# WAR 70

## LOADING INSTRUCTIONS

The procedure for loading a program into your Spectrum is given in the manual. Please follow these steps for loading the program.

1. Connect the ear socket of the computer to the ear socket of your tape recorder.
2. Set the volume control as per Sinclair manual.
3. Adjust the tone control to maximum.
4. Type LOAD"".
5. Start the tape recorder.
6. 1st program will load 2nd machine-code program called "MWAR" and "UDG".
7. When loaded, program will display "STOP THE TAPE" and ask you to put cursor into CAPITALS MODE. Then you are asked to give names to your respective countries - one uses colour blue, the other red.
8. Throughout the game, all messages concerning the two players will be printed at the bottom of the screen, on their respective coloured background (i.e. blue or red).
9. Whenever input is required from a player, the acceptable characters to be Entered will be printed flashing at the bottom of screen, e.g. the message "INPUT DESTINATION X COORD (A-T)" may be printed, where the characters "A-T" will be flashing - meaning that any letter in the range "A" to "T" is acceptable input.
10. In many cases, no data will be required in response to a message, and the character ">" flashing indicates that "ENTER" should be pressed to continue the game.

## INSTRUCTIONS - CAMPAIGN MAP SCENARIO

**CAMPAIGN** - A map of the campaign area is printed first, and will continue to be displayed until any opposing groups come into contact. The map is of the 2 players' neighbouring countries, at war with each other. "Blue"-land is on the right, and "Red"-land on the left. The border between the two is a river, shown by a broken line. Cities are shown by large circles, and the roads between by continuous (unbroken) lines. Players can only move armies along these roads.

Each player starts with 9 armies (numbered 1-9), each within a group (also numbered 1-9). Players make their moves at group level, so each number on the map is a GROUP number. A player may have 0, 1 or 2 armies within a group - if he has 0, that group will not be displayed on the map.

NOTE: If a player has more than one group at a particular location on the map, as the groups are printed up in numerical order, only the group with the highest number will be visible.

This is apparent at the start, when both players' 9 groups are displayed at their start locations, some groups being at the same location.

Play now proceeds alternately, each player making his moves when the colour of the border to the map changes to his colour. Each player's move has 2 stages:

### 1. a. STATUS

Player can get status report/regroup his armies, or save game facility (explained later). To get status report on an army, type "A" when prompted, and then input army number. The group number the army is in, and strength of army will be displayed, and the location of group on map will be flashed. (All armies start with 167 men each). Player then has the option of regrouping that army, or getting status report of another army, or continuing to stage 2).

### b. REGROUPING

To change groups, the intended destination group must be either at the same location as current group, and not already contain the maximum 2 armies, or not contain any armies, and therefore not be displayed at a location on map. When a player is regrouping armies, his opponent should not be able to view the screen, as both players should try to keep the respective strengths of their groups secret from their opponent, until contact between opposing groups takes place, when both parties' strengths will become apparent.

### 2. MOVING

In stage two, both players have up to 4 group moves, moving 1 group at a time along the road they are on. The 4 moves represent the actions of 1 day in the campaign. The player types in the group number he wishes to move, and its present location flashes on the map. He is then asked to input his intended direction (N, E, S or W) for North, East, South or West. Depending on the location, only certain directions may be possible, which will be apparent from the map. If an invalid direction is attempted, this will be reported, and another direction asked for. When the direction is a valid one, the map will be updated with the group moved along the road in the direction indicated. Should the intended direction take you into contact with an opposing group, "CONTACT" is signalled, and play

switches to the battlefield scenario. Should a player not wish to make any more moves for that day, he can type 0 (zero) when asked for a group number, and play passes to his opponent's moves.

## 3. LOCATIONS

**a**. There are 32 locations on the map, i.e. positions on roads where groups may be placed. 10 of these are cities (indicated by a circle) and 2 of those are the capital cities (indicated by black circles).

**b.** It is of advantage to have groups positioned at cities - if a group is located at a city for 3 successive days without moving, that group holds a "fortified" position, and has an initial positional advantage in any battle at that city, should it be attacked by an opposing group.

**c.** Also, should a group be defeated in any battle, the only way it can be brought back to full strength is if it stays at a city location for 3 successive days.

There are also locations on the map where a river (broken line) crosses the road. Should a battle ensue at these locations, the river will form a major feature in the battlefield scenario then displayed.

Each of the 32 locations has its own unique battlefield map, which will be displayed should battle occur there.

## 4. CONTACT

As stated above, when a group makes a move which would bring it to the location at which an opposing group is situated, "CONTACT" is signalled and play switches to the battlefield map of that location. The defender (group *not* making the intended move) has a slight advantage, in that he will be the one to move first on the battlefield. If there is more than one group at a location being "attacked", then the group with the lowest group number will be the one "contacted". A battle can only take place between 1 group from each side at once, but a group may consist of 1 or 2 armies, and the armies' strengths will vary during the course of a campaign.

Only upon completion of a battle will play switch back to the campaign. A battle is finished when one side's units are removed from the battlefield, having either been defeated, wiped out, or retreated. At the end of the battle, the victor is announced, and current strengths of all units within armies are displayed. Any units falling below 3 of full strength are deemed "out of action", and if an army should have all units "out of action", a message is displayed that it has been "wiped out", and it is eliminated from the campaign.

If an army takes part in a battle, with units "out of action", those units cannot take part. The only way an army defeated in battle can regain full strength is as stated at **3c.** above. An army victorious in battle regains full strength at the start of its side's moves on the next day, but will not be allowed to move again after a successful battle, until its side's next day's moves,

<p align="center"><b>BATTLE SCENARIO</b></p>

Battle symbols



At the start of game, each army consists of (full strength):

| | |
|---|---|
| 2 line infantry units | 6 officers, 48 other ranks each. |
| 1 cavalry unit | 2 officers, 24 other ranks. |
| 1 artillery unit | 1 officer, 4 other ranks and 1 gun. |
| 4 light infantry units | 1 officer, 6 other ranks each. |
| tree (green) | |
| river or lake (cyan) | |
| building (yellow) | |

Initial positions on the battlefield of each side's army units are displayed, unless the defending side holds a fortified position (3b. above), when that player can select the initial positions of his army units. Players are prompted to move their units one at a time, each unit being "flashed", and its name (e.g. Light Infantry No. 17) and current strength being reported.

## A. MOVING

Movement takes place horizontally and vertically.

**Line infantry**

Movement depends on formation.
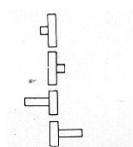
| | | |
|---|---|---|
| Line facing left | } | |
| Line facing right | } | 2 character spaces |
| Column **facing left** | } | |
| Column facing right | } | 3 character spaces |

Changing formation takes 1 move.

**Cavalry**

Normal move - 5 character spaces.
Charge move - 8 character spaces.

     Can only execute 1 charge move for each move during which they were previously stopped (e.g. having stopped for 2 moves, they can then charge for 2 moves).

**Artillery**

4 character spaces, but 1 move has to be allowed to limber/unlimber horses to gun, so after typing "M" (for move), gun will not move until next artillery move. Also, gun has to be stopped (type "S") for 1 move after movement, before it can be fired again.

**Light infantry**

5 spaces, but light infantry have advantage over all other unit types, in that they are the only units which can travel over buildings, tree and water symbols.

     When moving, if the destination coordinates have not been reached on the first move, it is only necessary to press "ENTER" on the next move, in order for the unit to continue towards the destination coordinates input previously.

## B. FIRING

**Hand guns**

Maximum range is 6 character spaces. Pressing "F" for firing, results in all opponent's units being "flashed" in turn, until "Y" is typed to indicate that you wish to fire at that particular unit, when firing is displayed and any casualties indicated. The unit fired at will return fire unless it is a cavalry unit, which do not carry guns.

     Casualties are determined by a number of factors - number of guns firing, range, type of infantry, and whether target is behind any cover (i.e. if immediately behind a tree or building). The firing proficiency of line infantry depends on their formation - they will bring maximum guns to bear if in line and facing their target, less if in column or facing away. Line infantry are generally not very good shots, and need to fire at close ranges to be effective. Light infantry, however, are excellent shots, and especially good at "picking off" enemy officers.

     If any unit stands between firing unit and target, in line of fire, a message is displayed and no firing takes place.

**Artillery**

When firing artillery, think of the gun as being at the centre of a clock dial, and the angle to be input expressed in terms of the hour hand (e.g. 3 would be firing straight across to the right). The range required is that 100 is approximately equal to 20 character squares. Because field guns of this period were fairly unreliable, guns will at times "misfire" and produce no explosion. Also, if there are obstacles (e.g. trees, army units) close to the gun and in line of tire, the gun will be unable to fire ("Not enough clearance" displayed).

## C. MELEE (Hand to hand fighting)

If a unit moves onto the square occupied by an enemy unit, a melee is signalled by a crossing swords symbol, which flashes until the melee is broken off. This takes 2 moves, during which neither of the units involved is available for other action. When the melee finishes, respective casualties are displayed, and both units will retreat for 2 moves, during which they may return fire if fired upon, but otherwise be unable to act. Cavalry have an obvious advantage in melees, as does any unit with a superiority in numbers.

## 5. CASUALTIES

**a.** Each time any casualties are inflicted on a unit, its current strength in relation to its full strength is assessed. If less than 1/3 full strength it is "DEFEATED" and will retreat off the map, only being able to return fire if fired upon.

**b**. If it passes test a. then its morale must be tested. This depends on the number of officers left in charge, the number of casualties sustained, and a random factor. If a unit fails this morale test, a message "MORALE LOW" is displayed, and the unit is unable to move for one move.

**c.** If the unit had previously failed a morale test, and subsequently fails a 2nd, then it is "DEFEATED" and acts as in a. above.

     Any unit having had "MORALE LOW", been "DEFEATED" or "RETREATING" will perform much less ably in fighting than an intact unit.

## 6. RETREATING

There may be occasions when it might be prudent to withdraw units from a battle rather than risk further losses. In this case "R" for RETREAT can be input. However, at least 9 moves on each side will have had to be made before RETREAT will have an effect. Once RETREAT has been pressed for a unit, it is not possible to stop it from leaving the battlefield. The unit can fire back if fired upon.

     Although light infantry are the only unit type which can move across rivers or lakes, they cannot fire or return fire if actually in the water (i.e. on a "    " square).

## SAVE FACILITY

A game may be "saved" to tape for continuing at a later time, by pressing "S" option at the start of

either player's day's campaign moves. The game is saved in 3 programs.

To reload the game, it is necessary to type CLEAR 58303 before loading the tape. The game will load and continue from where the previous session ended.