LOTHLORIEN

CONFRONTATION

MASTER PROGRAM + MODERN EUROPEAN SCENARIO

LOADING – See details on Cassette shell
COMPUTER – See details on Cassette Cover

Confrontation is a *two player wargame*. One player controlling the red forces, and the other the blue.

A. Loading
When the master program has been loaded the message PLEASE WAIT A MOMENT will be displayed at which point you **MUST STOP** the tape recorder. After this you will be shown the option menu on which Option 7 will allow you to load a scenario, this can either be one that has previously been saved, or the supplied scenario, located directly after the master program on the tape.

B. The main menu
Having loaded a scenario, the players will, after a short delay, be confronted with the main menu of 6 options. These are selected by pressing the appropriate number keys. The individual options are:

1) *Commence play*
This is largely self explanatory. However it should not be selected if the memory has been cleared for a new scenario, and new forces have not been chosen.

2) *Save scenario on tape*
This saves the scenario on tape. Note it saves the current state of play and is thus a "save game" facility. Because of this, newly created scenario's should be saved before starting play, if it is desired to use them again.

After the scenario has been saved the tape should be rewound to allow verification of the data. If a "tape loading error" occurs at this stage then the program can be re-entered with "GOTO 7003"

3) *Change map*
This option either allows a new map to be created, or an old one to be edited.
New terrain is positioned under the flashing cursor. This can be moved by using the four cursor keys.

The black square in the centre of the map is not part of it, it is merely an aid to symmetric map design.

Terrain is positioned by pressing the appropriate letter.
These are as per Table 1.
Note Key E produces a square of impassable terrain that is used for marking of a playing area smaller than the whole screen.

Note Key D will copy the left hand half of the screen onto the right hand half. This can either be as a mirror image, or as an inverted mirror image. Normal placement of terrain can be resumed when the cursor is repositioned in the top left corner. There will be a delay whilst these changes are drawn.

4) *Change available forces*
This option allows players to change the forces available to each side. Units are added by pressing the appropriate key. Pressing D allows one unit to be deleted.
Neither side may have more than 35 units.
The units are:

 T = TANK
The most powerful unit type, capable of inflicting severe damage. However, its effects are less pronounced against units that are either entrenched or in difficult terrain.   cost 9 points

 M = MECHANISED INFANTRY
The same as infantry, but counting as a mechanised unit.   cost 7 points

 E = ENGINEER
Generally weak in combat, but effective against forts and cities. Have the capability to cross rivers, and to build and destroy bridges.   cost 6 points
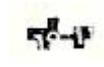
 F = FLAK
Also weak in combat, but the only ground unit able to inflict damage on air units. Can stand up to tanks well.   cost 6 points

 A = ANTI-TANKS
Weak in combat except against tanks.   cost 6 points

 S = SCOUT
The fastest moving unit type. Also has the ability to cross rivers.   cost 6 points

 I = INFANTRY
Average in most circumstances.   cost 5 points

 R = ARTILLERY
The only unit able to inflict damage on non adjacent enemy. Powerful against cities and forts.
                                                                                        cost 7 points

 P = PARATROOPS
As infantry, but with the ability to make parachute jumps.   cost 7 points

C = FIGHTER PLANE

Most powerful unit in air combat. Can also attack ground units.   cost 12 points

G = GROUND ATTACK PLANE

Used for attacking ground units. Also has some potential for air combat.   cost 12 points

B = TRANSPORT PLANES

Used for reconnaissance, and for carrying paratroops.   cost 5 points

The total points value of the forces chosen is displayed. Players may or may not choose to limit this.
When the desired forces have been picked press Q.

IT IS ESSENTIAL THAT THE MAP CONTAINS A FRIENDLY AIRFIELD IF A PLAYER IS TO SELECT AIRCRAFT. When designing your own scenario YOU MUST DESIGN THE MAP **BEFORE** changing the forces. Aircraft must start off on an airfield.

5) *Reposition units on map*
This option allows players to position their units on the map. It is automatically selected after option 4. Pieces are positioned under the flashing cursor which is moved using the four cursor keys. The unit currently being positioned is shown at the bottom of the screen. units can be positioned by pressing P, in which case they will start on the map at the beginning of play.

Alternatively units can be positioned by pressing keys 1-4. These will appear as reinforcements at the end of the turn whose number is three times the number to position the unit (e.g. if 2 is pressed to position a unit, it will appear at the end of turn 6).

Air units may move to any square on the map except those occupied by enemy air units. Air unit movement is also limited by fuel. The remaining fuel for each unit is displayed as its orders are entered. If at the end of a turn an air unit is still airborne and has only 1 fuel left then it is destroyed. Fuel is replenished by landing on an airfield. Landed air units are not displayed on the map, and other air units are only displayed during the air phases.

6) *Clear for new scenario*
This clears the memory of the old units, and resets the turn marker. It does not disturb the map.
Players are advised to use this before designing a new scenario.

C. The Play

1. *Initial*
Upon commencement of play, players are asked whether or not they are playing in black and white. Pressing Y causes blue units to be displayed as normal and red units to be displayed in inverse.

The map and units will then be displayed together with the turn number and the number of cities owned by each side. (Note that all territory on the left half of the map is considered red, and that to the right is blue, unless the square is occupied by a unit (air or ground) of the other side.) Pressing S at this stage will return to the main menu, while pressing any other key will continue the game.

2. *Sequence of play*

Each turn consists of five phases. These are 1st air phase; 1st mechanised phase; non-mechanised phase; 2nd air phase; and the 2nd mechanised phase. Each unit moves and has combat during the appropriate phase.

Infantry, paratroops and artillery are considered non-mechanised, all other ground units are considered mechanised. In each phase one player enters his orders and has them resolved before the other player does likewise for his. The order of play is reversed each turn.

3. *Air movement*

Each unit is given orders in turn. The unit currently being instructed has its type and number printed at the bottom of the screen, and the square where it is, is caused to flash. Note that air units are only displayed when in flight. The owning player should then type in the orders for that unit, and press enter when he has finished. When all units have been entered, the orders will be resolved.

Each air unit can be given 5 orders each phase. The available actions are shown in Table 3.

4. *Ground Movements*

This is identical for both mechanised and non-mechanised phases. The same procedure is used as for the air phase, except that ground units may only be given two orders per phase. Some orders require the full phase, and must be the only order given. Possible orders are shown in Table 2.

Note – Order K may only be given if the unit is on an airfield with a landed transport. It effectively removes the paratroopers from play until the order J is given.

Order E, B, and D require the whole phase as does any order to move onto a terrain type that counts as difficult for that unit type. Terrain effects are as in Table 4.

If a player attempts to place a unit in an illegal position, then a warning beep will sound.

Air units must start on airfields.

In addition to the above restrictions, no ground units may enter a square occupied by another ground unit (of either side). Units are moved in the order in which the orders are given.

The E order may not be given in marsh, in a city or in a fort. The J order may only be given over a clear, bridge or airfield square. Units appearing as reinforcements may not appear on occupied squares, or on squares last occupied by the enemy.

Note scout units can be moved in both mechanised and non-mechanised phases.

5. *General Note on Orders*
0 is an order that means do nothing. Pressing "enter" sets any unused order capacity to 0.

D. Combat
In general each unit attacks units that are adjacent to it after it has completed its movements. The exception to this is that air units attack ground units after all air movement and combat has been carried out.

Ground units may attack any ground unit to which they end the phase adjacent. If adjacent to more than one unit, then the player may choose which to attack.

In addition flak units may attack an air unit to which they are adjacent. Fighter and ground attack units may attack other air units and also ground units. Landed air units may also be attacked. Transport units may not attack.

Each unit may only attack once in a turn (i.e. if it attacks in the first phase, it may not attack in the second). An exception to this is that a unit may attack air units twice. Units never suffer damage when they attack. The damage done by an attack varies according to the type of units involved and the terrain. In addition entrenched units have extra protection against air and tank attacks.

If a unit is attacked heavily enough during a turn (not phase) it may be destroyed. Otherwise its strength will be reduced, which will reduce the effectiveness of its attacks and the amount of damage needed to destroy it. In addition ground units may be forced to retreat. Units that are forced to retreat may not be given orders for the remainder of that turn and for the following one. Units unable to retreat are destroyed.

Artillery have the special capability of being able to attack diagonal and to attack units two squares away in a straight direction. Note that no unit may attack another unit in the same square as itself.

Open or Secret Game
Players may choose which type of game to play. In the open game players may watch their opponents as they enter orders. In the secret game they may not. Since unit types are only displayed on the map if they are or have been adjacent to an enemy unit, this simulates, to some extend, the fog of battle.

E. Victory
Since players choose their own maps and forces, there are not set victory conditions. Players must set their own before the start of a game.

F. Scenarios
Scenarios can be created to represent any period of warfare using rifles, artillery, etc., and of course all 20th century warfare. Obviously, only appropriate weapon systems should be selected. During 1984 Lothlorien intend to issue a series of set piece scenarios which can be used with this Master Program. Hence the program can be infinitely expanded with both our

scenarios and your own. (If you create an intriguing and original scenario to use with the Master Program then we shall be only too happy to hear from you.)

There is one scenario provided with this Master Program which is set in a modern European theatre of war with two countries seeking to control the lowland and cities between the rivers. The scenario provides for both land and air forces, together with paratroopers and the suggested objectives is that the winner should be the first player to control 5 cities.

G. Loading Scenario

To load a scenario you must select option 7 from the menu, after which you must enter the name by which you have saved the scenario. The scenario contained on this cassette is named TWIN RIVER (note the space before RIVER must be included) and is located on the tape immediately after the point at which it was stopped after loading the master program. In case of difficulty try rewinding the tape a few revolutions.

N.B. – If at any time an illegal move results in an error message at the foot of the screen then you must press ENTER in order to continue.

H. Copyright

TABLE 1

A = Airfield		Q = Vertical river section		
B = Bridge		R = Horizontal river section		
C = City		I, J, K, L = 3 way river junctions		
F = Fort		O, P, U, V = river bends		
H = Hills		D = Copy		
M = Mountains		Space = delete		
N = Marsh		S = return to main menu		
T = Town		E = Edge		
W = Wood				

TABLE 2
GROUND FORCE ORDERS

Key	Function
5 =	Left one square
6 =	Down one square
7 =	Up one square
8 =	Right one square
E =	Entrench

Engineers only
B =   Build a bridge
D =   Destroy a bridge

Paratroops only
J =   Jump (i.e. from aircraft)
K =   Embark on aircraft

TABLE 3
AIRCRAFT ORDERS
Key   Function
5 =   Left one square
6 =   Down one square
7 =   Up one square
8 =   Right one square
T =   Take off, but stay above airfield
L =   Land on airfield (friendly only)

TABLE 4

	Hills	Marsh	Forest	Mountain	River
Tank	D	P	D	P	P
Mech. Infantry	D	P	D	P	P
Engineer	D	D	D	D	D
Flak	D	P	P	P	P
Antitank	D	P	D	P	P
Scout	-	D	D	D	D
Infantry	-	D	-	D	P
Artillery	D	P	D	P	P
Paratroops	-	D	-	D	P

Broken bridges count as rivers and other terrain counts as clear.

Key   - = No effect   D = Difficult   P = Prohibited