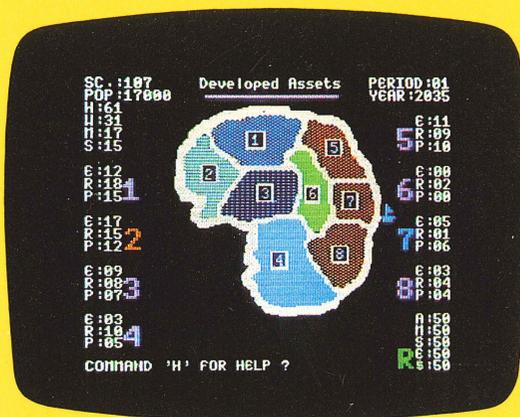


A2-SG3

ZENDAR

APPLE II Plus
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Zendar

INSTRUCTIONS

Introduction

The people of **Zendar** need your help. The eight countries that make up this island continent find themselves on the brink of economic collapse, and their usually harmonious international relationships have begun to deteriorate. Even worse, the leaders of one country have initiated a massive program of military buildup and weapons production that can only lead to war. This country wants to take advantage of the current situation to establish its rule over the entire continent.

The people of **Zendar** are in desperate need of a leader to restore their failing economies and to guide their national defense. One of the threatened countries has gone so far as to offer you absolute ruling power for a period of ten years. A ship has been placed at your disposal, large enough to accommodate you and up to 250 of your chosen assistants/assets for the voyage ahead. Please choose wisely; the fate of an entire continent is in your hands.

Goal

The object of **Zendar** is to maximize your score by increasing the number of countries that you own (through annexation or war), contingent on improving the Health, economic Wealth, Morale, and War Strength of the total population under your control. Ratings in each category (Health, Wealth, Morale, and War Strength) are on a scale from 0 to 99. Scoring is based on the cumulative Health, Wealth, Morale, and War Strength of the countries under your direct protection, and the maximum possible score is 10,000.

Starting Out

Initial Asset Allotments

250 assistants/assets will be accompanying you to **Zendar** to help you achieve your twin goals of economic improvement and increased defensive strength. This help is divided into five categories:

- Administrators
- Military Personnel
- Scientists
- Engineers
- Units of Gold

You are first asked to choose the number of assistants/assets you want to assign to each category. You can select up to 99 assistants/assets in any category, but remember that you are limited to a maximum total of 250. In order to get this complex simulation under way, we advise that you initially divide your assets evenly among the five categories: i.e., 50 Administrators, 50 Scientists, etc. As your economic optimization strategies become more efficient, you will want to experiment with different initial allocations of assets among these categories. The game begins as soon as these assignments are completed.

Board Layout

You initially start out in country #7 on the continent of **Zendar**. Countries owned by you are numbered in blue in the vertical columns to the left or right of the **Zendar** map. Independent (non-enemy) countries are listed in purple, and enemy countries (#2 only, at the start of the game) have orange numbers.

Every country is in a depressed state of economic development. Six factors determine the relative health of each nation's economy:

Energy	Manpower
Raw Materials	Transportation
Production	Agriculture

The initial value for each of these economic indicators is displayed next to the abbreviations E, R, P, M, T, and A for each country respectively. Every aspect of economic development is rated on a scale from 0 to 99. Use the SPACE BAR to toggle between ERP and MTA indicators of a country's state of economic development.

These six factors, along with WAR STRENGTH, determine the relative Health, Wealth, and Morale of each country's population. Use the "/" key to display the H, W, and M value for each country, and the SPACE BAR to toggle between these three indicators and the relative WAR STRENGTH (S) value of a country. Again, each indicator is rated on a scale from 0 to 99. Press the "/" key again to return to the list of economic indicators.

How To Play

Objectives

Your score in **Zendar** is based on the accumulation of countries under your control, and the combined Health, Wealth, Morale, and War Strengths of these countries. You can gain control of a country through either annexation or war. H, W, M, and S are improved by developing your countries' economies through the optimal assignment of resources, and by making trade agreements with your own or any non-enemy bordering countries. Your score is displayed in the upper left corner of the screen, along with the total population and cumulative Health, Wealth, Morale, and War Strength of the countries under your control.

Assignments

Zendar is played over a period of ten years. Each year is broken into four quarters (periods), and you can make as many or as few assignments, trade agreements, etc., as you desire in any one period. The current year and period are displayed in the upper right portion of the screen on the **Zendar** map page.

The economy of country #7 can be improved by assigning Administrators, Scientists, Engineers, Military Personnel, and/or Units of Gold to one or more of the areas in need of development (E, R, P, M, T, A). Assignments of men and gold in any category will improve and develop that area of the economy, and this improvement will be reflected by a higher rating value in that category at the start of the new period. Continued assistance will ultimately develop that area of the economy to its maximum potential. The level of maximum economic development in any category is different for each country.

Press the A key to assign your resources to a country in need of economic development. Vertical columns on the assignment page list the type of aid given (Administrators, Military Personnel, etc.), while the horizontal rows indicate to which area of the economy those assignments were made. Use the left and right arrow keys to position the cursor at the desired assignment area. Up to 9 men/units of gold can be assigned to any one position, and you can use the SPACE BAR to erase and change any assignment. Notice that your resource reserves are listed

and continually updated at the bottom of the page as you make your assignments. Note too that War Strength assignments are also made on this page. Press the ESC key to return to the **Zendar** map when you've finished. Your remaining reserves are also listed in the bottom right corner of this screen.

The number of men/units of gold you assign in any one category are very much a matter of experimentation and personal choice. Assigning twice as many resources to a category will not necessarily double the rate of economic improvement, while assigning too few may have no effect whatsoever on an economic indicator's rated value. It's up to you to determine the optimal assignments in any category that will result in the fastest rate of growth and improvement. Watch also for the leveling off of an indicator's rate of change; this usually indicates that the area of the economy is nearing its maximum potential.

Assignments are not limited to countries under your control. You can make assignments to any non-enemy country in order to build up its economy and War Strength, usually for the purpose of defending it from enemy attack. Any of your resources left in a country when that country is attacked and taken over by an enemy power will be lost to you for the rest of the game.

Trade

Trade agreements are made between an owned country and any non-enemy (or another owned) bordering country at any time. A trade agreement can only work to your mutual benefit, especially when trading with an economically stronger country. This may help to increase your own rate of economic development, and can reduce your rate of depletion during a prolonged war with an enemy country. Use the T key and follow the prompts to start or break off trade between two bordering countries.

Annexation

Annexation is one way of bringing a non-enemy bordering country under your control. Weak countries are usually very willing to be annexed to a powerful neighbor. Stronger countries are less amenable to the idea of annexation, but may become more agreeable if the offer is repeated enough times. A willing country will first negotiate for a portion of your reserves to be allocated to one of its areas of economic weakness. If you cannot come to an agreement over the number of reserves to be allocated, the country will refuse annexation. Make sure you have enough men/units of gold in reserve to accommodate the country's needs. These negotiated reserves will be kept in their allocated positions for the rest of the year, and cannot be transferred elsewhere until the start of a new year. Use the X key to annex your country to a non-enemy border country.

War

A declaration of war is the alternative method of bringing a country under your control. Your economy should be strong enough to sustain a prolonged war effort, and War Strength should be greater than the country you're attacking. War Strength is improved by assigning resources to the War Power category of economic development on a country's assignment page, and war is declared by pressing the W key. Once you've defeated a country, you can transfer from 0 to 50% of your remaining War Strength into that country. This option can be used to strengthen your borders and help defend the newly taken country from enemy attack.

An enemy country will develop its economy to the minimum level necessary to sustain a war effort, and then devote all of its resources to the development of War Strength. While this singleness of purpose may tend to adversely affect an

enemy population's Health, Wealth, and Morale, it also makes that country a formidable adversary in war. An enemy country will attack any bordering country (your own or a neutral) if it stands a good chance of winning the war.

Ending a Period

Press the D key to signify the end of a period when you've finished making your assignments, trade agreements, war declarations, etc. All indicators are updated at the start of a new period, to reflect any changes in status as a result of the assignments you've made.

Other Commands

The H key can be used to view a list of the commands available to you throughout the course of the game. This Help command also lists the abbreviations used to identify the various economic and war strength indicators.

The S key is used to toggle the game sounds on/off. Pressing the V key will save a game-in-progress to disk, letting you take a well-earned Vacation away from the myriad obligations and duties required of any head of state. Select option # 2 from the introductory menu to continue where you left off.

Conclusion

When you successfully complete a ten-year reign, you will be given a rating based on your final score. These ratings are divided into four categories:

FAIR
GOOD
VERY GOOD
EXCELLENT

Many factors can adversely affect your final score (and subsequent rating), including such natural occurrences as flood, drought, famine, etc. Other natural occurrences can greatly boost a country's Wealth and Morale; finding gold, for example, will substantially increase a country's Wealth rating at the start of the next period. These (and other) random occurrences are beyond your control.

A prolonged war can also seriously affect the Health, Wealth, Morale, and War Strength of your country(s). Keep this in mind during the final stages of the game, as it usually takes several periods to restore even a successful attacking country's economy to its pre-war level of prosperity.

Many different types of strategy are possible over the course of a typical ten year reign. A purely defensive strategy may work, if you can establish an impregnable line of border countries to contain the enemy. A grand offensive to eliminate all enemy countries may result in some unexpected consequences. Whatever your strategy, keep in mind the factors that will determine your final score. Any other considerations are, ultimately, of only secondary importance.

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