

logue, a cost of 0 indicates that units of a particular class cannot move into this terrain at all.

Designing the Scenarios

When the unit classes and terrain have been designed, you can move on to the scenarios themselves by selecting *Scenario Editor* from the *Editor* menu. The scenario editor screen shows the description editor, flanked by a scenario selector and the *Map* button.

The scenario selector allows you to select which scenario to edit, numbered from 0 to 15. New games always start at scenario 0, but beyond that you control the order.

The description editor works like the description editors for unit classes and terrain. There are a number of other settings for each scenario that are accessed from the *Scenario* menu.

Resources allows you to specify the starting resources and the income per turn for this scenario. This applies to both players, though the figure is irrelevant for players who cannot create or repair anything.

Scenario sequence... brings up a dialogue to specify which scenario is to be played next. You can have the campaign branching in different directions depending upon who wins a particular scenario.

Options... allows you to specify who can do what in this scenario. While you can prevent a player from creating and restoring units simply by giving him no units that are capable of doing either, this dialogue allows more fine tuning: for example, you could allow one player to build units while the

other may only repair. *Capture positions* allows you to create a siege, where one player can win by capturing the victory positions, while the other player must defend those positions and annihilate the attacker.

The most interesting part of this exercise is the map editor, accessed using the *Map* button. This allows you to plot terrain, units and victory positions, any of which can be chosen using the selector at the bottom left. The last item you can choose with this selector is marked marked X: this is the deletion tool, which allows you to delete units and victory positions from the map.

Saving and Changing

When you have finished editing your campaign, choosing *Close* on the *File* menu saves it and return to the title screen, allowing you to play test your creation. To make further changes to your campaign, choose the *Edit campaign* option from the *Campaign* menu.

To distribute your campaign to other people you must send both the campaign file, named as you specified when you created it, and the associated graphics file, which has the same name but with *.mbm* added. To work with *The World at Strife* a campaign file must always be accompanied by the associated graphics file.

New campaigns for the game will be posted on its web site—see the game's *Readme.txt* file for the address. Third party campaign files are welcome, so if you have created a masterpiece, by all means send it in!

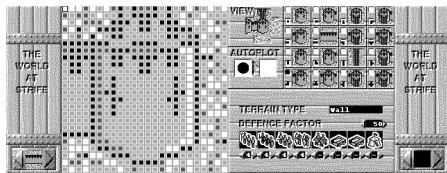


Illustration 3: the terrain type editor.

ACKNOWLEDGEMENTS

Thanks must go to the beta testers: Colin Messer, Leonid —, and Richard van Stappershoef, who helped to identify a number of bugs, many typing

mistakes and grammatical errors in this manual, and suggested a number of useful improvements to the game.



Thank you for downloading *The World at Strife*! This manual contains three sections: Instructions for installation, for playing and for creating campaigns.

INSTALLATION

The World at Strife is compatible with the following EPOC32 machines: the Psion Revo, Revo Plus, Series 5, Series 5mx, Series 5mxPro, Series 7, netBook, netPad, the Oregon Scientific Osaris, the Geofox One, the Ericsson MC218, the Diamond Mako and the PsiXpda.

The game is supplied as a single SIS file for all models. You can install this directly on the EPOC device, or by using PsiWin. During the installation process you are asked which graphics file

to install. Be sure to answer *Yes* when asked about the graphics for your particular machine. Otherwise *The World at Strife* cannot run!

The Wstrife icon then appears on the Extras bar. The first time the game is run after installation, users of the Oregon Scientific Osaris should disable sound using the *Preferences* option on the *Tools* menu. The Osaris does not support sampled sound playback and trying to enable it may cause unpredictable results.

PLAYING A GAME

Four campaigns are supplied with *The World at Strife*. The first time you play, you are asked which one to load. Later you can choose another one to play using *Open campaign...* from the *Campaign* menu. When your chosen campaign is selected, tap on the *Play* button.

You are first asked who will play each side: Human, or Computer (Easy, Average or Hard). Easy computer players tend to inflict less damage in an attack than human players. Average computer players inflict the same while hard computer players tend to inflict more. Once the players are chosen, the introduction to the first scenario appears.

The campaign is split into scenarios, up to sixteen in all. The order in which the scenarios are played depends upon the campaign and is sometimes influenced by the results of each battle. Each scenario starts with an introduction, at which point

you can save the game. When you have read the introduction, tap *Play* to start the battle.

Moving Units

Controls during the battle are simple (see *Illustration 1*). Tap twice on a unit to select it. Tap twice on an empty square or an enemy to move your current unit towards it. Tapping once on any unit or square changes the status area at the bottom left into a button, usually *Info* but sometimes *Create* or *Restore*, depending on the circumstances. *Info*, *Create* and *Restore* are also available from the menus; the button is simply for convenience.

Tapping on the status area when it is not showing a button toggles between the unit type name and the statistics display. The statistics display has two indicators: the upper one shows the current unit's health, and the lower one shows how much movement remains to it this turn. Movement

is restored each turn, but health is only restored using the *Restore* option.

Creating and Restoring Units

The availability of the *Create* and *Restore* options depends on the campaign. To create a new unit on the battlefield, select a unit that is capable of creating others. Then tap once on an adjacent empty square and the *Create* button appears. Tapping on the button brings up the unit selection screen on which you can read about the unit types and select one to create. Once chosen, the new unit should appear on the battlefield. If anything prevents the creation of this unit, a brief explanatory message appears.

Restoring units is similar. The unit must be adjacent to one which can restore it. Select the unit that does the restoring then tap on the damaged unit. The *Restore* button appears. Tap on the *Restore* button and the damaged unit should return to full strength. An error message briefly appears if this is not possible for some reason.

Help and Settings

Context-sensitive help is always available. At most places, selecting *Help* from the *Tools* menu brings up a brief help page about the current screen.

The *Info* function has been described already. It can do more than show information on the current unit or map square, however. At the bottom left after tapping *Info* there is an icon with arrow buttons either side. When looking at a unit, tapping on arrow buttons allows you to browse all the unit types. When looking at terrain, the terrain types can be similarly examined.

The *Tools* menu also contains the *Preferences* option. This allows you to alter the game settings. Two settings are available: *Sound* and *Path finding*. Sound should be self-explanatory. Path finding affects how your units find their way to their objectives. The *Slow/intelligent* setting can find its way around any obstacle but takes considerable time to work out the best route. The *Quick/stupid* setting is

much faster but can only find its way around simple obstacles. Experiment to find which suits you best. Computer players always use the *Slow/intelligent* setting.

Detail on Units and Terrain

Units are described by a number of attributes: *hits*, *power*, *range*, *armour*, *movement* and *cost*. These are explained as follows:

Hits is the amount of damage a unit can take over time before it is destroyed. The *Info* screen shows a unit class's initial hits, but individual units' hits are reduced as they take damage. The status indicator shows a unit's current state.

Power is the maximum amount of damage a unit can cause in a single attack. Each attack causes at random an amount between 0 and this figure.

Range is the range in map squares at which a unit can fire.

Armour is the maximum amount of damage a unit can absorb in an attack without affecting its hits. From each attack the armour absorbs at random an amount of damage

between 0 and this figure. In this context the term armour may represent other protective capabilities such as a shield, ECM, or even a better than average manoeuvring ability.

Movement is the distance that a unit can move in a turn over optimal terrain. Note that attacking an enemy uses up all of a unit's remaining movement points for that turn.

Cost is the cost of creating the unit, where this facility is available. A unit can be restored to full strength for half this cost.

The meaning of the terrain attributes are as follows:

Defence is the chance, expressed as a percentage, that the terrain will absorb all of the damage from an attack against it. For example, half of all attacks on average fail to reach a target hiding in terrain with a defence of 50.

The *movement cost table* expresses for each

unit class how many movement points it costs for that unit to move into this type of terrain. A cost of

zero (usually shown as a dash) means that the unit cannot enter this type of terrain.

CREATING A CAMPAIGN

As well as playing the four supplied campaigns, *The World at Strife* allows you to create your own. You can access the campaign editor from the *Create new campaign...* option on the *Campaign* menu of the title screen. After asking for a name for the new campaign, the program presents the unit class editor.

Before creating the units you will probably want to visit two options on the *File* menu. *Edit nation names* allows you to name each side, while *Set theme...* allows you to choose one of the four supplied graphical themes—metal, plastic, stone or wood—that your campaign will use for buttons and other game graphics.

Creating the Units

A campaign can have up to eight unit classes. For each unit class you can draw the sprite, specify the unit's statistics, and write a description. From left to right the screen

contains the following sections (See *Illustration 2*): 1. the unit class selector; 2. the drawing grid; 3. the unit display; and 4. the colour selector.

To draw a unit, simply select a colour and draw on the grid using the stylus. Transparent cells are shown using a slant line. You are drawing the unit for player 2; player 1's graphics are automatically generated by flipping the sprite horizontally and changing the greys to white. Zooming in or out toggles between two resolutions. You should supply sprites for both resolutions, in order that your campaign can be played on all supported machines. If all this drawing seems too much effort, you can use the *Fetch from library...* option on the *Drawing* menu to use one of the supplied sprites.

The lower half of the unit display contains the unit attributes. Tapping on the name brings up a series of dialogue boxes for specifying the name,

the attributes, and the sounds a unit makes. The numeric attributes can be more quickly edited using the arrows beside each number. Finally, tapping on the boxes at the bottom toggles which other units this class can create or restore.

You should give a description for each unit class, to appear when the *Info* option is used in the game. To do this, select *Class description* from the *Editor* menu. Selecting *Class editor* from the same menu returns to this screen.

Editing Terrain

The *Terrain Editor* (see *Illustration 3*) is accessed from the *Editor* menu, and works in much the same way as the class editor. Only the differences will be discussed here.

When drawing terrain there are sixteen separate tiles. These allow continuous terrain to be joined together across squares. You can edit the

terrain tiles individually, or you can use the auto plot feature. The settings require some explanation. Where the autoplot panel shows one circle, tiles must be drawn individually. When two circles are shown, pixels you draw are copied across all tiles. But one-and-a-half setting is the most interesting and the most difficult to explain. Pixels that you plot are copied only to those tiles that should match, depending on what quadrant of the grid you are drawing in. The best way to see this at work is to try it by drawing a circle in the first tile, with this setting enabled. Note that each tile has beside it two indicators: one to show which tile you are currently drawing, and one to show how this tile fits with surrounding terrain.

Attribute editing and description editing work in the same way as for unit classes, except that terrain makes no sound. In the movement cost dia-

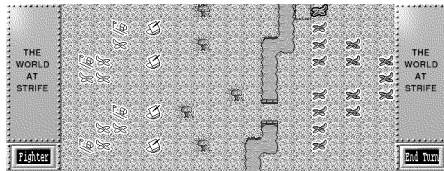


Illustration 1: moving units on the battlefield.

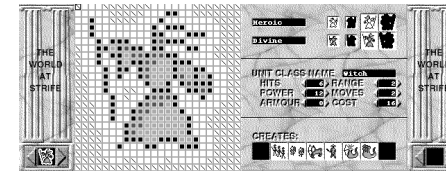


Illustration 2: the unit class editor.