# conquest of chesterwoode

These are the loading instructions for the Disk version of this program:

For all computers: Be sure that you are not using write protect tabs on the destination disks. Backup your original disks before following these procedures!

Note if asked "which Adventure (1-Z)?" Adventures above 9 are labelled by letters! 10 = A, 11 = B, 12 = C etc.

**If you have the APPLE version, follow these instructions:**

If your APPLE has DOS 3.2, you can simply boot the disk Drive 1 and the disk will auto-run. You can accomplish this by locating the on/off switch on the back left hand side of your APPLE. Place the disk into Drive 1 and turn the Computer on. The program should start running by itself. If you should have any problems, please contact Adventure International.

If your APPLE has DOS 3.3, you will have to convert this disk to the format that your computer uses. This is accomplished by use of the MUFFIN utility provided on the DOS 3.3 master. Instructions on the use of MUFFIN are provided in your DOS 3.3 users manual.

**If you have a TRS-80 Model I, follow these instructions:**

If you have more than 1 drive, simply place the Adventure International disk into drive 1, and a copy of TRSDOS into drive 0. Boot the system. This is done by pressing the reset button, located on the back of the keyboard on the left-hand side. After booting the system, type 'AICHAIN' and the program should start running automatically.

If you have a single drive system, you will need to take a copy of TRSDOS 2.3 and remove all the visible files from the disk. Visible files are those that appear when you type 'DIR'. After KILLing all the visible files, kill the following files in the given order:

KILL BACKUP/CMD.BACKUP
KILL FORMAT/CMD.FORMAT
KILL BASICR/CMD.BASIC

When finished, these should be the only files left on the destination diskette:

SYS0/SYS — SYS1/SYS — SYS2/SYS — SYS3/SYS — SYS4/SYS — DIR/SYS — BOOT/SYS — SYS5/SYS — SYS6/SYS

Place the Adventure International Diskette into drive 0 and boot the system. This is accomplished by pressing the RESET button on the back left-hand side on the keyboard. The disk will ask you for the DESTINATION DRIVE?. Answer this with a '0'. Then follow the instructions given by the program regarding when to swap the disks.

After the transfer utility stops, take the destination disk and boot it in drive 0. When 'DOS READY' appears type 'AUTO AICHAIN'. Boot the system once again and the program should thereafter auto-run.

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**IF you have a TRS-80 Model III, follow these instructions:**

The disk you have purchased is in a Model I format. You will need to use the convert utility to make a Model III compatable version. To do this, follow these instructions:

Take a copy of Model III TRSDOS and place it in drive 0, place the Adventure International diskette in Drive 1. Boot the system. This is done by pressing the small orange square in the upper-right corner of the keyboard. When 'DOS READY' appears on the screen, type 'CONVERT'. This will execute the convert utility. Answer the 'Source Drive?' question with a '1'. Then answer the 'Destination Drive?' question with a '0'. Then utility will then convert all the programs from the Adventure International diskette to your TRSDOS disk. After finishing, KILL AICHAIN/CMD. If you have an Adventure disk by Scott Adams simply type: "ADVENTUR" to start otherwise you can then build a DO file by following these instructions:

Type the following
BUILD AICHAIN (ENTER)
BASIC (ENTER)
1 (ENTER)
(ENTER)
RUN"START" (ENTER)
(BREAK)
AUTO DO AICHAIN (ENTER)

The Conquest of Chesterwoode (C) 1981

by: Lun-Shin Yuen and Allan Armstrong

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Instruction Manual

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## Introduction

Several hundred moons ago, your ancestors migrated north
through the dark forest of Chesterwoode.  During their trek,
they encountered dreadful basilisks, scores of worgs, a terrible
wurm, and many other dangerous creatures.  The legends of the
past have long been lost but tales have been handed down by
mouth for generations.  In Chesterwoode, the voyagers began to
think they would never see light again, and indeed, Chesterwoode
is said to be eternal.  After many moons had passed and the
expedition had lost most of its voyagers, they came upon a shiny
black river.

They pondered how to ford the river for days until a wooden
raft floated downstream and the watchman stopped it.  The
expedition crossed the river on the raft, and then let it float
downstream.  After a day's hiking, they came upon a lush valley
where food grew in abundance.  Soon they found a wooden sign
pointing to the river.  The sign read, "The River Styx -- Those
who cross shall never return."  After a survey of the area, the
leaders discovered that they were on a tiny  island surrounded
by the River Styx.  It became obvious that they could never ford
the river, so they began their civilization and founded small
townships.

Cut off from perils by the world's most treacherous river,
the tiny island soon flourished.  Food grew faster here than in
any other place their civilization had ever been, and their
numbers increased dramatically.  The land was surveyed and
divided into 63 provinces, each with six neighbors.  (The
provinces on the beach, however, had fewer than six neighbors.)
As time progressed, the civilization became more and more
prosperous.

And then the crops failed ...  Massive food riots strained
the government's power, and bands of robbers reaped havoc in the
countryside.  Pestilence, starvation, and disease claimed many
lives and the robbers imposed their own tyrannical governments
upon the peasants, and conducted dastardly wars.  As the situation
worsened, the tyrants were no longer able to wage war, so they
built small fortresses to protect themselves from each other.
As time passed, the tyrants died and war was forgotten.

As players in the game, you are all descendants of the
ancient tyrants.  You each want to unite the island under your
rule.  It is up to your tenets of good government and your
abilities as a General to overcome your opponents.

Overview of "The Conquest of Chesterwoode"

The most important feature of "The Conquest of Chesterwoode" is its battlefield of 63 hex squares, the strategic map. Each hex square has important information, some of which is displayed for all to see and some of which the players can only guess about. The players can see the terrains of the various hexes, the populations, the owners, and how many of each type of troops there are in each hex. (There are two different types of troops.)

Players are allowed to set the level of taxation and law enforcement for their territories. With the taxes they collect, they may train troops. Players must contend with revolts, desertions, disease, and other unexpected events.

Players enter secret battle orders in turn, and the computer executes them in random order. For this reason, suspense plays a major part in "The Conquest of Chesterwoode." When troops owned by opposing players enter the same hex, a battle occurs. The outcome is affected by terrain, how tired the troops are, their strength, and other factors.

Loading and Running "The Conquest of Chesterwoode"

Many games that are written in a hybrid of BASIC and machine language are difficult to load and run. They require that memory size be set and various other things. This program, however, loads with the CLOAD command and executes with the RUN command.

You will need a Model I or Model III TRS-80 with 16K RAM or more. If you would like to hear the optional sound effects, connect the large grey cassette plug into a Radio Shack Speaker/ Amplifier (Cat. no. 277-1008). Although this is a bit of a hassle, this greatly enhances the game.

When you run the game, you will see a drawing displayed on the screen. The computer will proceed to initialize the game. Since the computer must deal with 4K of data, this takes a little time. When it is done, the computer will play a bugle charge through the speaker. Of course, if you haven't connected the speaker, you won't hear a thing.

The first thing you will see on the screen is a question asking you if you want to restore an old game that you had stored on tape previously. The flashing cursor directs your input throughout the game. Press "Y" if you want to restore an old game and "N" if you don't want to. If you have the speaker connected, you will notice that it beeps whenever you touch a key. This is to assure you that the computer actually felt you press the key.

Next question ... The computer wants to know how many human players there are. Press a numeral. Either "2," "3," or "4" will do.

The computer will then ask each player in turn what his or her name is. You must limit your input to characters, or the computer will get upset. Also, the CLEAR key can have bad effects so don't use it. You don't have to type your real names; the computer will not check up on you. If you want, enter a name like "Napoleon," "Ivan the Terrible," or "Computer Freak."

In certain parts of the program, you are addressed by number rather than by name; it is important, therefore, that you remember your player number.

Next, you will be asked whether you would like to disable the BREAK key. Answering "Y" to this question will eliminate cheating, but many people don't like to disable the BREAK function, so you can answer "N." Breaking the program in the middle of execution can have dire consequences, so be warned.

The battlefield will now be displayed on the screen. After you figure out what this all means, you can start the actual play by pressing ENTER. When you do so, you will enter the economic phase of the game. Then will come the combat phase. After the combat phase ends, a new economic phase will begin. This will continue until there is a victor.

Strategic Map

On the screen, you will notice 63 provinces. At first, the information displayed in the provinces will be somewhat cryptic, but you will soon catch on. There are five pieces of information displayed in each hex, two in the top row and three in the bottom row, as seen in the figure below.

```
            Terrain -- | * |   | 8 | -- Population
                       +---+---+---+
Professional Troops -- | 2 | 2 | 4 | -- Militia
                       +---+---+---+
                             |
                           Owner
```

Looking at the bottom right-hand corner of the screen, you will see a legend that will help you decipher the terrain abbreviations. The terrain is displayed in the upper left corner of each hex. A blank indicates that the terrain is primarily farmland. Other types of terrain can be looked up in the legend.

The top right corner of the hex shows how many tens of thousands of people live there. If there is a blank in this corner, this indicates that that hex is practically uninhabited.

The space between the terrain and the population is unused.

The number in the center of the bottom row is the player number of the owner of that particular hex. You must remember your player numbers in order to be able to interpret this. If tnis space is blank, than the hex is unowned, and any player may take it by simply moving troops into it.

To the left of the player number is the number of professional divisions there are in that hex. To the right is the number of divisions of militia.

## Economics

In the economic phase, the first thing you will see on the screen is a new moon. You will be asked whether you wish to save the game to tape. This is useful if you must quit in the middle of a game. Pressing "Y" will allow you to save the game. Pressing "N" will let you continue the game. Next you will be asked whether you wish to continue or not. To quit, press "N." To keep on playing, press "Y."

The computer will now scan the board looking for places to train troops, and collecting taxes. If you trained troops in a previous economic turn, they will appear on the board now.

Now each player will be given an economic turn. Any players who do not own a fortress or a township will be eliminated from competition.

When the economic turn begins, you will be asked to press ENTER after all other players have turned their backs on the screen. You will be given top secret information on your current taxation and law-enforcement levels and how much money you have in your treasury. Taxation and law-enforcement levels are on a scale of 0 to 9 and are initially set to zero. You will be asked if you wish to change them. Answering "Y" will allow you to type in new values. The cursor will, as usual, direct your input. When you have input the values, you will be brought back to the previous question.

Answering "N" to the question will allow you to begin troop training. Troops can only be trained in fortresses and townships, a fact whach makes these two terrains especially valuable. Each division of militia costs $15,000 to train and each division of professional troops costs $50,000. Professional troops are more expensive, but perform better. Consider carefully how many of each you would like to train, keeping in mind that you can train no more than nine of each in each township or fortress. If you own more than one township or fortress, you can train troops in different locations.

When troop training begins, your treasury will be displayed to the left of the battlefield. You will be asked whether or not you wish to train militia. Answering "Y" to this question will bring you a question about how many you wish to train. Press a numeral from one to nine. Then you will be asked the X,Y coordinate of the hex at which you want to train troops. To find the coordinates of a particular hex, count how many hexes it is from the left-hand side of the screen. This is the X coordinate. Then count how many hexes it is above the bottom of the screen to get the Y coordinate. The computer will supply the comma between the two digits. If you type in the wrong coordinates, the computer will tell you. To verify that you actually typed what you wanted to, the computer will ask you if it is correct. If you respond "Y," you will go back to militia training and your treasury will be updated. If you respond "N," you will be given a second chance.

When you finally tell the computer that you don't want to train any more militia, you will be given the opportunity to train professional troops if you have enough money left over. Tne procedure for training professional troops is virtually the same as that for training militia. Only the cost is different.

When all players have completed their economic turns, the economic phase is over, and you start movement and combat.

## Movement and Combat

After the economic phase, each player is given a varying number of battle turns. In each battle turn, the players input secret battle orders, and the computer processes them in random order.

The players will be addressed one by one to start their battle orders. They will see a press ENTER to continue message, and should press ENTER as soon as all other players are not watching. The player having the battle turn is about to enter top secret battle plans, and if the other players find out what they are, they have a significant advantage.

When the player presses enter, the strategic map will be displayed. The player will be allowed a certain number of troop movements according to how far the game has progressed. For each, he may move troops from any hex he owns to any adjacent hex. The computer will ask for the "from" square. The player must answer with an X,Y in the same form as required in the economic turn. Then the computer will ask for the "to" square, and the player will respond with the X,Y coordinate. Next, the

player must input how many professional divisions and how many divisions of militia he wishes to move. Then the computer will ask the player to verify that this is correct.

The computer will go on to the next player. Note that first, each player is permitted only one troop movement, but as the game progresses, each player may have two, and later, even three.

Once all battle plans are entered, all the players should gather around. Then press ENTER and the computer will do the battles. Then it will scan each square for potential strange happenings.

## Strange Happenings

The computer will search each hex for potential strange happenings. These are at times random, but always reflect what you have been doing. If your citizens revolt, it indicates that they are displeased with your government and you would be advised to make changes quickly. If your troops desert, you aren't treating them nicely. Even strange happenings such as malaria carry a message.

## Player Notes

This war game is not in real time, so quick reactions are not necessary. The key element in this game is clear, rational thinking, with a stroke of genius here and there. You will acquire a positional sense and learn a few sharp tactics through experimentation and practice. Here are some helpful hints for beginners.

Taxation and law enforcement affect how much money you collect during taxation. If you tax too heavily, however, your citizens will revolt. Your taxes are also affected by how many people you govern, so expanding your realm is just as important as tactical play.

An army composed exclusively of militia, like an army of only professional troops, is at a great disadvantage when facing an army which has been composed with versatility in mind. Militia are best for defense, but professionals pack more punch. It is up to you to determine the best composition for your army.

Terrain plays a major part in combat. You may find it advantageous to be the attacker in certain terrains and the defender in others. Some of this follows logic but experience will provide the rest.

Remember that losing your fortress does not necessarily lose the game, but it can put you in a rather difficult position.

When playing with more than two players, diplomacy becomes a major factor. Don't alienate both at once or you may find yourself the victim of a squeeze play. Try to get the others to fight each other so you can pick off what's left of them.

When troops fight each other, they get tired and become less powerful. With time, they rest up, but if you attack troops that are tired, you have excellent chances.

Keep in mind that moves are executed in random order. This observation, however simple, can result in some pretty fancy play.

## Designer Notes

There is only one way to cheat in "The Conquest of Chesterwoode." That is to break the game while your opponent has his back turned and alter the program variables. This should pose no problems because this requires you be intimately familiar with how this program works. The break disable prevents this method from being used.

When it is your turn, you may press any keys you want. Those that are illegal will be ignored or return an error message. When an error message is returned, the player is given another chance and the program is immune to crashes. If you are unsure about what to press at any point, take a guess.

"The Conquest of Chesterwoode" has been written in a hybrid of BASIC and machine language. This makes the program compact and fast. This does, of course, require more programming time, but it has been well worth it. In fact, some of the better features would have been impossible had machine language not come to the rescue.

Random numbers have been minimized in this program. In the battle calculation routine, there is not a single random number, if you disregard those responsible for random move execution.

Have fun with "The Conquest of Chesterwoode." Experiment with different strategies and enjoy the game. If you have any comments about the game, write the authors and enclose a SASE. The address can be found in line 5 of the program.

The authors are grateful to David G. Morr for permission to use his sound package.

Look out for an even more sophisticated game which is currently on the drawing board ...

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