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Menu commands
Rules
Playing the game
Pieces
Terrain
Registration

Menu commands

These commands are issued through either the main menu or the game menu.

Main Menu

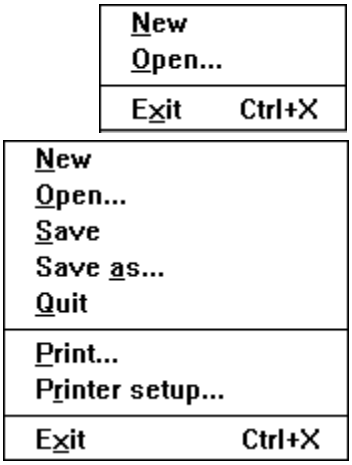
Game Menu

Game
Scenario
Turn
Display
Move
Options

Game

These commands start, load, save, print, or end games.

Main menu **Game menu**



New
Open
Save
Save as
Quit
Print
Printer setup
Exit

Scenario

These commands load, save, or help design scenarios.

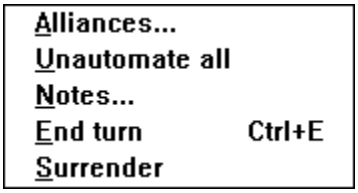
Main menu **Game menu**

New
Open
Save
Save as
Options
Players
Pieces
Victory conditions
Edit

Turn

These commands help administer a player's turn.

Main menu **Game menu**



Alliances
Unautomate all
Notes
End turn
Surrender

Display

These commands display statistics about the game or a player.

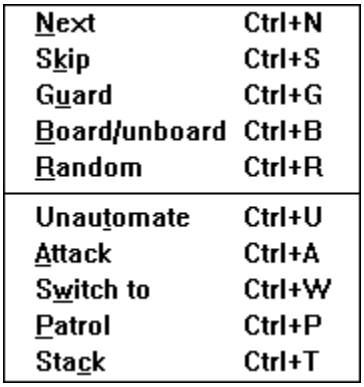
Main menu **Game menu**

World
Current piece
Cities
Total pieces
Victory points
Statistics
Rules

Move

These commands move or manipulate pieces.

Main menu **Game menu**

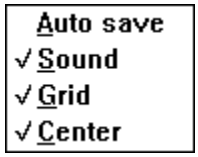


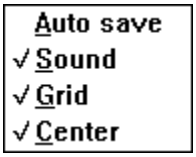
Next
Skip
Guard
Board/unboard
Random
Unautomate
Attack
Switch to
Patrol
Stack

Options

These commands control the options affecting the playing environment.

Main menu **Game menu**





Auto save
Sound
Grid
Center

Game-New

This menu command starts a new game based on the currently loaded scenario. Before the game begins, the computer will prompt each human player to choose his/her initial piece. Each player's piece will take a few turns to complete depending on its type. See the playing the game section on how to play.

Game-Open

This menu command loads a previously saved game usually with an extension of .GAM. The saved game resumes where it left off.

Game-Save

This menu command saves the current game. This saved game file should have an extension of .GAM and will include information about the scenario and other relevant information so that the game can resume where it left off.

Game-Save as

This menu command saves the current game with a new name. Otherwise this command is identical to Game-Save.

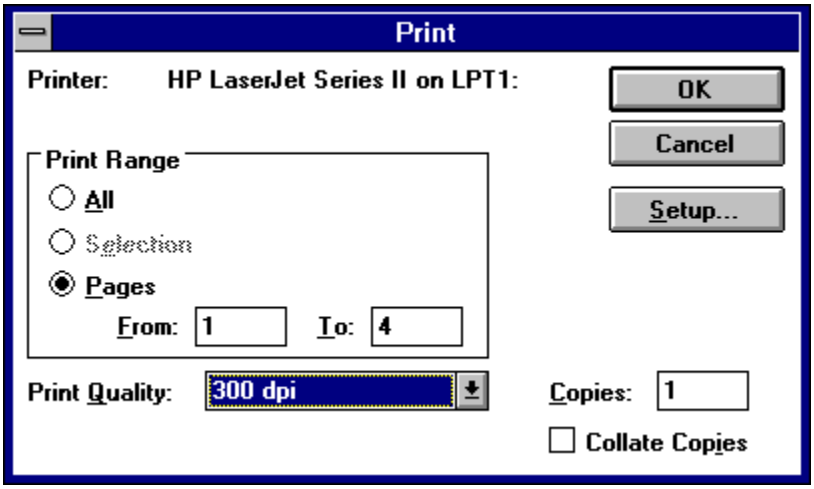
Game-Quit

This menu command quits the current game. The current scenario is retained, but all pieces and owned cities are cleared.

Game-Print

This menu command allows for the printing of the current game's statistics and map.

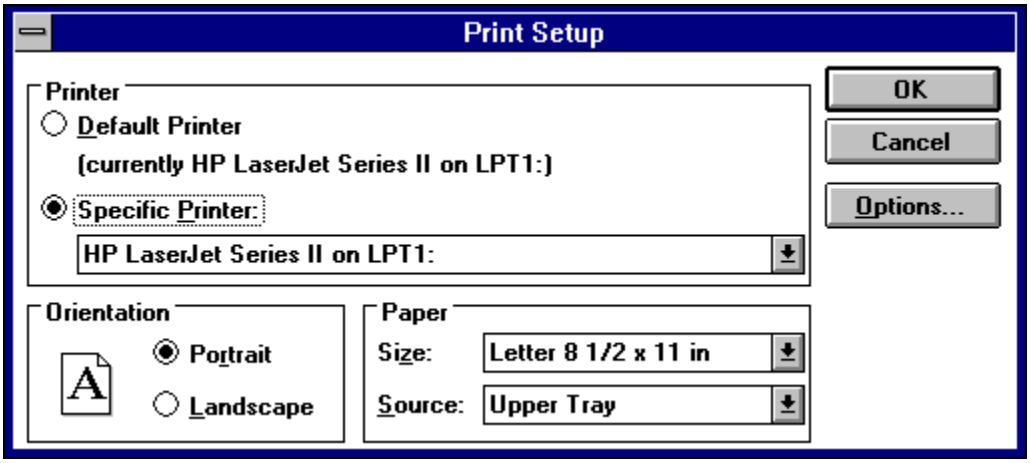
Game-Print dialog-box



Game-Printer setup

This menu command allows for setting up the printer.

Game-Printer setup dialog-box



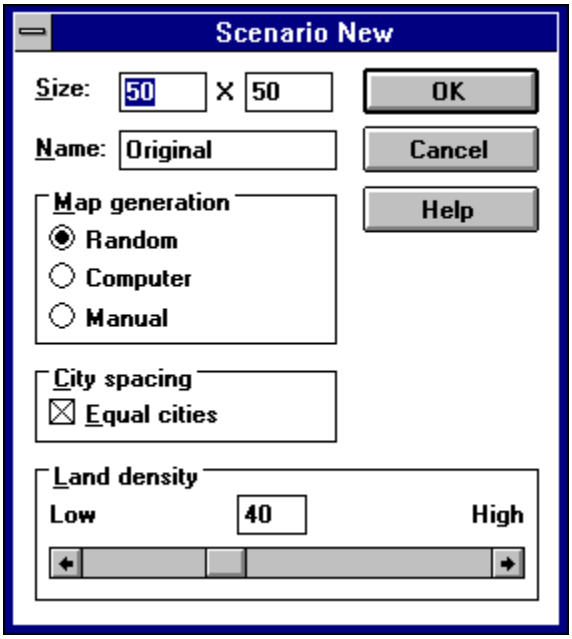
Game-Exit

This menu command exits the Declaration of War program completely. Depressing **Ctrl+X** will also invoke this command.

Scenario-New

This menu command sets up a new scenario.

Scenario-New dialog-box



Size
Name
Map Generation
City spacing
Land Density

Size: Allows the user to enter a desired map size. The limits for both the X and Y dimensions, are a minimum of 20 and a maximum of 150.

Name: Allows the user to enter a unique name for the new scenario.

City spacing: When this option is selected, players will have roughly equal access to empty cities and will be evenly distributed.

Map Generation:

Random: Directs the computer to randomly create the terrain map each time a new game is started.

Computer: Directs the computer to randomly create the terrain map only once. The same terrain will be used each time a new game is started.

Manual: Leaves the terrain map as empty sea and allows the user to create the terrain map using the Scenario-Edit menu command.

Land Density: Selects the land density for a computer generated terrain map. The limits are a minimum of 20% and a maximum of 80%.

Scenario-Open

This menu command loads a previously saved scenario. Each scenario includes a map or map description, a list of options, a description of the players, and a table of piece attributes.

Scenario-Save

This menu command saves the current scenario. This saved scenario includes a map or map description, a list of options, a description of the players, and a table of piece attributes.

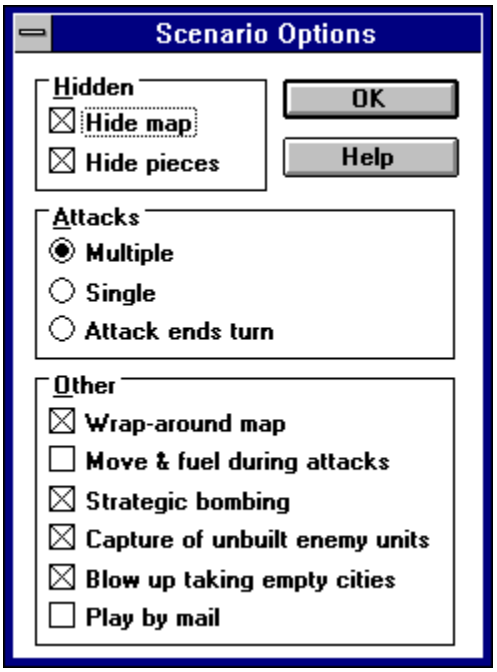
Scenario-Save as

This menu command saves the current scenario with a new name. Otherwise this command is identical to Scenario-Save.

Scenario-Options

This menu command sets up the options for the scenario. These include options concerning what is hidden, movement, and combat.

Scenario-Options dialog-box



Hidden:

- **Hide map**
- **Hide pieces**

Attacks:

- **Multiple**
- **Single**
- **Attack ends turn**

Other:

- **Wrap-around map**
- **Move & fuel during attacks**
- **Strategic bombing**
- **Capture of unbuilt enemy units**
- **Blow up taking empty cities**
- **Play by mail**

Hide map: When this option is selected, the map starts out hidden from each human/computer player. Each player must explore the map on his/her own. A hidden square appears black, while an uncovered square shows the terrain. To uncover a square through exploration, the player must move a piece within one square of it. Once a square is uncovered, it remains so for the rest of the game. If this option is not selected, each square will be uncovered for the entire game.

Hide pieces: When this option is selected, opponent's pieces are only displayed under certain circumstances. They are displayed when a friendly piece comes within one square of an opponent's piece or an opponent's piece is next to a friendly piece or city at the beginning of the turn. In either case the opponent's piece is shown for the rest of that turn. If this option is not selected, all pieces are shown for the entire game

Multiple: Each piece may attack up to its number of attacks per turn, and may move after each attack so long as it has movement points left.

Single: Each piece may only attack once per turn, and may move after attacking so long as it has movement points left.

Attack ends turn: Each piece may only attack once per turn, and ends its turn after attacking.

Wrap-around map: The map wraps-around, which means that a piece going off the right edge of the map will appear on the left edge of the map. This simulates a globe (but is actually more like a donut).

Move & fuel during attacks: Pieces that require fuel expand both movement points and fuel when attacking.

Strategic bombing: Bombers are allowed to strategically bomb empty enemy cities. Strategic bombing is carried out just like a normal attack. If hit the city may be cleared or the piece being built may be delayed a few turns.

Capture of unbuilt enemy units: If an enemy city is captured, the piece that was being built will be available to the enemy player with as many turns left as it had before capture.

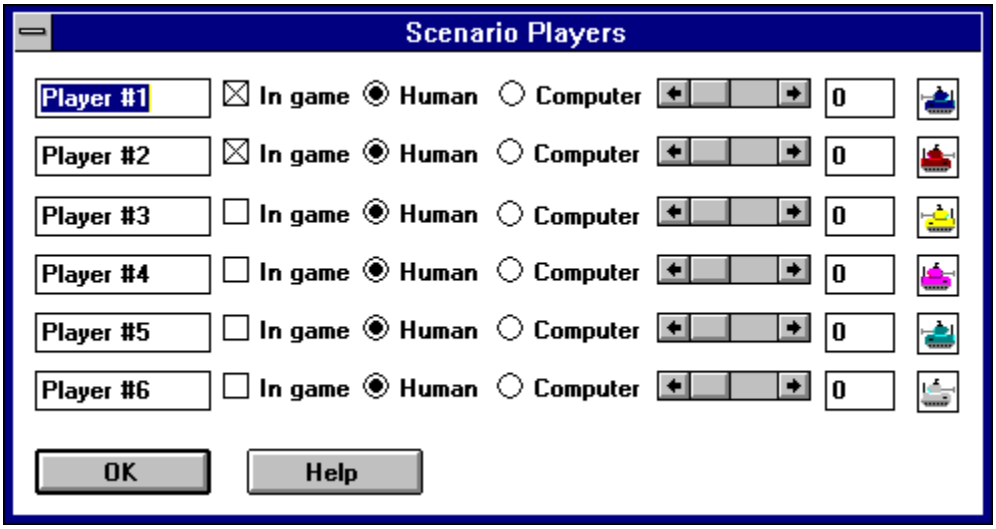
Blow up taking empty cities: An attempted capture of an empty city may result in the attacking piece blowing up.

Play by mail: Certain features are added to the game to facilitate play-by-mail (or e-mail). These features include password protection, disabling the Game submenu during play, and automatically saving and quitting the game at the end of the turn.

Scenario-Players

This menu command sets up the players and important information about them.

Scenario-Players dialog-box



Name
In game
Computer/Human
Strength level

Name: Allows for setting or changing of a player's name.

In game: Determines whether a player is in the game or not. At least two players must be in the game, one of whom must be a human.

Computer/Human: Determines whether a player is a human or is played by the computer.

Strength level

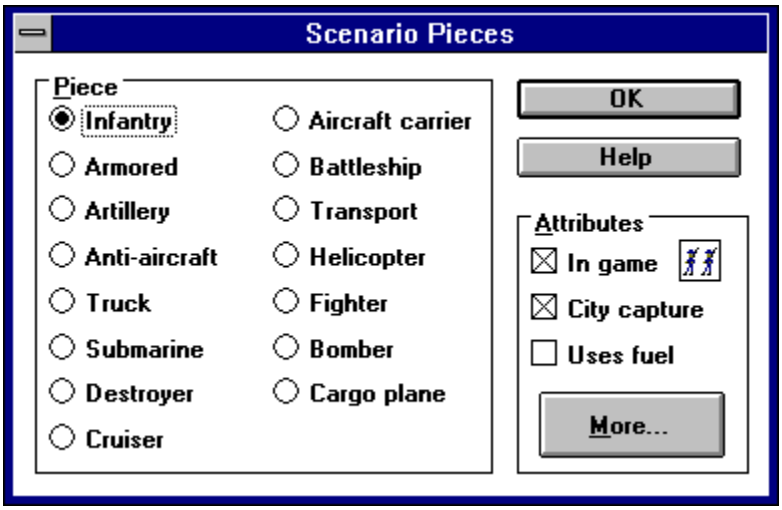
Determines the strength level of a player. The strength level is a value between 0 and 23 and establishes how strong a player will be relative to the other players in the game. This allows for a close game between two unequal players. The bonuses due to strength are cumulative as follows:

0 - None.
1 - Capture cities automatically.
2 - Greater damage.
3 - +1 to attack.
4 - +1 to defense.
5 - +1 to air attack.
6 - +1 to movement points.
7 - Greater transport capacity (+2).
8 - Double terrain bonuses.
9 - +2 to fuel.
10 - Greater damage.
11 - +1 to attack.
12 - +1 to defense.
13 - +1 to air attack.
14 - +1 to movement points.
15 - 1/3 off building pieces.
16 - +2 to repairs.
17 - +2 to experience.
18 - Greater damage.
19 - +1 to attack.
20 - +1 to defense.
21 - +1 to air attack.
22 - +1 to movement points.
23 - 1/2 off building pieces.

Scenario-Pieces

This menu command allows the attributes of the pieces to be changed.

Scenario-Pieces dialog-box



In game

City capture
Uses fuel
More

In game: Determines whether pieces of this type will be in the game or not.

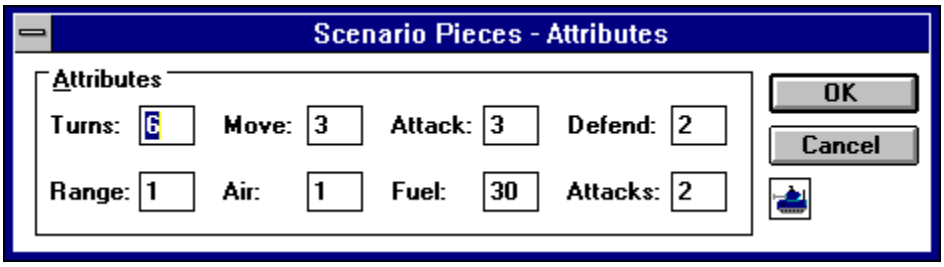
City capture: Determines whether pieces of this type will be able to capture cities.

Uses fuel: Determines whether pieces of this type will require fuel and refueling.

More

The more button brings up a dialog-box that allows for the changing of a piece's attributes.

More button



Turns
Move
Attack
Defend
Range
Air
Fuel
Attacks

Turns: The number of turns it takes for the piece to be built.

Move: The number of movement points that the piece may use per turn.

Attack: The basic attack strength/rating for the piece.

Defend: The basic defense strength/rating for the piece.

Range: The maximum distance from which the piece can attack an enemy piece.

Air: The basic air attack strength/rating for the piece.

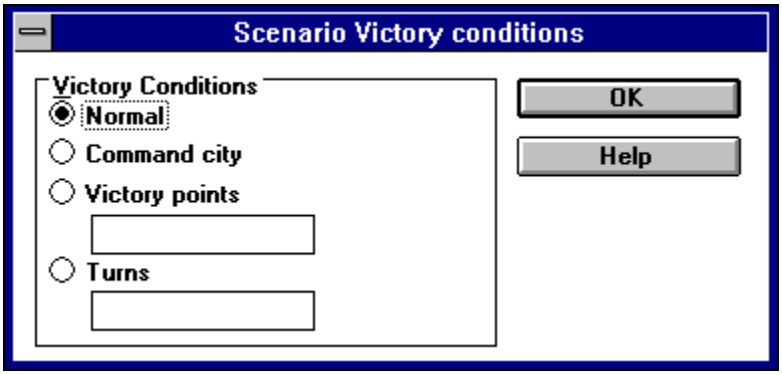
Fuel: The amount of fuel that the piece can use before it must refuel.

Attacks: The number of attacks that a piece may make in a turn (if the multiple attacks option is used).

Scenario-Victory conditions

This menu command allows the scenario's victory conditions to be set.

Scenario-Victory conditions dialog-box



Normal
Command city
Victory points
Turns

Normal: To win a player must totally destroy his/her opponents and/or force his/her opponents to surrender.

Command city: In addition to the normal victory conditions, each player has a command (or capital) city. When this city is taken, that player, along with all of his/her pieces and cities, is out of the game.

Victory points: In addition to the normal victory conditions, the game ends when one or more players has reached the specified victory points. At that time, the player with the most victory points wins.

Turns: In addition to the normal victory conditions, the game ends after a specified turn. At that time, the player with the most victory points wins the game.

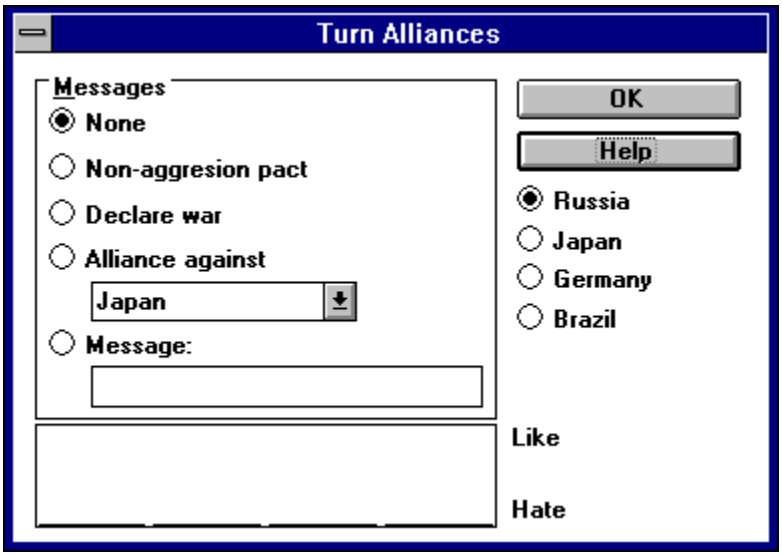
Scenario-Edit

This menu command allows the user to create and edit the terrain map when it is checked. To edit the terrain map, place the cursor over the desired map square and click the left mouse button. The terrain select dialog-box will appear allowing selection of the desired terrain. If the right mouse button is clicked, the last terrain selected will be used automatically.

Turn-Alliances

This menu command allows players to send messages to one another, enabling the formation of alliances.

Turn-Alliances dialog-box



Messages
Players
Attitudes

Messages:

None: No messages are sent to the selected opponent.

Non-aggression pact: Sends the following message to the selected opponent: "Would you like to sign a Non-aggression pact?"

Alliance against: Sends the following message to the selected opponent about another opponent: "Would you like to form an alliance against Player #1?"

Declaration of war: Sends the following message to the selected opponent: "Consider this a declaration of war!"

Message: Sends a message of up to 40 characters to the selected opponent.

Players: The player to whom the selected message will be sent.

Attitudes: The measure of the attitude of computer players on a scale of 0 to 100, where 0 = stong hatred and 100 = strong ally.

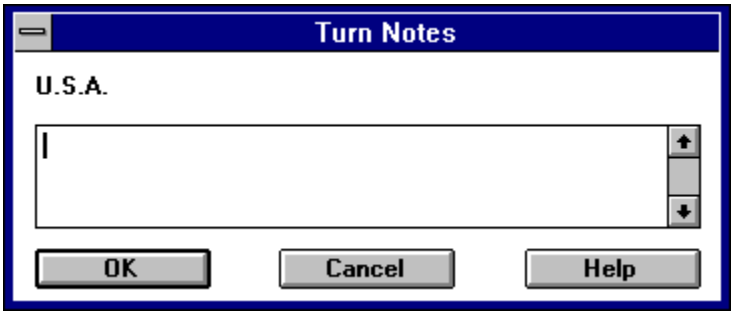
Turn-Unautomate all

This menu command unautomates all of the current player's pieces.

Turn-Notes

This menu command allows the current player to enter or edit notes about the game.

Turn-Notes dialog-box



Turn-End turn

This menu command ends the current player's turn. Every piece that is automated will carry through its automation. Every piece that is unautomated will end its turn. Depressing **Ctrl+E** will also invoke this command.

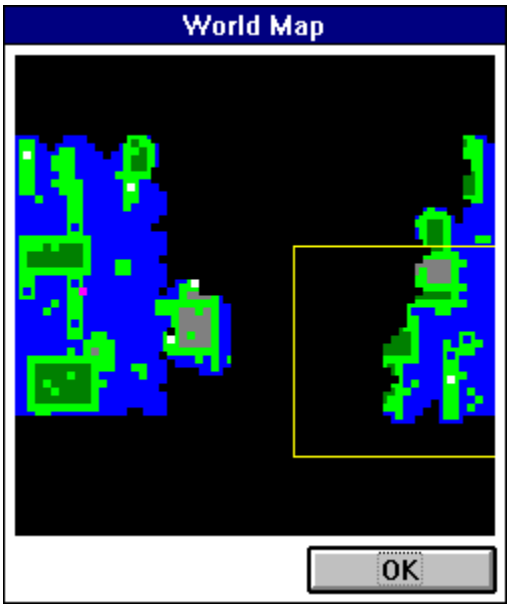
Turn-Surrender

This menu command lets the current player surrender the game. All of his/her pieces will be wiped out and all of his/her cities will be cleared. If the current player is the only human player left or if his/her surrender will leave only one other player in the game, then the game will end.

Display-World

This menu command displays a zoomed-out view of the world map. The entire world is displayed in a window with the currently displayed section of the map highlighted in yellow. Pieces that can be seen by the current player will be seen by their color. All cities that are not covered by pieces will be shown in white.

Display-World dialog-box



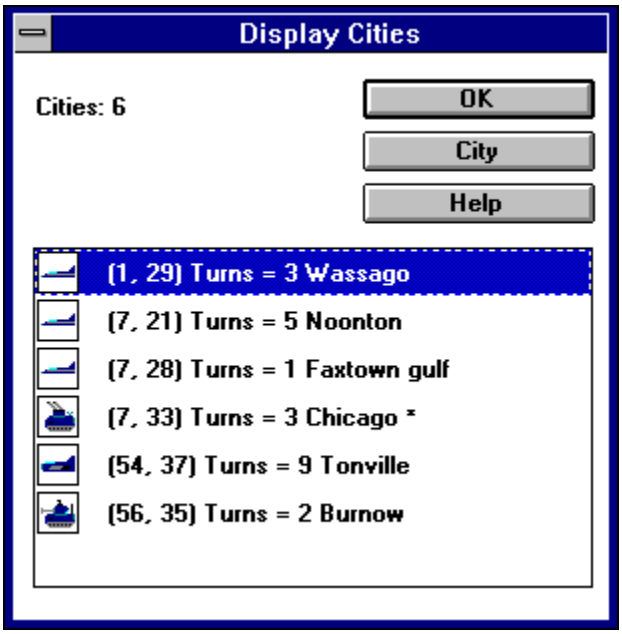
Display-Current piece

This menu command displays centers the map on the currently selected piece. Depressing **Ctrl+I** will also invoke this command.

Display-Cities

This menu command displays a list of the current player's cities. This list consists of different attributes: the type of unit that the city is building, the X and Y coordinates of the city, and the number of turns until the next piece is built. To change the type of unit being built a city, double-click on it.

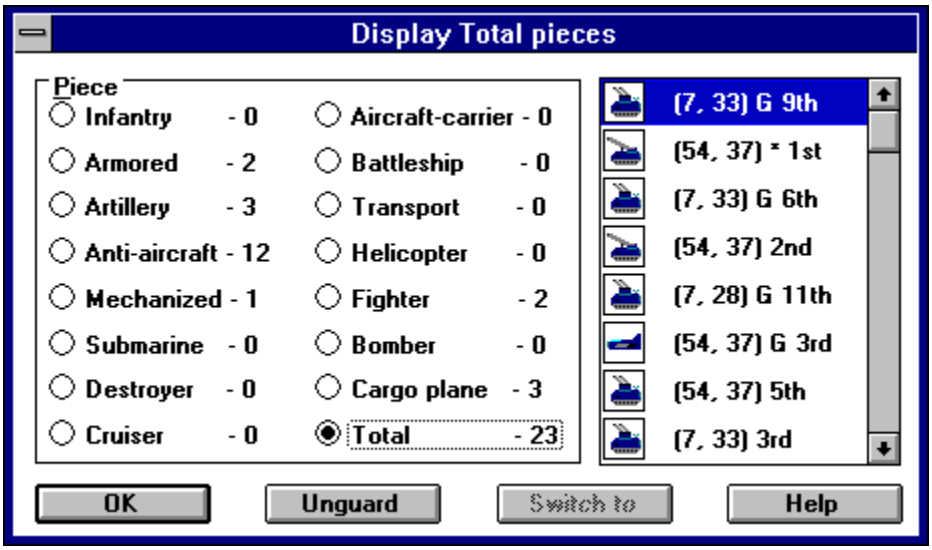
Display-Cities dialog-box



Display-Total pieces

This menu command displays a list of the current player's pieces. It calculates the total number of pieces and also calculates the total number of each type of piece.

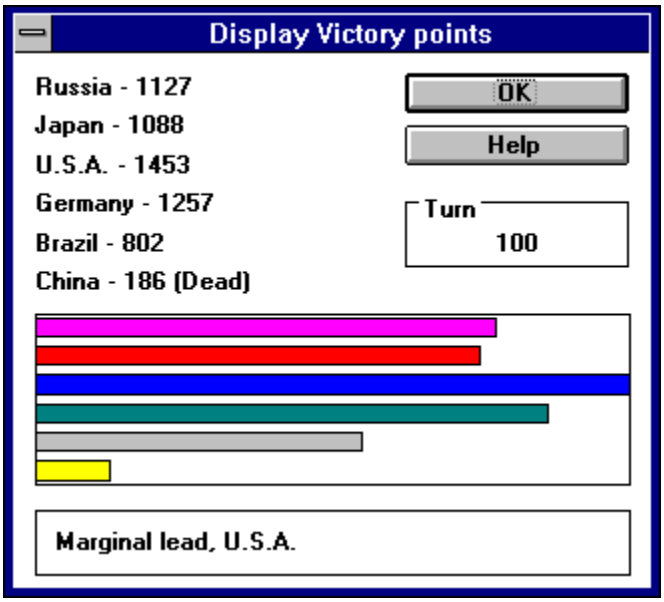
Display-Total pieces dialog-box



Display-Victory points

This menu command displays the victory points of each player, and also displays a bar graph comparing them.

Display-Victory points dialog-box



The victory points are calculated as follows:

50 points - are awarded for capturing a city, and are deducted for losing a city.

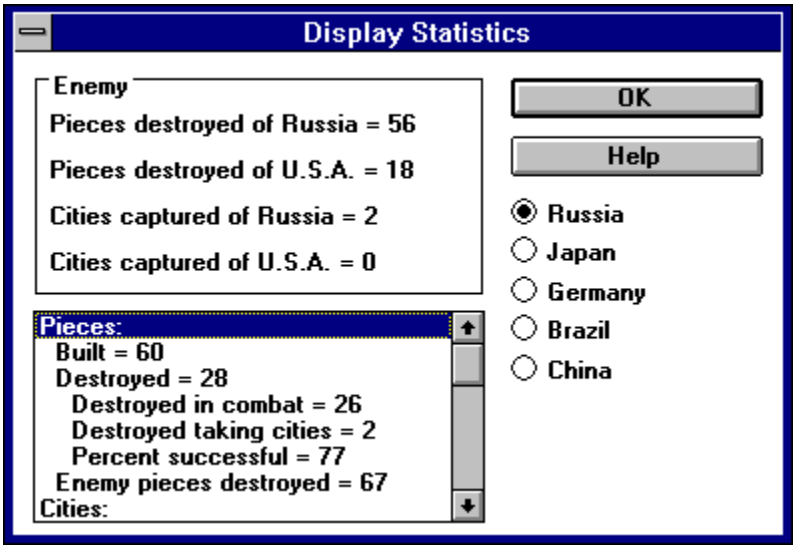
20 points - are awarded for building a transport piece or destroying an enemy transport piece, and are deducted for losing a transport piece through combat.

Atk+Def+Air points - are awarded for building a combat piece or destroying an enemy combat piece, and are deducted for losing a combat piece through combat.

Display-Statistics

This menu command displays combat and other statistics of the current player.

Display-Statistics dialog-box



Enemy
General
Players

Enemy:

Pieces destroyed of: The number of pieces destroyed of the named player.
Cities captured of: The number of cities captured of the named player.

General:

Pieces: The following totals deal with pieces and are accumulated from the beginning of the game.

Total built: Total number of pieces built by the current player.

Destroyed: Total number of the current player's pieces that were destroyed either in combat or capturing cities.

Destroyed in combat: Total number of the current player's pieces that were destroyed in combat.

Destroyed taking cities: Total number of the current player's pieces that were destroyed attempting to capture cities.

Percent successful: The percentage of successful attempts to capture cities.

Enemy pieces destroyed: Total number of enemy pieces that were destroyed in combat by the current player.

Cities: The following totals deal with cities and are accumulated from the beginning of the game.

Cities captured: Total number of cities captured.

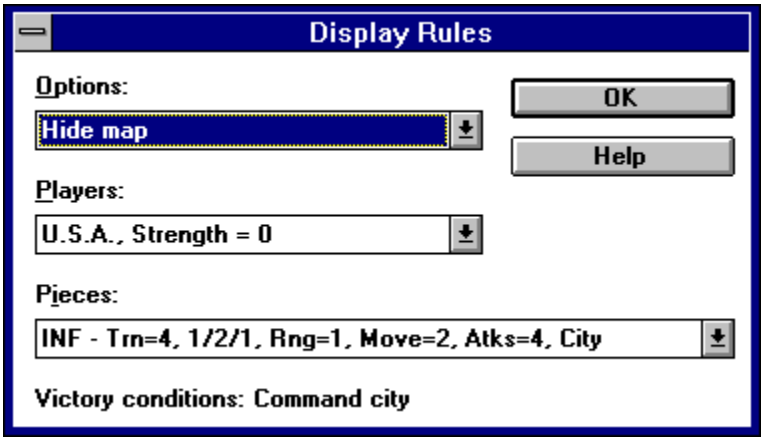
Enemy cities captured: Total number of enemy cities captured.

Empty cities captured: Total number of empty cities captured.

Display-Rules

This menu command displays the rules of the game.

Display-Rules dialog-box



Move-Next

This menu command switches to the current player's next piece. The piece switched from will be able to move later in the turn. Depressing **Ctrl+N** will also invoke this command.

Move-Skip

This menu command ends the current piece's turn and switches to the current player's next piece. If there is no other piece left to take its turn for that player, his/her turn will end. Depressing **Ctrl+S** will also invoke this command.

Move-Guard

This menu command directs the current piece to stand guard at its current location until it is unautomated and switches to the current player's next piece. If there is no other piece left to take its turn for that player, his/her turn will end. Depressing **Ctrl+G** will also invoke this command.

Move-Board/unboard

This menu command directs the current piece to board or unboard a transport in the same square. There are a few limitations to this. A mechanized and a cargo plane can hold only two land pieces and a transport can hold no more than eight land pieces. Depressing **Ctrl+B** will also invoke this command.

Move-Random

This menu command directs the current piece to move randomly until unautomated. Depressing **Ctrl+R** will also invoke this command.

Move-Unautomate

This menu command changes the cursor to a pointing hand. Clicking the cursor on a square containing any of the current player's pieces will cancel certain commands including Move-Guard, Move-Random, Move-Patrol, and Move-Stack. Depressing **Esc** will return the cursor to normal. Depressing **Ctrl+U** will also invoke this command.

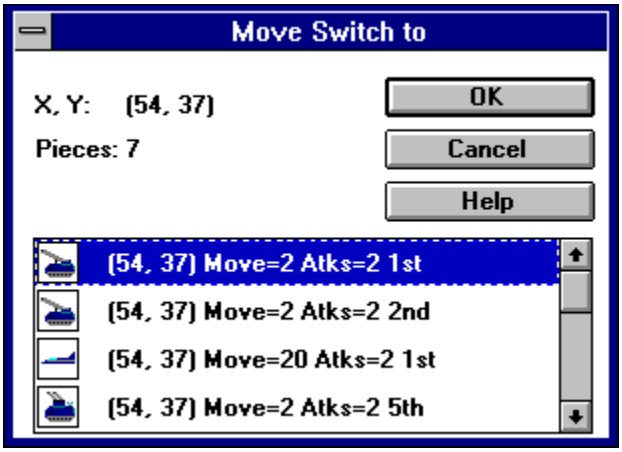
Move-Attack

This menu command changes the cursor to a target. Clicking the cursor on a square within the range of the current piece will cause that piece to attack the top enemy piece within the square. If there is no enemy piece in that square, then an attack will be expended but nothing else will happen. Depressing **Esc** will return the cursor to normal. Depressing **Ctrl+A** will also invoke this command.

Move-Switch to

This menu command changes the cursor to an X. Clicking the cursor on a square containing at least one of the current player's moveable pieces will cause one of those pieces to become the current piece. If there is more than one piece, the Move-Switch to dialog-box will appear, listing all the possible pieces from which to choose. Depressing **Esc** will return the cursor to normal. Depressing **Ctrl+W** (**Ctrl + left mouse button**) will also invoke this command.

Move-Switch to dialog-box



Move-Patrol

This menu command changes the cursor to a circle with a counter-clockwise arrow. Clicking the cursor on a square will cause the current piece to patrol (until unautomated) between its current position and the square that was clicked. Depressing **Esc** will return the cursor to normal. Depressing **Ctrl+P** will also invoke this command.

Move-Stack

This menu command changes the cursor to two overlapping squares. Clicking the cursor on a square will cause all pieces of the same class as the top piece to be stacked together. (Class refers to land, sea, or air types.) A stack cannot attack, it must be broken up. To break up a stack, unautomate it by using the Move-Unautomate command. Depressing **Esc** will return the cursor to normal. Depressing **Ctrl+T** will also invoke this command.

Options-Auto save

This menu command toggles whether the game will be automatically saved at the beginning of every turn.

Options-Sound

This menu command toggles whether sound will be used in the game.

Options-Grid

This menu command toggles whether the map grid will be used in the game. The map grid has no use other than for guidance.

Options-Center

This menu command toggles whether dialog-boxes will be centered on the screen.

Rules

Object of the game
Strategy
Tactics
Cities
Building Pieces
Movement
Combat
Pieces
Terrain

Object of the game

The object of Declaration of War is to accomplish one of two goals: force your opponents to surrender, or capture all of your opponents' cities and destroy all of your opponents' pieces. This is generally achieved by a balanced strategy of three different actions: attacking, defending, and expanding.

Strategy

Attacking refers to agressively moving toward your opponent and attempting to destroy his/her pieces and capture his/her cities. Defending refers to massing units on cities and other strategic points, and patroling important sea lanes with warships. Expanding refers to quickly trying to capture unoccupied and enemy cities, so that more friendly pieces may be built. These three general actions should always maintain some balance, but each may be emphasized at certain points during the game. (Expansion in the beginning, defending toward the middle, and attacking at the end.)

Don't underestimate the importance of logistics. A brilliant strategy and ingenious tactics can easily be undermined by disorganization and poor logistics. Coordinate attacks and make sure all essential pieces are in position before launching an attack or counter-attack.

Tactics

Tactics govern how combat is conducted in a battle.

Attacking:

Matchups: Match the best attacking piece for the given defending piece. For example:

FGT *(Air=10) vs.* **CGO** *(Def=1)*
SUB *w/sneak (Atk=12) vs.* **BAT** *(Def=10)*
BMB *(Atk=10) vs.* **AIR** *(Def=8)*
HEL *(Atk=4) vs.* **ARM** *(Def=2)*

Support: A strong piece or an occupied city should be attacked en-masse, surrounding it to prevent escape and to receive support bonuses.

Order of attack: A piece should be attacked with stronger pieces first. Soften it up before attacking with weaker pieces.

Defending:

Escorts: To protect weaker pieces such as cargo planes and aircraft-carriers, more powerful escorts such as fighters and cruisers should be put on top of the weaker pieces.

Spread out: To avoid being surrounded, spread pieces out. Putting one or two pieces per square around an important location will make it much harder for an opponent to capture.

Cities

Cities are the key to the game and capturing them should be a primary goal. Unoccupied cities may be captured by moving on to them. The moving piece will either be destroyed or it will capture the city and become a permanent garrison force. Enemy cities must be cleared of enemy forces, then they may be captured in the same manner as unoccupied cities. When the city is captured, the capturing player will be prompted with the Build Piece dialog box to select a piece for that city to begin building.

Building pieces

This dialog box allows a player to select a piece for that city to build. Each piece will take a certain number of turns to build. After those turns have expired, a piece will be built on that square and can be moved the following turn. Another piece of the same type will then be started. To change the type of piece that a city is building, either double-click on the city's square on the map or use the Display-Cites menu command. If a piece is changed the new piece will start from the beginning.

Build Piece dialog-box

Movement

Movement is performed by moving a piece from one square to another and is affected by the terrain and the type of piece involved. If the movement cost of the terrain is greater than the amount of movement points left for the piece, it can may still move into that square, but ends its turn.

Terrain:

- **Movement cost**
- **Movement limitations**

Type of piece:

- **Land**
- **Sea**
- **Air**

Fuel: The amount of fuel used per square of movement is the same as the movement cost.

Movement cost: Moving through mountainous terrain costs three movement points per square. Moving through forested terrain costs two movement points per square. Otherwise the movement cost is only one movement point per square. Air pieces are always subject to a movement cost of only one.

Movement limitations: Squares that are more than 50% land cannot have sea pieces on them. Squares that are more than 50% sea cannot have land pieces on them. Cities may have any type of pieces on them.

Land: Land pieces are only allowed on squares that are at least 50% land.

Sea: Sea pieces are only allowed on squares that are at least 50% sea

Air: Air pieces are allowed on any square, and are only subject to a movement cost of one.

Combat

Combat is performed by figuring out the attacker's strength including all bonuses, figuring out the defender's strength including all bonuses, then calculating which piece is hit and how much damage is done.

Attacker:
- **Basic attack strength**
- **Support bonus**
- **Experience bonus**
- **Sneak attack bonus**
- **Strength bonus**

Defender:
- **Basic defense strength**
- **Terrain bonus**
- **Experience bonus**
- **Strength bonus**

To hit:
- **Final attack and defense strengths**
- **To hit number**
- **Determination of a hit**

Damage:
- **Damage bonuses**
- **Damage determination**

Basic attack strength: If the defending piece is an air unit, the basic attack strength is the attacking piece's air (AIR) attribute. Otherwise the basic attack strength is the attacking piece's attack *(ATK)* attribute. The basic attack strength also factors in any damage that the attacking piece has taken.

Support bonus: For every square around the defender's piece (except for the attacking piece's square) that is occupied by a piece belonging to the attacking player, the basic attack strength is increased by one. This support bonus can range from 0 to 8.

Experience bonus: For every two points of experience, the basic attack strength is increased by one. For every two points of experience, the basic defense strength is increased by one. The maximum possible number of experience points is ten, therefore the experience bonus can be anywhere from 0 to 5.

Sneak attack bonus: If the attacking piece is a submarine with a valid sneak attack, and the defending piece is a ship, the sneak attack bonus is ten.

Strength bonus: A player's piece may get a bonus depending on that player's strength level. Refer to strength level for a list of the strength bonuses.

Basic defense strength: Is the defending piece's defense *(DEF)* attribute factoring in any damage that the defending piece has taken.

Terrain bonus: If a defending piece is a land piece or a helicopter and is on a square that is at least 50% forest terrain, its basic defense strength is increased by one. If a defending piece is a land piece or a helicopter and is on a square that is at least 50% mountain terrain, its basic defense strength is increased by two. If a defending piece is on a friendly city, its basic defense strength is increased by two. If a defending piece is on its command city, its basic defense strength is increased by four.

Final attack and defense strengths: The two final strengths are totaled in order to calculate the final to hit number.

To hit number: The THN is derived by the following formula. THN = FAS / (FAS + FDS) * 100 - 5. Where FAS = final attack strength and FDS = final defense strength.

Hit determination: A random number between 0 and 99 is determined and called THR. This is then compared to the to hit number:

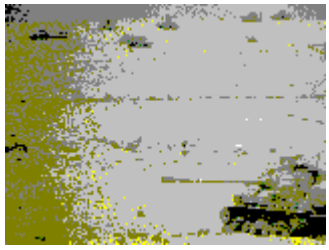
THR < THN	The defender is hit.
THR >= THN + 5	The attacker is hit.

Damage bonuses: If the attacker is a submarine and the defender is a ship and the ship is hit, then the damage number is increased by 15. Any other bonuses are dependent on the strength of the players involved.

Damage determination: A random number between 0 and 99 is determined and called DDR. To DDR is added any damage bonuses.

DDR >= 90	Critical hit (the piece that was hit is destroyed).
DDR >= 40	2 to 7 points of damage.
DDR < 40	1 to 2 points of damage.

Playing the game



Starting a new game
Moving
Attacking
Shifting between pieces
The status bar
Show Opponent
City name
Start turn
Questions and answers

Starting a new game

The general sequence for starting a game is as follows:

Scenario-New (or Scenario-Open). Enter the map size, the scenario name, and the land density.
Scenario-Players. Enter the names of the human and computer players as well as their strength levels.
Scenario-Options. Check the desired options.
Scenario-Pieces. Make changes to pieces if necessary.
Game-New. To start the game.

Moving

There are two distinct ways of moving a piece:

The keyboard: This is probably the easiest way of moving pieces. To move a piece just move the corresponding key on the numeric keypad.

Up & Left = *Home*
Up = (Up arrow)
Up & Right = *PgUp*
Left = (Left arrow)
Right = (Right arrow)
Down & Left = *End*
Down = (Down arrow)
Down & Right = *PgDn*

The mouse: To move a piece with the mouse, move the cusor onto the piece and then click and hold the left mouse button. This cursor will change to a square with an arrow pointing out of it. Move the cursor to the piece's intended destination and release. This will put the piece on automatic movement until it reaches its destination or cannot move.

Attacking

There are two distinct ways of attacking an enemy piece:

The keyboard: This is probably the easiest way of attacking a piece, but it is limited to attacking pieces that are only one square away. To attack a piece one square away, just move into the defending piece's square.

The mouse: To attack a piece with the mouse, use the Move-Attack menu command to turn the cursor into a target. Then move it onto the defending piece's square and click the left mouse button.

Shifting between pieces

There are a few ways of shifting between pieces.

Next: The Move-Next menu command switches to the next piece, but doesn't end its turn.

Skip: The Move-Skip menu command switches to the next piece and ends its turn.

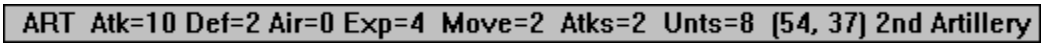
Guard: The Move-Guard menu command sets the current piece to automatically guard its square each turn and then switches to the next piece.

Switch to: The Move-Switch to menu command changes the current piece to the one selected.

The status bar

The gray status bar at the top of the map gives helpful information about the current piece. The information included is often very important to game play. A description of the contents of the status bar follows, with optional statistics in brackets.

Status bar



(???)	Piece code
(Atk)	Attack
(Def)	Defense
(Air)	Air
(Exp)	Experience
(Move)	Movement points left
[Fuel]	Fuel
[Atks]	Attacks left
[Trans]	Transport
[Sneak]	Sneak
[Unts]	Units
(X, Y)	X and Y
(?th ?)	Unit number

Piece code: A three letter code that describes the type of the current piece.

Experience: The number of times the current piece has been directly involved in combat up to a maximum of ten. Experience bonuses help in combat.

Move: The number of movement points the current piece has left for the turn.

Fuel: The amount of fuel left. (Optional)

Attacks left: The number of attacks the current piece has left for the turn.

Transport: The amount of units being transported by the current piece, or whether the current piece is being transported. (Optional)

Units: The total number of friendly pieces on the same square as the current piece. (Optional)

X and Y: The X and Y coordinates of the current piece's square.

Unit number: The unit identification number of the current piece (used to help identify a particular piece).

Show Opponent

The Show Opponent dialog-box will be displayed when a square with an enemy piece on it is Ctrl + clicked. Information displayed in the Show Opponent dialog-box includes: the X,Y coordinates of the square, whether there are one or more enemy pieces, the enemy player involved, the type of piece involved, and what type of city is underneath.

Show Opponent dialog-box

City name

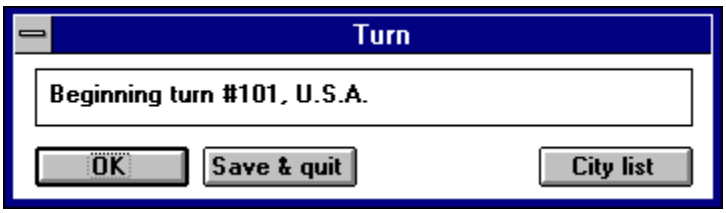
The City name dialog-box will be displayed when an empty city has been captured.

City name dialog-box

Start turn

The Start turn dialog-box will be displayed at the beginning of each human player's turn. Possible options include: OK (start turn), Save & quit (save game then quit), Skip (skip turns until a piece is built), Unautomate (unautomate a piece so that a normal turn can be taken), and City list (show a list of cities so that the piece being built may be changed).

Start turn dialog-box



Questions and answers

Question: How do I board a transport piece?
Answer: Either move a land piece onto the square that contains a transport piece or, if they are both in the same square, have the land piece invoke the Move-Board menu command. In either case a dialog-box will pop up asking if you want to board the transport. Answer yes.

Question: How can I tell if a piece is being transported?
Answer: The word *Trans* will be displayed on the status bar if it is the current piece.

Question: How can I tell how many pieces are on a square?
Answer: If it is an enemy occupied square a single piece will be shown by just an icon of that piece, two or more pieces will be shown by a small square surrounding the top piece. Friendly squares will additionally have the number of pieces in the square on the status bar. (It will show: Unts=?)

Question: How do I attack a square more than one away?
Answer: Use the Move-Attack menu command to change the cursor to a target, then move it over a square within range, and click the left mouse button to attack.

Question: What does experience do?
Answer: Experience improves attacking and defending. For every two points of experience, the attack and defend attributes of a piece are boosted by one. One point of experience is gained for each attack or defense a piece is directly involved in (up to a maximum of ten).

Question: How do I make repairs?
Answer: Move a piece into a friendly city and keep it there through the end of a turn. For every turn a piece remains in a city, four points of damage will be repaired.

Question: How does damage work?
Answer: If a piece is hit it either takes damage or it is destroyed. For each point of damage a piece takes, a point is deducted off of attack, defend, or air attack. When all are down to zero,the piece is destroyed.

Question: What determines which piece will be on top?
Answer: The piece with the highest, normal (undamaged) Attack + Defense, as long as it is not aboard a transport, will be shown on the top of a stack of pieces.

Question: Why can't I board a transport piece?
Answer: It could be because an armored piece is trying to board a mechanized piece. (Armored pieces are not allowed aboard mechanized pieces.) Another possibility is that a loaded mechanized piece is trying to board a transport or a cargo plane. (Mechanized pieces must be empty to board a transport or cargo plane.)

Question: Why can't I unboard a transport?
Answer: It is probably because the transport is on a square that is less than half land. It could also be because all of the pieces on board are guarding or have moved already during the turn.

Question: On which squares can I board/unboard?
Answer: The square must be at least 50% land.

Pieces

There are fifteen different types of pieces in the game. Each has its own icon, symbol, and attributes. Their attributes are listed below. *Atk* - is the attack strength. *Def* - is the defense strength. *Air* - is the air attack strength. *Rng* - is the attacking range. *Move* - is the movement points per turn. *Atks* - is the number of attacks per turn. *Fuel* - is the amount of fuel carried (optional). *Turn* - is the number of turns it takes to produce. (Other notes may also be included.) These attributes are the defaults for the pieces. They may be changed before the game with the Scenario-Pieces menu command.

Infantry (INF) - Atk=1, Def=2, Air=1, Rng=1, Move=1, Turn=4. Can capture cities.

Armored (ARM) - Atk=3, Def=2, Air=1, Rng=1, Move=3, Turn=6. Can capture cities.

Artillery (ART) - Atk=5, Def=1, Air=0, Rng=3, Move=1, Turn=6.

Anti-aircraft (AAA) - Atk=0, Def=1, Air=10, Rng=3, Move=1, Turn=6.

Mechanized (MEC) - Atk=0, Def=1, Air=0, Rng=0, Move=4, Turn=4. Can transport up to two ground units.

 Submarine (SUB) - Atk=2, Def=2, Air=0, Rng=1, Move=3, Turn=8. Can use up to two sneak attacks.

 Destroyer (DST) - Atk=2, Def=3, Air=1, Rng=1, Move=4, Turn=6.

 Cruiser (CRS) - Atk=4, Def=6, Air=4, Rng=1, Move=3, Turn=10.

Aircraft-carrier (AIR) - Atk=0, Def=8, Air=2, Rng=1, Move=3, Turn=14. Can transport, refuel, and launch up to 10 airplanes.

Battleship (BAT) - Atk=10, Def=10, Air=8, Rng=1, Move=3, Turn=18.

 Transport (TRN) - Atk=0, Def=1, Air=0, Rng=1, Move=3, Turn = 8. Can transport up to eight ground units.

Helicopter (HEL) - Atk=4, Def=2, Air=1, Rng=1, Move=10, Fuel=20, Turn=6.

 Fighter (FGT) - Atk=1, Def=2, Air=10, Rng=1, Move=20, Fuel=20, Turn=6.

 Bomber (BMB) - Atk=10, Def=3, Air=2, Rng=1, Move=10, Fuel=30, Turn=12.

Cargo plane (CGO) - Atk=0, Def=1, Air=0, Rng=0, Move=10, Fuel=30, Turn=12. Can transport up to two ground units.

Terrain

Sea - Ships are only allowed on squares that are at least 50% sea. Land units are not allowed on squares that are more than 50% sea. *Movement cost = 1.*

Land - Land units are only allowed on squares that are at least 50% land. Ships are not allowed on squares that are more than 50% land. *Movement cost = 1.*

Mountain - Mountain squares are like land-only squares in terms of unit limitations. *Movement cost for land units and helicopters = 3. Movement cost for planes = 1. Defense bonus = 2.*

Forest - Forest squares are like land-only squares in terms of unit limitations. *Movement cost for land units and helicopters = 2. Movement cost for planes = 1. Defense bonus = 1.*

City - All units are allowed on city squares. City squares are the key to the game as they allow the building of more pieces. *Movement cost = 1. Defense bonus = 2. (Defense bonus for command city = 4.)*

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