

GROUND WAR II  
REGISTERED USER MODEM VERSION  
(C) 1991-92 EnQue Software  
V 2.00  
01/01/92

Ground War is a two-player tank game, that involves both hand-eye coordination and strategy. Find a friend and take a position at the controls, then try to outfight and outsmart your opponent! One player takes the position of the Allies, while the other takes the position of the Iraqis.

This version is much enhanced over version 1.00. Enhancements include a digitized playing field, variable tank speeds, communication towers, and more sprites! In addition, we have completed the modem feature, which allows you to play your opponent over either a null-modem cable or a standard phone line. Through some careful optimizations, we have been able to make game play identical when connected by modem even at 1200 baud! That means you can play someone across town or across the nation and feel like he's sitting right next to you.

This modem version of Ground War II is being distributed as ShareWare. The ShareWare principle is simple. If you enjoy playing this game, and wish to reward the hard work that went into it's design and construction, you can give support by registering the game with us. If you wish to register, just send \$10.00 (or whatever you feel the program is worth) to the address below:

EnQue Software  
Route 1, Box 116C  
Pleasant Hill, MO 64080

Our BBS number is (816) 353-0991, and is up 24 hours a day, 7 days a week. You can also contact us through GENie at address B.GAFFORD1, or on CompuServe, user ID 73670,636.

Please feel free to give this version to your friends, colleagues, and any bulletin boards that you may frequent. You may not charge any price for this program, with the exception of reasonable media or handling charges. Reasonable charges mean nothing more than a few dollars (since registration is only \$10.00, after all). Also, please distribute this program in it's original archival file, as others cannot benefit from the program if only parts of it are distributed.

Originally we released Ground War 1.00 in '91, during the height of the ground war with Iraq. We made the game ShareWare, and promised registered users (those who contributed \$10.00 or more) access on our BBS to the modem version of the game. The number of registrations resulting have been abysmal. We are not sure why, although the recession undoubtedly is a contributor, along with the fact that people don't usually pay for something when they can get it for free. Allow me to explain that last statement. We discovered that someone who obtained this registered user modem version had distributed it around without our permission. Well, we will not stand for this. We'de rather release it to everyone than have these people think they have something over the rest of you honest gamers out there. So here it is, the full registered user version complete with

modem support. We are sorry to say that due to this experience, we have dropped all future plans for games, as well as the tools we have developed to make writing these games easier.

We have since shifted our efforts to programming libraries and tools for 'C', and have been gaining a foothold in that market. Our products UltraWin and InTuition compete very well with any text windowing / user interface / screen designer available, and we have customers on just about every continent, from dozens of countries around the world. Should registrations of this final version of Ground War II warrant, we might reconsider doing another game, but for now we'll wait and see.

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Ok, now on to playing the game. To begin, just type GRNDWAR from the DOS prompt. You may also type GRNDWAR SPEED, where SPEED is a number from 1 - 9. You will be presented with a title screen, and then after a short delay you will be presented with some instruction screens. Read these carefully as they show the different keys to use for your tank control. Finally man your controls and get ready. The game will begin with the trumpeting of CHARGE!

Your goal is to destroy the enemy. You have several tanks, along with reserve fuel and ammo on your side of the border to help you accomplish the job. Just maneuver your tank into position and fire away!

Now a few pointers are in order. The main one to remember is that your controls may be used in combination with each other. That means you can rotate your turret, move your tank, and fire all at the same time. To destroy your target, just point your turret in it's direction and hold down the fire key. You will notice as you are holding down the key that your fire indicator at the bottom of the screen increases left to right. When the appropriate charge is built up, release the fire button and watch your shell as it is propelled from the muzzle of your gun. If your shell falls short or fires long, just fire again, adjusting your fire strength by varying the time you hold down the button.

Try to take out both of his communications towers first, then his bunkers. These are worth the most points, and destroying his lines of communications will slow down his ability to swich contol to his other tanks. Then target his ammo dumps and fuel stroage facilities, as this will reduce his capability to refuel and resupply his tanks. Be careful though, as you can destroy your supplies as well. Do your best to defend the strategic targets on your side of the border.

Be careful when you cross the border to his side, as there are two minefields at random locations that can destroy your tank. If you are playing via the modem, you will be able to see the two minefields on your side of the screen. Don't worry, as your minefields will not kill you (The assumption is that if they are your minefields then you probably know how to get through them safely). Once a tank has walked into a minefield and explodes, then that minefield is marked by the remnants of your destroyed tank, along with some smoke. Avoid going there again during the game! You can also find a minefield by firing a shell at the area you think it exists. If you hit it, some smoke will mark its location.

Also be wary of destroyed ammo dumps and fuel depots, as these are dangerous to any tank and will result in their destruction if contacted. This is because these targets catch fire rather than simply smolder, as does a bunker or tank.

If your tank suddenly stops, it's probably because you have run out of fuel (or run into a bunker or other obstacle). To refuel your tank, just press your refuel button. You may also find that your tank has run out of shells. To resupply your ammo, just press the resupply button. The number of refuels and resupplies are indicated as little gas cans and bullets just below your fire indicator. If your ammo dumps or fuel storage tanks are taken out, the number of refuels and resupplies you can perform will be reduced, putting you at a disadvantage.

At any time you can switch to the next tank in your group by simply pressing the appropriate next tank key. Use this capability to maneuver your tanks to strategic portions of the battlefield. The tank switching capability is affected by the presence of your control towers. With at least one tower intact, you can switch very quickly between tanks. However, if both of your towers are destroyed, your tank switching capability will be degraded very significantly. It can take several seconds just to switch to the next tank. So try to protect your communications towers from his attack, and try to take out his towers to restrict his units responsiveness.

Remember, the object is to score the most points. You can destroy all his tanks, but still loose the war if your strategic targets are decimated. Protect your bunkers and control towers, as these are worth the most points.

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If you get annoyed with the sound, simply press the P key. This will toggle on/off the sound, and let you play without the wife hollering at you from the bedroom.

At any time during play, you can quit from the current game by pressing the ESC key. You will then be asked if you wish to begin a new game. Just press N (for No) if you want to quit!

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**PLAYING VIA MODEM OR NULL-MODEM CABLE**

To play by modem, all you have to do is specify some special parameters on the command line. The non-modem version of Ground War only had a speed parameter, in that you could type:

GRNDWAR 4

and play the game with much faster tanks. You now have several more parameters, which allow you to specify not only the speed, but the modem COMM port, the baud rate, direct connect or modem connect, and dial string or answer. The following shows the parameters along with several

examples, and will be shown on the screen if you type "GRNDWAR HELP".

LOCAL USAGE: grndwar speed(1-9)

Example 1: grndwar 1 (very slow tanks)

Example 2: grndwar 2 (medium speed tanks)

Example 3: grndwar 4 (fast tanks)

REMOTE USAGE: grndwar speed(1-9) chan baud direct/modem answer/ATDTphone#

Example 1: grndwar 1 3 1200 direct answer

Example 2: grndwar 1 3 1200 direct dial

Example 3: grndwar 2 2 2400 modem ATDT555-1212

Example 4: grndwar 2 2 2400 modem answer

After many hours playing over the phone, we have found that due to the size of our modem packets, there is really no significant advantage between playing at 2400 baud over 1200 baud, with a speed of 4. You can even play at 300 baud, with only a small reduction in response. We have also found that a speed of about 4 is ideal in that you can do some dodging with your tanks when you're dueling with another tank, but it's not so fast that you can outrun the shells altogether.

To begin a game, first talk to your opponent over the phone and decide who will initiate the call, and who will answer. The caller will play the part of the Iraqis (keypad), while the one who answers will play the part of the allies (left part of the keyboard). As an example, the caller will type:

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grndwar 4 2 1200 modem ATDT555-1212
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and press <Enter>, and the person who is on the receiving end will type:

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grndwar 4 2 1200 modem answer
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and press <Enter>.

Please note that this sets up Ground War for a speed of 4, with the modems both on COMM 2, and 1200 baud. Use a parameter of 1 if you have a modem on COMM 1, and use the appropriate phone number. When connection is made, you will have to go through the usual information screens. Just press any key to get to the main playing field. The calling computer will generate a random playing field and send it to the receiving computer, so every game is different! When both players are to the play field, you will hear the charge sound, and it will be time to fight 'till death or victory. If you don't hear the charge sound, that just means that your opponent is reading the information screens. Don't worry, when he finally gets around to the main play field the charge will sound! After the game is over, you both will be presented with a score screen, and both of you will be asked if you want to play another game. Reply with "no" when you are finished playing, and the results of the war will be shown on the screen.

It's usually a good idea to decide beforehand the number of games you want to comprise a war, so you both will know when to quit. If your opponent quits before you (either of you can quit at any time during a battle by simply pressing ESC), then you will also be forced to quit, as if you pressed ESC yourself.

As an added feature, we have added separate keys for the sound on/off toggle. If you are the caller, then use the "P" key to toggle the sound on or off. If you are the receiver, use the "O" key. Please note that if you press the wrong key you will toggle the sound on your opponents computer! This can be a little fun if you want to try to confuse him by turning his sound on or off. Of course the sound is defaulted to on for both computers.

You will find a couple of batch files included that make getting started super easy. These are the DIAL.BAT and ANSWER.BAT files. To use the DIAL.BAT file, just type:

DIAL ###-####

and press <Enter> (where ###-#### is your opponents phone number). The answer.bat file requires no paramters, so just type:

ANSWER

and press <Enter>. These little batch files default to 1200 baud on COMM 2 with a speed of 4. Feel free to edit these batch files to suit your modem setup and tank speed.

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We hope you enjoy the game as much as we have enjoyed creating it. We probably spent as many hours playing it as we did writing it! If you register, please include any suggestions or comments that you might have.

Ground War was written in 100% C code, and requires an EGA compatible graphics card with at least 256k on the card.

EnQue Software is the sole owner of the copyright to Ground War.

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