

CONQUER For Windows Tutorial(Shareware)

The following section is a tutorial for **CONQUER for Windows**. This will walk you through the first ten turns of a real game, and explain several concepts and tactics along the way.

Conquer for Windows has an extensive help section. If you need help with or are unsure about certain aspects of the game. Be sure to check out the help section.

The following tutorial assumes that the default colors are set. The computer player (The Triad) is red, and human player (you) is white. Also, the tool bar and scroll bar are assumed to be enabled. If they are not, refer to "Tool bar" and Scroll bars" in the Help section.

Starting the Game

When **CONQUER for Windows** is installed, a group is created in Program Manager, titled "CONQUER". Within that group, an icon, which looks like a globe of the world, is created with the title "CONQUER". Start the game by double clicking on the CONQUER icon.

It will take a few seconds to load. If you have a sound card that is capable of playing .WAV files, the "theme song" will play. Once loaded, pull down the "File" menu and select "Load Scenario".

Next, a dialog box asking for the type of game is shown. Click on "local" and a dialog box prompting for your player name will be displayed. Enter your name and click "OK"

Following this, the "Start Game" dialog will be displayed. Many of the game's options can be set here including the name of the scenario. Under the "Scenario/Map" heading. Pull down the list box by clicking on the down arrow.

A list of scenarios are shown-start the tutorial by clicking once on the word 'TUTORIAL'. Click on the "OK" button, and you are ready to start the game.

The CONQUER Screen

Before taking that first step, let's have a brief look at the **CONQUER for Windows** screen. The screen consists of five major components: the menu, the tool bar, the map, the scroll bars, and the status bar.

The Menu is located at the top of the screen and contains the "File", "Game", "Statistics", "Options" and "Help" options. The Menu operates the same way almost ever other Windows application works. Point and click to a command on the menu bar and that menu will be activated. Click on an individual item in the menu and that command will be executed. More information on the menu bar will be explain in this tutorial. You can also get more information from the online help section.

The Tool bar is located at the top of the screen and consists of graphical buttons. From left to right these are "Turn Done", "Follow Path", "Tactical View" and "Production View" These buttons represents the most commonly used commands. All buttons on the tool bar are duplicated by both menu commands and hot keys.

The tool bar also shows a couple of statistics on food and mineral resource production. The number displayed in the "bar chart", on the far right side of the tool bar, are the surplus resources per turn. This is the number of resources produced minus the number of resources used. The colored bar is a graphical representation of the number of resources available over the next ten turns.

The Scroll Bars on the right and bottom of the map screen are used to position the map within the view window. The scroll bar functions are duplicated by cursor action.

The Tutorial Scenario is a single land mass that should fit within the map window. If the island is not centered on the screen, you can adjust the map screen by using the scroll bars.

You can also position the map screen by using the cursor. Move the cursor to the view window, then click and hold the right mouse button. If you then drag the cursor, a "Hand" cursor will be displayed and the map will follow in the direction you move. Let go of the right mouse button when you have the map positioned the way you want.

The Status Bar is at the bottom of the map screen. The turn indicator shows the current year and week. The map position shows the upper left map coordinates and the lower right map coordinate. If you point to a square and hold the **SHIFT** key down while clicking on the left mouse button, that square's coordinates will be displayed.

Each player's name, outlined in the player's color, is shown on the right of the status bar. These names get partially covered by the "Cache" when a player's piece is placed into the cache. The cache is described in more detail during **Week 2**.

The Map Screen can be used to display several views. The most common of these is the tactical view which shows the playing pieces. The map which "wraps" horizontally, is divided up into squares, each with its own terrain.

A piece's capabilities define which terrain it can move through. In general, ships can move Sea squares, infantry and tanks can move Land/Plains, Desert/beach, Forest and City squares, and planes can move on any square, including Mountains and Ice Cap/Tundra.

Each piece is represented by an icon. Having several pieces on one square is called "stacking". Stacked pieces are represented by an icon followed by the number of pieces on the square. There can never be more than eight ground units (infantry or tanks), eight planes, and one ship on a single square.

Each square is outlined by the color of the player who has captured it. A square is captured by moving through it with a ground unit. On skill levels higher than level one, you can't see enemy pieces or squares that are not adjacent to your own square or pieces.

Week 1

Starting Position

You start with seven tanks, one infantry, and one plane. You also start with three cities, and half of the island "captured". Tanks can move two squares per turn, Infantry one square per turn, and planes four squares per turn. Ground units can not move on Sea, Mountains, or Ice/Tundra squares. Planes can move on any square. For more information on which square each piece can move through see "movement" in the Help Section. The red squares are owned by The Triad. He starts with two infantry pieces in each of his two cities. They will remain here, guarding their cities, until The Triad builds a new piece.

Moving

One word of warning before getting started. This is a real "live" game. If you vary the instructions in this tutorial, you may end up playing a different situation than what is being described. Experimentation with the tutorial scenario is encouraged, however, if you find yourself straying, you may want to restart and follow the moves as described to get back "in sync".

Start by placing the cursor on top of the tank in the center of the map. click and hold (don't release) the left mouse button. Move the cursor to the square just below the tank's original position and release the mouse button. You have now moved the tank one square.

You captured the square by moving the tank into it. All of your captured squares are outlined in white, your player color.

When you select a piece two things happen. First, the cursor changes to reflect the piece that you have picked up.

The new cursor has standard arrow cursor. If there are more than one piece types, a combination of those are transposed on top of the arrow cursor.

The second thing to happen is that the "cache" becomes active. The cache is a temporary holding area for your pieces before moving them to a location.

The cache is located at the right of the screen and overlays the players' names when active. The cache is hidden when it is not active. The cache will be covered in more detail during **Week 2**.

Tanks can move two squares per turn. That means that the tank you just moved can move one more square. Move the tank to the square diagonally to the upper right. Do this by clicking and holding the left mouse button down while pointing to the tank, dragging to the square to the upper right, and releasing the mouse button.

Once the tank has moved its maximum distance for the turns, it becomes "hollowed out". If you compare this tank with the other tanks on the map, you'll see that there is a subtle change to the interior of the tank icon. This is a visual indication that the tank can move no more this turn.

Now move the bottom most tank two squares to the right. This time, though, instead of moving the tank one square at a time, move it the two squares in one motion. Use the same clicking and dragging process described in the previous moves, but this time release on the red square that is two square to the right of the tank.

The square that used to be owned by The Triad is now yours. When you move a piece into an enemy square, you use up the remaining movement factor for that piece. In other words, a piece expands its entire movement factor when moving into an enemy square. In this example, the tanks would have used its last movement factor to reach the red square anyway.

A more obvious example involves moving the plane. Planes have a movement factor of four and are unrestricted by terrain. However, like the tank, once the plane moves into enemy territory, it will be unable to move for the rest of this turn.

Move the plane one square to the right, dropping it on the red square. The plane becomes "hollowed out", indicating that it has expended its movement factor.

Now let's finish the movement for this turn by moving the stack of five tanks two squares to the right and moving the infantry one square diagonally to the right and down. Moving the entire stack of five tanks is the same as moving a single tank: click and hold the left mouse button, drag the tank two squares to the right, release the left mouse button.

Production

Now that all pieces have expended their movement factors, we could either end the turn or modify production. Actually, production can be adjusted at any point in the turn, although it is usually more convenient to check after movement is finished.

The rules for production are simple:

1. Each captured square is capable of producing food or mineral resources.
2. Only cities can build military pieces.
3. A city can build on any captured square.
4. Every piece requires food and mineral resources to produce and requires food to maintain.

Currently you are looking at the most common view, the tactical view, which is used to show your military forces. The third and fourth button on the tool bar are used to toggle between the tactical and the production view. The production view is used to show food, mineral resources and city production.

Click on the fourth button from the left on the tool bar. The map screen now shows the production view. Squares producing food have food icons and square producing minerals resources have the mineral resources icon. City squares show the piece they are building along with the number of turns left before a piece is built. You will not be able to see the enemy's production.

For now, there are enough food and mineral resources- as shown by the food and mineral resource usage chart on the right side of the tool bar. Therefore, we'll concentrate on production.

Move the cursor to point to the city in the upper left corner of the map. Click once with the right mouse button and release.

A dialog box will pop up, letting you set the city production.

Point to the circular "radio" button on the left of the ship icon and click on it. The production for the city is now changed to producing a ship. Since these pieces take nine turns to build, a new ship will "show up" in nine turns on this city square.

Next, set the production of the city in the lower left to planes. Same as before, click with the right mouse button and the "Production" dialog box pops up. Click with the left mouse button on the radio button adjacent to the plane icon.

The city production are set as follows: the city in the upper left will produce a ship in nine turns, the city in the lower left will produce a plane in seven turns, and the remaining city will produce a tank in three turns.

Movement is done; production is set. Time to move onto the next turn. To end this turn and move onto **Week 2**, click on the first button in the tool bar, the "Turn Done" button.

Between the Turns

Between every turn, production calculations take place. Food and mineral resources are totaled and added to the previous turn's surplus. The number of existing pieces take their food, and any remaining food goes toward the pieces being produced in the city.

If there are adequate food and mineral resources to produce all the pieces under production, each piece is one week closer to being built. Any new pieces are placed in their respective cities.

If there are not enough food or minerals resources for all your production needs, cities are chosen at random to fulfill their production demands. It is never good idea to let your total production of food or mineral resources dip below zero.

If you set a path in a previous turn, but not given the path commands during this turn, all pieces will be given the path command. Paths will be covered in more detail during **Week 3**.

If, during the turn, you chose to save the game, the actual save takes place between turns. A game is not saved during a turn, only after the turn is completed.

Also, the computer player evaluates its position between turns. If it is not doing to well, then it will offer terms of surrender.

Everything that happens between turns is automatic and requires no user intervention. The path command precedes the production calculation, and the production calculation precedes the save game.

Week 2

Having serviced the first turn, you have begun to master the basics of movement and production. In the second turn, we'll repeat some of the same concepts of movement and of production before moving on to the "cache".

Week 1 showed that movement is done by clicking on a piece and dragging it to a new location. Production and tactical views can be displayed by using the third and fourth buttons on the tool bar. Incidentally, if you are still looking at the production view, now might be a good time to switch back to the tactical view-click on the third button on the tool bar.

The Computer Player

Perhaps this might also be a good time to mention what the computer player is up to. At this point, The Triad is building a couple of planes in its two cities. When they become active, the piece will move toward you and attack. All movement is simultaneous. The Triad is moving and attacking at the same time you are!

However you don't need to worry about it this turn...

Movement

Move the bottom most tank one square to the right. Again, this is done by clicking and holding the left mouse button dragging a tank to a new square, and releasing.

Now move the middle tank one square to the right. Take the plane and move it diagonally one square to the right and down (southeast). Ignoring the stack of tanks for the moment, move the infantry diagonally one square to the right and down.

The Cache

Your topmost stack is moving five tanks through one unoccupied enemy square at a time. Pretty inefficient, the other two tanks are doing the same thing with single tanks.

What you need to do is split the stack up while taking unoccupied enemy squares and recombine when faced with combat. After all, there is strength in numbers.

The tool for doing this is The Cache. The cache is used as a temporary holding place for pieces before moving them. The cache has been active in all your previous moves, but you have not yet needed its functionality.

Here's how it works. Point to the stack of five tanks and, with the left mouse button, click and release. The cursor looks the same as when dragging the pieces, but the cache area is active in the lower right corner of the screen.

Temporarily covering the player names, the cache shows the five tanks, all highlighted. Don't do this, but if you were to click on another square right now, all five pieces would move to that square because they are all selected.

To select a piece out of the cache, move the cursor over the cache and click on the first piece in the cache. Now only one tank is highlighted.

Click on the square just above the stacked tanks. Only that piece moves, and the other four are left in the cache.

Be careful! Those four in the cache will move if you accidentally click on another square.

Continue separating the pieces in the stack. Point to the next tank in the cache and select it by clicking on it. Point to the square diagonally to the upper right of the stacked tanks and click on the left mouse button.

Select the next tank in the cache and move it to the square to the right of the square that had the stacked tanks. This leaves two more in the cache to move.

Take the next tank and move it to the square diagonally to the lower right of the square that had the stacked tanks.

Move the last tank two squares directly below the original square. This puts it right between another tank and the

plane.

You have now gotten acquainted with the cache. Basically, it is used to assist un-stacking just as described here. Later, we'll look at some of the short cuts used when working with the cache.

Production

This tutorial runs at skill level "one". Skill level one is a special case used for learning and experimenting with the game. You can see the entire map and all the enemy forces. You also don't need to worry about food and mineral resource production.

However, learning to work with food and mineral resources is important for moving up to higher skill levels. Therefore, let's change one of the food producing squares into a mineral producing square.

Set the "Production View" by clicking on the forth button on the tool bar. You can also use the hot key, **CTRL+X**, to toggle between production and tactical views. Notice that each of the pieces being produced in the cities are one week closer to being finished.

Point to the square just below the city that is producing the ship and click with the right mouse button. A dialog box pops up which gives you the option of producing food, mineral resources or a city in this square. Since food was already being produced there, the radio button associated with the food icon is pre-selected. Click on the mineral resources button, and production is changed to mineral resources.

This method of setting food and mineral resource production is good when you want to adjust individual squares. What happens when you want to set a whole range, though? Setting each individual square would get a little tedious

SHORT CUT

Fortunately, there is a quicker way. the first thing you have to do is select an area. Knowing how to select an area is important, since other parts of the game, besides setting production, also use this. For now, let's use it to change a block square to produce food

Point to the square that is diagonally to the left and above the city that is producing the plane. Hold down the **CTRL** key and then click and hold down the left mouse button. An animated rectangle appears -- don't let go yet.

Drag the rectangle to include the square that is diagonally to the right and down from the southernmost mountain square (it's near the enemy border). Release the mouse button and **CTRL** key.

You are left with a selected area, which you have several options that are discussed in the online help section. In this example, we will set the non-city to produce food.

With the right mouse button, click anywhere on the map screen and release. The production dialog box that pops up lets you set all the selected squares to food production or mineral producing. Production in cities and production of new city squares will be unaffected.

Click on the radio button next to the food icon. Notice that it had no affect on cities and enemy squares. Click on the tactical view button, so you can see your pieces; click on the "Turn Done" button and proceed to **Week 3**.

Week 3

At this point, we have covered basic movement, movement into enemy squares, the cache, city production, and non-city production-both single squares and an area. Quite a bit for two turns, eh?

Enough of the fundamentals have been covered by now to play a complete game. What follows, however, may well worth your time. In **Week 3**, we'll cover some basic tactics as well as some hints on accelerating play.

Paths, Paths and More Paths

Paths are a very important step in accelerating your play. In general, paths are used to move a piece, unattended, a distance greater than what that piece can move in one turn.

How do we set a path? Setting a path is exactly the same as normal movement. All you have to do is drop a piece further than it can move in one turn.

A path command is given automatically at the end of the turn, or it can be given manually during a turn. This is done by clicking on the second button on the tool bar. Since no piece has been given paths yet, there is no effect by clicking on it this turn. We'll cover this again in **Week 4**.

It is not uncommon for many of the pieces in a game to have paths. This is the easiest way -- letting the computer do it to move pieces long distances. For example, let's just set the infantry on a path.

Click on the infantry and hold down the left mouse button while dragging the icon to the forest square just above the southernmost mountain near the front line. Release the mouse button. You have now set a path for that piece.

The infantry moved one square, its maximum per turn, toward the destination you selected. In **Week 4**, when you click on the "Path" button, the piece will move one more square toward its destination. In each subsequent turn, the infantry will continue to inch toward its objective until it reaches the destination. This journey will take the infantry five turns to complete--meaning you won't have to move it for five turns.

Any piece will continue to follow a set path until any one of the following conditions are true:

1. The piece reaches its destination
2. The piece is destroyed in combat
3. The piece runs into impossible terrain
4. The movement would violate stacking limits

Movement Tactics

One tactic that is common when moving through enemy territories is a maneuver called "leap frogging". The goal of this tactic is to hit an enemy square just as your last movement point is used up. In the case of tanks, it takes two pieces to complete this maneuver.

Take the tank that is on the forest square next to the bay on the north side of the island and move it two squares to the right. It will leap-frog over the other tank and end its movement on a red square.

Take the tank that was "leaped" over and move it two squares to the right. This tank will also leap-frog over a friendly tank and end its movement on a red square. This tactic, which can also be used with planes, is used to cut through enemy territory quickly.

Other Movement

Finish up this move by attempting to get close to one of the enemy cities. By converging on the westernmost enemy city, we can attempt to take it before The Triad can build a piece in it.

Move the plane one square diagonally to the right and up. Take the tank that is diagonally to the left and above the plane and move it on a diagonal so that it ends up diagonally to the right and down from the plane.

Leap-frog the two tanks that are side by side first by moving the leftmost tank two squares to the right, then move

the other tank two squares to the right.

The unmoved tank in the center of the map can reach the city outskirts. Move that tank two squares on a diagonal down and to its right. It will end up on the northwest corner of the city. Conclude the movement by advancing the southernmost tanks one square to the right.

Production

You should check production every turn, especially after a turn in which you gain a lot of ground or lose a big chunk of ground. From here to the end of the tutorial, however, we will rarely refer to production. The basics have already been covered and only experience will show you which combination of food and mineral resources will work best for you in a given situation.

There is a tool that should be mentioned at this time. Pull down the "Game" menu, and select "production ratios". This dialog box can assist you in managing your resources. For more information, see "production Ratios Dialog Box" in the online help section.

Now that this turn is finished, click the "turn Done" button and proceed to **Week 4**.

Week 4

New Builds

The city that was building a tank has completed it. When a piece is built, it appears on the city that was building it after the required number of turns have passed.

If you were to check production now, you would find that in four more turns another tank will show up on the same city. Also, one of the other cities is producing a plane which will be available in four turns and the remaining city is producing a ship which will be available in six turns.

Once a new piece is produced, the city will automatically begin producing another piece of the same type. That is why, in the production view, the city that just produced the tank shows another tank being produced in four turns.

Paths

Back in **Week 3**, you set a path for infantry. Click on the "path" button (the second button) in the tool bar. the infantry takes one more step on its journey.

When you clicked on the "Path" button, you gave a command to every piece that has a path to move its full movement factor along the path given. In this case, only the infantry piece has been given a path, but you can set a different path for every piece on the map if you wish.

In general, you might want to get into the habit of clicking the "Path" button after clicking the "Turn Done" button. However, depending on the situation, you may have to attend to other things first. The path command can be given at any point in the turn, and if forgotten, will automatically occur when you click "Turn Done".

Experiment with paths until you are comfortable with them. They can be very useful when you have a lot of pieces to manage.

Movement

Continue moving pieces into a position where they can attack the city. Locate the tank on the northwest corner of the enemy city. We will move several pieces to that square.

Move the tank immediately above that square and the tank that is diagonally to the left and above that square into

the same square as the tank at the edge of the city. Now move the plane to the same square. This gives you a stack of three tanks and one plane -- a formidable attacking force.

Combat

Combat occurs when you move your pieces into an enemy occupied square. Combat is resolved based on the value of your attack factors against the enemy's defense factor. Naturally, the better the "odds" -- the ratio of attack factor to defense factor -- the better the chance of winning the battle.

Each piece has a different attack defense factor. In the upcoming battle there are three tanks and one plane attacking. Each tank has an attack factor of three and each plane has an attack factor of four. Therefore you are attacking with a total attack factor of 13.

Piece	Attack	Defense
Infantry	1	2
Tanks	3	2
Planes	4	3
Ships.	6	7
City	0	4

Defending the city are two infantry and the city itself. Each infantry has a defense factor of two and the city has a defense factor of four. Therefore, The Triad is defending with a total defense factor of eight.

The ratio of 13:8 is clearly in your favor. Basically, you have 13 chances out of 21 (13+8), or a 62% chance, of winning the entire battle. Once combat is initiated, it continues until only one stack is left standing.

Attacking the city square by moving the entire stack of three tanks and one plane onto the city. If you any losses, it is reflected immediately by the number of pieces that remain in the square.

Chances are you were successful in capturing the city. The city is now "in ruins" and must be rebuilt to be of use to anyone. Rebuilding a city takes 40 resources over a five turn period. After you have rebuilt the captured city, it produces and defends at the same rate as any of your original "home" cities.

Just like movement into enemy squares, once a piece engages in combat, it can no longer move for the remainder of the turn. Remaining movement factors have no effect on the outcome of the battle.

More Movement

Everything is happening simultaneously -- combat, your moves, the enemy moves, your production. Just because you engaged in combat already, don't forget to move the rest of your pieces.

Leap-frog the two tanks in the north again. Move the leftmost of the pair two squares to the right, then move its partner two squares to the right. You are beginning to eat into The Triad's production while enhancing your own.

Move the southernmost tank one more square to the right, into the next beach square. Move the tank in the center of the map, on the land square just one square north of a mountain, to the red square on a slight diagonal that is two squares to the right and one square to the north.

Sentries

That leaves one remaining tank that hasn't moved. Actually, it is not necessary to move every piece on every turn. It just usually ends up that way--especially early in a game when there aren't that many pieces to move.

Sometimes, though you might want a piece to guard a position, like a city, and never move the piece from that spot. In this case, you can use the "sentry" feature to keep a piece in a given spot.

Once a piece is put into sentry mode, it won't be disturbed by city paths, group paths or parallel paths (see "Sentry" in online help Section). The piece will, however, defend at its full defense factor. Also, a piece can be removed from sentry duty at any point and turned into a fully functional piece at no cost in movement or resources.

To set the tank to sentry mode, hold the **SHIFT** key down and click on the left mouse button. The dialog box "information", is displayed. This dialog box is used to selectively place into the cache, to see the path destination, to see the number of moves left in the turn, and to set sentry mode.

Hold the **SHIFT** key down again, and click on the left mouse button while pointing to the radio button next to the tank icon in the dialog box. When you release the mouse button, the word "sentry", replaces the dashed line under the column heading "Orders". Click on "OK", and the tank is now in sentry mode. If you wish to remove sentry mode, repeat the same steps-it's a toggle.

Now that this turn is finished, click the "Turn Done" button and proceed to **Week 5**.

Week 5

This turn will be the last in the tutorial. You may continue playing the game beyond this turn, or even reload the scenario and try your own tactics. See if you can win this scenario in less than ten turns.

Paths

Click on the "Path" button to move the infantry further along its route. If you want to change the path a piece is moving on, there are several options.

The first option is to move the piece, either "normally" or by giving it another path, before you click on the "Path" button. The second is to hold the **CTRL** key down while clicking on the piece with the left mouse button. When an animated rectangle appears, select another square to change paths, or select the same square that the piece is in to cancel the path altogether. This type of path movement is described in online help under "Group Paths".

The Cache

Set up for an attack on the one remaining enemy city. Though we won't be able to attack it this turn, if you choose to play on, you might be able to hit it next turn.

Once again we are dealing with a stack of pieces. If all your pieces survived the attack on the city, you still have three tanks and one plane in the stack. If not all your pieces survived, that's okay-just set up to assault the other city with what you have. If the plane did not survive the attack, use one of the tanks where the plane is mentioned in the following paragraphs.

Click on the stack and you'll see the cache pop up in the lower right hand corner of the map screen. Select the plane out of the cache by clicking on the plane icon inside the cache. Point to the square diagonally to the right and to the north of the current square, and click on the left mouse button to move the plane there.

Short Cut

Now, being careful, because you still have the tanks in the cache, press the **CTRL** key and release. Notice that the first tank icon is selected. Press the **CTRL** key again and release. Now the first and second tank icon is selected. Press the **SHIFT** key and release. Now only the first icon is selected again.

The **CTRL** and **SHIFT** key can be used to select and deselect sequential items in the cache. This is useful for breaking apart a large stack of pieces. In fact, this method would have also worked to break apart the stack of five tanks back on **Week 2**.

For now, though, select all the tanks in the cache by either using the **CTRL** key or by dragging the mouse along the cache bar. Point to the same square that the plane moved into, and click on the left mouse button. Now move them one more square to the north, so that they end up at the southwest corner of the remaining enemy city.

Other Movement

Find the tank is on a slight diagonal from the tanks that you just moved. It is two squares to the left and one square to the north. Take that attack and move it to the red square on the diagonal to the right and down one square. Next turn, you ought to be able to attack the enemy city in force.

Take the left tank in the pair that has been leap-frogging, and move it to the red square two squares to the right. Take its partner and move it one square diagonally to the right and to the north.

Move the remaining tanks, on the southern edge of the island, one square to the right,. By now, you have severely eaten into The Triad's ability to produce. By continuing to take the remaining squares, The Triad will not be able to recover and will have to surrender soon.

Playing On

The fundamentals of the game have been covered by this tutorial. Refer to the Help sections to assist you with more advance topics such as city and group paths, sea transport, and multi-player games. The online help sections contain detail information on these topics and can be printed out for later review

There is no substitute for experience, though. Experiment with the tutorial scenario and get used to how pieces move and how to work the resource production. A word of warning: in two turns The Triad builds a plane to defend its city! Be careful of its strong attack factor.

About the Scenarios

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. The world is composed of 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 scenario, you **must** have complete understanding of the basics, and employ solid 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.

Registration Has its Privileges

1. Multiplayer Options (modem and network compatible)
2. Randomize map generations (no scenario only play)
3. World Map editor (create your own worlds)
4. Scenario Editor (create your own scenarios)
5. Tougher Computer Opponents (play against Level 8,9, and 10)
6. Free game (Space Rocks 3D)

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