

CONQUER FOR WINDOWS VER. 1.05S(SHAREWARE)

Instructions

Thank you for downloading Conquer for Windows version 1.05s, where the name of the game is to destroy your opponents through military aggression. Conquer is a fun and easy to learn strategy war game. But like all good war games there is a learning curve. Fortunately, Conquer learning curve is not very steep. However, in order to starting enjoying this excellent game right away, please follow these step by step instructions:

Step 1.

Load tutorial.wri

Step 2.

Print tutorial.wri

Step 3.

Read tutorial.wri (this also includes playing the tutorial scenario)

You get the point! Print out and READ the tutorial. It is absolutely essential. The tutorial provides step by instructions on how to play Conquer for Windows. By reading and playing the mini(tutorial) scenario, you will learn the basics needed to start kicking some serious bootie.

Since this is the shareware version of Conquer for Windows, there are a few options not provided in this version(these options are "grayed" out in the shareware version). One of these options are the ability to start a new game from scratch. This means you must "Load Scenario" to start a new game. From easy to most difficult, these scenarios are: Private, Sergeant, Lieutenant, Captain, and Major.

Private

This is the testing grounds for budding Conquerors. The odds are stacked in your favor. The objective of this scenario is to help you solidify the basics, including city and military production, combat, and basic strategy, without worrying about a quick defeat, yours that is. If you didn't read the tutorial, you will find even this level difficult to play however.

Sergeant

Again, the purpose of this scenario is to solidify the basics one with exception. You must worry about a defeat. Although you still have a built in advantage, the computer opponents are more intelligent and quite able to figure out ways to beat you, quickly. In addition, there are two computer opponents to watch out for. This level also bring about some nice rewards for learning how to build ships, and control the seas.

Lieutenant

Now you ask for it. There is only one computer opponent but both of you have many, many cities, military pieces, and resources to deal with. In Lieutenant, you will have to employ slightly more advance skills such as paths, optimizing productions ratios, sea combat, etc. Also, the computer is at Level 4, so the computer AI is much better than in previous scenarios. This game is involved and will take you quite a while to complete successfully. If you haven't learn the basics by now,

you will no doubt suffer a resounding defeat. However, if you have the skills and the time you should be able show the computer a thing or two.

Tip: Remember to check your production ratios right away. Also pull up your resource map to see what your cities are building. It is important to get your cities building the appropriate military pieces to keep you in the game for the long haul.

Captain

This scenario are for serious Conquerors who know what they're doing only! One of the major difficulties of this level is that its exist in an "invisible" world. By this we mean you can not see areas until you have uncovered them with a military piece. You can not see opponents' (and there are 3 others) military pieces until your piece is "in range". The computer level is 6 so it has a noticeable production advantage. You must use excellent production, and military strategy to keep your prefer political ideology intact.

Tip:Use planes to recon missions. Planes will enable you to "see" what's around , and allows you to locate and attack your opponents.

Major

The Major scenario consists of 3 computer opponents and you. Land masses includes many islands so sea domination is critical. In addition, the computer players have a two fold advantage. One, they have more resources to allocate to various productions. Two, they have a strategic advantages as to there position on the map. Plus, the computer is at Level 7, which gives it a considerable production edge.

In the Major, you must have complete control of the basics, and employ strategic objectives if you expect to win. If you don't, you will lose. In addition, you must be able to manage your production carefully. If you don't, you will lose.

Beyond

Don't think you're a hot shot after you beat the Major scenario. At least not yet! When you register Conquer for Windows, you will play against Level 8, 9, and the almost impossible to beat Level 10. Once you beat Level 10, call us up and play against the one of the designer and President of the company via modem. He will personally kick your butt, or die trying.

This brings us to another feature only available to registered users: Multi-player play. Conquer for Windows is modem and network compatible. You can play up to four people via Microsoft Windows for Workgroups, or play two human opponents and two computer opponents via modem. You don't have to involve computer opponents at all. The choice is up to you.

Another registered feature is the world and scenario editor. This will allow you to create your own worlds and scenarios and share them with a friend (or foe). This is the same editor use to create the scenarios for the shareware version.

System Requirements

- 1) Microsoft Windows 3.1 or higher
- 2) 80386 CPU or higher
- 3) 6 MB total available memory - can be 4 MB physical RAM plus swap file

- 4) 4 MB free disk space
- 5) 640x480, 16 color or better graphics
- 6) 2 button mouse

Suggested

- 1) 1024x768, 256 color (accelerated) or better graphics
- 2) Sound card capable of playing .WAV files
- 3) Greater than 4 MB physical RAM

Bug Reporting via E-mail

Should you find an undocumented feature (a.k.a. bug) that you wish to report, feel free to E-mail us a description of the problem and system configuration. Our email address is support@elpin.com.

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