

Dark Forest

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Dark Forest

Dark Forest is a game of strategy for one to six players. The object is to find the missing treasures that belong to you before the other players find theirs. Each player has three treasures to find. In multiple player games the first player to find his or her three treasures wins. When playing alone, you will be scored on the number of turns used to find them (if you aren't defeated by the Gruds). The game is easily played by pressing single keys to answer questions and the game is totally self prompting. Be sure to understand the rules and events described below prior to playing.



Instructions For Play

To begin play, boot the disk. You will first be asked if you wish to restart an old game. If you answer "Y" for yes the last game you saved on the disk will be automatically loaded and play will resume.

If this is the first game you have played or if you want to start a new game, reply "N" to the first prompt. Pick the map you want to play on by entering the number next to the map name of your choice. Next, you will be asked for the players' names . . . keep them short. The Apple will choose the first player and you will be asked to pick a castle from which to start the game. Also, you will be asked, in turn, to place your men to start the game. After you have placed all your men the game will begin. The Apple will display the result of battles and prompt you when it is your turn. The basic rules of the game are listed below. Many strategies exist depending on which board you choose to play and how the players place their men at the beginning of the game.



Maps

The map shows a variety of numbers and symbols. The single numbers 1 to 6 indicate castles. The letters A to Z indicate territories. The three digit numbers indicate first the player number and the number of men (up to 99). For example, "001" indicates the Gruds (player #0) have 1 man in that territory or castle. "314" indicates player number three has 14 men in that territory. Certain areas provide extra defensive advantage. These are the mountains (white), the castles, the dark forest (black), and territories connected by bridge. The defensive advantage averages the equivalent of two men. Adjacent territories include those connected by bridges, but not those which touch only at their corners. Water is a complete defense and may be crossed only by boat or bridge.



Difficulty Levels

Eight levels of play are available. Generally, the higher levels are for single players. The lower levels provide minimal interference from the Gruds and allows the players to battle each other more than the Gruds.



Gruds

Gruds are obnoxious little single sexed reptiles that have a great proficiency for breeding. As Gruds breed they will start to attack territories and castles. They are sly little devils and will always attack if they outnumber you. They often don't know when to call off a battle and you may be able to pick up an additional territory after defeating an attack initiated by them.



Moves

You are only allowed one move per round unless the magician gives you extra moves. You will be asked if you want to move at the beginning of your turn. You may move from a territory you occupy to another adjacent territory or use your boat (if you have one) to move to another territory adjacent to water. A move into a territory occupied by another player or by Gruds is called an attack. The attack will continue until you begin to lose men at which time you will be asked if you want to continue. Only the attacker may call off the battle. If fought to the finish, the victor will be allowed to move men into the conquered territory. You will be asked how many men to move. Remember, if you move all the men and leave none behind the Gruds will take over the unoccupied area.



Extra Men

Extra men are granted each round based on the number of territories you occupy which connect in a chain back to a castle you occupy. For example, a player that has a castle with no territories adjoining it will be granted only one extra man. A player that has no castle will get no extra men regardless of the number of territories he occupies. It's a foolish player who loses his or her castle!



Magician

The magician (indicated on the screen by the magic wand) travels around under his own power and grants power and protection to whomever he wishes. The territory or

castle the magician is on becomes immune to attack and grows by one person (or Grud). The magician does not grant any offensive strength to the territory it is in. During your turn you may wish to send a messenger to the magician to ask for help. The messenger will probably be lost and the help you get is not guaranteed to be useful, but it usually is.



Boats

Boats are given out by the magician and stay in the territory until used. If you conquer a territory that has a boat it becomes yours. You will be asked if you want to use a boat only if you have one available to you. The boat may only be used for transportation from the territory it is in to another territory adjoining the water. These are fragile boats and sink after one use. Attacks from boats are to the death. You will not be asked if you wish to continue the battle if you start losing men.



Specter

The Specter (indicated on the screen as a weird dragon) flies about the board eating people or Gruds. Usually one at a time. In the entire history of the Dark Forest men and Gruds alike have had to contend with the Specter. There is no known way to combat him.



Serpent

The serpent lives (naturally) in the water. You may encounter the serpent while taking a boat from one place to another. Your chances of meeting the serpent are greater the farther you take the boat. Typically the serpent will dump your men on the shore forcing you into a battle. If hungry, the serpent may also keep a few men for lunch.



Trolls

Trolls may be found if you try to cross a bridge. Most bridges have trolls. Trolls usually eat a man or two before escaping. Trolls hide under the bridges and as a result do not show up on the map.



Treasures

All treasures are located in castles. To recover a treasure you must first occupy the castle with at least five men and search it. You will be asked if you want to search a castle. If a treasure is found during the search, the display will tell who the treasure belongs to. Be careful in searching as you may reveal to another player where their treasure is.

Once found, your treasure is forever yours and will not show up again (as if it was taken from the playing board). Remember that a search takes an entire turn and is only possible after you have refused the option to move.



Ending/Saving The Game

At the beginning of each player's turn you have the option of saving the current game to the disk, allowing one player to quit or allowing all the players to quit. To pick one of these options first press "ESC." A menu of the possible choices will be displayed. To pick one of the options enter the first letter of the option.

Save will save the current game to the game disk. The map being played on and the status of each territory will be written on the disk. At a later date you can restart the game where you left off by inserting the game disk and restarting the Apple. Specify that you wish to continue an old game and it will be read off the disk and play will resume where you left off.

Quit will allow the current player to leave the game. All of his/her territories will be given to the Gruds and play will resume with the next player.

End will cause the game to be terminated. All the players' current scores will be displayed.

Return will allow you to return to playing the game if you accidentally pressed the "ESC" key.



Winning

The winning player is granted a score based on the number of turns used to win. Second and third place battles are accomplished by turning over the earlier winners' territories to the Gruds and letting the treasure search continue with the remaining players.



Important

This diskette, when booted, will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failing the test results in a "beep" and an attempt at rebooting will occur. If after several "beeps" the game is still not running, you have one of the following problems: 1) the disk drive is out of adjustment 2) there is bad RAM in the Apple 3) you have a bad diskette. Try the diskette on a different Apple to eliminate the possibility of a bad diskette. (We test all our products prior to shipment; however, a duplicate of the game is on the backside of the disk just in case.)

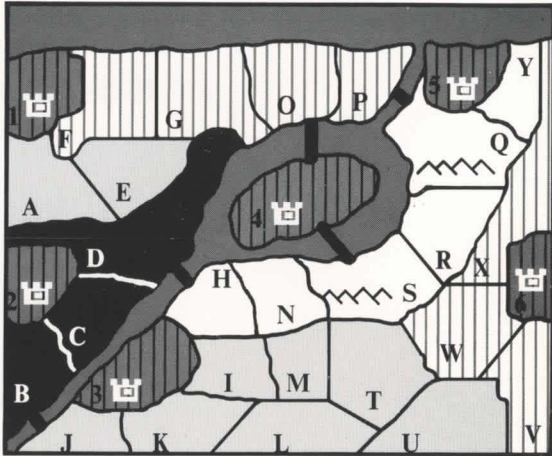
Sirius Software Replacement Policy: Sirius Software will replace any defective disk with a new one for \$10.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A. please include enough additional funds to cover return postage. The original disk must be returned to us for replacement.

Credits: Dark Forest includes the Higher Text character generator written by Darrel and Ron Aldrich and is used under license from the authors in this product.

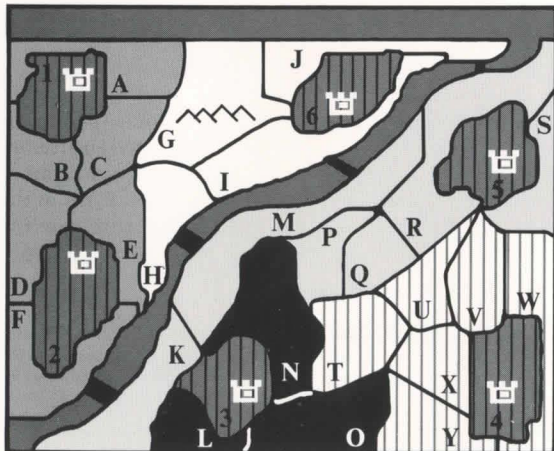


Maps

Grudonia



Freedonia









Lower Slobovia



Transylvania



Key

	Dark Forest		Castle Territory
	Mountains		Water
			Other Territories

D2D0079 QTY 1

Game Design By Jerry W. Jewell
Programmed By Tom Mornimi

Requires An Apple II+ Computer With 48K
Or An Apple II Computer With 48K And Language Card
Or An Apple II Computer With 48K And 16K RAM Card
Boots Directly With Either 13 Or 16 Sector Controller

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A Strategy Game For Up To Six Players!!!

Sirius Software, Inc. Sacramento, California

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