

Roadwar 2000

In a war-torn, disease-ridden America of the 21st Century, you must locate eight scientists and return them to the Government Underground Biolab (GUB). Only their work can stop a deadly mutant plague. But to qualify for the mission, you have to become a powerful gang leader by taking over enough cities to attract the GUB's attention. Character development and car-to-car combat are stressed in this role-playing game, whose scenario is reminiscent of the *Road Warrior* films. The primary game screen shows a large map of the USA, across which you guide a car-shaped icon.

You press keys to look for supplies, cars and new gang members. Three combat modes let you choose the degree of complexity: one-line casualty reports, a detailed scrolling text display, or an aerial view of a wargame-style battle in which you individually direct the actions of up to 15 vehicles and their crews. There are no logical puzzles, but clues help you find six of the eight scientists. Mapping is unnecessary. There are no sound effects, animation or real-time combat, and two drives are not supported. The programming and design are rough around the edges, and it accesses the disk almost every time you press a key. (This was Jeff Johnson's first game). Players who enjoy tactical combat will get the most out of this one, for the quest is secondary to the combat. But with two sets of characters—the gang and their cars—to work

with, a strong sense of character development emerges.

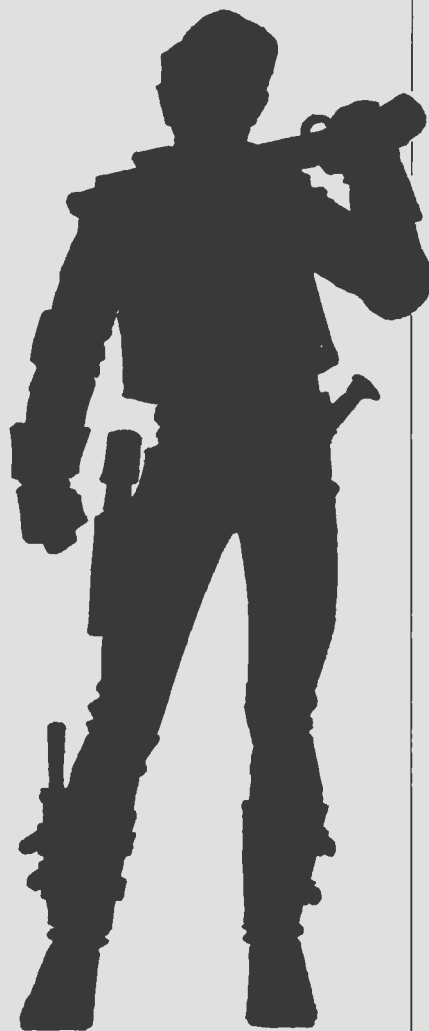
The Walkthrough

Many elements of *Roadwar* are randomly determined, so it's impossible to say exactly where to find things. Instead, this solution consists of universally applicable strategy tips. No map is provided, as you get one in the manual. Because of the nature of the game, these clues are not encoded.

Characters, Cars and Supplies

You start with eight gang members, one vehicle and limited supplies of food and fuel. It is vital to increase each of these quickly. The goal is to build your gang up to at least three vehicles, 50 men and as many supplies as you can carry. Then you'll be ready to begin the quest. Search for vehicles first until you have at least two or three cars. Eventually you'll want a few limos, a bus, trailer, and some pickups and wagons, but take whatever you find for now.

Next loot for supplies. Take all the gppe, gvfm boe nfejdjof you can find. (Each gangmember eats a unit of food per day, so try to keep your food supply at least three times higher than the total number of gangmembers). Forget about ujsft for now until you've built up good fuel and food supplies. Always cache away lots of everything, particularly fuel and food. Note what supplies are in which towns, since you may



which towns, since you may need them later. When you have two or three vehicles and supplies to keep them and your crew going for awhile, save the game!

Finally, search for *qfpqmf up kpjo zpvs hboh*. When you meet a group, *tfoe fowpzt up ubml up uifn*. (If they attack and wipe out your crew, reboot and restore the saved game). Mercenaries are the most desirable, then street gangsters, armed rabble, and the needy. Don't be picky in the early stages of the game—take anyone who offers to join but not more than you can feed for a few days.

Character Development

At the end of each victory, many of your surviving members are automatically promoted. This means you'll be more successful in future battles, and it will be easier to attract new members. *Rvbmjuz* is more important than *rvboujuz*: a crew of 110 with 85 armsmasters is more effective than a gang of 250 that has only 50. Later in the game, you can often dump many of the escorts who have just joined by sending them scouting, keeping only the strongest recruits. The optimal number of gang members is *uisff lvoesfe up gjwf lvoesfe*. Get a *cjh gppe tvqqmz* before accepting a lot of recruits.

Dpipsut help your crew earn promotions faster and live longer. Their location, as well as that of the scientists, agents, healers and other elements, are randomly determined for each new game. You will always find cohorts in *Npvoubjo Wjfx*, however, so it's worth checking out soon if you're on the West Coast, or after you've taken over a region if you start further away.

The attributes of your car—speed, maneuverability and so on—must be developed by finding towns with garages, body shops and similar places. Keep track of where they are and visit them when possible. Sometimes you'll have to repeatedly loot a city to find such a place, even if you already know where to look. You can also strengthen your arsenal by finding bigger vehicles. Don't settle for anything smaller than a *tubujpo xbhpo*. Get as many of the most powerful combat vehicles (trailers, buses, flatbeds and limos) as you can find, since they can carry lots of supplies and are effective in combat. The bus, which can fire 26 rounds in one whack, is your deadliest weapon. Construction vehicles and tractors are useful for transporting supplies,

but practically useless in combat except when ramming. Search for vehicles, *cfgpsf zpv mppu gps tvqqmjft* or you'll just have to go back to looting to repair any new vehicles.

Combat

There are three combat modes: abstract, quick and tactical. Battles fought in the cities are usually abstract, though occasionally you'll run into a road gang. When you do, you get to choose the combat mode. Each has advantages and disadvantages. Some people have completed the game using only abstract combat, but most prefer to mix them up. If you choose detailed combat, you'll learn which kinds of vehicles you're facing before you choose to go for quick or tactical mode. If you see anything you need, such as a bus or van, select tactical and try to capture it.

Abstract is the fastest, because you have no control over your men or vehicles. You just read the scrolling combat report and hope for the best. The main threat is getting your tires shot out and taking lots of damage to the vehicles' superstructure. If you intend to resolve most of your battles in abstract mode, be sure to carry plenty of *tqbsf ujsft*. Always fix your tires after each battle, regardless of the combat mode. An abstract victory, however, doesn't allow you to increase the number of cars you can own. (If you prefer a small gang, that's not important). An advantage is that you won't need as much fuel. In quick combat you have to worry about extensive damage from being rammed by enemy vehicles. It takes longer than abstract and lets you choose your own ram ratio and targets. Never ram during quick combat. Don't shoot at topside gunners. Concentrate your fire on interior crew and/or tires.

Tactical mode offers the most flexibility controlling your vehicles and gang members. Its drawback is time: the bigger your fleet, the longer the battle. (With a dozen or more cars, combat can last an hour or more!) But you can pick up vast amounts of supplies by winning one. It's played like a war game, so many of the same guidelines apply. Initial deployment of your fleet is important. If you've got a few fast cars, especially limos, keep them in reserve so they can move in quickly to outflank the enemy. Maneuver your cars so they face enemy vehicles at a 45-degree angle, which allows them to fire twice (from the front and side or rear and side) on each turn. Position buses and other large vehicles so they

can fire from the side, then use them like artillery after luring cars in range with other vehicles. A very effective tactic is to svo b cvt epxo uif njeemf mbof, so it can fire from both sides on the same turn. If you have two buses, run them along opposite sides and catch enemy cars in the crossfire. Take advantage of terrain, ducking behind trees and other obstacles.

Concentrate firepower on the most dangerous vehicles—trailers, buses, limos and wagons—before going after the small ones. Avoid ramming other vehicles, unless you've got a few specifically meant as kamikaze and manned only with escorts. Don't shoot topside gunners unless you plan to capture a vehicle. Then pick them all off before moving in. This is often the best way to acquire some of the most desirable ones.

With quick and tactical combat, auto-deploy your gang and fine-tune their positions individually to save time. Make sure weapons are set to firearms, not crossbows. Keep armsmasters off the topsides, unless you want to board and capture, and even then keep them inside until you're ready for them to jump.

The Game Plan

Your initial location is randomly determined, but the strategy is identical regardless of where you start. First ublf pwfs fwfsz tubuf jo zpvs sfhjpo. These are listed in the manual's appendix and shown on its map. In each town, scout to see who's in control. Make the majority of your scouting party ftdpsut, since some are likely to get killed. If no one controls the city, take it over. If Jowbefst control it, note this in your logbook and get out of town fast. Fight for it if it is controlled by another gang. Unfortunately, there is no command for calling them out to fight: you must keep looting and searching until the controlling gang spots you and attacks. You may have to defeat them in several battles before you gain control of the city. It may take more than 20 victories, but the average is three to five.

On the Road

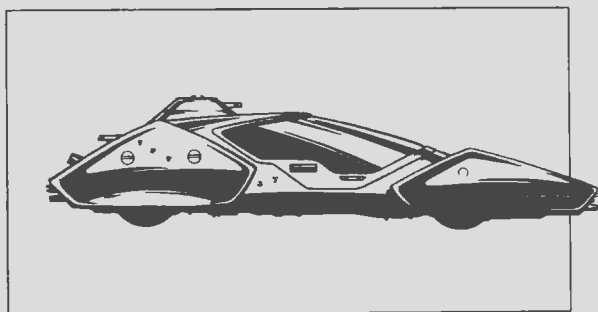
Along the way, constantly replenish your supplies of food, fuel, medicine and tires. Make a habit of punching the "x" and "m" keys to check the situation. Your priority should be on fuel, then food and medicine. (Tires are the game's most plentiful item, so you don't have to carry many). If you're running dangerously low on

food and have plenty of escorts, tfoe uifn bmm po b tdpvujoh njttjpo: most won't come back. The food will last longer, so your stronger gangmembers won't starve to death. Note the locations of any special items you find, such as healers, fuel tanks, body shops and garages. Always trade nfejdjof for bouj-upyjo from the healers whenever you bump into them. Immediately after each battle with mutants, check your crew for disease and use anti-toxin to heal them.

Finding the Scientists

After you have covered an entire region and conquered many cities, an agent tells you xifsf up gjoe uif HVC. Head there right away and search for people. The GUB will contact you, give you a badge and your mission. You must visit many cities and find clues to the whereabouts of the scientists, then locate them by searching for people, often several times. Sometimes they may have moved to a nearby town instead of the one you were referred to by the clue. You don't have to capture a town to find scientists or clues.

When you've found the first tjy tdjfoujtut, return to the GUB, which will accept them and give you a Sbejp Ejsfdujpo Gjoefs that will lead you to the other two, for whom no clues are given in the game. (Don't bother taking them back one by one, since you don't get anything until you return all six). However, if you have stumbled across these two during the quest, you will not be given the RDF to locate the others, for whom clues do exist. So if you return six scientists and don't get the RDF, you'll know to keep looking for clues. (Another reason that maintaining good records of your travels is so important). The final trip to the GUB is the toughest part of the journey. Road gangs are everywhere, supplies are scarce. Throughout the game, prepare for the end game by setting up supply lines of cached supplies along key routes back to the GUB.



The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)