LEGIONNAIRE

Apple II®, 48K Rules Addendum

LOADING THE GAME

To load the LEGIONNAIRE Apple Diskette, simply insert the game disk into the disk drive and "boot" the system. After a short period of time the game will start automatically.

STARTING THE GAME

The computer will display the game map on the screen and prompt you for the number of legions you wish to command. Select the number of legions by using the forward and backward arrow keys (→ and ←). When you are satisfied with the number of legions, hit the RETURN key. The computer will then prompt you to select one each of the eight infantry and eight cavalry tribes you want to fight. Again, the forward and backward arrow keys are used to run through the list of barbarian infantry and cavalry tribes. When you have the name of the infantry or cavalry tribe you wish to fight displayed on the screen, press the RETURN key to finalize the selection. After you have selected both the infantry and cavalry tribes press the **ESCAPE** (ESC) key to start the game.

MOVING THE CURSOR

The cursor can be moved by pressing the **I, J, K** and **M** keys.

cursor

Moving the cursor to the edge of the map screen will allow you to scroll the map and view new parts of the playing area. When the cursor is over a unit, the unit's commander (or tribe name if barbarian), current strength in men, and effective strength in swords will appear on the screen below the map.

GIVING ORDERS TO UNITS

When the cursor is over a Roman unit, it is possible to give movement orders to that unit. Simply hold the CONTROL key down and use the **I, J, K** or **M** keys to indicate the direction you want the unit to move. An arrow will appear, showing the direction the unit will move, and where it will move to. In addition, the unit's position will periodically flash an arrow, showing its direction of travel. Up to eight orders may be entered in sequence in this manner. To delete an unwanted move, use the back arrow key (◀──). The last order given the unit will disappear. To view a unit's current orders, hit the space bar while the cursor is over the unit. Note that a unit will not move while it is being given orders, or while its orders are being reviewed. This can be used to coordinate attacks. If you attempt to give more than eight orders to a unit, or attempt to give an order to a barbarian unit, the computer will ignore you.

SPECIAL KEYS

It is possible to freeze the game action by pressing the **ESCAPE** (ESC) key. This will pause the game until the **ESCAPE** key is pressed again.

If you want to end a game, simply press the **Q** key. The computer will stop the game and ask you to confirm the quit order. Pressing the **Q** key a second time will end the game and give you the option of starting a new game.

Legionnaire is Avalon Hill's trademark name for its microcomputer game of Ancient Warfare.

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