading them!

If you wish to move to another shift or day pointing the finger at the bottom row of boxes and pressing fire will activate this. To change stations you need to move to the far left icon and press fire then move to a different station location and press fire again.

Diary events

The Diary is always available by moving to the far right, over the word DIARY, and pressing fire. To assign Force units to the diary events you need to select the correct station and shift number, then pick up units as normal, move to the DIARY location, press fire and then move your unit to the event concerned before pressing fire again.

If the unit will not drop onto the diary entry concerned, first check that you picked it up from the correct station and shift — the program is well error trapped and this is a common mistake.

*Game design: Ron Harris and Paul Clansey.
Design assistant: Caroline Mickler.
Programmed: Concept Software.*

*Manuals: Dave Carlos.
Cover illustration: Richard Dunn.*

To start the simulation

When you have assigned as many units as you wish, and remember that there are four stations with three shifts per day and seven days a week is a total of 84 different unit assignments possible, you should move the finger to the far left of the screen over the word ADVANCE and press fire. This starts the week and stops you moving any more units so it is essential that you have made all your changes BEFORE selecting ADVANCE.

You will then be given a diagrammatic display of the crime statistics for that area and be able to assess your performance. The colour of the icon indicates the incidence of each crime type — lighter colours indicating more crime than dark ones. Repeated pressing of the fire button whilst on the ADVANCE label will move through the week shift by shift and day by day.

Traffic control

At the end of the week you have to exercise your skills of traffic control. This screen appears after Sunday's shift three and you have only got one minute in which to keep the traffic moving.

You can change the lights by pointing the finger at the lights concerned, and pressing fire. You need to move quickly through and remember the aim of keeping the perimeter traffic flowing!

A new week

At the end of each week you are back at the divisional display. To see your last week's performance you should move to the gray part of the up arrow — bottom left of screen — and press fire. You will then be given a zonal readout of the crime statistics for the last week. After studying this readout, which is available for each shift by pressing fire again, you can decide which areas need extra units. By assessing the statistics in this manner you can assign your units for the weeks to come.

To find your current status in The Force you need to select a police station display and your status will scroll across the lower message screen.

For more information

There are three manuals in the pack:

The Force Computer System New User Guide gives more details on the use of the program than can be obtained here.

The Force Training Manual gives plenty of background material on the role of a Superintendent.

The Force Local Information Guide is a briefing about Middletown and its features.

By careful study of these booklets you should find that your task becomes much easier and that good reports are sent to HQ.

Introduction

This manual is designed to acquaint new users with the working of The Force Computer System. It is not, however, written for the technician who understands the actual machinery and its workings — rather in this manual we will concentrate on how to obtain the information that you need from the system in the simplest and easiest way possible.

It needs to be made clear that The Force Computer System comprises two separate and distinct parts.

Firstly, the system provides a means of obtaining data about the past and present situations throughout the whole geographical area which is our concern. This means that the system is constantly updated with crime statistics and can give a week by week analysis of these statistics.

Secondly, the system provides the means for commanders, superintendents and chief constables to plan the activities of their units on a week by week basis. Using the information fed into the system by these higher grades, the system issues the orders required to the field unit and the units are then able to return the crime statistics mentioned above. As you might imagine this means that a great deal of administration and paper work is dispensed with.

Starting the system

The equipment required to access The Force Computer System is simple to use and easy to set up. You need a Commodore 64 a TV or monitor to act as display, a joystick for system control and a storage medium. There are two varieties of storage medium possible, cassette and disc. The instructions for starting the system vary slightly for these two varieties of storage.

Firstly, connect the equipment together as described in the manufacturer's handbooks and instructions. You should be greeted with the prompt "READY".

Cassette users should attach their datassette, insert the tape, press the SHIFT & RUN/STOP keys together and press play on the tape machine.

Disc users should ensure that their drive is powered up and should insert the disc and type LOAD"*",8,1

The program will then load and the system will become fully operational. If for any reason an error message is generated please check all connections and clear memory by turning computer off and on again before trying the loading commands again.

Your first "hands on" session

New users are likely to find their first few sessions on the system quite confusing so this section of the manual is provided to make life a little simpler.

The system is controlled from the joystick by the use of "icons". These little pictures represent various actions and by moving the "cursor", the large white hand with the pointing finger, to these icons and pressing the fire button the action required can be selected. It is important to note that there are only a few locations on each screen where pressing the fire button has any affect. This means that you cannot accidentally trigger an action which is not required.

To give first time users a little practice with this type of control we will look briefly at the first display screen which is presented to you, the Area Display as shown in Figure 1.1. The easiest way to become familiar with the controls is to try pointing the finger at the different locations mentioned and then pressing the fire button. You can do no damage to the system by "playing" in this way.

This display shows the land usage of your area and the police stations within the area. There are just 9 locations on this display which will respond to pressing of the fire button. In the bottom left hand corner of the screen are the "option arrows". These arrows actually contain 4 option choices.

a) If you press the fire button on the blue side of the up arrow then you advance the event location indicator, a flashing "X", to the next location. This will change the display from Industrial Estate Number 1 to the railway station. Repeated pressing of the fire button with the finger in this position will describe all the other major locations in the area and eventually come back to the first location.

b) Pointing the finger tip at the down arrow on

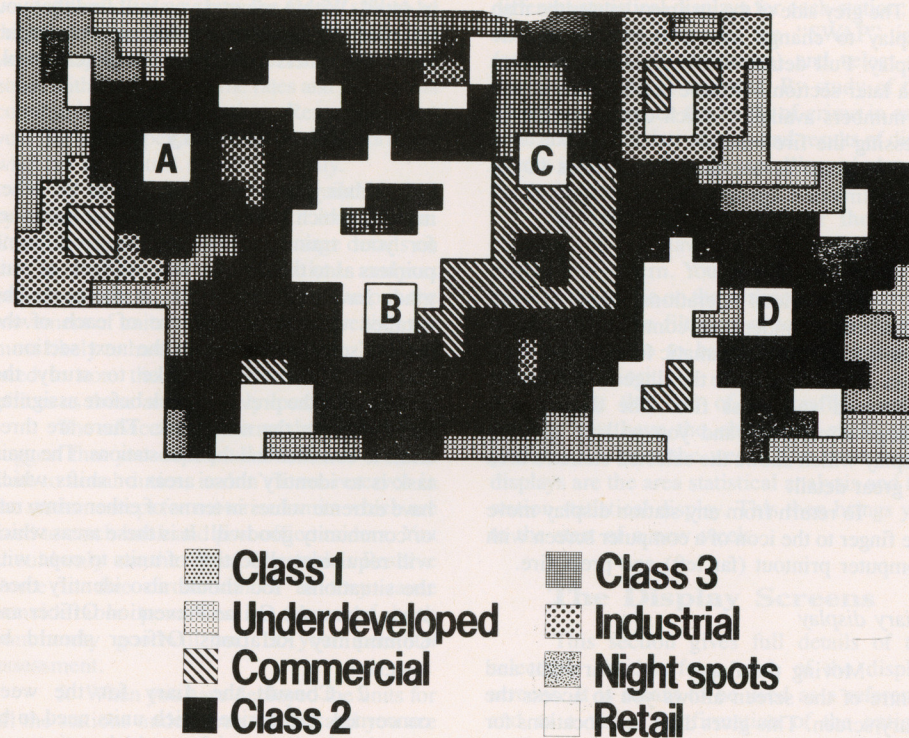


Figure 1.1 The area display

the blue side cycles the location cursor and descriptions in the reverse direction.

c) The grey side of the up arrow causes the map display to change into a numerical statistic display. Full details of the numbers are given in a later section but there are 8 different sets of numbers available which can be cycled by pressing the fire button.

d) The down arrow, grey side, cycles in the other direction again.

The stations

The various operational areas of each police station under your control are displayed on this screen in diagrammatic form. If you want more details then move the finger to the station concerned and press fire. The display will change completely and you will be given a display which shows the selected station's area in great detail.

To return from any station display move the finger to the icon of a computer screen with computer printout (far left) and press fire.

Diary display

Moving the finger to the far right and centre of the screen allows you to access the diary screen. This gives dates and locations for all the week's events.

To return to the map display move the finger to the word "RETURN" in the bottom centre of the screen. Pressing fire will return you to the area display.

Controlling The Force

Now you have got used to the system

control method you will really need to read the rest of this manual, especially the next section, in detail. Within minutes you will find that you have one of the most powerful, and yet simple, police computers under your complete control.

The weekly task

Your job is fully described in the other manuals which were provided by your superiors for your training. This section gives some pointers as to the way that other officers of your grade have used the system in the past. The detailed description and use of each of the display screens is given in the next section.

1. Most officers like to study the statistics for the previous week before assigning any forces for the next week. There are three shifts to consider and the four stations. The main task is to identify those areas or shifts which have extreme values in terms of either crime rate or community goodwill. It is these areas which will require re-allocation of units to cope with the situations. You should also identify those areas where the Crime Prevention Officer and Community Relations Officer should be assigned.

2. Consult the diary for the week concerned and decide which units need to be moved to the diary and from which stations and shifts they should come. If you are not certain of the location of the events returning to the Area Display will allow you to locate each event. Remember that the different events require differing numbers and types of units.

3. Allocate the units from the station displays to the diary events. This is achieved by picking up the units and physically moving them

onto the diary before "dropping" them onto the event concerned. By assigning these forces first your station displays show the forces still to be deployed. A tip from experienced officers is that your diary units should be drawn from those zones with the lowest crime rates and the highest community goodwill rating. Remember that your superiors penalise heavily those officers who fail to control events correctly.

4. Deploy the other units available, shift by shift, to area duties within each station's area. Careful assessment of the land usage details on the area chart and the statistical analyses provided in the training manuals will help in the movement of units to those areas where they are most likely to have the greatest effect. You will need to note the locations of bank and post offices as these are the likely locations of raids.

The advice of experienced officers would suggest that you deploy all the forces in each shift to zonal duties, ie don't leave reserves in the station except for motorised units which are used to catch bank and post office raiders. You should only use the Chief Constable's Reserve Force in dire circumstances as they cause considerable penalties in terms of both community goodwill and of your personal assessment.

5. When you have deployed the units for all the stations under your control and you are certain that you have covered all the diary events to your satisfaction you can select the "ADVANCE" function from the station display. Selecting this function is "fatal" in terms of planning, once this has been selected at the beginning of a week you have no further opportunity to change the deployment of your units.

Each "ADVANCE" displays the crime statistics for each shift of the week, ie 27 different statistical displays for each station. To change stations move to the "SWAP" icon (second from left at bottom) and select the station you wish to see next. By study of this display you can see the levels of crime in each zone and the number of raids and results of diary events is displayed in the scrolling window at the bottom of the screen.

6. After the last shift of the week (Sunday 3) you have the chance to alter the traffic flow pattern. You need to concentrate on keeping the traffic on the perimeter road moving at all times. The filtering of town traffic into this road is also to be considered, but as a secondary priority.

7. At the end of the traffic control module you have the chance to study your performance over the week. The most useful displays are the area statistical analysis and the station statistical display. This then brings you to the start of a new week.

The Display Screens

This section gives full details of the selectable options from each of the display screens. It is meant to be used as a reference and as a visual confirmation of the options available to you from each of the screens.

The format of each description follows this pattern:

Display title (display type — see below)

Purpose of display

A brief explanation of the information contained in the display and its importance.

Display example

A photograph/representation of the display and its contents.

Options available

The areas which trigger action if the fire button is pressed whilst the cursor is on the area.

Further notes

Any details not contained above and any selection combinations which are not allowed.

Screen types

There are two types of screen — information and control. Information screens give statistics and other useful information for your planning and interest. The control displays allow you to change the deployment of your forces and hence improve your crime prevention. Although the use of information screens is simple — you read them, the control displays need some explanation.

Pick up and drop

In order to control your forces the joystick is used to pick up, or collect, the icons and drop them in the place required.

To do this you move the finger tip to the unit required and press fire. The finger will then disappear and an icon similar to the one you picked up will appear. You move this around the screen and even between control screens until it is in the position required and then drop it by pressing the fire button again. The icon will then move to an appropriate position on the screen. Using this method is simplicity itself and you will find that it becomes second nature within seconds!

The Area (map) Display (information)

Purpose of display

Use this screen to familiarise yourself with the areas and zones under your control. This display contains a display of the strength of each station and gives the location of the various event sites, banks and post offices too. From this screen the current week's and previous week's statistics can be consulted.

Options available

Selection

Action taken

Diary

Goes to the diary screen described below.

Option arrows

Grey background

Moves from the map display into the statistics as shown in figure 2.2. The up arrow moves through tabel 2.1 in an upward direction and the down arrow in a downward one. The locations of the post offices and banks are displayed with the statistics.

Display example

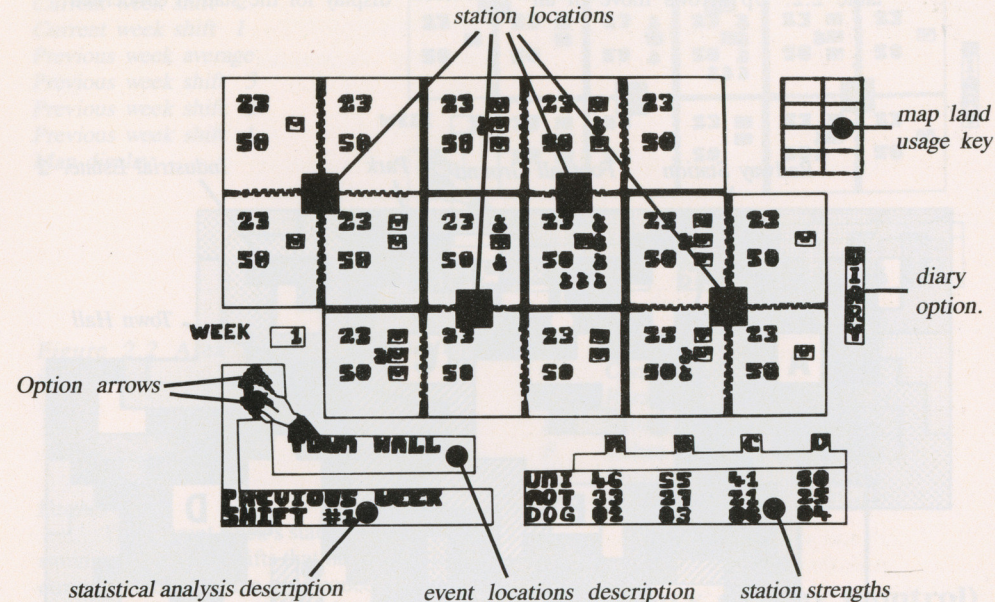


Figure 2.1 The area display — map screen

The statistics are displayed as two numbers per zone. The top number is the current crime rate in that zone — higher numbers indicating greater crime. The lower number in each zone indicates the community

relations rating for that zone with higher numbers showing better relations. These displays also indicate the number of banks — shown as money bags and post offices — indicated by envelope symbols.

Blue background

Moves the flashing "X" to the locations of diary events. The various locations are displayed according to table 2.2. Up arrows move in an

upward direction and down arrows in a downward one. Station boxes Move the display to the detailed map display for the station concerned.

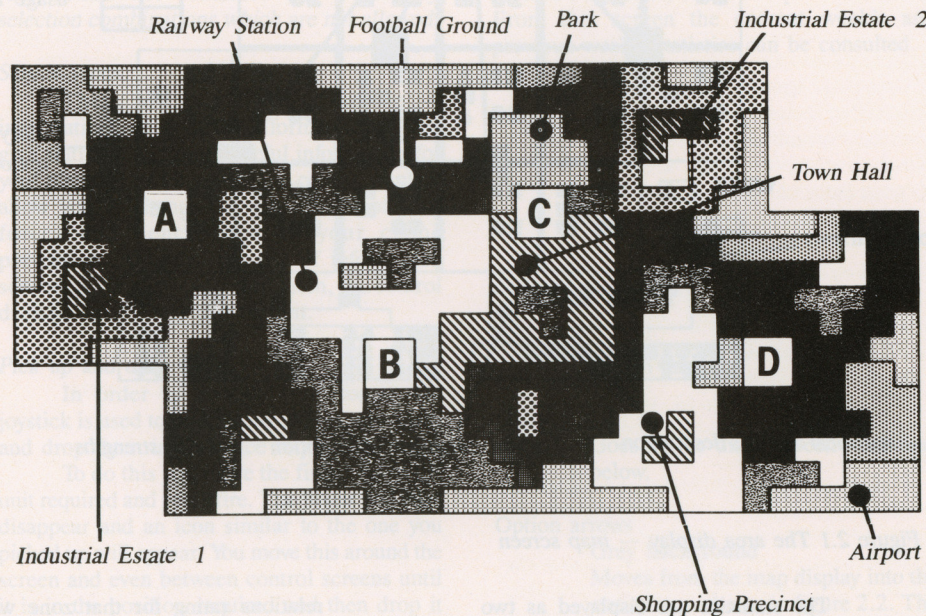


Table 2.1 Event locations

Table 2.2 Statistical displays

Current week average
Current week shift 3
Current week shift 2
Current week shift 1
Previous week average
Previous week shift 3
Previous week shift 2
Previous week shift 1
Map display

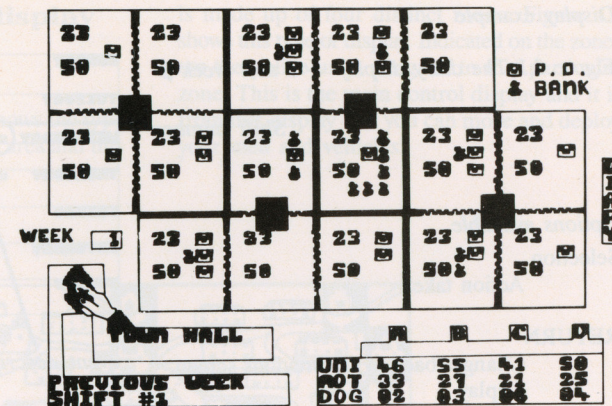


Figure 2.2 Area Display — statistical information

B	Undeveloped	Green
C	Commercial	Grey
D	Rural Housing	Yellow
E	Suburban Housing	Orange
F	Urban Housing	Purple
G	Retail	White
H	Nightspots	Pink

Further notes

The current week's statistics display is a summary of all the shifts that have taken place during a week until the time concerned. After the final shift of the week (Sunday Shift 3) the "current week" becomes the "previous week" and the display shown as the current week is actually the last shift of the week ie Sunday 3. This allows you to see a summary of your performance at any point during a week and compare this to the situation during the previous week.

The land usage display follows this colour code:

A Industrial Cyan

The diary display (control)

Purpose of display

This screen shows all the events which have been organised for the following week and which will need some type of police control.

The blank diary is used as a location for the various units which are to be assigned to the events. You "remove" them from the station display and "drop" them onto the event concerned.

Display example

Figure 3.1 The diary display — a new week ▶

Options available

Selection

Action taken

RETURN

Changes back to the previous screen display

Unit movement

You assign units to cover events by placing them on the “page” of the diary. In this way you can adjust the strength of the units assigned to a particular event and optimise your deployment.

Please note: You can only assign units from the correct shift and station to each event. You cannot change the shifts or stations of your operational units — this deployment is fixed by the Chief Constable. The only exception to this rule is the Horse units who can be assigned to any event.

Once you have dropped a particular unit on the diary you cannot pick them up again so take care and plan in detail.

DIARY WEEK 1			
MONDAY			
TUESDAY			
WEDNESDAY	#3	WATCH	FARRELL BRUNN
THURSDAY	#2	MEETING	IND EST #2
FRIDAY			
SATURDAY			
SUNDAY			

Shift number

event description

location of event

Further notes

You can only carry one unit at any one time. You need to drop one unit before picking up the next.

When you drop a unit onto a diary event the icon may move within the row but this is of no significance.

You cannot assign CLO, CPO or CCR units to diary events.

Units are always combined into the largest value icon possible, eg if you place a four unit icon on the same event as another four unit icon then they will combine and be displayed as a single eight unit icon.

The station display

This display has two variations which need to be dealt with separately.

Unit assignment display (control)

Purpose of display

The graphic map display shows the type of land usage within each station's area and this

is made up of four distinct zones. Figure 4.1 shows this type of display. Indicated on the zones are the police units assigned to that particular zone. This is the main control display and it is from this display that you can move and deploy your men and vehicles.

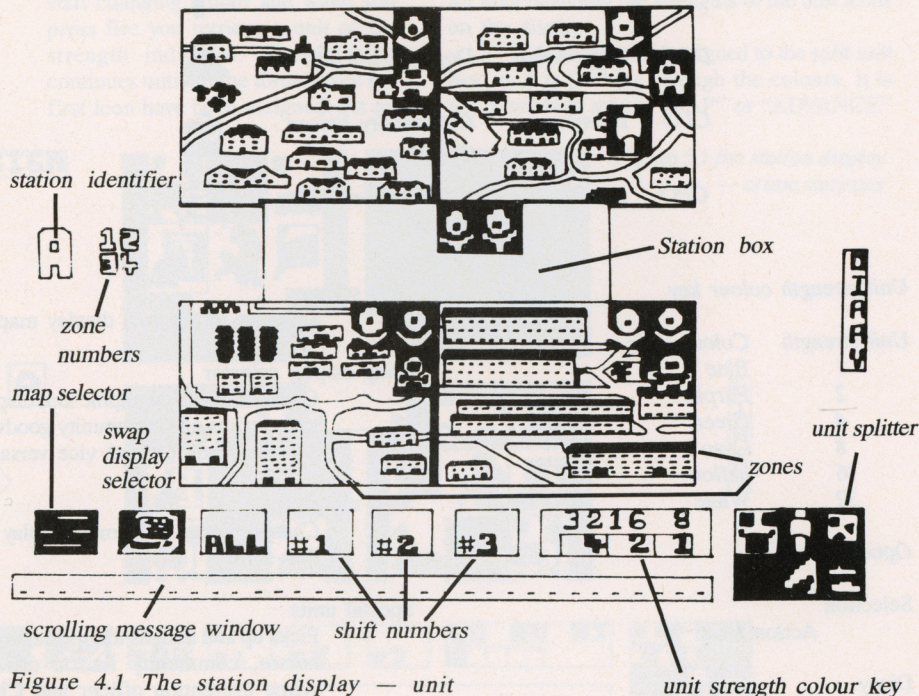


Figure 4.1 The station display — unit deployment

Figure 4.2
Unit icon key

Type	Symbol	Description
UNI	Helmet	Foot patrols
MOT	Car	Motorised patrols
HSE	Horse's head	Mounted police units
CCR	Figure	Reserve forces
DOG	Dog's head	Dog and handlers
CLO	Briefcase	Community liaison officer
CPO	Easel	Crime prevention officer

Unit strength colour key

Unit strength	Colour code
1	Blue
2	Purple
4	Green
8	Cyan
16	Yellow
32	White

Options available

Selection
Action taken

Diary
Goes to the diary display for that week

Map selector

Changes to the area display map

Swap display selector

Changes from the graphic unit display to the crime and community goodwill statistic read-out, and vice versa.

Shift numbers

Changes to the deployment display for that shift

Special units

Picks up and assigns the special units, horses, community liaison officer, crime prevention officer and Chief Constable's Reserve Force to the

desired zone or diary event. The colour of the CCR unit icon indicates the strength of the unit — you should press fire when the appropriate unit strength colour is indicated.

Unit splitter

This can only be selected when you are carrying a unit icon of strength two or over. It causes the splitter to start changing colour and when you press fire you retrieve a unit of the strength indicated. The flashing continues until all the forces from the first icon have been assigned. As an

example, if you place a unit of strength eight on this box the colours indicating 1,2,4 and 8 will flash. Pressing the fire button with the cursor over this box will collect a unit of the strength shown when the button is pressed.

Further notes

The colour key is a ready reference aid for understanding the strengths of the unit icons on the display.

If there are units assigned to the split unit box, ie it is flashing through the colours, it is not possible to select "MAP" or "ADVANCE"

DESIGN

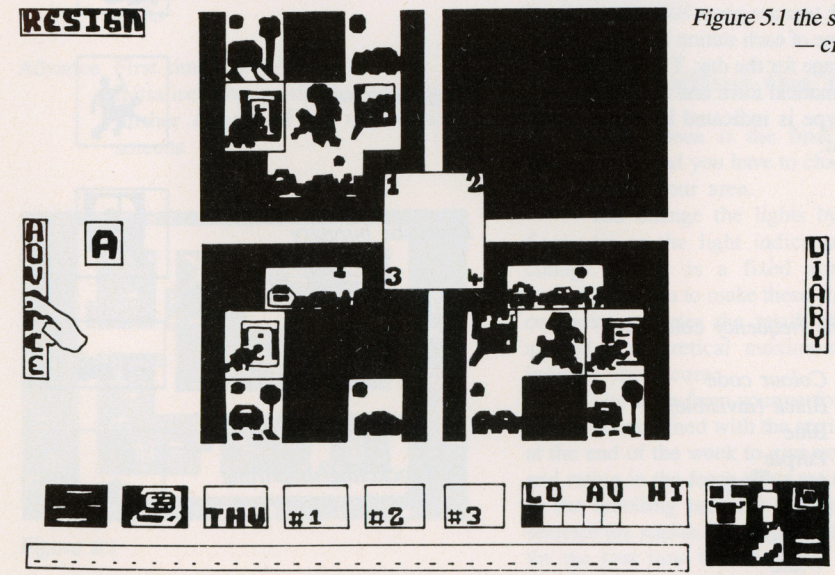


Figure 5.1 the station display
— crime statistics

to finish this display. All units must be correctly assigned before you can end the display.

The special units CLO and CPO can only be assigned to zones during shift 2 as they only work office hours.

Statistical read-out display (information)

Purpose of display

To show the effectiveness, or lack of it, of your force deployment. As you advance through the week you are given read-outs of the crime in each zone of each station for each shift, and then an average for the day. The crimes are shown in diagrammatical form and the frequency of each crime type is indicated by the colour of the pictogram.

Figure 5.2 Crime frequency colour key

Frequency	Colour code
Negligible	Black (invisible)
	Blue
	Purple
Average	Light Blue
	Cyan
	Yellow
Epidemic	White

Figure 5.3 Crime pictograms

Traffic offences



Car theft



Commercial burglary



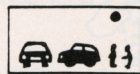
Mugging/assault



Domestic burglary



Drunk driving



Pickpocketing/shoplifting



Options available

Selection

Action taken

Diary Goes to the diary display for that week

Map selector

Changes to the area display map

Swap display selector

Changes from the graphic unit display to the crime and public relations statistic read-out and vice versa

All

Displays the crime statistics for the current week as an average of all three shifts

Advance

First time selected — Initialises the week and stops any further display of the unit control screens

Second and subsequent selections — Sets the "ALL" box to display the day of the week and the shift box to be highlighted. The statistics for each shift are then displayed in the zone concerned.

Further notes

The colour key shows the frequency of a particular crime in a particular zone — the lighter the colour the greater the crime. This crime frequency is used to determine the crime rate and the community goodwill figure for the week after the last Sunday shift.

The scrolling message window indicates the control of events and the frequency and result of any bank raids.

Controlling the traffic

This screen is the final part of your week's work and you have to change the traffic lights within your area.

You change the lights by pointing the finger tip at the light indicator you wish to change. There is a fixed amount of time available for you to make these changes, and the computer assesses the result of your actions against a theoretical maximum in order to indicate your score.

The score from your performance on this screen is combined with the statistical read-out at the end of the week to give your final status and rating in the force. This rating is indicated in the scrolling message area after you have selected the station display from the area display for the first time that week.

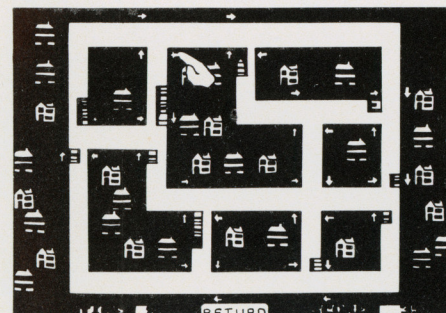


Figure 6.1

MIND GAMES



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