

Lords of Conquest™

GETTING STARTED: Plug your joystick into Port 2 and unplug any cartridges from your computer. If you have a Commodore 128, be sure to put it in C64 mode. Turn on the disk drive, turn on the computer, insert the disk in the drive, and type **LOAD "EA",8,1** followed by **RETURN**. This causes the startup screen to appear and the music to play. Press the joystick's fire button to exit this screen and load the rest of the game. Have a formatted disk ready **before** you start, otherwise you won't be able to save games or maps in progress. An average game takes about 45 minutes to play, so it may not always be possible to finish a game in one sitting. To format a disk, insert a blank disk into drive and type:

Open 15,8,15 "NØ: Lords, EA":Close 15 (Return)

MAIN MENU: The Main Menu provides you with the following choices:

Start a New Game

Continue a Saved Game (see **Saving and Loading** below)

Use the Map Maker (to build custom maps from scratch; see **Map Maker** below)

Watch the Demo (to leave the game demo, reboot the computer).

To make a choice, move your joystick up or down until your choice is highlighted, then press the button.

STARTING A NEW GAME: Selecting New Game from the Main Menu provides you with a number of further choices. Move your joystick up and down to move through the selections and press the button to change the value of each one. When the desired value is on the screen, move the joystick to go to the next selection.

Number of Players (1-4): If you want to play a 3 or 4 player game, you will need to use a color monitor or television set.

Game Level: Selects the level of game play (Beginner, Intermediate, Advanced, Expert). See Manual for details.

Resource Abundance: Select the level of resource abundance you want to use in the game. Single players can choose from Low and Medium resource abundance, multiple players can choose from Low, Medium, and High.

Cities to Win: Select the number of cities needed to win the game. You can choose any number from 3 to 6.

Element of Chance: Select the level of chance to operate in the encounters. For the toughest computer opponent, set the chance level to low. See your manual for detailed information on chance levels.

Music: Toggle music on/off. Turning the music off allows the game to operate faster.

Difficulty Scale: This selection appears in the single player mode only. It allows you to set the difficulty level of the computer opponent. See Manual for details.

After making your selections, move the cursor to "Exit to Map Selection" and press the button.

MAP SELECTION: Once you have selected the game settings, you need to choose a map to play on. Move the joystick up & down and press the button to choose from the following options.

Choose a Lords of Conquest Map: This option provides the following list of maps to choose from. Move the joystick and press the button to make your choice. You are allowed to view each map before deciding whether or not you would like to play on it.

- | | | | |
|-------------------|--------------------|------------------|-----------------|
| 1 North America I | 6 Shenandoah | 11 South America | 16 Caribbean |
| 2 Middle East | 7 North America II | 12 Down Under | 17 Sea of Japan |
| 3 China | 8 European Wars | 13 Polar Ice | 18 Shenandoah 2 |
| 4 Prussia | 9 Africa | 14 World | 19 Riverland |
| 5 Mediterranean | 10 3 Continents | 15 Early Italia | 20 Borderlands |

Choose a Personal Map: This allows you to play on a map that you have created in the Map Maker. If you make this selection, you are asked to insert your personal disk. You are given a directory of the disk and can now choose your map.

Have Computer Generate a Unique Map: This instructs the computer to generate a map automatically, appropriate to the selections you have already made (such as number of players, etc.).

Define Your Own Unique Map: This is like a manual override, letting you specify the parameters that define the map. You decide whether to have a water boundary, the general amount of area that will be covered by water, the number of territories (you are only allowed choices that are evenly divisible by the number of players), and the overall geographical layout of your world.

Once you have generated a map, you can choose from:

Redo With the Same Settings (generate a different map with the same characteristics)

Redo With New Settings (generate a different map with new characteristics)

Save Map (save the new map to your map data disk)

Proceed (enough with these maps already, let's get on with the game)

In each case, make your selection by moving the joystick and pressing the button.

Once you have selected or generated your map, the computer distributes the resources throughout the territories. If you are dissatisfied with the distribution of resources, you can have the computer redistribute them randomly, or you can move specific resources by hand. If you modify the distribution manually, use the joystick to move the cursor to the territory containing the target resource and press the button to select the resource. Move the cursor to the destination territory and press the button to move the resource. When you are satisfied with the new distribution, move the cursor to a water area and press the joystick button. You are allowed to do this in all but Beginner Level games.

SELECTING PLAYER COLORS: When you first start your game, the computer picks your identifying color for you. However, if you'd like to select your own color, enter the "**Press button for Utilities and to Save Game**" menu that appears between each phase. Once in this menu, select the "**Change Player Color**" option and press the joystick button. The shield at the left indicates the player's color that can currently be changed.

To change the player color, move the joystick to select the new color. Using this method, you can try out all the different player colors until you find one you like. Once you have selected your color, move the joystick to highlight the word "Pass" and press the button to confirm your choice.

To leave a player's color unchanged, leave the word "Pass" highlighted and press the joystick button to advance to the next player.

MAP MAKER: As an advanced technique, Lords of Conquest lets you create maps from scratch, thus letting you use any geographical location, whether real or imaginary, as a battlefield. You can also use this option to modify maps the computer has generated. To enter Map Maker, select **Map Maker** from the Main Menu by moving your joystick and pressing the button.

In the Map Maker, each territory (or "Area") must have a minimum of nine Cells. In addition, a map must contain at least 20 areas before it can be saved as a MAP. If you wish to save a map-in-progress before you meet this 20 area minimum, you may save your map to disk as a WORK. The Map Maker keeps track of the number of cells in an area and the number of areas in a work. It will not complete an area that is too small, or save a Map that has too few areas. Conversely, the maximum number of cells in an area is 99 and the maximum number of areas in a work is 48. The Map Maker prevents you from exceeding these limits.

If you have a WORK saved on a disk you can load it and continue working on it. If you have a MAP saved to disk, you can load it, TRANSFER it to a WORK, modify it, then save it again as a MAP.

When you enter Map Maker, you are presented with the following menu:

Begin New Work: Lets you begin from scratch. (See details below).

Load Existing Map: Lets you load a previously saved map from a separate disk or edit a Lords of Conquest Map. After loading a map, you come directly to the NEW WORK section of the utility.

Disk Directory: Lets you see the names of the saved works and maps.

Load Existing Work: Lets you load a previously saved work from a separate disk. When you load a work you come directly to the NEW WORK section of the utility.

Exit: Takes you back to the previous menu.

To make a selection, move the joystick to highlight your choice and press the button.

NEW WORK: Selecting New Work provides you with a drawing area and a menu, as follows:

Draw New Area: This is where you do your creative work. See NEW AREA below.

Delete Area: Lets you wipe out an entire completed area with one key press. Use it with caution.

Edit Area: Lets you add or take out cells from an already completed area.

Save the Work: To save a work before it has the 20 areas necessary to complete a map.

Exit: Takes you back to the previous menu.

Make Work Into Map: Transforms your work into a playable MAP once you have 20 areas completed. You **must** do this if you want to save the map as a playable map. The computer checks the complexity of the map to assure that the map is usable in a solo game. The simplest way to make a map playable is to decrease the number of areas. When your map is finished, go to **Exit**. You are then given the option of saving your map.

NEW AREA: You are presented with the following menu items:

Add A Cell: This places a cell at the cursor position. To add a series of cells, hold down the joystick fire button while moving the cursor.

Remove A Cell: This deletes a cell at the cursor position.

Exit: Signifies that the area is finished and you are ready to move on.

Press the **Spacebar** to move through the menu choices.

The right-hand corner of the menu shows a running total of the number of cells in your current area. The left-hand corner of the menu tells you the cursor's current column and row number.

LOADING AND SAVING: You can load a saved game from the Main Menu when you first start up. You are asked to insert your data disk and to press the joystick button. You are then given a directory of saved games to choose from. Conversely, between each phase of the game you have the option of saving a game in progress (**Press button for Utilities and to Save Game**). You are prompted to insert your data disk and to press the joystick button. You then choose the slot you would like your game saved to, and its name.

NOTE: the Commodore version of Lords of Conquest differs slightly from the "Chance Levels" description on page 7 of the manual. Defending forces that can be conquered without additional attacking forces do not flash. If there is no way for the attacker to win the battle, "Lose!" is displayed rather than "Attack will fail!"

C64 Testing Coordinated by Jon Medek

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