Battle Masters 2 Help Contents

The Contents lists Help topics available for Battle Masters 2.   Use the scroll bar to see entries not currently visible in the Help window.

To learn how to use Help, press F1.

Overview

The object of **Battle Masters 2** is to eliminate your opponent's Command Tank.   To accomplish this, each side will choose their forces and fight through fields, forests and mountains to become the **BATTLE MASTER!!!**

This version may be played on one computer (a Standard Game), may be played over a LAN, or the game file may be transferred by Modem.

Written By:
>   Neil Sanford
>   8 Rowan Court
>   East Brunswick, NJ 08816

This game is free-ware.   If you like the game, send $5 to register.

This game is written in Microsoft Visual Basic v3.0.

Starting a New Game (Standard)

1)   To start a new game that will be played on one computer, make sure that the **Standard** button is selected in the **Game Type** box located on the bottom right side of the screen.

2)   To play a new game, both players must first create their armies.   To do this, press the "+" button to add a unit, and press the "-" button to remove a unit of the corresponding type.   The total number of units each player selected is displayed on the bottom of the screen.   Each army may have a maximum of 100 units each.   Also displayed is the total point value of each army.   The point value does not have any impact in the game.   It allows you to create 2 equally strong armies to fight.

3)   On the upper-right side of the screen is a listing of different **maps** to play on.   Select the one you want for this game.

4)   On the middle-right side of the screen is where you may select the **starting distances** of the two armies.   The standard option places each army in opposing corners.   The medium option places the armies closer together, and the short option places them the closest.

5)   Once both players are ready, click on the "**Start Game**" button to begin.

Starting a New Modem/Lan Game

Overview

The Modem/Lan game option allows 2 people to play the same game on 2 separate computers, either by transferring a file via modem, or by playing on the same Lan.   To start a new Modem/Lan game, you need 2 people on 2 separate computers.   The first player will select the game type as Modem/Lan, and enter the player names of both players, select a Game ID Number, and select the DOS Path for the location of the saved-game file.   If you are playing over a Lan, then select the drive and subdirectory of a common shared Lan drive.   If you are playing over a Modem, then you can use any subdirectory on your local computer.   The first player will control the RED army.   Red will   then configure their army, and then take their first turn.   When the first player is done with their turn, they will select the "End Turn" menu.   This will create the saved-game file.   At this point, if you are playing via modem, then you will be told the name of the file to transfer to the other player.   If you are playing over a Lan, then no transfer is needed.   You must tell the other player the Game ID number, and the Player Name you have given them. Once this information has been given, then the Second Player, who will be controlling the BLUE army, will start the game program on their computer.   They will select the Load Modem/Lan Game option from the first screen.   Blue will select the saved game file using the Game ID, and enter their name as given by the first player.   Blue will then select their army, and take their first turn.   After this, each player will take their turn,   End a Modem/Lan game turn, and transfer the file to the other player.

Detailed Instructions

1)   To start a new Modem/Lan game, make sure that the **Modem/Lan** button is selected in the **Game Type** box located on the bottom right side of the screen.

2)   The first player will be RED.   Red will now select their army.   To do this, press the "+" button to add a unit, and press the "-" button to remove a unit of the corresponding type.   The total number of units   selected is displayed on the bottom of the screen.   Each army may have a maximum of 100 units each.   Also displayed is the total point value of each army.   The point value does not have any impact in the game.   It allows you to create 2 equally strong armies to fight.

3)   On the upper-right side of the screen is a listing of different **maps** to play on.   Select the one you want for this game.

4)   On the middle-right side of the screen is where you may select the **starting distances** of the two armies.   The standard option places each army in opposing corners.   The medium option places the armies closer together, and the short option places them the closest.

5)   Once you are ready, click on the "**Start Game**" button.   This will bring up the "**New Modem/Lan Game**" screen.
      Your Player Name = Enter your name here.   You will be playing the RED army.   Make sure to write down this name, you will need it to access the game later.
      Opponent's Player Name = Enter the name of your opponent.   Make sure to tell your opponent what name was used, otherwise they won't be able to access the game.

Your opponent will play the
BLUE army.

     Game ID = Enter a number from 0 to 9999.   This will give your saved-game file a unique
name.   Make sure to write down this number, both you and your opponent
will need it later to access the game.

     Game Path = This display-only field is filled in with the DOS Path showing the location
of the saved-game file.   It is updated by selecting a drive from the drive
box, and a subdirectory from the subdirectory box.   If your are playing
on a **Lan**, then select a shared drive and directory that both players
can access.   For a **modem** game, you may want to use C:\.

     Existing Games = This box shows all of the currently saved modem/lan games.
Pick a Game ID for your new game that is not currently used.

6)   Press the **OK** button when you are finished filling in the above information.   If there are any problems, you will be notified.

7)   The RED player will now take their first turn.   when done, select the "End Turn" menu option and follow the instructions in the <u>Ending your Turn for a Modem/Lan Game</u> section.

8)   The BLUE player can now start their turn.   Blue should now start the program, and enter the game by following the instructions in the <u>Restoring a Saved Modem/Lan Game</u> section, and see the note on Blue Player Taking Their First Turn.

9)   Game play will now continue normally with each player taking their turn, ending their turn, transferring the saved-game file, and waiting for the other player to go.

Restoring a Saved Game (Standard)

If you want to continue playing a **saved game** that was being played on one computer, select the menu "Game" and click the "**Load Saved Game**" option.   If a saved game does not exist, then this option will not be active.   Note that you can only have 1 saved game at a time.   The name of the saved game file is "BMASTER.SAV".

See "Restoring a Saved Modem/Lan Game" to continue playing a game on two computers.

Restoring a Saved Modem/Lan Game

If you want to continue playing a saved **modem/lan game**, or if you are the Blue Player in a new modem/lan game,   select the menu "Game" and click the "**Load Modem/Lan Game**" option.

You will now see the "Load Modem/Lan Game" screen.
       Your Player Name = Enter your name here.   This field determines which color your army is.   This name must match EXACTLY the name stored
                                          in the saved-game file.
       Game ID = This display-only field is filled in with the Game ID of the game you click on in the "Existing Games" box.
       Game Path = This display-only field is filled in with the DOS Path showing the location of the saved-game file.   It is updated by selecting a drive from the drive
                                          box, and a subdirectory from the subdirectory box.
       Existing Games = Click on the saved-game you want to play.   All saved games found in the Game Path are listed here.   To change the path, use the
                                          Drive box, and the Subdirectory box.

Enter your Player Name, and click on an existing game.   Press the **OK** button when done.   If there are any problems, you will be notified.

If you are the **Blue Player and you will be taking your First Turn**, then upon clicking OK, you will be presented with the Army Selection Screen again.   At this point, you will choose your army, and click the "Start Game" button.   Although you will <u>not</u> be shown the exact configuration of your opponent's army, you will be shown the number of units and total points of your opponent's army.   You will also be shown the map-number you are playing on, and the starting distance of the armies.

If it is currently your turn in the game, then you will be able to continue with your turn.   If you are still waiting for the other player to go, then you will be notified of this and may only view the game until the saved game file is updated by your opponent.

Playing the Game

Game play is divided into Turns.   Each player moves and attacks only during their turn. Each unit in an army has a limited number of movement points per turn, and each unit can only attack once per turn.   A unit may, however, defend itself as many times as it is attacked but with reduced effectiveness.   The current player (Red or Blue) is displayed in large letters between the Map Box (top-right) and the Active Unit Box (bottom-right).

The large box on the left of the screen is a detailed 10 X 10 view of the game map (the game is played on a 100 X 100 grid).   This display may be positioned by using the scrolling controls in the Map Box, by using the Views , or by using the Center Map button on the Unit Box.

The box on the top-right is known as the **Map Box**.   This box contains the current map location of the 10 X 10 view, and scroll buttons.   Use the scroll buttons (up, down, left, right) to position the view on various parts of the game map.   The "# To Scroll" shows you how many squares at one time to adjust the display.   Using the +/- buttons, you may specify any number from 1 to 9 to scroll.   Note that scrolling the map has no effect on game play.   You can still move pieces and attack without actually seeing the units on the display.

The box on the bottom-right is known as the **Unit Box**.   This box contains the vital information on the **Active Unit**:

Unit = the current active unit
Type = type of active unit
Power = current power of active unit
Attack Range = the maximum distance from an enemy unit you can attack from
Terrain = the terrain the unit is in
Location = the map location of the unit
Move Points Left = the number of movement points still available to move
"Direction Arrows" = buttons to Move the Unit
"Center Map" = button to display the active unit in the center of the detailed view
"Attack"   = button to activate Attack Mode , only active if unit has not attacked this turn
"Confirm ..." = button to turn on/off confirmation of Quick Move

To select a unit as the **Active Unit**, either click directly on one of your own units (you cannot be in combat mode) or select it using the Summary View .   The new active unit's information will be displayed in the Unit Box.

To end your current turn, select the menu option "**End Turn**".   The next player will be prompted to begin their next turn.   When the next player's turn begins, all movement points are reset, and the attack status is set.

See also Ending Your Turn for a Modem/Lan Game

To **WIN the game**, you must destroy your opponent's Command Tank.   Note that this is only to get the official "win the game" message.   You may also arbitrarily set your own win criteria such as whoever holds a certain mountain range, etc.   This allows for more flexible and custom play.

When a game is over, you will be able to view the game board.   Exit the game when you are done.

Moving a Game Piece

To move a piece, it must first be made the active unit.   Do this by clicking directly on the unit, or by using the Summary View.

4 direction arrows are used to move the unit one space in the appropriate direction.   These arrows are located on the Unit Box (bottom-right).   Note that the piece does not have to be visible to move it!

A "**Quick Move**" method is provided to move a piece many squares in one move.   To use Quick Move, click on the unit you want to move, then click on an empty square to move the piece to.   You will be prompted for confirmation and   the movement cost for the move.   Click yes to move the piece.   Note that Quick Move will not always calculate the most efficient way to move the piece.   Manual movement may be necessary for complex maneuvers.

The button below the direction arrows controls the displaying of the Confirmation Screen for a Quick Move.   If the button says "**Confirm On**", then you will be prompted when you Quick Move.   If the button says "**Confirm Off**", then Quick Move will move the piece without asking for you to confirm the move.   This allows speedier play.   Note that when you end your turn, Confirmation is automatically set back to On.

Hints:
   - Each piece has a certain number of move points available per turn.   After that, the piece
        cannot move that turn.
   - Each type of terrain has a different cost for movement points to move through.   These are
        listed on the right side of the Map View.
   - Infantry is unaffected by different types of terrain.   Infantry always has a move cost of 1.
   - Helicopters have a move cost of 1, and can fly over water.

See Also:

        Playing the Game for more information about the **Unit Box**

Combat

Combat is where you try to eliminate the enemy's forces.   Only by destroying your opponent's Command Tank can you win the game.   Each unit can attack only once per turn. A piece can either perform movement and then attack, or can attack first, and then perform movement.   Combat consists of the Attacker firing at the defender, and then the defender counter-attacking.   A unit is destroyed when its power reaches 0%.   Note that the higher a unit's power is, the better it will perform in combat.

The first step in combat is to make the attacking unit the Active Unit.   To do this, you just click on the piece you want to attack with.   When you do this, the picture of the piece will turn white, and the unit's vital information will appear in the Unit Box.

Combat between the active unit and an enemy unit can be accomplished in 2 ways: By clicking directly on an enemy unit; or by clicking the Combat button and then clicking on an enemy unit..   These 2 methods will bring up the **Combat Box** that indicates you are in combat mode.

While in combat mode, you will be shown the vital information on the currently targeted enemy unit::
         Target Unit = enemy unit number currently targeted
                 Type = type of targeted unit
               Power = current power of targeted unit
             Range = the distance between the attacking unit and the targeted unit.
Note
                                      that in determining range, diagonal movement is not
allowed!
             Terrain = the terrain the targeted unit is in
                 Loc = the map location of the targeted unit

If the units are in firing range, the "**FIRE**" button will be displayed.   Press this button to fire. The results of combat will be shown.

To select a different unit to battle, simply click on another enemy unit.   The Combat Box will be updated with the new target.

To cancel combat without attacking, press the "**Cancel Attack**" button.

Combat ratings from best to worst:
    (1)   Command Tank
    (2)   Tank
    (2)   Helicopter
    (3)   Artillery
    (4)   Light Tank
    (4)   Light Artillery
    (5)   Jeep
    (6)   Infantry
    (7)   Artillery and Light Artillery firing at a range of 1

Defense ratings from best to worst:
    (1)   Command Tank
    (2)   Tank
    (3)   Light Tank
    (4)   Artillery

(4)   Helicopter
(5)   Jeep
(6)   Light Artillery
(6)   Infantry

Hints for Combat:

Each unit has an attack range.   This is the maximum distance you can be to attack an enemy unit (diagonal movement counts as a range of 2).   If you attack a unit that has a lower attack range, and combat took place beyond the defenders attack range, then the defending unit cannot fight back!

If your piece is in Forests or Mountains, it will gain a defense advantage.   It is harder to hit a unit in forest, and it is even harder to hit a unit in mountains.   Use this terrain for cover.

Each time a unit must defend against an attack during a single turn, that unit will experience fatigue.   Its combat effectiveness will be accumulatively reduced for each counter-attack the unit must make.   This effect, however, will be reset on each new turn.

Views

There are a few different game views that are invaluable to commanding your army.   They are activated by selecting the "Views" menu.

The "**Map**" view displays the entire 100 X 100 game grid, showing terrain and army units from both sides.   To Zoom-In to a specific location on the map, click the mouse button on the map at the location desired.   When you do this, you will be returned to the main board, but the view will be centered on this new map location.   To return to the main board without changing the location, press the "CANCEL" button.

The "**Summary**" view displays all units in the current player's army.   The vital statistics for each unit are displayed:

$$\# =   \text{Unit Number}$$
$$\text{Type} =   \text{Unit Type}$$
$$\text{Location} =   \text{Map Location}$$
$$\text{Pwr} = \text{Current Power}$$
$$\text{Move} = \text{Number of Movement Points Remaining for this turn}$$
$$\text{Attack} = \text{Attack Status.   If an asterisk appears, then that unit can still}$$
$$\text{attack this turn.}$$

If you click on a unit, then that unit will be selected as the active unit and the main board will be positioned to that unit.

The "**Stats**" view is useful to analyze the entire game.   It displays a breakdown of each player's army showing the current state of each army, as well as the starting pieces at the beginning of the game.   It also displays the number of turns taken in the game.

The "**Modem/Lan Stats**" will only be available if you are playing a game over the modem or over a lan.   This view will show:
  Current Status = A message letting you know whose turn it currently is.
  Your Player Name = The name your are known as in the current game.
  Opponent's Player Name = The name of your opponent in the current game.
  Game ID = The ID number of the current game.
  Game File = The DOS name of the game file that is handling the transfer
                            of information between the two players.

Ending Your Turn for a Modem/Lan Game

When you select the menu option "**End Turn**", you will be presented with a confirmation screen.   If you answer yes, and you are currently playing a Modem/Lan Game, you will get a message "**Unless you are on a LAN, Modem the Game File ...\BMST####.SAV to the Other Player Now**".

If you are playing by modem, start your modem program and send the file specified in the message to the other player.   It should only take a few seconds to transfer.   When the other player receives the file, their game will automatically read the updated file and let them continue.   While you are waiting for your opponent, you may view the game map and stats to plan strategies.   When your opponent has completed their turn, they will then modem the file back to you, where you may take your next turn.

If you are playing over a LAN you can disregard the message.   The other player's game will read the updated file automatically and will notify them to take their turn.

Note: After you end your turn, your game will start checking the saved-game file once a minute to determine if your opponent has taken their turn.   You will get a pop-up message when it is your turn, so you can minimize the game at this time.   Your other choice is to end the game, and start the program again at a later time using the Restore a Saved Modem/Lan Game option.

Saving a Game

If you want to end your game and continue it where you stopped at a later time, you may save the current game.   Select the "GAME" menu, and click on the "**Save Game**" option. You will be prompted to verify your action, and you will be notified when the game has been saved.   If the game is a standard type (played on one computer) then the game will be stored in the "BMASTER.SAV" file.

Note that you can only have 1 saved game of type Standard at a time.

If you are playing a **Modem/Lan** game, you are able to save the game while it is still your turn.   This allows you to pick-up where you left off at a later time.   Follow the above instructions to save your game.   You can have many saved Modem/Lan games, one save-file for each game you are playing in.   Make sure you write down the Game ID number, and your Player Name.   You will need these to continue the game.   In order to continue your saved Modem/Lan game, see the instructions on "Restoring a Saved Modem/Lan Game".

See Also:

<u>Restoring a Saved Game (Standard)</u>
<u>Restoring a Saved Modem/Lan Game</u>