

## **Conquest** (Minutes to learn. Years to master.)

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## Shareware

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What a wonderful concept! Try a program for free and pay for it only when you find out how great it is! I certainly hope you have enjoyed Conquest and will consider registering the program for \$20 US.

To register, simply:

Print the file REGISTER.TXT

Fill in the details regarding your address and your suggestions about Conquest.

Include \$20 US. (Cash, check, or money order)

Mail it in!

When I receive your registration I will send you a copy of the special "network" version of Conquest. This version allows you to play across a network with a friend and make your moves simultaneously. Registering is also your chance to request those "special" features that you really want included in Conquest.

\*\*\*\* I can always be contacted on the Internet at: **MikeBryant@Bix.com**

(If you're still not convinced Conquest is worth \$20, play it a few more times. You'll get hooked!)

## Quick Start

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The object of the game is to conquer your opponent by owning planets. The more planets you own, the more income you receive. With this income you can build a variety of ships with which you can conquer more planets. The catch? Your opponent is doing exactly the same thing on the other end of the galaxy.

Make sure you have properly installed the game.

### Starting the game:

1. Enter your name in the Player 1 edit control.
2. If you're playing against a human, enter your opponent's name in the Player 2 edit control. If you want to play against the computer, select the level of computer opponent from the drop down list. Computer 1 is easy, Computer 5 is very difficult.
3. Select the length of game you wish to play. A 50 turn game usually is enough time to determine a winner and takes somewhere between 1 to 3 hours to play.
4. Click the **Play** button to start playing.

### Select your Home:

Your first move in the game is to select a planet for your home world. The Conquest window will display many letters followed by a question mark. Each letter represents a planet. Click on one of the letters that is positioned close to several other letters. This is your base of operations.

### Make your move:

The buttons on the left side of the window list your different options. Typically you will want to **Build** some ships on your home world and then **Launch** them to other planets.

For various commands you will be asked to select a planet for source and/or destination. Watch the title of the window for prompting. To select a planet, click on the appropriate letter.

Once you are finished building and launching, click the **End Turn** button to let your opponent make his move.

## What's New?

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v2.0 Gad, where do I start? Here is a brief highlight.

New "Message" status line at the bottom of the screen. This line displays text based on the location of the mouse pointer. When the mouse is over the buttons to the left side of the screen, the function of the button is displayed. When the mouse is over a planet, the planet name and the number of ships on the planet is displayed. This is a one line Intelligence report. **Extremely useful!**

New "Map Mode" buttons on the screen. The "YARFC" buttons give you the functions in the MapMode menu directly on the screen. A new map mode option "C" displays when a planet has been last contacted.

New ending sequence for the game. The results of the game is kept in a "Hall of Fame" so you can keep track of your victories. After a game completes you are ready to start a new game.

New Launch and Build dialogs that show how many ships are currently on the planet.

New "Scouts" button to build and launch scouts. No more building dozens of scouts by mistake thinking they were cruisers.

Unhappy with the layout of the universe? Click Ctrl-Z when Player 1 is ready to select his homeworld to regenerate the universe. Select your homeworld once you have a satisfactory map.

Rodent phobic? Planets can now be selected with the keyboard. Simply press the letter of the planet you wish to select.

## **Game History**

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This program has been in the works for quite some time now. It was originally inspired by a program on the Radio Shack CoCo. My first version of this program was written in BASIC in the Spring of 1983. The next version ran on a DEC PDP 11/45 a year later. After much procrastinating, I finally created a version on the Amiga and then this one that runs under Windows. The program has grown quite a bit since its first conception!

My goal has been to provide a game that can be learned in a few minutes and mastered over a few years. (Actually I've been playing it for over ten years and I still get surprised.)

Special thanks to **John Nowak** who created the original version of the combat system for Conquest.

## **Introduction**

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Conquest is a war game similar in concept to the board game Risk. You are the lord of an entire world, destined to rule the galaxy. Some worlds are virgin fruits, ready for you to colonize. Some worlds have natives who do not wish to accept your rule, these you must conquer for they will yield more valuable resources.

As you claim the galaxy you will find that you are not the only one extending your dominion. This is a two-player game. Be prepared to defend yourself and take what is yours!

## Installation

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1. Copy **CQ.EXE** to your favorite directory.
2. Create an Icon for the program using Program Manager.
3. Copy the Microsoft 3D library into you Windows\System directory. (If you have a newer version of this DLL don't replace it with this one.) Copy "**CTL3DV2.DLL**" to your "\\WINDOWS\\SYSTEM" directory.

Make certain that you only have one copy of "CTL3DV2.DLL" on your system or Windows will give you a nasty nag message!

## **Ships**

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	<b>Attack</b>	<b>Defend</b>	<b>Speed</b>	<b>Cost</b>
<b>Cruiser</b>	Avg	Avg	Fast	Cheap
<b>MissileShip*</b>	Good	Avg	Medium	Medium
<b>Dreadnaught</b>	Best	Best	Slow	Expensive
<b>RailShip*</b>	Poor	Good	Slowest	Most
<b>Scouts*</b>	None	None	Fastest	Medium

\*MissileShips are special:

This ship needs a turn to reload between attacks and therefore attacks only every other turn.

\*RailShips are special:

This ship is essentially a massive cannon with engines. The blast from this ship will destroy one of the largest ships on the enemy side. This ship can only be build by class 8 or higher home worlds.

\*Scouts are special:

This ship is an unmanned drone, packed full of scanning equipment. It is the fastest ship and can scan multiple planets before landing. A scout can scan small fleets without being detected.



## **Planets**

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There are nine classes of planets in Conquest. The higher the class level, the more income a planet generates. Planet classes are divided into three categories:

### **Raw Material Worlds**

Planets with a class of 1, 2 or 3 provide raw materials for your empire. These are not hospitable worlds and generate a sparse income.

### **Native Worlds**

Planets with a class of 4, 5, or 6 are already inhabited by a native population. These worlds are rich with resources and generate a large income. The natives on these worlds will not work for you willingly. You will have to conquer a native planet before you can receive any income from it. Natives will use the resources on their world to build ships to defend against your invasion! Even after you conquer a native world they may attempt to rebel and destroy ships from time to time. Persevere! The income generated by these worlds is worth it!

### **Home Worlds**

Planets with a class of 7, 8, or 9 are highly developed worlds which contain your center of government and shipyards. Initially you start with a single home world at class 7. You can invest in the planet and upgrade it to a class 8 or class 9. Class 8 planets can build RailShips. Class 9 planets can build Stargates. Class 9 planets can build ships more cheaply than class 8. Class 8 planets can build more cheaply than class 7.

**NOTE:** You must have at least one home world to collect any income!

### New Planet Names

## Galaxy Map (Your window to the universe)

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The Galaxy map displays the location and state the 26 planets in the universe. The first letter of the planet along with the class of the planet is displayed. If a planet has not been explored, the class will be displayed as a question mark. If you own a planet the background will be white.

Each of the planets is actually a button. When you wish to select a planet for input, such as selection source and destination for fleets, click on the planet. The mouse cursor changes to a pointing finger to help you locate each planet button. You can also select a planet by pressing the appropriate letter on the keyboard.

### Battle Reports

The map also indicates the type of Battle Report for each planet. If there is a report for the current turn, a colored square will appear around the planet. The colors have the following meanings:

Black	Re-enforcements / Colonization
Maroon	Rebellion
Green	Scouting Report
Blue	Defeat
Red	Victory
Yellow	Battle in progress
Magenta	Enemy Retreat

### Map Modes

Conquest offers several different viewing modes for the galaxy map. You can view planets based on the strength of the fleets occupying the world, or based on when ships arrive at a world. Strengths and times of arrival are coded to particular colors. From strongest to weakest or from soonest to latest the colors range:

Red, Maroon, Gold, Blue, Black

These colors are displayed under the Map Mode buttons.

Note that strength of unowned planets is only based on Intelligence reports which may not be entirely accurate (Up to date).

<b>Your Strength</b>	Your Relative strength with other planets left blank
<b>Absolute Strength</b>	Planet strength versus all other planets
<b>Relative Strength</b>	Planet strength versus same player's Planets
<b>Flight Arrival</b>	Shows the number of turns until arrival
<b>Contact</b>	Shows the number of turns since the planet was last contacted. Each color change shows three more turns have elapsed since last contact.

You can quickly change the map mode by clicking on one of the buttons at the top of the command palette. The buttons are labelled with the first letter of the command or "YARFC". A red bar under the button shows which mode is currently active.



**Hints** (Heeelp!)

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Rebellion Trouble

Raiding Parties

Rape

W\*E\*G\*S\*

## **Combat** (how to take what SHOULD be yours...)

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When more than one fleet is present on a planet, combat occurs. The offensive capabilities for the entire enemy fleet are compared to the defensive capabilities of your fleet. This determines how many casualties you will sustain. Casualties will consist of a number of ships that you will lose. Note that with this system, in order to simplify matters, ships are considered either completely intact or destroyed. Casualties will be first removed from ships in the following order:

Cruisers, MissileShips, Dreadnoughts, Railships

This means that all casualties will be taken from cruisers until none are left, then from missileships, and so forth.

Railships are a special case. These ships can attack from long range and destroy a ship with a single shot from their massive cannon. This attack will occur *BEFORE* any combat calculations. These ships can only fire once a turn but destroy ships in the reverse order of normal casualties:

Railships, Dreadnoughts, MissileShips, Cruisers

This means that after one turn of combat only one side will still have any railships in combat. These ships can be an extreme strategic advantage, but are also the slowest traveling ships.

Planets of class 4, 5, or 6 will have natives. These natives when left alone will slowly build ships of their own. Class 4 and 5 can only build cruisers. Class 6 planets can build missileships as well. A player discovering a class 6 planet late in the game might find a mighty native fleet to contend with!

NOTE: Scouts are non-combative ships. This means that they have no means of attacking or defending themselves. If they ever enter a conflict with other combative ships, they will be destroyed. It is not possible to colonize a planet with a scout since this type of ship is essentially a scanner with HUGE engines, unmanned.

For those who want to experiment more with the combat system, a small utility **CQSIM.exe** has been included. This combat simulator allows you to pit fleets of different sizes against one another. When using this program you can enter the number of ships to battle and then click on the **Fight!** button. The casualties will be listed. Clicking on the **Continue** button will reduce the fighting forces by the casualty amount and continue the battle. Clicking on the **Fight** button will re-run the battle using the current forces.

## **Rebellion Trouble**

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Rebellions getting to be too much for you? There is relief in sight!

You have three choices:

1. Keep a large fleet on the planet to intimidate the natives.
2. A pesky class 4? Scrap it to a class 3 and the natives will be no more!
3. An annoying class 6? Upgrade it and you'll have a nice quiet alternate home world!

## **Raiding Parties** (Just because you're paranoid doesn't mean that they AREN'T out to get you.)

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Want to make your opponent paranoid? Build some massive raiding parties consisting of nothing but Cruisers and MissileShips! This combination will inflict massive damage, yet is fast moving.

After smashing a planet, make sure to jump off to another target before your opponent can respond. MissileShips can reload in flight and can attack each time they land on a new planet.

**Rape!** (Annoyance Unlimited)

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Losing the battle on one of your planets? **Scrap** the planet before retreating.

Want to really annoy your opponent? Smash a planet with a Raiding Party deep in enemy territory, scrap, then leave. Odds are you won't be able hold a planet deep in enemy territory so you might as well reduce his income potential!



## **Watch Em Go Splat!**

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Having trouble scanning a planet? Find your bravest (or dumbest) pilot and launch a single cruiser against the enemy. He probably won't win the planet but he will tell you what forces are on it.

## Starting Options

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### Player 1

This is You. Enter the name by which you wish to be addressed.

### Player 2

This is your opponent. If your opponent is human, enter his name here. If you wish to play against a computer opponent, click on the arrow to the right of the edit control and select a computer opponent from the drop down list.

There are five levels of computer player and one custom computer player. Computer 1 is the easiest opponent and Computer 5 is the most difficult. A seasoned player can usually beat Computer 4 but will rarely win versus Computer 5. A victory against Computer 5 shows tremendous skill or luck.

For those of you who really want to experiment, choose "ComputerX" as your opponent. Configure the capabilities of the computer opponent as you like.

### Number of Turns

Enter the length of the game here. A typical game, 50 turns should be enough to indicate who is winning. If you wish to extend a game you can use the **Change End Turn** command under the **File** menu.

### Timed Turns

How many times have you heard "Are you done yet?" when you play a game of Conquest? I have a good friend Jim, and we often bust each other's chops about how long we each take to make a turn. This is where the turn timer will help you out.

Turn time is measured in seconds. The turn timer doesn't keep track of time in real-time but rather keeps track of the time that has elapsed each time you perform a command. When time expires, you will be told to finish up the turn NOW. If you ignore that message, you will be allowed to make ONE more move and then Conquest will end the turn for you, whether you like it or not.

### Passwords

Select this option to protect your game from being viewed by other players. It is especially handy when playing Conquest by E-Mail. When the game starts, enter your password into the Ready dialog. Remember this password! It will be used for all subsequent turns. If you forget your password you can still exit the program, but you are out of luck as far as finishing the game goes, so REMEMBER it!

### Universe Style

Select from four different styles of universe generation:

- Ordered Universe      Evenly distributed galaxy.
- Ordered Symmetry      Evenly distributed galaxy with symmetry around the Y axis.
- Random Universe      Randomly distributed galaxy.

Random Symmetry Random galaxy with symmetry around the Y axis.

A symmetric universe will be completely fair to both sides. No more complaining about unfair starting positions.

### **Network**

Use this option to play a two player Conquest game simultaneously on two computers. The two computers need to be able to access the same network drive. Player 1 should designate himself as CQ1 and Player 2 should be CQ2. When the game starts, each player can make their move at the same time.

### **View Hall of Fame** (I coulda been a contenda, Howard)

This is the scoreboard of Conquest victories. Need to check and see how well you faired against various computer opponents? Check here.

### **Play**

Click this button to play a game with the above settings.

### **Load** (You can't plan Conquest all the time. Can you?)

This loads and resumes a saved game.

### **Exit** (You do need to sleep occasionally.)

Leave the program.

## **Upgrade/Scrap Planet** (Not happy with your planet? Change it!)

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You can change the class level of planets two ways:

The Upgrade command allows you to spend income to increase the class of a planet. The cost of upgrading a planet is as follows:

<u>New Class</u>	<u>Credits</u>
2	20
3	25
4	55
5	90
6	110
7	200
8	300
9	400

The increase of income of the new class will pay for the upgrade in ten turns for a class 2, 12 for a class 3, 14 for a class 4, etc. Classes 7, 8, and 9 are the exceptions, but there are other significant advantages such as the ability to collect income and build ships from these planets.

The **Scrap** command will reduce the class level of planet by one. Doing this will strip the planet and you will receive income worth approximately half required to upgrade it. It takes time a few turns to scrap a planet. Even though you receive the income immediately, you will not be allowed to scrap the planet again for a few turns. Higher class planets require longer periods to scrap. You can only scrap planets that you own. (Of course!) If the planet that you wish to scrap has a stargate on it, you will be asked if you wish to scrap the stargate. Doing so will gain you 75 credits. The scraping of a stargate will not affect ships already in flight to the stargate.

NOTE: Capturing enemy planets deep in enemy territory and scrapping them is known as Raping. Guaranteed to annoy!

## **Travel**

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Send ships to other planets using the "Launch Fleet" command. Fleets of ships will only move as fast as the slowest ship. The distance between two planets is displayed at the bottom of this dialog.

There is also a Distance command under the Planet menu. Ships, from fastest to slowest are Scouts, Cruisers, MissileShips, Dreadnoughts, and RailShips.

Scouts are not considered part of a fleet and may be launched by using the menu "Launch Scout" command under the Ships menu.

### **Stargates** (I was going HOW fast???)

A stargate is a device that allows fleets to travel at great speeds to specific locations. A ship that enters one end of a stargate will emerge from the other end three turns later. This is true regardless of the distance or type of ship. Note that in order to use a stargate, both source AND destination planets must have a stargate, and you must own both. Stargates may only be built when you own a Class 9 home world. Gates cost 100 credits each.

## **Income** (what you need to buy those neat toys...)

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All planets generate income each turn. If you own the planet, you get all the income stored for the planet. It is therefore a strategic advantage to conquer the natives before your opponent does. The income generated by a planet is directly related to the class of the planet. The higher the class, the more income generated.

Note that a class six planet sitting in the corner of the map may have over 100 credits stored up after several turns if no one owns it. If no one is there to collect income, natives may use some of these funds to build up their own fleets, ESPECIALLY when defending their planet from you! If you can possibly take a planet in a single turn, (difficult but not impossible), you will be AMAZED at the reward.

You will earn interest on your bank balance that is carried from turn to turn. Less than 200 credits earns 4% interest, 200-400 earns 8%, and over 400 earns 12%. If you dare to hold off on building that massive mega-fleet, the added income from interest just may buy you another ship or two.

**Important Note:** You must own a homeworld to collect any income!

## **Rebellions** (Natives don't play nice...)

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Natives are not especially thrilled to have your fleets occupy their worlds by force. Planets with a class of 4, 5, or 6 will rebel against your forces from time to time. When a rebellion occurs, you may lose some ships. Ships are lost in the same order as in normal combat.

You can lessen the frequency of the rebellions by keeping a large force on the planet to intimidate the populous. Though rebellions will be less frequent, they will still eventually occur. To forever end rebellions, you must either scrap a planet down below class 4 or upgrade it above class 6.

## **Intelligence** (Is there such a thing? YES!)

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As the game progresses, you receive Battle Reports informing you about the results of various planetary events. These reports are saved in an Intelligence database. This database keeps the last five reports for each planet. Use this to carefully plan your attacks, and guarantee victory. Click on a planet to show the intelligence report if there is one available.



## **Tally** (Check your progress towards Megalomania.)

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The Tally command shows how much of the universe you occupy. It informs you about the percentage of planets you control, as well as the percentage of planets based on Class level that you own. It also displays the total number of ships purchased, are on planet, in flight, or destroyed. Monitor your progress in the game and refine your playing strategies.

Note that your opponents strengths are calculated based on your intelligence reports. Remember that the massive fleet that was on Terra five turns ago may be off to give you trouble somewhere else.

## **Mail** (Taunting service...)

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A mail system is available to send messages between players. Note that mail messages are always delivered the next turn. This means that when Player 1 enters a message to Player 2 on turn #3, Player 2 will not see that message when he plays turn #3, but when he plays on turn #4.

## **Save Game** (You can't ALWAYS play conquest, can you?)

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You may save a game of conquest at almost any point in the game. The Save command displays a dialog so you can name your file. Saved games have a ".CQ" extension.

The save game feature can be used as a "Play by Mail" feature. After you make a move, click on **End Turn** and then click on **Save Game**. You can send a copy of the file to your opponent. When he loads the game, it will be his turn. He does the same and returns the file to you. I have played several games of Conquest through the Internet this way.

Note that in order to make sure that your opponent doesn't peek at your screens in Play by Mail games, you may select to use Passwords in the startup screen. When passwords are in use, you type in the password that you wish to use at turn #1, and use that password for all subsequent turns.

## **Future Features**

(Register the game and you'll have a chance of seeing these...)

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I find it amazing how a program that has been around for a while can still have new features to enhance it. When you register Conquest, I hope you will add your requests for new features as well!

Items currently being considered:

1. Multi-Player support using a serial device. Allow two players to make their moves at the same time.
2. New Ship: Proton Missile. A fast moving ship that destroys one ship at its destination. Sorta like a WWII buzz-bomb. The larger number of Proton Missiles sent, the fewer that get through. (First one 1/1 Chance, Second 1/2 chance, third 1/3 chance...)
3. New Ship. Shield Ship. A defensive ship that can block the blast of a RailShip and generally adds to the defense of a fleet. This ship type is available for preview in the Conquest Simulator.
4. Four player version of Conquest. Allow multiple computers to play at the same time.
5. Larger galaxy of 52 planets. Probably required for the four player version.

I should add that I am usually reluctant to add a new type of ship unless it really adds something to the game. The current balance of the has been extensively play-tested and I don't want to unbalance or complicate the game without significant benefits.

## Short Cuts

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1. Click on a planet to display intelligence for the planet.
2. Click on a planet with the RIGHT mouse button to display all ships in flight to the planet.
3. When launching a fleet. Select the same planet for source and destination to cancel the command.
4. Want to launch a single cruiser to a mass of planets early in the game? Use the **Mass Launch** command in the **Ships** menu.
5. The Esc key will close most dialogs. This is true for the Ready, Income, and Battle Report dialogs.
6. When viewing the Battle Report dialog, press the space bar to advance to the next report.
7. Want to quit Conquest without recording your humiliation in the Hall of Fame? Use Close from the System menu instead of End Game.

## **New Planet Names**

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Want to use your own names for planets in Conquest? You can!

Create a file called "CQ.NAM" in your default directory. Put the name of each new planet on a separate line in the file.

If you wanted to change the planet "Altair" to "Ackphft" you would put **Ackphft** in the file. Change "WWA" to "Wumpus"? Add **Wumpus** on a separate line in the file. Only include the names you wish to change.

