

WARGAME CONSTRUCTION SET

COMMODORE 64/128 Version

The following rules for Wargame Construction Set apply to the Commodore 64/128 family of computers. The rules for the Atari version listed in the main rulebook apply unless stated otherwise in this card. Note that a joystick is required for play.

Starting the game: Turn on your system, insert the front side of the disk and type: Load "*",8,1. The Commodore version has only 1 disk and the front side (labelled "Editor/Games") should be booted whether you wish to use the Editor or play the one- or two-player games. The back side of the disk (labelled "Scenarios") contains 8 ready-to-play scenarios.

Talking to the computer: Most selections can be made using the joystick and the four function keys (F1, F3, F5, and F7). The joystick should be in port 1 when using the editor or playing the friendly player. If playing the two-player game, the enemy player's joystick should be in port 2. In most cases the choice available for each function key will be shown on the screen. If the function keys are not listed for something, check the rules and find which Atari key is used. The correspondence between the Atari keys and the C-64 keys is as follows:

For OPTION use F3.

For SELECT use F5.

For START use F7.

Types of games: The Commodore version makes a sharp distinction between new scenarios and saved games. A new scenario is a scenario which you have built using the Editor and which will start with turn 1. A saved game is a game which has been played for one or more turns and which will start with the turn after the last one played. Whenever you can access a disk to load or save a scenario or game, you will be allowed to use the fire button to choose either new scenarios or saved games. Besides using the Editor to build

new scenarios or being able to save a game in progress, you may also edit a saved game.

CHANGES TO THE EDITOR:

There are now ten options for the Editor. How they differ from the rulebook is explained below. The F3 key is used to exit most options and will return you to the main menu.

1. Disk Access: Besides loading and saving scenarios and games, you may use this option to format a disk. Please make sure to insert the right disk at the right time. Scenario and game names can be up to 28 characters long. *Caution: The Editor does not recognize scenarios by name, but by position. If you tell it to load the third scenario but then change disks, it will load the third scenario from the new disk.*

A newly formatted disk can be used to hold up to 8 new scenarios and up to 8 saved games.

2. Draw Map: Use F5 for the woods edging utility.

3. Edit Map Colors: In this option you can use the fire button to toggle the scroll on or off. If the scroll is on, the joystick is used to scroll around the map. If the scroll is off, moving the joystick up and down changes the terrain classification and moving it right and left changes the color. Background, Trees, and Roads can each be one of 16 colors. Units and Water can each be one of 8 colors, but can never be the same color. The units are displayed on the map so there is no need to examine them using the Deploy Units option.

4. Edit Friendly Units: If you duplicate a unit that is transporting another unit, or duplicate a unit that is dug-in, the new unit will not be loaded or dug-in.

5. Edit Enemy Units: No changes have been made.

6. Deploy Units: A dug-in unit that is redeployed remains dug-in.

7. Print Map: No changes have been made.

8. Choose Scale: Use the joystick to highlight the desired scale and press the fire button to choose it. The current scale is highlighted when you enter the routine.

9. Play Game: This new option allows you to start playing a game without having to reboot. If you do not have the front side of the disk in the drive you will be prompted to insert it.

10. Artillery: Use the F3 key to toggle the artillery on and off. Commodore users can use artillery in both one- and two-player games.

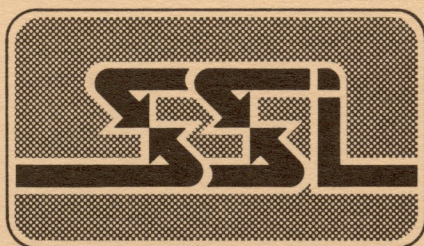
CHANGES TO THE ONE-PLAYER AND TWO-PLAYER GAMES:

Artillery: Artillery is available in one-player games to Commodore users. See section III.f. in the rules for how to use it. The sequence of play is

changed to account for artillery. You may target a square during the Artillery Plot Phase (AP) which occurs after the observation phase. Artillery plotted in a turn will not hit until the Artillery Fall Phase (AF) which occurs at the end of the turn.

Save Game Phase: Besides being able to save or continue the game you are playing, you may also format a new disk, load the Editor, load the other game version, or load another scenario. Follow the screen prompts for the appropriate keys.

Unloading Units: In the Commodore version a unit is automatically moved one square when unloaded. If the unit does not have sufficient movement points or if the terrain is impassable, the unit will not unload. If you try to unload onto an enemy unit, the transporting unit will assault.



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