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COMPUTER DISK SOFTWARE

GLOBAL WAR
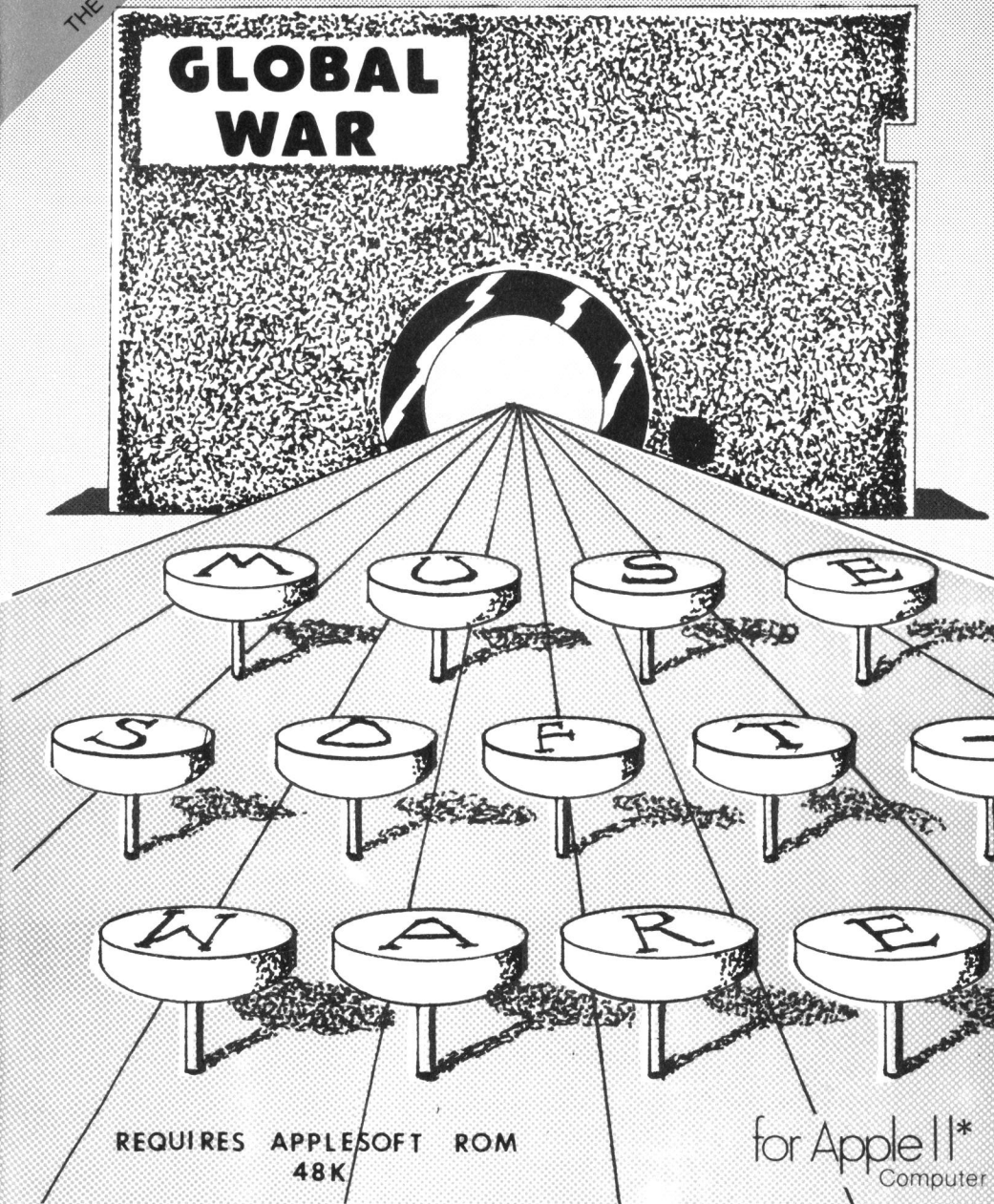
M U S E
S O F T
W A R E

REQUIRES APPLESOFT ROM 48K

for Apple II* Computer

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GLOBAL WAR

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For Apple II or Apple II Plus
Requires Applesoft ROM and 48K

CONTENTS

THE OBJECT

GLOBAL WAR is a computer assisted game of conquest for 2 to 9 players. The computer does not function as a player, but acts as scorekeeper, arbitrator and as a source of information for the players. The globe has been divided into 42 regions or territories. A map of the globe can be viewed at any time from the player options menu. The object of the game is to invade and occupy all 42 territories by challenging opponents in a computer simulated battle.

LOADING THE PROGRAM

Load the Global War program disk by typing PR#n (where n is the slot number of your disk controller) and pressing RETURN. This will load and run the program.

After the program identification has been displayed you will be given the option to restart a prior game from the disk. If you select this option you will be asked to enter the name of the file you wish to restart. The program will then read in the file and restart the game from the point where it was saved. If you decline this option you will be able to start a new game.

OPERATING THE PROGRAM

Players interact with the Global War program through a player options menu. The items on the menu provide access to all stored information and manage player moves, etc. The player interacts with the menu by pressing a single numeric key without pressing RETURN. It is necessary to press RETURN only when entering names or multi-digit numbers.

STARTING THE GAME

The game is started by entering the number of players (from 2 to 9), and their names. The computer will then distribute the 42 global territories between the players. Since the distribution is random it will sometimes be uneven, so an option to redistribute the territories has been included. When a distribution that is acceptable to the players has been reached, the GAME STATUS display will be shown. This display shows the number of territories and armies controlled by each player and the number of BONUS points earned by each player. BONUS points are earned whenever a player successfully attacks another player's territory. At the start of the game each territory is occupied by one army and the BONUS points are set to zero. The computer then selects one player to go first and that player is assigned his quota of new armies.

PLAYING THE GAME

a. Gaining Power:

At the beginning of each player's turn he is assigned a number of new armies. The number of armies assigned is dependent upon three factors; the number of territories controlled, the number of complete continents held, and the bonus points earned in the preceding round of play. These new armies are used to consolidate attack strength and thus expand influence. For each territory the player controls at the end of his turn he receives approximately 1/3 of a new army at the beginning of his next turn. Fractional armies are not issued.

If a player holds all of the territories in a continent he is entitled to additional new armies. The number of new armies issued is proportional to the size of the continent. The larger the continent, the more armies it is worth.

If a player is successful in attacking a neighboring territory he receives a bonus point. Bonus points are automatically traded for armies at the beginning of each player's turn. After the first round of play 1 army is given for each bonus point. As the game progresses the number of armies given for each bonus point is increased.
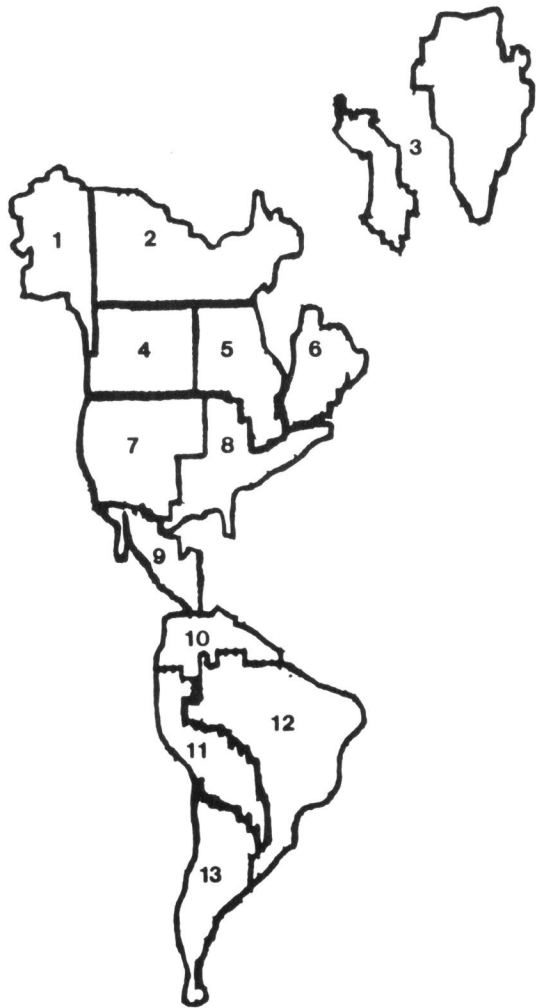
When a player is assigned new armies he may place them on any of the territories he controls. He is free to distribute his armies in any way he likes, but it should be noted that if he wants to attack a territory occupied by an opponent, he can only attack it from an adjacent territory.

b. The Attack!

The purpose of the attack is to capture territories adjacent to those already held. In order to initiate an attack the player must specify the territory from which he wants to base the attack, and the adjacent territory he wishes to invade. The attacker must also specify how many armies are to be committed to the attack. At least one army must always remain on the base from which the player is attacking. The computer will simulate the attack and inform the players of the outcome. If the outcome is in favor of the attacker, he occupies the territory with the number of armies that survive the battle. If the attack is unsuccessful, he forfeits all the armies that he committed to the attack. During his turn a player can attack as long as his strength allows or his strategy dictates.
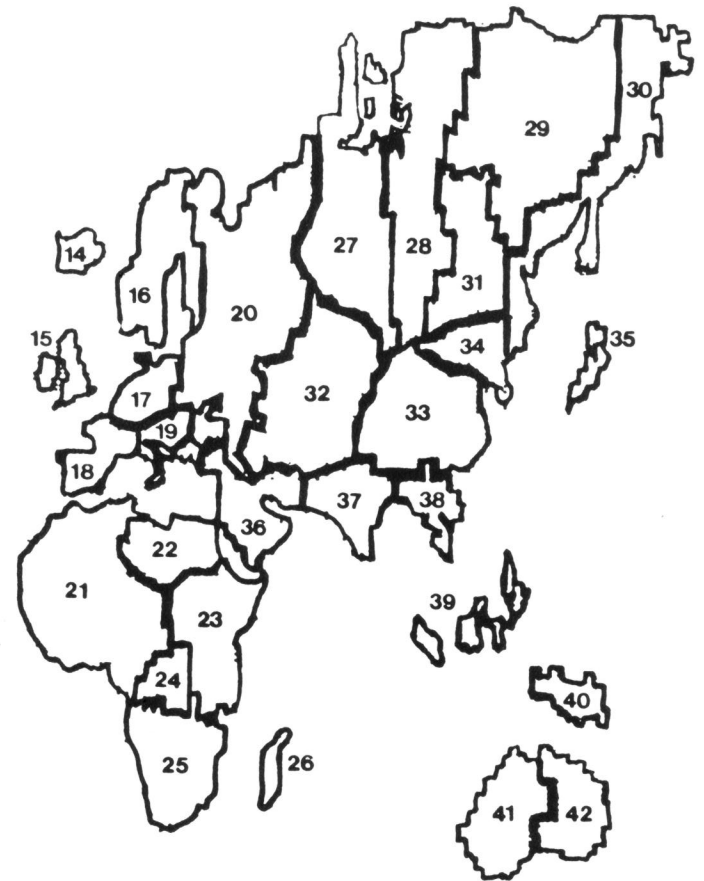
c. Moving Armies.

When a player decides to end his turn he has the option to make one troop movement before relinquishing control to the next player. He may, at this time, transfer any number of armies between two of his adjacent territories.

1: ALASKA	12: BRAZIL	23: EAST AFRICA	34: MONGOLIA
2: N.W. TERRITORY	13: ARGENTINA	24: CONGO	35: JAPAN
3: GREENLAND	14: ICELAND	25: SOUTH AFRICA	36: MIDDLE EAST
4: ALBERTA	15: GREAT BRITAIN	26: MADAGASCAR	37: INDIA
5: ONTARIO	16: SCANDINAVIA	27: URAL	38: SIAM
6: QUEBEC	17: NORTHERN EUROPE	28: SIBERIA	39: INDONESIA
7: WESTERN U.S.A.	18: WESTERN EUROPE	29: YAKUTSK	40: NEW GUINEA
8: EASTERN U.S.A.	19: SOUTHERN EUROPE	30: KAMCHATKA	41: WEST AUSTRALIA
9: CENTRAL AMERICA	20: UKRAINE	31: IRKUTSK	42: EAST AUSTRALIA
10: VENEZUELA	21: NORTH AFRICA	32: AFGHANISTAN	
11: PERU	22: EGYPT	33: CHINA	

PLAYER OPTIONS

When the program has started and the territories have been distributed, the first player will be notified. He will then encounter the player's options display through which all moves and information retrieval are conducted. A brief description of each option follows:

```
1: TERRITORY CODE NUMBERS.
2: DISPLAY TERRITORIES.
3: DISPLAY PLAYER DISTRIBUTION.
4: DOCUMENT PLAYER STATUS.
5: DOCUMENT CONTINENT STATUS.
6: DOCUMENT TERRITORY STATUS.
7: DISTRIBUTE NEW ARMIES.
8: ATTACK!
9: NEXT PLAYER.
0: SAVE CURRENT GAME TO DISK.
```

1: TERRITORY CODE NUMBERS.

Selecting option 1 will cause a list of all 42 territories to be printed on the screen along with their respective code numbers. These code numbers will be used throughout the game to reference the individual territories. After playing the game a few times you will probably remember most of these and shouldn't have to refer to this list as often. A map and list of territories can be found on page 4.

2: DISPLAY TERRITORY.

Selecting option 2 will cause a list of territories and code numbers to be displayed. Enter the code number of the territory you wish to see displayed. After entering the desired territory code, a map of the earth will be drawn with the selected territory flashing. Pressing the space bar once will return the player to the main options display.

3: DISPLAY PLAYER DISTRIBUTION.

Selecting option 3 will cause a numbered list of the player's names to be printed. Enter the number of the player whose territories you wish to see displayed. The program will then draw a global map in which the specified player's territories are outlined in white. The remaining territories are drawn in red. Pressing the space bar will return the program to the options display.

4: DOCUMENT PLAYER STATUS.

Selecting option 4 will display a numbered list of the player's names. Enter the desired player's number and a list of all of the territories held by that player and the number of armies at each territory will be displayed. When the computer starts to print it may print at a speed that is too fast for many players. Pressing the space bar will slow it down, and pressing it again will return it to its original speed.

5: DOCUMENT CONTINENT STATUS.

Selecting option 5 will cause a numbered list of the six continents to be displayed. Enter the desired continent number to display a list of all the territories in that continent. The list will include the name of the controlling player as well as the number of armies on each territory. Pressing the space bar will return the program to the main options display.

6: DOCUMENT TERRITORY STATUS.

Selecting option 6 will also display a numbered territory list. Enter a territory code to display the selected territory's owner and number of armies. All the adjacent territories and the number of armies stationed at each will also be listed. Option 6 is often used to check the possibility of attacking one territory from another. It is also useful in determining the validity of a troop movement between adjacent territories.

7: DISTRIBUTE NEW ARMIES.

Selecting option 7 enables the current player to distribute new armies to his territories. The number of new armies available and the means by which this number was computed is displayed at the top of the screen. The number of new armies is determined by the number of territories controlled, the number of complete continents held and the number of bonus points earned in the previous round of play. If a player does not wish to distribute his armies, or if he forgets the code number of the territory that he wishes to reinforce, he may type a '0' and press RETURN to return to the players options display.

Once the player knows the code number of the territory to be reinforced, he can place as many armies as he likes, up to the maximum available, on that territory. If the player wishes to place armies on another territory he should return to the player options display and enter option 7 again. This process can be repeated until all of the available armies have been placed in territories.

It is not necessary to distribute all new armies at the beginning of a turn, but armies not distributed by the end of a turn are forfeited.

8: ATTACK!

When option 8 is selected the program enters the attack mode. Before doing this the player must know the code numbers of the territory from which he is launching the attack, and the territory which is to be invaded. This information is available through option 6, Document Territory Status.

After the player enters the relevant code numbers the program will simulate the attack and inform the players of the result. During his turn a player may attack as often as his strength allows.

9: NEXT PLAYER.

Option 9 ends the current player's turn. Before control passes to the next player, the current player may elect to make a single troop movement between adjacent territories. It is necessary that the player know the code numbers of the territories involved. If the player has forgotten the code numbers, or has selected option 9 by mistake, he may return to the main options display by typing a '0' and pressing RETURN. The player can then select option 6 to determine the desired territory code numbers.

When the player has moved his armies, or elected not to do so, the 'GAME STATUS' display will be shown, signifying the beginning of the next player's turn.

0: SAVE CURRENT GAME TO DISK.

The last player option allows the game to be saved
to disk at its current state so that it can be resumed
at a later date. To do this type a "0" from the main
menu. If you should do this by accident, press any key
except RETURN and you will be returned to the player
options menu. If you press RETURN when prompted the
program will save the current game variables to disk
with the file name that you define. As many different
games as you like can be saved to disk. To initialize
new disks to save games, follow the disk initialization
instructions in this manual.

STRATEGY

No attempt will be made to define strategy since
different players will employ different strategies.
However, it should be noted that all information
required by a player is available through player
options 1 through 6. Each player should take the time
to map his strategy and consider all the information
available before committing himself to a move. In
general a player should employ a strategy such that he
builds a block of territories within a continent
keeping in mind that his bonus armies will increase
dramatically when he occupies an entire continent.

ACCIDENTAL RESETS ETC.

Global War allows up to nine players and is written
in a manner that is 'fool proof'. Players with little
or no experience with micro-computers should have no
problems in playing GLOBAL WAR. The only way the
program can 'blow up' is if the RESET key is pressed.
In most cases the program will restart if you type 3DOG
to enter Basic, then type GOTO 2000 to continue program
execution. Restarting the program by typing RUN will
not work if the program is accidently interrupted.

INITIALIZING NEW DATA DISKS

Disks used to store partially completed games of
Global War must be initialized using the Global War
program disk following this procedure:

1. Load the Global War program disk as you
   normally would.

2. When prompted to enter the number of
   players, press CTRL-C and RETURN.

3. REMOVE THE GLOBAL WAR DISK FROM YOUR
   DRIVE and insert a blank disk.

4. Type NEW and press RETURN.

5. Type INIT HELLO,V1 and press RETURN.

The disk will spin for approximately two minutes.
When it stops it may be used to store Global War game
files.

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—DISK SOFTWARE—

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GLOBAL WAR—A challenging strategy game for 2 to 9 players. Features a detailed hi-res map of the earth. Players are assigned armies and territories, and then the battle begins. Invade and occupy all territories and you are the winner! Save the current game on disk at any time and restart it later at the same point. (48K, $24.95) A

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I = Requires Integer Basic
A = Requires Applesoft ROM

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