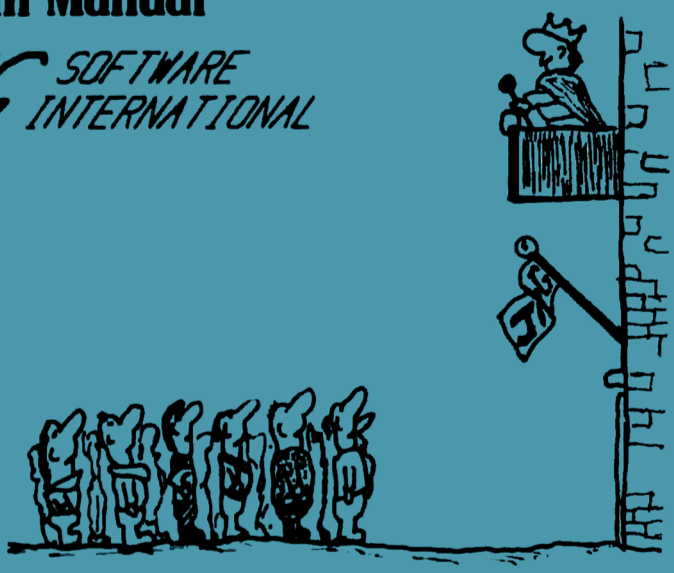
SUPREME RULER PLUS

Program Manual

by JMG SOFTWARE INTERNATIONAL



SUPREME RULER PLUS

This manual and the Supreme Ruler Plus program were written by George Geczy and his trusty TRS-80.

First Printing : May 1983
Second Printing : October 1983
First Revision : September 1984

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Introduction

Supreme Ruler Plus is a program in which you and up to eight other people can govern your own countries. You will have to keep your country's economy in good condition, keep your people healthy and happy, and at the same time do battle with the other countries for control of the world. After a few tries you will find out just how hard it is to balance everything and keep your country prosperous.

This manual is divided into two main sections: Section I explains all the factors that you will have to deal with during your leadership; everything from immigration to the ever-popular taxation. In effect, Section I is a whirl-wind course in "How to rule a country in your spare time". Section II will tie this together with the program itself, explaining the reports you will be shown and the decisions you must make. And to top it off we've thrown in some appendices and such to make your leadership a more pleasurable one. So, sit back and enjoy your moment of power, and remember that the fate of almost two million people rests in your hands as you try to become the "Supreme Ruler".

Enclosed in this software package you should find:

- The Program Disk or Cassette.
- This manual.
- A "Loading Instructions" sheet.
- A Program Registration Card.
  Fill it out and send it in, so that we can keep you informed of program updates and new releases.

Before you get into the job at hand, remember to read the "Getting Started" section of this booklet. After that you can either read Section I and figure out how to rule a country, or else you can start right in without knowing what you're doing like any modern politician would.

Introduction from the Author:

Well, congratulations on choosing this fine strategy/simulation program. You'll find no invading aliens in this game; it's just you and your cunning strategy against the cunning strategy of others, be they human or computer.

This program actually has an interesting history, and the product you are now using is the result of much refinement and it incorporates the suggestions of many users such as you. I enjoy hearing the opinions of the people who use this program, so if you have any comments feel free to drop me a note. Many of the features of this program were born from such comments, and your opinions could very well help in forming the future of this product.

Finally, this is the place where most authors acknowledge the help of people who worked in getting the product together. Well, I'd like to acknowledge ME for working darn hard and putting in late nights to see this through. I hope that you will enjoy this program for many hours to come,

-- George Geczy, 1984.

Getting Started

Well, I'm sure that you're all excited about your new leadership position, and you can't wait to get right in to it. But before you do, your advisors would like the chance to bring some important topics to your attention. So, if you can hold back your enthusiasm long enough to read through this section, you may find that your country will run a bit smoother.

Notes on Data Input.

There are some important things to remember when entering data into the program. One of the first things to notice is that we have tried to make data input as standard as possible throughout the whole program. An example of this is the use of the <ENTER> key (or <RETURN> on some computers). You will have to press <ENTER> after every input into the computer; this allows you to change your mind or correct mistakes before you finish your input. Also, it makes things consistent; just remember that when you are being asked a question, always press <ENTER> after your response.

As you use the program you will notice that there are three basic "modes" of input. We don't mean to confuse you or anything, but you'll find that things will go better if you know which mode you are using:

1) Regular Mode : With this mode you will see a flashing cursor (graphics block) at the point where you are typing, and the cursor will move from left to right as you type. This mode is used for entering words and short numbers that are not dollar amounts.

2) Calculator Mode : This is a very powerful entry method available in this program. It is used for dollar amounts and most numbers over four digits long. In this mode, the numbers that you type will appear to the left of the cursor, and the numbers will move farther left as you type them. This is exactly like typing numbers into a calculator, but it also has some added features. For instance, a comma will automatically appear at every third digit as you type a number in, so that the number will be more readable.

In both of these modes, the following keys are important:

<←> : The left-arrow will ERASE the last digit typed.
<SHIFT> <←> : The Shift-left-arrow will erase ALL digits.
<ENTER> : Always used to complete input into the computer.

In the CALCULATOR MODE, there is another important key:

<.> : The period key is used to represent three zeros ("000"). You will find this very useful when typing in large numbers; since you will often have to type in numbers as large as one billion (1,000,000,000), you can see how much easier it is if you only have to type a "1" and then press the period key three times rather than typing nine zeros.

And there is one more simple mode:

3) Yes/No Mode : Whenever there is a Yes or No question to be answered you will see a flashing question mark ("?") instead of a cursor. At this point you may press <Y> or <N> to respond to the question. As soon as you press the proper key the entire word ("Yes" or "No") will appear, and a cursor will flash after it. Now you may press <ENTER> to select your choice, or you may press backspace (left-arrow) to erase it an choose again.

Other uses of the <ENTER> key:

Sometimes the <ENTER> key will have other uses, for instance you might be asked a question in the form:

"Choose <1> for THIS, <2> for THAT, or <ENTER> :"

In this case, you will have to type a "1" and then <ENTER> to choose THIS, a <2> and then <ENTER> to choose THAT, or just <ENTER> alone if you want neither of the choices.

DEFAULT Values:

A very useful feature in the program is the use of "Default Values"; in almost all of the questions you are asked, there is a "default" that is available and is used if you just press <ENTER> without an input. For example, when you are asked "Would you like to recall a Saved game ?", you can just press <ENTER> alone and the default of "No" will be taken. Section II of this manual describes the defaults that are used throughout the program.

Last, but not least:

The reports you will receive in the program are often divided into "Pages", and in many cases you will have to press the <ENTER> key to get from one page to the next. You will be informed of this by a flashing message at the bottom of the screen, so don't worry about missing it.

Starting the program.

All information on loading the program can be found on a separate sheet that comes with the disk or cassette. Once you get the program running, you will see a title screen and after that you will be asked the following two questions:

Would you like to recall a Saved Game ?
Would you like to Customize ?

For now, the answer to both questions should be <N> for NO. We will get to these features later on.
After that is done with, you will be asked the following rather straight-forward questions:

How many Human Countries ?
How many Computer Countries ?

You may have a total of 2 to 9 countries in the game; this can be any combination of human-controlled and computer-controlled players. You can use any combination from 1 human against 1 computer to 9 humans with no computer countries, or anything in between. It is even possible to choose 2 computer countries and no humans, if you like spectator politics.

After choosing the number of countries, you will be asked to name all of them. Any name from 1 to 10 characters is valid. As well you can choose to name the computer countries, but with them you also get the option of just pressing <ENTER> alone and they will name themselves.
For each computer country there will be one other question:

"Choose <1> Defensive, <2> Regular or <3> aggressive ?"

This allows you to choose the style of play that the computer will use. The default value is 2 for "regular"; more detail is given in the appendices.

Well, that's it for the Start-up! You are now in the game itself. If you want to study your duties before taking command, then read Section I of this manual. If you want to get right down to work, we suggest that as you play the game you might want to follow along with the "Page-by-Page" rundown given in Section II. Happy ruling!

SECTION I

On the following pages is a list of the many things you'll be dealing with while you are in charge. Most of your work as leader will concern the running of the economy, defense of your country, and your battles with other countries. This section contains explanations of the items you will be controlling, such as the army, tax rates, government subsidies to large industries, and so on. Study well and you just may keep your country from becoming a total disaster.

The Treasury

At the beginning of the year all your government's income is put into the treasury, and you draw from the treasury each time you spend. Any money left over at the end of the year is carried over to the next year, while earning interest at the current rate. Almost every decision you make involves the treasury in one way or another, so it is very important to your country.

It goes without saying that money is a major factor in the world these days; you can get more by either managing your economy well and thereby increasing your tax incomes (this is the hard way), or else you can just walk down to the corner branch of the World Market bank and take out a loan of, say, a billion dollars or so. Of course, you'll have to pay it back, or else...

The World Market

You and any other countries in the game are all fighting for the land in your area of the world. Outside of your area are many other countries that could not care less, and these countries make up the "World Market".

Since the World Market countries are always looking to make a fast buck, they are willing to sell food to your country and they are also willing to loan money, at a healthy interest rate of course. But even the World Market will only loan you money if your Credit Rating is good. If you pay back your loans on time, your Credit Rating will be increased. If you don't pay back your loan, your credit will be cancelled; this could have disasterous implications.

Your Credit Rating affects many things; one of these is the maximum amount of loan that you can take out. A country with better credit can take out much more loan. The interest charged on the loan is also affected; if you have a good Credit Rating, your interest rate will be lower. The World Market will become very unhappy if you default on your loan, and they will take action two ways: first, they will raise the price of the food they sell to your country. If your Credit Rating gets to zero, (i.e. you completely stop paying your loan back,) then food sales will be completely cancelled. And then the World Market will take its second action; it will try to "repossess" by attacking your country. We never said that they were nice guys, did we?

As you can probably tell, you'll be much better off if you repay any loans that you take, and don't let the interest charges become un-managable.

There is, however, a nicer side to the World Market as well. In some cases the World Market will come in and help struggling countries with subsidies and other aid. But only if their credit is good!

Population

Each country's population is made up of two main groups:

1) Army Personnel -- This group makes no direct contribution to the economy, and it must be supported with Government money. A large number of Army Personnel is essential for the development of a large and powerful army.

2) General Population -- This group is composed of everyone else, from businessmen all the way down to politicians.

The more people you have, the more income you get from taxes; but you also have to feed them more, and pay more for government services to support them.

Generally, to get a large country you will have to encourage immigrants to come; you will also have to keep your population happy, so that they don't leave. As you read on, you will discover the many methods you can use make your people content.

Government Income

Government income comes from a number of sources. For our purposes, they are divided as follows:

1) Income Tax Revenue
2) Corporate Tax Revenue
3) Sales Tax Revenue
4) Import Duty Revenue
5) Interest Income
6) Other Income

The taxes and duty are simple enough to understand: Income Tax is taken from the income of the country's citizens; Corporate tax is from business income; Sales Tax is from the selling price of all merchandise for sale to the citizens; and Import Duty is from the cost of all imported items. When the economy is doing well, people and businesses alike tend to have more money, and they buy more items; this results in your revenues going up. If times are bad there is much less income to tax, less sales to collect from, and less imports to apply duty upon; as a result, your government incomes will be much lower.

The interest income is even simpler to understand; it is just the interest earned on the treasury amount that was left over from the last year.

Other income is composed of everything else, from toll booth income to income from government businesses. It usually becomes larger when the population increases, as well as under good economic conditions. As well, whenever the government subsidizes an industry, it often buys part of it. Thus, when that industry starts doing well, the government gets a share of the profit.

Taxation

Here it is, everyone's favorite topic. As mentioned before, there are four tax rates that you can control: Income tax, Corporate tax, Sales tax, and Import Duty. You have the power to set each rate between 0 and 60 percent. Of course, tax rates affect the amount of revenues your government receives. It would be impossible to set all your tax rates to zero and survive in the first years, because your government needs the revenue. You will probably run a bit short of money with the tax rates that are set from last year (30, 40, 10, and 15 percent for Income Tax, Corporate Tax, Sales Tax, and Import Duty respectively), but earning money is not as easy as just raising the tax rates; tax rates also affect many other things.

For example: in the case of your Income Tax rate, a low rate will bring in more immigrants, and also help the economy by leaving more money to be spent. A high Income Tax rate, on the other hand, will do exactly the opposite to the economy; people will start leaving your country, and the economy in general will be hit hard. This will cause your revenues to fall anyway.

The Corporate tax rate has the largest effect on the economy. This rate directly affects the businesses and the amount of capital that businesses will have. A low rate here will also help the economy by allowing rapid expansion and by encouraging other businesses to enter the country. New businesses will help expand and improve the country's overall standing. But once again, a high tax rate in this area will do the opposite to the country; it will slow business expansion, and force many businesses to leave.

Sales Tax affects both the business and the citizens in a smaller way than corporate tax. A low rate will allow people to buy more with their money, which makes the people more content (i.e. brings in immigrants, etc...) while at the same time helping businesses do better. Businesses sell and produce more when the rate is low; but if the rate is high, the economy will worsen because of citizens buying less products.

Import Duty affects the amount of goods coming into your country, while it also affects the taxes that other countries charge on your goods when you export. A high rate in this section will cause greater buying of 'made-at-home' products by your citizens, while also causing other countries to retaliate by placing high taxes onto your exports. This policy will greatly diminish your export market, and that is not really good for your country's businesses. A low rate of tax will allow free trade, and more exports in the long run for your country's economy. Overall this rate will not affect your economy as much as any of the others, unless it is very high (over forty percent).

So, while taxes are the major source of income for the government, raising them usually causes problems for the country. The only suggestion we can give is to try not to raise any tax rate over forty percent, since that is where the problems really get bad for the economy.

And while you're sitting up high in your government office with tax collectors combing the land, remember that the population does not take too kindly to high taxes either; if you ignore them, they may start huddling in dark corners and begin plotting riots and overthrows and other nasty things. Just thought we'd let you know...

Industries and Businesses

This is what your economy is all about. You are provided with a number of "Economic Indicators" that allow you to judge how well your country is doing in this respect. The next few pages contain an explanation of most of them:

"Industry Condition" Ratings

These are indicators of how well an industry is doing. They are grouped into three categories: Defence, Agriculture, and "Other". "Other" is, of course, anything that is not Defence or Agriculture. It includes everything from shoe sales to automobile sales, and is a much larger industrial class than the first two. "Other" industries are thus considered to be the most important part of your economy. The conditions of all these industries are measured as a percentage, where 100% represents the level that they were at the year before you became ruler. Since that year was a bit of a "booming" year, you will often not be doing as well; but it is possible to get quite a bit over 100%. Almost everything affects the industrial conditions, but here are some of the more important things:

1) Tax Rates
2) Amount of Subsidies
3) Size of Country
4) Number of New Businesses
5) Condition of Citizens (starving, well fed, etc...)

In addition, certain things affect certain industries; the weather and the amount of harvest affect the Agriculture conditions, while size and efficiency of the army affect the Defence Industry's conditions to a small degree.

Gross National Product per Capita (GNP/c)

This is the most important economic indicator. basically, it is a measure of how much is produced by the people in your country, after it is averaged out among the entire population.

The GNP is directly affected by the industry conditions, as well as a few other things. If your industries are doing well, the GNP will go over the average amount ($7,500) and your country's economy will improve. A high GNP will mean that people have more money to spend, so things will get even better. It also means that people will be earning more, so they will have to pay more to you for taxes. If the GNP goes under average ($7,500), then things will start to get worse.

Watch your GNP/c -- it's the most important indicator of your economy's health.

Subsidies

A subsidy is a sum of money given to an industry to help it grow, expand, etc... Your government has the option of giving subsidies to any or all three of the industrial groups. A subsidy will do the following:

A) It will help increase the industry's condition rating, which will, in effect, increase the GNP and other indicators, and lower unemployment.
B) It will buy a share of that industry for the government. This will increase the government's "Other Income", which is where the profits from these investments will go.

A subsidy that will noticeably affect an industry's condition is in the range of at least ten million to one hundred million dollars, or more.

Government Services

Since you are a government, you will also have to deal with a minor thing known as "serving the people". The list of minor services is almost endless, ranging from up-keep of federal buildings to product testing, and anything else you might think of. There are also some major services, such as road and highway repairs, Unemployment insurance payments, Social Security payments, Medicare payments, and maintenance of public property. These are all lumped into a larger sum called "Government Services".

The amount you spend on this item has an effect on many factors, such as immigration/emigration, births/deaths, worker productivity (i.e. the GNP/c), amount of taxes paid by the population, and so on...

The "Recommended" amount that will be suggested to you is the minimum you should pay to keep your country running smoothly, and it is often very good practice to pay a bit more.

Food

In your country, the government is responsible for distributing food to the people. All references to food are made in "Food Units", where one "Food Unit" is the amount that an average person eats in one year. The government has a small Reserve built up, and to that is added the harvest that comes in each year. The harvest is the total amount of food that was grown and produced in your country.

The food harvest is directly affected by the weather condition percentage. Bad weather (under sixty percent) will mean that you probably will not harvest enough to feed your people; if you have a reserve built up, then you can use that to feed your population, or else you can buy food. Good weather will mean that you will usually have food to spare. It is also important to remember that the Agriculture Industry condition affects the amount that you harvest. If the condition rating is low, then your harvest will be less.

When it comes time to distribute the food to your population, you will be given a recommended amount. The amount you distribute affects the same factors that government Services spending affects, and it is just as important. Any food you do not distribute will be put into the reserve for next year.

The World Market for Food

Before you distribute any food to your people, you have the choice of buying or selling "Food Units". You will be given a list of all countries that have food for sale, and the prices they are selling at. The World Market will also have food for sale, unless your Credit Rating is at zero. You can buy from any of the countries or the World Market as long as you can pay cash for the food you buy. You can also sell food, in which case it is added to the list.

To stay in competition, at the start of each year the World Market will "average" its price, after considering other factors, with the prices of any other countries selling food. Also, to keep the price from going too low, the World Market will buy up almost all cheap food on the market as soon as the food is put up for sale. ("Cheap" food is priced under about $50 a unit, give or take.) The World Market also considers your Credit Rating as an important factor when it sets its food price. If your rating is low, you'll have to pay quite a bit more for your food purchase.

When you put food on to the market it is instantly taken out of your reserve, but you do not get the money until the food is bought by some other country (or the World Market). No money changes hands if you buy back your own grain.

NOTE: The maximum price for a "Food Unit" is $999, and the beginning World Market price is between 50 and 100 dollars.

Land

Each country begins with 10000 square kilometers of land. Land is a very important asset to your country, and it is also the hardest obtain. There are only two ways you can get land:

1) If a country dies off, usually because all the people have left or died, then any remaining land is divided up between all surviving countries.
2) Use your army and take over some land.

Of course, it goes without saying that other countries might also want more land, so their army may just drop in for an un-invited visit. The amount of land that a country has affects the food harvest, the number of immigrants and emigrants, and to a small extent the GNP/c. If all your land is taken, your country is dead. Much more detail on obtaining and losing land is given in the "Battle" section.

The Army

The army is a major part of your country, and there are many factors related to it. The following is a definition of terms used when referring to the Army:

UNITS: An Army Unit is a group of soldiers combined with about two million dollars worth of equipment. One unit is the smallest fighting force that can be commanded independently.

Personnel: Army Personnel are the soldiers currently in your army. If you have more men than the number needed to operate the equipment that you own, the extras are considered "reserve" troops. If you don't have enough men, then you will have a limit on the number of units that you can purchase. The number of men per unit is variable, and it is directly related to the "Technology Rating", described below.

Efficiency: This is a rating of how well your army performs. It is affected by the amount you spend to maintain your army. It is a rating relative to an average army, where the average army would rate 80%. It is possible to go over 100%, but for that you must put a lot of extra money into it.

Technology Rating: This is an indicator of the technology level of your army. Each country begins with a rating of 100, but that number can be increased by investing in Research and Development. This Rating directly affects the number of men you need per army unit. The higher the rating, the less men you need, and therefore the more units you can get.

Defense Rating: This is a rating of the defensive power of your country. Spending a lot of money on defense will raise this rating. This will make it so that your country suffers less damage when it is attacked.

The Draft: This is the method you must use to get a large number of new soldiers into the army. You can draft only a certain percentage of your population; the larger population you have, the more soldiers you can draft. On top of the draft, every year there are some volunteers that join.

As you take power, your army will have approximately 500 units in it. You will have to make decisions on the following:

A) How much to pay your soldiers: the recommended amount will be shown to you. How much you pay here affects the Army's Efficiency to a large extent, as well as the number of volunteers that will come next year.

B) How much to spend on Operations/Maintenance: once again, a recommended amount is shown to you. This value only affects the Efficiency rating, but it is very important for that. (200 units at 50% is about the same as 100 units at 100% efficiency.)

C) How much to spend on Research / Development: This will affect the Technology Rating, which affects the number of soldiers you will need for each unit.

D) How much to spend on Defense: This will affect your Defense Rating, as described above.

E) How much to spend on New Equipment: this is how you get new units into the army. As mentioned before, a unit is made up of two million dollars plus a certain number of soldiers. At the start, this number is 100 soldiers. If you want 100 new units, you will need to put $200 million into the "new Equipment" Fund ($2 million per unit). Then, as soon as the soldiers become available, you will get the new units for the next year. For example: if you put in the $200 million, and you have 5000 reserve soldiers (5000 above the amount you need for already existing units), then the 5000 soldiers will be put aside for 50 new units to be produced for next year. If you draft an additional 2000, then another 20 units will come for next year. The remaining 30 units you paid for will not be produced until there are soldiers for them. If next year you drafted 10000 men and paid zero for new equipment, the 3000 would be used and you would get 30 units for the year after that. The other 7000 would be "Reserve" Soldiers.

F) How many new soldiers to Draft: The importance of this was explained above. The maximum amount is shown to you, and you must decide how many you want. The number that you draft will also affect the number of immigrants coming in to your country. If your draft is set to zero, then more people will come.

Battles

As it turns out the only use for your Army is, of course, to do battle. As long as you have Army Units you can choose to attack none, any or all of the other countries. The other countries, in turn, can choose to attack you, or anyone else. But there are many things consider as you decide who to attack and how many units to send.

To illustrate, here is a "sample" battle between two countries, with explanations included at the side:

Country #1 is making its battle plans. It has 200 available units, and decides to send 190 against country #2, and keep 10 at home.
Meanwhile, Country #2 makes its own plans. Out of 500 units, it sends 300 against Country #1 and leaves 200 at home.

When you send units against another country, those units are "on the road". In other words, if you get attacked, any units you sent away cannot come back to help defend your country. Remember to leave some home for defense.

Then the battles begin. After the battles, each country gets a report. In the first battle, Country #1 with 190 units goes on the offense against Country #2 with 200 units at home.

The report shows that Country #1 loses 151 units, and Country #2 loses 130.

These are the numbers of units that got destroyed in battle. Note that: A) Country #1 did not lose all its units against the larger force. Instead, it went until it ran low on supplies, at which point it had to withdraw. This is determined by efficiency, weather, and other factors. B) When the countries have an equal efficiency rating, the defending country tends to have an advantage.

Country #1 took over 324 sq. km. of land.

There were 54,000 civilian casualties in Country #2.

The country on the offence almost always manages to take some land.

The defending country suffers civilian casualties, proportional to the amount of land taken.

That finishes the report for Country #1's battle. The next report is for Country #2's battle: Country #2 on the offense with 300 units, against Country #1 with 10 units at home. Country #1 loses 227 units, and Country #2 loses 10.

When the defending country loses ALL its units, it means that its home Army was destroyed. At this point, the civilians are forced to fight the invading force, and they usually manage to hold them off.

Country #2 took over 1920 sq. km., and Country #1 suffered 326,000 civilian casualties.

Notice the large numbers here. When the entire defending army is destroyed, the job is a lot easier for the attackers. Even though civilians eventually fight off the invading army, it happens only after a large loss of land and many casualties.

The exact numbers will always vary, but the above is an outline of the type of results you can expect from any battles. Below is a summary of some of the things you should keep in mind before going to battle:

1) You can get more land if you follow some of the following suggestions:

- Send large armies, if possible. The larger the army, the more land you can take. Armies of 10 or 20 units are not really worth sending.
- Try to destroy the entire defending army, so that your troops will face civilians. You get much more land fighting civilians than you do when you fight soldiers, and you also weaken the country considerably by reducing its population.
- By attacking an army with a lower efficiency than your own, you will destroy more units and obtain more land.
- Attack in good weather. Weather is a major factor in the success of an attack; bad weather is very helpful for the defending forces.

2) When you lose land, you also lose other things; population is the most obvious, but many things, from your treasury reserves to government-owned industry, are affected.

3) If all your land is taken, or if your population is killed off, your country is dead. It is possible that a weak country may send out an army to attack, but another country's attack ends up coming first; if the other country completely takes over the weak country, the weak country's army will still get to finish its attack (since its army has already been sent out). But since the weak country's army has no home left to give the land to, the remaining countries will move in and divide up the land among themselves.

4) Remember to leave a suitable army at home for defense; also, it is best if your efficiency rating is high, both for offense and defense purposes. (Remember that when you're on the defense, you'll have to protect yourself against countries that will use the tips given above in suggestion #1.)

5) And finally when you make your plans keep in mind the fact that the largest battles go first. This is useful in games with more than two players; if two people gang up on a third, the person with the largest army attacks first. This may be good or bad, depending upon the situation, but it is useful to remember.

Well, that covers it for the battles. It may seem a bit confusing at first, but after you try it a few times it will all make some sense.

Sending out your army against another country has two benefits: first of all, you gain land for your own use. The only way to get large amounts of land is to go out and take it. Secondly, sending your army against an opponent will weaken the opponent, and reduce his ability to send armies against you. And if you have ambitions in the area of world domination, you will have to stay on top. But remember that armies take up a lot of your resources... We never said it would be easy!

SECTION II

Section II of this manual is devoted to explaining each report you will receive from the program. You should keep in mind all the things that were described in Section I, as it will help if you understand the meaning of the information presented.

The reports will be referred to as "Pages", and they will be described in the order in which they come in the program.

As you look over these pages, here are some facts that you should keep in mind:

First of all, remember that the sample screen displays on the following pages contain sample data. You will find that each country's data will almost always be a little different from what is shown.

Secondly, as you play the game yourself you will notice a very important fact: the order in which each country goes is purely random. In this way, no country has an advantage in either going first or last every time. Also, you will have to take into account the fact that you cannot count on having your turn come either before or after any other country. In other words, country #1 doesn't necessarily go first.

Finally, note that when the computer controls a country you will still be able to see the first two pages of the country's summary. Since the computer can look at your statistics, it's only fair that you can look at the computer's also. But after the first pages, the computer will make its plans in secret. That's quite fair also, since the computer does not look at your plans either.

Year-Beginning Page

At the start of every year you get a summary of the remaining countries and armies, and it appears in the following format:

```
                    ①
.....................................................
.        Year  1                                    .
.....................................................
.        Weather Quality (in Percent) : 87 %  ③     .
. ARMY STATISTICS :                                 .
.       Country      Personnel    Units  Eff%  Def.  Tech.  .
.     1 HUMANLAND      51,542      502    81    100    100  |.
.     2 JMGLAND        51,097      507    82    100    100  |.
.  ②  3 SOFTLAND       51,107      508    82    100    100  |.
.     4 COMPULAND      51,234      507    82    100    100  .
.     5 ANDROIDIA      52,057      507    81    100    100  .
.     6 MICROLAND      51,395      510    81    100    100  .
.                                                           .
.                                  ④                        .
.                                                           .
.  Please Press <ENTER> to Continue.                        |.
```

NOTES :

1) The Year Number, beginning with 1, is displayed.

2) All Countries still living are shown on this page by both name and number. You should remember or write down the numbers since they will often be used instead of the name.

3) The Weather quality of the year is shown. It is useful to note this percentage, which affects your harvest and battles.

4) The Army Statistics, as described in Section I, are summarized here. You will probably find this listing useful in making your battle plans.

The first Year statistics will not differ by much from country to country, and any minor differences that do occur will have almost no effect on the outcome.

The Main Pages

Page 1

As each country's turn comes up, a display of the major statistics will appear in the following format:

```
                                                  ①
.....................................................................
.   Year 1 Report for HUMANLAND                                     .
.....................................................................
.                  ②──────→ Previous Balance     $   100,000,000    .
.                                                                   .
.                  INCOME : Interest on Treas.   $    14,000,000    .
.  Interest Rates:        . Income Tax           $   683,106,000    ③
④ On Treasury : 14.0 % . Corporate Tax           $   530,762,000    .
.  On Loans     : 26.0 % . Sales Tax             $   195,280,000    .
.  Current Loan :        . Import Duty           $   116,944,000    .
.    $             0     . Other Income          $   177,175,000    .
.                                                 ---------------   .
.                  TOTAL TREASURY  :              $ 1,917,270,000    .
.                                                 ===============   .
.                                                                   .
.   Please Press <ENTER> to Continue.                               .
```

NOTES :

1) Though it sounds obvious, the first thing to notice is the name of the country. Since the order of the countries is random, you have to watch to check who's country is up next.

2) The previous balance is what was left over in this country's treasury at the end of last year, plus any money that this country has made in food sales since then.

3) You are given a complete summary of all government income, and then you are shown your new treasury amount. That is the amount of money you have available as you start the year.

4) You are also given some miscellaneous information, such as your interest rates and your current outstanding loan balance.

When you have finished looking over this page, press {ENTER} and you will see Main Page #2.

Page 2

While Page #1 dealt with the treasury, Page #2 deals with the population. Both pages taken together give very complete and useful information about the country's status.

Page #2 is shown in the following format:

```
Year 1 Report for HUMANLAND (Page 2)

        Previous Population :  1,801,540 ←①

Immigrants :        84,739 }②{ Births   :        26,838
Emigrants :         97,035 }  { Deaths   :        19,272

General Population :  1,743,390    Army Personnel :  53,427
        TOTAL Population :  1,796,810 ③

No. of Volunteer Soldiers : 1,885       GNP/c : $ 7,500
 (Treasury :$ 1,817,270,000  )

Please Press <ENTER> to Continue.
```

NOTES :

1) The population of your country at the end of last year (after any battles) is shown here.

2) A summary of the changes in your population is shown.

3) Your population is divided into two major parts, "General Population" and "Army Personnel", and below this you are shown the total current population.

4) Some miscellaneous information is shown, such as the number of volunteer soldiers this year, your GNP per Capita, and this year's treasury from the previous page.

After a few years your economic policies will have a major effect on the Main pages. Things that your policies will affect are the ratio of Immigrants to Emigrants and your Treasury-Population ratio. As you take over your country in Year one you will find that it is close to the average in these respects; on the average, the number of immigrants should be about the same as the number of emigrants, and the Treasury- Population ratio should be about 1000:1. Often the first year statistics will be a bit under these marks, but they will always be close.

These pages will also be displayed for computer countries, unless you use the "Customization" feature to summarize all computer results on one screen (to save time). This will be explained later on.

Those of you with printers may want to take advantage of the "screen print" feature that is offered; when "Press <ENTER>" is flashing, you may press the <P> key and get a print-out of the screen. This will work for both screen one and two.

As mentioned before, descriptions of the information contained in these screens is in Section I of this manual. As a brief rule of thumb, there are three important things to look for: First, for your country to grow your population should be increasing. Second, the GNP/c of a good economy is above $8000 or so. Finally, your treasury to population ratio should be at least 1000 to 1, or else you might find yourself short of cash.

The Tax Page

You have the option of changing any, all or none of your country's Tax Rates. The "Tax Page" will appear as follows:

```
*** Tax Rates:  (HUMANLAND) ********************************
=================================================================

 1 Corporate Tax        40 %  }  ①  {  2 Income Tax        30 %
 3 Sales Tax            10 %  }     {  4 Import Duty       15 %

Input the Proper Number to Change, or <ENTER> : _

-----------------------------------------------------------------
    Treasury :$ 1,817,270,000                GNP/c : $ 7,500
```

②

```
------ Industry Conditions : ----------------------------------
Defense     :  91%  . Agriculture :  99%  . Other       :  98%
```

NOTES :

1) All four of the tax rates are displayed. To change one of them, type the number (1 to 4) associated with that rate. You will then be asked to input the new rate.

2) Some miscellaneous information is displayed to help you make your decision. If you remember from Section I, all these are items which affect tax income and are affected by the tax rates that you set.

The maximum tax rate you can set is 60%, but tax rates over 40% will have an adverse affect on your GNP and your Industry Condition Ratings.

If you are done with setting tax rates, or you don't want to change them, then just press {ENTER} without a number.

The Food Page

This page controls the buying and selling of food, as well as the feeding of your people. It is set up as follows:

```
Food Supply (in Food Units):  (HUMANLAND)      (Weather : 87 %)
-------------------------------------------------------------------
Harvest:   2,181,490   Reserve:      50,000   TOTAL:  2,231,490
                  (1)
Recommended  Minimum to Distribute to People:  1,743,390  (2)
...................................................................
 *** WORLD MARKET for Food Units ***
   Country        Avail.  $/u. :   Country        Avail.  $/u.
-------------------------------------------------------------------
 0 World Mrkt  50,209,500   96 :
                                  (3)


...................................................................
Choose:  <1> to BUY Food.  <2> to SELL Food, or <ENTER> :
```

NOTES :

1) The amount of this year's Harvest is shown, as well as the amount of food that was left over from last year. These two amounts are added to form the "TOTAL".

2) You are shown the "Recommended minimum" amount to feed your people to keep them happy. This is only a recommendation, so you are not forced to abide by it; but feeding your population much less than this will have a bad effect on your country.

3) The "World Market for Food" is shown. In this area you will find a listing of all countries selling food. At the start, only the World Market is selling.

(Continued next page...)

At the bottom of the display you will be asked some questions. First of all, you must choose whether or not you want to buy or sell food. If you don't want to do either of these, then just press {ENTER} without a number. If you would like to buy or sell, type in the correct number for your choice. If you are buying and only the World Market is selling, you will only be asked:

"How Much (Max. = xxx) ?"

The maximum amount shown is based on either the amount that is being sold, or the amount that you can afford. Type in how much you would like to buy (using the "Calculator mode"), and press {ENTER}. If you change your mind and don't want any, then just buy zero.

If there are other countries selling food, you will be asked to type the number of the country that you want to buy from. The number will be shown to the left of the country's name (eg. the World Market is # 0). If you change your mind, then just press {ENTER} without a number.

Also, when buying food, keep in mind that you have to leave money in your treasury for many other things.

If you sell Food, you will be asked how much you want to sell, and what price you want to sell it at. You can sell at any price from $1 to $999, but if you sell for about $50 or less the World Market will buy it up (to eliminate competition). As soon as you put it on the market the amount will be removed from your reserve and it will be put on to the "sellers list", so remember to leave enough food to feed your population!

After you have dealt with buying and selling food, you will be asked how much you would like to feed to your population. If you just press {ENTER} without a number, the default used will be the recommended minimum amount. Otherwise, you can type any amount that is not more than what you have, with one exception: the amount you feed must be either half of the recommended minimum, or half of what you have, whichever is less. This law was imposed to keep you from underfeeding your people when you have enough food available.

While your people can find supplies of food from sources other than the government, it is usually very bad for your country's well-being if you feed them considerably less than the amount that they require.

World Market Loans

Each country has the option of taking out a loan from the World Market. You are given some information about your credit status in the "Loan Page", which is in this format:

```
.....................................................................
.        World Market Loans     (HUMANLAND)                         .
.....................................................................

Your Credit Rating :    98.4 (1)    Current Interest Rate : 26.0 %
                                                              (2)
Your Treasury : $ 1,817,270,000


Amount of Loan Available :$   968,549,000  <---(3)

Would you like to take out a loan  (<Y> or <N>) ?

.....................................................................
```

NOTES :

1) Your Credit Rating, as described in Section I, is shown here. Your Credit Rating affects both your interest rate and the amount of loan that you can take.

2) Your current Interest Rate is shown.

3) The maximum amount of loan that you can take is shown. You can take out any amount up to and including this amount, but no more. (You might be able to take out more in a later turn, if your credit rating rises.)

On the next page you can see a sample of the screen display one turn after the maximum amount has been taken out.

```
.....................................................................
.        World Market Loans     (HUMANLAND)                         .
.....................................................................

Your Credit Rating :  100.2      Current Interest Rate : 24.1 %

Your Treasury : $ 1,788,130,000  ① { Current Loan :$   938,000,000
                                   { Interest     :$   225,760,000
                                     TOTAL Amount :$ 1,163,760,000

Additional Amount of Loan Available :  NONE.
Recommended Amount to Repay :$   160,081,000 ←②

How Much to Pay Back ?

.....................................................................
```

This screen is a sample of how things appear one turn after a full loan has been taken. Notice:

1) The previous loan amount is shown, and then the amount of interest charged is added to obtain the total that you owe.

2) You are given a Recommended amount to repay. This indicates that you have gone over your credit limit due to the interest charges, and that you cannot take out any more. If you don't repay the minimum, the World Market will start to lower your Credit Rating. This will raise your interest rates, which will make it harder to repay, and so on.

If you have not taken out the maximum amount of loan, you will be given the choice of taking out more, or paying some back.

If you don't pay into your loan at all, your Credit Rating will drop until it hits zero; then you will be told that your credit is cancelled. At that point the World Market will stop charging interest, but it will start more drastic action instead.

Finally, note that there are default values used in this page. When repaying a loan, the default is the recommended minimum to repay (if there is any). When taking out a loan the default is the maximum amount. The defaults are taken when you press {ENTER} alone, so be careful not to do it accidentally.

Government Services

Since you are a government, you will have to spend money on every-day government things. All these items have been grouped into one large sum, called the "Government Services" amount.

The screen display is as follows:

```
***** Government Services - Spending *****
==========================================

Government Services Include :
  All Municipal Projects. Roads, Public Facillities, Medicare,
Education, Social Security, Unemployment, ETC.
-------------------------------------------------------------
  Total Population :  1,871,960
   Current Quality of Government Services :  96 %  <--- (1)

Recommended  Minimum Amount to Spend : $   897,078,000 <--- (3)
Total Available Treasury : $ 1,628,050.000 <--- (2)

How Much Would You like to Spend ?
```

NOTES :

1) Your current "Quality of Services" Rating is shown. As mentioned before, this rating affects many other things such as the number of Immigrants and also the GNP to some extent.

2) Your are shown your current treasury amount, to help you decide how much you can afford to spend here.

3) You are shown a "Recommended minimum" to pay. This becomes the "default" amount.

You must spend at least half the recommended amount or half your money, whichever is less. Remember to leave money for the next screens, but try not to spend less than the Recommended Minimum.

Industry Conditions

The "Industry Conditions" ratings are important indicators of your economy's status. To help raise the condition percentages you can give out grants and subsidies to the industries. This is all done on the "Industry" page, as follows:

```
.............................................................
.        Industry Conditions   (HUMANLAND)                  .
.............................................................

  Treasury :$ 1,785,820,000  ①          GNP/c : $ 7,500
                                  ②
Conditions of Industries (Relative to Start of Year 1) :
1 Defense     :  91% .2 Agriculture :  99% .3 Other       :  98%


If you would like to Subsidize an Industry then
Type the Number of that Industry.  otherwise just <ENTER> : _


.............................................................
```

NOTES :

1) You are again shown your treasury amount, to help you decide how much to spend. Remember to leave money for the next page.

2) You are shown the current conditions of your industries, as well as your current GNP/c amount. These items are directly affected by the amount that you subsidize.

When you select an industry to subsidize, arrows will appear around the name. After you enter the subsidy, the amount will be displayed below the industry's name. If you choose the same industry again, the amount you input the second time will be added to the first subsidy, and the total will be displayed.

Subsidies of $10,000,000 and up will have an effect upon the Industry Condition ratings, but larger subsidies (eg. $100 million) will be much more noticeable. The "Other" Industries are most influential, but the rest are important in their own ways (eg. the Agriculture rating affects harvests, etc.).

The Army Page

This page is the last one that you will have to spend money on in this year. You are shown the current standing of your army and the minimum amounts that you should spend for its upkeep. The page looks like this:

```
.....................................................................
.        The HUMANLAND ARMY                                         .
.....................................................................
CURRENT STANDING:
 Units Available :      502          Efficiency :  81 %
 No. of Soldiers :  53,427           100 Soldiers per Unit
Soldiers Drafted last Year :      20,000

 Technology Rating : 100.0      Defensive Strength : 100.0

Minimum Pay Recommended : $     80,140,300
Minimum Operations/Maintenance Recommended  : $    251,000,000
Current Treasury : $ 1,100,000,000

How Much to Spend on Soldier's Pay ?
.....................................................................
```

NOTES :

1) Your Army's current statistics are shown. All these items were described in Section I of this manual, under "Army".

2) The Minimum Recommended amounts that you should spend on the upkeep of your army are shown here. Your current treasury amount is also shown, as usual.

3) You will be asked a set of questions in here, dealing with the amounts to spend on various items relating to the army. These questions are summarized on the next page.

First, you are asked how much you would like to spend on Soldier's Pay, and then how much to spend on Operations/ maintenance. You have been shown the recommended amounts, and they are the defaults. If you pay those amounts, then your efficiency will be at about 80%. If you pay more, it's obvious that your efficiency will rise; but if you wanted to you could even pay zero, which would cause your rating to be VERY low.

Now you will be asked to type in the amount you wish to spend for new army units. This is an important item, and it was explained to some extent in Section I. The default amount (which you get if you press <ENTER> without a number) is the amount needed to buy enough units for your soldiers, assuming that you draft the maximum available (as described below).

After those questions, you will be asked how much to spend on Research/Development, and then Defense. These items affect your army in various ways, as described earlier; just remember that these Ratings can only go up. They are raised if you put money into them, but they do not go lower if you ignore them. The defaults for both are zero, but you should note that they are the last items to spend money on in the current year.

Finally, you are asked how many soldiers you would like to draft, and you will be shown the maximum. The maximum is the default amount, and it is based on your population. Remember also that many potential immigrants look at your country's draft rate, so taking large amounts will often reduce the number of immigrants. But then again, you will almost always need the full amount; if not for immediate use, they will make good reserves for later. You will sometimes find that later on you will have enough money for equipment, but not enough personnel.

"New Equipment", the Draft, your Technology Rating, and the relationship between them are described in Section I of this manual. It is important that you understand them so that you will understand the manner in which new units are created.

Battle Plans

This is last page for your country; in this page you will get to plan out your battles against the other countries. The initial "Battle Plans" page will look like this:

```
.....................................................................
.          Battle Plans for HUMANLAND                               .
.....................................................................
Army Efficiency :  81                        Weather : 87 %
Army Units Still Available :  502
.....................................................................
```

```
Type the number of the Country to Attack, or <ENTER> : _
```

NOTES :

1) Some information is given to help you make your decisions. You are shown your efficiency, the number of units that you have, and the weather percentage.

Here is where you have to remember the numbers assigned to the other countries. After you choose a country to attack, the name of country will appear on the "Attack Board" (the area in the middle of the screen). If you change your mind, just enter "0" (zero) for the number of units that you wish to send. If you type an acceptable number, it will be displayed on the "Attack Board" as soon as you press {ENTER}; at that point you will not be able to change it anymore. The number will also be deducted from your units available, displayed at the top.

You can send as many as 9 attacks (if you have enough units). If you send more than one attack against the same country, the units sent will be added together and resolved in one battle.

NOTE: Another factor in planning your battles is the fact that the LARGEST BATTLES GO FIRST. This can, however, be changed around using the Customization feature.

The YEAR END

So far, Section II has covered all the "Pages" that make up each country's report. As mentioned before, if the computer controls one (or more) of the countries, you will still see the first two pages of the display whenever one of those countries comes up. Then, after a short wait, you will be prompted to press {ENTER} to go on to the next country. In other words, you don't get to see the computer's plans, or anything else about the computer country past page 1. (NOTE: There is also another option when dealing with computer countries, which is to use the "customize" feature and select a summarized computer display, so that all computer countries will appear on one page after all the humans have finished. This is detailed later.)

For those of you who want to know, the computer doesn't look at your plans; the computer plays FAIR, and it ABIDES BY ALL THE RULES !! It has no advantage over you, though it might know how to spend its money better than you do. Then again, it might not. (Note again: If you get good playing and you start to beat the computer countries, it is possible to give them some "help" using the "customize" feature. However, the default is for fair and equal play.)

The "Year End" Procedure will start after all the countries have made their plans. The Year-End is composed of two parts: the Battle Results, and the Year-End Summary page.

The Battle Results

The Battles are resolved one at a time, in a specific order. The default order is by attack size, with the largest battles going first. You can, however, alter this by using the "customization" feature, as described later.
A Battle Report might look something like this:

```
.....................................................
.    End of Year  1                                 .
.....................................................

BATTLE :


HUMANLAND On the Offence With 300 Units.
Against SOFTLAND With 508 Units:

HUMANLAND Units Destroyed : 300
SOFTLAND Units Destroyed : 227
Land Taken over by HUMANLAND :    458  Sq. km
SOFTLAND Civilian Casualties :     80,029
Please Press <ENTER> to Continue.
.....................................................
```

NOTES :

1) The country on the offence and the number of units it has sent are displayed, as is the country on the defence and the number of units it has left at home.

2) You are shown the number of units destroyed for both sides. Though much of this has been explained in Section I, here is a brief recap of some things:
- **The attacking army will usually not have all its units destroyed, since many units will return from the battle after running out of supplies.**
- **If the defending army has ALL its units destroyed, you can assume that the attackers then began fighting civilians. This will mean that the casualty toll and land loss will be greater than usual for the defenders.**
- **Attacking units not destroyed will return home for next year.**

3) The amount of land taken over and the number of civilian casualties is shown. Here are some things to take note of:
- The number of units on the attack is important. Sending ten times more units usually gets MORE than 10 times more Land.
- An important factor in the amount of land that the attacker gets is whether or not the entire defending army is destroyed, since civilians give up the land much more easily than armies.
- The efficiency ratings of the armies and the weather quality are also factors to take into account.

To completely understand the Battle results you will need to read the "Battle" description in Section I of this manual.

Single-Page Battle Reports:

"Single-Page" reports are an option under the "Customization" feature. If it is selected, you will get all Battle results displayed on a single page, in the following format:

```
.....................................................................
.    End of Year  3
.....................................................................
Attacker     Units    Defender     Units : A-dstr D-dstr    Land
HUMANLAND      300    SOFTLAND        50 :    214     50   1,479
ANDROIDIA      273    MICROLAND      163 :    212    163     721
MICROLAND      244    ANDROIDIA      182 :    164    182     393
COMPULAND      125    ANDROIDIA        0 :    101      0     837
SOFTLAND        47    HUMANLAND       10 :     37     10     249
JMGLAND         26    SOFTLAND         0 :     17      0     137
SOFTLAND        21    COMPULAND       84 :     21     16      36
```

① ② ③ ④ ⑤

```
Please Press <ENTER> to Continue.
.....................................................................
```

Everything except civilian casualties is displayed:
1) Attacker Information.
2) Defender Information.
3) Number of units destroyed on the Attackers side.
4) Number of Defending units destroyed.
5) Amount of Land taken by the Attackers.

The Year-End Summary

Well, this is it! When you get to this page, the year is all finished. The information presented here, just like the title says, is a year-end summary of information from all of the countries still surviving. It allows comparison of the size and economic strength of the countries. (Military strength, as you should remember, is contained in the Year-Beginning page.) Here is a sample of the format of this page:

```
.....................................................................
.     Year 1 Summary.                                               .
.....................................................................

  Country          Land   Population   GNP/c  Ind. Conditions (%)
1 HUMANLAND      10,458   1,788,600    9,127  D: 100 A: 121 O: 130
2 JMGLAND        10,000   1,800,190    8,701  D: 100 A: 110 O: 122
3 SOFTLAND        9,542   1,716,610    8,076  D:  96 A: 107 O: 113
4 COMPULAND       9,652   1,743,470    7,840  D:  93 A: 102 O: 104
5 ANDROIDIA      10,000   1,819,530    7,817  D:  94 A: 104 O: 107
6 MICROLAND      10,348   1,789,510    8,066  D:  93 A: 101 O: 103


Press <ENTER> to Continue,  OR  <S>ave, <P>rint, or <E>nd.
```

At the bottom of the page you have some options. To go on to the next year, you should press <ENTER>. If you would like to save the game to cassette or disk, press the <S> key. To end the game, press <E>; or if you have a printer you can get a print-out by pressing <P>. Since the print-out is 80 columns there are two extra items of information on it, as follows:

```
--- END OF YEAR  2

  Country       Land  Population   GNP/c  Ind. Conditions  (%)  Cr Rate  Serv.
-------------------------------------------------------------------------------
1 HUMANLAND   10,808   1,843,300   9,745  D: 122 A: 123 O: 125   97.1 %  103.7 %
2 JMGLAND      5,920     956,531   8,539  D:  98 A: 105 O: 111  100.1 %  102.6 %
3 SOFTLAND     7,208   1,232,510   8,318  D: 100 A: 108 O: 121   98.3 %   97.7 %
4 COMPULAND   12,627   1,736,750   7,986  D:  98 A: 105 O: 111   99.6 %   97.3 %
5 ANDROIDIA   11,142   1,952,380   7,822  D:  91 A: 103 O: 109   99.0 %   95.9 %
6 MICROLAND   12,295   1,917,540   7,906  D:  95 A: 104 O: 108   99.9 %   94.4 %
```

The summary doesn't always show which country is really the most powerful, but it does allow you to scrutinize your opponents and see a comparison of all the countries in a single display.

Here are some things you should keep in mind about the summary:

- LAND : Of course, the land is adjusted after each battle. Sometimes you may find that the total amount of land will not add up to the original total, but this is due to the fact that the World Market sometimes picks up a little here and there.

- POPULATION : This is also adjusted after the battles. If a population is around 200,000 then the country is close to death.

- GNP/c : Once again, this is the major economic indicator of your country, affected in some way by every decision you make.

- INDUSTRY CONDITIONS : The ratings on this page are your "final" condition ratings. These are slightly different from the "mid-year" ratings that you see when you subsidize, because these reflect the results of all your actions during the year.

After you have pressed <ENTER> you have officially ended the year. If you wish, you may sing "Auld Lang Syne".

You should now see the "Year-Beginning" page of the next year.

Winning, Losing, and Other Fun Stuff

Up to this point, little mention has been made of countries dying off, or of a country winning. To summarize, here are the methods by which a country can be eliminated:

1) If enough people emigrate and/or die in the country and the total population drops below a certain level (usually around 100,000 people), you will be notified that your country is dead right after your "Main Pages" are displayed.

2) If enough of your population is killed off in battles to put you below the minimum level (approx. 100,000 people), then after all the battles are resolved you will be notified that your country is dead. Any land that is remaining after the battles will be divided up among the surviving countries. If there are no more surviving countries, the World Market will get it all.

3) If most (but not all) of your land has been taken, you will still be eliminated. You will be notified in the same manner as above, and whatever little land remains will be given to the other countries. The minimum amount is about 500 units of land.

The program will continue up until there is only one country remaining. At this point, the remaining country is declared the Winner. If all surviving countries die off in the same year, the only winner will be the World Market, which will move in and take all the land. In either case, the game will end.

If there is a country remaining that wishes to continue to see how its economy will do after it wins, just type "CONTINUE" or "CONT" at the "READY" prompt and press <ENTER>.

Customization and Such

One of the features of the program is the ability to "Customize" certain items, to suit your personal tastes. This is selected when you start the game and you are asked if you would like to customize. If you reply "yes", then the following questions will be asked of you (note that if you just press <ENTER> for each question, you will be given the default) :

1) "Would you like Struggling Countries to be given Assistance and Subsidies by the World Market ?"
If you reply "yes", then countries will be given assistance based on their condition. Replying "yes" will also ask:
"How much assistance (1 = Little, 9 = Very Much) ?"
The most obvious form of World Market assistance will be grants of money added to your treasury on your Main Page. The World Market will also assist you by lowering your grain price and cutting your interest rate on any loans. The assistance will be based on the need of the country (poor & struggling countries will get larger subsidies) and the assistance factor that you selected. The higher factors (7 to 9) are extremes, but you may want to try them out. Basically, assistance will lengthen the game by giving the losing countries a chance to catch up to the leader. The default for this feature is "No".

2) "Would you like the Wrld Mkt to Assist Computer Countries ?"
This option is provided for those who have defeated the computer and want to give them a bit of an advantage. Once again you will be asked "How much (1 = Little, 9 = Very Much)". The higher values will give the computer countries all sorts of goodies, including free grain and even free army units (all on top of any other subsidies). The default for this is "No".

(Continued next page...)

3) "Should Computer Countries attack only Human Countries ?"
This is an option you can choose if you want a "Human vs. Computer" battle with more than one computer country. Without this option, the computer countries might just kill themselves off, giving the humans an easy time. The default on this option is "No". As a final note on both this option and the next one, you should keep in mind that "Aggressive" computer countries don't always listen to these rules and will send non-conforming attacks now and then.

4) "Should Computer Countries Attack: <1> The Weakest after Turn #1, <2> The Strongest, <3> Randomly, or <4> Evenly ?"
This question lets you change the method that computer countries use in planning their battles. The default is actually <0>, which is a combination of methods. If you decide to change, you have a choice of those four; attacking the weakest would be best for the computer country and it is also makes the most sense. However, the result would be that the computer countries would gang up on the weakest and then the strongest would have even more advantage. Attacking the strongest has very interesting results, since often the strongest is attacked and then becomes weaker, allowing someone else to be attacked. This makes for more strategy and planning; however, you might want to just have the computer attack every other country evenly. This is not best for the computer country, but it is most fair for any humans playing. And finally, if you like games of chance you'll like the random option provided. One last thing to note is that the "Weakest" and "Strongest" options keep the computer from attacking in Turn #1, since in the first turn the strengths are decided randomly and are not different by more than 10 units.

5) "Would you like Battle Results in a specific order ?"
This question allows you to change the order in which battles will be resolved at the end of the turn. If you remember what was mentioned earlier, you will notice that this is important if you have more than two countries. The default is "Yes", and if you go along with that you will be asked another question:
"Would you like the largest battles to go first ?"
The default answer here is also "Yes", and the effect of this was described in the "Battles" portion of Section I. Your choices in changing this are to answer the first question with "No", in which case the battles will be done randomly; the second is to say "No" to largest battles going first, in which case the smallest will. This would give an extra advantage to stronger countries, since going last is usually better.

6) "Would you like Computer Country results to be Summarized ?"
This option allows you to remove the "Main Page" displays of computer countries, so that things will move along faster. The default is "No", but if you say "Yes" then all human countries will go first, and then all computer countries will be displayed on one page as follows:

```
.....................................................
.    COMPUTER RESULTS.    ($ in Millions)           .
.....................................................
Country        Subsdy   Income  Treasury     Population
-----------------------------------------------------
3 SOFTLAND    $     0  $ 1,720  $  1,834      1,747,350
4 COMPULAND   $     0  $ 1,658  $  1,772      1,749,180
5 ANDROIDIA   $     0  $ 1,591  $  1,705      1,743,380
6 MICROLAND   $     0  $ 1,757  $  1,871      1,735,730
```

7) "Would you like to have a Single Page Battle Report ?"
If you select this option then you will get all the battle reports summarized on one page rather than each battle on a separate screen. See the Battle Results section for a sample.

8) "Would you like factors such as natural disasters, disease, internal unrest and political overthrow to be included ?"
This option is given for those of you who like such extra factors to be part of the game. The default is "No" because most of the items have some random chance involved. However, all of the items also take into account other variables; for instance, if you under-feed your people and under-pay the services, you are asking for disease and riots. Same with overtaxation and a bad economy, and if the people get really unhappy you might even have a political overthrow.

9) "Would you like Battle Results, Year End Results and Army Stats to be Printed out Automatically ?"
This is an option for people with printers. By selecting this you will get three screens (Year-Beginning, Battle Results and Year-End) printed out automatically when they come up. The default is, of course, "No". If you use this feature, we recommend that you select "Single-Page Battle Reports" also.

10) "Would you like number input to be in Thousands ?"
This option allows you to leave off the last three zeros in all "Calculator-mode" inputs, so that two million would be input as "2,000". This is provided as a matter of personal preference, but the default is "No" to avoid confusion.

STATISTICS

These are last year's approximate statistics figures for your country. They were in effect one year before you took power. (Note: All figures are estimates, and they will vary a little.)

POPULATION:

General Population:	1,750,000
Army:	50,000

Total Population	1,800,000

GNP Per Capita: $7,500

Treasury Reserve: $100,000,000
Interest Rate on Treasury: 14%

Government Owned Industry: $100,000,000

Imports: $1,200,000,000
Exports: $1,150,000,000

Army Units Available: 500
Army Efficiency: 80%

Amount of land: 10,000 square kilometers

Computer Countries

To this point much mention has been made of computer countries, but not always in great detail. Here we'll try to answer some questions that you might have.

When the computer runs a country it, as mentioned before, follows all the rules of the game. The three types of countries (Defensive, Regular, and Aggressive) are different in their playing style as is obvious by their names. The defensive countries will concentrate on their economies, and they will attack only occasionally. If left alone a defensive country will start to grow quite strong. Aggressive countries will, on the other hand, go all out with their armies and try to take over everyone by force. This means that they will put most of their resources into their army, and soon their economy will become quite weak because of this. Regular countries are the compromise between these types; they will attack and keep up their army as well as trying to keep a good country going.

The computer is rather well programmed to keep its countries prosperous, and it rules in a steady, rational and usually rather predictable method, with not too many of the unusual and unique actions that humans are so good at.

Computer countries will try to take advantage of all the available resources, including loans, but if the computer finds itself in a position where it cannot pay back its loan or it feels that there is no hope at all, it will surrender and the surviving countries will divide up its land.

Overall, the computer should make a very good opponent for humans in this game. If you become good and start beating them by some chance, you can use some of the customization options to change the balance a bit. Or you can have a human-vs-computer game with more than 2 countries by using the "attack only humans" option, or maybe just throw in a computer country as a balancer in a game between two or more humans. They're very versatile, you know...

FINAL WORDS...

If you've come this far, you should know the program rather well by now. This is where this manual leaves off; we've given you all the information and hints you need to rule your country, and now you just have to figure out how to do it WELL. We could, of course, give you some more hints on how to be a good ruler, but we won't. Instead, we can repeat some of the suggestions we've made throughout the manual, such as:

- Watch your credit! Don't take out more loan than you can handle, or you will have to suffer the wrath of the World Market.
- When you spend money on the first few pages (Food, Loan Payback, Government Services) remember that you still have more spending to do (such as Industry subsidies and the Army). Don't spend your money all in one place, and remember to plan for all the things that you will have to spend on.
- Don't forget your Army! If you concentrate only on your economy, any invading forces will be able to crush your country.
- You shouldn't put your tax rates much above 40%. This is a "magic barrier" for most industries, and at this point they begin to lose confidence in the government. 45% will cause some damage, and 60% will cause your GNP to fall considerably.

Now, all that remains to be said is: GOOD LUCK ! !

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QUICK SUMMARY

Order of events in a year:

- Year-Beginning page (with Army Stats).
- Each country's turn.
- Battle Results.
- Other events (such as countries dying.)
- Year-End summary.

Order of events in a country's turn:

- Main Page #1 (Treasury/Income).
- Main Page #2 (Population).
- Taxation Page.
- Food Page (including Food Market).
- World Market Loans Page.
- Industry Subsidies Page.
- Army Page.
- Battle Planning Page.

Some other features available:

On most screens that say "Press <ENTER> to Continue" you may also press the <P> key to print out the screen on your printer. Make sure the printer is on-line.

When you finish with the Army page and it says "Press <ENTER> to continue or <R> to Re-do" you may also press <S> to re-display the Starting (Main) Pages. You will then see both Main pages and return to the Battle Page.

Make sure that you read the enclosed "Loading Instructions" sheet, which contains extra information and features that may pertain to your computer.

And don't forget to send in your registration card!