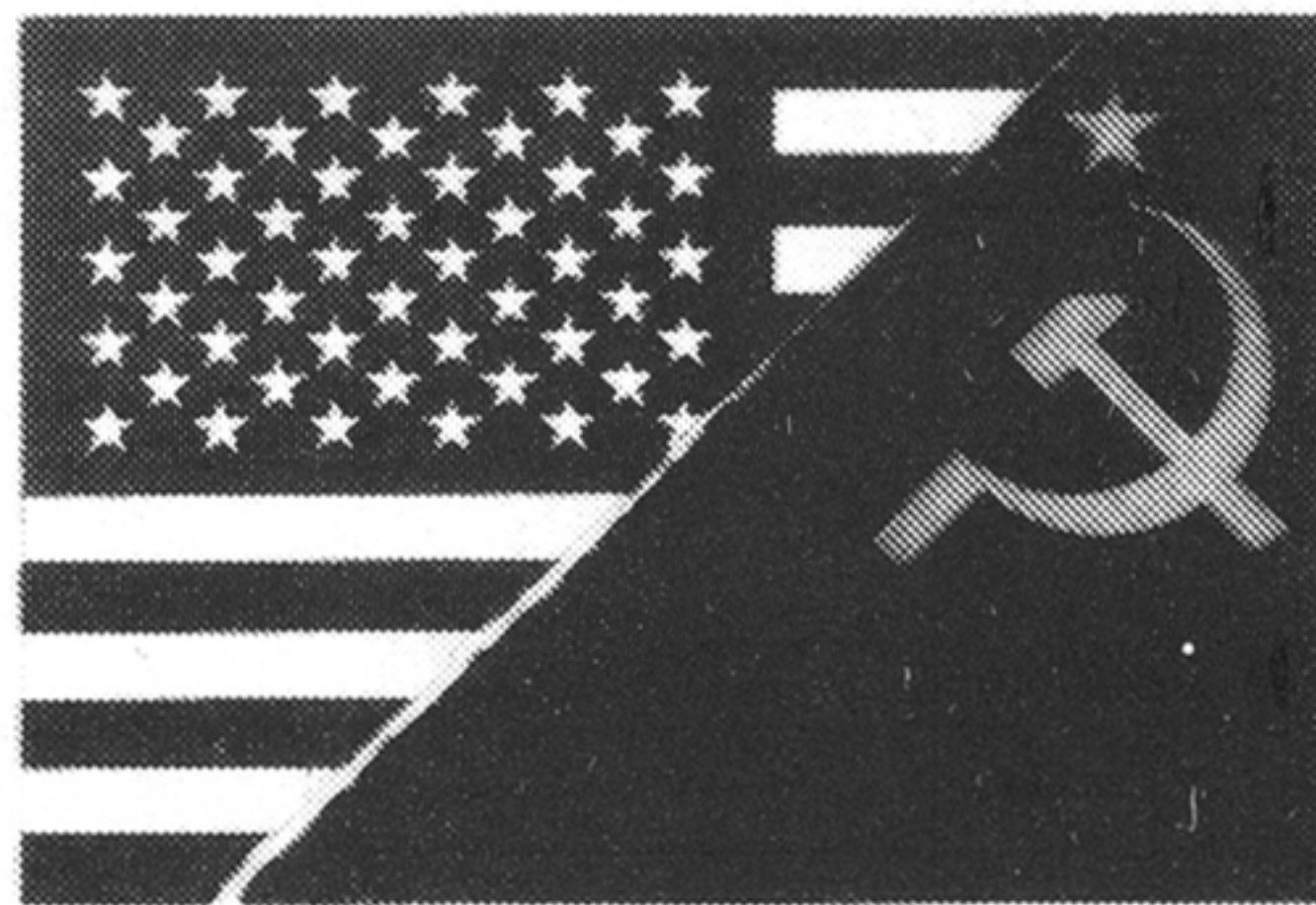


AMIGA



POWER \$TRUGGLE

CLASSIC
CONFLICTS

INTRODUCTION

Power Struggle is a game of world domination. It is not intended to be a high brow simulation of any past, present or future world situation, but a game of fun based on strategy and tactics.

LOADING

Insert the disc into the drive and turn the power on. The program will now load.

GETTING STARTED

You are presented with a number of options, each of which is selected via the mouse — move the pointer over the option and press the left hand button.

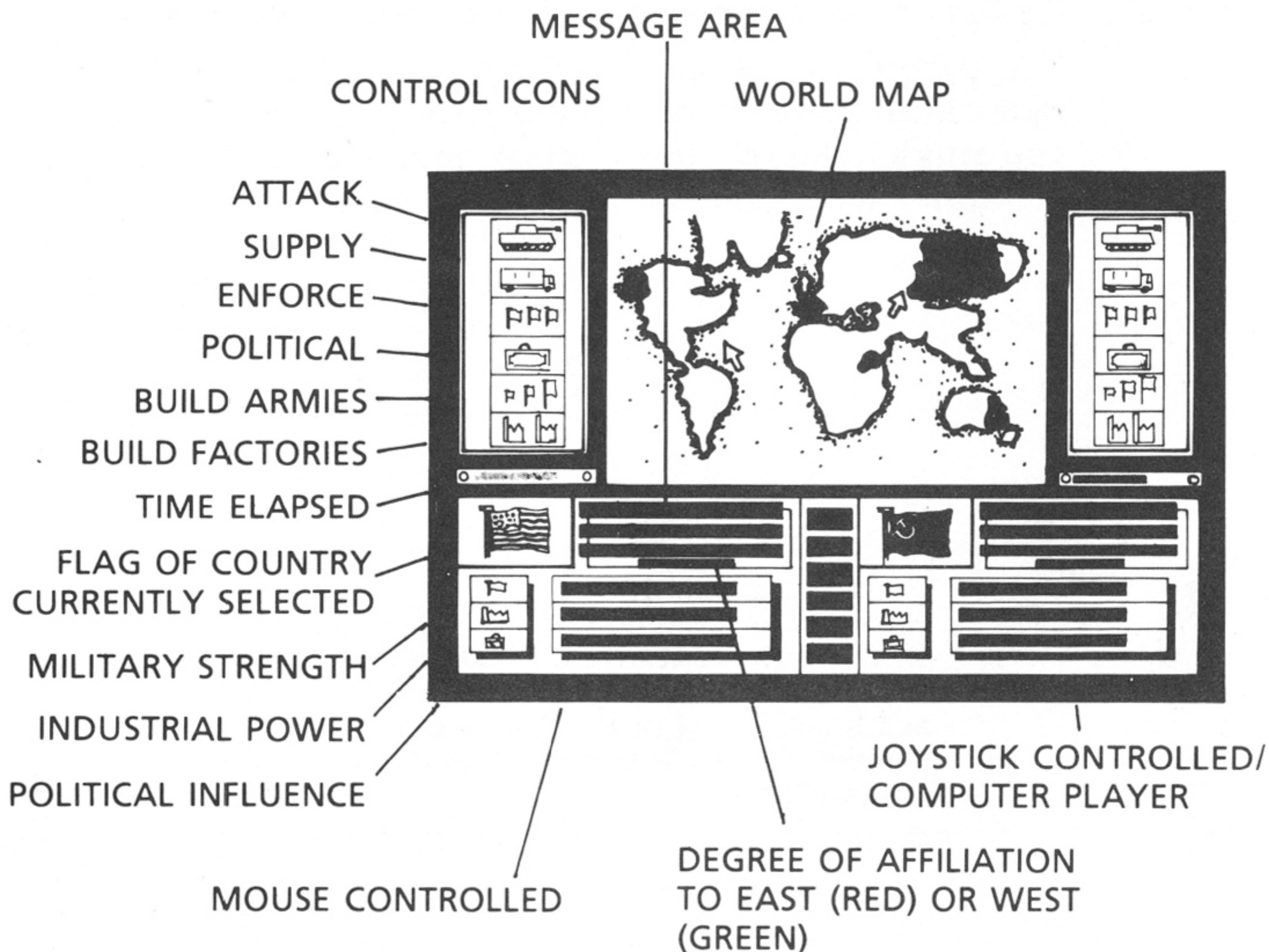
You can play a solo game against the computer or a two player game, and the start position for each game can be varied from the normally accepted distribution of countries between EAST and WEST power blocks (DEFAULT game) to a RANDOM game where countries are randomly assigned to EAST or WEST. There is also an option allowing you to play either WEST or EAST.

THE CONTROLS

One Player Game — This option is mouse controlled and you will always use the Icons and information box on the left hand side of the screen. If you select to play WEST the Icons will be on a Green background, if playing EAST they will be shown on a Red background.

Two Player Game — For this option you will need a joystick as well as a mouse. The mouse is used to select all the options to set up the game and the player with the mouse is therefore given the choice of playing EAST or WEST. As with the one player game the mouse will always control the left hand icons and the joystick the right hand set.

THE SCREEN DISPLAY



PLAYING THE GAME

This section assumes you have selected to play a 1 player game and are controlling the WEST.

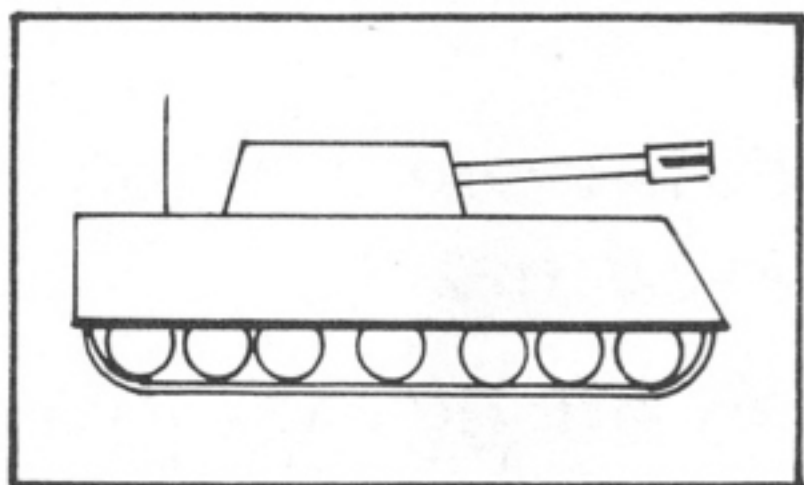
Move the pointer over any of the GREEN countries and press the left hand button on the mouse. The country name and flag will appear in the information box at the bottom of the screen along with information about what the country is currently doing (e.g. Building Armies). Bar charts will be showing you information on military and industrial strength and political influence. Now move the pointer to the top Control Icon on the left hand side of the screen and press the left hand button on the mouse. Note the message has changed to COUNTRY NAME ATTACK.

Move the pointer to a neighbouring country (opponent or neutral) and press the button. Your country will now be attacking the second country.

All the other CONTROL ICONS work in exactly the same way.

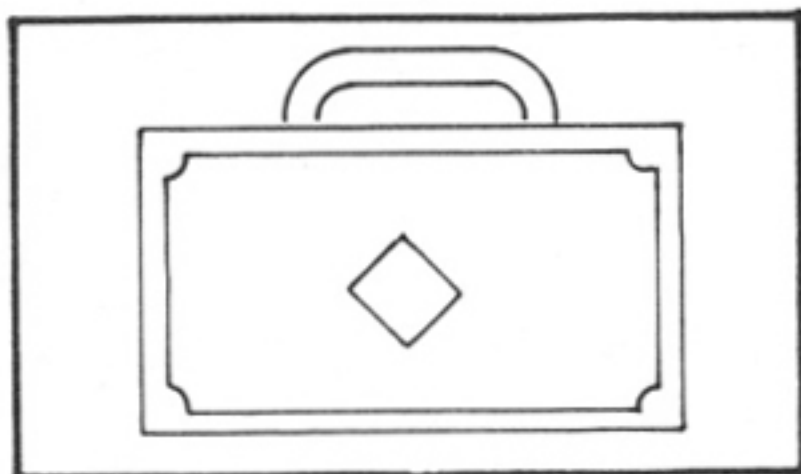
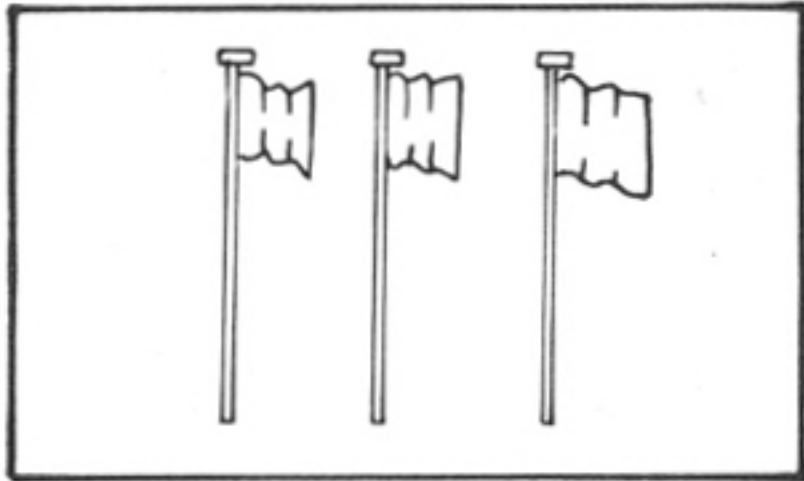
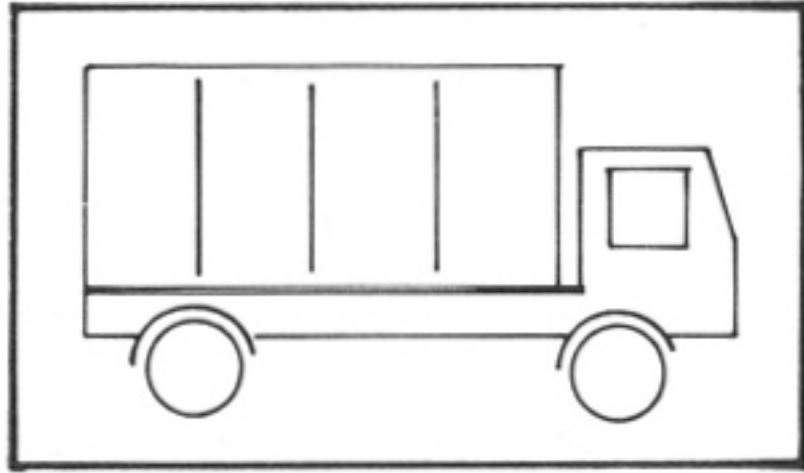
You can also get information about opposing countries by moving the pointer to the country and pressing the button, but it will only detail what the country did last time.

THE CONTROL ICONS



ATTACK. Using this control you can attack adjacent countries. Success or failure depends on the proportion of the attacking countries military strength to defending countries.

Multiple attacks are allowed — i.e. you can command more than one of your countries to attack a single



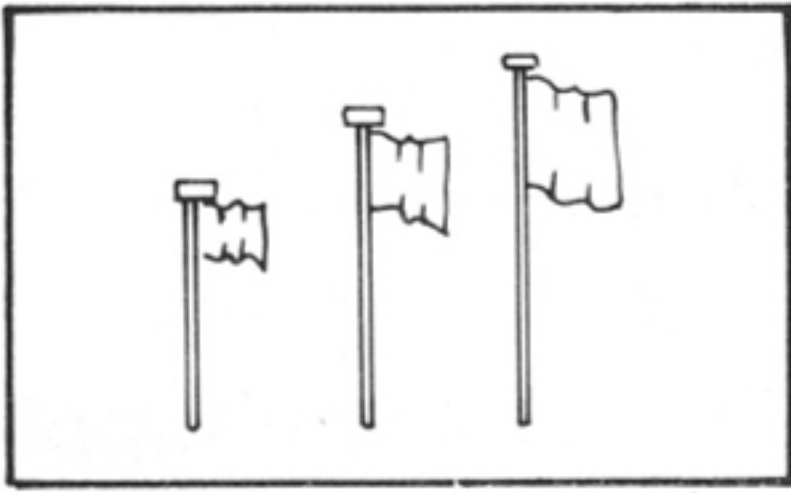
opponent/neutral country. If the attack is successful, the country with the largest military strength will occupy the defeated country.

SUPPLY ICON. The country supplying will add 10% of its industrial strength to the country being supplied. The additional amount is permanent.

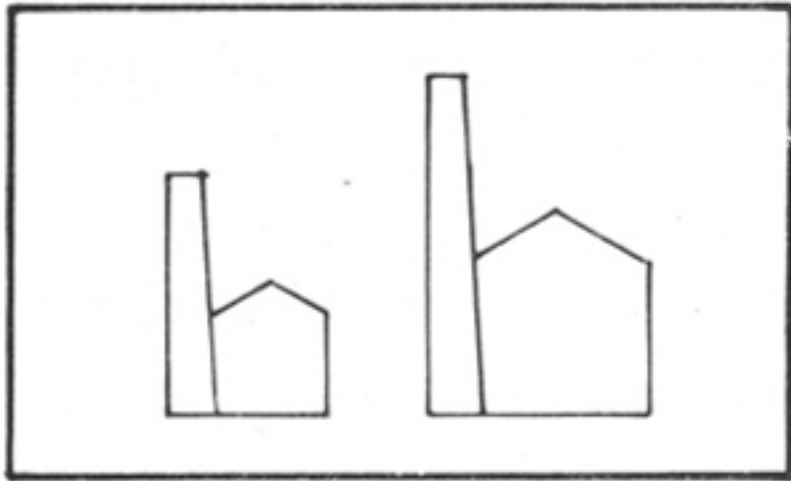
ENFORCE ICON. All the military strength indicated by the enforcing country is transferred to the country selected, for defence, only for that turn. This will then be added to the country's attacking military strength for the next turn.

Note: Use this option wisely as it obviously leaves the donor country open to attack.

POLITICAL ICON. The proportion of political strength transferred to a neutral country is 12.5% of the donors political power. At the end of the turn, all the influence exerted on the country is added up and the country's bias altered accordingly. If both players have exerted influence on the country then the net difference between the two is used to alter the political bias bar.



BUILD ARMIES. This uses 12.5% of the industrial strength and adds it to military strength.



BUILD FACTORIES. This adds 10% to the industrial strength of a country.

GAME TURNS

The game is played as a series of turns. The player makes as many or as few moves as he wishes before the **TIME ELAPSED** bar reaches the right hand side. At this point you are asked to wait whilst the computer evaluates the moves and reassigns countries where appropriate. This takes a few seconds and you can then —

QUIT — This ends the game and awards victory as appropriate.

CONTINUE — Continue playing.

SAVE — Remove the game disc and insert a formatted disc. Move the pointer onto the file name box and click the mouse once. Enter the filename from the keyboard and press **ENTER**.

LOAD — To load a saved game, remove the game disk and insert the **SAVED GAME** disc. Move the pointer onto the file name box and click the mouse once. Enter the filename from the keyboard and press **ENTER**.

The **SPACE BAR** will end a turn early

OBJECTIVES

The only objective is to gain influence over as many countries of the world as possible and thus turn them your colour — (**GREEN** for **WEST**/**RED** for **EAST**).

The white countries are neutral. You may influence these by political or military means. Your opponents countries may only be **ATTACKED**. Read the **CONTROL ICON** section for details on how to achieve this.

VICTORY

The game continues until you **QUIT** or one side has won — i.e. the map is entirely **RED** or **GREEN**.

PLAYING HINTS

1. All strengths except political are set the same for each game (except when you load a saved game).
2. On selecting a **RANDOM GAME**, only the neutral country's political bias is randomly assigned, so it is important for a player to initially "look around" to see which country can be influenced quickly.

3. A country that attacks another has only a small amount of defensive strength unless it is enforced by a stronger neighbour. It could therefore be attacked and overcome easily in which case ALL the attacking armies of that country are lost. The computer opponent looks for and pounces on this mistake.
4. It is wise to **concentrate** political influence on one country at a time.
5. Do not waste time influencing countries like Greenland or Iceland as they offer little in the way of military strength.
6. Try to link up your countries and progress from there.
7. The computer opponent will play a purely political game until there are no neutral countries left, or until you attack it. Equally if you attack neutral countries the computer will begin to use military power.

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