ADDENDA FOR CONFLICT 2500

In the rules the various options you are given have been expanded. You may still FIRE, DOCK, SET, and ARM (a mine), VIEW, CHANGE (heading and velocity), and switch to the NEXT ship. Now you can also directly input the number (#) of any of your ships and END the turn at any time. These additions present greater flexibility and immensely increase tactical options of the subtle strategies inherent to CONFLICT 2500. It should be noted that each ship may still fire only once per turn, but now you may move from any one ship to another to gain a new perspective on the battle and then move back to the first ship to carry out your desired commands. This of course does not negate the NEXT command as it will move you directly to the next numbered ship. Remember also that the turn will be over if you enter END or NEXT if the current ship is numerically your last. Therefore, watch the ship numbers carefully when using the NEXT command. If you try to enter the number of a ship which has been destroyed you will notice that the ship number will not change. However, if you give the NEXT command and your next ship (in numerical order) has been destroyed the computer will automatically advance past the destroyed ship. The addition of the two above commands (# and END) do not apply to the PET programs.

DEVELOPER'S NOTES, CLARIFICATIONS, AND SUGGESTIONS

During the playtesting period a number of possible problems were noted in the wording of the rules. First it is important to remember that the total number of mines that may be set and armed is equal to twice the number of ships you choose in the Scenario Development phase. This does not mean you are allowed to lay only two mines per ship. You can actually have one ship lay all of your mines provided no other ships have activated any.

It is important to SET a mine before you ARM it. When you ARM a mine your computer will advise you to be more than 500 megameters by next turn. Then if you ARM the mine immediately after setting you will receive a confirmation that the mine is activated and the strategic and tactical displays will be redrawn to show the mine's presence. It is also possible to lay several mines in one turn, however you may have to move to another ship and back before this is accomplished.

Wherever possible the program will try to trap any errors you make, but in some cases the operating system will take over and use its own error trapping routines. Unfortunately, this will often distort the display you are viewing, especially on the PET, ATARI, and the TRS-80. If the display, either Tactical or Strategic (the map) starts to scroll upward you can correct the distortion by changing to a different VIEW type and then entering afterward the original VIEW display you were in before the scrolling began.

If for some reason you cause a "crashable" error (Lord Forbid!) you can always try to enter 'CONT' and you should be able to continue exactly where you left off. This is especially true of the PET where if you type a 'RETURN' without a command preceding it you can always recover from the error with a 'CONT'. The PET has the nice feature of permitting you to enter multiple commands in rapid succession provided you press 'RETURN' between each one. However, our playtesters noted that it often resulted in errors like the one described above.

Our ATARI playtest group found it is often possible to accidentally hit the 'CAPS/LOWER' key thus entering the lower case mode unknowingly. If you notice the computer is rejecting all of your letter commands try hitting SHIFT with the 'CAPS/LOWER' key and then entering a command. If you accidentally hit the 'CLEAR' key on your TRS-80 you can recover by just hitting 'ENTER' or typing 'CONT' or 'RUN'.

Entering the entire word for the commands is not necessary as the first letter of the command should suffice. For example, you need only enter 'E' to END your turn. On the TRS-80 you can just hit 'ENTER' if the last command you want is the same as the current one you desire. This comes in handy if you want to NEXT your way along for a while.

DESIGN CREDITS

Game Design: William Volk
Game Development and Oblique Strategies: David C. Fram, O.D.
Package Design and Art: Bob Haynes
Playtesting: The Long Green Valley Computer Club
Printing: Monarch Services, Inc.
Composition: Colonial Composition

Conflict 2500

INSTRUCTIONS FOR CONFLICT 2500 COMPUTER SIMULATION OF SPACE CONFLICT IN THE 26TH CENTURY

FOR:
ATARI 800®, 32K
APPLE II®, 16K beyond BASIC
PET 2001, CBM 8032®, 16K
TRS-80®, Level II Mod I 16K, Mod III 32K

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INTRODUCTION

CONFLICT 2500 is a computer simulation of space war in the year 2500. The program differs from the typical space game in two key areas; flexibility and involved strategy. The user can set up his own choices of scenarios, from a one-on-one competition with a computer's ship to a very complex battle involving fleets of ships (up to 10 for the user, 20 for the computer), space bases (up to 10), planets (up to 10), and mines (up to 20). The computer's moves are based on defined objectives and on the distances to the objectives. These objectives will change depending on your strategy.

Also, there is a graphical display of a "radar" scan (tactical), a galactic map, and summary of fleet status. The tactical display consists of low-resolution graphics on the PET and the Apple (this enables the program to fit in an Apple with 16K beyond Applesoft Basic). Hi-Res graphics are employed on the Atari and TRS-80 programs. Beware, the computer's ships have "hidden" movement and their positions will not be known until they fire on something, or are spotted on a tactical scan.

PHASES

1

There are three phases to the game. First, the user must choose a scenario. It is best to start with one ship so as not to be overwhelmed by the complexity of the game. It might be interesting to allocate ships to different individuals and compete for destruction of the computer's ships. The user also selects the number of planets and bases. Planets are a prime target for planet pulverizers

(the computer's ships), but they will refuel a ship to 30,000 energy units (see Docking). Space bases will only refuel to 10,000 units and are less of a target for the planet pulverizers.

2

The next phase is the game itself. The player gives commands to each of his ships in numerical order (ship #0, #1, etc.). Commands are FIRE, DOCK, CHANGE (the ship's heading and speed), VIEW (map, tactical, or fleet status summary), SET (a mine), ARM (the mine), and NEXT (which transfers command to the next ship. The only limitation is that the FIRE, SET, and ARM commands can only be given once per ship's turn. The DOCK command has other limitations which will be discussed later.

3

After all the ships have been given commands, the computer makes decisions for its ships. The map is displayed, and if any of the bases, planets, or player's ships (HYPERFIGHTERS) are fired on or destroyed, a message is received and the corresponding sector of the map will change its appearance.

After both fleets have run through their commands, the ships move a distance equal to their velocity. If any of the ships (of both fleets) come within 500 megameters of a mine, the mine will explode or be fired upon by the computer's ships. The mines will be very effective at first, but as the computer's ships run into them, they will more likely be detected and destroyed. Their effect (and the effect of all firing) is inversely proportional to the square of the distance. The user can terminate the game before this movement phase by typing: QUIT or continue by hitting the RETURN key. The map will be updated, and if all the ships of either side are destroyed, the game will end.

At the end of the game a summary of each ship's actions and overall status of bases, planets, and both fleets will be given. A prediction of the outcome is given based on the percentage of remaining ships, planets and bases. The player can play another game at this point or end the program.

COMMAND DETAILS

FIRE: This command should be given with a tactical display. The power (0-200) and angle (0°-359°) will be requested. The power affects the amount of damage to the computer's ships and the energy used up (50 times the power). The computer checks to see that sufficient energy exists. Angle coordinates correspond to 0° up,

90° right, 180° down, 270° left, and all angles between. Aim for the upper left part of the enemy ship, if successful, a verbal message will result; audio responses are made on the Apple and Atari programs. It helps to try some practice firing at zero power early in the game. A blip will move across the screen during fire to help you visualize attack. Remember the enemy ship will probably return fire, so leave enough energy to survive a hit. Logically, you can only hit (and destroy) planet pulverizers.

DOCK: The dock command enables a ship to replenish its energy. The ship must have less than 25,000 energy units to dock with a planet or base. The other limitation is that the ship must be less than 300 megameters from the object. The computer will ask "Docking with planet, base, or ship?" Your computer will inform you if docking is possible or not.

Planet — refuels to 30,000 (only ships with energy levels less than 25,000).

Base — refuels only to 10,000, if your ship has more than 10,000 energy units nothing will happen.

Ship — computer will respond by asking the amount of energy transfer from your ship; the number can be positive or negative. A positive energy implies giving energy to the other ship. This is very useful in battle. The computer checks to see that energy is between 0–30,000 for both ships involved.

CHANGE (Heading): This command sets the speed and heading of the current ship. The speed is the distance the ship will move in the next turn. The angle (heading) is the same convention as in firing, 0° up, 90° right, etc. Speed ranges from 0–5,000. The amount of energy used in a movement is equal to the velocity. The computer checks for sufficient energy. The last heading given is the one used in the movement phase.

SET and ARM (Mines): These commands place a mine at the ship's position (set) and activate it (arm). The mine will not appear on the map or tactical view mode until it is armed. Ships must be greater than 500 megameters away after the movement phase (you will be reminded of this). There is a limit to the total number of mines set (2 times the number of your ships). As explained earlier, their effectiveness decreases with use.

VIEW: This command allows you to move from the tactical, map, or summary of fleet status displays. The

tactical display is a 2,000 across × 1,600 wide (in megameters) display centered on your ship's position. The images are presented on the screen at the start of the game. The map displays the sectors which have a letter-number designation (A-M), (1-9). Ships cannot move off the map. Each sector is 1,000 × 1,000 across. A tactical scan may not show everything within a sector since it is centered on the ship. The map displays the ships' positions by their respective numbers (0-9), the bases (B), and planets (P). Computer ships (planet pulverizers) are not shown. The current sector of your ship is a reverse display on the Apple and PET map displays. The status gives a summary of fleet commands.

NEXT: This command transfers control to the next ship in command. Once all of your ships have been commanded, the game will proceed to the movement phase.

DESIGNER'S NOTES:

Wait until prompt to give commands. Planet pulverizers may seem difficult to destroy; however they will weaken if they take fire. Firing and placing of mines are most effective right on top of the planet pulverizer; likewise the damage done by the planet pulverizers is lessened considerably with increasing distance. Planet pulverizers will disappear from the tactical display if destroyed.

Initially, it is best to learn the mechanics and nuances of play with only one ship. The strategy for one ship play is simpler than that of a multi-fleet game. In a single ship game the best technique is to use the mines when you can and not go "full-guns" in firing power. It is important not to let the energies of the ships fall too low.

During multi-ship play you have the added advantage of mobile transport (your ships). Also, if a hit from one ship does not destroy a planet pulverizer, a second hit may. Most important, keep track of your mines; they will damage your ships as readily as the planet pulverizers.

"Ganging up" on planet pulverizers is very effective, but creates problems with the use of mines.

CONFLICT 2500 can be as difficult as you make it (i.e. 1 ship versus 20 computer ships. An established player should be able to destroy a fleet of 20 planet pulverizers with as little as 3 ships at his disposal. Good Hunting!

NOTE: For the PET and Atari programs, DO NOT EVER HIT 'RETURN' without a command preceding it, as this may stop the program.

CASSETTE LOADING INSTRUCTIONS
ATARI 800

Lift the cartridge door on your ATARI 800 computer and insert the COMPUTING LANGUAGE BASIC cartridge into the computer. Use the LEFT CARTRIDGE slot on the ATARI 800 system.

Press the POWER switch on the side of the console ON. With SIDE ONE of the cassette up, put it into your ATARI CASSETTE RECORDER and press 'REWIND' until the tape stops moving. Using the keyboard, type:

CLOAD

Then press the 'RETURN' key on the keyboard. You will hear one beep. Push 'PLAY' on the recorder and press the 'RETURN' key on the keyboard again. The recorder should start to move and the program will be loaded. By turning up the volume on your video screen you can hear the program being loaded. When the tape stops, the program has been transferred from the cassette tape to the computer. 'READY' will be displayed on the screen. Type: 'RUN' and press the 'RETURN' key to play the game. The program has been recorded on the cassette twice to insure against errors in loading. Should your video screen display the word ERROR, press the RESET button at the top righthand corner of the keyboard and repeat all of the above loading instructions.

APPLE II

The APPLE program is located on SIDE ONE after the Atari 800 program. There are two copies of the Atari 800 program which must be skipped before the APPLE program can be loaded. By listening to the tape, you can tell the difference between the two programs. The APPLE program is easily recognized by the relatively high pitch and 'pure' quality of the calibration tone at the beginning of the program. This tone is free of the characteristic Atari 800 high pitched buzz. Find the beginning of an APPLE program and position the tape to just after the start of the calibration tone. Set up the recorder for input. On the keyboard, type:

LOAD (Don't hit 'RETURN' yet).

Press 'PLAY' on the recorder and immediately press 'RETURN' on the keyboard. The computer will start reading in your program. The computer will beep twice, once at the beginning of the program and once at the end.

This program is not short and will take a few minutes to load. When you hear the second beep, type:

RUN

and press 'RETURN' to play the game.

COMMODORE PET 2001

Turn the tape over so SIDE TWO is up. Insert the tape in your recorder and rewind to the beginning of the tape. When ready, type:

LOAD

and press the 'RETURN' button on the keyboard, then the 'PLAY' button on the recorder. The tape should start moving, and start loading your program. This program is not short, and will take several minutes to load. The computer will tell you when it finds the program and starts loading. When done, the computer will print 'READY', and the tape will stop. Type:

RUN

and press 'RETURN' to play the game.

TRS-80

The TRS-80 program is located on SIDE TWO after the PET 2001 program. There are two copies of the PET program which must be skipped before the TRS-80 program can be loaded. By pulling out the EAR and MIC jacks on the recorder and listening to the tape, you can differentiate the PET program from the TRS-80 program. The PET sounds louder, yet has a lower pitch. Both PET programs last approximately a total of 8½ minutes and are followed by a portion of blank tape which is your cue to prepare to load the TRS-80 program.

Check that the volume control is set to the proper level (between 5 and 6 is normal). Press 'PLAY' on the recorder, type:

CLOAD
(For Mod III only, enter: L after CASS?, then CLOAD

and press the 'ENTER' key on the keyboard. The recorder should start to move and your program will be loaded. This will be indicated by the flashing asterisk at the upper right corner of the screen. This program is not short, and will take several minutes to load. When the

tape stops and the TRS-80 prints 'READY' on the screen, type:

RUN

and press 'ENTER' to play the game.

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.

2. Re-read the section in your computer's manual that tells you how to load a tape. Try to load the tape again.

3. If you can adjust the volume on your recorder, try different settings, both higher and lower.

4. Each program is recorded twice on the tape, one recording right after the other. By listening to the tape, find the beginning of the second recording and try to load it.

5. If possible, load another program from a tape you know works on your computer. This will prove that your equipment works. Try once more to load your game.

6. The normal reason tapes will not load is tape recorder head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read tapes made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.

7. If the program still cannot be loaded, send the cassette, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the cassette or play the game, and what you did to try to get it to load.) to:

Avalon Hill Microcomputer Games
4517 Harford Road
Baltimore, Maryland 21214

Defective cassettes will be replaced.

After the program is loaded

Once you have your program loaded, it is a good idea to make a backup copy (for your own use). Follow the normal procedure for saving a basic program in your computer's manual.

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QUESTIONS ON PLAY
The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed *"complete"* in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.