

# ZULU REVENGE

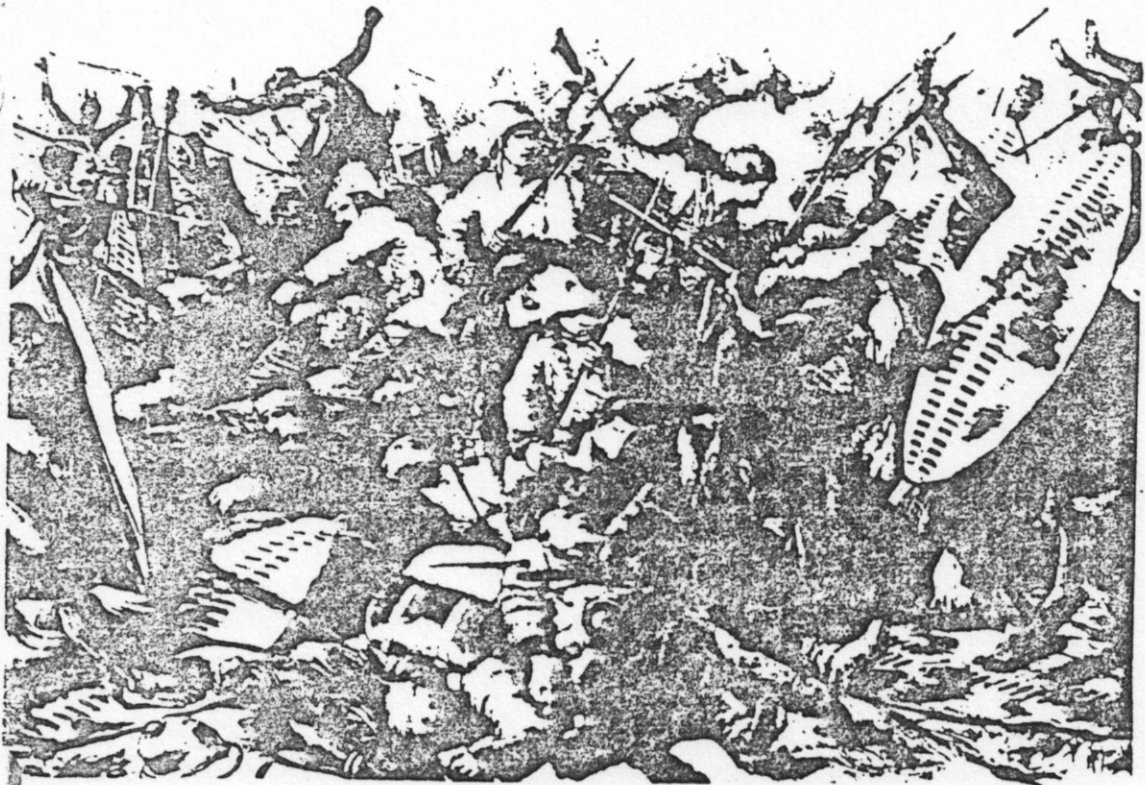
A WARGAME DESIGNER SCENARIO

For 1 or 2 players

For The TANDY Color Computer 3 128K Disk

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SPORTSware

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ZULU REVENGE

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ZULU REVENGE Program Manual

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A WARGAME DESIGNER Scenario (c) 1988, SPORTSware Tol, OH

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The British and Zulus are at it again. This time it doesn't look any better for the British as the last time. The British troops are camped just East of a couple Zulu vilages and a medium sized force is returning from a long scouting mission looking for Zulu forces. They haven't found them, yet.

Unfortunately for the boys from Great Britain, huge numbers of Zulu warriors have found them! You have arrived just in time for the surprise party.

Your mission is to defeat the Zulu warriors. There are two ways to accomplish this. One is to stand and fight inside the compound and rely on your superior firing range and artillery. The numbers of Zulus will make this approach very costly. The other way is to go out and find the 3 Zulu objectives. Unlike our other scenarios, these objectives are not clearly shown on the map. You'll have to find them. They are there. You can see them. Just take the clues from the Zulus and you'll find them.

This scenario is based very loosely on the experiences of the British forces in South Africa in the late 1800's. If you know the history of the period and the Zulu method of attack, you'll know what to expect from these Zulus. If not, you'll soon find out. Anyway, have fun. That's what SPORTSware is all about.

## PLAYING THE GAME

Before you do anything else, make a BACKUP copy of the game disk to use and place the original in a safe place. If you do not know how to make a copy, see your disk system owners manual.

Turn your computer system on and place the backup disk in drive 0. Type ( RUN "M" ).

At the prompt, press ( R ) for RGB monitor or ( C ) for composite monitor or TV.

At the main menu, press ( 5 ) to play ZULU REVENGE.

Select the one or two player game at the next prompt.

Select a new game or saved game at the prompt.

This scenario was designed to be a one player game. All Zulu movement is hidden. You can enjoy it with a friend by picking the two player option though.

In that mode, the game uses the "Double Blind" system. That is, if it is your turn, your opponents units are "flipped over" so you see where they are but not what they are.

## PHASE 1 - movement

During this phase you have 4 options.

As each unit's turn comes up, it will be highlighted. You may then move, check the game stats, see what terrain it is on or any unit next to it, move, or pass and move another unit.

Each option is listed on screen, just press the letter of the option you want to take.

### OPTION KEYS

S Press (S) to see the score and game turn. Then press any key to return to the option menu.

T Press (T) to get into Terrain mode. Then press direction key to see the terrain type a unit is on. Press (ENTER) to see the terrain the highlighted unit is on. Press any key then to return to the option menu.

N Press (N) to go to the next unit. You can loop back and still move the unit later if you like. Pressing (ENTER) here will not allow you to move later this turn.

M Press (M) to move the unit. Then press any of the direction keys to move, subject to terrain movement costs.

### DIRECTION KEYS

ARROW KEYS Press the arrow keys to move North, South, East and West.

I Press (I) to move Northwest  
O Press (O) to move Northeast  
K Press (K) to move Southwest  
L Press (L) to move Southeast

### COMPLETING the MOVEMENT PHASE

If you have moved all of the units you want to and still have units capable of moving, press ( E ) to end the movement phase.

All units stop when they come in contact with enemy units. Different terrain features have different movement costs also. For example, roads and clear spaces cost 1 factor. Total water spaces cannot be entered, woods and riverbanks cost 2 factors.

The computer will control the movement of the Zulus in the one player game. They are very aggressive, except those defending the Zulu objectives will die rather than move.

### PHASE 2 - combat

During this phase you can again check the game stats, check terrain, pass or attack enemy units.

Each unit capable of attacking will be highlighted. To attack an enemy unit, press ( C ) for combat. Then press the direction keys needed to highlight the unit you want to attack. Then press ( ENTER ) to register the target. Some units have greater

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firing range than others. If the target unit is at the maximum range of the attacking unit you will not need to press enter. The computer will automatically register the target. Some units will be highlighted to attack but no enemy units will appear to be in range. This feature is included so you can attempt to locate enemy units by fire, commonly called reconnaissance by fire. If no enemy is found, just press ( N ) to go to the next unit.

When you have selected all of the enemy units you wish to attack, press ( E ) to end the targeting phase. All attacks will be resolved then and the results of each reported at the bottom of the screen.

After player 1 has completed both phases, player 2 (or the computer) will execute both phases. This cycle continues until the game ends.

## ENDING THE GAME

There are four ways the game can end.

1. All Zulu units are destroyed.
2. All British units are destroyed.
3. All terrain objectives captured.
4. Press (Q) to quit playing during the movement phase only. If you press Q, you will be given a chance to quit or return to the game. Quitting this way does not save the game. If you want to save it, see below.

## SAVING A GAME IN PROGRESS

To save a game in progress, press (G) during the movement phase. All the necessary data will be saved and you can resume the game later at the same position. Only 1 save for the 1 player and 1 save for the 2 player game will be stored on the disk.

## HINTS AND TIPS

For those of you who don't want to run to the library and get a couple of books on the Zulu Wars, here's a hint. Zulu warriors were armed with small spears and shields. They almost always favored an envelopment tactic in combat. That is, one body would attack from the front while 2 others attacked from the flanks (sides) in an effort to surround the enemy and dispose of them. After the victory they would disembowel the dead to free their spirits.

Both sides can conduct multiple unit attacks. That is, combine strength factors against a single enemy unit. If 3 of your units attack an enemy unit their combined strength will be added in 1 attack against the enemy, not 3 separate attacks. The Zulus are fond of this technique when controlled by the computer. The game resolves combat based on a Combat Results Table, similar to board games. The more strength you can muster in an attack the better your odds of winning.

If you are having a tough time playing against the computer, press (SHIFT 3) once during the combat phase. From then on you

will see all of the Zulus as they move and attack. To make them go back into hiding, press (SHIFT 1) during the combat phase.

## GAME MODIFICATION

This game is provided as a stand alone game. Selecting main menu items 1 thru 4 will display a message instead of running that module. This is done for 2 reasons. One is to provide inexpensive quality entertainment to those strategy fans who do not own the WARGAME DESIGNER SYSTEM. Second is to provide new scenarios to those who do own it at a low cost & still make it compatible with the WGD system.

Owners of the WARGAME DESIGNER SYSTEM can:

Modify the unit and terrain icons or create new ones.

Change and/or create new maps.

Change the palette colors.

Modify units type, name, icon, strength, turn of entry, firing range, location and aggression factors.

Increase or decrease the number of units in both armies.

To do so, just copy these programs found on your WARGAME DESIGNER SYSTEM disk to the ZULU REVENGE disk.

UNITICON/BAS, MAPICON/BAS, TERF/BAS, L2/BAS AND ARMY/BAS

EXAMPLE with one disk drive;

Place the ZULU REVENGE disk in drive 0

Type KILL "UNITICON/BAS" Press (ENTER)

Place The WGD system disk in drive 0

Type COPY "UNITICON/BAS" TO "UNITICON/BAS" Press (ENTER)

Follow the prompts on screen.

Do the same for the other 4 files and you have the complete WGD system at your disposal for this scenario.

EXAMPLE with two drives;

Place the ZULU REVENGE disk in drive 1 and Your WGD disk in drive 0.

Type KILL "UNITICON/BAS:1" Press (ENTER)

Type COPY "UNITICON/BAS:0" TO "UNITICON/BAS:1" Press (ENTER)

Do the same for the other 4 files and you have the complete WGD system at your disposal for this scenario.

## PARTING WORDS

If you have the WGD system, we're sure you'll enjoy this scenario and have hours of fun modifying it and creating new scenarios from it. If you do not yet own the WARGAME DESIGNER SYSTEM we suggest you order it today. You will be able to enhance this game to your hearts content and design scenarios of your own. By the way, 4 other scenarios come with the system. At any rate, we hope you enjoy ZULU REVENGE. Thanks for being a SPORTSware customer!