

GALACTIC BATTLE BY E B SOFTWARE

In its time, the galactic council was the supreme and ultimate authority in the galaxy. It had always been that way and always would remain that way, or so everyone thought. The galactic council was entrusted with the safety of the entire galaxy, and it consisted of one admiral from each planet. Rex Gamma was the oldest and wisest of these admirals, and in times of trouble all looked to him for guidance. After Rex's untimely death, the council was in a state of disarray. Each admiral attempted to gain the powerful position that Rex had held. Finally, in a state of total chaos, the galactic council crumbled. Each admiral left for his home planet, vowing to become emperor of the galaxy. The admirals are here now, ready for battle.

Each player (admiral) must devise a master plan of attack and execute it with cunning foresight. The winner is the player who has achieved total galactic supremacy. In other words, the player who controls the most planets and the biggest fleet of ships is the winner.

Leave the game diskette in the drive while the game is being played. Before the actual game starts, a title screen and introductory display will be shown. At any time during this display you may press any key to go directly to the game.

After the game has loaded, a series of self-explanatory questions will be asked:

1. LOAD A SAVED GAME <Y/N> ?

A. This option allows for the restoring of a previously saved game.

B. Answer N unless a game has been saved.

C. If there is a saved game, answer Y. The game will automatically load, and will resume where it stopped.

2. DO YOU HAVE AN 80-COLUMN PRINTER <Y/N> ?

A. A computer system with an RS232 Interface and an 80-column or wider

printer may select to have the galactic map(s) printed automatically. Answer Y.

B. Players who do not have this equipment, answer N.

C. If you answered Y, the question: ENTER YOUR PRINTER DEVICE will appear.

1. The default value of: RS232/2.BA=9600.DA=8 will appear.

2. If this is your printer device name, press ENTER, Otherwise enter your printer device name. Consult your RS232 manual for additional help, e.g. PIO.

5

[Single-player game

To play a single-player game set the number of planets equal to the number of years at the beginning of the game. Playing a single-player game will help develop good strategy for multi-player games.]

3. INPUT THE NUMBER OF PLANETS <10-34>

A. Select the total number of planets in the galaxy.

4. INPUT THE NUMBER OF PLAYERS < 1-9>

A. Enter the number of players.

B. At this time each player should choose his admiral number. Admiral numbers range from one to the number of players. Ex. player 3 = admiral 3.

5. INPUT THE NUMBER OF YEARS <1-999>

A. Select the number of turns for the game.

B. One year equals one turn.

After these questions are answered, the galactic map will be displayed. As the name implies, this is the map of the entire galaxy. The galactic map is a 20 x 20 grid, Each planet occupies one grid space. Each player's home base is represented by his admiral number. An asterisk, (*), represents an unoccupied planet (controlled by the computer). After the galaxy has been regenerated the question:

NEW GALAXY (Y/N)

will appear. It is recommended that no two home planets be exceedingly close to each other. If all of the players are not satisfied with the map press Y, and

the computer will generate a new galactic map. Once all players are in agreement, press N to continue.

If the printer option was selected, a copy of the galactic map will be printed. If the printer option was not selected, the X,Y co-ordinates of all of the planets will appear. Use the supplied graph paper to plot each planet's position. Put the planet's number at the designated location on the graph.

Each planet on the galactic map is represented by a number. Use this number when referring to a planet.

Remember that each home base is the same as your admiral number.

After the galactic map has been created, the message:

PREPARING FOR GALACTIC WAR

will be displayed. Immediately following this, the main game screen will appear.

This screen is divided into two halves. Column headings are displayed at the top. Their meanings are as follows:

1. PLT This stands for the planet number. In this column the planet numbers, as they appear on the galactic map, are listed in sequential order. These numbers will never change.

2. OWN This stands for the current planet ruler, which corresponds to the admiral number. At the beginning of the game, each player owns his home base and the computer, always admiral 0, controls the rest. As the game progresses, these numbers will change.

3. SHP This represents the number of ships currently occupying a planet. These numbers will change throughout the game. The planets which are owned by the computer, admiral 0, will not display this information. At the beginning of the game, each player starts out with approximately 100 ships on his home base.

4. PRD This represents the production of the planet. At the end of each year each planet produces this number of ships to add to its total arsenal. Each home base has a production value of 10 ships per year. The remaining planets have a value ranging from 0 to 8 ships per year. Once again, the computer-owned planets do not reveal this information. The only way to discover this important value is to conquer the planet.

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During each year of play, every player who rules at least one planet has the option of entering moves. The computer will randomly select the order in which players move. This order will change ever year. While moves are being entered, they will not be displayed on the screen to ensure secrecy. However, a beep will be heard for every key-stroke. After each data entry, press ENTER. Answer three questions for each move:

1. The first question that will appear is:

ADMIRAL x MOVE FROM ?

Where x is an admiral number.

A. Enter the planet from which ships are being sent. Ships may only be sent from a planet that is owned by the admiral making the move.

2. The next question that will appear is:

ADMIRAL x MOVE TO ?

Where x is the same admiral.

A. Enter the planet to which the ships are being sent. The ships may be sent to any planet in the galaxy.

B. The further the distance between the planets, the longer it will take the fleet to arrive. Fleets move at a rate of 3 sectors (grid squares) per year.

3. The last question the will appear is:

ADMIRAL x HOW MANY ?

Where x, once again, is the same admiral.

A. Enter the number of ships to be sent in this fleet. This number must be less than the total number of ships on the planet from which the ships are being sent.

After the last question, ADMIRAL x HOW MANY ?, the first question, ADMIRAL

x MOVE FROM ?, will be displayed again. Notice that the x still refers to the same admiral. At this time additional moves may be entered, following the same procedure as described in the above three steps. When all of that admiral's moves have been entered, press ENTER when the question, ADMIRAL x MOVE FROM ?, appears. The computer will then randomly select the next admiral.

When a player does not wish to move at all, press ENTER when the question, ADMIRAL x MOVE FROM ?, is first displayed.

If at any time invalid data is entered, a message such as: INVALID PLANET will be displayed. The orders for that fleet will be disregarded. Prior, valid fleet orders in the same turn are not affected. For example, if admiral 3 has entered two sequences of orders and is starting a third when he hits / instead of ENTER, the 2 fleets already entered will be saved. The present orders which contain the error, however, will be disregarded. Admiral 3 can continue entering moves starting with the question ADMIRAL 3 MOVE FROM ?. If a mistake is made while entering a move (Ex. typing 11 instead of 1), press the SPACEBAR and re-enter that move.

There are three special function keys besides the SPACEBAR:

T. This key will allow you to change the length of the game. This option can be selected at any time the question ADMIRAL x MOVE FROM ? is displayed. The computer will respond with: NUMBER OF YEARS < 1-999>

As the question implies, enter the total number of years, followed by ENTER. The move sequence will resume exactly where it left off.

M This key will allow you to reproduce the galactic map. This option may only be selected on the first move of any year when the question ADMIRAL x MOVE FROM ? is displayed. The computer will then reproduce the galactic map. If the printer option was selected, a copy of the galactic map will be printed. If the printer option was not selected, the X,Y co-ordinates of all planets will appear

on the screen. After the map has been displayed the move sequence will resume exactly where it left off.

S This key will allow you to save the game. This option may only be selected on the first move of any year. After the disk stops spinning the current player rankings will be displayed and the game will end.

9

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Star Alerts

After all of the admirals have entered their moves the screen will clear. As with any inter-galactic expedition, a fleet may encounter a variety of space hazards. These are commonly known as Star Alerts.

If a fleet encounters one of these hazards a brief message will appear on the screen to inform the admiral of the unfortunate news

Battles

When fleets arrive at their destination, one of two things will happen:

1. If the planet is occupied by another admiral or by the computer, admiral 0, a simulated battle will occur. At the top of the screen, the attacking admiral's status will be displayed. The bottom half of the screen is devoted to the defending admiral's status. The status reports consist of the admiral's number, number of ships remaining, and the planet that is being attacked. After this information has been displayed, the battle will commence. In most cases the attacker will get in the first blow. After each hit the screen will be updated. (Ex. The remaining number of ships will change.) This battle is to the death. The winning admiral is the one with ships remaining.
2. If an admiral sends ships to a planet which he occupies, the ships are added to that planet's arsenal. No battle will take place.

Fleets that arrive at the same planet in the same year do not combine their strength. Each fleet attacks the planet on its own. After all battles have been simulated, the updated main game screen will return. The next year's moves may now be entered.

Diplomacy

During the course of the game, players may find it advantageous to form an alliance. This is perfectly legal. However, back-stabbing, lying, and out-right deception are also perfectly legal. On the other hand, espionage, watching another person input his moves, is strictly forbidden.

Ending the game

When the number of years played is the same as the number of years established at the beginning of the game or during the game, the game will come to an end. All the remaining players will be ranked. The ranking is based on a combination of total production points, the total number of ships, and number of planets controlled by each admiral. Ships that are in transit are not included in the ranking. It is recommended that players stop entering moves 5 to 6 years before the end of the game to ensure that there are no ships left in transit.

12. Suggested game set-ups

Players	Planets	Length of Game
2	16-20	27-36
3	21-26	37-47
4	27-31	48-64
5-9	32-34	65-??

These game set-ups are only suggestions. Part of the fun will be making your own configurations.