andromeda conquest

microcomputer games®

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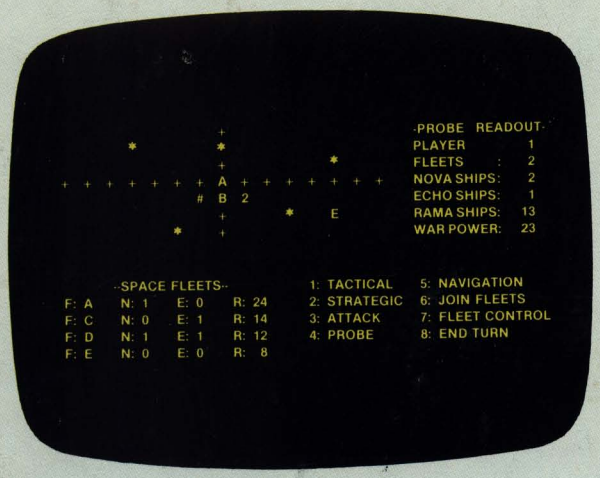
ANDROMEDA CONQUEST IS AVALON HILL'S TRADEMARK NAME FOR ITS COMPUTER GAME OF GALACTIC COLONIZING AND CONQUEST



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Armoured space troopers moved quickly from building to shattered building. Through the flames and billowing smoke of the devastated city small combat airships swooped, seeking out remnants of resistance. Huge metal and plasteel crawlers stalked through the remains of the city, turrets rotating, occasionally firing a burst of anti-personnel weaponry at some unseen opponent. In a few spots some small fighting still went on, but the outcome had been certain since that morning, when the defensive shields finally yielded to fleet bombardment.

Half-way around the planet, at invasion headquarters, a communications officer moved quietly towards a violet scaled humanoid watching a video screen and saluted.

"Your Grace, all task forces have reported in. Jhodleth has fallen. All resistance will be surpressed by nightfall."

The Admiral was quiet for a while, watching the death throes of the last holdout of the native race, and the final step in the planetary conquest.

"Inform the Sauroidi Admiralty. We will leave the planet to the colonists within the week." He did not even turn his head.

Quite a while later, in a room parsecs from the conquered planet, another sauroid gazed out across the dark room. Tiny lights shone on and within a huge translucent sphere in the center of the room in a seemingly random array. The lights were several different colors, and some of them blinked furiously. As the creature watched, one of the flashing red lights went dark for a second, then came back on as a steady purple. His Supreme Omnipotence, the Emperor of the Sauroidi, turned and left the room, smiling to himself.

Andromeda Conquest allows from one to four players to vie for control of the Andromedean Galaxy. In multi-player games, which are especially recommended, alliances and diplomacy among players can become an important consideration as each player strives to conquer the most star systems.

Playing Time: 1-6 hours or more

This Cassette is programmed to run on the following Microcomputers:

- TRS-80®, Model I and III, Level II BASIC, 16K Memory
- PET CBM® with 40 column display, 16K Memory
- Atari® 400 and 800, 32K Memory
- Apple® II, Applesoft® BASIC, 16K Memory BASIC

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Baltimore, Maryland Printed in USA © 1982

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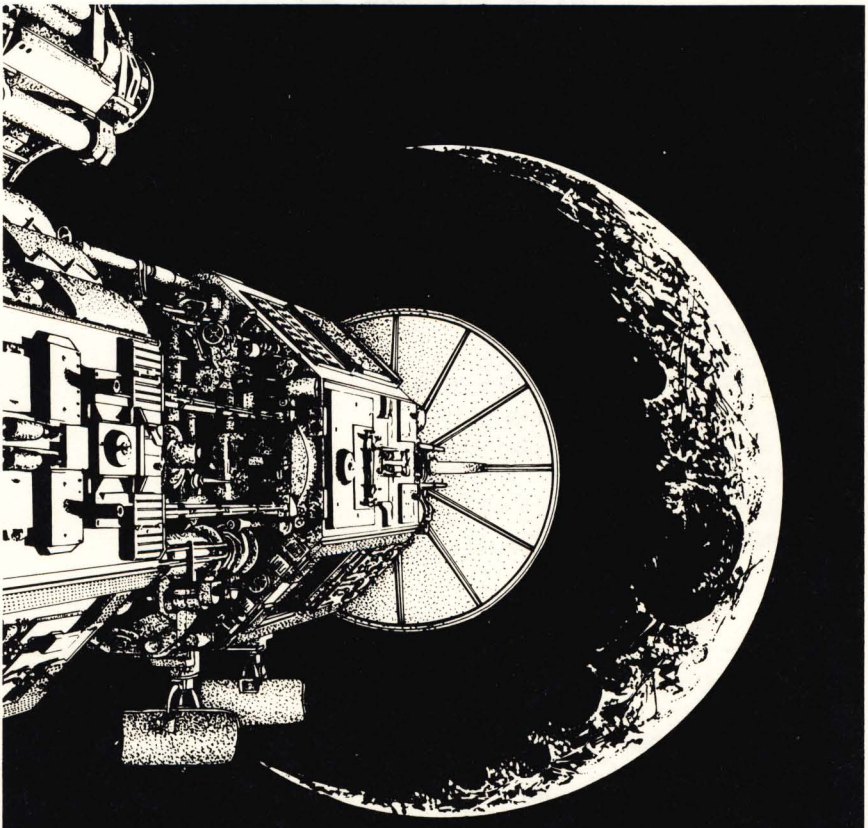
T.M. Reg. Appl. For



ANDROMEDA CONQUEST IS AVALON HILL'S TRADEMARK NAME FOR ITS COMPUTER GAME OF GALACTIC COLONIZING AND CONQUEST

FOR:

TRS-80®, Level II 16K Cassette; 32K Disk
PET®, 16K Cassette
APPLE II®, Applesoft® BASIC, 16K beyond BASIC (Cassette): 48K Disk
ATARI® 400 or 800, 32K; 40K Disk
IBM® Personal Computer, 48K Disk with BASICA

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INSTRUCTION MANUAL

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INTRODUCTION

ANDROMEDA CONQUEST is a game in which 1 to 4 players compete to form galactic empires. These empires are formed by establishing new colonies in far flung star systems and then defending them. The first player to hold ten systems for an entire turn wins.

The game is played on a vast scale. The galaxy itself is made up of 12 to 48 (depending on the number of players) star systems. Each star system has unique attributes, such as strange life forms and alien technologies, that make interstellar exploration exciting.

As emperor of your respective species, you will have to consider your resources. Each player begins the game with a home planet and ten resource points. As the game progresses, players accumulate more resources from their colonies. The trick is locating star systems with high resource values to colonize. More resources mean faster expansion is possible and defense is easier.

Encounters with other players are always a problem, especially if a star system is desired by two or more empires.

SCENARIO

Two events occur simultaneously which put you in charge of your species' destiny; the development of a faster-than light star drive and your rise to emperor of your star system. It is now for you to decide how to expand and protect your empire. Types of starships to build, destinations of ships, and diplomatic relations with other empires are all problems that the emperor must decide.

As you expand, some star systems will have inhabitants that must be conquered before colonization can take place, while others will be uninhabited.

COORDINATES

In order to find your location, the galaxy is divided into coordinates. Coordinate numbering starts in the upper left corner of the galaxy with 0. A fleet at the upper left corner of the galaxy would be at X and Y coordinate of 0,0. As a fleet moves from left to right across the screen, its "X" coordinate will become greater. Similarly, as a fleet moves from the top of the screen towards the bottom, its "Y" coordinate increases.

HOME SYSTEMS

At the beginning of the game each player is given a star system to call his own. This is done at random so it is possible for two players to have home systems adjacent to each other or to be separated by the entire galaxy.

Each home system is given ten resource points and all players have a technology of 6 and a pliability index of 5 (see below).

STARSHIP TYPES

There are three types of starships; NOVA, ECHO, and RAMA. Each has unique qualities.

NOVA ships are large star cruisers that are fast and have a lot of offensive power (war power). Nova ships have the ability to destroy star systems. When a system's defenses are reduced to zero or below and you have a Nova ship at that system, the computer will give you the option to obliterate that system.

ECHO ships are large colonization vessels that are slow and have no war power at all. They are completely defenseless by themselves. Expensive, but not as expensive as Nova ships.

RAMA ships are small military or escort vessels. They can travel very fast and have a small amount of war power. They are very cheap to build and therefore will probably form the backbone of most space navies.

LIFE-FORMS

Each player is given the opportunity to choose his own life form. No life form has an advantage over others. Player life forms are used to identify players and their colonial possessions. As the player expands into the galaxy he will encounter other life forms, some belonging to other players and some neutral.

SYSTEMS

Star Systems have certain attributes that the player should be acquainted with.

System I.D.: A number to the right of the system that identifies it.

Type: Refers to the magnitude of the star. Types range from zero (Blue Giant) to Nine (White Dwarf). The closer a star type is to the type of your home star, the easier it will be to colonize that system. This also means that a system will have a different colonization cost for each player.

Life: The life form that inhabits the system. This will change if the system is colonized.

Technology: The technology level of the inhabitants. This value ranges from zero to nine. All players have a technology of six and can conquer life forms with technologies up to seven. Systems with technologies of eight or nine are unconquerable.

Pliability: An index that shows how much the inhabitants can be pushed around. A low value indicates sissys. A high value indicates John Wayne cultures.

Defenses: The sum of the technology and pliability index for that system. If this value falls below one the system is open to colonization or destruction.

Resources: The number of resources that the system will be worth if colonized.

Colony cost: The cost to create a colony in the system.

THE GAME TURN

1. Allocation of Resources.

The player receives resources from all his star systems including his home system. Resources are not transferable to other turns: any unused resources from the turn are lost.

The first choice a player must make is whether to establish a colony (see establishing a colony). If the player answers **YES** to the "ESTABLISH A COLONY?" prompt, the computer will produce a readout titled "ECHO REPORTS". This report is a summary of all star systems that have at least one of your Echo ships in it. Information provided by the Echo Report for each star system will include the systems I.D. number, number of resources, and the cost in resources it will require to colonize it. The computer will then ask "WHAT SYSTEM?". Enter the I.D. number of the system that you want to colonize. If you don't want it, can't afford it, enter a **0** to continue your turn with no loss of resources. It is only possible to establish one colony per turn.

Next you must allocate the remainder of your resources for ships and defenses. If you try to use more resources than you have, the computer will start the allocation procedure over again. Note, it is only possible to add defenses to one system per turn.

2. FORMATION OF SPACE FLEETS

The player must now form fleets with ships he has built with his resources (if no ships were built, this part of the turn will not appear). Fleets can be launched from home or any colonized system. You can form any number of fleets from available ships, but the total number of fleets for your empire can never exceed nine. If you try to create more than nine fleets, you will lose all the ships not yet assigned to fleets.

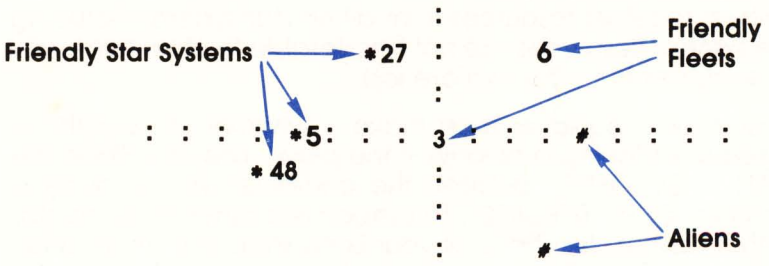
3. FLEET COMMANDS

This is the main part of the players turn. It is entered with the question "FLEET CONTROL WHAT FLEET?". Enter the number (TRS-80: letter) of the fleet you wish to command. If you have no fleets, enter any number (TRS-80: letter) and your turn will end.

There are eight Fleet Commands that the player may select from:

1. Tactical—A tactical display from the fleet you are currently commanding showing stars, colonies, your fleets (displayed as their I.D. number or letters), and alien fleets (displayed as an # on the TRS-80, Atari and PET, an **A** on the Apple and an Ω on the IBM). Empire colonies are represented by an asterisk with the I.D. number to the right of it. See next page for example of tactical display.

EXAMPLE OF TACTICAL DISPLAY



2. Strategic—A view of the entire galaxy. Your colonies are shown with their I.D. numbers to the right of the star as in the Tactical mode. Empire fleets are numbered (lettered on the TRS-80) as in the tactical display. No alien systems or fleets are shown. This display is very helpful in deciding strategy.

3. Attack—Command used to attack system defenses or alien fleets. See COMBAT for more details.

4. Probe—If your fleet is in orbit around a star system or at the same position as an alien fleet this command will produce a readout giving information on the system or alien fleet. If your fleet does not meet appropriate requirements for a probe, the computer will respond with "PROBE NEGATIVE."

5. Navigation—Command used to move your fleet to a new location. The computer will give you a navigational display showing the magnitudes (types) of the stars in the fleet's vicinity as well as locations of friendly and alien fleets. The navigation display is useful in choosing stars with magnitudes approximating that of your home star. Stars with magnitudes close to your native star will require less resources to colonize. Input your moves by utilizing the grid displayed on the monitor screen.

Atari, PET, TRS-80 & IBM:

7 8 9
4 5 6
1 2 3

Apple:

1 2 3
4 5 6
7 8 9

It is possible to leave the galaxy! You won't find any stars out there though.

Your fleet represents the center of the grid. If you wanted the fleet to move up one space you press **8**. To move the fleet one space up and to the right press **9**. To end navigation press **5**. Once you have ended navigation, the fleet cannot move again, even if it has movement points remaining.

Rama ships can travel 5 moves per turn, Nova ships 3 moves per turn and Echo ships 2 moves per turn. Fleet maximum speed is that of the slowest ship in that fleet. Therefore a fleet with 5 Ramas could travel 5 moves per turn, but a fleet with 5 Ramas and one Echo could travel only 2 moves per turn.

6. Join Fleets—This will allow you to join two of your fleets that are at the same location. Enter the numbers (TRS-80: letters) of the fleets you wish to join separated by a comma. All ships will be placed into the first fleet entered.

7. Fleet Control—Use this command to pass control to another fleet.

8. End Turn—Passes play to the next player or to the next game turn.

COLONIES

In order to establish a colony at the beginning of a turn, the player must meet three conditions:

1. The player must have an Echo ship in the star system to be colonized.
2. The system to be colonized must have zero or less defenses. Colonization cannot take place if the system is defended by natives or by another empire.
3. The player must have sufficient resources to meet the cost of colonization.

Once a colony is established, the resources of the colony can be used on subsequent turns, ships can be launched from it, and resources can be allocated to build defenses there. Many star systems may be very poor in resources but make excellent military bases for further exploration. All colonies belonging to your empire will show your life form and technology (6) if probed.

COMBAT

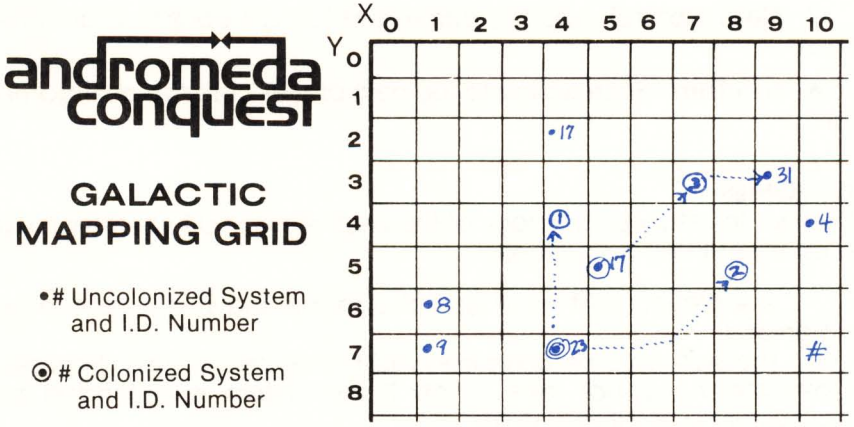
There are two types of combat that can take place in **ANDROMEDA CONQUEST.** One is an attack against an alien fleet, the other is an attack against star system defenses. In both types of attack, no losses are ever incurred by the attacking fleet. Losses to the defender are computed by a random number between 1 and Attacking Fleet War Power divided by 2. Only fleets can attack, system defenses cannot. If the defender is an alien fleet, losses are taken in ships, not war power. Therefore, a Nova can be as easily beaten as a Rama when it is the only ship in a fleet. If the defender is a star system, losses are taken in defense points. Any ships orbiting the system are unaffected unless attacked seperately. If all defenses are eliminated and the attacking fleet contains a Nova ship, the star can then be destroyed at the option of the attacker.

COMBAT vs. MOVEMENT

A fleet that moves during a turn may only attack once after moving. If the fleet does not move on that turn, it may attack twice. A fleet that first attacks may not move afterwards even if it only attacked once.

GALACTIC MAPPING GRID

For your convenience a mapping grid log pad has been provided (under the plastic tray) for your use. Star systems and fleet locations can be recorded on this pad.



MULTI-PLAYER GAMES

To win in a multi-player game, a player must control 10 star systems for one entire game turn.

SINGLE PLAYER GAMES

The object in a single player game is to colonize the ten required star systems in as few turns as possible.

CASSETTE LOADING INSTRUCTIONS

ATARI® 400/800

Lift the cartridge door on your Atari 400/800 computer and insert the COMPUTING LANGUAGE BASIC cartridge into the computer. Use the LEFT CARTRIDGE slot on the Atari 800 system.

Press the Power switch on the side of the console ON. With side one of the cassette up, put it into your Atari Cassette Recorder and press 'REWIND' until the tape stops moving. Using the keyboard, type:

CLOAD

and press the RETURN key on the keyboard. You will hear one beep. Push PLAY on the recorder and press the RETURN key on the keyboard again. The recorder should start to move and the program will load. After the program has been loaded the recorder will stop and the READY prompt will reappear. Type:

RUN

and press the RETURN key.

APPLE II®

The Apple program is located on Side One after the Atari program. By listening to the tape, you can tell the difference between the two programs. The Apple program is easily recognized by the relatively high pitch and pure quality of the calibration tone at the beginning of the program. This tone is free of the characteristic Atari buzz. Find the beginning of the Apple program and position the tape to just after the start of the calibration tone. Set up the recorder for input. On the keyboard, type:

LOAD (Don't hit RETURN yet).

Press PLAY on the recorder and immediately press RETURN on the keyboard. The computer will start reading in your program. The computer will beep twice, once at the beginning of the program and once at the end. When the program has loaded, the computer will print READY. Type:

RUN

and press the RETURN key to play the game.

TRS-80®

The TRS-80 program is located on Side Two after the PET CBM program. By pulling out the EAR and MIC jacks on the recorder and listening to the tape, you can differentiate the PET program from the TRS-80 program. The PET sounds louder, yet has a lower pitch. Check that the volume control is set to the proper level (between 5 and 6 is normal). Press PLAY on the recorder, and type:

CLOAD (for Mod III only, enter: **L** after Cass? prompt, then **CLOAD**)

and press the ENTER key on the keyboard. The recorder should start to move and your program will be loaded. This will be indicated by the flashing asterisk at the upper right corner of the screen. When the tape stops and the TRS-80 prints READY on the screen, type:

RUN

and press ENTER to play the game.

COMMODORE PET® CBM
Turn the tape over to Side Two. Insert the tape in your recorder and rewind to the beginning of the tape. When ready, type:

LOAD

and press the RETURN button on the keyboard, then the PLAY button on the recorder. The tape should start moving and start loading your program. The computer will tell you when it finds the program and starts loading. When done, the computer will print READY, and the tape will stop. Type:

RUN

and press RETURN to play the game.

DISKETTE LOADING INSTRUCTIONS

APPLE® DISKETTE
ANDROMEDA CONQUEST is designed to play on your Apple II with Applesoft. To play, insert the disk into your 3.2 or 3.3 disk drive and boot the system.

ATARI® DISKETTE
To load the Atari Diskette insert it into your disk drive. Turn on your disk drive and then the computer. The program will load and play automatically.

TRS-80® Model I & III
To play, insert the disk into your disk drive and "boot" the system. Model III owners should refer to the conversion instruction in TRSDOS Manual.

IBM® DISKETTE
Boot the system diskette and get BASICA up on your computer. Type:

RUN"ANDROMED

and press the ENTER key.

YOU NAME IT, WE'VE GOT A GAME ON IT . . .
The Avalon Hill Game Company is the world's largest publisher of a great variety of strategy board games of skill. We manufacture over 100 games; including wargames, sports strategy and statistical replay games, power politics games, adventure and role-playing games, and games on fantasy and science fiction. For complete information with pretty pictures, write the factory and ask for a *Complete Game Catalog.* Consult current parts price list for price of catalog.

The Avalon Hill Game Company
Consumer Relations
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QUESTIONS ON PLAY
The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed *"complete"* in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

IF YOU CANNOT LOAD THE PROGRAM
1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.
3. If you can adjust the volume on your recorder, try different settings, both higher and lower.
4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.
5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.
6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load.) to:

Avalon Hill Microcomputer Games
4517 Harford Road
Baltimore, Maryland 21214

Defective software will be replaced.

ANDROMEDA CONQUEST

FLEET COMMANDS

1 Tactical Display
2 Strategic Display
3 Attack (Star System or Alien Fleet)
4 Probe (Star System or Alien Fleet)
5 Fleet Navigation

Atari, PET, TRS-80 & IBM:

7 8 9
4 5 6
1 2 3

Apple:

1 2 3
4 5 6
7 8 9

6 Join Fleets
7 Fleet Control
8 End Turn

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GALACTIC MAPPING GRID

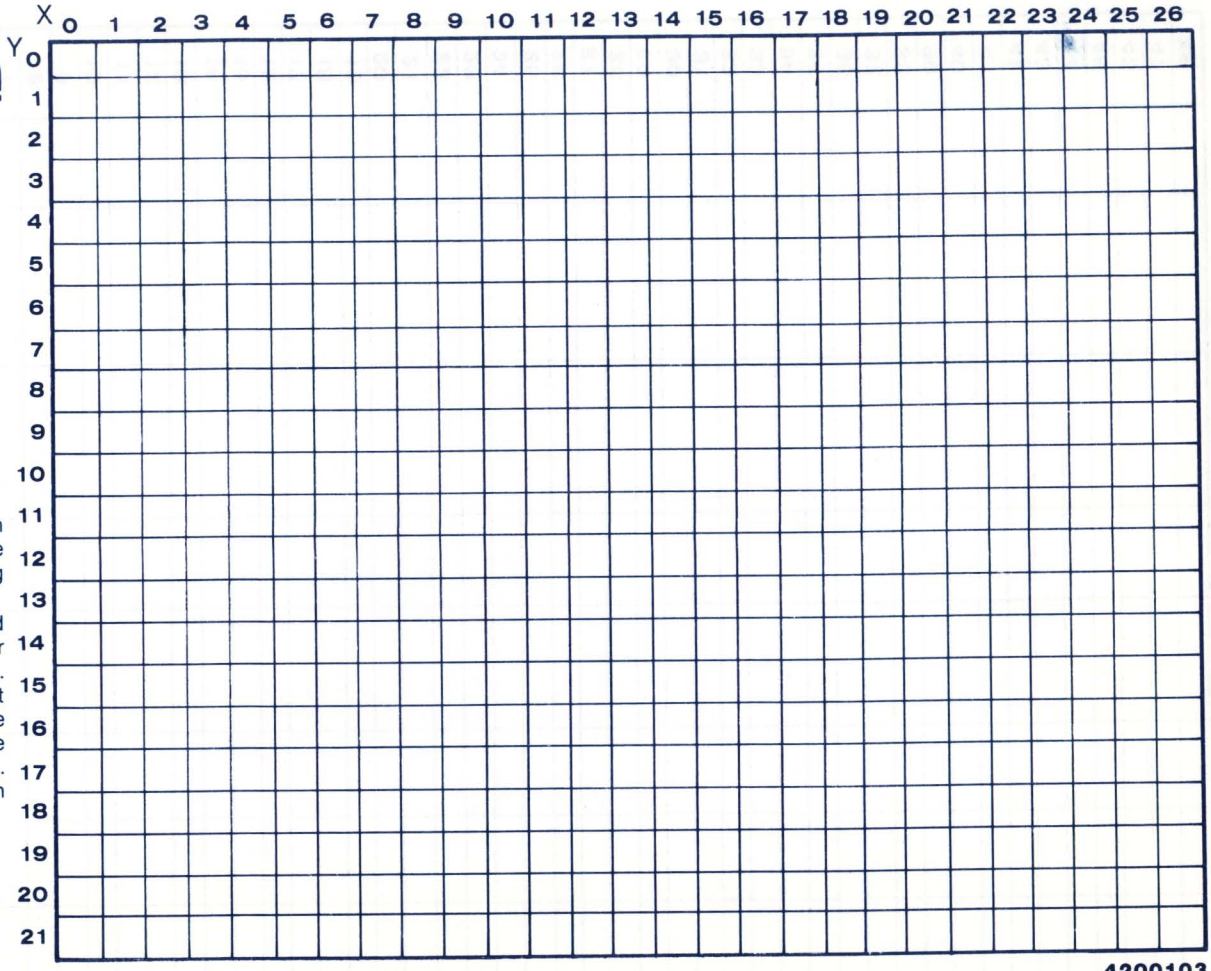
•# Uncolonized System and I.D. Number

⊙# Colonized System and I.D. Number

SUGGESTION:

Mark fleet letter notations in soft-lead pencil. Update movements of fleets during each turn.

Star Systems' locations and their respective I.D. Number may be recorded in pen. However, keep in mind that "ownership" of any one system is subject to change during the course of the game. Make "colonization" marks in pencil.



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PROBE DATA RECORD

SYSTEM	TYPE	LIFE	COORDINATES	TECH	PLIABILITY	DEF	RES	COST
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								
16								
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PROGRAMS:
#1 Atari 400
and 800
#2 Apple][

TURN OVER:
#1 PET CBM
#2 TRS-80
mod. I & III

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Apple II* 16K
PET* 16K
TRS-80* 16K

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