

microcomputer games, inc.

A Division of The AVALON HILL Game Co.

4517 Harford Road • Baltimore, Maryland 21214 • (301) 254-9200

ADDENDA FOR CONFLICT 2500

In the rules the various options you are given have been expanded. You may still FIRE, DOCK, SET, and ARM (a mine), VIEW, CHANGE (heading and velocity), and switch to the NEXT ship. Now you can also directly input the number (#) of any of your ships and END the turn at any time. These additions present greater flexibility and immensely increase tactical options of the subtle strategies inherent to CONFLICT 2500. It should be noted that each ship may still fire only once per turn, but now you may move from any one ship to another to gain a new perspective on the battle and then move back to the first ship to carry out your desired commands. This of course does not negate the NEXT command as it will move you directly to the next numbered ship. Remember also that the turn will be over if you enter END or NEXT if the current ship is numerically your last. Therefore, watch the ship numbers carefully when using the NEXT command. If you try to enter the number of a ship which has been destroyed you will notice that the ship number will not change. However, if you give the NEXT command and your next ship (in numerical order) has been destroyed the computer will automatically advance past the destroyed ship. The addition of the two above commands (# and END) do not apply to the PET programs.

DEVELOPER'S NOTES, CLARIFICATIONS, AND SUGGESTIONS

During the playtesting period a number of possible problems were noted in the wording of the rules. First it is important to remember that the total number of mines that may be set and armed is equal to twice the number of ships you choose in the Scenario Development phase. This does not mean you are allowed to lay only two mines per ship. You can actually have one ship lay all of your mines provided no other ships have activated any.

It is important to SET a mine before you ARM it. When you ARM a mine your computer will advise you to be more than 500 megameters by next turn. Then if you ARM the mine immediately after setting you will receive a confirmation that the mine is activated and the strategic and tactical displays will be redrawn to show the mine's presence. It is also possible to lay several mines in one turn, however you may have to move to another ship and back before this is accomplished.

Wherever possible the program will try to trap any errors you make, but in some cases the operating system will take over and use its own error trapping routines. Unfortunately, this will often distort the display you are viewing, especially on the PET, ATARI, and the TRS-80. If the display, either Tactical or Strategic (the map) starts to scroll upward you can correct the distortion by changing to a different VIEW type and then entering afterward the original VIEW display you were in before the scrolling began.



Computer Simulation Games

If for some reason you cause a "crashable" error (Lord Forbid!) you can always try to enter 'CONT' and you should be able to continue exactly where you left off. This is especially true of the PET where if you type a 'RETURN' without a command preceding it you can always recover from the error with a 'CONT'. The PET has the nice feature of permitting you to enter multiple commands in rapid succession provided you press 'RETURN' between each one. However, our playtesters noted that it often resulted in errors like the one described above.

Our ATARI playtest group found it is often possible to accidentally hit the 'CAPS/LOWER' key thus entering the lower case mode unknowingly. If you notice the computer is rejecting all of your letter commands try hitting SHIFT with the 'CAPS/LOWER' key and then entering a command. If you accidentally hit the 'CLEAR' key on your TRS-80 you can recover by just hitting 'ENTER' or typing 'CONT' or 'RUN'.

Entering the entire word for the commands is not necessary as the first letter of the command should suffice. For example, you need only enter 'E' to END your turn. On the TRS-80 you can just hit 'ENTER' if the last command you want is the same as the current one you desire. This comes in handy if you want to NEXT your way along for a while.

DESIGN CREDITS

Game Design: William Volk

Game Development and Oblique Strategies: David C. Fram, O.D.

Package Design and Art: Bob Haynes

Playtesting: The Long Green Valley Computer Club

Printing: Monarch Services, Inc.

Composition: Colonial Composition