

ATARI 800 VERSION

THE SHATTERED ALLIANCE™

PLAYER INTRODUCTION CARD

HOW TO OPERATE THE GAME

The game disk will automatically load the game program when your computer is turned on.

Once loaded, the game will display a menu which gives a selection of scenarios. You are given the choice of starting a fantasy/historical scenario, restarting a saved game, starting a demo game, or creating a new scenario.

The game shifts to a different menu when you select a new scenario. You now select which scenario you wish to play; either one of the three fantasy scenarios (Key 1-3) or one of the historical scenarios (Key 4-7). The program will load and then the computer will display the armies selected.

The armies are displayed on the screen one at a time, in their order of battle. Each unit type and tribe is displayed as well as each unit's training class, weaponry and numerical strength. After this display leaves the screen, you will be able to select whether you wish to play a solitaire or two-player scenario. The computer will ask you to name the commander of each army. If you press Key "C" for one or both commanders, the computer will control those armies. You will also be asked if you wish to have the morale and combat calculations printed in full detail. Press Key "Y" to accomplish this.

If you decide to play a particular scenario against the computer, you will have a chance to select the skill level and size of the solitaire player's army. First you will choose from two skill levels, beginning and advanced. Then, you will select the solitaire player's army size; you can choose a normal size army, or raise the training class of each unit by one grade and choose a normal size, 25% greater than normal size or double size army.

The disk drive will load the main program and then display the map.

The computer will allow both players to move all of their units, one side at a time. After the initial move, the computer calculates when each unit should be moved and displays it for movement at the appropriate time. At any time-point (time-point counter is located in the upper-right corner inside direction guide), any number of units can move.

To move a unit, simply check the movement indicator in the upper-right corner to determine which direction you

want to move the unit. Then press the appropriate key (Keys 1-6) for the direction in which you want the unit to move. If you don't want the unit to move, press Key 0. Pressing the space bar will move the unit in the same direction as its last move. The unit's last move is displayed at the bottom-center of the screen, below the countdown timer.

Now that you have pressed one of the keys 1 to 6 and moved your first unit, move the rest of your units in the same manner.

Now that you're able to move your units, let's look at combat. Since the object of the game is to defeat the opposing army, you must attack it. There are two methods of attack: Fire combat and Melee combat. Fire combat is done at a distance with missile weapons; melee combat is done with hand-held weapons when your unit is next to the enemy.

To attack a unit with fire weapons, your unit must be equipped with missile weapons and you must be in range of the opposing unit. Press Key F to fire on the opponent; the computer will ask in which direction you wish to fire. If you have made a mistake and cannot fire, press key Q to abort the command. If not indicate the direction in which you wish to fire. You will have to indicate the direction for each hex of distance to the target unit. Press Key 0 to attack a particular hex. The detail display, if selected, and the battle report will be displayed on the screen. Note that if the opposing unit cannot return defensive fire, the attacker will suffer no casualties.

To melee attack an adjacent opponent, simply press Key A and the computer will ask you which direction you wish to attack. Press Keys 1-6 for the appropriate direction or Key Q if you wish to abort your attack. The computer will display the combat factors if you have selected the detail display option at the beginning of the game. Otherwise, the computer will jump to the battle report. This gives you the beginning and ending strengths of both units, the victory result and an indication of which unit has routed, if any.

If you wish to use magic, simply press Key S. The computer will ask you which one of four spells you wish to cast: Blade Enhancer, Shield, Haste or Courage. After you select the spell, it will ask how many spell points you wish

to use. Enter the number and the spell will take effect. Remember, not all scenarios have magic.

To save the game, press Key E and the computer will instruct you in the procedures necessary.

SCENARIOS

I. Ambush of the Zorgs

The Valkyries and their friends, the Unicorns are ambushed at a festival by hordes of Zorgs. A massacre of the Valkyries is averted by the timely intervention of the Centaurs. Attack the Valkyries or defeat the Zorgs, the choice is yours. There is no magic in this scenario.

II. The Battle of the Two Kingdoms

The two human kingdoms and their allies go to war in the climactic battle of ancient Osgorth. Northwold and its allied Valkyrie, Centaur, Elf and Fanchon Fighter troops battles The Far Reaches with the allied Lords of Lockwood and the Dwarves.

III. Defeat of the Beasts

The humans and their allies gather an army to stop the chaotic Beasts from despoiling the countryside. The human army includes infantry and cavalry with Elvish archers, Dwarven infantry, Valkyrian and Centaur cavalry as allies. The Beast army is composed of Zorgs, Lizardmen (with a MzLiz detachment) and the dreaded Demons.

MOVEMENT COST CHART

The values below represent the number of time-points between moves for each type of unit specified.

Unit	Terrain					
	clear	l. woods	h. woods	l. hills	h. hills	mountain
HI	12	18	24	12	24	30
LHI	10	17	21	10	20	29
MI	12	18	24	12	24	30
LMI	10	17	20	10	20	28
LI	9	15	18	9	18	27
EHC	6	19	25	7	xx	xx
HC	6	18	24	7	xx	xx
LC	4	16	21	5	xx	xx

NOTE: The symbol xx means that the terrain indicated is prohibited to that unit type.

TERRAIN SYMBOL KEY

Clear Terrain		Low Hills	
Light Woods		High Hills	
Heavy Woods		Mountains	

If you have any questions about the game, send a SASE to SSI, 465 Fairchild Drive, Suite 108, Mountain View, CA 94043 or call (415) 964-1353. Good luck and enjoy the game!



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