

# **SteelFortress**

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**COLLABORATORS**

	<i>TITLE :</i> SteelFortress		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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## 1.2 What is SteelFortress?

Steel Fortress is a strategy game for two through six players. The goal of the game is to establish yourself as the sole ruler of war-torn 26th-century Europe.

## 1.3 How do I install?

Simple!

- Double-click the Install\_Fonts program.
- Copy the entire SteelFortress drawer to wherever you want it!
- Installation is complete.

## 1.4 Starting the Game

The game may be started from either Workbench or the CLI/Shell. The game expects the moose.font to be in FONTS: The game will work without the moose.font but the display will be slightly corrupted.

After loading the game, you will see the "About" requester. Click OK to continue. Now select 2 through 6 players or click "Load" to load a previously saved game.

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There are a total of 44 territories on the map. Each is color-coded to represent a zone as listed below:

Color	Zone
YELLOW	Austrian
BLUE	British
PURPLE	French
RED	German
LIGHT BLUE	Ottoman
PINK	Russian
GREEN	Independent

The total number of armies you start with is determined by the number of players entering the game. See the chart below:

Players	Armies
2	40
3	35
4	30
5	25
6	20

Forty-eight BONUS CARDS give special temporary fighting abilities during the game. As each card is used, it is recycled into the pile allowing another player to use it later. The cards and their functions are listed below:

#	Card	Description
8	Admirals	ADMIRALS allow attack by sea during a turn. After the turn has ended, the admiral's power is lost.
9	Agents	Each AGENT destroys FOUR armies on a fortress of your choice.
9	Fort Bonus	Each FORT BONUS adds FIVE armies to your fortress. For any armies above 99, you will be allowed to deploy them on any territory as usual.
8	Generals	A GENERAL gives added offense during an attack. His power is lost after a single attack.
14	Troops	Each TROOPS card gives you THREE additional armies which you may place anywhere on the map. Note that all TROOPS cards are played at once!

## 1.5 Setup

Throughout the game, prompts and other information is displayed in the text area at the top of the window. When a new game is started and the number of players is chosen, each player must select a 'FORTRESS TERRITORY'. This territory \*MUST\* be defended at all costs -- if it is defeated, the player is out of the game. There are a few rules (and hints) for fortress placement listed below:

- A fortress may NOT be placed in an Independent territory.
- There may be only ONE fortress per zone.
- A fortress on the sea provides good offensive capabilities.
- A land-locked fortress may provide limited protection.

After all players have chosen their fortress territory, each player, in turn, selects an unoccupied territory until all are claimed. One army is subtracted from the player's armed forces and placed on the territory.

Now, starting again with Player 1, territories are reinforced with remaining armies in clumps of five. To place ONE army, click on the territory. Additional armies may be placed by clicking several times or by using the 'ARMS BOX' to make each click count for 5 or 10 armies. The ARMS BOX is a cycle gadget located near the top left corner of the window. The 'ALL' setting will place ALL remaining armies on the territory you click on.

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** Note that if you try to place armies five at a time but have **
** less than five remaining, a requester will pop up indicating **
** a DEPLOY ERROR. Simply reset the ARMSVALUE lower and resume **
** placing your armies until none are left. **
```

Always be sure you know where you want your armies BEFORE you place them since there is no 'UNDO' function and armies MAY NOT BE MOVED at any time throughout the game.

When every player has placed his/her forces, each player is asked for a password. Use a different password every time you play but make sure it's something you can remember. You will not be allowed to play your turn unless you correctly enter your password.

After choosing a password, you will be prompted to select a 'HIDDEN ARMY TERRITORY'. One territory may be chosen anywhere on the board to hold your hidden armies. At any time during the game (even during another player's turn), you may bring out these armies and attack (if it's your turn) or defend. The number of armies in your hidden force is equal to the number of bonus armies gathered from the last TROOPS card. A few restrictions apply to hidden army placement:

- Hidden armies may NOT be placed on a fortress territory.
  - Hidden armies MAY be placed on ANY OTHER territory even if you do not currently own it; however, you may only use the armies if you own the territory.
  - You may choose another player's territory to hold your armies. As battle progresses, when you capture that territory, you may then bring out your hidden forces.
  - Place your hidden armies next to an enemy fortress so they may be used to destroy him.
-



Player 1 starts normal play.

## 1.6 Taking Your Turn

Each player's turn is divided into three phases:

- COLLECT AND PLAY CARDS (optional)

Each player is given a minimum of three cards to begin his turn. One additional card is then given to the player. Any FORTBONUS cards are automatically subtracted from your deck and added to your fortress. The status bar shows that you were awarded additional fortress armies.

You are given bonus cards at the start of each turn. To use these cards, access them through the "Play Cards..." button at the bottom left of the window. Next, a requester appears showing the number of AGENT, ADMIRAL and TROOPS cards available. To play a card, click on it. For the Agent, eligible target fortress buttons will be enabled for you to select. A fortress is not eligible if it has been destroyed, if it is your own fortress or if the number of armies on the fortress is less than three.

To use the ADMIRAL or GENERAL cards, click the checkbox at the top of the window. Each admiral or general is good for one attack only! Use them well!

Selecting TROOPS will allow you to reinforce your positions. Note that ALL TROOPS cards are played at once unlike the other cards which are played one at a time.

- ATTACK (optional)

To attack another player, first make sure the attacking and defending territories are adjacent or that there is an 'ATTACK LINE' drawn between them (Norway and Denmark may attack each other, for example). Next, click on the attacking territory then click on the defending territory.

All armies on the attacking territory are used to wage war against all armies on the defending territory. The attack will continue until the defender is destroyed or the attacker has no armies left to continue the attack. (One army must be left on the territory.)

- DISTRIBUTE REINFORCEMENTS (End Turn)

To stop attacking, select the 'End Turn' button in the lower eight corner of the window. Reinforcement troops will be computed based on the number of zones you occupy, the number of players you have defeated and whether or not you own all of the Independent zone. The equation is as follows:

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$8 * (\#players\ conquered+1) + 4 * (\#zones) + 6 * (own\ Independents?)$

For example, a player who has conquered two other players, own 3 zones and all the Independent territories receives

$$8 * (2+1) + 4 * 3 + 6 = 42$$

armies. You may place the armies anywhere on the map.

\*\* Note: If you attempt to place over 99 armies on a single \*\*  
\*\* territory, a requester will notify you of a DEPLOY ERROR. \*\*  
\*\* Select CANCEL to place the armies elsewhere; select OK to \*\*  
\*\* cancel deployment of all remaining troops. \*\*

At any time, a player may bring out HIDDEN ARMIES by selecting the 'Hidden Armies...' button on the bottom center of the window. The current number of armies is displayed at the top of the requester. Click the checkbox for each player who wishes to bring out his hidden armies. Click OK to bring them out. Note that any player may bring out his hidden armies at any time -- EVEN IF IT IS NOT THAT PLAYER'S TURN!

\*\* Note that if the total number of armies exceeds 99 on the \*\*  
\*\* territory, any remaining armies will be destroyed. \*\*

## 1.7 Conquering a Fortress

When you conquer a player's fortress, his resources become your own. Specifically,

- You receive additional reinforcements at the end of every turn.
- The defeated player's armies remain in their positions but are realigned to serve you.
- Any cards the defeated player owned are now yours.
- The defeated player's hidden armies are destroyed.
- The GENERAL and ADMIRAL checkboxes are updated to reflect your newly acquired power.
- The 'Play Cards...' button is re-enabled until your next attack. Don't forget to use any new Agents or Troops before continuing!

## 1.8 Winning the Game

When only one player remains, he is acknowledged the winner.

## 1.9 Strategy and Hints

Here are a few proven techniques to enhance the game:

- ALWAYS be sure to strengthen your fortress.
-

- Put your fortress on the open sea so that you can place most of your troops on the fortress for defense but can also strike at other players with an ADMIRAL card.
- Try to occupy an entire zone to gain more reinforcements.
- When you attack from your fortress, make sure you have enough backup coming at the end of your turn to replenish your forces!
- Place your hidden armies next to enemy forts to use during an offensive.
- Go after the weakest fortress quickly.
- Take weak stabs at unfortified territories to prevent other players from claiming ownership of an entire zone.
- REMEMBER: You capture the defeated player's cards AND armies!!!
- Plot your attack path so you can defeat more than one player in a single turn.
- Capturing enemy fortresses is the single best way to lock in increased troop distributions at the end of every turn. You do not have to hold the entire zone to claim the additional troops.
- If it's obvious you're losing, fortify your fortress. Don't bother defending any zones remaining. By concentrating your remaining forces on a single territory, you MAY be able to defeat opponents by attacking from your fortress via sea.

## 1.10 Menus

### PROJECT

- NEW (AMIGA-N)  
Restarts the game.
- OPEN (AMIGA-O)
- SAVE (AMIGA-S)
- SAVE GAME (AMIGA-A)  
Standard disk functions for loading and saving of games.  
You may only save games at the start of a turn AND not during deploy mode.
- ABOUT... (AMIGA-?)  
Show the program title, author name and date of last revision, free chip and fast RAM.
- ABOUT MUI...  
Pops up standard MUI About/Registration window.
- QUIT (AMIGA-Q)  
Quits if you click on OK; CANCEL resumes the game.

### SETTINGS

- MUI...  
Standard MUI settings program.

## 1.11 Error Messages

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File read error!

SteelFortress encountered a problem while reading the data file. Possibly, the file is too short or the file is corrupted.

File open error!

Probably couldn't find the file you specified. Are the path and file name correct?

This file is not a Steel Fortress game file.

The file selected does not conform to the Steel Fortress format.

This zone has already been claimed. Please select another.

Only one player may claim a zone during fortress selection stage.

See also

Starting the Game  
for more information.

You cannot claim the Independent territories. Please select another.

No player may claim the Independent Zone during the fortress selection stage.

See also

Starting the Game  
for more information.

## 1.12 Limitations

- Pen sharing. This is something for future expansion. Since ←  
this

game requires AmigaDOS 3.0 anyway, I need to learn about the pen handling stuff of graphics.library and use it. Right now, MUI will map the 16-color battle map onto a display of fewer colors which can result in a hard-to-read display. Also, if you're using MagicWB, the colors for each player may be very close together making it difficult to see which territories belong to which player. In the near future, I will implement this feature.

- Shoddy graphics. I need new victory.iff and steelfortress.iff pictures. The only restrictions are victory.iff must be 352 X 240 since it is hard-coded into the program. And steelfortress.iff must have it's hit-boxes in the same location since the program uses coordinate comparisons rather than individual gadgets to detect which territories the user clicks on.

- Some sound effects are missing. I don't have a digitizer and was unable to find even reasonably good sound effects for some actions. SteelFortress uses DataTypes to load and play these sounds and the code is built in to this version of the program for the following sounds:

ack.8svx	Acknowledged. Positive confirmation.
nak.8svx	Negative Acknowledge. Error condition.
plyr1.8svx	Introduces Player 1. (Its Player 1's turn.)

plyr2.8svx	Introduces Player 2.
plyr3.8svx	Introduces Player 3.
plyr4.8svx	Introduces Player 4.
plyr5.8svx	Introduces Player 5.
plyr6.8svx	Introduces Player 6.
fighting.8svx	Played during battle.
atkwins.8svx	Attacker wins battle.
dfnwins.8svx	Defender wins battle.
agent.8svx	Agent is used against enemy.
admiral.8svx	Admiral is selected for attack.
general.8svx	General is selected for attack.
troops.8svx	Additional Troops are deployed.
fortbonus.8svx	Fortress receives a BONUS troop deployment.
fortdestroy.8svx	Fortress is destroyed.
winner.8svx	Winner is declared. Game over.

To activate these sounds, just drop the sound files into the SteelFortress drawer. The sounds will load when the game starts. Note: you will have to exit the game if it is running to get the new sounds. Simply restarting the game will not re-load the sound effects.

If anyone wants to contribute new graphics (especially AGA graphics) or additional or better sound effects, e-mail me at:

johnnh@tyrell.net  
Thanks!

## 1.13 Release History

Release 1.0 - July 18, 1991  
Initial release. Had numerous hard-to-track bugs which actually made the game more enjoyable so I left them in! I had just started programming in "C" and, well, the program was a bit quirky but still fun! (And it required ARP!)

Release 2.0 - circa 1994  
I tried to fix just the bugs and the load/save routines which were unpredictable under Release 1.0. This effort required too much time as more and more bugs were found. Release 2.0 was obliterated shortly thereafter.

Release 3.0 - July 25, 1996  
This version. No bugs, I promise!

## 1.14 About the great author...

>>>>>>>>> Who was the great, wonderful, fantastic, brilliant, creative,  
>>>>>>>>> omnipotent Amiga genius who wrote this ultra-advanced  
>>>>>>>>> technological breakthrough software?

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John Haubrich  
Kansas City, MO USA

Problems? Ideas? Suggestions? Requests?  
e-mail: johnh@tyrell.net

## 1.15 MUILabeler - Magic User Interface

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

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