

Dogs Of War

GAME PLAY MANUAL

It is the spring of 1942. The world is at war. Five world powers are struggling for supremacy. You and your opponents control the military and economic destiny of one or more of these countries. The Axis powers are Germany and Japan. Challenging their expansionism are the Allied powers of the United Kingdom, the U.S.S.R. and the United States. You must work as a team with the country or countries in your alliance. In this game, you'll discover that cooperation and negotiation are just as important as tactical maneuvering.

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Notice To Game Players

The Dogs Of War manual reflects all the exciting play of this multifaceted game. The time you devote to rules reading will result in full enjoyment of the game...and you'll discover that Dogs Of War is well worth the investment.

Section 1 outlines one player's turn and the 5 actions that make up such a turn. Section 2 defines game setup. After reading these sections, you'll be able to understand the dynamics of a single turn--a crucial concept!

The most important part of the manual is Sections 3 to 7. These well-defined rules offer a complete explanation of how units move, how to conduct combat and how to win the war. You must read these sections carefully to fully understand the game.

[The Dogs Of War](#)

THE DOGS OF WAR

DOGS OF WAR AND MEN OF HATE
WITH NO CAUSE, WE DON'T DISCRIMINATE
DISCOVERY IS TO BE DISOWNED
OUR CURRENCY IS FLESH AND BONE
HELL OPENED UP AND PUT ON SALE
GATHER ROUND AND HAGGLE
FOR HARD CASH, WE WILL LIE AND DECEIVE
EVEN OUR MASTERS DON'T KNOW THE WEBS WE WEAVE

ONE WORLD, IT'S A BATTLEGROUND
ONE WORLD, AND WE WILL SMASH IT DOWN
ONE WORLD...ONE WORLD

INVISIBLE TRANSFERS, LONG DISTANCE CALLS,
HOLLOW LAUGHTER IN MARBLE HALLS
STEPS HAVE BEEN TAKEN, A SILENT UPROAR
HAS UNLEASHED THE DOGS OF WAR
YOU CAN'T STOP WHAT HAS BEGUN
SIGNED, SEALED, THEY DELIVER OBLIVION
WE ALL HAVE A DARK SIDE, TO SAY THE LEAST
AND DEALING IN DEATH IS THE NATURE OF THE BEAST

ONE WORLD, IT'S A BATTLEGROUND
ONE WORLD AND THEY SMASH IT DOWN
ONE WORLD...ONE WORLD.

THE DOGS OF WAR DON'T NEGOTIATE
THE DOGS OF WAR WON'T CAPITULATE,
THEY WILL TAKE AND YOU WILL GIVE,
AND YOU MUST DIE SO THAT THEY MAY LIVE
YOU CAN KNOCK AT ANY DOOR,
BUT WHEREVER YOU GO, YOU KNOW THEY'VE BEEN THERE BEFORE,
WELL WINNERS CAN LOSE AND THINGS CAN GET STRAINED
BUT WHATEVER YOU CHANGE, YOU KNOW THE DOGS REMAIN.

ONE WORLD, IT'S A BATTLEGROUND
ONE WORLD ARE WE GOING TO SMASH IT DOWN?
ONE WORLD...ONE WORLD

(c) D. J. Gilmour, A. Moore 1980
Pink Floyd
A Momentary Lapse of Reason

The Basic Strategy

At the beginning of the game, the Axis powers are strong militarily but inferior economically to the Allies. The Axis have many combat forces on the board but little buying power. The Allies, individually, have fewer combat forces but with their combined incomes are more economically sound than the Axis.

Under these conditions, the Axis nations should attack swiftly before the Allies can build up their land and sea forces. The U.S.S.R. must fend off German assaults. The United Kingdom must fight on two fronts; in the Pacific, wearing away at Japan; and in Europe, trying to get a foothold on the continent to attack Germany. The United Kingdom must relentlessly assault Germany whenever possible to keep the Germans from a concentrated attack on Russia.

The Big Challenge

As you play, you'll discover that you must be both a *military strategist* and a *prudent economist* to win. Fight battles successfully to win territories. Each territory you capture increases your income and gives you the buying power to purchase more combat units so you can continue to win battles and gain territories. As the game progresses, your decision when to strike, where to strike and the intensity of the strike will be influenced by just how much income you have and how many combat force units you were able to purchase and place strategically.

To see the crucial balance between military victory and economic gain, look at the pie chart on the Political Map window or on the State of the Union dialog box. This pie represents the total industrial output of the world. Each country is assigned a section of the pie; this represents the designated amount of income or Industrial Production Certificates (I.P.C.'s) that the country you control begins the game with. When you win a territory, your income increases; when you lose a territory, your income decreases. Your fluctuating pie slice, called your National Production Level, specifies exactly how many Industrial Production Certificates you are to receive every turn.

The Object

To win the war, do the following: *If you are the Allied powers*, your team must capture *both* of the Axis capitals to win the game. The United States, U.S.S.R. and the United Kingdom are victorious when the land territories of Germany and Japan are conquered!

If you are the Axis powers, your team can win in two different ways:

- 1) Either a military victory -- Germany and Japan are victorious if they capture two of these three Allied capitals: the land territories of Eastern United States, Russia and the United Kingdom.
- 2) Or an economic victory -- Germany and Japan are victorious if they have a combined National Production Level of 84 Industrial Production Certificates at the end of one complete round of play (meaning every player has had a turn). Take a look at the Political Map. At the beginning of the game, Japan's National Production Level is 25 and Germany's is 32...for a total of 57 I.P.C.'s. Twenty-seven more hard won certificates are needed for victory!

1. What You Do On A Turn

THE 5-PART ACTION SEQUENCE

On your turn, complete an Action Sequence--a 5-part move. When you finish the 5th action, your turn is over. Play continues to the next designated player who then completes the Action Sequence. When every player takes an Action Sequence turn, a round of play is over. It may take many rounds of play to determine a winning side. *IMPORTANT:* on your turn, you may decide to do only part of the below sequence. This is acceptable. Of course, if you purchase units (Action 1), you must also place such units on the gameboard (Action 4); and if you move into combat (Action 2), you must always resolve combat (Action 3). The only part of the sequence that is performed automatically on every turn is collect income (Action 5).

Action Sequence

1. Develop special weapons and/or purchase units.
2. Movement.
3. Combat.
4. Place newly purchased military units on gameboard.
5. Collect income

Each of the above actions is explained briefly below and in detail later in the manual. Each one of the actions, below, is also accompanied by an example of a German assault against a British occupied territory.

ACTION 1: DEVELOP WEAPONS AND/OR PURCHASE UNITS

In this phase, you buy units for future attacks. *Units that can be purchased are: infantry, tanks, planes, ships, industrial complexes (factories) and antiaircraft guns.* To determine what to purchase, consider who you want to strike and when you want to strike.

In this phase, you could also choose to develop special weapons like rockets, jet power, and more. Weapons development is costly but it can supply you with very powerful defensive and offensive capabilities.

ACTION 1 EXAMPLE: Germany chooses not to develop weapons. Germany has 28 I.P.C.'s at this point in the game and decides to buy 2 transport ships and 2 tanks for an amphibious assault against Caucasus via the Black Sea. This attack will not happen until Germany's next turn but the target has been chosen and the necessary arms to launch the attack will be bought now (of course, Germany keeps this projected plan a secret). The 2 tanks and 2 transports will cost 26 I.P.C.'s. Germany purchases the items, does not place them on the gameboard until the end of his or her turn, and has 2 I.P.C.'s left after the transaction.

ACTION 2: MOVEMENT

In this phase, you can move any of your units on the gameboard. You can move your units into territories or sea zones occupied by your enemies to engage in combat.

Each unit is defined by the number of territories or sea zones it can be moved (a range of 1 to 6 spaces) and how strong militarily it is. A unit's movement ability and its attack and defense capabilities, then, determine whether it will be moved into battle. *VERY IMPORTANT:* you can move into as many combat situations, land and sea battles, as you wish...all in this same phase. Also, when moving into combat, you may move units from several adjacent spaces to attack the one enemy territory. You should always attack with as much support as you can.

ACTION 2 EXAMPLE: The only conflict Germany wishes to engage in is a minor skirmish in North Africa. In the movement phase, Germany moves 1 tank and 1 infantry from its Libya territory into Anglo-Egypt Sudan occupied by the United Kingdom. The United Kingdom is defending the territory with 1 tank and 1 infantry. A conflict results!

ACTION 3: COMBAT

This is the Combat sequence in which all battles must be fought and all conflicts resolved. Here's how to conduct combat:

1. Double click on the territory in which to resolve combat. The Combat Resolution dialog box is displayed, ranking attacking units on one side; defending units on the other side. The number next to each unit identifies the number of that type of units present. Each unit gets a chance to score a hit against your opponent. Scoring a hit means your opponent loses a unit. The player suffering the hit chooses which type of unit he or she wishes to lose!
2. Attacker presses the "Attack" button. Each unit in the conflict fires upon the opposing side. As hits are scored, they are tallied at the bottom of the Combat Resolution dialog.
3. Once the attack is over, each player removes casualties. This is done by selecting the unit type to lose on the Combat Resolution dialog until all hits have been doled out. Each player chooses his or her own units to lose.
4. The first round of battle has been fought. If units are still on the board, continue attacking as above until one of the following happens:
 - a) Attacker Withdraws - if this happens the defender holds the territory!
 - b) Attacker Is Destroyed - if this happens the defender holds the territory!
 - c) Defender Is Destroyed - if this happens the attacker captures the territory!
 - d) Both Defender And Attacker Are Destroyed - if this happens the defender holds the territory!

Capturing A Territory: If the attacker captures a territory, the Political Map will indicate the new owner by changing the color of the territory. The attacker's National Production Level is increased by the value of the captured territory; the losing defender's National Production Level is decreased by the value of the captured territory.

ACTION 4: PLACE NEWLY PURCHASED MILITARY UNITS ON GAMEBOARD

All of the military units that you purchased in Action 1 of your turn must now be placed on the gameboard. They must be positioned where you own industrial complexes. Put land units (infantry and tanks) and air units (bombers and fighters) in territories that have industrial complexes. Put naval units in sea zones next to territories with industrial complexes on them.

ACTION 5: COLLECT INCOME

This is the collect income phase in which you collect I.P.C.'s to finance future attacks and strategies. The number of I.P.C.'s you collect is equal to your National Production Level at the end of your turn.

2. Game Set-Up

Which World Power Do You Want To Be?

Two to five people can play *Dogs Of War*. In a 5-player game, each player controls 1 world power; if less than 5 people play, some players will control more than 1 world power.

In a network game, the server is the only computer allowed to start a new game. The Select Opponents dialog allows the server to specify which remote players will be assigned to each of the world powers.

Below is a suggested breakdown of country ownership per player, based upon the number of players in the game.

2-PLAYER GAME

Player 1: U.S.S.R., United Kingdom, United States
Player 2: Germany, Japan

3- PLAYER GAME

Player 1: U.S.S.R., United Kingdom, United States
Player 2: Germany
Player 3: Japan

4- PLAYER GAME

Player 1: U.S.S.R., United States
Player 2: Germany
Player 3: United Kingdom
Player 4: Japan

5- PLAYER GAME

Player 1: U.S.S.R.
Player 2: Germany
Player 3: United Kingdom
Player 4: Japan
Player 5: United States

Order Of Play

1. U.S.S.R. plays first
2. Germany plays second
3. United Kingdom plays third
4. Japan plays fourth
5. United States plays fifth

The Gameboard

The gameboard is a map of the world. Maximize the window and take a look at it. Press the Stretch To Fit button on the toolbar if necessary to see the entire map. When the game starts, military units representing 5 countries are placed in specific areas on it. This placement represents the military and political situation in spring of 1942.

- The map is divided into game spaces that are either land territories or sea zones. Black boundary lines around land territories and sea zones identify them as separate game spaces. Units are moved from one space to another. Some units can move just one adjacent space; other units can move as many as 6 adjacent spaces. Before movement can be discussed, you must know what makes a space adjacent! Simply, *adjacent spaces are those that share a common border*. Notice the Ukraine and the Caucasus territories are adjacent, but the Caucasus territory is not adjacent to the Eastern

Europe territory. *IMPORTANT*: black boundary lines around territories and sea zones are your guides for determining whether such spaces are adjacent or not--remember they must share a common border to be adjacent.

Also consider the gameboard to "wrap-around"...that is, territories and sea zones that abut the right edge of the board are adjacent to specific territories and sea zones that abut the left edge of the board. For example, Western Canada is adjacent to Eastern Canada; Western U.S.A. is adjacent to Eastern U.S.A.; Mexico is adjacent to the Panama territory. Note that the sea zone adjacent to the Eastern U.S.A. extends south around the tip of Florida, all the way to New Orleans.

- All the land territories are color coded to the country that controls them at the start of the game. Territories are valued at 1 to 10. This is the number of I.P.C.'s they are worth to the owner of the territory. The Political Map shows the I.P.C. values of each of the territories. It is also colored based upon the current owner of the territory, rather than the owner at the beginning of the game.

Neutral territories like Turkey, Mongolia and others are colored in a light beige. No country owns a neutral country and they do not carry income values.

- Islands are land territories located inside of sea zones. A group of islands is considered one land territory. It is not possible to split up land-based military units on different islands in the same group. They will all be considered together when resolving combat on the islands.
- The Panama Canal connects the Atlantic and the Pacific Oceans. If your alliance controls Panama, you can pass through the Canal; if your alliance does not control Panama, you cannot pass through the Canal--instead, you must either travel around the tip of South America; or do combat, take control Panama and travel through the Canal.
- The Suez Canal connects the Mediterranean Sea to the Indian Ocean. If your alliance controls both countries bordering the canal (Anglo-Egypt Sudan and Syria Iraq), you can pass through the Canal; if your alliance does not control *both countries*, you cannot pass through the Canal--instead, you must either travel around the tip of Africa; or do combat, take control of both Anglo-Egypt Sudan and Syria Iraq and travel through the Canal. *IMPORTANT*: Anglo-Egypt Sudan and Syria Iraq are considered adjacent to one another by land (no movement by ship is necessary to move from one territory to another).
- Leningrad sits right on the Baltic Sea. U.S.S.R. has the option of launching naval units in this territory from either the Baltic Sea or on the north coast of Karelia.
- Norway Finland is not adjacent by land to Eastern Europe (movement by ship is necessary to move from one territory to another).
- The Bering Sea and the Hudson Bay are considered adjacent sea zones for submarines if the appropriate game option is selected. Refer to section 8, [Game Options](#).
- There is a button on the tool bar to enhance the border lines between countries. This button only affects the current map window. Map border lines can be turned on and off for each map window separately.
- There is a button on the tool bar to toggle the display of text on the map, such as territory and city names. Map text is turned on and off separately for each map window.
- There is a button on the tool bar which will cause the current map window to follow the action in network play. When this is enabled, the title of the window will be followed by an asterisk. This window will now automatically shift views to see the destinations of moved units and the sites of battles.

- There is a button on the tool bar to toggle the display of movement orders in the current map window. Only movement orders for players local to the current machine will be displayed. Movement orders will appear as a red line from the unit to a blue dot at the destination.

3. Develop Weapons/Purchase Units

ACTION SEQUENCE 1

Consider this part of the sequence as the rearming stage in which you do *any* of the following:

- spend I.P.C.'s to develop sophisticated weaponry to be used in the same turn.
- spend I.P.C.'s for additional military units to be used in future turns.
- spend I.P.C.'s to do both of the above.

WHICH DO YOU DO? Choosing to develop weapons is risky. It could cost you so many I.P.C.'s that you may not have enough income to purchase much-needed military units for later assaults. More importantly, such an investment does not even guarantee you the weapons. The money you pay is a research fee. It is possible your research will be fruitless. Once secured, however, such weaponry could turn the tide of the war in your favor. The decision is yours! Take a risk and spend all your income on developing weapons; or take part of your income for research and development and use the rest for purchasing items; or forsake weapons development and use all the I.P.C.'s you can to purchase more units.

HOW TO DEVELOP WEAPONS: Do the following in order to invest in research and development. Look at the Develop Weapons dialog that appears at the beginning of your turn. Click the arrow next to Research Funding to increase the number of I.P.C.'s you wish to spend on development. Each increment of 5 I.P.C.'s can potentially produce a new development. Thus, spending 15 I.P.C.'s could possibly produce 3 new development, although this is not very likely. When you press the Conduct Research button, you will be informed of the results of your development efforts. Note that is possible for any other country to own the same weapons development as you. **IMPORTANT:** newly acquired weapons are immediately effective--they can be used in this turn.

The 6 Weapons You Can Develop



Jet Power: Each of your fighter planes now defends at 5 -- which means this unit's maximum defense capability has increased from 4 to 5.



Rockets: One free rocket attack per turn! Choose one of your anti-aircraft guns (it must be 3 adjacent spaces or less away from the target) to launch rockets at an enemy industrial complex. The damage inflicted is measured in I.P.C.'s and is automatically deducted from the account of the player owning the industrial complex.



Super Submarines: Each of your submarines now attacks at 3 instead of 2.



Long Range Aircraft: Movement capability of your aircraft is increased. Each of your fighter planes can now move up to 6 adjacent spaces instead of 4 per turn; each of your bombers can now move up to 8 adjacent spaces instead of 6 per turn.



Industrial Technology: Economic relief! The basic cost of buying any unit is reduced by 1 I.P.C.



Heavy Bombers: In regular combat situations and in strategic bombing raids, your bombers are tripled in effectiveness. A game option allows you to reduce the effect of this development to 2x rather than 3x the normal damage caused by attacking bombers.

HOW TO PURCHASE MILITARY UNITS: purchasing military units is one of the big challenges of *Dogs Of War* because such an action asks you to rearm *now* for *future* assaults. To determine what to purchase, consider who you want to strike and when you want to strike. Also try to anticipate your enemies' next moves and purchase units that will help you fend off their attacks.

All of the units on the Purchase Units dialog are available for purchase. Their I.P.C. cost is indicated on the chart under I.P.C. Information about a particular unit can be obtained by pressing the button with the corresponding unit picture.

Some Purchase Considerations: before you can truly buy what you need, you must have a detailed profile of each military unit--how it moves, how it attacks, how it defends and how it interacts with other playing pieces. This profile is found in Section 4, "Movement". What follows here are some general buying hints...

Land Combat -- infantry are a good buy for a defense position because each costs only 3 I.P.C.'s and they defend with a strength of 2. Tanks cost more than infantry and defend at the same strength, so obviously as a defensive land unit, armor is the weaker choice. Yet tanks as attacking land units are definitely more powerful than infantry. First, they have more mobility; and second, they attack with a strength of 3 instead of the weak infantry attack capability of 1.

Naval Combat -- battleships are powerful--they attack and defend with a strength of 4. Their cost is a very expensive 24 I.P.C.'s each! Submarines are cheaper to buy (8 I.P.C.'s apiece) but they only attack and defend at 2. Their advantage is a deadly first shot attack and a withdrawal option.

Other considerations: expensive carriers have strong defense capabilities and offer landing and take-off privileges for your fighter planes; and dependable transport ships carry tanks and infantry to embattled territories but have no attack capabilities and very weak defense capabilities!

Air Combat -- fighter planes are strong defensively and in attack situations. They have a limited flying range of 4 spaces. Bombers can fly farther distances and can conduct special strategic bombing raids, but they cost more than fighters!

Other Purchasable Items: industrial complexes are important in that they serve as a gateway for newly purchased units. Newly bought items can be placed on any territory where you own an industrial complex. This allows you to place units in far-flung areas on the gameboard.

Antiaircraft guns have special defensive privileges against aircraft. Such guns are vital if you wish to fend off strategic bombing raids.

Newly purchased units will not be positioned on the gameboard until the end of your turn.

4. Movement

ACTION SEQUENCE 2

In this part of the sequence, you move your units into land territories or sea zones. They can be occupied by enemy units to engage in combat. To do this, select the units you wish to move and drag them to the destination territory. Please note: throughout this manual, territories are also referred to as friendly. Friendly territories are those controlled or occupied by you or a member of your alliance.

The movement and combat phases of your turn are described separately for the purpose of clarity. In practice, movement and combat will be performed alternately until you have moved all the units you wish to move and you have resolved all conflicts.

The difference between occupied and controlled territories: Territories with units in them are occupied; controlled territories are unoccupied but are color coded to the owner on the Political Map.

How many combat situations can you engage in? You can move into as many combat situations as you wish all in the same turn!

How many units are moved into combat? The pieces you select as attacking units can be moved into the embattled territory from several territories and sea zones that you control. The key is to always attack with as much support as you can. For example, if you're attacking a coastal territory, move in planes from one territory, land units from another territory and amphibious assault support from both a transport laden with land units and an offshore battleship!

To know which units to move, you must be familiar with each unit's movement capability, attack factor and how it interacts with other pieces. All of this is explained below.

Another type of combat move! During the movement phase of your turn, you could move your units into adjacent enemy-controlled territories. These are territories unoccupied by enemy forces but controlled by an enemy country. When you move into an enemy-controlled territory with land units you either capture it or liberate it without engaging in combat.

Land Units



INFANTRY: Infantry can attack and defend only in land territories. They can be transported, however, to embattled land territories through sea zones by transport ships.

How They Move

On land -- 1 adjacent territory.

At sea -- 1 or 2 infantry board 1 transport ship and are transported as many as 2 sea zones to attack an enemy-occupied coastal land territory or island for an *amphibious assault*. In this kind of attack, land movements and sea movements *are* combined only in terms of boarding and landing. It would be illegal for infantry to move 1 land territory, before or after boarding and landing.

When traveling by sea, infantry can also be transported to friendly coastal land territories or islands to strengthen vulnerable territories or to reinforce troops already there.

How The Fight

Infantry can only fight in land territories. They can be involved in combat with enemy infantry, tanks, fighter planes and bombers. When attacking, they attack at 1; when defending, they defend at 2 or less. If on a transport and involved in a sea battle, they can neither attack nor defend. They are considered cargo!



ARMOR: Armor units can attack and defend only in land territories. They can be transported, however, to embattled land territories through sea zones by transport ships.

How They Move

On land -- 1 or 2 adjacent territories. If moving 2 territories, the 1st territory your tank moves through must be controlled by you or a member of your alliance, unless you "blitz".

Blitzing: on a 2-territory move, if the first territory your tank moves through is enemy-controlled but not enemy-occupied, you may blitz it...that is, take control of it and move onward into the 2nd territory. The 2nd territory you move into can either be an enemy-occupied territory or a friendly territory. The first territory you move through must not have been involved in combat during this turn.

At sea -- 1 tank can board 1 transport ship and be transported as many as 2 sea zones to attack an enemy occupied coastal land territory or island for an *amphibious assault*. In this kind of attack, land and sea movements are combined only in terms of boarding and landing. Just as in transporting infantry, it would be illegal for tanks to move 1 land territory, before or after boarding and landing (even though tanks can normally move on land 2 adjacent territories, the boarding and landing counts as a tank's full move!).

When traveling by sea, tanks (like infantry) can also be transported to friendly coastal territories or islands. When traveling by sea, tanks move as above in an amphibious assault or they could remain at sea on their ship and be moved towards land on another turn!

How They Fight

Tanks only fight in land territories. They can be involved in combat with enemy tanks, infantry, fighter planes and bombers. When attacking, they attack at 3; when defending, they defend at 2. If on a transport and involved in a sea battle, they can neither attack nor defend. They are considered cargo!



ANTIAIRCRAFT GUNS: AA guns are special land units. They cannot attack like infantry and tanks but they are special defensive weapons against enemy air attacks. They are only involved in combat with planes. They are always positioned in land territories, *one per territory*. They can be moved to other friendly land territories but never to enemy occupied territories as an attacking land unit. Like infantry and tanks, they can be transported to friendly coastal land territories or islands by transport ships.

How They Move

On land -- 1 adjacent territory.

At sea -- 1 AA gun can board 1 transport and move as many as 2 sea zones either to land on a friendly coastal land territory or island; or to remain at sea aboard ship and be moved towards land on another turn. When being transported by sea, land and sea movements are combined only for boarding and landing. Just as in transporting infantry and tanks, it would be illegal for an AA gun to be moved 1 land territory before or after boarding and landing.

How They Fight

Air defense capability is the AA gun's strength. If enemy planes fly over a territory you own that has an AA gun on it, the gun will fire automatically at each plane in the raid. If the AA gun hits, the plane is shot down with no chance to counterattack. Once the AA gun has fired, it is no longer involved in the land combat.

How They Are Captured

If after combat, your territory is captured by the enemy, your AA gun is also captured. It can be used by the enemy in future battles. AA guns are never destroyed!



INDUSTRIAL COMPLEXES: These are special land units that do not attack, defend or move. They serve as a gateway for introducing new military units onto the gameboard. Newly purchased items you bought at the beginning for your turn in Action 1 can be placed on industrial complexes you own at the end of your turn in Action 5. Strategic placement of complexes allows you to introduce units exactly where you want them without wasting valuable time moving troops and arms across the gameboard. Here are some things you should know about industrial complexes:

- only 1 industrial complex can be positioned per land territory
- you can only place industrial complexes in territories which you control
- industrial complexes cannot be shared by members of an alliance
- your industrial complex can be captured if the territory it is in is captured by an enemy. Once captured, it is never destroyed and can be used by the enemy on his or her next turn. **IMPORTANT:** you cannot place newly purchased items on industrial complexes that you just captured.

Industrial complexes can be special targets of enemy bombers.

Air Units



FIGHTER PLANES: Fighters can attack and defend in land territories and sea zones. They fly out to attack but must land before the end of your turn. They can only land in friendly land territories (of course, this includes island groups) or on an aircraft carrier you own or a member of your alliance owns! *Only 2 fighters per aircraft carrier!* **IMPORTANT:** your fighters cannot land in territories you just captured in combat.

How They Move

Fighters have a flight range of 4 adjacent territories or sea zones. On their flight into an enemy-occupied land territory or sea zone, fighters can fly over other enemy and neutral territories and sea zones in route. They must, however, undergo a defensive round of fire from any AA guns that might be on these "flown over" territories.

The flight range of 4 spaces includes flying to the enemy-occupied territory or zone and returning to a friendly territory or carrier, so plan such a mission very carefully. For example, if you want your fighter to take off and land from the same place, then you can fly out 2 spaces to attack and fly back 2 spaces to land.

Here's how to determine a flight range: always count each land territory or sea zone flown over as 1 space each. If an island group is your flight destination, you must count the sea zone and the island group each as 1 space because the island is considered a land territory within a sea zone! When taking off from a coastal land territory or from an island group, always count the first sea zone flown over as 1 space. When taking off from an aircraft carrier, *do not* count the sea zone the carrier is in as 1 space.

When moving an aircraft unit in the game, you can drag it directly to the destination territory. If the shortest path to the territory is not defended by AA guns, the aircraft will fly directly there. If there are AA guns obstructing the path, you must move the aircraft to each country in turn that you wish to fly over.

How They Fight

Fighters can attack and defend in land territories and sea zones. In land territories or island groups, they can be involved in combat with enemy infantry, tanks, fighters and bombers. In sea zones, they can be involved in combat with enemy battleships, submarines, transports, aircraft carriers, fighters and bombers. When attacking, they attack at 3; when defending, they defend at 4. **IMPORTANT:** during combat, if a fighter is based on an aircraft carrier and the carrier is attacked and destroyed in battle, the fighter is not immediately destroyed--it is considered defending in the air. If it survives the battle, it must try to land within 1 space of the sea zone the battle takes place in--either on a land or another carrier--if it

cannot land it is considered lost and eliminated from play!



BOMBERS: Bombers are air units like fighters. See fighter section above for how bombers fly and fight. The only differences are as follows:

- Bombers cannot land on aircraft carriers.
- Bombers attack at 4 and defend at 1.
- Bombers have a flight range of 6 adjacent territories or sea zones--this means, if you want your bomber to take off and land on the same space, then you can only fly out 3 spaces to attack and fly back 3 spaces to land.
- Bombers can conduct a special air attack that fighters cannot. It is called a *strategic bombing raid* and it is conducted against a specific target--an industrial complex in an enemy-occupied territory. In combat, a bomber either makes a strategic bombing raid or attacks the usual enemy combat units. It does not do both.

How to make a strategic bombing raid:

1. Move one or more bombers into the enemy-occupied territory with the industrial complex.
2. If your enemy has an AA gun there, it fires and any bombers shot down are eliminated from play with no chance for counterattack.
3. Select all of the bombers that are participating in the raid and then press the Strategic Bombing Raid button on the toolbar.
4. When bombing is complete, the amount of damage is measured in I.P.C.'s, representing raw industrial output that is lost. This number of I.P.C.'s is deducted from the enemy's I.P.C.' account. This is the penalty incurred when a bomber strikes an industrial complex--remember, industrial complexes are never destroyed or removed from the board!

Naval Units



BATTLESHIPS: Battleships attack and defend in sea zones. They can never be moved onto land territories. They can, however, be used to attack enemy-occupied coastal territories or islands in an amphibious assault. They can never be used to transport land or air units!

How They Move

Battleships move 1 or 2 adjacent sea zones. In a 2-zone move, the first zone your battleship moves through but does not stop in must be unoccupied or it must be occupied by you or a member of your alliance. The first sea zone must also not have been the site of a sea battle during your turn.

How They Fight

Battleships are kings of the sea. They attack and defend at a strength of 4. They can be involved in combat with enemy battleships, submarines, aircraft carriers, fighter planes, bombers and transport ships.

Battleships can be involved in an amphibious assault by accompanying transports loaded with land units for a coastal attack. In this kind of assault, battleships fire once at enemy units on the coast. After this one shot support attack, battleships are not involved in the land combat and cannot be counterattacked **IMPORTANT:** if there were enemy ships in the sea zone adjacent to the target coastal territory, your battleships must move into the sea zone first to do combat. Once the sea zone is clear, the amphibious assault can begin! If your battleships are used in combat to eliminate enemy ships in an amphibious assault, your battleships *cannot* conduct a one shot support attack as above!



AIRCRAFT CARRIERS: Aircraft carriers attack and defend in sea zones. They can never be moved onto land territories. They can never transport land units; they can, however, carry as many as two fighter planes. Fighter planes from your alliance can take off and land from your carriers!

How They Move

Carriers move 1 or 2 adjacent sea zones. In a 2-zone move, the first zone your carrier moves through but does not stop in must be unoccupied or it must be occupied by you or a member of your alliance. As with battleships, the first sea zone must also not have been the site of a sea battle during your turn.

How They Fight

Carriers attack only at 1; but they defend at 3. Any time a carrier is attacked, its fighter planes are considered to be defending in the air; so if a hit is scored, the carrier owner could choose to eliminate one of his or her planes as a casualty rather than losing the carrier. *Exception:* in a submarine attack, if the carrier was hit, it is lost--the fighters must conduct their own attack, since submarines cannot fire at planes! See "Submarines" in this section for more details.



TRANSPORTS: Transports are special naval units that transport land units from one coastal territory or island to another. Transports cannot attack like battleships, carriers, or submarines, so they are rarely moved into enemy-occupied sea zones for battle. If attacked, however, transports can defend--but only with a strength of 1. Any land units aboard a transport that is being attacked cannot defend themselves, and if the transport is hit, all the cargo sinks, too!

How They Move

Transports move 1 or 2 adjacent sea zones. In a 2-zone move, the first zone your transport moves through but does not stop in must be unoccupied or it must be occupied by you or a member of your alliance.

One transport can carry any of the following cargo:

- 1 or 2 infantry
- or 1 AA gun
- or 1 tank

A transport can pick up cargo, move up to 2 sea zone and unload cargo all in the same move. It can also move 1 sea zone, pick up cargo, move to another sea zone and unload the cargo all in the same move. A transport can also move up to 2 sea zones and remain at sea with the cargo aboard.

How They Fight

Transports have no attack strength. If moved into combat, transports are usually involved in an amphibious assault. In this type of attack, the transport's mission is to drop off land units to the embattled territory. If the territory's adjacent sea zone is patrolled by enemy ships, the transport cannot move there to drop off troops and tanks. Friendly naval and air units must attack this sea zone first and clear the way before the transport can enter it to drop off cargo. Other transport rules:

- Your transports can carry land units of your alliance.
- Transports can be moved without cargo and can be moved into an enemy-occupied sea zone along with other ships in the fleet to take hits meant for more valuable naval units.
- In an amphibious assault, no attacking land units can ever retreat!
- A transport cannot load or unload if the sea zone it is in is occupied by enemy units.



SUBMARINES: Submarines attack and defend in sea zones. They can never be moved onto land territories. They can never be used to transport land or air units. Submarines have special attacking powers that are denied other naval units--they can make a deadly first shot attack and can withdraw from battle after any round of firing.

How They Move

Submarines move 1 or 2 adjacent sea zones. In a 2-zone move, the first zone your submarine moves through but does not stop in must be unoccupied or it must be occupied by you or a member of your alliance.

How They Fight

Submarines attack and defend at a relatively weak strength of 2. They can, however, conduct a deadly sneak attack, fire a shot at enemy ships and not withstand a counterattack by any "hit" ships. This is called a *first shot attack*. First shot attacks are only possible for attacking submarines. The first shot attack is made automatically at the beginning of each combat round. Casualties of this attack must be removed immediately, with no chance to fire defensively. Of course, other defending ships and planes can counterattack.

Withdrawing capability: in combat, at the end of a round of firing, when both players have attacked and removed casualties, any sub (attacking or defending) may withdraw from combat. When a submarine withdraws, it must be moved one adjacent sea zone away (the zone must be unoccupied or occupied by you or your alliance).

Subs can be involved in combat with enemy subs, battleships, carriers, and transports but never with fighter planes or bombers. If the attacking force is made up of aircraft only, a submarine cannot counterattack. After the attack, if the submarine is not hit, it can withdraw.

Violating Neutrality

If the enemy occupies a neutral territory and you move into such a territory, conflict results...just as if you moved into any enemy-occupied territory or sea zone.

But if you move land units into an uncontrolled neutral territory with no units on it or fly planes over such a territory, then you have *violated neutrality* and must pay a penalty. You could move into such a territory during the movement phase of your turn. When you do it, you must pay the following penalties:

- when flying a plane over an untouched neutral territory, you pay a penalty of 3 I.P.C.'s.
- when moving land units into an untouched neutral territory, you pay a penalty of 3 I.P.C.'s, take control of the territory, and keep your units in the territory as the end of their move. The 3 I.P.C. penalty is a one-time fee. Subsequent moves into an already violated neutral territory by either friendly or unfriendly forces are not subject to penalties. The [games options](#) allow you to enable ground units to continue moving after violating neutrality.

Commander-In-Chief

It might be advantageous for your alliance to appoint one person to control friendly units from several different countries. This person would be the Commander-In-Chief of a multinational force. It would be possible for several Commander-In-Chiefs to be appointed at one time for different territories. For you to designate a multinational force, the following must happen.

- units of another member of the alliance must be in the same territory or sea zone as your units.
- during the movement phase of your turn, you must select your units and then press the Commander-In-Chief button on the toolbar. Next, select a member of the country representing the new Commander-In-Chief of your units.
- To show their new status, your units will be displayed with a box around them in the color of the country that is commanding them.
- A multinational force can be dissolved by the commanding player or by the owning player in the same

way that it is created. Simply select the units and assign them to a new commander, such as themselves.

- A multinational force is dissolved automatically when the commanding player no longer has any units accompanying the multinational units.
- Weapons development is not shared by a multinational force. Only the members of the force who own a certain development can use it.
- In combat, when a multinational force suffers a hit, the Commander-In-Chief chooses the unit type to be lost. The specific unit that is lost is selected at random.
- When a multinational force conquers a territory, the territory is considered conquered by the country of the Commander-In-Chief, who is awarded the gain in National Production Level. *Exception:* if the conquered territory originally belonged to another member of the alliance, then the gain of such a territory would be given to the original owner not to the Commander-In-Chief.

Issuing Movement Orders In Advance

When it is not your turn, you are not allowed to move any of your units. You can, however, issue movement order that can be executed when it is your turn. The following notes apply to movement orders.

- Units will indicate their movement orders by showing a red line terminating in a blue dot at the destination. The display of movement orders can be turned on and off in each map window separately.
- Units can be moved within their existing territory immediately. Be careful when removing planes from carriers; it is possible to prevent the current player from ending their turn if planes are airborne that could land.
- To cancel a unit's movement orders, simply move the unit within its current territory.
- During your turn, a button on the tool bar will execute all movement orders when you are ready. This enables you to make final changes to your plans before committing your troops.
- When movement orders are executed, all land and air units are moved first, followed by sea units. This enables you to construct complex advanced moves such as loading units onto a transport and then moving the transport in support of an amphibious assault. You can also load fighters onto a carrier and then move the carrier in a coordinated naval action.
- Some checking is done to insure the movement order is valid. However, there are a few situations that may cause confusion. First of all, you may direct any number of land units to board an empty freighter. When you actually execute the move, only the units that fit will move to the freighter, and then only if the freighter hasn't been moved within its sea zone since the land unit orders were given. A second situation to be aware of occurs when moving fighters to a carrier. If a coordinated fighter and carrier move action leaves the fighter stranded in an empty sea zone, it is possible the fighter was not moved close enough to the carrier to be picked up. To avoid this situation, make sure you direct your fighters to move very close to the target carrier.
- Movement orders are not saved when the game is saved.

5. Combat

ACTION SEQUENCE 3

In this part of the sequence, combat is resolved. *Each individual combat situation in a territory or sea zone is resolved separately!*

Land Combat

1. When land and air units move into an enemy-occupied territory, follow the sequence, below.
2. The attacker double clicks on the territory in which to resolve combat. The Combat Resolution dialog is displayed.
3. The attacker presses the "Attack" button to start a round of combat. All units fire; hits are tallied at the bottom of the dialog.
4. Remove all casualties. Each player removes their respective casualties by selecting the unit types to lose.
5. The attacker now has the option to continue the battle or to retreat. If the attacker chooses to retreat, combat stops and all attacking units must move to an adjacent friendly territory. This is an attacker's privilege only and all attacker's units must withdraw.

Naval Combat

1. When naval and air units move into an enemy-occupied sea zone, follow the sequence below.
2. The attacker double clicks on the territory in which to resolve combat. The Combat Resolution dialog is displayed.
3. The attacker presses the "Attack" button to start a round of combat. Attacking submarines fire first and their casualties are removed. All remaining units fire; hits are tallied at the bottom of the dialog.
4. Remove all casualties. Each player removes their respective casualties by selecting the unit types to lose.
5. Defending subs are given the opportunity to withdraw.
6. The attacker now has the option to continue the battle or to retreat. The attacker can also choose to withdraw submarines at this time. If the attacker chooses to retreat, combat stops and all attacking units must move to an adjacent friendly territory. This is an attacker's privilege only and all attacker's units must withdraw.

Some special attacking and defending situations:

- In an amphibious assault with a battleship, the attacking battleship fires before all other attacking units. To fire the battleship, select all attacking battleships and press the Coastal Assault button on the toolbar. All attacking battleships fire and the casualties are recorded for removal when land combat in the territory is resolved. This allows the defending forces to return fire upon the attacking land units, but not upon the battleship.
- Multiple defenders: when a multinational force is attacked, there is only one defender...the Commander-In-Chief, who chooses casualties and conducts the counterattacks. If a territory contains two or more members of an alliance not led by a Commander-In-Chief and it is attacked, the player who controls the country will be responsible for conducting the counterattack and selecting losses.

Combat ensues until...

- A. Attacker withdraws -- This is a retreat option only available to the attacker. After the defender counterattacks, the attacker may halt further combat and retreat, moving his or her units back to an adjacent friendly territory.
- B. Attacker is destroyed -- If all the attacking units are hit by the defender, the battle is over.
- C. Defender is destroyed -- If all the defending units are hit by the attacker, the battle is over.
- D. Both attacker and defender are destroyed -- If all units are hit, the battle is over.

Results Of Both Land And Naval Combat

In land combat, battles on land territories or island territories, such territories are either held by the defender or captured by the attacker. In naval combat, battles in sea zones, no territories are captured but

fleets are diminished. Here are the results of land combat:

- *If the attacker withdraws*, the defender holds the territory.
- *If the attacker is destroyed*, the defender holds the territory.
- *If the defender is destroyed*, the attacker captures the territory.

When you capture a territory, your National Production Level is increased by the value of the captured territory; the losing defender's National Production Level is decreased by the value of the captured territory. Any AA gun or industrial complex in the territory remains there but belongs to you, the attacker. *Please Note*: if the captured territory was originally owned by a member of your alliance, you are not considered the victor even though you attacked successfully. You are the *liberator* only!

Instead, the former owner regains control of the captured territory and earns the value of the territory in the form of National Production Level. *IMPORTANT EXCEPTION*: even if the attacker destroys the defender, there is a possibility that the attacker will not capture the territory. For to capture a territory, one must occupy it after battle with surviving land units. If the only surviving units an attacker has after combat are planes, the attacker cannot occupy the territory because the planes must fly out of that territory after combat. Remember, planes fly out to attack and fly back to land. Your attacking planes can never remain in a territory you just captured in battle; planes can never land in a territory you just captured either. If the attacker cannot occupy a captured territory with surviving land units, then the territory is considered held by the defender.

- *If the attacker and the defender are both destroyed*, the defender holds the territory.

Capturing a territory that is an enemy capital: if you capture *one* of your enemy's capital territories (these territories are: Eastern United States, Russia, United Kingdom, Germany and Japan), the owner of the captured capital still remains in the game but as an added penalty surrenders all of his or her I.P.C.'s to you and cannot buy more military units or place them on the gameboard until he or she recaptures the capital! Note that the [game options](#) allow you to enable players to continue to purchase units without a capital, so long as the player still controls an industrial complex.

Special Combat Situation -- Strategic Bombing Raid

Bombers have a special ability to make strategic bombing raids against an enemy industrial complex rather than against military units. Bombing an industrial complex weakens your opponent economically and dwindles your enemy's stockpile of I.P.C.'s. If you wish your bomber to attack a complex rather than be involved in a regular land or naval situation, just do the following.

1. *Move 1 or more bombers into an enemy-occupied territory with an industrial complex.*
2. *Defender's AA gun fires at you.* Any bombers shot down are removed from play and cannot counterattack.
3. *Surviving bombers fire.* Press the Strategic Bombing Raid button on the toolbar. All selected bombers will attack with the total damage reported to you in I.P.C.'s.
4. *Defender surrenders I.P.C.'s.* The defender surrenders the number of I.P.C.'s of damage that were inflicted. If the defender does not have enough I.P.C.'s to cover this penalty, he or she surrenders as many as he or she owns! Industrial complexes are never destroyed or removed from the board during a strategic bombing raid!

6. Place New Units On Gameboard

ACTION SEQUENCE 4

All of the units you purchased in Part 1 "Develop Weapons/Purchase Units" of your Action Sequence must now be placed on the gameboard. Here's how to do it:

1. Press the `End Turn' button on the toolbar, indicating that you have completed all movement and combat. If any unresolved situations remain, you will be instructed to finalize them before continuing.
 2. The Place New Units dialog appears. It has a button for each type of unit. The number above each unit button indicates the number of them to be placed. These are the units you purchased at the beginning of your Action Sequence.
- Place all land units and air units in a territory or territories containing your industrial complexes.
 - Place all naval units in a sea zone or zones adjacent to your industrial complexes.

If you have more than one industrial complex, you can divide your units among the complexes, if you wish. You *cannot* place units in a just captured territory that has an industrial complex on it--you must wait until your next turn to place units there. You *cannot* place newly purchased units onto any carriers or transports! You *cannot* place newly purchased units in the same territory as an industrial complex you just place this turn.

7. Collect Income

ACTION SEQUENCE 5

This is the end of your turn. At this time you collect income based on your National Production Level. Your I.P.C. account is automatically credited with this number of I.P.C.'s.

How To Win The War

ALLIES VICTORY CONDITION

The Allies victory condition is the same as the historical victory condition of World War II--the complete and unconditional surrender of the Axis powers. This means that you and your alliance must capture the two Axis capitals of Germany and Japan.

AXIS VICTORY CONDITION

The Axis alliance wins by fulfilling either one of these conditions:

A Military Victory. Axis powers must capture two of the three Allied capitals (Eastern U.S.A., United Kingdom, Russia).

An Economic Victory. Axis powers must conquer enough territories to have a combined National Production Level of 84. This must be accomplished at the end of a round of play (all 5 countries have had a turn). The [game options](#) allow you to disable this victory condition.

8. Game Options

The Options menu allows you to configure some game options. Each option is described below.

- **Axis can achieve economic victory.** If you want to disable the Axis economic victory condition, you can turn off this check box. This allows the Axis to win by military victory only.
- **Commander-in-Chief Allowed.** If you want to disable the ability to assign your units to command by your allies, you can turn off this check box.
- **Japanese pilots can be Kamikaze.** When this option is enabled, the Japanese player will be allowed to move aircraft to locations from which there is no safe landing zone. Normally, aircraft are prevented from moving to a territory unless there is a landing zone or carrier within range to land.
- **Limit production at new Industries.** When enabled, only industries that you originally owned when the game starts can build unlimited numbers of units. All other industries that you capture or build have limited production. Such industries can only produce a number of units in each turn that is less than or equal to the IPC value of the territory containing the industrial complex.
- **Purchase units without Capital.** If this box is checked, you will still be allowed to purchase new units if you own any industrial complexes, even if your capital has been captured.
- **USSR cannot attack in the first turn.** This option prevents USSR from making any combat moves in the first game turn. Note that USSR units that are assigned to allied CIC will be allowed to attack later in the turn.
- **Submarines can use polar passage.** If this box is checked, the Bering Sea and Hudson Bay sea zones are considered adjacent for submarines.
- **Unloading transport stops movement.** With this option enabled, transports expend all remaining movement points when they unload any units. This prevents them from further movement after unloading.
- **Violating neutrality stops movement.** If you want tanks to be able to blitz through untouched neutral countries, turn off this check box.
- **Multiply Starting Units.** A set of radio buttons allows you to double or even triple the default number of starting units in the game. The number of Industrial Complexes and AA Guns is not multiplied.
- **Heavy Bomber Technology.** A set of radio buttons allows you to set the effectiveness of the "Heavy Bombers" technological development. The default is to triple damage of attacking bombers.
- **Sound Effects.** With this box checked, sound effects will accompany various events in the game. This requires that your Windows installation have multimedia sound capabilities.
- **Musical Score at Startup.** Turn this box off when you don't want to hear the musical score when you start the game.

9. Mouse Controls:

Left Click	Selects a unit.
Left Button Drag	Selects several units in an area if the drag starts in the open. Moves selected units if the drag starts on a unit.
Left Double Click	Resolves combat in a land territory or sea zone. In Political Map window, shifts view in current Map window.
Right Click	Unselects a unit.
Right Button Drag	Unselects several units in an area.
Right Double Click	Unselects all selected units.

10. Network Play

Dogs Of War is best enjoyed when played with other people. The details of networking are beyond the scope of this manual. This discussion assumes that you have a reliable TCP/IP network connection to one or more other computers, such as an internet PPP connection. You must be running Windows 95 or Windows NT with the appropriate networking software installed.

When networking with *Dogs Of War*, one player chooses to become the server and all of the other players connect to the server. Each player must provide a unique name to join the game.

Server

The server acts as the central controller and communications hub for the game. It is for this reason that the server should be the one with the fastest network connection to the greatest number of players. All communication in the game passes through the server. The client computers never communicate directly with each other.

To configure the server, you must only provide a name for yourself. This is not your computer's name nor does it have to match the name you logged in with. It is simply a name that must be unique among the names of the players. It can contain spaces, numeric digits, and or other characters you can type.

You can optionally assign a different port number on which the server will listen for network players. The default value of 1942 should be sufficient for most users. You must use a different port number for each additional game server you run from the same computer. Finally, you may need to select a different port number if the default is already in use by another application.

Once the server is configured, it is ready to accept connections from other players.

As the server, it is your responsibility to initiate the game and assign players to world powers. When you select "New" or "Restore" from the Game menu, a dialog appears which lets you assign opponent information. It is OK to bring up this menu while other players are still logging in to the *Dogs Of War* server. Their names will be added to the lists of connected users automatically. Only the clients that are present when you press OK on this dialog will be able to join or watch the game in progress.

Many more players can log into the *Dogs Of War* server than can play the game. Any five clients and/or the server can be players in a game. All remaining clients (and the server if it is not a player) will be able to watch the game in progress but will not be able to affect the game. Audience players can only participate via chat.

Client

Each computer that connects to the server is called a client.

When you choose to become a client, you must provide two pieces of configuration information. You must identify the server, either by 'hostname' or by providing the actual IP address, in dotted decimal notation. You must also provide a name for yourself. This is not your computer's name nor does it have to match the name you logged in with. It is simply a name that must be unique among the names of the players. It can contain spaces, numeric digits, and or other characters you can type.

You can optionally assign a different port number on which to contact the server. The default value of 1942 should be sufficient for most users. The value you enter here must match the port on which the server is listening for players. If multiple servers are running on the same computer, be sure to enter the number for the server you wish to contact.

Once you are connected to a *Dogs Of War* server, the "New" and "Restore" game options will be disabled. Only the server can initiate a new game or restore a previous game. You will, however, be able to save the game locally.

Notes About Network Play

- *Chat.* You can easily communicate with the other members of a network session simply by typing characters on your keyboard. Whatever you type will automatically be echoed to the status line of all other connected players (even those just watching). When more than one person types chat characters simultaneously, only the last one to press a key will be visible on everybody's status line. Each chat line you type is automatically prefaced with your user name. Pressing Enter (or Escape) ends a line of chat and sends an audible tone to everyone that indicates completion. Enter also causes the chat message to appear in everyone's transcript window. Note that for those using the transcript window to monitor the conversation, the message you type does not appear until you terminate the message.
- *Communique.* You can also communicate with the other members by selecting Communique from the Comm menu. The dialog that appears allows you to type in a short message and address it to specific other players in the game. Audience members receive all communiques, regardless of routing. As with chat, your communique is automatically prefaced with your user name. When a communique appears in the transcript window, the originator's name will start with an asterisk.
- *Dropping a Player.* If any player wishes to drop out of the game, it should be done when it is not their turn. When a network player quits, the world power he or she was controlling reverts to local human control on the server. The only way to reassign the player to another network connection is to save and restore the game on the server, at which time all world powers can be reassigned to new players.
- *Transcript.* The transcript window will list all communications between players. Messages are added to the transcript window automatically as they are received. Each message will be prefaced by the name of the originator. Communiques will be further denoted with an asterisk at the beginning of the line. Communiques that are not addressed to any players local to the game will not appear in the transcript window. When the transcript window is opened, chat messages will no longer appear on the status bar at all. Instead, the sender must enter the entire message and terminate it with Enter or Escape before it becomes visible in the transcript window.

11. Problems and Limitations

As with many computer programs, *Dogs Of War* is not perfect. Below are listed some of the known problems and limitations in the software. If you encounter problems that you think are software related, please send us the information with as much relevant detail as you can provide.

- Sound effects needed
 - Weapons development
 - Unit placed
 - Sub firing
 - Communique
 - Game over
- Game statistics would be nice.
- Game replay might be fun.

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