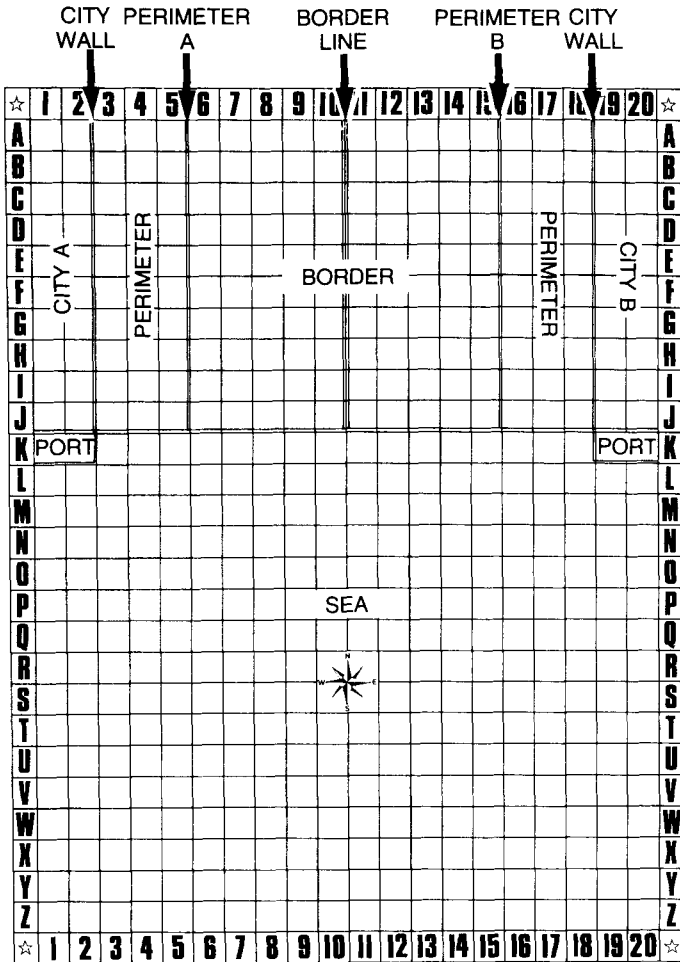


"CONFLICT" COMPUTER/BOARD GAME FOR TWO PLAYERS (16K. ZX81/48K SPECTRUM)

A. THE BOARD



At the beginning of the game, no pieces are on the board.

B. SYNOPSIS

1. Object of the game

- a) Endgame:—
To march an army into the enemy city.
- b) Limited:—
To occupy a larger portion of the enemy territory after a pre-arranged number of moves. The leader with the most territory over the Border Line wins.

2. Method

By raising and maintaining army units which can march towards the enemy city, defeating any opposing army units. To do this requires skill, luck, and money.

3. Making money

- Money can be raised in three ways:—
- a) Market:— by buying and selling shares in metals on the stock market.
- b) Oil:— by finding and then drilling an oil well, the oil being sold at the going rate.
- c) Ships:— by capturing neutral merchant shipping, and increasing ones holding on the market.

C. STARTING THE CONFLICT

- Players decide who is leader A and who is leader B.
- Each player receives an 'Oil Survey Map' and his pieces.
 - For each player the maximum number of pieces allowed on the board at any one time is:— 50 army units.
10 warships
 - For neutral shipping, no more than 5 of any one cargo at any one time. e.g. 5 gold.
- Players decide if it is an 'Endgame' or a 'Limited' game. If the latter, the number of moves is agreed.
- LOAD the program "CONFLICT"

[In the following instructions, these brackets indicate the display on the screen.]

IMPORTANT

- Press 'NEWLINE' or 'ENTER' to continue the game.
- Any counters removed from the board during "CONFLICT" may be re-used.

D. LEADER A : GO 1

1. The Market

ITEM	HOLDING	PRICE	DIFF
GOLD	0	50	0
SILVER	0	40	0
COPPER	0	30	0
IRON	0	20	0

LEADER A RESERVES:— 25000
DO YOU WISH TO TRADE?

This tells you how many shares of each metal you are 'HOLDING', their 'PRICE' per share, and how the price has changed ('DIFF') since the last leaders go.

The price of shares although also controlled by factors beyond a leaders control, can be influenced by the trading done. Buying shares tends to make the price rise, while selling shares tends to make the price fall. This gives players the opportunity to make money by buying and selling shares, and also, since go's on the market are alternate, to influence the price of the enemies shares.

Skilful handling of the market can be the key to victory in more ways than one.

Enter Y if you wish to trade, and N if you do not.

If Y is entered the bottom line will turn to 'GOLD'?

Enter the number of shares you wish to buy. To sell shares enter minus the number e.g. -50 sells 50 shares.

If not dealing in gold DO NOT enter N. Enter 0.

This process is repeated for 'SILVER', 'COPPER' and 'IRON'. You will be informed if you have tried to buy or sell more than is possible, and will get another chance.

2. Buying and maintaining Forces

- a) [DEFENCE (LEADER A)
A) MAINTENANCE
1) ARMY UNITS
(500 EACH)]

Each army unit on the board costs 500 per go to maintain. Count up all units and enter the number. (At this stage 0).

Any army units which you no longer wish or can afford to maintain, **MAY BE REMOVED FROM THE BOARD**. They can of course be re-purchased later up to the maximum 50 at any one time.

- b) [B) PURCHASE
1) ARMY UNITS
(1000 EACH)]

Enter the number required, 0 if none.

Any army units raised are now brought onto the board. For Leader A they can be placed on any land square *west of the border line*. For Leader B any land square *east*.

- Only one army unit is permitted per square.
- Each row (e.g. row C) can only contain a maximum of 5 army units of any one leader. (10 altogether max. 5 of each leader).
- Army units can only be moved at the beginning of any subsequent go. (see Sect F)

- c) [2) WARSHIPS
(2000 EACH)]

Enter the number required, 0 if none. Warships cost nothing to be maintained.

Each leader can have a maximum of 10 warships at any one time. If a warship is lost or sunk, a replacement can always be purchased.

- No more than 2 warships are permitted on any one square, and no more than 3 ships altogether. (e.g. 1 warship, 1 gold ship, 1 iron ship) Opposing warships cannot occupy the same square. There is no limit to the number of ships allowed in a port.
- Bring all ships purchased onto the board in the port. Ships in a port are impregnable.
- The movement of warships is controlled by the weather. (see D.4).

- d) [DEFENCE EXPENDITURE]

This is for information only. Press 'NEWLINE'

- 3) [REVENUE]

This is for information only, the interest rate being beyond a leaders control. When the interest rate is high a healthy reserve balance can produce a useful revenue to help the war effort. Press 'NEWLINE'

4) [WIND DIRECTION : (varies) FORCE : (varies)]

The maximum change in the wind per go is:—
DIRECTION : $\pm 90^\circ$ FORCE : ± 3

The possible movements of all warships, and the actual movements of all the neutral ships, is controlled by the weather.

a) Warships:—

The wind direction restricts the directions in which warships may move.

i) DIRECTION:—

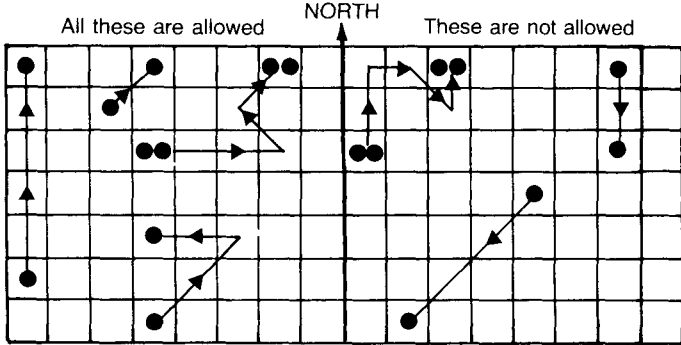
A warship may move in any direction except into the wind. For example, NORTH indicates that a warship may move W, NW, N, NE, or E. But not SW, S, or SE.

ii) FORCE:—

A warship may move any number of squares up to and including this number.

iii) For example, suppose

[DIRECTION : NORTH FORCE : 5]



iv) Only the warships of the leader whose go it is can be moved.

v) There is one exception to this. For a FORCE : 10 all warships must move 10 squares in the direction shown.

If they go off the board they are lost.

If they hit land they are sunk.

If they enter their own port during any stage of the move they are safe.

If they enter the enemy port they are sunk.

Since all shipping in a Force 10 would be moving at the same time, NO collisions can take place.

b) Neutral Merchant Ships:—

These ships (see 6e) simply follow the weather as given.

They are moved always BEFORE the warships have moved.

If they go off the board they are lost.

If they hit land they are sunk.

If at any stage in the move they enter a port they are captured.

If at any stage they move onto a square holding warships they are captured, but if that square already holds maximum shipping (see 2c i) they move through the square, or if at the end of the move, stop before it.

5. Surveying and drilling for oil

[OIL EXPLORATION (LEADER A)
1) OIL SURVEY (5000) ?
2) TEST DRILL (1000) ?
3) NEITHER ?]

Hidden somewhere on the land (chosen at random at the beginning of the game) are 12 squares containing oil bearing rock. 6 between the border line and the city walls of each city.

To any leader who can successfully find and then drill them, each oil well will produce 1000 barrels of oil per go which is sold at the going rate.

a) OIL SURVEY

Enter 1. 5000 is deducted from your reserves.

[GIVE CO-ORDINATES OF SURVEY LETTER ?]

You can only survey for oil from a square on which you have an army unit at that time.

Enter the correct letter.

[NUMBER ?]

Enter the correct number.

A survey looks at the nine squares of which the army unit is at the centre to see if there are any which contain oil bearing rock.

There are three possible results:—

i) [RESULTS SHOW NO OIL IN THIS AREA]

ii) [RESULTS SHOW OIL BEARING ROCK IN THIS AREA]

One or more of the squares contains oil bearing rock. If the square from which the survey was conducted does not contain any oil then OIL EXPLORATION will be displayed again.

Otherwise,

iii) [: : : : STRIKE : : : :
YOU HAVE STRUCK OIL AT ?]

IMPORTANT

Whatever the result, keep a close record of all surveys and drills conducted by both leaders on your oil survey map. You will probably be able to devise your own system for doing this. e.g. shading empty rock, asterisk oil wells. etc.

b) TEST DRILL

If result iii) was obtained you will have been credited with one oil well. However, if result ii) only was obtained, you may now make test drills to establish which of the remaining 8 squares (it may be one or more) contain oil bearing rock.

Enter 2. 1000 is deducted from your reserves.

[GIVE CO-ORDINATES OF TEST DRILL LETTER ?
NUMBER ?]

Enter the co-ordinates of any of the remaining 8 squares. You may drill for oil on any one of a 9 square block provided an army unit is at its centre, but at 1000 a test drill it usually makes sense to conduct a survey first.

There are two possible results.

i) [YOU HAVE NOT STRUCK OIL]
ii) [: : : : STRIKE : : : :
YOU HAVE STRUCK OIL AT ?]

c) When an oil well has been struck it will no longer register on a survey or a test drill. If desired, a second survey after the strike will tell you if one or more regions of oil bearing rock still remain on any of the 9 squares.

If neither required Enter 3.

d) [OIL REVENUE]

This is for information only. Press 'NEWLINE'

6.

[1) CAPTURED SHIPS
2) CAPTURED OIL WELLS
3) SEA BATTLE
4) MISSILES
5) NONE]

If you wish to use any of these, it can be advisable to take them in the given order.

a) CAPTURED SHIPS

Enter 1.

[GOLD ?]

Enter number captured, 0 if none.

This is repeated for SILVER, COPPER, and IRON.

For each neutral ship captured (see D 6 e) the leader will be credited with 400 shares of that metal at the beginning of their next go. A neutral ship is captured if it enters a port. This may happen in a number of different ways.

i) It may sail into a port following the wind.

ii) It may be forced into a port by an escort of warships who have captured it. Any warships which escort neutral ships into port cannot continue to move in that go, but remain in port. (see 2 c i).

Once in a port a captured ship must be entered on that go. The counter is removed and may be re-used.

b) CAPTURED OIL WELLS

Enter 2.

[HOW MANY ?]

If any army unit has taken a square containing an enemy oil well, then it is entered now. The revenue from this well now goes to the new leader.

c) MISSILES

Enter 3

Due to the high cost the use of missiles is unlikely to occur in the early stages of a conflict, and in some games it may not occur at all. It provides a means for a leader with greater reserves to pressurise his opponent by launching a missile attack against him.

The defending leader must then either,

Purchase defensive missiles thus further draining his resources,

or

face the prospect of the attacking missiles landing and destroying their target area(s).

[PURCHASE OR ATTACK ?]

Enter P for purchase

i) [MISSILE SYSTEMS
1) OFFENSIVE (10000 EACH) ?]

Enter 0 if none.

ii) [2) DEFENSIVE (5000 EACH) ?]

Enter 0 if none. If 1 or more are purchased,

[SITING OF ? DEFENCE MISSILES]

A leader can site his defensive missiles to defend three possible areas:—

[CITY ? His own city. Enter 0 if none.
PERIMETER ? Between his perimeter and city wall.
BORDER ? Between the two perimeters.
Enter 0 if none.]

iii) [MISSILE REVIEW
MISSILES A B
OFFENSIVE 0 0
DEFENSIVE 0 0
CITY 0 0
PERIM 0 0
BORD 0 0]

A leader is not able to launch offensive missiles on the same go as he purchases them. This gives the opposing leader time, if he is able and wishes to, to install defensive missiles.

iv) Enter A for attack.

[MISSILE REVIEW is displayed as above]

Press 'NEWLINE'.

[GIVE NUMBER AGAINST:—
CITY ?]

An offensive missile is always targeted at one particular land square, but if it strikes it destroys all army units on the 8 adjoining squares as well. (9 max). Oil wells are quickly returned to full production and hence appear unaffected.

Any missile launched however, will be targeted on any of the three land areas i.e. CITY, PERIMETER and BORDER (see 6 c ii). It is not possible to launch a missile attack on enemy army units in ones own perimeter.

It is not necessary for the attacking leader to say precisely where he is targeting his missiles. He can reveal that information if and when they strike.

Enter 0 if none against city.

[PERIMETER ?
BORDER ?]

v) The offensive missiles are now launched and immediately any available defensive missiles will be fired to destroy them.

[MISSILE STRIKES FOR LEADER A
CITY 0
PERIMETER 0
BORDER 0]

One defensive missile will always destroy one offensive missile targeted at its area, but all other missiles will strike and destroy the 9 square target area.

It may happen that a missile targeted near a dividing line of two areas destroys army units in both of them, but only missiles installed in the targeted square area can be fired in defence.

d. SEA BATTLE

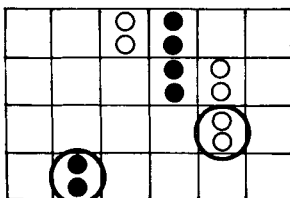
Enter 4.

Enemy ships may only be attacked by warships which are in any of the four immediately adjacent squares.

i) [GIVE NUMBER OF:—
ATTACKING SHIPS ?
DEFENDING SHIPS ?]

All warships in immediate adjacent contact must be entered since they would all be involved in any conflict. No other ships in the area are in range.

For example,



Dark attacking ships 4
White defending ships 4
The ringed ships are out of range.

ii) [YOU HAVE SUNK ? SHIPS
YOU HAVE LOST ? SHIPS]

Any warships lost are removed from the board. The attacking leader decides which warships have in fact been sunk. Any captured neutral ships freed by their escorting warships being sunk, remain on the same square, and unless recaptured, move with the wind as before.

e) NONE

Enter 5

[A SHIP CARRYING (?)
HAS JUST BEEN SIGHTED
CO-ORDINATES :— ?]

This will not necessarily happen on every subsequent go. Bring the neutral ship onto the board at the correct co-ordinates. If there are warships at this co-ordinate it is captured.

If there is already maximum shipping at this co-ordinate (see 2 c i) it has mysteriously sunk.

If 5 of this type of ship are already on the board, then it was a false sighting.

E. LEADER B : GO 1

[LEADER B : GO 1]

Leader B has his go.

F. ALL SUBSEQUENT GO'S

[ARMIES MAY BE MOVED]

1. Moving Army Units

The leader whose go it is may now move his army units if he wishes to.

- a) Each army unit can only move one square per go.
- b) Army units can only move up or down the row in which they were placed (e.g. row B). They cannot move from row to row.
- c) Any army unit which crosses the enemy city wall has won the conflict.

2. Conflict on the land

It is at this stage that any land conflict takes place. The outcome of any conflict, which takes place on a row basis only, is decided by opposing numbers.

- a) The leader whose go it is is the attacker.
- b) Only those army units which are next to each other can be involved in the rows conflict. Detached army units are out of range.
- c) For equal numbers of opposing army units, no army units are lost. The attacking leader cannot move forward.

For example,

d) Since 5 army units of each leader is the maximum allowed in each row, 5 army units opposing 5 army units is stalemated, as long as each leader can afford to maintain them.

e) The maximum situation is a leader who has 5 army units in each row. (Their maximum of 50). The cost of maintaining such a force would be 25000 per go, and in the later stages of a game, clever dealing on the market can provide (with a little luck) such a sum. An opposing leader trying to break such a deadlock, must seek to upset his opponents ability to raise this money. He may:—

i) Try to bring financial pressure to bear by his own dealings on the market. (Try to make the price of your opponents shares fall at the right time).

ii) Launch offensive missiles (see D 6 c).

f) The perimeters mark the last line at which a defending leader can still have 5 armies in a row. If 1 army unit of an attacking group of 5 crosses this line they will always meet a foe inferior in numbers, and unless they are not maintained, or some are hit by missiles, they will eventually reach the enemy city. (In hopeless situations defending leaders may consider surrender at this stage).

3. A Successful Attack

If an attacking leader has any advantage in numbers he may move forward one square removing one enemy army unit. (Any army units lost in this way may still be re-purchased at a later stage).

For example,
becomes

4. Tactical Withdrawal

Had it been the white leaders go at the stage shown above, and he was unable or unwilling to raise more army units, he could have made a tactical withdrawal. (retreat?).

becomes

5. Behind the Enemy Lines

A leader cannot bring new armies onto the board behind the enemy army units in that row.

H. SOME POINTS TO BEAR IN MIND

Undoubtedly individual players will learn by experience how best to play and win the conflict, developing new tactics to challenge and baffle their opponent with.

Here are a few points for starters.

1. Do not invest in army units for offensive purposes too soon, unless you have a good tactical reason for doing so. The likelihood of being able to make and sustain a successful offensive in the early stages is small. Although it can happen, leading to a quick victory, it may also lead to a quick bankruptcy.

2. Plan ahead. It is often advisable, though by no means essential, to have an initial policy.

For example, a possible policy might be:—

- a) Invest heavily in warships in order to capture neutral merchant shipping; then
- b) Survey and drill for oil to give a regular revenue, to enable
- c) Investment in the market, and
- d) The mounting of a sustained offensive.

However, an alternative policy might be:—

- a) Invest heavily in the market to raise money to
- b) Raise a small army to gain a territorial advantage, supported by
- c) Surveying and drilling for oil etc.

There are many many others, and each player has the opportunity to choose and alter his tactics as the conflict develops, and as his opponents tactics become clear.

I. NOTES

1. To save a part completed game

- a) See section D.6. Set up cassette to record.
- b) Start tape.
- c) Enter 6. The game will be stored on cassette at this stage.
- d) To retrieve game 'LOAD' as usual "CONFLICT"

2. If you do something wrong

Should the worst happen and you press the wrong key, *DON'T PANIC*. If the game moves on there are two alternatives.

i) You may just have to live with your mistake and learn to be more careful.

ii) You may be able to try and make an impossible move following on from your mistake move, in which case you will be informed and get another chance.

For example, suppose at Section 2 a) you entered that you had 8 army units to maintain but in fact you have none. To overcome this you could try to buy ~~100000~~ army units, in which case

INSUFFICIENT RESERVES

and you will get another chance.

If however, you break the program, still don't panic. You will probably get a report 2.

For example, suppose 2/2130

Enter GOTO 2130

You will lose whatever was displayed on the screen, but nothing else. Make the correct entry and the game continues.

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