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GLOBAL  
WAR

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Global War is  
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BY TONY D'ALFONSO

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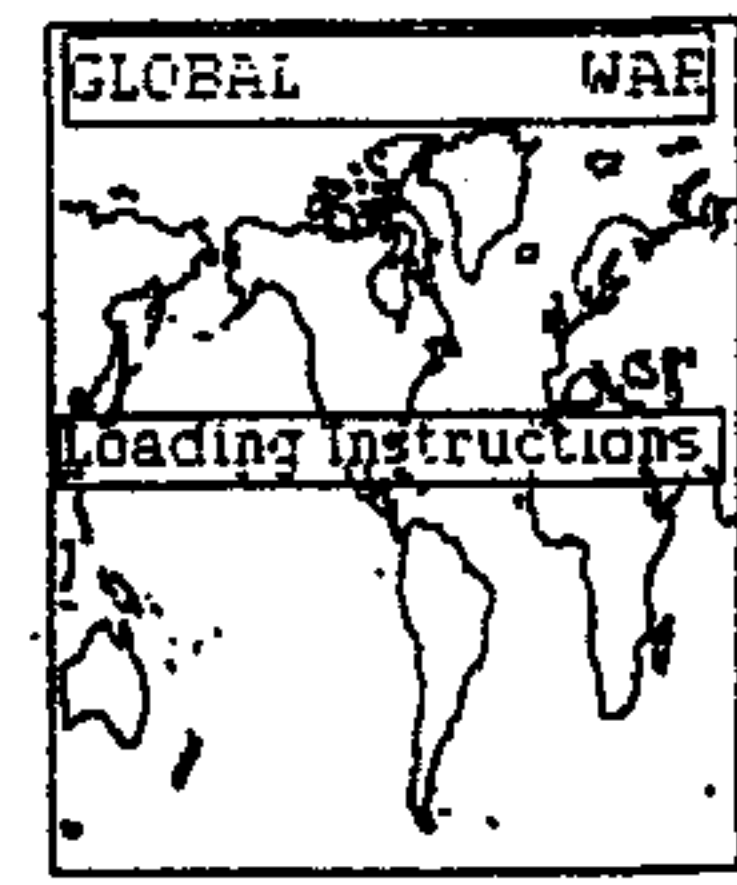
Requirements: Myarc 9640 Geneva, Myarc Mouse, and MyBasic 2.99A

**GLOBAL WAR**  
Introductory Notes

GLOBAL WAR was inspired by on-line gaming with a few bulletin board systems but taken a bit further beyond the simplicity of those games. While experimenting with MyBasic 2.99A's more advanced features over TI's Extended Basic, and wanting to see some new Geneve software, I decided to write Global War.

Included on this disk are batchfiles which I recommend executing them as they load the MyArt pictures from the Geneve's Ramdisk which is so much faster than loading them by floppy. All you need to run GLOBAL WAR, is MyBasic 2.99A (loadable from at least MDOS 1.14f)

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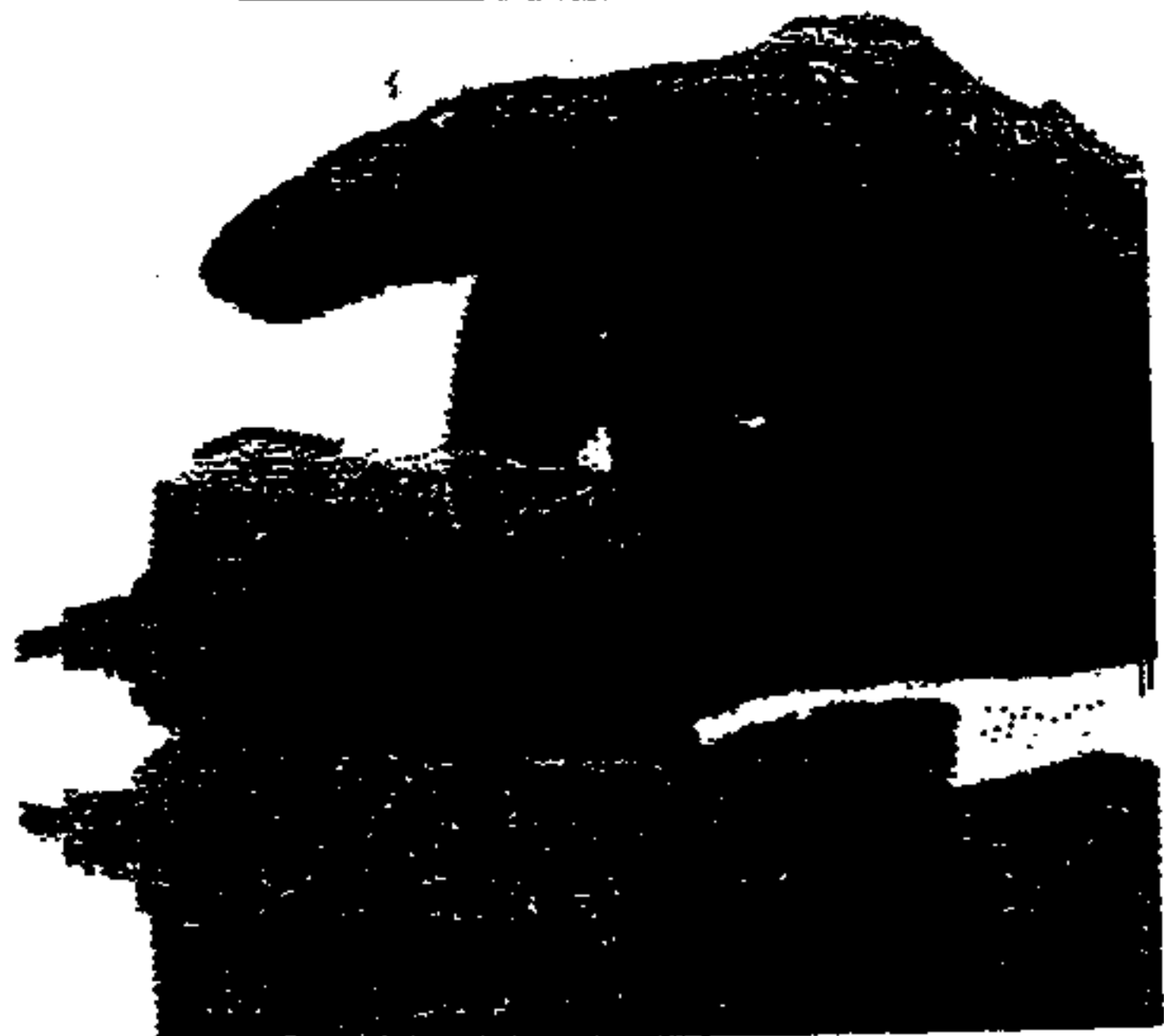


A beginner, or a first time try at loading GLOBAL WAR, would ask this simple question:

HOW DO I LOAD THIS THING?

There is an extremely easy way to do it... Just load up MDOS and put in your GLOBALWAR disk in drive 1, and let the AUTOEXEC file do it all for you! The AUTOEXEC file is a simple batch file that sets up the ramdisk, 120k bytes, copies all the essential files to the ramdisk, then waits for you to put MyBasic 2.99A in drive 1. Don't panic if you put your GLOBALWAR disk in drive 1 and then think that the batch file won't continue. AUTOEXEC only sets up for the GLOBEBATCH which would have been copied over to the ramdisk and drive E: (DSK5.) would be the drive that the computer recognizes to continue the batch file from. If you choose not to go through using the batch files, you may go ahead and load up MyBasic 2.99A and then type "RUN (drivepath)GLOBALGAME" where the drivepath is A: if reading from drive 1. It should start executing and give you the titlescreen for entering the default drive. The cursor will be flashing on a "5" which should be the default drive if you executed the batch files. If you didn't use the batch files, enter the drive number where you put your GLOBALWAR disk, or enter "0" or press DEL and enter to allow the computer to search all the drives until it finds the GLOBALWAR disk. If it returns to the default drive titlescreen, then you entered the wrong drive number as it couldn't find the MOONVIEWGW titlescreen, otherwise, so far so good...

## HOW TO PLAY



If you haven't guessed, GLOBAL WAR uses Mouse support when choosing a continent from the world map. But we haven't gone that far yet!!! Congratulations on passing probably the hardest part of the game!

\*\* NOTE: If the computer stops execution and displays "UNREGISTERED COPY...", please write back and we will register your copy because if it is not registered, you can't play the game. If you do get the RESUME GAME prompt, check the information near the bottom of your screen if it is correct. If writing back to us, please give reference to your name, serial number and date purchased.

Now, you have a choice from either loading a game from disk which was saved from a past game, or starting from scratch. You will be prompted to RESUME GAME (Y/N) in which you choose Y to load a saved game or N to enter player names. If you chose Y, the past games are saved according to date. You will be prompted the drive number, which is the only time the program does not refer to the default drive, and then the file name. The game file names always start with GW, so it automatically displays "GW" for you. You will see six zeros (0) which you replace with the date of the saved game. I.e. the date of the saved game was July 1, 1990 then type "070190" over the zeros. If you chose N, just input the player's names when prompted for them.

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\*\* NOTE: Whenever you encounter a prompt such as in this situation, where no cursor is flashing, the computer only accepts the capital letters, such as "Y" and not "y".  
Get ready, because the game is really about to start!!!

There are many "stages" in GLOBAL WAR. The first is the report from the General's aide. "He" tells you what the General thinks of your chances at success at this point in time. You can gain his confidence, where he gives you 50 armies and \$500, or have him "hate your guts" where you lose 10 armies and \$10. Don't think \$10 and 10 armies lost are a big deal as it is because you could have used them in other "stages" and, thinking back to the note when loading the game or in "Player initialization", they are in terms of THOUSANDS!

The next stage is the lottery. If you want to take a risk at losing \$10, you can lose it or hit the jackpot which increases until someone gets it. Just like every lottery, it's a flip of the coin.

After the lottery, you get a chance at looking at your STATUS REPORT to see how well you are doing. The STATUS REPORT appears many times throughout the game and is a very important source for information.

Now that you know how many armies you have, you can decide on buying more, and it is recommended you do if you have less than 50 armies, as if you don't have 50 armies, you can't go to the attack stage. The Army Surplus/Supply Store also has Planes and nuclear bombs. Keep in mind that armies may cost less than bombs, but armies are more essential as you need to have more than 50 to go to the attack stage, and for a nuclear bomb, you need to buy a plane first, then the bombs. All you need is one plane, then buy as many bombs as you can afford. The bombs do incredible damage while armies can get killed off very easily.

If you do not have more than 50 armies or it is the end of your turn as you have less than 10 armies in the attack stage, your status report will appear. If you are the last player entered, you choose to continue the game or not. If you

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continue, then we start from the 1st stage again for the next player. If not, you are asked if you would like to save the game. The filename is defaulted to "GW" and the date. If you choose "Y" then your game is saved for future use. When quitting, your final status reports appear, then you go onto the "GAME OVER" screen. This, obviously, means the game is over.

If you do have 50 armies or more, congratulations, you are in the attack stage! The world map will load up and it is cut up into 5 segments. An arrow will appear, which is, finally, your mouse cursor. Move it anywhere you want and press the right mouse button to choose a continent. Remember, the map is split up so that all you have to do is move into the box and press the right mouse button. The continent screen will load up and you choose from 3-5 countries that are on that continent. Say you chose North America, then you are told at the bottom of the North America screen to press 1, 2 or 3 to choose Canada, United States or Mexico. Your status report will appear and will tell you how many armies you have, if you already own that country, etc. You can figure out what to do from here...

#### AUTHOR'S NOTES...

First of all I would like to thank Beery Miller for encouraging me to release this program. Ray Dyer for having the TI Echo, which I am a very active part, and for having the online games for me to get inspired, Kelly Mauricetts for volunteering to beta test, Mike McCann for this great MDOS version of TPA which the documentation was written, and, last but not least, Myarc for making a great machine in their Geneve and doing a fine job on MyBasic. (I would like to see a "drop to MDOS" command in the future...)

I also want to say that I have tried my best to eliminate all bugs, but, I am only human. So, if there are any bugs caught, or you would like to just write me with ideas for future versions of

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Global War, my address is:

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As for now, enjoy GLOBAL WAR (and don't blow up the world!!!)



I almost forgot to thank the anonymous artists that drew the graphics used for the main titlescreen and world map (which I did a little work on before usies) and the occasional graphics you see in this manual.

And I almost forgot the most important person to thank.

YOU!!!

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