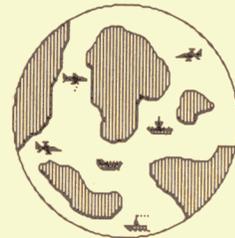# Strategic Conquest II™

By Arthur Britto

War Strategy Game for the Apple IIe, IIc, & IIGS

Strategic Conquest originally written by Peter Merrill
Apple II version written by Arthur Britto

Strategic Conquest II
Original Game by Peter Merrill
Apple II version translated by Arthur Britto II

If you have any questions or comments, please don't hesitate to contact us by mail or phone.

Introduction

Welcome to the challenge of Strategic Conquest II! Strategic Conquest II is a wargame wherein two armies face off against each other in a bid to completely control the entire world. Initial exploration, early skirmishes and strategic planning for the endgame are all essential elements in winning. Perhaps the best way to describe what the game is all about is to simply go through a typical scenario.

The players (1 human vs. 1 set of silicon chips) are placed somewhere in the same world each possessing a single city on two different continents. The rest of the world is unknown and must be explored. As the players explore continents around them, the territory that they have travelled over becomes visible and they are allowed to view the entire area that they have discovered. In this initial mapping out phase, players will find that there are more cities than the original one that they started out with. These neutral cities can be captured and turned to producing additional pieces for the conquereor. After the player has mapped out the original continent that he started with, he will need to have one of his port cities produce a transport so that armies can be moved overseas to more continents. Obviously, the more cities found and captured, the greater a player's production will be. Production of war materiel is essential, so initial exploration and accumulation of cities is important.

The reason for all of this production is that your opponent also has plans of world domination. Eventually one player will spot the enemy (both players pieces are invisible to the other unless they should bump into each other). When impact occurs, combat begins if the player moving so chooses. The computer will then decide the outcome of the battle according to the strengths of each of the pieces. If either players piece is destroyed then it is removed from the "board". If a player attacks an enemy city and wins, that city is then captured and will begin production for the victor.

Successfully defending your cities while also expanding the number of cities that you hold is the key to victory. Victory is achieved when you have captured all of the other players cities or when he surrenders.

This, in a nutshell, is the intense game of Strategic Conquest.   While Strategic Conquest is an addictive, exciting and intellectually stimulating game to play, it is also very detailed. However, it is not necessary to know all of the rules and features in order to start playing. Just try to get a feeling for Strategic Conquest with your first game and experiment as much as possible with the different pieces and the ways to control them. In addition you may want to briefly skim over the entire manual before beginning play, so that as you go through your first game you'll know what to expect. But for those who are impatient to begin their first game, please read the Quick Start in Appendix A. After you get a feel for the game, you will hardly ever need this manual and will be able to put it on your shelf for those rare occasions when you have specific questions about the game.

You will find these topics in the following sections:

-Section 1 describes how to get the game up and running. It explains how to start a new game and how to resume old games.

-Section 2 describes the Strategic Conquest World and how it is portrayed on your screen.

-Section 3 describes the role of Cities in production and expansion, as well as all of the pieces available for production.

-Section 4 describes how pieces are moved. In addition to Manual Movement, controlling the movement of your pieces can be done automatically in several different ways.

-Section 5 describes the process of exploring your first continent, conquering cities and building up your resources. It then explains how to go about conquering additional continents.

-Section 6 describes how combat is initiated and resolved. Rules concerning combat between different piece types are explained, as well as special conditions under which pieces operate. Also, it gives several hints for planning invasions.

- Appendix A is a quick start intended for those people who wish to begin their first game without actually reading the entire manual.

Please Note: The illustrations for this manual were taken from the Macintosh™ version of Strategic Conquest. Some of the screen graphics may not agree with your particular version of the game. Don't worry, the game itself plays much the same way, and the graphics are remarkably similar between the different implementations of the program.

Table of Contents

Section 1: Getting Started

1.1. About Your Disk

When you first buy Strategic Conquest II, you should receive a single diskette, either 5 1/4" or 3 1/2", depending on which one you ordered. Insert the disk into the drive and turn the computer on. While the game file must remain on the original disk and is copy protected, saved game files can be put onto other disks.

1.2. Special Note for Apple IIGS Owners

In order to run Strategic Conquest on the Apple IIGS, you will need to set the Control Panel on the IIGS to MONOCHROME.

1.3. Starting a New Game

After booting your Strategic Conquest disk, you will be greeted with the Game Set-Up window, and you will be ready to start a new game. This menu allows you to select a **game difficulty level** from 1 to 15, with 15 being the most difficult.

After selecting a difficulty level, Strategic Conquest II will begin generating the new game's world map. This takes about 20 seconds.

Once the map is generated, a dialog box will appear asking you to give a name for your game file. You may save the game file to another disk, however unless you have a separate disk drive you will be making several disk exchanges during the course of the game.

1.4. Resuming an Old Game

To resume an old game, simply begin a new game of Strategic Conquest. Once the game has begun, select Resume Game from the File menu. When prompted to do so, open the old game's saved game file. Strategic Conquest will then resume the game at the last point at which it was saved.

Section 2: Controlling Your Forces: The World and Map Window

2.1. The World

The world is represented by a **world map** which divides the world into **sectors** (i.e. individual units of territory). The world is 100 sectors wide by 60 sectors tall. When you begin a new game, a new map is generated with over 2 billion possible configurations. However, only a small portion of the world map is displayed on the screen at once so that you see a more localized region in greater detail. You may scroll your **map window** in any direction by means of the arrows and scroll boxes on the left and bottom edges of the screen. Figure 2-1 shows an example map window, showing the representation of land and water.

Figure 2-1 shows the map window and the information box, which sits on top of the map window. This box shows the status of your pieces and other relevant information. The top line generally indicates who's move it is, which piece you're actually moving, and the status of that piece. The status of a piece shows how many moves it has left for the day, the strength of the piece, and other pertinent information (i.e. how much fuel an aircraft has, how many armies are on board of a transport, how many fighters are on an aircraft carrier...). This line will also notify you when the game is being saved. Information on the date, outcomes of battles, and general instructions pertaining to certain moves are provided on the lower line.

The map contains three shades for different terrain. Unexplored territory is black, land masses and continents are gray, and the ocean is white.
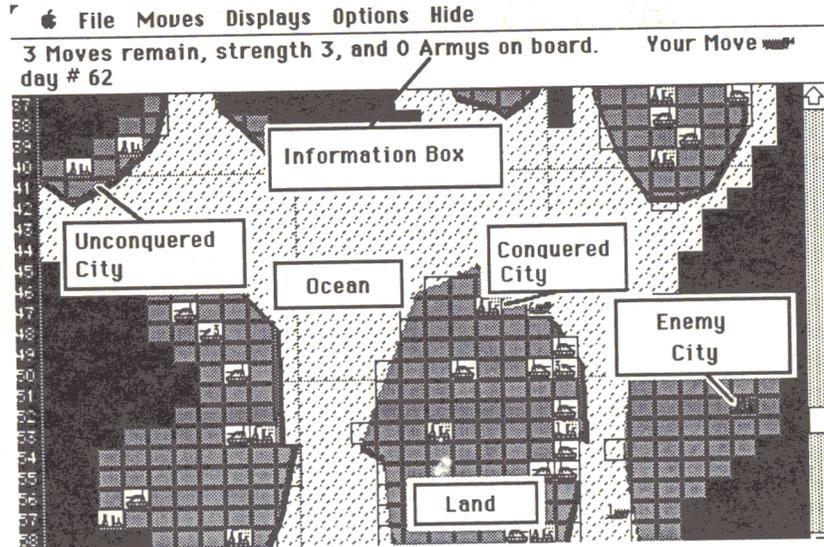
Figure 2-1: The Map Window

2.2. Looking at the World Map

In order to look at the entire World Map as you know it, select **World Map** from the **Displays** Menu. Note that you will only see the areas of the world which you have already explored.
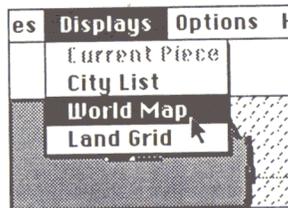
Figure 2-2: The World Map

The world map provides a view which enables you to overlook the entire Strategic Conquest world. The little black dots represent cities and the gray dots represent pieces (armies, fighters, ships...). Black masses are unexplored territory.

Special Hint: If you notice, the hollow black dots are either unconquered cities or enemy cities.

Click the **Displays** Menu to go back to the Map Window.
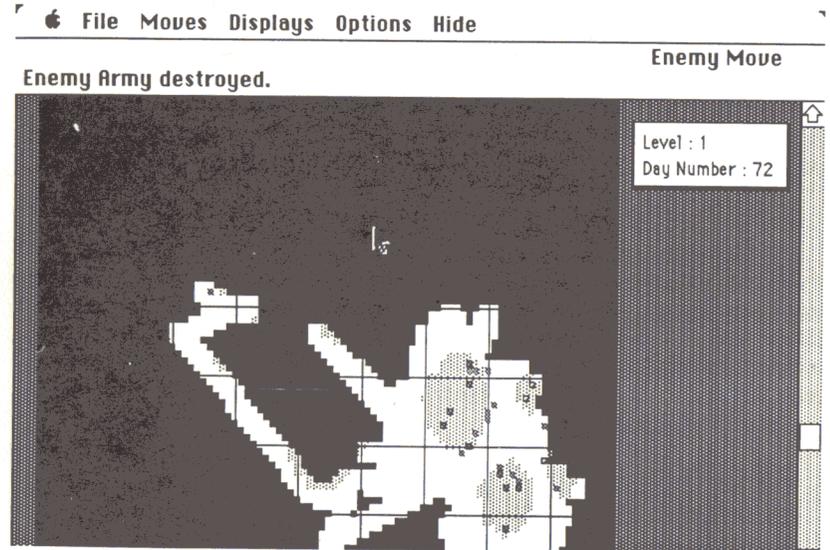
Figure 2-3 : The world Map

Section 3: Cities and Production

3.1. Cities

Most continents have one or more **cities** as shown on Figure 2-1. There are 3 types of cities: those controlled by you, those controlled by the enemy, and those which are not controlled by either side. Cities controlled by you will have their smokestacks flowing, unconquered cities will not have smoke billowing from their stacks, and enemy cities are black with their stacks flowing. Cities that are located immediately adjacent to an ocean sector are called **Port Cities**. Ships can only be produced in Port Cities. The three different cities can be seen in Figure 2-1.

Cities are your lifeblood, they enable you to produce the various types of pieces that are used in your conquest, **Armies**, **Fighters**, **Bombers**, **Troop Transports**, **Aircraft Carriers**, **Destroyers**, **Submarines**, and **Battleships**. Therefore, it is important to conquer as many cities as possible and then to defend them effectively against enemy take-over. Once you have captured the last enemy city, you have defeated him (the opposite holds true also).

3.2. Piece characteristics

'Piece' is used to refer to all of the Strategic Conquest forces that exist, e.g. infantry, fighters, ships, etc. Each Strategic Conquest piece has different characteristics which you should consider when making production decisions. The following characteristics apply to all pieces regardless of type:

**a. Strength -** measures the basic amount of firepower a particular piece has in relation to the others. In a combat situation, Strategic Conquest takes into account the strengths of the combatting pieces when deciding the outcome.

b. Movement - determines how far a piece can move in one day.

c. Cost - measures the number of days required to produce a piece.

Each piece also has special inherent strengths and weaknesses which are discussed in the following piece descriptions.

3.2.1. Armies

Strength: 1
Movement: 1 sector/day
Cost: 4 days

Yours

Enemy's

Armies are the basic land force and are the only type of piece that can conquer cities. They are the most efficient and are essential to world conquest. They are relatively low cost for the amount of firepower they provide.

3.2.2. Ship Pieces

There are 5 types of ships in Strategic Conquest. Two are for transportation of other pieces, and three are used in combat. These ships enable you to project power over the seas and conquer other continents. There is no limit to the number of days a ship may be out at sea. Ships are, of course, limited to movement on ocean sectors only, but may be moved into Port Cities. If a vessel has been damaged it can be repaired by moving it into a Port City. It will be repaired at a rate of one unit of strength per day it remains docked in the Port City. While a ship is in port, it is much more vulnerable to attack and will defend itself very poorly.

Troop Transports

Strength: 3
Movement: 3 sectors/day
Cost: 15 days

Yours

Enemy's

Troop Transports are used to carry Army pieces from one continent to another. They carry up to 8 at a time. Do not overlook this piece, it is very important, but very vulnerable to attack. Transports are your only way to move armies to other continents. A transport is the weakest piece in terms of firepower.

Aircraft Carriers

Strength: 8
Movement: 3 sectors/day
Cost: 25 days

Yours

Enemy's

Aircraft Carriers are used to carry Fighters across oceans, or to provide a movable airbase for Fighters, bringing them closer to battle. Carriers are obviously extremely powerful and useful, they are like a floating airbase.

Although an Aircraft Carrier can hold and carry only 10 Fighters, it may be used by many more Fighters at one time. If an Aircraft Carrier is 'full', you may still move a Fighter into the Aircraft Carrier's sector for refueling, even if it is the last move for the Fighter. In the latter case, the Fighter is not carried with the Carrier if the ship is subsequently moved; it remains "up in the air" in its sector.

Note: **You may not land Strategic Bombers on Aircraft Carriers**.

Submarines

Strength: 3
Movement: 2 sectors/day.
Cost: 15 days

Yours

Enemy's

Submarines are unique in that they are **'invisible'** to detection by all pieces other than Destroyers. All other ships which move adjacent to a submarine will not detect it. If a ship's path passes right through a submarine, then it will be spotted, thus causing a battle. Destroyers will detect a sub adjacent to it.

Submarines are deadly against all ship types *when attacking* ; Strategic Conquest affords them an advantage in determining the outcome of a battle. Submarines attack with twice the strength that they defend.

Destroyers

Strength: 3
Movement: 4 sectors/day
Cost: 15 days

Yours

Enemy's

While Destroyers are useful in a variety of ways, they have the special advantage of detecting Submarines one sector away from them. In addition, they are the most mobile ship type and so they can be used to patrol areas and to "ride shotgun" for your troop transports.

Battleships

Strength: 15
Movement: 3 sectors/day
Cost: 25 days

🛥️

Yours

🛥️

Enemy's

Battleships, with a strength of 15, are the strongest ship type afloat and may prove useful to an effective Navy. With a movement of 3 they are only slightly slower than destroyers and, because of their strength, they can create havoc if they ever encounter a convoy of other ships and transports.

3.2.3. Aircraft Pieces

The two aircraft piece types, **Fighters** and **Strategic Bombers**, can go anywhere and are restricted only by their **range**.

Refueling aircraft is accomplished by landing the piece in a city. Upon moving into the city sector, it is automatically refueled and may continue moving with its full range restored.

Fighters

Strength: 1
Movement: 20 sectors/day
Cost: 10 Days
Fuel: 20 sectors

✈️

Yours

✈️

Enemy's

Fighters move 20 sectors before requiring refueling.   You can refuel them in any city you possess or any aircraft carrier in your fleet as well. They have the greatest mobility of all of the Strategic Conquest pieces, and thus are very useful in reconnaissance missions. In the beginning of the game they can be used to quickly patrol large areas and thus find the location of cities on their continent much faster than armies can.

Strategic Bombers

Strength: 2
Movement: 10 sectors/day
Cost: 20 days + 5 days per each 100 days of the game
Fuel: 30 sectors

✈️

Yours

✈️

Enemy's

Strategic Bombers are very deadly pieces, and become even more deadly as the game progresses. However, the production cost also rises with the increased power. However, unlike all other piece types, *the Strategic Bomber is used only once and is destroyed along with everything else in its blast radius.*

For the first 100 days of the game, Strategic Bombers cost 20 days to produce and their blast radius is 0 sectors, destroying everything within

the sector it attacks but none outside of it.

For each additional 100 days of the game, the cost of each Bomber increases by 5 days and its blast radius increases by 1. Therefore, a Bomber whose production was started on day 110 takes 25 days to produce and destroys everything within a blast radius of 1 sector. Thus it destroys everything within the sector it attacks as well as everything within each of the adjacent sectors, or 9 sectors. For a Bomber started on day 302, the cost is 35 days with a blast radius of 3, or 49 sectors!

3.3. How to Set and Change Production

When you conquer a city, the Set-Production Menu, shown below in Figure 3-1, automatically appears on your screen. Simply click next to the piece whose production is desired. Note: when the window appears for a just-conquered city, the production is already selected for Army pieces.

To change a city's production at any point in the game, **double-click** on the city.
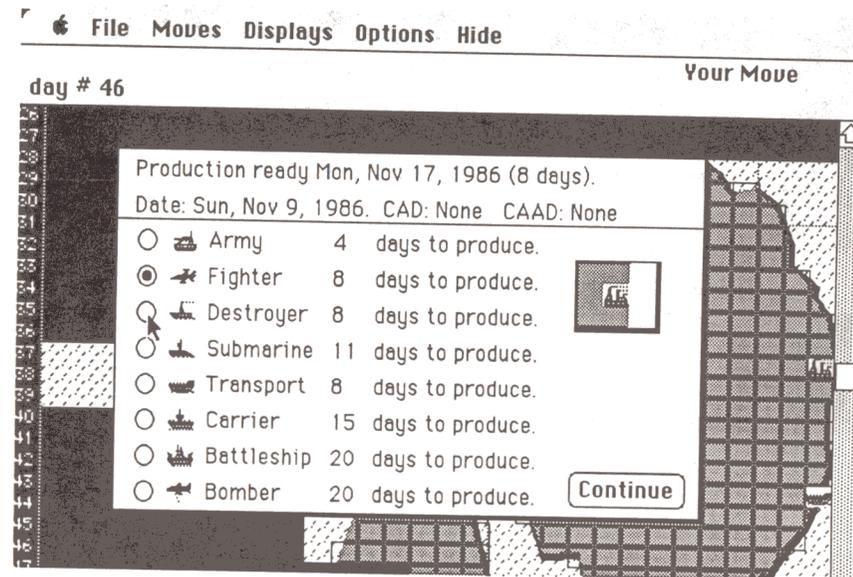
Figure 3-1: The Set-Production Menu.

If you double-click on a city while its production is underway and change production to another piece type, *the original piece will be 'scrapped' unless you return* to the original production selection before leaving the menu.

The Set-Production Menu lists all of the piece types and the cost of each. *Strategic Conquest will not let you select ship production in a non-Port City.*

For example, in Figure 3-1, the Set-Production menu was called by double-clicking on the city. It shows that a Fighter will be ready in 2 days. The production was subsequently changed to Destroyer, as shown in Figure 3-2. But the Set-Production menu still shows that a Fighter will take 2 days to complete.

Production ready Mon, Nov 17, 1986 (2 days).

Date: Sun, Nov 9, 1986. CAD: None   CAAD: None

○ Army   4   days to produce.
○ Fighter   2   days to produce.
◉ Destroyer 8   days to produce.
○ Submarine 11 days to produce.
○ Transport 8   days to produce.
○ Carrier   15 days to produce.
○ Battleship 20 days to produce.
○ Bomber   20 days to produce.
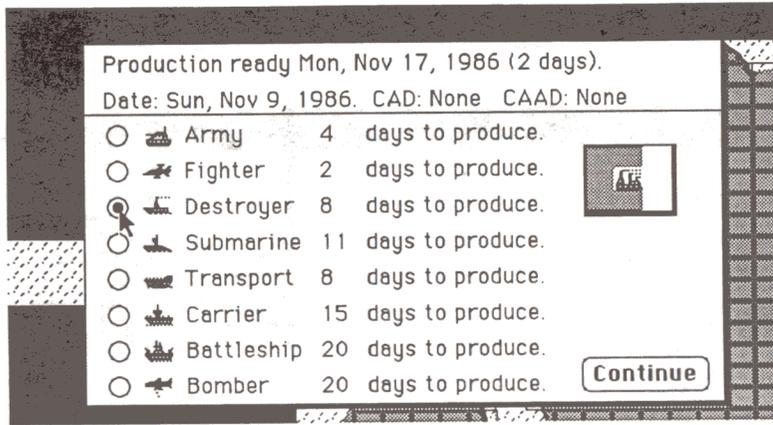
Continue

Figure 3-2

If 'Fighter' is re-selected before leaving the menu, production will continue where it left off, otherwise the partially completed piece is lost and the new production starts from the beginning.

3.4. Getting a Summary of Your Production

The **City List** is a fast and convenient way to look at all of your cities and their production. Within the City List you can look at and re-set any city's production. To get the City List, select **City List** from the **Displays** Menu:

 ⌘ File Moves Displays Options Hide

Your Move

day # 102

Production	When Ready	Port City	(v,h)	Pieces	CAD	CAAD
Battleship	17 days	Yes	13,78	0		
Battleship	4 days	Yes	39,78	1		
Battleship	17 days	Yes	23,84	0		
Bomber	12 days	No	20,47	0		
Carrier	8 days	Yes	57,65	0		
Destroyer	8 days	Yes	36,62	0		
Submarine	11 days	Yes	52,66	1		
Submarine	8 days	Yes	12,86	0		

City Summary List.   Skill Level: 1

Date: Sun, Jan 4, 1987   Total Citys: 23   Day : 102

Continue

Figure 3-4 : The City List

You can change a city's production by double-clicking on the line in the City List Window for that city.

File   Moves   Displays   Options   Hide

Enemy Move

day # 50

City Summary List.   Skill Level:1   Continue

Dat| Production ready Sat, Nov 15, 1986 (2 days).

Pr| Date: Thu, Nov 13, 1986. CAD: None   CAAD: None |CAAD

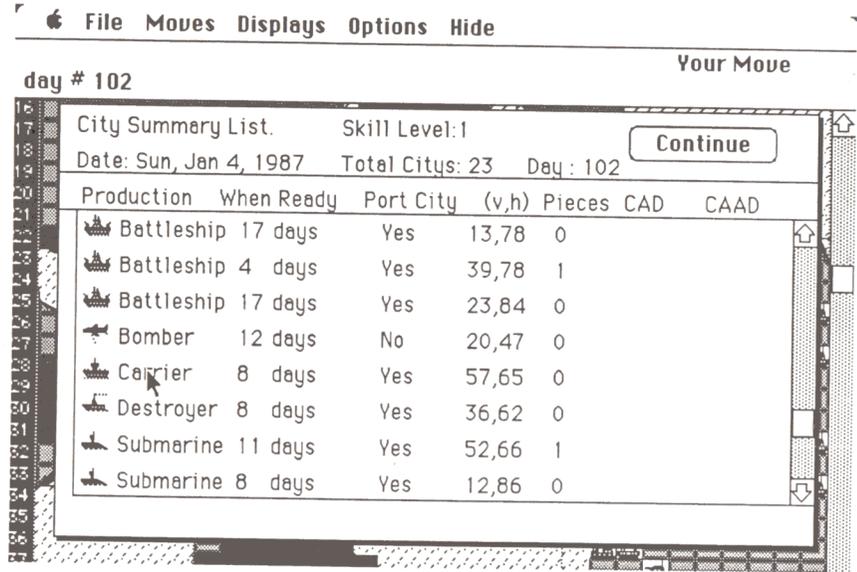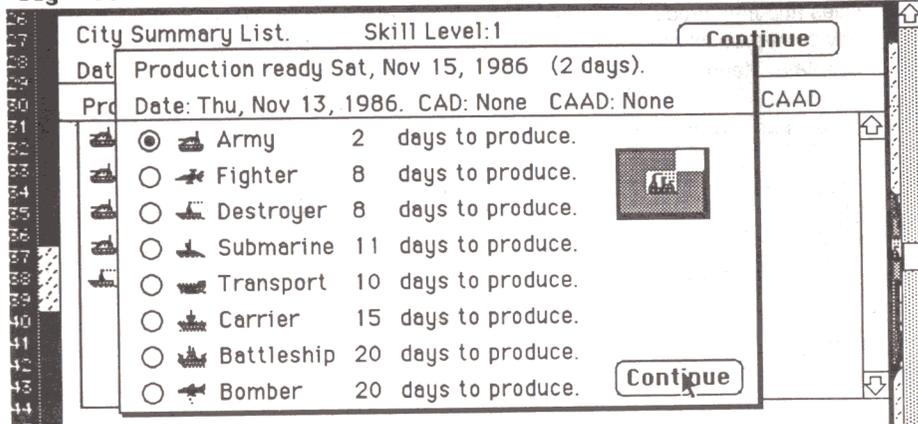|			
⦿	Army	2	days to produce.
○	Fighter	8	days to produce.
○	Destroyer	8	days to produce.
○	Submarine	11	days to produce.
○	Transport	10	days to produce.
○	Carrier	15	days to produce.
○	Battleship	20	days to produce.
○	Bomber	20	days to produce.

Continue

Figure 3-5: Setting Production from the City List

Section 4: Moving Pieces.

The game proceeds in a daily cycle: each day you can move all of your pieces as many moves afforded to it, and afterwards the enemy does the same thing. A message in the top right corner of the Info Box indicates whose move it is, e.g. **Your Move**, **Enemy Move**. The piece being moved is called the '**Current piece**'. In addition to manual movement, there are also several ways to move pieces automatically.

File   Moves   Displays   Options   Hide

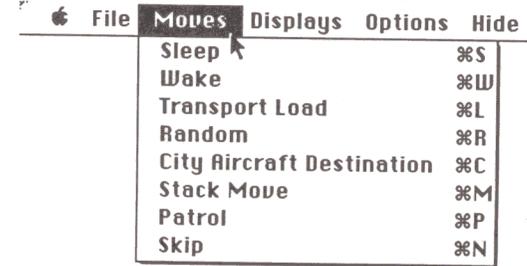|	
Sleep	⌘S
Wake	⌘W
Transport Load	⌘L
Random	⌘R
City Aircraft Destination	⌘C
Stack Move	⌘M
Patrol	⌘P
Skip	⌘N

Figure 4-1: The Moves Menu

4.1. Manual Movement.

During manual movement, the piece starts flashing when its turn comes up. As each piece is prompted for movement, a message appears in the Info Box indicating the type of piece being moved, its strength, and how many moves it has remaining. The icon of the current piece's type is also displayed in the top right hand corner of the Info Box next to the **Your Move** message.

In order to manually move a piece, click on the adjacent sector into which the piece is to move.

The next two figures illustrate moving an Army piece one sector : First, the mouse is moved so that it points to the adjacent sector to which the Army is to move.
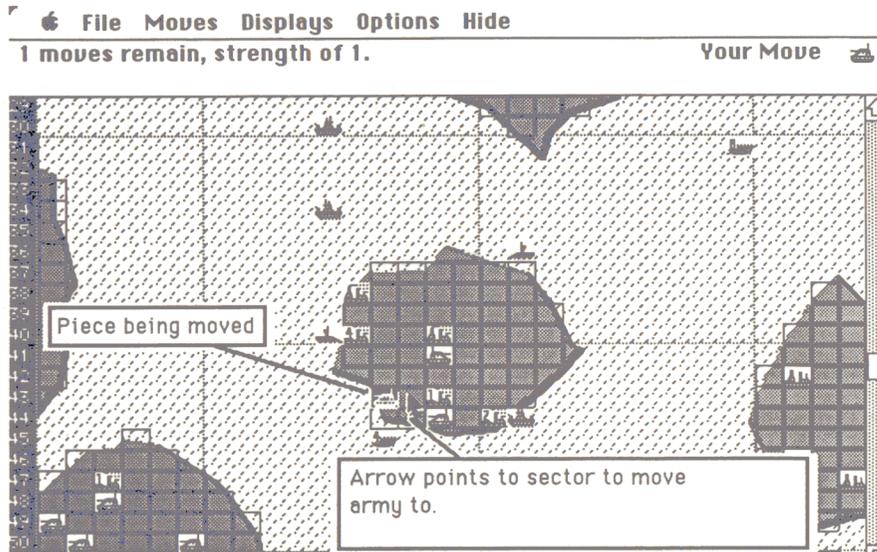
1 moves remain, strength of 1.   **Your Move** ⛴

Figure 4-2: Mouse Points to Adjacent Sector.

After clicking, the Army moves to the adjacent sector.

1 moves remain, strength of 1.   **Your Move** ⛴
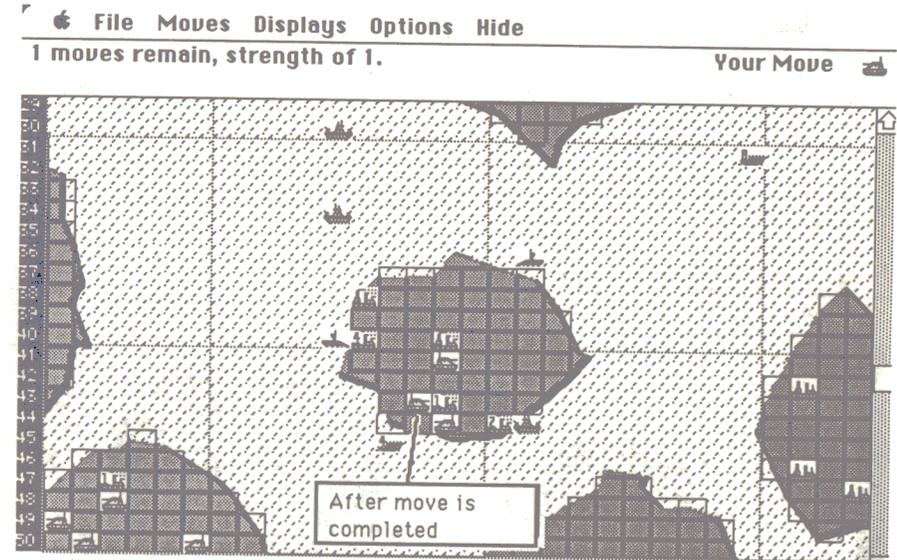

Figure 4-3: After Move is Completed

While pieces may have some restrictions regarding where they can move, Strategic Conquest does not stop you from making these moves. In these cases, you are warned the first time that you specify that move. If you then repeat the same move, some consequences may result. This applies to all pieces with movement restrictions. For example, a Ship piece moved onto a land sector will crash on the rocks if the move is repeated after the warning.

4.2. Putting Pieces 'To Sleep'

In many instances you will find that you want a particular piece to stay in one place without being asked to move it. By putting a piece **to sleep**, a piece will remain stationary until you either wake it up (by using the Wake command) or an enemy piece passes by. This is particularly useful in the later stages of a game when you have many pieces to move each day. By putting some pieces to sleep, you decrease the time required for each day's moves.

In order to put a piece to sleep, select **Sleep** from the **Moves** menu when asked to move that piece. You can only put a piece to sleep when it is the **Current Piece**. After a piece has been put to sleep, it will remain asleep until you **wake** it up, or until an enemy piece passes by or attacks it.

4.3. Waking Pieces Up

When you want to resume manual movement of a particular piece that is sleeping, or controlled by any of the other automatic movement methods described in the next section, you must first wake it up.

To do this, select **Wake** from the **Moves** menu and then click on the sector containing the piece(s) to be awakened. You may wake up pieces at any time in the game.
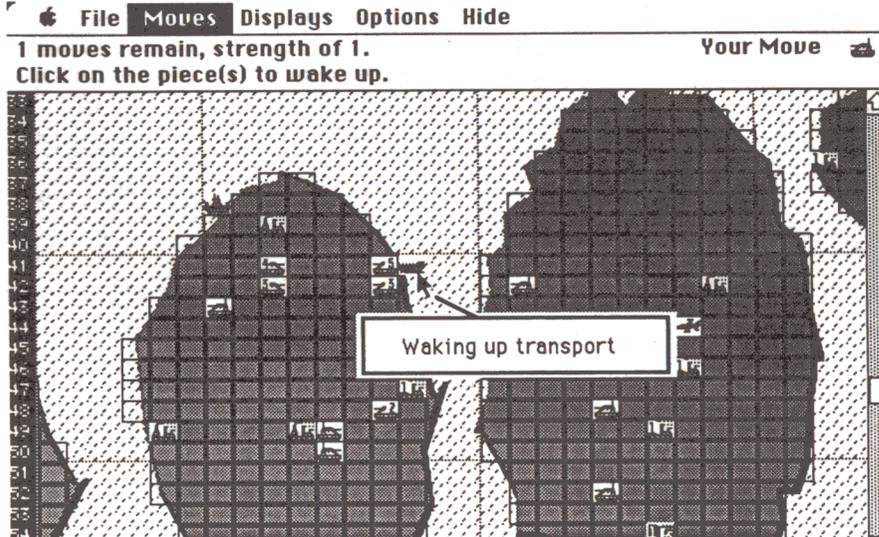

Figure 4-4: Waking A Piece

Note: The wake up command wakes up all pieces in the sector selected. The computer will resume asking you to move the pieces either in that same day, or the next day depending upon whether or not their turn has passed.

4.4. Moving Pieces by Destination

Very often it is useful to simply specify a final sector destination for a piece to move to without manually moving it through all the sectors inbetween. This is accomplished by the **Destination** move.

To specify a destination to move to, click-and-drag on the current piece until the end of the line formed ends on the destination sector, as illustrated in Figure 4-5. The distance to the end of the line is listed in the top right corner of the Info Box.
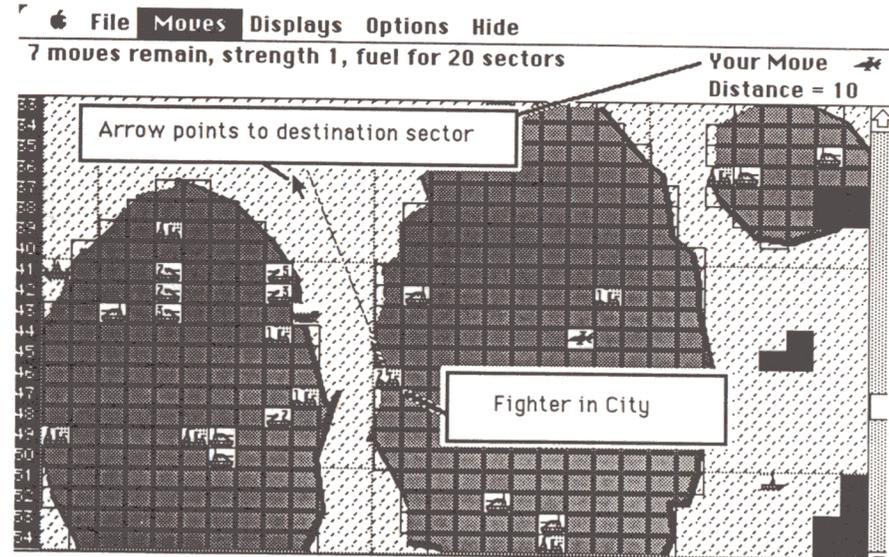
Figure 4-5: Giving a Piece a Destination.

Pieces moving by destination will alert you automatically under certain conditions:

- an enemy piece passes by or attacks it
- the piece passes by an enemy or uncontrolled city

If a piece moving by destination can't move because of some obstruction, the computer will tell you so and ask you to move it manually. The piece's borders will flash, as opposed to the whole piece flashing as with the current piece, and an appropriate message will appear in the Info Box. Once cleared of the obstruction, the piece will resume moving to its destination.

4.5. Stacking Pieces

Strategic Conquest allows you to stack pieces within sectors with some restrictions. The number appearing in the top left hand corner of a sector's icon displays the number of pieces within that sector. For Troop Transports and Aircraft Carriers, this number *excludes* the ship; e.g. a Troop Transport displaying the number 5 in its corner has 5 Army pieces on board.

On land sectors, you can place as many Army, Fighter and Bomber pieces in one sector as you wish. Any number of Fighter and Bomber pieces may be in one ocean sector as well.

Ship pieces may not coexist within one ocean sector. However, Aircraft pieces can be stacked in sectors with ships in them.

Any number of any type of piece may stay in a city sector at any one time.

4.6. Moving a Stack of Pieces

The **Stack Move** option in the **Moves** menu allows you to move all of the pieces in a sector as a group to the same destination. After selecting **Stack Move**, click-and-drag to the sector to which the stack is to move.

4.7. Skip

Skip simply makes Strategic Conquest ignore the current piece's movement for the rest of the day. Skip only applies to the current piece and can be done at either the beginning or at some point during the move of the piece.

4.8. Random Movement

To make a piece move randomly, select **Random** from the **Moves** menu when asked to move the piece. Afterwards, the piece will randomly move around. Pieces in Random Move will alert you if an enemy piece passes by or attacks it, or if the piece moves next to an enemy or uncontrolled city.

4.9. Patrol Movement

Patrol movement makes a piece move automatically back and forth between two specified sectors. This can be extremely useful for guarding against enemy attack.

To make a piece patrol, select **Patrol** from the **Moves**. Then click-and-drag on the desired unit just as if giving the piece a Destination. The piece will then proceed to move back and forth between the two sectors as shown in figure 4-6.

Pieces on Patrol Movement will alert you if they bump into or pass next to an enemy piece. You can cancel a Patrol Movement by using the Wake command and clicking on the piece. Note: Be careful not to specify a patrol sector which is so far that a plane does not have enough fuel to get back to a city.
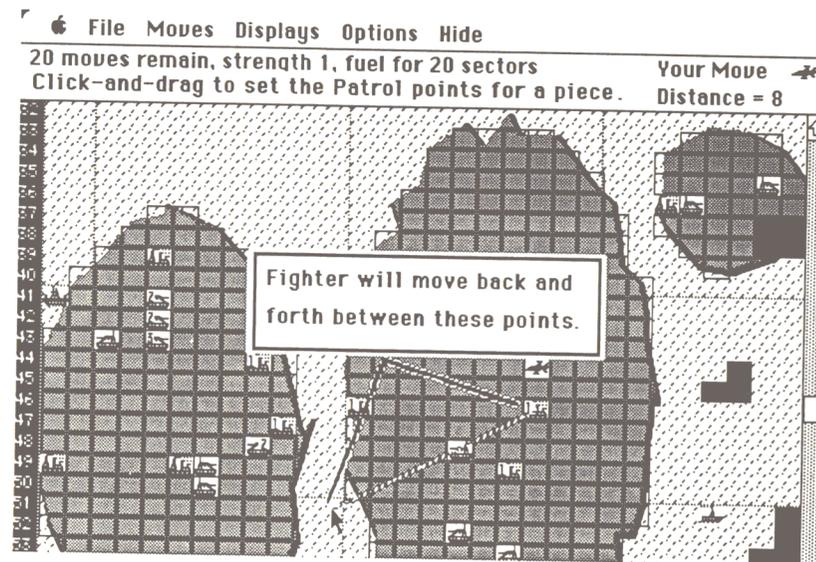
Figure 4-6: Patrol Movement

4.10. City Aircraft Destination

A city with a **City Aircraft Destination** (**CAD**), will automatically send all Fighters and Strategic Bombers that land or are produced in that city to another destination with a fresh load of fuel. This allows you to move aircraft to the front lines automatically after they are produced.

To set a City's Aircraft Destination, select '**City Aircraft Destination'** from the **Moves** Menu at any time during your move. You will then be asked to specify the sector. Do this by clicking on the city and dragging until the line ends on the City Aircraft Destination sector, as shown in Figure 4-7.

File **Moves** **Displays** **Options** **Hide**

Click-and-drag to set City's Aircraft Destination.   **Your Move**
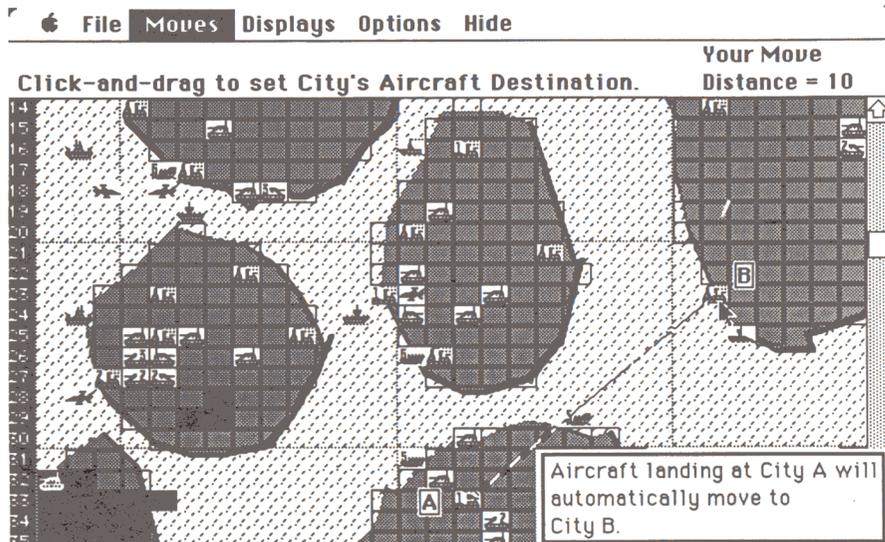   **Distance = 10**

Figure 4-7: Setting a City Aircraft Destination

In the figure, aircraft entering city A will automatically move to city B.

To cancel the City Aircraft Destination for any city, set the CAD to the city itself.

Important Notes about the City Aircraft Destination:

--- The City Aircraft Destination takes effect the next day after it is designated.

--- Not all Aircraft are affected by the CAD. *Only those Aircraft pieces ending a Destination Move in a city with a CAD take the CAD as the next destination.* In other words, if you *manually* move a Fighter into a City with a CAD, the CAD does **not** take effect.

--- Be careful not to specify a destination outside of the fuel range of a particular aircraft or it will crash after running out of fuel.

4.11. Getting Information About Pieces

By *double-clicking* on a piece, you can check to see its status: whether it has been moved that day, and what kind of movement control it is under as well as other important information. This is shown below in Figure 4-8.

File **Moves** **Displays** **Options** **Hide**

1 moves remain, strength of 1.   **Your Move**
Click on the piece(s) to wake up.


```
Army
1 of 3
Strength      : 1
Position (v,h) : 51,49
Movement : Sleep
Piece moved today
```
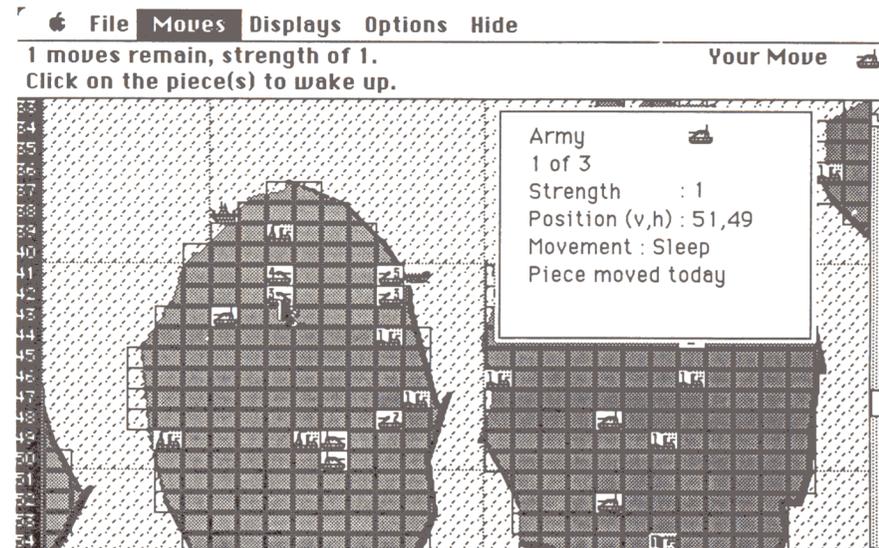
Figure 4-8: Double Click on Piece(s) for Information

If there are several pieces in a sector, and you wish to view the others, click inside of the box and the next piece's information will be displayed, as shown in Figure 4-9.
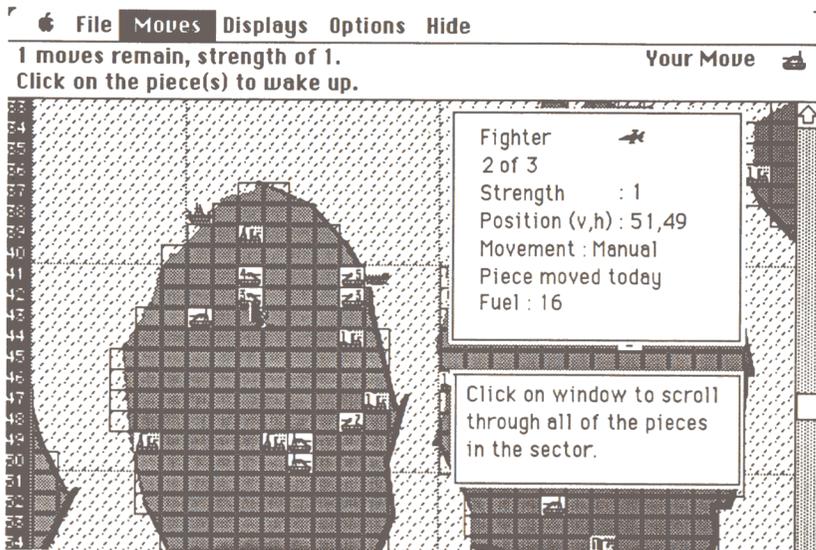
 É File **Moves** Displays Options Hide

1 moves remain, strength of 1.   Your Move
Click on the piece(s) to wake up.

```
Fighter              ✈
2 of 3
Strength          : 1
Position (v,h) : 51,49
Movement : Manual
Piece moved today
Fuel : 16
```

```
Click on window to scroll
through all of the pieces
in the sector.
```

Figure 4-9: Scrolling through the Stack of Pieces
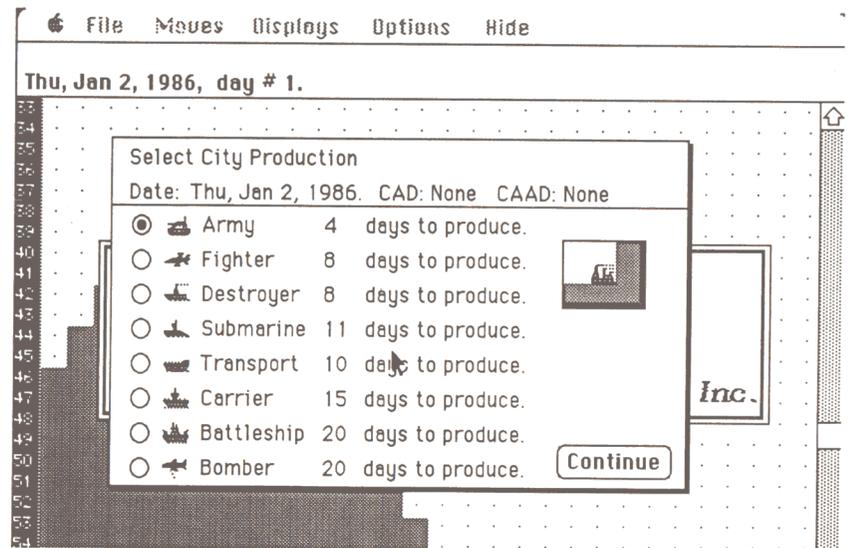
4.12 Unloading Transports

When troops are loaded onto a transport they are put to sleep. To unload troops from a transport simply move the transport up to the shore and wake them up. Next time it is time to move them you will simply be able to pull them off and onto the shore.

Section 5: Starting Out-Exploration

The purpose of this section is to describe how a game starts out. A sequence of pictures illustrate the progress of an actual game: exploring the first continent, loading a Troop Transport and conquering another continent.

Exploration is mainly a process of moving your pieces around on the map in order to determine where the continents and cities are. Each piece can see all of its surrounding sectors. As you move each piece into unexplored territory (black sectors on your map), the terrain is revealed.

5.1. The Beginning of the Game

 É File   Moves   Displays   Options   Hide

Thu, Jan 2, 1986, day # 1.

```
Select City Production
Date:  Thu, Jan 2, 1986.  CAD: None   CAAD: None
◉ 🛡 Army          4   days to produce.
○ ✈ Fighter        8   days to produce.
○ 🚢 Destroyer      8   days to produce.
○ ⚓ Submarine     11   days to produce.
○ 🚢 Transport     10   days to produce.
○ 🚢 Carrier       15   days to produce.
○ 👑 Battleship    20   days to produce.
○ ✈ Bomber        20   days to produce.       [Continue]
```

                                              Inc.

At the very start of the game, you are prompted to set the production for your first city. There are any number of different ways to begin a game: producing Armies first, and sending them off to conquer cities; building one Fighter for rapid exploration, then Armies to conquer the cities found, etc. Try out different methods as you play new games to find out which seems to work best
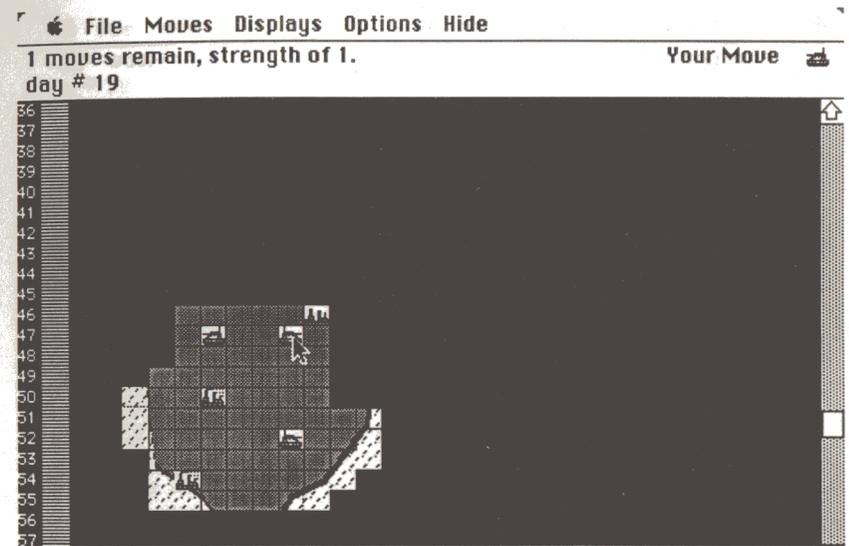
For the purposes of introduction, the game pictured in Figure 5-1 begins with Army production.
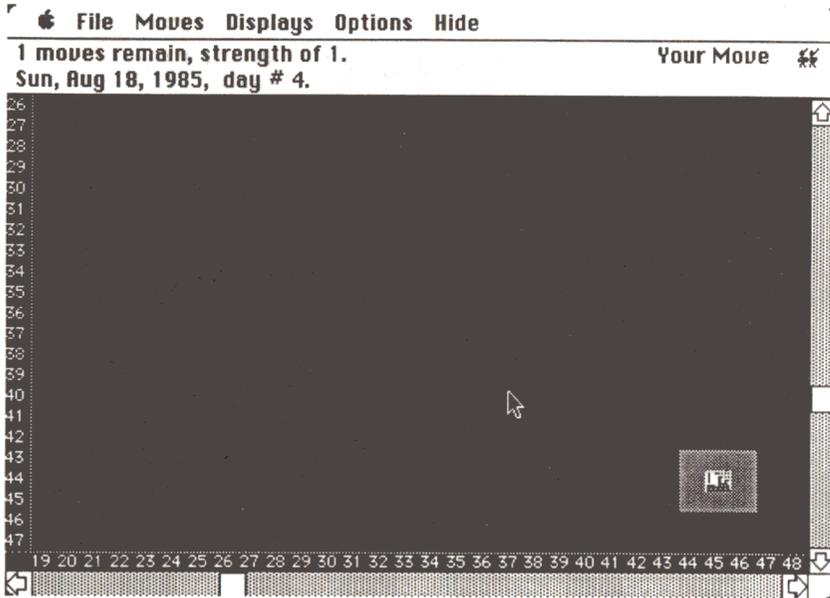
Figure 5-1: Day 4
Army Produced, First City Flashing

5.2. Capturing Cities

Figure 5.2 shows an Army piece adjacent to an uncontrolled city. *By clicking on the city sector you make an attempt at conquering it.* Strategic Conquest determines the success of the attempt.

Figure 5-2: Attempting to Conquer a City

If the attempt is successful, the **Set-Production Menu** will appear on the screen asking you to specify the newly controlled city's production. The city icon changes to reflect one of your cities and **smoke** flows out of the city's smoke stacks indicating production is underway.

If the attempt is not successful, you lose your army and the city remains the same.
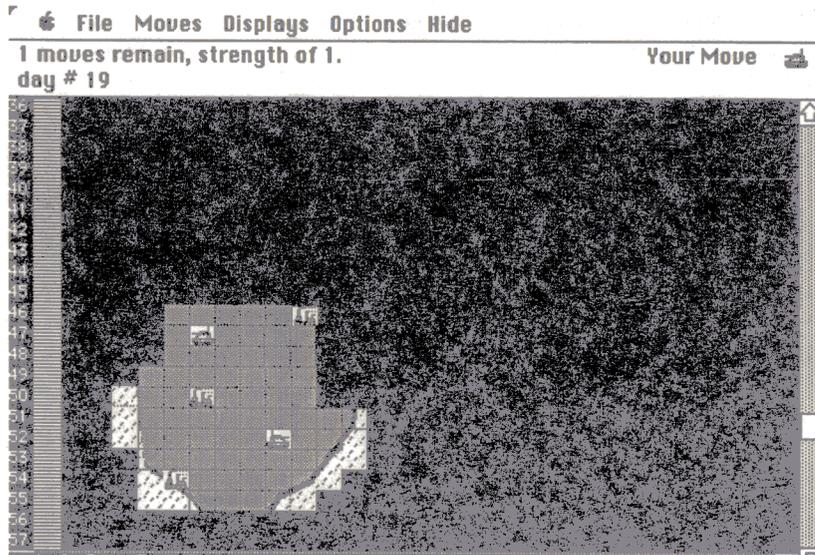
File   Moves   Displays   Options   Hide

1 moves remain, strength of 1.   Your Move
day # 19

Figure 5-3: City Captured !

Note: In either case you 'lose' the conquering Army piece. Conquering Army pieces are dispersed within the city, and losing Armies are destroyed.

File   Moves   Displays   Options   Hide

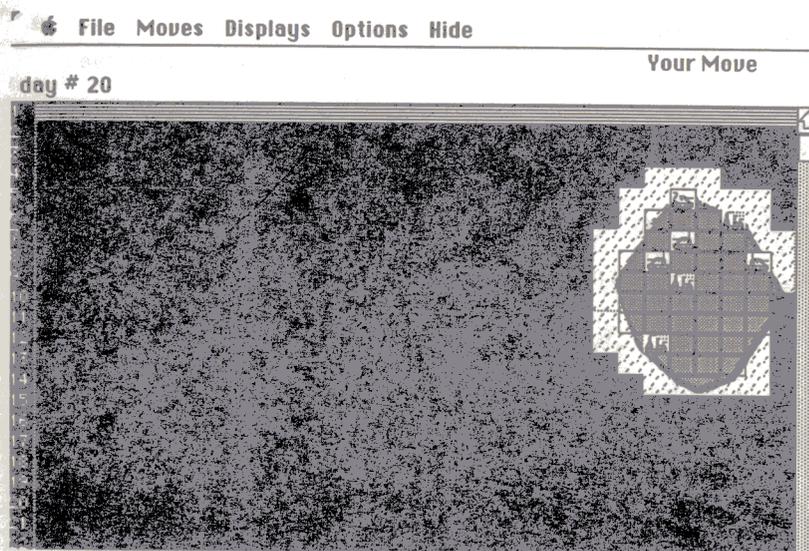day # 20   Your Move

Figure 5-4: Day 20, Island Completely Explored

5.3. Loading Troop Transports

In Figure 5-4, the island on which the player started has been completely explored and conquered. In order to continue expanding, the player must move onto new continents, requiring the use of Troop Transports. The Troop Transport at sector {55,41} in figure 5-5 is loading up with Army pieces.

Army pieces may be loaded onto Troop Transports which are located in adjacent sectors. Click on the Transport when asked to move the Army piece. The Army piece will disappear, and the number in the upper left corner of the Transport piece will increase. Figures 5-5 and 5-6 show an Army being loaded onto a Troop Transport.

Figure 5-5 Loading an Army onto a Troop Transport
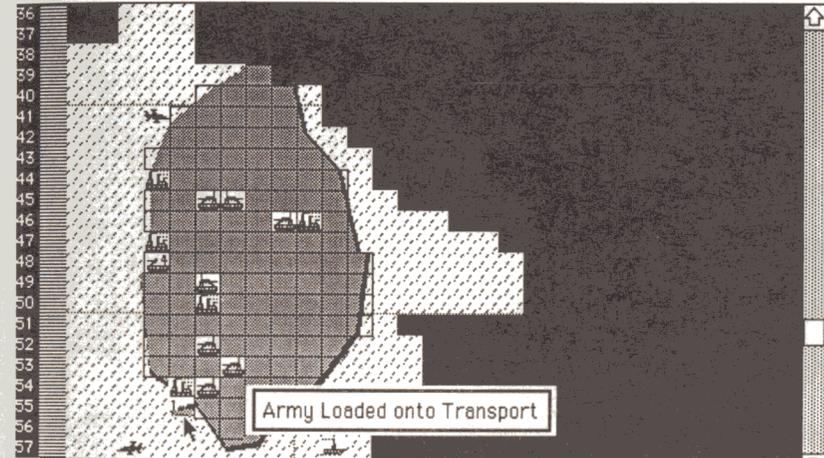
Figure 5-6 After Army Loaded onto Transport

5.3.1 The 'Transport Load' Facility

You may also load a Troop Transport in a more automatic fashion by positioning the Transport next to a group of Army pieces and telling the Transport to load itself. This is done by selecting **Transport Load** from the **Moves** Menu, and then clicking on the Transport which is to be loaded.

All Army pieces next to a Troop Transport in this state are automatically woken up and moved onto the Transport. The Transport goes to sleep until it is full of Army pieces (or when an enemy piece passes by or attacks it). If an Army moving along the coastline passes by, it is also loaded onto the Transport.
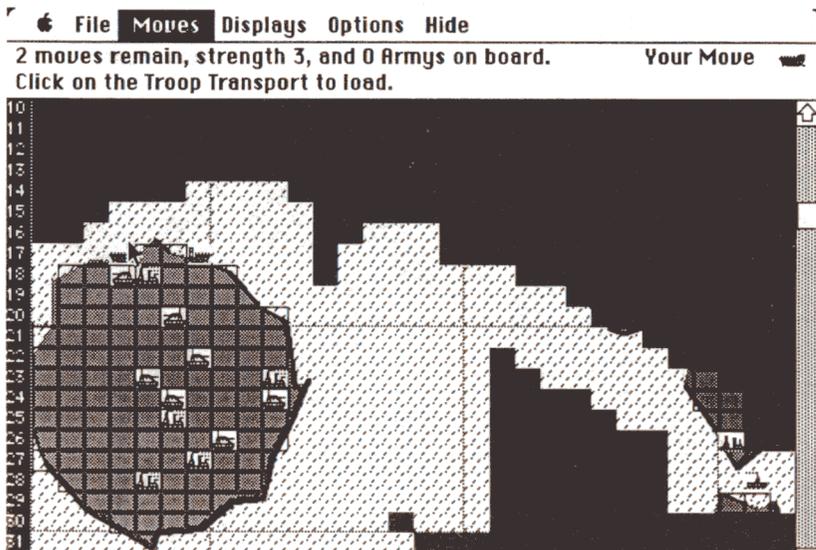
🍎 File Moves Displays Options Hide

2 moves remain, strength 3, and 0 Armys on board.   **Your Move** 🚢
Click on the Troop Transport to load.

🍎 File Moves Displays Options Hide

2 moves remain, strength of 2.   **Your Move** ⚓

Figure 5-7: Click on Transport to Load

Once the Troop Transport is loaded it may be moved to another continent. Once you have found new land, you can either unload them on the coastline or keep moving the Transport until you find an uncontrolled city.
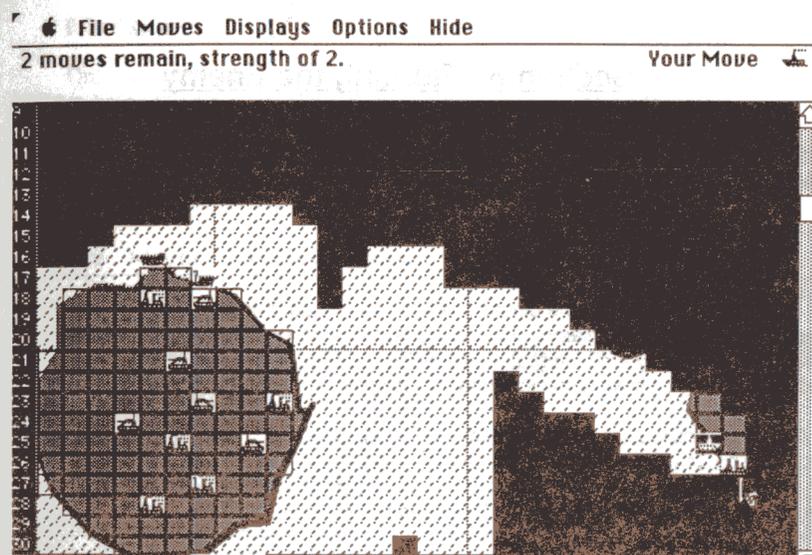
Figure 5-8: A City on another Continent.

At this point in the example game, rapid expansion is key to getting ready to square off against the enemy. The more cities you control, the more production you will have, and hence, the more strength you will have.

5.4 Exploration Tactics

A good tactic is to unload only a few Army pieces from a Transport on any newly discovered continent. These Army pieces can be used to capture one or two cities, which can then proceed to produce the Armies needed to capture the rest of the continent. Then the Troop Transport can proceed to look for another continent and have Army pieces remaining to conquer it.

Fighters can be tremendously helpful in finding and exploring new continents because of their mobility. You might even produce a Fighter for your very first piece; your continent will be completely explored in a much shorter time than if Armies were used to explore it.

Having an ample supply of Army pieces near the 'frontier' will also help towards rapid expansion. As you expand outward from your home island, you can use your "inner cities", those cities far away from the front lines, to produce more expensive items like Destroyers or Battleships. Producing lots of armies on your front lines will help to protect your newly conquered continents from enemy invasion.

Section 6 - Fighting the Enemy

This section describes how enemy pieces become and remain visible, and how to engage in combat.

6.1 Spotting the Enemy

The enemy has the same pieces available as you do, and the rules governing the use of each apply just the same. Enemy pieces are also similar in appearance as your pieces, only they are pictured in 'reverse', e.g. white on a black background as opposed to black on a white background as your pieces appear.

Your first encounter with the enemy will be unexpected, of course. Sooner or later in the process of expanding your empire outwards you will bump into, or be bumped by, an enemy piece. *Remember: spotting goes both ways: if you see the enemy, the enemy also sees you.* (This does not apply to Submarines, except in the case that the spotting piece is a Destroyer.)

6.2 Visibility Rules

Once you have spotted an enemy piece, it remains visible for a number of days depending upon what type of piece it is. While visible, the enemy piece's movement is recorded on your Map.

Armies   - 2 Days after last discovery.
Fighters - 3 Days after last discovery,
Ships   - only during day of discovery.

After the number of days has passed, the enemy piece will disappear unless you again move next to or collide with it.

Note: While the type of piece is displayed on your map, the *number* of pieces is not. In other words, if an enemy Army is shown on a sector next to one of your pieces, it could represent any number of Armies.

6.3. Combat

Only two adjacent pieces can engage in combat at one time. The initiator of the battle is called the **attacker** and the opponent is called the **defender.**

In order to attack, click on the enemy piece when the attacker is the current piece. At this point, a 'die' is rolled to determine the outcome of the battle. In Figure 6-1, your army initiates a battle with an enemy Army.
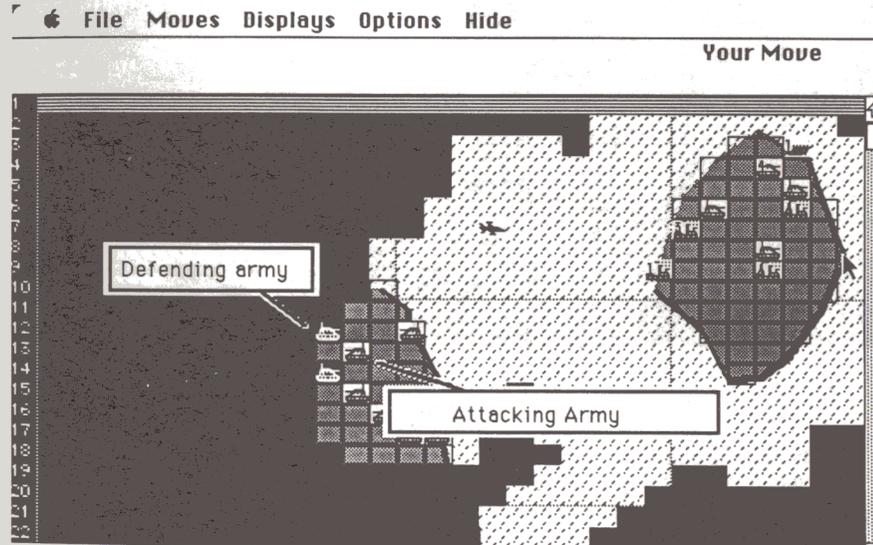

Figure 6-1: Initiating Combat

The **strengths** as well as the **types** of the pieces involved in combat are factors which are considered in deciding the outcome of battle. Strategic Conquest may also consider whether the piece is the attacker or the defender.

Attacking is considered as a move, and pieces with more than one move can attack **twice** per day. However, after a piece has attacked twice, it can no longer be moved that day.

Every battle has three possible outcomes: the enemy piece is destroyed, your piece is destroyed, or a **draw**. A **draw** occurs if the defending piece **repels** the attacking unit. Figure 6-2 shows a Draw result from an enemy army attacking your army.

```
  File  Moves  Displays  Options  Hide
                                              Enemy Move
Your Army repelled an attacking Army.
```
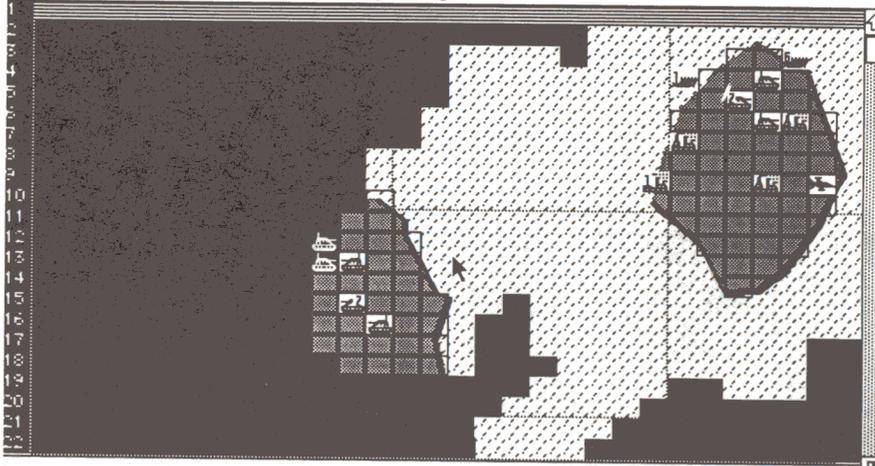

Figure 6-2: A 'Draw'

In all three outcomes, either or both pieces can sustain **damage**, which is deducted from the Strength. Once a piece has reached a certain level of damage, it becomes **crippled**. A piece crippled in battle loses some mobility in addition to the lost strength. In all cases, crippled pieces can be repaired in one of its controlled cities at a rate of 1 unit of strength per day. Note: Army pieces are never crippled, they have but 1 unit of strength to begin with. **Crippled pieces can only attack once per day.**

6.3.1 Combat Between Different Pieces

It is important to re-emphasize that Strategic Conquest does not specifically prohibit you from doing any move, or making any sort of attack. You may attempt the move or attack, and you will be warned once if the move imperils the attacking piece to certain failure, but if you re-enter the same move, it is done. Armies, however, are an exception to this rule: they will not go into the water.

Note: By saying that a particular piece "will always draw against" another type of piece implies that you can make the attack, but neither piece will be destroyed or suffer damage as a result.

Also, the distinction is made between which piece 'attacks' and which 'is attacked.' While a Transport will always draw when <u>attacking</u> a Destroyer, the enemy Destroyer may lose and be destroyed when it acts as the attacking piece against the Troop Transport.

Tank Vs. Surface Ship

An Army piece, with its mortars and artillery, etc, can attack an adjacent, surface ship pieces, but does so at a disadvantage. <u>Armies will always draw against Submarines.</u>

Army on Troop Transport

While on Troop Transports, Army pieces can only attack enemy targets on land sectors, including any type of piece in a city. However, if you try to attack a sea-based enemy target with an Army on a Transport, and override the computer's confirmation prompt, your Army will drown without inflicting any damage.

Surface Ship vs. Land Target

All Ship pieces, except Submarines, can attack pieces which are on the coastline, but do so at a disadvantage. Submarines will always draw against enemy pieces on land sectors.

Strategic Bomber

Strategic Bombers attack air-based pieces at a disadvantage, and detonate against land and sea based pieces. Bombers also defend at an extreme disadvantage. When attacking cities and land-based targets, Bombers destroy any pieces (including itself) within the blast radius generated by its bombs. In addition, the defender loses control of all cities within the blast radius.

Submarine

In addition to the advantage of stealth, Submarines attack sea-based targets with an advantage. However, Submarines will always draw against air and land based targets.

Special Rules

A submarine attacking a fighter or bomber will always draw.

A submarine attacking anything on land or in a neutral city will always lose without damaging the piece it was attacking.

Fighters, when attacking other fighters or bombers, have twice their normal strength.

A destroyer will have twice its normal strength when attacking a submarine.

When a ship is in a city and it is attacked it defends itself with only 1/8th of its normal strength.

When a bomber drops its bomb all ships and armys of both players are destroyed that fall within the blast radius. Fighters and bombers in bombed cities are destroyed while those not in cities (ie. in the air) will survive.

6.4 Invasion Tactics

Landing an invasion requires planning and organization. In order to be successful, many factors must be considered: how to maintain your supply lines to keep up the attack, how to cripple the enemy's supply lines to weaken his forces, and how to keep hold of the newly acquired territory.

One important task is to locate as many enemy cities as possible on the target continent. With this information, you will know where his forces will be coming from and use Bombers to cripple the enemy's production. You will also know where to land your troops in order to conquer the cities as quickly as possible.

You will need a good number of Troop Transports loaded with Armies. A good estimate is about one full Transport for each enemy city for the initial invasion. After unloading a Troop Transport, take it back to one of your continents for reloading.

As in exploration, getting control of the cities is key to a successful invasion. Not only will you reduce the enemy's ability to maintain the defense, but you will also be able to build up your invasion forces and get them to the front as quickly as possible.

Another important task is to bring your Navy behind the target continent and sink any enemy Transports which come to help the defense. You will also need to have good air support to defend your troops from enemy aircraft. Remember: it took you much longer to bring your Army pieces to the invaded continent than it takes for the enemy to replace any of its lost Armies, therefore it is imperative that yours last as long as possible.

Aircraft Carriers can be extremely useful in bringing effective air support to an invasion: just put one or two around the target continent so that you can attack most of the territory with your Fighters.

Appendix A

A Beginners Guide to Strategic Conquest

A.1 Before You Begin

Strategic Conquest is an intense wargame where the human player is pitted against the computer in a battle for world domination. Each player starts with a single city on an unexplored map, and nothing else. From here, each player must produce pieces efficiently, and explore and conquer the world quickly. The faster you can expand, the more pieces you will accumulate, and therefore become more powerful.

Each city can produce any of the various pieces used during the game, but only one at a time. Each of the pieces has its own strengths and weaknesses, and has its own relative production costs. There are three types of units: Ground, Air, and Sea. Ground and Air units may be produced in any city, while Sea based units can only be produced in port cities.

A.2 Starting a new game

The first thing that you will need to do is to boot your Strategic Conquest disk. After a few minutes of the drive whirring, and an initial ProDOS boot message, you will be running Strategic Conquest. The **Game Set-Up** window should now be on the screen, prompting you for a skill level to play at. For your first game, try skill level 1 and click the button marked **continue**.

The next thing that will appear on the screen is the **Production List** for your first city. Army will be the default piece to produce. Go on ahead and click **Continue**, as an army is always a good first piece to produce. Armies are the only type of piece capable of conquering an uncontrolled or enemy city, so you will need lots of them if you are going to get anywhere.

After you have selected your first city's production, you will be prompted for the location of your saved game. If you do not wish to save this game, then you may simply click the button marked **Cancel**.

A.3 Your first army

After four days, your first piece will be produced. Start to move the army around your home island. The piece that is to be moved will begin flashing. Notice the pieces icon displayed in the upper right corner of the screen. Position the mouse so that the pointer is in an adjacent sector and click. Each sector of movement equals one game day. By the time you have moved four sectors, your city will have produced another army.

A.4 Conquering more cities

When you come upon an unconquered city, you will want to take it over. To do this, you need to move one of your armies directly on the city you wish to take over. If the attack is successful, the city is yours and you may choose production for that city. If not, you lose the army and nothing happens. In either case, the army is lost.

A.5 Your Home Island

Once you have completely explored your home island, you will want to begin to change your production towards getting to the next island. (and the next, and the next...) As soon as one of your port cities produces an army, position the mouse over the city, and click the button twice in rapid succession. Now set the cities production to Transport.

Now what you will need to do is send your armies to the city that is producing the transport. Instead of clicking ahead of each piece every day, you can assign a destination to a piece. When one of your pieces is flashing, click on that piece and hold the mouse button down as you drag the pointer to another location. A line will be drawn between the piece and its destination sector. A number appears in the upper right corner of the screen indicating how many sectors the piece will have to travel to get there.

Troop transports are the only piece capable of carrying armies across the ocean. Each troop transport can carry up to 8 armies.

A.6 Looking for other islands

Another extremely important piece is the Fighter. Fighters are capable of moving up to twenty sectors in a day, and this makes them the most effective piece for reconnaissance operations. You should immediately begin working on a fighter, and when it is produced you should immediately begin looking for other islands to conquer.

Fighters can move twenty units in a day, and can carry fuel for twenty sectors. A fighter can refuel in any friendly city, or on an aircraft carrier. What you will need to do with your fighter is use it to scan the water around your entire island to find a nearby island to land your troop transports on.

A good initial strategy is to drag the fighter 10 moves out from a city, and return back, all in one day. Keep exploring dark areas until you have explored everything in a 10 sector radius of the city.

A.7 Leaving your home island

Once your troop transport is built, you have to load it with armies. To do this, move the transport out of the city, and next to a stack of armies. Now select **Transport Load** from the **Moves** menu and click on the transport. All armies adjacent to the troop transport will move onto the transport. If you do not have eight armies nearby, the transport will wait until it has eight armies onboard, or until you wake the transport up.

When you have the transport filled with armies, send it out into the water in the direction of the nearest island. If you have not yet discovered another island with your fighters, your best bet is to head for the center of the map. Once you are on the coast of another island, you must wake up your armies before you can move them onto the island. Do this by selecting **Wake** from the **Moves** menu and clicking on the transport full of armies. Your armies will wake up automatically if you pass next to an uncontrolled city, an enemy city, or an enemy piece.

A.8 Discovering the enemy

Eventually, possibly even sooner than this, you will discover the enemy. Combat is initiated when you have two opposing pieces adjacent to each other, and one piece tries to move onto the other piece. After the battle, either the attacker or defender will be destroyed or damaged, or the battle will be a draw. If a piece is damaged, its strength will go down, its movement will slow down, and it will get only one attack per turn instead of two. If a piece is destroyed, it is removed from play.

A.9 Winning the game

As with any battle, there can be only one winner. Such is the case with this game. When one player is clearly overwhelmed by the opposition, a window will appear either asking the player to accept the computers surrender, or to give up hope.

There is much more to the game of Strategic Conquest that what has been outlined here, but this quick guide should be enough to get you started on the game. After playing your first game of Strategic Conquest, please read the rest of this manual to learn more about the various piece types.
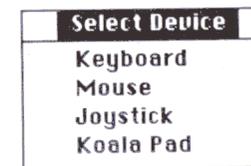
Appendix B

How to use the Mouse-Driven Interface

B.1 How to Mouse

Strategic Conquest II was originally implemented on the Apple Macintosh computer. As such, we have adopted Apple's standard mouse-driven interface. Although the controls were designed around a mouse-type device, you can control Strategic Conquest II using a Joystick, Koala Pad™, or with the keyboard. First, there are some basic skills which you will need to master.

B.2 Selecting an Input Device

If you have a mouse, Strategic Conquest II will default to using it as the current input device. To use the mouse, simply boot the program and start using it. To change input devices, hold down the **Open-Apple** key and press the **?** key. You will be greeted with a small window. Using the arrow keys, select which input device you would like to use. Press **ESC** or **RETURN** when you have finished selecting your input device.

```
┌─────────────────────┐
│   Select Device     │
├─────────────────────┤
│   Keyboard          │
│   Mouse             │
│   Joystick          │
│   Koala Pad         │
└─────────────────────┘
```

B.2.1 Clicking, Dragging and Double-Clicking

There are three basic actions that you will need to know how to perform: Clicking, Dragging, and Double-Clicking.

Clicking: To click on an object, place the pointer on top of the object, and press and release the button *(If using the keyboard, the Solid-Apple key is the button).*

Dragging: To drag an object, position the pointer on the object and click and hold the button. Now, move the pointer to the location you wish to drag the object to. Release the button when the pointer is in the appropriate location.

Double-Clicking: To double-click on an object, position the pointer on the object. Now click the mouse twice in rapid succession.
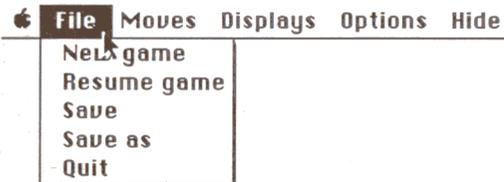
B.2 The Pointer

▸

- Pointer -

When Strategic Conquest II boots up, you will notice a small North-NorthWest arrow in the upper left corner of the screen. This is called the pointer. The mouse, keyboard, joystick, or Koala Pad all serve one common purpose: to move the pointer around on the screen. Moving the currently selected input device will move the pointer around on the screen.

The pointer is used to control all activities in Strategic Conquest, except where keyboard input is required *(such as for entering file names to save or load a game),* or when you have specified the keyboard as your input device.

B.3 Pull-Down Menus

 ** File Moves Displays Options Hide

The first thing that you will notice about Strategic Conquest is the *Menu Bar* at the top of the screen. Along the top of the screen, in the **menu bar,** are titles of the menus you can choose from. If you press the button while you're pointing to a menu title, the title will become highlighted and a menu will appear. The menu contains **commands** which you may now select. When using the keyboard as your input device, you may access items in the pull-down menus by simply using the **ESC** key. Pressing **ESC** once will put the pointer on the menu bar. To move from option to option on the menu bar, use the left and right arrow keys. Once you have the pointer on the option you like, use the up and down arrows to access all the commands in that menu.

 ** **File** Moves Displays Options Hide
        New game
        Resume game
   Save
        Save as
        Quit

Move the pointer down through the menu. When you are on top of a given command, it will become highlighted. Release the button when you have selected the command you wish to execute. The menu will disappear, and the command you have selected will be executed.

B.4 Windows

Some menu commands, as well as certain activities in the game will cause a new **Window** to appear on the screen. The window which is *in front* is the window which is currently in use, and that is the window which is currently accepting commands. Some windows will have **scroll bars,** which consist of a horizontal and a vertical bar on the right and bottom sides of the window. The scroll bars have an **arrow** on either end, and a **thumbwheel** which moves in the center of each bar.

B.4.1 Scroll Bars

To move the scroll bars, you can do one of three things. First, you can *click* on the **arrow** at either end of the scroll bar. Second, you can *click-and-drag* on the **thumbwheel**, and placed it at any position that you wish. Third, you can *click* on the **gray region** that is above and below the thumbwheel. Please note that the thumbwheel indicates the *relative location within the current window*. If you want to go to the end of the window, move the thumbwheel to the end of the scroll bar.
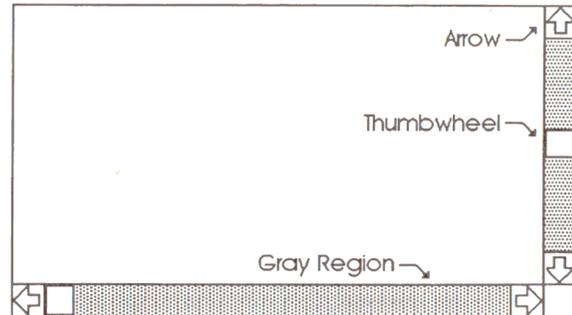

B.4.2 Buttons

Some windows contain buttons which can be pressed. There are several types of buttons. The first type are just plain buttons. When pressed, they will highlight. When you release the button, whatever activity was so designated by the button will happen.

The second type of buttons, called **Radio Buttons**, function much like the program select buttons in a car stereo. Only one button out of a whole group of buttons may be active at any given time. When you select a radio button, the previously selected button becomes deactivated.

To activate either type of button, position the pointer on top of the desired button and *click* the button once.

B.6 Using the Keyboard
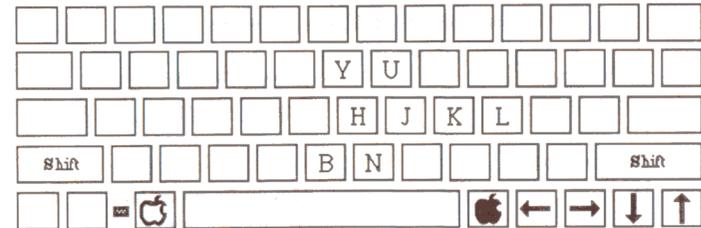
When using the keyboard as the current input device, the Open-Apple key activates pointer movement. Use the Arrow keys to move the pointer up, down, left and right. Alternatively, you can use the H-J-K-L-Y-U-B-N keys to move the cursor. H and L move the cursor left and right, J and K move up/down, and the Y-U / B-N combinations move the cursor at 45° angles. Depressing the Shift or Caps-Lock keys makes the HJKLYUBN keys move in steps of five.

Key	Action
Open-Apple	Initiates cursor movement
Solid-Apple	Acts as Mouse Button

While depressing the Open-Apple key :

Key	Action
Left-Arrow	Moves Pointer Left
Right-Arrow	Moves Pointer Right
Up-Arrow	Moves Pointer Up
Down-Arrow	Moves Pointer Down
H	Moves Pointer Left
J	Moves Pointer Up
K	Moves Pointer Down
L	Moves Pointer Right
Y	Moves Pointer Up + Left
U	Moves Pointer Up + Right
B	Moves Pointer Down + Left
N	Moves Pointer Down + Right
Shift	Moves HJKLYUBN 5 Spaces
Caps-Lock	Moves HJKLYUBN 5 Spaces