World War

1. Welcome to World War!

This is a game of Stragity and Backstabbing. The game is best played with 6 players going at each other, However, I've included 'The Borg' and a Grumby old Man as the computer if you must play alone. Its also good to mention that all other programs that you are running should be minimized for the best results..

2. Starting the game

The opening screen has all the options for the game. To change the names of the players, just highlight the names and change them! (Boy are you dumb!) If you want, the saved game starts out with 2 players in round 2 of 10 against The Borg. However, if this is your first time, you should select "New Game". All the options will be explained later.

3. Chosing a Home Planet

The first player will have first choice for his/her Home planet. By selecting different planets, you can view the ships located on that planet. Selecting one that is well stocked would be in your best interest.(Duh). Click on "OK" when you find one you like. When all the players have chosen, A message comes up stating its the first players turn.

4. What to do

Well, thats all depends on what kind of ruler you are. By clicking on your own planet, a window pops up showing you what kind of ships (and how many) you have on that planet. There are three kinds of ships and one defense sattalite. Per turn, you have the option to produce only one kind of ship/satalite. The top box shows which one and how many per turn that planet is capable of.
When the picture is clicked, another window opens with all the ships and thier production per turn number shown. Choose the ship you want to produce by clicking on the picture. Each ship has different abilities in which your decision of which one to build will be based. Battlestars add a great deal to your battle strength. Moonscorts are pretty weak in battle but you can make a lot of them and they are the first to go in battle thus protecting your heavy hitters. Defensesats can't be deployed in a battle fleet, but they are the first to go in the defense of the planet and add more to the defense strength than moonscorts. Novanaughts, by far, add the most to the fleets attack strength, but you can't produce that many and are sitting ducks by themselves.

5. How to attack

First select which planet you want to attack FROM. The attack button will appear at the bottom left of the map window. Click on the attack button. A window will appear telling you to select a planet you wish to attack. Click on the planet you wish to attack, then click on "OK". The map will go away and the fleet selection screen will appear. Click on the arrows to select how many ships to send.(Hint: Always Over-estimate!) Click on OK to send. It will take some time for your ships to arrive at its designation. To find out how when it will reach thier target, click on fleet info. A dotted line on the map will show where from and to, the fleet is going. Also a window will appear at the top of the screen with a listing of each of your fleets you have sent out. The last field shows what round the ships will arrive.(The current round number is located in the Map title) A shortcut exists to making attacking easier. After selecting where to attack from, click on a blank space on the map with the right button, then drag the attack icon on the planet you wish to attack/Reenforce, then let go of the right button. The Select fleet window will show.

6. Sending a Message

When playing with a lot of players, the game plays better with each player not looking at each other moves. You can send one message (per round) to another player so you can talk to another player without the other players knowing.(To gang up on one player or to make threats against someone). However, a later player (In the same round) can over write your message if he writes to the same person. This can be used to try to interupt someone's message, but

remember, you can send only one message per round.

7. It's Battle Time!

When all players have finished entering thier moves(And clicking on "Quit Turn"), the computer checks to see if any fleets have reached thier targets yet. If so, the battle screen is shown and the battle starts. The ships sent and the ships on the defending planet are shown along with how many there are. The bottom number is the attack strength for each of the fleets. This number shows the odds for your fleet to hit the enemy. As ships are destroyed, the attack number is reduced until one fleet ships are all destroyed. A message of who has won will appear. If the attackers win they take over the planet and that player can now control it. If the defenders win, the attacking fleet is completely wiped out. After all the battles are fought out, the score is shown. This score is based on the number of planets a player owns and the ships ON his/her planets. It doesn't include any ships out attacking someone so if you notice someones score go down, then either his/her fleet got wiped, he lost a planet or he/her has send a major attack force somewhere.(Beware!)

8. Random Events

If a Random event occurs, it will be shown before the score is shown. Some examples of random events are: Production for a planet will go up or down, planets revolting to another player, Your Science techs improveing your ships engines so your fleets travel time is cut in half, the invention of WORKING hubble telescopes that let you examine the ships on any planet, Explosions, Spys which give you the ablity to see where other players have sent thier attack fleets, The lost or repair of long range comms which disable(or enable) your fleetinfo button. There are other random events that you will have to discover for yourself.

9. Save your game

At the end of each round, you are asked if you want to save the game. This doesn't quit you from the game, it just saves it. The beginning introduction screen has a load game button.

10. Game Over

After the last round is played, the computer resolves any battles for fleets remaining to get to their targets. After the last of the battles, the final score is displayed. You can click on planets on the map to see the final status of each. When you are done, quit by either clicking the quit button on the score window or close the map window. Half the score window may become hidden behind the planetinfo window so just click on the score window to see the whole thing.

11. Playing the Computer

The Borg will always play in the player two position and The old man in the third position. Its best to attack them right away when they are still weak. They become quite mean once they have built themselves up. Playing the both of them is a tough game to win.

12. Resister this program

This program is Shareware, NOT Freeware. This means you can try it out and if you like it you should send $10.00 to:

<div align="center">

Paul D Greene
49 Blaine St
Fall River, Ma 02723

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Why should you? because this will give me the will to write more programs and pay the rent. Plus, you will feel good about yourself. And, I'll send you the update of this program which has different ships, better battles, more than one save game at a time, more than one (and smarter) computer opponents(That is, when I write it of course). But mostly so I can pay the rent.