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Introduction

Warfare is a game of conquest in which the Player will try to take and hold as much of the map as necessary to destroy the other leaders.

The game is won when the player is the only leader left.

The leaders gain control of towns to gather taxes and build combat units. The leader gather taxes from these towns based on their population and distance from each other.

A leader controls a sector if all the towns in the sector, whether one or more, are under the leader's rule. Towns in a controlled sector produce more taxes. Towns in sectors that are adjacent, in all eight directions, to other sectors controlled by the same leader, produce even more taxes. The more controlled sectors that are direct neighbors, the more taxes the ruled towns will produce.

Tax money is then used for either town funding, maintenance or army unit building. Leaders are eliminated from play when they surrender, giving the attacker its entire army and all ruled towns, or is destroyed.

Game Elements

These are the basic elements that make up a game of Warfare.

Unit

Town

Leader

Sector

Taxes

Events

Arrogant Messages

Round

Terrain

How To Play Warfare

In starting the game, the Player, like the Computer leaders, are dropped somewhere randomly on the map. All leaders should get into towns immediately. If the unit with the leader is destroyed, that leader is removed from the game.

NOTE: If this is the player, the game is over.

The Player should move to the closest, suitable town. The first units that the Player will create will be based on the Technology of that town. However, do not wander too far, you could end up surrounded by enemy towns in no time.

Once in a town, create defense against attack and also units to take control of surrounding uninhabited towns. Try to take as much as you can without combat. That's what the Computer leaders will do. Concentrate on controlling adjacent sectors to increase tax money.

Set up defense in every town you take control of to protect against enemy invasion. Usually, the Computer leaders will not attack unless there are no more towns for them to take or you are holding a town in a sector that they are. They will attack enemy towns in sectors they partially control first.

Breaking up a chain of controlled sectors by taking a town is a good way to reduce the tax money intake of an enemy leader. And they know this too.

With tax money, the Player should remember to invest in the Civil, Defense and Technology funds. It is the most important part of winning the game. He who has the most people, best defense, and highest technology, will win.

Description of Screen Map

The screen map contains several elements that deserve description.

Terrain

There are five different types of terrain in Warfare: Grassy plain, Forest, Mountains, Desert and Water. In this initial version of Warfare, the terrain is for decoration and reference only. (A future version of this game will use the terrain)

Units

These graphically represent the armies used during the game. Units are colored squares with two numbers at their center. The top number is the rating of the unit and the bottom number is the maximum movement of the unit. The color of the unit is determined by the leader who controls it.

Towns

These are the strategic elements of the game. These are represented by a dark green square with a gray border. A town that is neutral, not ruled by a leader, will be dark green entirely in the center. A town that is ruled will have the color of the unit of the leader who rules it.

Game Commands

The commands of Warfare are simple. The true functionality of the game is in its automation routines controlled from the dialog boxes. Mostly from [Town Control](#) and [Unit Orders](#).

Manual Unit Control

Units in manual mode with movement points remaining can be moved by either keyboard or mouse input on the [Movement Toolbar](#).

- **Keyboard**

The Player can use the arrow keys to control the direction of movement of the currently active unit.

- **Movement Toolbar**

The Movement Bar is the floating control bar with the arrow buttons and the center button that reads "Map". This control will only appear during manual control of a unit.

The directional arrow buttons will move the unit currently under control. The Map Button activates [Go To Location Map](#).

Detailed Information

Detailed [Unit Information](#), [Town Information](#) and [Terrain Information](#) can be gathered by putting the mouse cursor on what the Player wants info on, clicking and holding the left button. The information box will go away again by releasing the button.

Viewing The Map

There are two ways to view sections of the game map that are not on currently visible. One is to use the [Full Map View](#). The other is to use the map scrolling.

The map scroll keys are the Up, Down, Right and Left arrow keys pressed while holding down either Shift key.

- **Key Map Scrolling**

The map scroll keys are the Up, Down, Right and Left arrow keys pressed while holding down either Shift key. The Space Bar centers the map on the currently active unit or the user's capital if not in manual mode.

- **Mouse Scrolling**

The map can be scrolled by clicking and holding down the right mouse key. The map will scroll once for every tile of the map the cursor is moved. The cursor will center on the window each time the map scrolls. Double clicking the right mouse button centers the map on the currently active unit or capital if not in manual mode.

Command Short Cuts (Mouse Usage)

- **Unit Orders Activation**

Double-Clicking the left mouse button over a Player's unit will activate Unit Orders with access to the units at that location. This includes units that are in a town when not in Manual mode.

- **Town Control Activation**

At the end of a round, before End Turn is selected, Double-Clicking the left mouse button on one of the Player's controlled towns will activate the Town Control for that town.

- **Full Map View Activation**

Double-Clicking the left mouse button on an location of the map that does not contain a unit or town will activate Full Map View. If the Player currently has a unit under manual control, then Go To Location Map will be active for the unit under control.

See also:

[Command Bar Buttons](#)

[Tool Bar Buttons](#)

Command Bar Buttons

The command bar is used to directly manipulate the units and towns that the Player controls. There are specific times when buttons on this bar will be active.

The bar also displays active unit information when Player's units are being utilized either by manual control or when automated. The data displayed on the Player's unit includes the name of the unit, the number of soldiers and the number of moves remaining. While the Computer leaders are moving units, a message will indicate which leader.

Control Buttons

- **DIG (Available only during manual control of a unit that is not in town)**

The unit solidifies its defense by digging in against attack. Must have two movements left in the round. Units that are in a town are already counted as having dug in.

- **END TURN (Available only after movement phase and town investing)**

Ends the current round and begins the next round of the game.

- **INVEST (Available only after movement phase and town investing)**

Activates Additional Town Investment.

- **LIST (Always available)**

Activates Unit/Town List.

- **ORDERS (Always available)**

Activates Unit Orders.

- **STOP (Available only during manual control of a unit)**

The unit surrenders its movements for the rest of the round.

- **TOWN (Available only after movement phase and town investing)**

Brings up Town Control.

- **WAIT (Available only during manual control of a unit)**

The unit gives up one movement point, to let slower units move first.

NOTE: Buttons can also be accessed by using the first letter on the button.

Tool Bar Buttons

The Tool Bar is a point and click graphic control used to access the menu options.

The Buttons are:

[New](#)

[Open](#)

[Save](#)

[Options](#)

[Map](#)

[Reports](#)

[Sectors](#)

New command (File menu)

Use this command to create a new game in Warfare.

You can open an existing game with the Open command.

Open command (File menu)

Use this command to open a previously saved game.

You can create new games with the New command.

Save command (File menu)

Use this command to save the game to its current name and directory. When you save a game for the first time, Warfare displays the Save As dialog box so you can name your game. If you want to change the name and directory of an existing game before you save it, choose the Save As command.

Game Options

This dialog box is used to change game settings and display characteristics.

Combat Delay Speed

This scrollbar is used to alter the speed at which a combat takes place. Increasing this value will cause combat to occur at a slower rate so it can be observed more carefully. Decreasing this value will speed up the rate of a combat.

Move Delay Speed

This scrollbar is used to alter the speed at which unit movement takes place. Increasing this value will cause unit movement to occur at a slower rate so it can be observed more carefully. Decreasing this value will speed up the rate of unit movement. NOTE: Only use this if Movement of units is too fast.

Arrogant Messages

Checking this box will allow the display of arrogant messages after the Player completes a combat with a Computer leader.

Draw Sector Borders

Checking this box will allow the Player to toggle on and off the drawing of the sector border lines. This lines appear on the main screen and on Full Map View.

Town Events

Checking this box will allow the occurrence of events in the game. These events can harm or benefit both Player and Computer leader(s).

Unit Default Orders

Checking this box will mean that newly created units, that are built with the assistance of the form buttons, will have the default orders of the last form that was used. Unit will keep these orders until changed, or destroyed.

View All Battles

Checking this box will allow the Player to observe battles taking place between other leaders.

Watch Computer Moves

Checking this box will allow the Player to observe unit moves made by other leaders. If any difficulty but Easy is used, then whether the unit can be seen moving depends on the visibility of the unit to the Player's units.

Watch User Moves

Checking this box will allow the Player to observe its unit moves .

Control Button

- **OK**

Accept the game settings and exit Game Options.

Full Map View (Go To Location)

This dialog box allows a wider range view of the game map that can be scrolled simply by using the scrollbars on the right and bottom of the window. The location of the current unit, current town or capital, depending on how this dialog box was called, will flash.

Scroll Bars

The vertical and horizontal scrollbars are used to scroll through the overview game map. NOTE: A scrollbar will not appear if entire Map in that direction is visible.

Detailed Information

Detailed information can be gathered from a unit, a town or a map location by putting the mouse cursor on what the Player wants info on, and clicking and holding the left mouse button. To kill the detail window, release mouse button.

To Exit

To exit this window, hit ESC key or click right mouse button once.

(For Use of GOTO Location command of Unit Orders)

Select Location

To select a location for a unit to goto, point the cursor to the location and double click the left mouse button.

Warfare Reports

This dialog is used to activate the leader comparison reports.

Report Buttons

[Army Combat Statistics](#)

[Changes From Previous Round](#)

[Leader Detailed View](#)

[Leader Summary](#)

Control Button

- OK

Exits Warfare Reports.

Army Combat Statistics

This dialog box simply displays the combat totals of all leaders as they currently stand.

Note: Leaders are listed in score ranking and double clicking on an entry activates the **Leader Detail** for that leader.

For Each Leader, the Following is Listed:

- **Leader**

Name of leader.

- **Soldiers Killed**

Number of enemy soldiers killed by units of this leader.

- **Soldiers Lost**

Number of soldiers of this leader that have been killed.

- **Unit Wins**

Number of units destroyed by units of this leader.

- **Unit Losses**

Number of units of this leader that have been destroyed.

- **Towns Conquered**

Number of towns that this leader has captured away from other leaders. This does not include towns gained from surrender.

- **Towns Lost**

Number of towns that this leader has had captured away by other leaders in combat.

Control Button

- **OK**

Exits Army Combat Statistics.

Changes From Previous Round

This dialog box simply displays a summary of the changes in leader status during the last round of game play.

Note: Leaders are listed in score ranking and double clicking on an entry activates the Leader Detail for that leader.

For Each Leader, the Following is Listed:

- **Leader**

Name of leader.

- **Income**

Difference in the last collection of taxes from the round before. This is influenced by changes in town ownership and population. NOTE: Loss or gain of a town or sector will be reflected in the following round's collection.

- **Soldiers**

Difference in the number of leaders's soldiers from the round before.

- **Units**

Difference in the number of leaders's units from the round before.

- **Towns**

Difference in the number of ruled towns of the leader from the round before.

- **Sectors**

Difference in the number of controlled sectors of the leader from the round before.

- **Population**

Difference in the total population of all leader ruled towns from the round before.

- **Tech**

Difference in the average Technology of all leader ruled towns from the round before.

- **Def**

Difference in the average Defense of all leader ruled towns from the round before.

Control Button

- **OK**

Exits Changes From Previous Round.

Leader Detail

This dialog is used to get a close look at the current status of a leader in the game.

NOTE: Leaders are ordered by the way they were added to the game. Some sections will not be visible for the Human Leader.

Leader Name

The name of the currently selected unit.

Leader is Located At../was Defeated by..

During a game, the information displayed here is determined by the the currently selected leader's status.

- If leader is active, the leader's location is displayed in coordinates, and, if located in a town, the name of the town the leader is in (The capital).
- If leader has been defeated, the name of the leader that defeated this leader and the round defeated in are displayed.

If this dialog is activated from Hall of Fame then only the leader defeat information would be displayed, if leader was defeated.

Unit Colors

The two graphics in the upper right hand section of the dialog displays the Unit colors (the left graphic) and the Sector color (the right graphic) that is used to display ownership of a sector in Sector Ownership.

Computer Leader Settings

These settings will only be visible in this dialog when a Computer leader is the selected leader.

Attack Style, Funding Type, and Temperment

Army Detail

This section gives details on the leader's current military status.

Army Leadership

This stat increases with unit victories and decreases with defeats. It will positively or negatively affect the leader's units in combat depending on whether the stat itself is positive or negative.

Units

The number of units under the leader's control as of the end of the last round.

Soldiers

The number of soldiers under the leader's control as of the end of the last round.

Land Ruled

This section gives details on the portion of the map the leader controls.

Towns

The number of towns under the leader's control as of the end of the last round.

Sectors

The number of sectors under the leader's control as of the end of the last round.

Population

The number of people, in the towns, under the leader's control as of the end of the last round.

Reaction To Other Leaders

(Computer Leaders only)

Each Computer leader has a relationship to each other leader in the game. This relationship can influence which towns a leader will attack in a round. A leader is more likely to attack a leader that it has a strongly negative feeling for as opposed to a neutral one. The best Reaction a leader can have to another is Neutral, the worst is MUST KILL.

Town Averages

This section contains the averages of the town attributes Technology, Defense and Population.

Control Buttons

- **Prev**

Get the detail of the previous leader. This button is not enabled if current leader is the first leader added at game start.

- **Next**

Get the detail of the next leader. This button is not enabled if current leader is the last leader added at game start.

- **OK**

Exits Leader Detail.

Leader Summary

This dialog box simply displays a summary of the leaders' status and everything under their rule.

Note: Leaders are listed in score ranking and double clicking on an entry activates the Leader Detail for that leader.

For Each Leader, the Following is Listed:

- **Leader**

Name of leader.

- **Score**

Score of this leader.

- **Income**

Total amount of money that was gathered from taxes at the end of the last round.

- **Units**

Number of active units that this leader controls.

- **Towns**

Number of towns that this leader currently rules.

- **Sectors**

Number of sectors that this leader currently has control of.

- **Population**

Cumulative population of all towns currently ruled by this leader.

- **Tech**

Average Technology rating of all towns currently ruled by this leader.

- **Def**

Average Defense rating of all towns currently ruled by this leader.

Control Button

- **OK**

Exits Leader Summary.

Sector Ownership

This dialog box displays a graphical representation of sector ownership.

The colored boxes indicate which leader controls which sectors (these are the colors that appear next to the unit colors in the Leader Detail dialog).

Dark Green Boxes indicate that no leader has total control over the sector.

Exit this dialog box by hitting the ESC key or clicking the right mouse button.

Strategy

Basic Strategies

Starting a new game

Growth without combat

Protect against attack

Contributing to town funds

Attack for the increase of taxes

Stacking/Merging units

Capturing a Capital

Basic Strategies

Some basic combat laws that should be followed in any type of wargame.

Before attack, solidify your defense against the possibility of enemy counter attack.

Strike where your enemy is weakest.

Never fight an even battle.

Divide and conquer.

Protect the leader at all costs.

One type of unit, for one type of task.

Starting a new game

When starting a new game of Warfare, the Player's single unit, the Command Unit containing the leader, begins at a randomly selected spot on the map just as the Computer leader(s).

The first concern, at this point, is to take control of a town so the production of other units and the collection of taxes can begin.

Before moving, use the detailed town views to identify the highest technology town that is near the unit.

Getting a high technology town to begin the game is very important, since it will dictate the Rating and, very importantly, the Movement of the first units to be created.

When the leader unit is in a town, defend that town. If the Player's leader unit is beaten, the game is over.

Growth without combat

At the beginning of a game, the Player should concentrate on taking over as many neutral towns as possible before engaging in combat with the other leaders.

This will allow the Player's leader to gain a bigger round collection of taxes, build up defenses, and even build an invasion force while the Computer leader(s) also act(s) unaggressively.

This is a good idea since the Computer leaders will do this.

The best strategy is to send out small fast units to take as many neutral towns as possible, without engaging in combat.

When going after towns, choose those that are in sectors that are adjacent to sectors that are already controlled by the Player's leader.

The more adjacent sectors that are controlled by a leader, the greater the amount of taxes towns in these sectors will produce.

Once the number of neutral towns is small, then the Computer leaders will begin to act aggressively.

Protect against attack

Even in the beginning of the game, when the Computer leader(s) are not acting aggressively, the Player should create units to defend the towns it controls.

The Computer leader(s) will always be building up their defenses by creating units in each of their towns to ward off attack.

When they decide to get aggressive, the Player had better be ready because there could be no warning at all.

Not being ready = short game!

VERY IMPORTANT: Make very sure that the capital is well defended. Defeat of the Player's leader unit ends the game.

Contributing to town funds

After the Player has gathered a number of towns and is gathering a decent amount of taxes each round, the contributions to the town funds should begin.

These funds are: Civil Fund, Defense Fund, Technology Fund and Unit Defense Fund.

There are different ways to contribute to the funds: Town Control, Town Investment and Additional Town Investment.

If the Player decides not to contribute to these funds, the Computer leader(s) will have a big advantage. They will have greater populations (which means more tax money to spend), better fortified town defenses and faster, more powerful combat units capable of moving without detection (unless playing with Easy Difficulty).

The Player can use Leader Summary to watch the Population, Average Defense and Average Technology of each leader.

A leader, who has the highest values in these, is near impossible to defeat.

Attack for the increase of taxes

When all the neutral towns are taken, or the Human player just feels violent, the attacks can begin.

Do not attack randomly, however.

Attack to control adjacent sectors to increase the output of taxes.

Concentrate first on sectors shared with Computer leaders, because they sure will.

Having a town in a sector with a Computer controlled town means that it is just a matter of time before it is attacked.

The more adjacent sectors a leader controls, the more taxes the towns in these sectors will produce. (Hint...Hint...Good way to hurt a large computer empire to would be to break it up.)

Stacking/Merging units

If a leader has multiple units in a single location, even in a town, then during a combat, depending of the combat location of the units, merging stacked units can be an effective form of defense or attack.

In the situation of attacking a town, whose defenses the Player has under estimated, it can have the attacking unit wait outside of the town until another unit arrives to reenforce the previous attacker. Then, with two or more units just outside an enemy town, attack, merge stacked units, and conquer.

If the Player is building an invasion unit in a town that is under attack, merging may be the best strategy rather than allowing multiple units to be attacked individually.

Enemy units will always use this stacking approach to conquer an enemy town. However, if their units have a higher technology then the Player's units are capable of detecting, their lack of Visibility will mean they will be seen too late for the town.

Leader units will not be merged.

Units whose total cost is less than one soldier of the merge-to unit, will be ignored in a stack.

Even in a no chance situation, merge units. Individual kills increase the leadership rating of attacking units and the leader making both harder to defeat.

Capturing a Capital

This is the single best method of gaining sectors, towns and units to protect them. As well as the way the game is won.

A leader's capital is defined as where the leader unit is.

The capitals usually have the greatest technology, defense and population of any town the leader controls (maybe not do to events). A Computer leader's capital has at least two units (Command unit, and a defender).

A Computer leader's capital is always the best protected of any other town.

If any leader defeats a Computer leader's defenses in the capital, the defending leader will surrender and offer all his money, units and towns to be spared.

If the Player does not accept the surrender, the Player will not gain control of the units and towns of the defeated leader. The units will be disbanded and the towns will become neutral. However, not accepting a Computer leader's surrender will improve the relationship between the Player and the other Computer leaders in the game.

A Computer leader who defeats the Human player, ends the game.

Defeating the smallest leaders in the early stages of the game is a good way to get money and grow an empire.

Capturing capitals is necessary to win the game since the Human player can only win if all the Computer leaders are defeated.

Dialog Boxes

[Add New Leader](#)

[Additional Town Investment](#)

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Add New Leader

This dialog is used to design a new leader to be added to a new game.

Name

The name of the leader that is being added. A pre-generated name is provided but this can be changed to whatever the Player wants.

Human/Computer Leader

These are checkboxes that are used to select whether the new leader will be under the control of the Player or the Computer. If 'Human leader' is selected, then many fields in this window will not be visible, as they apply only to Computer leaders. NOTE: If a Human leader is already added to the game then these checkboxes will be disabled with Computer leader selected.

Unit Graphic

This displays the unit graphic that will be used for this leader during the game to represent its units. NOTE: Current graphic can be changed by clicking the left mouse button while cursor is inside the graphic square.

Characteristics

(Computer Leaders only)

The following settings determine the actions of a Computer leader during a game. NOTE: These settings can only be changed directly (using the droplists in the Registered Version).

Settings Droplists (Accessible in Registered Version Only)

Attack Style, Funding Type and Temperament.

Randomize

This button will randomly change the settings above. This is the only way to change the settings in the Shareware Version.

Control Buttons

Add Leader

This button selects and adds the leader as it is currently configured.

Cancel

This button cancels the add leader operation and returns the control to New Game Options.

Additional Town Investment

This dialog box, which is manually activated, is used to distribute the player's money to the funds to be divided among the towns. The division of the money is even except that the Capital gets double the normal town share.

Civil Funding

Scrollbar controls amount of money that is allocated to Civil Fund.

Technology Funding

Scrollbar controls amount allocated to Technology Fund.

Town Defense Funding

Scrollbar controls amount allocated to Defense Fund.

Unit Defense Funding

Scrollbar controls amount allocated to increase number of soldiers of unit with the greatest Unit strength, that is ordered to defend, in each town of player.

NOTE: If defender is of the form Strength=Armor=Technology and Movement is 1, then unit will be upgraded automatically with an increase of town Technology.

Total Money

Player's total amount of uninvested money.

Total Number of Towns is

Current number of Player's ruled towns.

Control Button

- **OK**

Accept the fund settings and exit Additional Town Investment.

Create/Upgrade Unit

This dialog box is called from Town Control to create a new unit, or upgrade an existing unit, based of the Technology of the town selected when dialog box was called.

Creation/Upgrade Fields

- **Unit Name**

Name of the new unit. This field is assigned a name, but can be changed.

- **Strength**

Strength of the new unit. Limited to the town Technology. Scrollbar used for easy adjustments.

- **Armor**

Armor of the new unit. Limited to the town Technology. Scrollbar used for easy adjustments.

- **Movement**

Movement rate of the new unit. Limited to $(\text{town Technology}/5) + 1$. Scrollbar used for easy adjustments.

- **Technology**

Technology of the new unit. Limited to the town Technology. Scrollbar used for easy adjustments.

- **Cost/Soldier**

Current cost of the new unit with the selected attribute settings. Since creating a unit means that one soldier will be purchased, player must have the money to get one soldier or the message "**Cannot Afford One Soldier" will appear and the new unit cannot be created.

Form Units

Templates of units that are utilized by the Computer leaders.

- **Defender**

Unit is given the maximum amount of Strength, Armor and Technology but the minimum Movement.

- **Invader**

Unit is given the maximum amount of Strength and Armor but 75% of maximum Technology and Movement.

- **Scout**

Unit is given the maximum amount of Movement and Technology but the minimum Strength and Armor.

Control Buttons

- **OK**

Accept the settings of the new unit, or upgrade of existing unit, and return to Town Control.

- **Cancel**

Reject creation of new unit, or upgrade of existing unit, and return to Town Control.

Combat Window

This dialog box is used to observe individual combat between units. The speed at which this combat takes place is determined by the setting Combat Delay Speed in Game Options.

Window Caption

Caption of this window describes the battle taking place in terms of one leader attacking another leader. If attacking unit is in combat with a unit that is in a town, then the caption will describe the attacking leader and the defending town.

Attacking Unit

- Name of the attacking unit's leader.
- Name of the attacking unit.
- Number of soldiers in the attacking unit.
- Strength rating of the attacking unit.
- Armor rating of the attacking unit.
- Movement rating of the attacking unit.
- Technology rating of the attacking unit.
- Monetary value of goods attacking unit collected from combat.

Defending Unit

- Name of the defending unit's leader.
- Name of the defending unit.
- Number of soldiers in the defending unit.
- Strength rating of the defending unit.
- Armor rating of the defending unit.
- Movement rating of the defending unit.
- Technology rating of the defending unit.
- Monetary value of goods defending unit collected from combat.

If defending in a town:

Defense and Technology ratings of the town.

Unit Strength Graphic Bars

Under the statistic detail of each unit that is involved in the combat, there is a graphic bar that indicates the relative Unit strength in this combat.

The base value of these bars is the largest Unit strength of the two combatants at the beginning of the combat.

The size of the bar, for each unit, indicates the current percentage of Unit strength against the base value.

Graphic Bar Color

- If the bar is Green, then the Unit strength is 50 % or more of the base value.
- If the bar is Yellow, then the Unit strength is less than 50%, but more than 10% of the base value.
- If the bar is Red, then the Unit strength is 10% or less of the base value.

Control Button

- **OK**

After battle, this button becomes active and allows the player to exit from this window.

- **Retreat**

This allows the Player to abandon a combat where the Player's unit is the attacker.

NOTE:

If player is the attacking unit, withdrawal can be ordered by hitting the ESC key, in addition to the Retreat button, and answering NO to the prompt "Do you wish to attack enemy unit?".

Customize Map

This dialog box allows the Player to alter the current map settings.

Map Dimensions

Only one of the following map dimensions settings can be selected.

- **60 X 60**

This creates a map that is 60 tiles by 60 tiles. This map dimensions allows having sector grid selections of 4 X 4, 5 X 5 and 6 X 6.

- **80 X 80**

This creates a map that is 80 tiles by 80 tiles. This map dimensions allows having sector grid selections of 4 X 4 and 5 X 5.

- **100 X 100 (In Registered Version Only)**

This creates a map that is 100 tiles by 100 tiles. This map dimensions allows having sector grid selections of 4 X 4 and 5 X 5.

- **120 X 120 (In Registered Version Only)**

This creates a map that is 120 tiles by 120 tiles. This map dimensions allows having sector grid selections of 4 X 4, 5 X 5 and 6 X 6.

- **150 X 150 (In Registered Version Only)**

This creates a map that is 150 tiles by 150 tiles. This map dimensions allows having sector grid selections of 5 X 5 and 6 X 6.

- **180 X 180 (In Registered Version Only)**

This creates a map that is 180 tiles by 180 tiles. This map dimensions allows having sector grid selections of 5 X 5 and 6 X 6.

Terrain

Terrain settings are laid out in a grid with the terrain types along the left and the degree to which each terrain is used along the top.

NOTE: In the current game version, the terrain has no effect on game play.

Types of Terrain

There are five types of terrain: Grassy plain, Forest, Mountain, Desert and Water.

NOTE: Grassy plain is terrain default.

Degree of Terrain Usage

There are three amounts of terrain usage, Light, Medium and Heavy. Each degree will dictate how much of each type will be used on the map. NOTE: Choosing Heavy for all types will cause some types to receive less space to be placed, since the terrain is allocated only to grass land.

Sector Grid

Only one of the following Sector Grid settings can be selected.

- **4 X 4**

This divides the map into a 4 square by 4 square grid that is used to determine ownership of the map. Since the minimum number of towns is the number of sectors, this setting makes the minimum 16.

- **5 X 5**

This divides the map into a 5 square by 5 square grid that is used to determine ownership of the map. Since the minimum number of towns is the number of sectors, this setting makes the minimum 25.

- **6 X 6**

This divides the map into a 6 square by 6 square grid that is used to determine ownership of the map. Since the minimum number of towns is the number of sectors, this setting makes the minimum 36.

Number of Towns

This scrollbar selects the number of towns to be used in the game. The minimum number of towns is determined by the current sector grid setting, since there must be at least one town in each sector.

Control Button

- **OK**

This button accepts the current map settings and returns control to New Game Options.

Leader's Hall of Fame

This dialog displays a history of past completed games allowing the Player to access the game information using the reporting dialogs.

Game List

This is the actual list of past games that contained a high enough score to enter into the top 20 games.

NOTE: Double clicking the left mouse button on a list entry will activate Reports for that game.

- High Scoring Leader

The leader who had the highest score of the current saved game.

- Score

The highest score of the current saved game.

- Winning Leader

The winning leader of the current saved game. If player was defeated the highest scoring leader's name will be here.

- Leaders

The number of leaders that played in the current saved game.

Description

A text description that can be changed to identify the current saved game.

Difficulty

The Difficulty that was selected for the current saved game.

Game Rounds

The number of rounds in length of the current saved game.

Grid Size

The Grid Size that was selected for the current saved game.

Towns in Game

The number of towns that was selected of the current saved game.

Sector Layout

The Sector Layout that was selected for the current saved game.

Date and Time of Game

The Date and Time that the current saved game was entered into the Hall of Fame.

Control Button

OK

Exits the Leader Hall of Fame.

Multiple Units At Location

This dialog box is activated during a combat situation when the Player has more than one unit at the combat location.

For more on stacking and merging see: Stacking/Merging Units.

The units involved in the combat are named, the units' stats (S- Strength, A- Armor, M- Movement, T- Technology), the number soldiers for each is given, and their leaders are identified.

If defending unit is in a town, then the town is named and its stats (T- Technology, D- Defense) are given.

It will be indicated what the change to the number of soldiers for the Player's unit will be if the Yes button is selected.

Hint: If you are clearly going to be defeated, no matter what you do in this combat, then select to merge (Yes button). This will give the attacker credit for only a single kill instead of multiple kills.

NOTE: Merging units will disband all but the merged unit with the largest of the unit leaderships.

Control Buttons

- **Yes**

This will execute the merge of units and continue with the combat.

- **No**

This will not execute the merge of units and it will continue with the combat.

New Game Options

This dialog box is used to add the leaders, both Human and Computer, who will battle during a game. It is also used to configure the game.

Current Leaders Listbox

This is a listbox that holds the leaders that have already been added to a game. The entries list the name of the leader and whether the leader is the Human player or a Computer Player.

At least TWO leaders must be added to play a game, and one must be the Human Player.

Leader Buttons

- **Add Leader**

This button is used to add leaders to a game by activating the Add New Leader dialog. Button is not enabled if maximum number of leaders (12) is already reached.

- **Delete Leader**

This button is used to delete a leader that has already been added to a game. The leader to be deleted must be selected in the Current Leader listbox.

Difficulty Settings

This dropdown is used to select the new game's Difficulty setting.

New Map Settings

A description line details the map to be created if Begin New is selected.

Control Buttons

- **Begin New**

Begins a new game based on the current map settings and the computer leader options that have been selected. This button will only be active if two leaders have been added to game (one being Human Player).

- **Customize**

Activates Customize Map to alter the current map settings.

Town Control

This dialog allows the creation of units, the manipulation of unit size and direct control of funding for an individual town.

Town Selector

- Name of currently selected town.
- Number of current town and total towns ruled by Player.
- Scrollbar that allows Player to scroll through ruled towns.

Town Data

- Population of the town.
- Technology / Defense value of the town.
- Number of Units / Soldiers currently in town.
- Recruits Available in town that can become soldiers.

Town Funding

- Scrollbars to control Civil Funding, Defense Funding and Technology Funding for the town.

Unit Control

- Number of the current unit, total units in this town, and a scrollbar to scroll through the units.
- Name of the current unit. (This can be changed here.)
- Number of soldiers in the current unit, and a scrollbar to increase and decrease this number.

Unit Control Buttons

- **Create**

Allows the creation of a new unit. See Create Unit.

- **Update**

Saves any changes to current unit.

- **Orders**

Activates Unit Orders for the current unit.

- **Next**

Selects the next unit in the town.

- **Prev**

Selects the previous unit in the town.

- **Upgrade**

Changes the statistics of the currently selected unit. This will preserve the leadership and orders of the unit, but the number of soldiers will be adjusted based on the cost of the new unit.

Unit Cost & Statistics

- Money it takes to purchase one soldier for current unit.
- The Statistics of the currently selected unit.
(S=Strength, A=Armor, M=Movement, T=Technology)

Leader's Available Money

- Player's total amount of uninvested money.

Control Buttons

- **Capital**

If active, changes the current town to the location of the leader unit. If not active then either the current town contains leader unit, or leader is not in any town.

- **Next New Town**

If active, this button will select the next town that the Player took control of in the previous round. If not active, the Player acquired no new towns during the last round.

- **View**

Activates Full Map View with town location highlighted.

- **OK**

Exits Town Control.

Town Event

This dialog box describes the effects of an event that has occurred in the town of either the Player or a Computer leader.

The Information given is as follows:

- **What event has occurred.**
- **The name of the town and which leader rules it.**
- **A short description of the event.**
- **The effect of the event on the following:**
 - *Defense/Technology of the town.*
 - *Population of the town.*
 - *Number of Soldiers stationed in the town.*
 - *Money of the leader who rules the town.*

Note: Events will only have specific effects.

Town Investment

This dialog box comes up automatically after a round, if the Player rules any towns, to distribute the Player's money to the funds to be divided among the towns. The division of the money is even except that the Capital gets double the normal town share.

Civil Funding

Scrollbar controls amount of money that is allocated to Civil Fund. The initial setting of this is the same as the total population.

Technology Funding

Scrollbar controls amount allocated to Technology Fund.

Town Defense Funding

Scrollbar controls amount allocated to Defense Fund.

Unit Defense Funding

Scrollbar controls amount allocated to increase number of soldiers of unit with the greatest Unit strength, that is ordered to defend, in each town of Player.

NOTE: If defender is of the form Strength=Armor=Technology and Movement is 1, then unit will be upgraded automatically with an increase of town Technology.

Total Money

Player's total amount of uninvested money.

Soldier Upkeep is

Cost that is automatically deducted from money to pay for the upkeep of the Player's soldiers and their equipment.

Town Maintenance is

Cost that is automatically deducted from money to pay for the maintenance of the town's technology and defense capabilities. This value will increase with the technology and defense ratings.

Total Number of Towns is

Current number of Player's ruled towns.

Number of New Towns is

Number of towns the Player gained controlled of during the last round. If the Player has no new towns then the message "No New Towns This Round" will appear.

Control Button

- **OK**

Accept the fund settings and exit Town Investments.

Unit Orders

This dialog box is used to control the automated actions of a unit.

Unit Control

- Name of the current unit.
- Number of the current unit, total units, and a scrollbar to scroll through the units. NOTE: The units that can be accessed from this dialog box may be limited, depending on how it was activated.
- Number of soldiers in the current unit.

Unit Info

- Attributes of the current unit.
- Leadership rating of the current unit.
- Map location of the current unit.
- Monetary value of goods collected from combat
- Leader Present Check Box:
 - *Active is leader unit is on this square, check to transfer.*
 - *If inactive and checked then current is leader unit.*
 - *If inactive and unchecked then leader unit is not on square.*

Order Options

Only one of the following options indicates the current orders of the unit.

- **Defend Location**

Unit will stay at its current location and will attempt to fight off any enemy intrusion.

- **Scout Neutral Towns (1 Neutral Town Must Exist)**

Unit will move toward the best of the closest neutral towns. If no neutral towns are present, the unit will go to the nearest friendly town. NOTE: Unit will not approach a town if leader already has a unit moving toward it.

- **Goto Location**

Unit will move directly toward the selected location avoiding any enemy units and/or enemy towns unless at the selected location. Uses Go To Location Map.
If selected, the next line will indicate the location unit is going to. If location is a town, then the name of the town will also be displayed.

- **Search and Destroy**

Unit will move to attack the nearest enemy unit or enemy town.

- **Attack Enemy Towns (Player must control 1 Sector)**

Unit will move to attack a strategic enemy town.

- **Manual Control**

Player will have control of unit.

Control Buttons

- **Disband**

Breaks up the current unit returning the monetary value. This command will not function on leader unit and the last unit in a town.

- **Split**

Creates a new unit taking half the soldiers of the current unit and then reducing the moves remaining of both to one less than that of the original unit, if it has moves remaining. Note: New unit Leadership rating will be zero.

- **Prev**

Selects the previous accessible unit.

- **Next**

Selects the next accessible unit.

- **View**

Activates Full Map View around unit location.

- **OK**

Exits Unit Orders.

Unit / Town List

This dialog gives a quick overview of the units or towns under the Player's control.

Unit List

When unit list type is selected (it is the default) the dialog displays all of the units of the Player in a listbox.

NOTE: Double clicking the left mouse button on a unit list entry will activate the Unit Orders for that unit.

Each unit entry has certain information displayed.

Unit Name

Name of unit.

Orders

Unit's current orders.

Location

Where on the map the unit is currently located in coordinates.

Rating

The Unit Rating of the unit.

Soldiers

The number of soldiers in the unit.

Total Str

The Unit strength of the unit.

Town List

When town list type is selected the dialog displays all of the towns the Player controls in a listbox.

NOTE: Double clicking the left mouse button on a town list entry will activate the Town Control for that town if all movement for round has been completed.

Each town entry has certain information displayed.

Town Name

Name of town.

Location

Where on the map the town is located in coordinates.

Def

The Defense of the town.

Tech

The Technology of the town.

Population

The population of the town.

Soldiers

The number of soldiers that are currently in the town.

List Type

These checkboxes are used to select the current list type.

Units

This selects the Unit List.

Towns

This selects the Town List.

Command Button

OK

Exits Unit / Town List.

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File Menu

This menu offers the following commands:

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Starts a new game.

Open

Opens an previously saved game.

Save

Saves current game in progress.

Save As

Saves current game in progress to a specified file name.

MRU

The four Most Recently Used files.

Exit

Exits game in progress.

Save As command (File menu)

Use this command to save and name the active game. Warfare displays the Save As dialog box so you can name your game.

To save a game with its existing name and directory, use the Save command.

Game Menu

This menu offers the following commands:

Hall of Fame

Activates Leader's Hall of Fame viewer.

Options

Activates Game Options dialog.

Show Map

Activates Map Overview dialog.

Report Menu

This menu offers the following commands:

Changes

Comparison of current round against previous.

Combat

Displays report of combat statistics.

Leader Detail

Displays detailed report on leaders.

Leaders

Displays report of leader status.

List

Displays Unit & Town List.

Sectors

Displays ownership of sectors.

Help Menu

This menu offers the following commands, which provide assistance with the game:

[Index](#)

Offers you an index to topics on which you can get help.

[Using Help](#)

Provides general instructions on using help.

[About](#)

Displays version information about this game.

[Game Credits](#)

Displays the names of those who contributed to Warfare.

[Ordering Info \(Shareware version only\)](#)

Displays Information to order the registered version of Warfare.

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Displays Information on how to get technical support.

Using Help command (Help menu)

Use this command for instructions about using Help.

About command (Help menu)

Use this command to display the copyright notice and version number of your copy of Warfare.

Credits

This dialog displays who created and tested this game.

Ordering Info

This dialog contains the information for ordering Warfare.

Please do...I'm starving!!!

This option appears in Shareware version only.

Technical Support

This dialog box displays methods of receiving technical support for Warfare.

About WARFARE

This dialog box displays the copyright notice and version number of your copy of Warfare.

Attack Style

(Computer Leaders only)

The Attack Style of a computer leader determines the size and strength of the attack units that it uses to invade enemy towns. Each style has its own strengths and weaknesses.

- **Conservative**

This style means that the leader will use a few strong invaders.

- **Normal**

This style means that the leader will use several medium strength invaders.

- **Aggressive**

This style means that the leader will use a whole lot of weak invaders. (Swarms)

Close command (Control menu)

Use this command to close the active window or dialog box.

Shortcuts

Keys: ALT+F4 ends the game.

Difficulty

The difficulty setting of a game determines how difficult the Computer leaders will be to overcome for the Player.

- **Easy**

This difficulty setting has unit visibility set so that all units on the map can be seen in detail by the Player. The Computer opponent(s) tax raising, population growth and technology increases are slightly less than the Player. All leaders start with neutral relationships.

- **Normal**

This difficulty setting has unit visibility set to normal so that the Player must have a unit near an enemy to see it and make out its details. The Computer opponent(s) tax raising, population growth and technology increases are better than the Player. Computer leader(s) start being annoyed by the Player.

- **Hard**

This difficulty setting has unit visibility set to hard so that the Player must have a unit very near an enemy to see it and make out its details. The Computer opponent(s) tax raising, population growth and technology increases are much better than the Player. Computer leader(s) start hating the Player.

- **KILL THE HUMAN (In Registered Version Only)**

This difficulty setting has unit visibility set to very hard so that the Player must have a unit very, very near an enemy to see it and make out its details. The Computer opponent(s) tax raising, population growth and technology increases are incredibly better than the Player. Computer leader(s) start with the relationship "MUST KILL" against the Player. THIS IS SUICIDE!

Exit command (File menu)

Use this command to end your Warfare session. You can also use the Close command on the application Control menu. Warfare prompts you to verify game termination.

File Open dialog box

The following options allow you to specify which file to open:

File Name:

Type or select the filename you want to open. This box lists files with the extension you select in the List Files of Type box.

List Files of Type:

Select the Warfare file you want to open.

Drives:

Select the drive in which Warfare stores the file that you want to open.

Directories:

Select the directory in which Warfare stores the file that you want to open.

Network...:

Choose this button to connect to a network location, assigning it a new drive letter.

File Save As dialog box

The following options allow you to specify the name and location of the file you're about to save:

File Name:

Type a new filename to save a game with a different name. A filename can contain up to eight characters and an extension of up to three characters. Warfare adds the extension you specify in the Save File As Type box.

Drives:

Select the drive in which you want to store the game.

Directories:

Select the directory in which you want to store the game.

Network...:

Choose this button to connect to a network location, assigning it a new drive letter.

Funding Type

(Computer Leaders only)

The Funding Type of a Computer leader will determine how it allocates its tax money to the various funds and the purchase unit soldiers.

- **Ultra-Conservative**

This type is extremely defensive and works toward internal infrastructure at the expense of attack capabilities. A leader with this funding type will not be at all aggressive, but it will be hard to defeat due to a huge population and strong defense.

- **Conservative**

This type is defensive and works toward having slightly more defensive than offensive capabilities. A leader with this funding type will be a little less aggressive due to its concentration on defense.

- **Normal**

This type is a balance of defensive and offensive capabilities. No real weaknesses to this type, but also no fortresses to break into or huge invasion forces to watch for.

- **Aggressive**

This type is offensive and works toward having slightly more offensive than defensive capabilities. To increase the attack forces that are used in battle, this leader will take funding away from defense and civil funds.

- **INSANE**

This type is extremely offensive and works toward invasion being the best form of defense. A leader with this funding type will be VERY aggressive, but it will be very weak in the defense of its towns.

Index command (Help menu)

Use this command to display the opening screen of Help. From the opening screen, you can jump to step-by-step instructions for playing Warfare and various types of reference information.

Once you open Help, you can click the Contents button whenever you want to return to the opening screen.

Maximize command (System menu)

Use this command to enlarge the active window to fill the available space.

Shortcut



Mouse: Click the maximize icon on the title bar; or double-click the title bar.

Keys: CTRL+F10 enlarges a game window.

Minimize command (System menu)

Use this command to reduce the Warfare window to an icon.

Shortcut



Mouse: Click the minimize icon on the title bar.

Keys: ALT+F9

Move command (Control menu)



Use this command to display a four-headed arrow so you can move the active window or dialog box with the arrow keys.

Note: This command is unavailable if you maximize the window.

Shortcut

Keys: CTRL+F7

Restore command (Control menu)

Use this command to return the active window to its size and position before you chose the Maximize or Minimize command.

Size command (System menu)



Use this command to display a four-headed arrow so you can size the active window with the arrow keys.

After the pointer changes to the four-headed arrow:

- 1 Press one of the DIRECTION keys (left, right, up, or down arrow key) to move the pointer to the border you want to move.
- 2 Press a DIRECTION key to move the border.
- 3 Press ENTER when the window is the size you want.

Note: This command is unavailable if you maximize the window.

Shortcut

Mouse: Drag the size bars at the corners or edges of the window.

Status Bar

The status bar is used in Warfare for only three pieces of information.

- The message section is the left part of the status bar. It is used to hold helpful messages such as the help lines for menu options.
- The left box holds the current round number of the game.
- The right box is only active if a unit is moving. Then this box contains the coordinates of the map location and present sector position of the unit.

Surrender Response

This dialog displays the Player's response to the Computer leader request to accepted its surrender. Dialog is only displayed if Player refuses the surrender.

Switch to command (Control menu)

Use this command to display a list of all open applications. Use this "Task List" to switch to or close an application on the list.

Shortcut

Keys: CTRL+ESC

Dialog Box Options

When you choose the Switch To command, you will be presented with a dialog box with the following options:

Task List:

Select the application you want to switch to or close.

Switch To:

Makes the selected application active.

End Task:

Closes the selected application.

Cancel:

Closes the Task List box.

Cascade:

Arranges open applications so they overlap and you can see each title bar. This option does not affect applications reduced to icons.

Tile:

Arranges open applications into windows that do not overlap. This option does not affect applications reduced to icons.

Arrange Icons:

Arranges the icons of all minimized applications across the bottom of the screen.

Temperament

(Computer Leaders only)

A Computer leader's Temperament has to deal with its attitude toward the other leaders in the game. Temperament determines how the leader will react to attacks from other leaders as well as the attitude toward the leader winning the game.

- **Forgiving**

This Temperament will allow the leader to concentrate more on the logical execution of winning the game. The leader is slow to anger and quick to forgive.

- **Normal**

This Temperament is the average of forgiving and holding a grudge against the other leaders in the game.

- **Quick to Anger**

This Temperament will have the leader overreacting to attacks on his property and will be slow to forgive any who angers it.

- **Vengeful**

This Temperament will have the leader acting more in anger than in logic. The leader takes any action against it as deeply personal and will, at times, sacrifice the lives of its soldiers for revenge. This Temperament knows very little forgiveness.

Terrain Information

This is the information that is displayed when a location of the map is selected, which does not contain a unit or town, for detailed view.

- **Terrain**

This is the terrain type of the location that was selected.

- **Loc and Sec**

These are the coordinates of the location and the Sector that was selected.

Town Information

This is the information that is displayed when a town is selected for detailed view.

NOTE: It is important to know, if town is ruled, that more than one unit can be at a location at a time, but they must all belong to the same leader.

The detail window is labeled Town Report.

- **Name**

The name of the town.

- **Population**

This is the current Population of the town.

- **Defense**

This is the current Defense of the town.

- **Technology**

This is the current Technology of the town.

- **Loc and Sec**

These are the coordinates of the town location and the Sector the town is in.

The following information will appear only if town is occupied.

- **Ruler**

The name of the leader that controls the units at this location.

- **Unit Count**

The number of units at this location.

- **Largest Rating**

The largest unit Rating of the units at this location.

- **Total Soldiers**

The total number of soldiers in the units at this location.

Unit Information

This is the information that is displayed when a unit is selected for detailed view.

It is important to know that more than one unit can be at a location at a time, but they must all belong to the same leader. The following information can also be hidden depending of the visibility of the units to the Player's units.

The detail window is labeled Unit Report.

- **Leader**

The name of the leader that controls the units at this location.

- **Unit Count**

The number of units at this location.

- **Largest Rating**

The largest unit Rating of the units at this location.

- **Total Soldiers**

The total number of soldiers in the units at this location.

- **Terrain**

This is the terrain type of the location the unit now occupies.

- **Loc and Sec**

These are the coordinates of the map location and the Sector the unit is in.

Victory

This screen displays a graphic picture of the word 'Victory'. The Player has beaten all Computer leaders if this dialog is activated.

Congrats!

About

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Add New Leader

<Add New Leader>

Additional Town Investment

<Additional Town Investment>

Armor

Armor of a unit is used to indicate the amount of damage it can take. Units created can have a maximum Armor of the Technology of the town in which they were created or upgraded.

Arrogant Messages

Arrogant Messages are displayed after the Human player completes a combat with a Computer player. No matter what the result of the combat, the messages are a way for the Computer to verbally (but not nastily) abuse the Human player.

Attack Style

<Attack Style>

Basic Strategies

<Basic Strategies>

Changes

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Civil Fund

The Civil Fund influences the population of a town. If there is less money than people then the population will down. More money in the fund attracts people.

combat location

The combat location depends on whether the involved unit is attacking or defending. If the unit is defending, then the combat location is the place being defended. If the unit is attacking, then the combat location is the place the unit is attacking from.

Combat

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Create Unit
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Customize Map

<Customize Map>

Defense Fund

The Defense Fund pays for fortification of the town defense. Every contribution moves the town closer to the next level of defense.

Defense

Defense of a town is used to indicate the level fortification. This will influence a unit's defending ability during an attack on the town.

Difficulty
<Difficulty>

Events

There is a one in one hundred chance that a ruled town can experience a random Event. Events can be beneficial or damaging to a town. Events range from a brilliant advance, that greatly increases a town's defense and technology, to an earthquake that can devastate a town.

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Introduction

<Introduction>

Leader Detail

<Leader Detail>

Leader Summary

<Leader Summary>

Leader

The Leaders are those who are actually controlling the armies, both Human player and Computer player(s). The Leaders are represented in the game as the starting unit 'Command Unit'. The Leader can be moved to another unit by the Human player but the Computer players will not. Defeat of the unit containing an army's Leader will remove that army from the game.

Leaders

<Leader Summary>

List

<Lists>

Movement

Movement of a unit is used to indicate the number of spaces it can move in a single round. This will also influence a unit's fighting and defending abilities. Units created can have a maximum Movement of one plus the Technology of the town in which they were created or upgraded divided by five.

New Game Options

<New Game Options>

Open

<Open command>

Options

<Game Options>

Ordering Info

<Ordering Info>

Rating

The Rating the the value that appears on the unit with the Movement. Unit Rating is calculated by the totalling of the Strength, the Armor and the Technology of the unit.

Report menu
<Report Menu>

Reports

<Reports>

Round

The Round is the time indicator which controls the game. A Round starts with a movement phase in which all units that will move are going to move. Then the Human and the Computer players will spend tax money on armies and funding, as well as give orders to units to move in the next Round. Human player must manually end each Round.

Save As

<Save As command>

Save

<Save command>

Sector Ownership

<Sector Ownership>

Sector

The map is defined into a grid of Sectors. Each Sector contains at least one town. Controlling all towns inside of a Sector means that the leader rules that Sector. Ruling a sector increases the tax output of the towns inside and around the Sector that are controlled by the leader. Adjacent controlled Sectors increase taxes even more.

Sectors

<Sector Ownership>

Show Map
<Full Map View>

Stacking/Merging Units

<Stacking units>

Strategy
<Strategy>

Strength

Strength of a unit is used to indicate the amount of damage it can inflict. This will also influence a unit's defending ability. Units created can have a maximum Strength of the Technology of the town in which they were created or upgraded.

Taxes

Taxes are the ultimate resource in the game. Taxes allow the leaders to build armies, improve towns by funding, and maintain both the armies and the towns. Taxes are collected based on the total population of the towns ruled by each leader. Then the Taxes are increased by the sector control. The more sectors controlled by the leader around the town's sector (including the town's sector) increase the taxes a town will produce.

Technology Fund

The Technology Fund pays for the research and development needed to increase the town technology. Every contribution moves the town closer to the next level of technology.

Technology

Technology of a unit or a town is used to indicate the technological level. This will influence a unit's fighting, defending, hiding and detection abilities. This will influence a town's fighting, defending and detection abilities. Units created can have a maximum Technology of the town in which they were created or upgraded.

Temperament
<Temperament>

Terrain Information

<Terrain Information>

Terrain

There are five different types of Terrain in Warfare: Grassy plain, Forest, Mountains, Desert and Water. In this initial version of Warfare, the terrain is for decoration and reference only. (A future version of this game will use the Terrain)

Tool Bar Buttons

<Tool Bar Buttons>

Town Control

<Town Control>

Town Information

<Town Information>

Town Investment

<Town Investment>

Town

A Town defines the strategic aspect of the game. Ruling towns is how leaders build their armies and collect their taxes. Towns are ruled by the leader who has a unit in the town. Towns without a unit present are neutral.

Unit Defense Fund

The Unit Defense Fund is used to distribute money to all a leader's towns to increase the unit strength of each town's unit defender.

Unit Information

<Unit Information>

Unit Orders

<Unit Orders>

Unit strength

Unit Strength is the Rating of a unit multiplied by the number of soldiers in the unit.

Unit

A Unit defines the military aspect of the game. Units control town rulership, are used for attacks on enemy towns and provide defense against enemy attack. Units, other than the starting 'Command Unit', are built in towns controlled by there leader.

Unit/Town List

<Lists>

Using Help

<Using Help command>

Visibility

Defines how/if enemy units are actually seen by Human player. There are two levels of units being seen: spotted and detailed. Spotted means that the unit has been seen and it's leader identified. Detailed means that in addition to the spotted information, the unit rating and number of soldiers has also been identified. Technology of the hider and the spotter influences the result.

