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HORDES
Game of Global Conquest

The ultimate game of world domination. On a screen map of the world, your armies attack and conquer territories, regions, and finally the whole planet. Excellent graphics continually update country ownership, army strength and battles in progress. For 2 to 4 players.
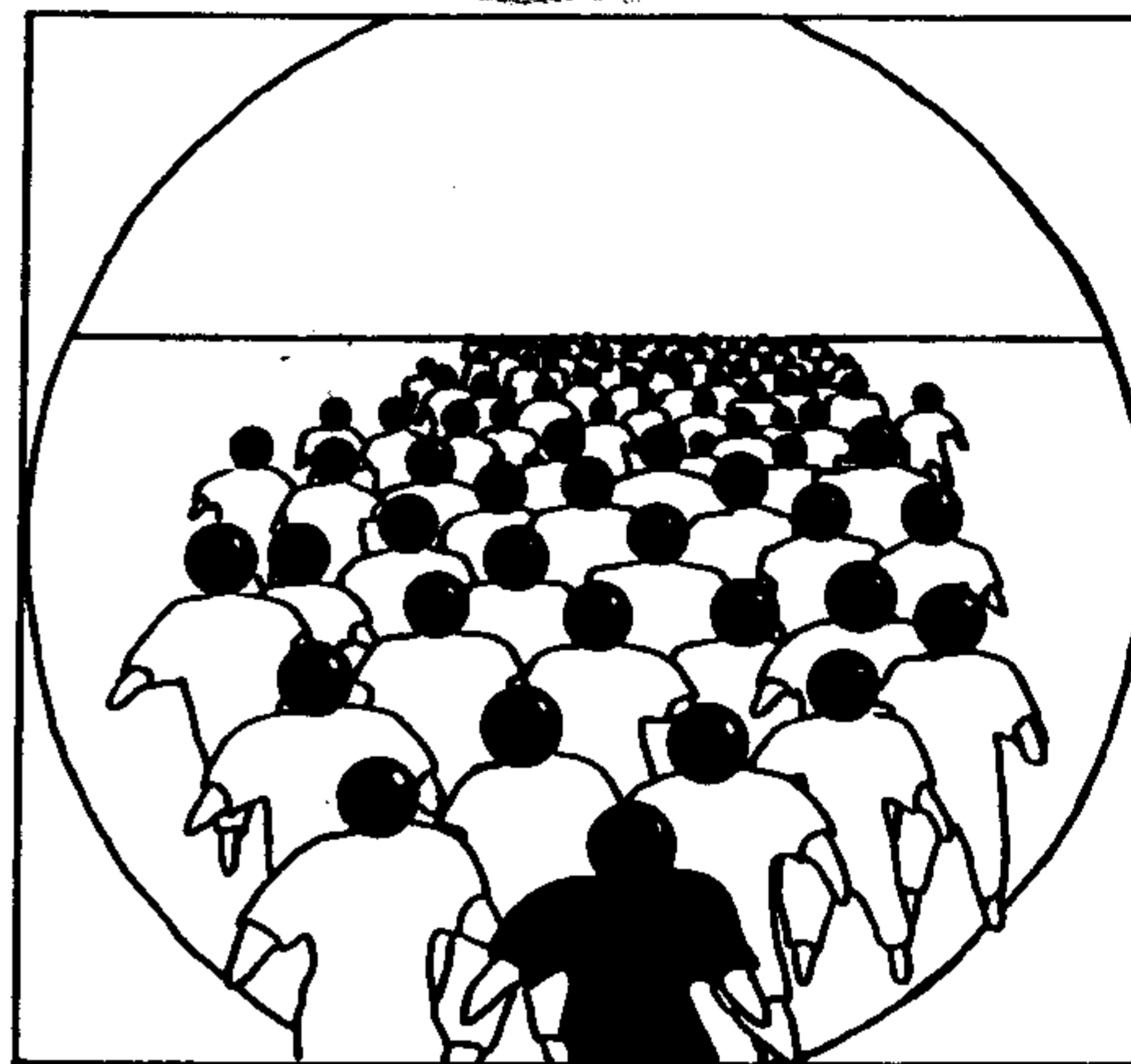
TI Basic - No Peripherals Needed

GAMES FOR // TI 99/4 AND 99/4A

HORDES
Game of Global Conquest

INSTRUCTION MANUAL

TI BASIC - NO PERIPHERALS
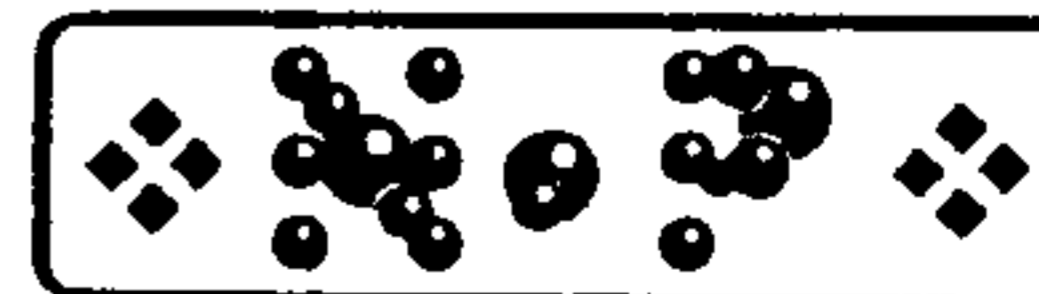
GAMES FOR // TI 99/4(A)

HORDES / Mk. II
Game of Global Conquest
by Not—Polyoptics

Hordes is the ultimate game of world domination. You can be Genghis Khan, Hitler, or Napoleon while the servant computer does all the work! On a screen map of the world, both armies and navies move and attack to strategically spread your power across the globe. Excellent graphics continually update country ownership, army strength, and naval fleet locations. In order to present to you this complicated game for the unexpanded 99/4A computer, on cassette, we found it necessary to put much of the needed information in files (a method of storing data on cassette independent of the actual program), which are located immediately after the program on the tape. This process will be more fully explained in the following section.

1. SETTING UP

a) The computer asks for the number of players (2 to 4) and the color code for each player's countries. The recommended colors are 9, 13, 12, and 14. See your *BASIC Reference Card* or *User's Reference Guide* for further information.

b) At this point the data files that follow the program must be loaded into the computer and the prompt

* DO NOT
* REWIND CASSETTE TAPE CS1
  THEN PRESS ENTER

appears. Due to an inability to customize the TI prompt, it was impossible to avoid confusion here. If the cassette recorder was stopped at the end of the program, it is in the correct position to play the files. If you are not using the Remote Plug to directly control the recorder's motor, it may be necessary to rewind the tape to this position. As in the above prompt, press ENTER when the cassette is wound to the correct place. Simply follow the directions that appear on the computer screen from this point until you are satisfied that the files are being played into the computer. If you encounter difficulty loading

the files, the volume level at which your recorder is set may be to blame. The computer is more sensitive to problems with files than with programs, and even if you loaded the program with no trouble, the volume may have to be adjusted to load the files easily. If an error message occurs immediately, the volume is probably too high, and if it occurs after about a minute, it is probably too low. In addition, if a BAD VALUE error message appears, your volume is almost correct but may be just a little too loud or soft. The computer is picking up some of the files but not others. If any of these problems occurs, be sure to rewind the cassette to the very end of the program before attempting to RUN it again.

c) The process of loading the game data takes about four minutes. When the files have been successfully loaded, the computer prompts you to stop the cassette player and press ENTER. The screen map is displayed, countries are randomly divided among the players, and random numbers of armies are assigned to each. This also takes several minutes. Remember that although the general design of the game usually produces equal starting strengths, the luck of the draw can occasionally bring about a slight disadvantage to one of the players. This is part of the game and is not a mistake. Sometimes in *Hordes* what seems to be a disadvantage may in time prove to be a benefit as the game progresses.

d) When the computer is ready to begin it prompts you to press any key. This message and all others appear on the bottom line of the screen. Messages that end in '?' expect inputs. To input a value, simply hit the key in a firm way. DO NOT PRESS ENTER.

2. TURNS

Turns are divided into two sections, Land—Attacks and Moving/Creating. A player's turn consists of a set number of country—to—country attacks followed by a set number of ship attacks and/or Land— and Sea—Movement. A player may dispense with his moves in one section and move on to the next if he chooses, but gains nothing by doing so. In all attacks the attacker has a slight advantage over the defender, and this advantage dwindles as the number of attacking armies diminishes. Each battle will result in the loss of a random number of armies (or ships) less than five.

I. Land—Attacks

a) The player is given five attacks per turn. For each attack the player inputs how many times he wants to battle the country he is attacking, from what country of his he is attacking, and to what country his attack is directed. A country may attack only adjacent countries or countries joined by lines. A country which contains only one army can not attack.

b) When putting in how many battles, if the number is greater than 9, the player uses the ASCII code minus 48 (see chart 1). Attacks stop when either the defending country has lost or· the attacking country is reduced to 1 army. If the player inputs 0 for number of battles, his attacking turn ends.

When inputting 'from' and 'to', the player uses the letter or number that indicates the country involved. If this or any other of the inputs is out of range or inappropriate, the prompt will repeat and the input will be ignored.

II. Moving/Creating Turn

The computer asks if the player wants to move armies or ships. Pressing '0' here ends the player's turn.

a) If the player asks for ships, the computer will ask if the player wants to move ships or create them. The player may create up to five ships during the game; if a ship sinks it cannot be replaced. Each ship may be either a Battleship or a Convoy ship — Battleships double the strength of the armies that make them but are fixed in stength. Convoy ships can be added to or subtracted throughout the game. A player has seven ship moves in a Moving/Creating turn; he chooses whether to move armies or ships, or a combination, not exceeding seven moves.

b) If the player wants to create ships, the computer asks him for the country of origin and how many ships in the fleet he is making. Use the number system referred to above and in Chart 1. For a Convoy fleet, one ship takes one army from the country of origin, for a Battleship fleet every two ships take one army from the country of

origin. No fleet may have more than 99 ships; no country may have more than 99 armies. The computer then tells the player to move his ship to sea. Moving a ship to the sea does not count against the Moving—Creating total, so launch your fleet strategically. However, DO NOT move your ship over the country name or strength blocks, or into another country: it will disappear.

c) If the player wants to move a ship, the computer will ask 'Which ship?' (1 through 5) and then simply show a "?". At this point, use the keys E, S, D, X, W, R, Z, and C to move once in that direction as shown in the template provided. The only guide to which number refers to which ship is your memory.

A fleet may accomplish one of several things by moving. It may:

— attack a country or a ship just as countries attack countries. To attack, simply move the attacking ship as if to move on to the desired target ship or shoreline. Two numbers appear at the bottom of the screen — the first refers to your ship status, in which the first digit represents what type of ship it is (1 for Convoy, 2 for Battle) and the remainder the strength. The second is a similar number for the attacked ship.

— embark or disembark armies from or to countries (battleships cannot do this). Move as if attacking a country you control and input a '—' to add armies to the fleet or a '+' to add armies from the fleet to the country. Next, put in how many armies are to be transferred, using the system referred to above (see Chart 1). If an input error occurs, you are returned to the initial '?'.

— move off the right edge of the screen to go to the left edge, and vice—versa. The screen represents the continuous globe of the earth and this is the Pacific Ocean.

d) The player may also move armies. The computer asks how many armies to move and from what country to what country. These countries must be adjacent or connected by a line.

Hordes

Ship movement
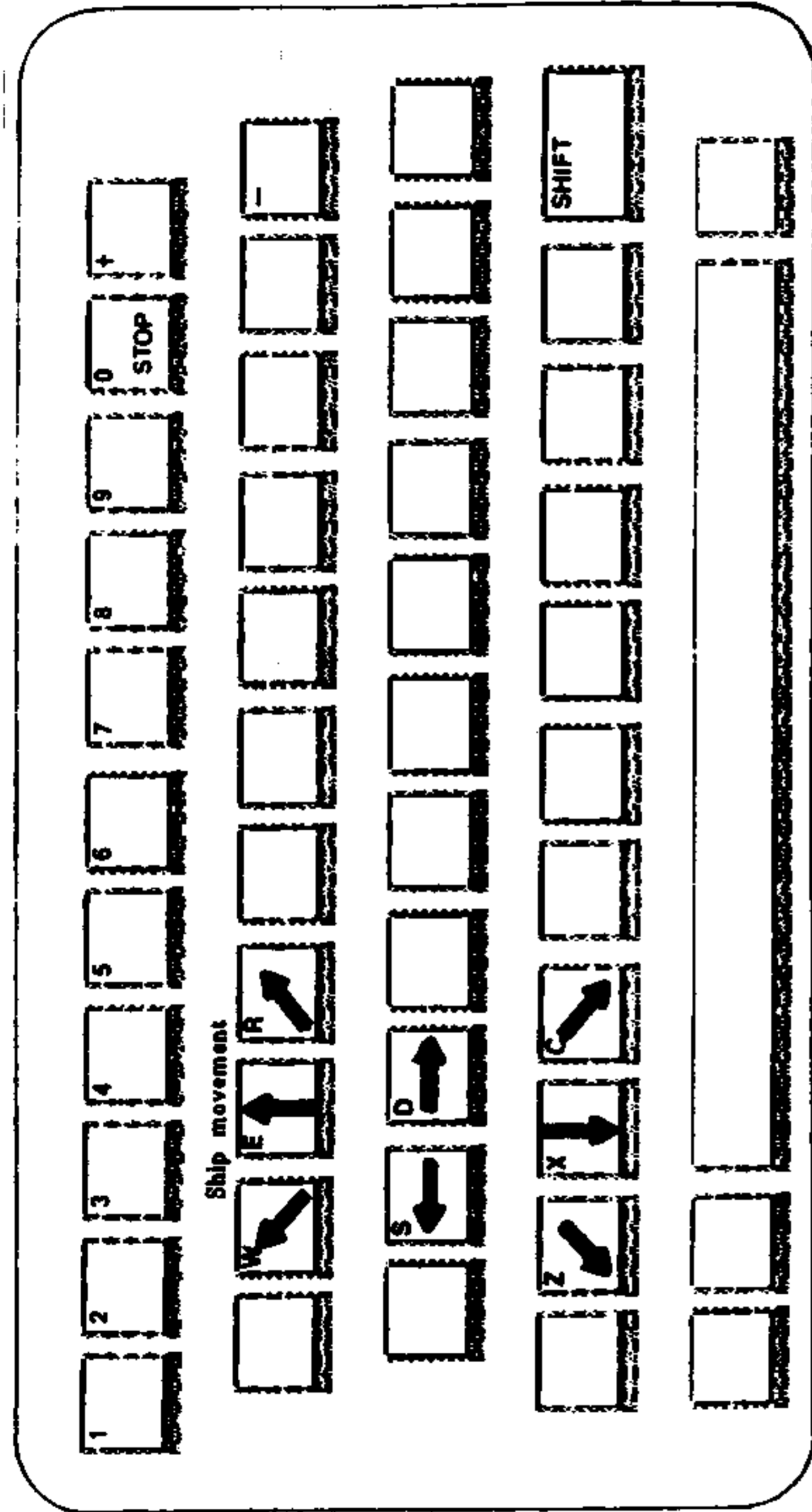
Alpha Lock key must be down to play this game.

III. End of Turn

Extra armies are added to the player's countries at the end of the player's turn. A player's country with at least one country adjacent that is also his gets two additional armies, otherwise it gets no more. If a player's country is totally surrounded by his own territory (all adjacent countries belong to him), it receives an additional number of armies based on the number of adjacent countries.

3. Turn Diagram

At most points in the Moving and Creating turn the player may press '0' to return in sequence through the various steps in this turn. The following is a schematic diagram of the sequence of possible actions in the Land– Attack and the Moving/Creating sections of the turn:

    I. 'How Many?' '0' goes to II
       'From?'
       'To?'

    II. 'Armies A or Ships S?' '0' goes to III
        A. 'How many Armies?' '0' goes to II
           'From?'
           'To?'

        S. 'Create C or Move M?' '0' goes to II
           C. 'Country of Origin'
              'No of Ships'
              'Convoy 1 or Battle 2?'
              (Must Move to) 'Sea!'

           M. 'Which Ship?' (1 through 5) '0' goes to S
              '?' (direction) '0' goes to M

    III. Country strengths recomputed. End of turn.

Note: This turn sequence is repeated until the game ends.

4. END OF GAME

The game ends when one player has captured the entire world. At any time during the course of play, if all players concede that one player has won, he does.

5. ALLIANCES

In games with three or four players, alliances may be made between the players. One way of helping another player is by moving armies from one of your countries to one of his countries that is adjacent. Depending on the desires of the players, *Hordes* can be played as a game of diplomacy and persuasion rather than every man for himself.

CHART 1

When entering numbers for the number of battles or armies to be moved, use the following guide:

1 – 1	F – 22
2 – 2	G – 23
3 – 3	H – 24
4 – 4	I – 25
5 – 5	J – 26
6 – 6	K – 27
7 – 7	L – 28
8 – 8	M – 29
9 – 9	N – 30
: – 10	O – 31
; – 11	P – 32
< – 12	Q – 33
= – 13	R – 34
> – 14	S – 35
? – 15	T – 36
@ – 16	U – 37
A – 17	V – 38
B – 18	W – 39
C – 19	X – 40
D – 20	Y – 41
E – 21	Z – 42

.....To run this program, your TI 99/4 or 99/4A must have a disk drive (obviously). Due to its large size, "CALL FILES(1)" MUST be done before you load the program. To load it, note the name of the program which is printed on the disk label, insert the disk into the disk drive, close the door, and type in CALL FILES(1), hit the ENTER key, type in OLD, a space, the program name, and hit the ENTER key. When the cursor returns, type in RUN and hit the ENTER key. Your computer will then begin execution of the game program.

.....While playing this game, the ALPHA LOCK key must be in the down position unless otherwise stated in the instructions. Improper inputs during game play may result in error messages and loss of game. Please read the instruction booklet carefully.

.....If for any reason this program does not load, please return it along with a photocopy of your sales receipts, to Not–Polyoptics, P.O. Box 4443, Woodbridge, VA 22194. We will do our best to make sure that you are satisfied. 1 .....This program is copyrighted by Not–Polyoptics. All rights are reserved. WARNING: Unauthorized duplication and/or sale (including rental) of this program may result in imprisonment or fines up to $10,000. Infringers may also be subject to civil liability.

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