CITY WAR

for the TRS-80 Color Computer

Requires 16K

DISK

CITY WAR

   City War, a battle of nuclear powers between the United States
and the U.S.S.R., is a two-player war game requiring both strategy and
politics. However, unlike many other war games of its kind, City War
is not bogged down by complex rules and lengthy setting up procedures.
In fact, you really don't need any previous knowledge of war games to
play; and if you've tried other war games but were overwhelmed by them
then I think City War is just what you've been looking for.

   To start things off, you must first decide between yourselves who
is to be the leader of the United States and who is to be the leader of
the U.S.S.R.. NOTE: It is possible for more than two people to play
City War. Personally, we have found that the "tribunal" method or
"3 to a side" works out quite well. This allows the players to collab-
orate their efforts and possibly even vote on their decisions--making
the game more realistic and more "country" like.

   For practical reasons, there will only be 8 major cities within
each country so you must assume that the totalled populations of these
8 cities is the "total population" of your country. At the beginning
of the game, each leader is randomly placed in a bunker beneath one of
the cities in his or her country. All of your cities have these bunkers
beneath them and, as we will discuss later, you can move about freely
from city to city giving your commands safely below ground.

   The object of the game is simply to eliminate the leader of the
opposing country. The way this is done is to reduce the population of
the city that he or she is in to zero. They will then be assumed to have
been killed in the blast, killed by radiation, or cooked alive in their
own bunker from the heat.

   The missiles that you will be dealing with come in two types:
S.S.M.'s and A.B.M.'s. S.S.M.'s or "surface to surface missiles", are
those offensive missiles that are used to destroy cities and their pop-
ulations. A.B.M.'s or "anti-ballistic missiles", are those missiles
used to defend your city from incoming enemy S.S.M.'s. Since each
country only has 8 cities, the destructive power of the missiles had

to be reduced. This means that it will take many more missiles to
completely eliminate a city's population than it would in reality where
one missile could easily lay waste to a large metropolis such as New
York.

The American player will control cities 1 through 8 and the Russian
player will control cities 9 through 16. The city names and their corr-
esponding numbers are as follows:

U.S.A.	U.S.S.R.
1) NEW YORK	9) MOSCOW
2) WASHINGTON D.C.	10) MINSK
3) LOS ANGELES	11) KIEV
4) SAN FRANCISCO	12) STALINGRAD
5) CHICAGO	13) LENINGRAD
6) HOUSTON	14) ODESSA
7) DALLAS	15) RIGA
8) MIAMI	16) VLADIVOSTOK

Before the game starts, each player will be asked for their country's
"access-code". This can be entered using any of the keys that echo on
to the screen and can be up to 255 characters in length. However, it
would be wise to keep your access-code short and simple as you will be
asked for it whenever you perform certain commands or access any infor-
mation.

GAME PLAY

The game begins in 1960 with populations and missile distributions
already set. (Note how the main screen will always show the current
tally of each country's missiles.) Because of Russia's lower population,
we started them out a little higher in the missile count to make things
fair--not to mention more historically accurate. The player to take the
first turn of the game is randomly determined to prevent any possible
arguments between players. Each turn that you take constitutes one year's
time except for war time commands which are in minutes and seconds.
Whenever players are taking their turn at the terminal, it is very

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important that the opposing country not be in plain sight of the screen.
If only two people are playing, we suggest that you set yourselves up
on a table with two chairs--one in front of and one behind your computer.
Then, simply take turns sitting in the only chair that provides a full
view of the screen. If you have more than two people playing, it might
be a good idea for the country not taking their turn to leave the room.
This will also give players ample time to discuss their strategies.
Regardless of the method you use, the choice is up to you.

Within each turn, you have a number of command options to choose
from; some will cost you your turn while others are "free". The following
is a list and description of all of the command options available. Each
description will include whether they are peace time or war time options,
whether or not they require access-codes, and whether or not they cost a
turn. The letters in quotes are the keys you should press to inact
these options during game play.

COMMAND OPTIONS

"S" - This option allows the current player to check the status
of their country. The status includes the following: the cities, their
populations, the number of both S.S.M.'s and A.B.M.'s in each city, and
whether their missiles are "armed" or "unarmed". (To return to main
screen after checking your status, simply press any key.) This is
offered only in peace time and does not expire a turn. This command
option also requires an access-code.

"B" - This option allows the current player to "build" up the number
of missiles in their cities. When building up, the player will have the
choice of building 2 of either S.S.M.'s or A.B.M.'s, or 1 of each.
The player will also be asked to specify which city the newly built
missiles are to be placed in. This is offered only in peace time and
expires a turn. This command option also requires an access-code.

"R" - This "reduction" option is just the opposite of the "build"
option. This is offered only in peace time and does not expire a turn.
This command option also requires an access-code.

"A" - Before missiles can be launched, they must first be set into
the "armed" mode. This command places all missiles in all of the cities

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of the current player into the "armed" mode. This is offered in both peace time and war time and expires a turn. This command option also requires an access-code.

"U"- This option negates the "arm" command and "unarms" all of the missiles of the current player. This is offered in both peace time and war time and expires a turn. This command option also requires an access-code.

"Y" - This option informs the current player of the year in which their turn is taking place. This is offered in both peace time and war time and does not expire a turn. This command option requires no access-code.

"H" - This option informs the current player of the location of his or her "head of state". The number returned is the number of the city in which the leader is at the present time. This is offered only in peace time and does not expire a turn. This command option also requires an access-code.

"M" - This option allows the current player to "move" their head of state to another city location. When asked, players should enter the desired city's number--not name. This is offered only in peace time and does not expire a turn. This command option also requires an access-code.

"C" - This option changes the access-code that the current player put in at the beginning of the game. This may need to be done if one player see's the other's access-code. This is offered only in peace time and does not expire a turn.

"I" - This option tells the current player whether the opposing country is "armed" or "unarmed" through information gathered by spies. NOTE: Spies are successful only 50% of the time. This is offered only in peace time and expires a turn. This command option also requires an access-code.

(shifted) "S" - Since City War can take hours to play, we have included the "save to tape" option. Simply ready your cassette player by putting in a blank tape and then press shifted "S" and wait for the recorder to finish saving your game. (It might be a good idea to make 2 copies--just to be safe.) This option is offered only in peace time and does not require an

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access-code or expire a turn since it is just a utility option and not a part of the game itself. For (shifted) "S" press <SHIFT Ø> then "s".

(shifted) "L" - This option "loads" a game previously saved on tape through the "save to tape" option. Put your saves game tape into your cassette player and press the shifted "L" key. The computer will then load the information from your previous game and resume play with whose ever turn it was when you stopped--all conditions will be as they were except for the access-codes. This option is only offered in peace time and does not require an access-code or expire a turn since it is just a utility option and not a part of the game itself.

"L" - This option enables you to launch a strike onto the enemy country's cities and therefore place the game into war time status. After you "press the button", you will be asked from which city you wish to launch, how many S.S.M.'s you are launching, and the enemy city they are to be targeted for. (Remember: Use city NUMBERS--NOT NAMES.) This command option will expire a turn. (Access-codes were left out to keep war time exchanges from being long and drawn out.)

"P" - This option enables the current player to ask the opposing country for peace. After the message requesting a cease fire appears, you should turn the terminal over to the opposing country and await their response. (Respond to a peace request by entering an "N" for no, or a "Y" for yes and then appropriate actions will be taken.) This is offered only in war time and expires a turn. This command option does not require an access-code.

Now that we're on the subject of missile exchange, let's run through a hypothetical example to explain the procedures involved. Let's say the American player wishes to launch a strike on Russia. First, they would press "L" for launch and then answer the launch questions appropriately --let's say they launched 5 S.S.M.'s from New York targeted for Moscow. The American player will then notice that a message suddenly appears stating that missiles have been detected entering the atmosphere. This tells the American player that their turn is now over. In this example, the message is for the Russian player who will then continue their turn by pressing any key--once the American player has turned the terminal over to them.

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The Russian player's status board will now appear with an indication at the top that a number of missiles are incoming for a specific city. This message is telling the Russian player what information was gathered through ground and satellite tracking devices. (NOTE: Tracking is not always successful; when this happens, a question mark "?" will appear instead of the number of missiles.)

The Russian player should now press any key to be asked "Defend or Not?". Here the Russian player can fire A.B.M.'s from the city being fired upon and give up a chance to retaliate, or choose not to defend-- allowing the missiles to take their toll and then have a chance to launch in retaliation. Simply press "D" to defend or "N" to "not defend".

If, in our hypothetical situation, the Russian player chose not to defend, then the missiles would hit and eliminate their randomly determined number of people. The Russian player would then resume play with it being their turn--if they survived!

Let's say though, that the Russian player chose to defend with A.B.M.'s. They would then press "D" for defend and input the number of A.B.M.'s to be fired--from the targeted city only. All A.B.M.'s work 50% of the time so they simply stop their equal number of S.S.M.'s or fail completely. The American's turn would then resume after the Russian player resolved their defense effort.

In all cases players will be notified of the results. For example: "5 S.S.M.'s got through!", "0 S.S.M.'s got through!", or even "S.S.M.'s malfunctioned on impact!", are just some of the possible outcomes which should keep missile exchanges interesting.

The political aspect of the game is left entirely up to the players. We suggest that the players become involved in the peace time part of the game as well as the nuclear exchanges. Players can even place restrictions on the number of years they can build up or even work out peace treaties between each other using forced reductions, arms limitation agreements, and whatever else you can think of. It's even possible to use City War as a supplement to another war game you may be involved in.

☆☆☆☆ *CITY WAR* ☆☆☆☆

Strategy and politics are the key to winning CITY WAR. This challenging simulation game requires both. The two great nuclear powers battle for world supremacy. The object is to eliminate the leader of the opposing country. The two leaders are hidden in one of eight major cities of their respective country. Fire your missiles at your chosen target or protect your city by firing an anti-ballistic missile.

This battle of the two great nuclear powers is a two-player game. But, better yet, form two teams and make CITY WAR even more realistic by putting your strategic and political decisions to a vote.

There are 14 commands accessed by a single key stroke. With your secret access code you are the only one that can command your army of missiles. You can even request a cease fire from your opponent. The "save the game " feature makes it easy to resume negotiations.

LOADING

If you have the tape version, type CLOAD and once it is loaded simply type RUN to begin. If you have the disk version, type RUN "CITY WAR" and it will load and run.

WARRANTY

This program is guaranteed to load for one year. If it fails to do so for any reason except deliberate damage simply return it for repair or replacement. There is no other warranty, expressed or implied.

PUBLISHED BY:

PRICKLY-PEAR SOFTWARE
2640 N. CONESTOGA AVE
TUCSON, ARIZONA 85749