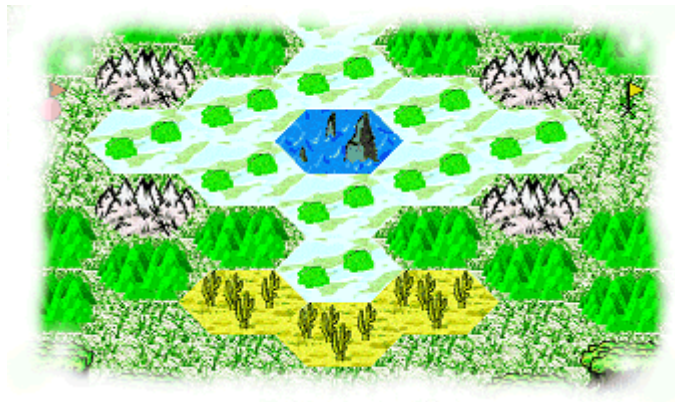


FORCES OF CONQUEST



USER GUIDE

INTRODUCTION

“Forces of Conquest” is a turn-based strategy game of territorial domination. The game is designed for 2-6 players sharing a single computer. This user instruction manual will guide you through the basic steps of setting up and playing the game.

INSTALLATION

Currently, no formal installation exists. The following set of instructions detail the steps needed to set up the game manually. NOTE: FORCES OF CONQUEST REQUIRES JAVA 1.4!!! Also, a minimum screen resolution of 1024x768 is required.

Installation Instructions

Install:

1. Ensure that Java 1.4 is installed on the target machine
2. Obtain the FOC.zip file
3. Unzip the file in the directory of your choice

For new build: (path environment variable must be properly set for Java)

1. Run *make.bat* from the *source* directory
2. Run *makejar.bat* from the *classes* directory

Running (with or without new build):

Double-click the *foc.jar* file or run *java -jar foc.jar* from the *classes* directory

OBJECTIVES

Each player begins the game by selecting a territory to be used as a “fortress”. Once selected, this territory will contain the player’s flag and cannot be changed during the game. The object of the game is to capture the territory containing the enemy’s flag by defeating any armies defending that territory and subsequently occupying the territory. Players may build armies, construct defenses and occupy resource generating territories in order to protect their own fortress from destruction.

GAME ORIENTATION

This section is designed to introduce some of the important aspects of the game such as resources, armies, structures and general game rules. Each topic will include explanations of what each aspect of the game includes and how it affects game play.

Resources

There are various types of territories that make up the game board. Each type of territory is capable of supplying different types and amounts of resources to the owner. Note that many territories produce a ranged amount of a resource. This means that the harvest amount of resource will vary from turn to turn. Resources are used in many cases as payment for an action. For example, resources are used to sustain existing armies, purchase new armies and build defensive structures. The various resources and some possible uses are shown in *Figure 1*. As will be discussed later, a player can claim a territory by entering the territory and defeating any enemy opposition if it exists. *Figure 2* shows the various types of territories and the resources that are supplied to the owner.





Resource	Name	Uses
	Food	Purchase new armies Feed existing armies
	Wood	Build wooden defensive structures Use to purchase catapults
	Stone	Build stone defensive structures Use to purchase catapults
	Metal	Use to purchase catapults

Figure 1











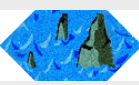




Territory	Name	Resources
	Plain	 1 - 4
	Forest	 0 - 1  1 - 4
	Mountains	 1 - 3
	Mine	 0 - 1  1 - 4
	Deep Water	 1 - 2
	Shallow Water	 0 - 1
	Barren	NONE

Figure 2

Armies

Players must build armies in order to defend their own fortress and conquer their enemy's fortress in order to win the game. There are various types of army units available for a player to purchase. The various army units, their purchase cost and attributes are shown in *Figure 3*. Existing armies demand a food supply that is due at the beginning of each turn. Armies that do not receive their food supply will not have their movement points regenerated at the beginning of the turn.










Unit	Type	Cost	Attributes		
			Attack	Defense	Movement Points
	Soldier	10 	2/0	2	4
	Ranger	25 	1/1	2	6
	Defender	20 	1/0	3	2
	Catapult	15  5  5 	Varies w/ ammo	10	1

Figure 3

Structures

Player can build structures to defend their territories against enemy attacks. Examples of various structures and their defensive attributes are shown in *Figure 4*. Structures will take damage in battle and require maintenance if not destroyed. The owner of the structure must repair the structure using the proper resources or it will become less effective and eventually become ineffective. A more complete listing of various structures can be found in Appendix A.












Unit	Type	Cost	Defense/ Protection
	Bridge	5  5 	20 / 0%
	Wooden Wall	10 	10 / 25%
	Wooden Tower	15 	15 / 35%
	Stone Wall	10 	30 / 50%
	Stone Tower	20 	60 / 75%

Figure 4

GAME PLAY

Before game play can begin, a couple pieces of information are required. The users of the game must provide the number of players, the players names (optional), the color each player wishes to have represent their possessions, and the board that is to be played used as the game map.

The game begins with each player choosing a territory to place his or her fortress. There will be certain territories shaded red that represent valid fortress locations. Each player must choose one of these locations. Moving the mouse pointer to the edge of the screen scrolls the main map. There is also a “mini map” located below the main map on the right-hand side. Click on a location within this map to center the main map on the specified location. Click on a territory to view its type and the resources it will supply to its owner and the current owner.

The game is turn-based and a player can only perform actions during his or her turn. Each turn consists of three stages: Resource, Upkeep, and Main.

During the *resource* stage, all resources provided by player’s owned territories are automatically calculated and added to the current player’s total resources. During the *upkeep* stage, upkeep costs for all units are automatically subtracted from the current player’s resources. The inability to pay upkeep costs for any unit results in its movement points not being refreshed at the start of the turn. Both of these stages occur automatically without the aid of the player.

The *main* stage is the time during a player’s turn where they may build or repair structures, purchase new army units, and/or perform any unit actions such as moving into a new territory. Some of these actions are performed by selecting tasks from the “Action Menu” shown below.

Action Menu



Move
units

Ranged
attack

Split
armies

Claim
territory

Purchasing a new mobile or stationary unit

1. In the “Available Units” menu, select ‘M’ to see the selection of mobile units or ‘S’ to see the selection of stationary units.
2. Select the desired unit from the “Available Units” menu.
3. The unit’s cost and attributes will be displayed in the display to the left.
4. Click the “Buy” button to purchase the unit (the button will be grayed out if there are not enough available resources to make the purchase).
5. Choose the location on the map to place a stationary unit. Mobile units will automatically be placed at the player’s fortress. Note: Walls can only be placed on borders and are the only stationary unit that can occupy a border.



Moving a mobile unit

1. Select the unit by clicking on it with the mouse.
2. The unit’s attributes will be displayed in the lower window.
3. If the unit’s turn is not over (see info screen for status), select ‘Move units’ from the “Action Menu”.
4. Select an adjacent territory to move the mobile unit. Note that movement requires use of a unit’s movement points. Different territories cost different amounts of movement point for different types of units. An army will not be able to make the move if the cost is too great. Also note that not all units can pass through every type of territory. A move will not be completed if the destination territory is not allowed by the unit. Completely running out of movement points will end the unit’s turn.

Attacking an enemy unit (Near)

1. Moving into a territory occupied by an enemy unit will automatically result in a battle. A near battle involves using the first number displayed as the attack strength (Attack = Near/Ranged). Note that all units capable of inflicting damage will do so when defending. Also note that defense is an automatic response. Since walls do not reside in territories, they are by trying to pass into the territory beyond rather than trying to enter the same territory.
2. A battle may last several turns depending on the units involved. If this is the case, the player will be prompted as to whether he or she wishes to continue fighting or retreat before being able to take other actions on new turns. Note that battling armies do not get their movement points regenerated (so it is possible to be stuck in battle). The only exception to the near attack causing continued battle is assault on a wall. In this case, the army will attack the wall and then draw back into the previously occupied territory. Attacking will end a unit’s turn.

Attacking an enemy unit (Ranged)

1. If 'Ranged Attack' is selected from the "Action Menu", a unit may attack from a small distance or possibly over a defensive structure. Choose this option and then specify the target of your attack. Note that different units have different ranged attack abilities and strength. If the second attack number is 0 (Attack = Near/Ranged), then the attack will be ineffective, but the defender will still inflict damage if capable of a ranged attack. Also, if the ranged attack does not occur after making the selection, this is due to the fact that the target is beyond the attacker's range.
2. Unlike a near attack, a ranged attack does not lock the units in battle. If the player wished to continue a ranged assault, this must be performed manually every turn. Attacking will end a unit's turn.

Note on attacking and stationary units: Stationary units are intended for defense. Therefore, neither the stationary unit nor an inhabiting army can initiate an attack.

Combining units and entering stationary units

1. To combine units into a single force, simply move them into the same territory. This concept also applies to moving into a defensible unit (either the stationary unit or its residing territory must be the move destination in order to enter a stationary unit).
2. The combination will occur automatically assuming that the maximum size of an army is not exceeded and (if in a defensible stationary unit), the maximum capacity of the stationary unit is not exceeded. If either capacity is exceeded, a split operation is forced. Note that combinations can only involve units owned by the same player. If the units are not owned by the same player, a battle will occur (instead of a combination).

Splitting a unit

1. Splitting a unit can occur manually by selecting the unit and then the 'Split Armies' button or automatically if a combination results in an exceeded capacity.
2. Once the split mode is engaged, the player must select a neighbor location for the moving units to be placed.
3. At this point, the bottom part of the screen is replaced with the contents of the mobile unit allowing for transfer of some units to a new army. Note that each unit must have enough movement points to make it to the destination territory.
4. Once the player is done, he or she must select the 'Done' button which will return the game to a normal mode of play.

Repairing a stationary unit

1. Stationary units are unique from mobile units in that they can be repaired after receiving damage in battle. This can be done by selecting the damaged unit and then pushing the 'Repair' button that appears on the info screen.
2. Repairing a stationary unit costs an amount of resources that is determined by the percentage of damage taken multiplied by the original cost of the unit. This will be automatically deducted when a repair action is performed. The repair will not occur if the player can not afford it.

Ammo for siege weapons (if applicable)

1. To use the siege weapon, it must be equipped with ammunition and it must also be in an army with some type of unit that can operate it.
2. To buy ammo, select the unit on the map that contains the siege weapon. Then in the mobile unit window, select the siege weapon. In the lower-right corner of the information display screen, there are the available type of ammunition. Simply click on one of the icons to purchase the ammunition.
3. A siege weapon can have various types of ammunition at its disposal. In order to change the type of ammunition that is currently being used, simply select the desired ammunition type in the 'Current Ammo' listing.

Claiming a territory

1. An army can claim a territory if there is nothing else currently occupying the territory. This is done by selecting the army that is to perform the claim and pushing the 'Claim Territory' button. Claiming a territory costs movement points (1 if not previously owned, 2 if owned by an opponent). Claiming a territory will end a unit's turn.
2. Claiming a base territory of an opponent results in the removal of that opponent from the game. If this was the final opponent, the game is won.

Appendix A – Unit and Structure Data

Name: *Soldier*

Cost: 10 food

Upkeep: 1 food

Attack/Defense: 2/2

MP: 4

Territory movement costs:

Territory:	Cost:
Plain	1 MP
Forest	2 MP
Mountain/Mine	4 MP
Shallow Water	3 MP
Deep Water	-
Barren	1 MP

Description: Soldiers are average in everything from speed to fighting ability. They cannot cross deep waters without the help of a bridge or boat.

Rationale: Soldiers are not as weighted down by armor as a defender.

Name: *Ranger*

Cost: 25 food

Upkeep: none

Attack/Defense: 1/2

MP: 6

Territory movement costs:

Territory:	Cost:
Plain	1 MP
Forest	1 MP
Mountain/Mine	2 MP
Shallow Water	1 MP
Deep Water	2 MP
Barren	1 MP

Description: Rangers are the fastest, but they are not very powerful fighters. An Army may not have more than 2 Rangers as they get in each other's way. A ranger is the most proficient at traversing the different types of terrain. They are also good swimmers and climbers.

Rationale: Rangers have little or no armor and light clothing making them fast. They do not carry a lot of equipment with them allowing them to swim across deep waters.

Name: *Defender*

Cost: 20 food

Upkeep: 2 food

Attack/Defense: 1/3

MP: 2

Territory movement costs:

Territory:	Cost:
Plain	1
Forest	2
Mountain/Mine	2
Shallow Water	-
Deep Water	-
Barren	1

Description: Defenders are the slowest, but they are the best at fending off attacks. They cannot cross any water without the help of a bridge.

Rationale: Defenders are the most loaded down with armor and equipment.

Name: *Bridge*

Cost: 5 wood, 5 stone

Defense: 20

Protection: 0%

Description: A wooden bridge with stone supports that goes over any water territory. It does not provide any protection from attacks.

Special Abilities: A bridge makes easy passage over water, so the MP cost for most units to cross a bridge is reduced.

Name: *Wooden Wall*

Cost: 10 wood

Repair Cost: 1 wood per point

Defense: 10

Protection: 25%

Description: A wall made out of wood that serves as a defensible structure. It can be placed on the border of Plain, Forest, or Barren territories. It provides a 25% protection from projectile attacks.

Special Abilities: A Wooden Wall can hold 1 Stationary Army Unit. It provides a 25% protection from all attacks for its Stationary Army Unit.

Name: *Stone Wall*

Cost: 10 stone

Defense: 30

Protection: 50%

Description: Same as a Wooden Wall except that it has a stronger defense and it provides a 50% protection from projectile attacks.

Special Abilities: Same as a Wooden Wall except it can hold up to 2 Stationary Army Units and provides 50% protection from all attacks for its Stationary Army Units.

Name: *Wooden Tower*

Cost: 15 wood

Defense: 15

Protection: 35%

Description: A tower made out of wood that serves as a defensible structure. It can be placed in any empty non-water territory. It provides a 35% protection from projectile attacks.

Special Abilities: A Wooden Tower can hold up to 2 army units. It provides a 35% protection from all attacks for its army units.

Name: *Stone Tower*

Cost: 20 stone

Defense: 60

Protection: 75%

Description: Same as a Wooden Tower except it has a stronger defense and provides 75% protection from projectile attacks.

Special Abilities: Same as a Wooden Tower except it can hold up to 3 army units and provides 75% protection from all attacks for its army units.

Name: *Catapult*

Cost: 15 wood, 5 stone, 5 metal

Attack/Defense: */10

MP: 2

Territory movement costs:

Territory:	Defender:
Plain	1
Forest	-
Mountain/Mine	-
Shallow Water	-
Deep Water	-
Barren	1

Ammo attack chart:

Ammo:	Attack:
Wood	1
Food	2
Army Unit	Depends on Type
Stone	5
Metal	10

Protection: 0%

Description: A Catapult is a slow moving, defensible mobile unit similar to an army but is dependent on an infantry unit. It cannot move or perform any actions without this unit. It flings ammo at the enemy (projectile weapon). It is unable to traverse through any rough terrain due to its size and weight, but it packs a powerful punch. A Catapult is only able to attack adjacent territories and not the current territory. The amount of damage it does depends on what ammo is used. The ammo type is chosen whenever it attacks. There is a limit of one Catapult per army. If an army unit is used as ammo, damage to the army unit is based on what it hits (or misses).

Special Abilities: A Catapult is a mobile structure, but in order to move it must have an army unit assigned to it. It does not need to have a army unit to fire. A catapult is the only unit that is able to attack over walls. Its accuracy depends on the protection rating of any structures that are in the line of fire.

2.1.3.4 Units Summary

Army Unit cost chart:

Unit	Cost	Upkeep	A(Near, Ranged)/D	MP
Soldier	10 food	1 food	(2, 0)/2	4
Ranger	25 food	-	(1, 1)/2	6
Defender	20 food	2 food	(1, 0)/3	2

MP cost chart:

Unit	Plain	Forest	Mountain/Mine	Shallow Water	Deep Water	Barren
Soldier	1	2	4	3	-	1
Ranger	1	1	2	1	2	1
Defender	1	2	2	-	-	1

Stationary Structure Unit cost chart:

Unit	Cost	A/D	Protection
Wooden Wall	10 wood	*/10	25%
Stone Wall	10 stone	*/30	50%
Bridge	5 wood, 5 stone	0/20	0%
Wood Tower	15 wood	*/15	35%
Stone Tower	20 stone	*/60	75%

* Attack values depend on Stationary Army Units occupying the structures.

Mobile Structure Unit cost chart:

Unit	Cost	A/D	MP	Protection
Catapult	15w, 5s, 5m	**/10	2	0%

** Attack values depend on what ammo is used.

MP cost chart:

Unit	Plain	Forest	Mountain/Mind	Shallow Water	Deep Water	Barren
Catapult	1	-	-	-	-	1

Ammo attack chart:

Unit	Wood	Food	Army Unit	Stone	Metal
Catapult	1	2	Depends on Unit Type	5	10