

SPORTSware

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CC3FLAGS



A GAME OF WORLD CONQUEST
FOR 1 TO 6 PLAYERS

CC3FLAGS was inspired by PARKER BROS. popular boardgame, RISK. You'll find it a real challenge with any number of players. The computer plays a mean game if you can't find a human opponent or just want to sharpen your strategy.

SYSTEM REQUIREMENTS

To play CC3FLAGS, you need a TANDY COLOR COMPUTER 3 with at least 128K of memory, 1 Disk drive and a monitor. RGB is recommended. A joystick is optional.

GETTING STARTED

CC3FLAGS is not copy protected. Please make a backup to play the game with and store your original disk in a safe place. See your disk owners manual for instructions on making a backup if you don't know how.

OBJECT

The object of CC3FLAGS is to conquer the world by occupying ALL of the territories. To do this, you will have to defeat the other players in combat for each territory. At the end of each turn you may receive additional troops based on the number of territories and continents you control. Your ability to win will depend on your use of force and strategic placement of troops.

HOW TO BEGIN PLAY

Turn your computer system on and place your backup copy of CC3FLAGS in drive Q. Type RUN "M". The program loader screen will appear. Answer the prompt for RGB or Composite monitor. The game program will load and ask you if you want to play a new game or a saved game. If you select a

saved game, that game will be restored. If you choose a new game you will be asked how many players, their names, the difficulty level, and if you want to use the joystick or keyboard. The game screen will then appear.

THE GAME SCREEN

The game screen shows the entire map of the world and to the right of the map various menus and zoom pictures of each continent are displayed.

GAME TURNS

Each turn all players can attack territories adjacent to ones they control, receive additional troops, mass troops in a continent or move troops from one continent to an adjacent one.

ATTACK PHASE

From the menu, choose the continent you wish to conduct an attack in. That continent will be displayed in the zoom window. Select INVADE from the menu. Select the country you wish to attack from by highlighting your flag (when that flag is flashing, press the spacebar or the fire button). You must have at least 2 armies in a country to conduct an attack from it. Then select the adjacent country you wish to attack in the same manner. The battle will be conducted by the computer and it's progress shown at the upper portion of the window. Once the battle begins, you cannot abort it. To abort a battle PRESS Q before you select a country to attack.

You may continue to conduct attacks until you run out of armies (not advisable) or

you may choose option 7 from the menu. Option 7 ends your attack phase and begins your reinforcement phase of this turn.

REINFORCEMENT PHASE

Each player is awarded 1 turn to reinforce at the end of each game turn. You may earn a second reinforcement turn if you have captured at least 1 country during the attack phase.

ADDITIONAL ARMIES

During each reinforcement turn, you may place 3 new armies in any country you control. To do so, select the continent from the menu. Then select the country and press the spacebar or fire button.

CONTINENT CONTROL

You will receive additional armies in each country of a continent you control at the end of each turn. The computer will place them for you at the beginning of the reinforcement phase.

MASSING ARMIES

You will find it necessary to masse your armies in a continent from time to time in order to conduct successful attacks against enemy forces there. Select option 8 from the menu. Then select the continent you want to masse troops in from the menu. Last, select the country you want your armies to masse in. Each of the other countries you have armies in on that continent will send all but 1 of their armies to the designated country.

BORDER CROSSING

To move troops from one continent to an adjacent one, select option 9. Then select the continent you wish to send armies to. Next select the country whose armies you want to move from, then the country you want them to move to. This is the EXACT order you must execute a border crossing in. No other sequence will work properly.



RESIGNING FROM A GAME

Any player may resign from the game by pressing "R" during their turn. If you accidentally press "R", you have a chance to abort the resignation. If a player does resign from the game, his armies remain on the map but never attack. They must be defeated by the remaining players however to capture the territory they occupy.

SAVING A GAME IN PROGRESS

You may save a game in progress by pressing "S" during your turn. If you press "S" by mistake, you will have an opportunity to abort the save. Only one save can be made on a disk. Selecting SAVE will save the required data and END the game. You will have to restart the game to continue play.

HINTS & TIPS

To successfully defeat your opponents, you will need to use good military strategy. Just attacking recklessly anyone adjacent to you will surely end in your defeat. It is vital that you capture entire continents and hold them. You will receive badly needed reinforcements for each continent you control.

You must also give careful consideration to your placement of new armies. Once a continent is secure, you can build large forces on it. These should be MASSED on a border country near the enemy and then moved via the BORDER option to the front. Some turns you may find it advisable to not attack at all but just position your forces for a big assault in the future. But don't sit too long. Your enemies will be conspiring against you constantly.

Attack the enemy at his weakest points first then masse your forces for the big battles. Try to take at least one territory from the enemy each turn to give yourself that extra reinforcement turn. Getting armies where they are needed is as important as taking territory. Plan ahead. Enjoy the game.