

Power

The Game

Player's
Guide

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Introduction

Power The Game™ is a game of strategy that blends chess-like military maneuverability with the best of multi-player excitement. Your opponents will be a combination of humans (while playing over network, modem, serial connection or the Internet) or artificial intelligence (while playing the stand-alone version) or both. *Power The Game* challenges your strategic skills against your opponents' in a race to rule the world. The objective of the game is to defeat your opponents in a tactical war by capturing all of their flags.

You are assigned one of four countries and military forces with which to defend yourself and attack opponents. The game is divided into timed rounds of combat, with the entire conflict lasting two hours or less. During each round all players make their moves simultaneously. You are allowed to issue up to five commands during each round. At the

end of each round all movement is seen, all conflicts are resolved and all power units are awarded. Players are awarded power units when they occupy a foreign country with any piece through an entire round.

To win, you must capture your opponent's Flag with your Infantry or Regiment. Tanks, Fighters, Cruisers and other pieces can be used to help cover your position and give you sufficient power, but you must actually capture the Flag with either an Infantry or Regiment. When a player's Flag is captured, that player is removed from the game and the victor collects all of the defeated opponent's military equipment for their own use. For games that end before all Flags are captured, the player with the highest total power values wins.

System requirements

- Microsoft® Windows™ 95 or Windows 3.1
- 486DX/33 MHz IBM or 100% compatible PC
- 8 MB RAM
- SVGA display with 256-color capability
- Sound Blaster™ or 100% compatible sound card
- 1 MB free hard disk space (minimum; 20 MB free hard disk space for optimum installation)
- CD-ROM drive (double-speed)
- Mouse
- Multi-player options require either:
 - serial port with null modem cable,
 - Hayes-compatible modem,
 - LAN connection OR
 - Internet access software

Getting started

Installing Power The Game

To install *Power The Game*, please refer to the installation instructions printed directly on the CD-ROM packaging.

If you would like to start playing immediately, the *Quick Start* section that follows will give you a good overview of the game. Be sure you have also read the *Introduction* on the previous pages which gives you an overview of the rules and objectives of *Power The Game*.

Quick start

Double click the game icon in the IBM Multimedia program group to start *Power*. Choose a correct screen resolution and *Power The Game* will proceed to load. When the Game Options dialog screen appears, choose the New Game button. The next screen you see is Game Start Options.

This is where you enter your Commander name and choose your computer opponents. You will control game and round time limits from this screen as well as the difficulty levels at which the computer generals will play. New users should pick the cadet level and pick relatively high time limits. There are also three different battle topographies from which to choose.

Once you have set the parameters for your game, click OK.

When the Game has completed loading, the computer will announce "Let the Games Begin." Press start to continue.

To move your pieces click and drag each piece to where you want to move. You are not able to make an illegal move. A selected piece will expand slightly and make a sound. Your movement will be tracked by a line. You will not see the line if you are trying to make an illegal move.

The control panels to the left of the battlefield display the Power value of you and your opponents. Your movement commands are displayed here as well as itemized information on yours and your opponents' equipment. The Game and round timers are also located on the control panel. Throughout the game the power value of any sector can be determined by right clicking on that sector. The total power value of the pieces in that sector will be displayed in the bottom control panel. Hitting the F2 key will display the power value and the exchange value of all pieces.

As the game proceeds, skillful players collect power points not only by having their pieces in foreign countries, but also by capturing opponents' flags, thereby stripping the opponent of all forces. These spoils of war are automatically placed into the players Reserve area. Power points can be exchanged for additional pieces. When there are two or

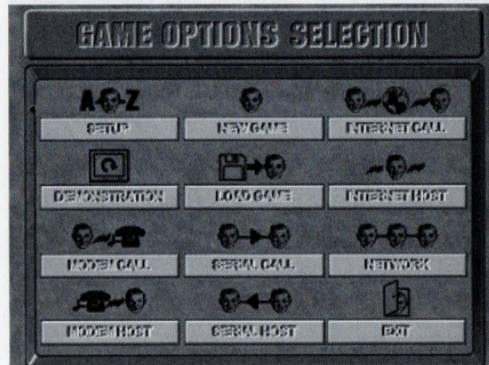
more Power points, you can click right on the power symbol and a list of pieces that can be obtained will be displayed. You can also exchange three identical pieces in the same sector for an upgrade. Three planes can become a bomber or three infantry can become a regiment by clicking right on the sector containing the identical pieces. It takes one move for each exchange and an upgrade piece cannot move until the next round. A sector with a power value of 100 points can be exchanged for a MegaMissile. We do, however, strongly suggest that you read up on the MegaMissile before unleashing it upon even the most vile opponents.

Please note that there is also a demonstration game included in *Power*. Simply double click on the *Power Demo* icon in the IBM Multimedia program group to start this demonstration of a sample game.

Starting a game

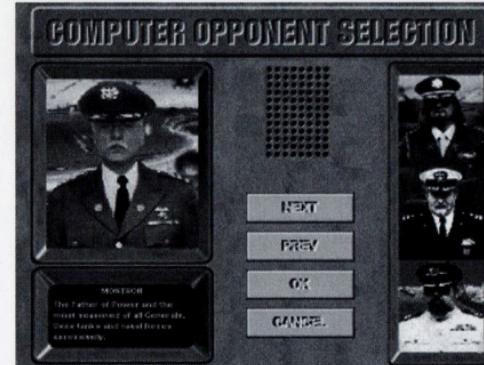
Launching Power

When you double click on the *Power* icon, the first dialog box to appear will display your screen resolution options. Make your selections based on your hardware capabilities. The next screen you see is the Game Options Selection. You will choose the type of game you would like to play from this box. To play a Multi-player game refer to page 27 for instructions on Multi-player games. To get started with a stand-alone game choose the New Game button now.



Game Options

At the Game Option dialog box you will enter your commander name for the game. You can select which Generals will be your opponents by clicking on the General's name. A selection screen will appear that allows you to select an opponent by clicking on their picture.



There are five different levels of play to choose from. You choose the difficulty level by selecting one of the military rank buttons. Cadet provides the easiest level of play and will also provide you with pop-up dialog boxes as extra assistance for each phase of the first round.

There are three different maps that represent the battleground. "Full" is a textured landscape, "Game" is a boardgame style and "Night" is a radar simulation. The game play will remain the same regardless of which map you use.

Game and Round time limits are also set on this screen. You can play a one- or two-hour game. Round limits can be set for 1-, 1.5- or 2-minute lengths. Keep in mind that you can always end a round early but you can never buy more time.

When you have determined all of your options, select OK to begin your Game.

Initiating the first round

By clicking on the Start button under the "Prepare for Turn 1" message box you initiate the first round. The opening round is your first view of the *Power Battleground*. The *Power Battleground* is your playing area for the entire course of the game. The board is divided into two main areas: the battleground where you will move your pieces and confront your enemy, and the command center that will serve as the nerve center for all *Power* data.



Using the Interface Controls

Game Control Buttons

These allow for changes to game functions, and are found in the upper right screen.



Use this button to exit the program.



Use this button to pause the game.



Use this button to turn sound and voice effects on and off.



Use this button to turn the music on and off.



Use this button to activate the on-line help system.



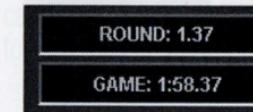
Use this button to minimize the program.

Power Pull-Down Menus

The pull-down menus allow for game saving, game pausing, game ending, game exiting, on-line help and other game functions.

File	Play	Help
End Game	Pause	Contents F1
Save Game	Message F7	Quick Reference F2
Save Game As	End Movement F10	About...
Print	Music	
Print Setup	Sound Effects	
Exit	Animation	

The Round and Game Countdown Clocks



The Game Timer counts down in hours, minutes and seconds

from your selection of a one- or two-hour game. The Round Timer counts down in minutes and seconds from your selection of 1-, 1.5- or 2-minute rounds.

The area directly below the countdown clocks enlarges the map section. It enables you to see pieces more clearly, especially when trying to select one piece in a very cluttered sector.



This image appears when pieces are being bounced from a sector where powers are equally matched and are forced to retreat.

COMBAT
RED: 10
YELLOW: 5
GREEN: 0
WHITE: 0

RED: 45
WHITE: 43
GREEN: 40
YELLOW: 35

This image shows the values of the pieces in combat in a sector.

This image shows the total power points of all players. Use it to determine the total power value of any opponent at any time during the game.

The Main Command Pad

The Command Pad lists each of your five commands for a particular round. All moves are listed in sector code—derived largely by color and numeric values. Placing the cursor over a sector will display a sector coordinate in the text panel just below the Control Buttons. To cancel a

COMMANDS	END
M D YHQ S5	
M D YHQ S5	
M F YHQ Y0	
M F YHQ Y0	
M T YHQ Y4	

command, click on the button that specifies that command. If you finish your commands before the round expires, you may end the round early by clicking on the END button. See the section on "Moving Your Forces" for more information on understanding the notation used to specify commands.

Power Value Control Panel

This feature provides you with the exact power value of any group of pieces anywhere on the board. To determine the exact power value of pieces in any sector, position the mouse cursor in that sector and click

the right mouse button. To determine the total power value of any player's forces, click on the colored buttons at the top of the Power Value Control Panel.



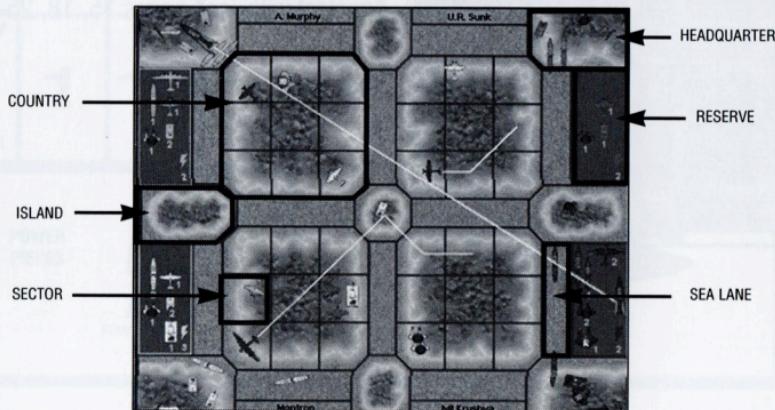
The Power battleground

There are 4 main land masses called Countries, each with its own Headquarters and Reserve. Each country is divided into 9 numbered sectors.

Five small Islands separate the countries, and act as bridges for forces on the move. While planes can fly over an Island during a single round of play, troops and tanks cannot: they must wait until the next round to exit the Island.

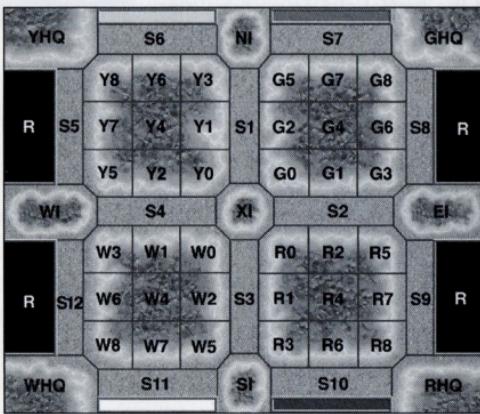
There are also 12 Sea Lanes. Sea Lanes are traveled by your Cruisers and Destroyers only. You cannot fly over the Sea Lanes in your planes.

Each country has a Headquarters (HQ). The HQ is the command post where you will launch your attack and defend your country's flag. Next to each country, in the four corners of the battlefield, is an area marked Reserve. Under most conditions this is a safe area where you stockpile forces. Captured enemy pieces are automatically placed in your Reserve.



Your forces

All sectors on the *Power* battlefield are identified by a simple code. Whenever you make a move using the drag-and-drop feature, a corresponding "code" will appear in one of the five Command Pad listings. The diagram below will help you become familiar with *Power's* sector code system as it is applied to your moves.



On the next page are the icons that represent your forces. Also shown in the chart is the maximum sectors a piece can move, the Power value of each piece and the exchange rate of each piece. You will start with two of each of the smaller Group I pieces, then exchange them for larger Group II pieces as you gain more and more power. Power units are collected at the end of each round and are used to buy more military hardware.

MegaMissiles might come into play toward the end of a game. They are the only pieces that destroy *all* enemy forces they come in contact with (see pages 15, 18, 25–26).

GROUP I PIECES	MAX. MOVES	POWER VALUE	EXCHANGE RATE	GROUP II PIECES	MAX. MOVES	POWER VALUE
INFANTRY	2	2	3 INFANTRY	REGIMENT	2	20
TANK	3	3	3 TANKS	HEAVY TANK	3	30
FIGHTER	5	5	3 FIGHTERS	BOMBER	5	25
DESTROYER	1	10	3 DESTROYERS	CRUISER	1	50
POWER PIECES			WEAPON OF DESTRUCTION			MEGAMISSILE

Getting to Know Your Forces

To effectively wage war against your opponents you need to know the dynamics of each piece at your disposal. Each piece has an assigned power value so you know how powerful it is and how it compares in power to other pieces on the board. In addition to having different power values, each piece has its own rules for maneuvering—it may be confined to land or sea, and has a maximum distance it can travel during any one round. The power values and the maximum distance each piece can travel are shown on page 13 and on the Quick Reference pull-down menu (or the F2 key). Refer to this table and the on-screen help windows when estimating power values and making exchanges.

Larger Group II pieces have a greater power value than the smaller Group I pieces. As you can see, Tanks, Infantry and Destroyers do not move as quickly as Fighters and Bombers. Each piece has a maximum number of sectors it is allowed to move in a single round. You are allowed to move each

piece the maximum number of sectors or fewer—once per round. As in a game of chess, it is sometimes advantageous to move a piece less than the maximum number of spaces to outwit your opponents.

Infantry and Regiments

Troops can move two sectors or less in any one round through sectors containing land (like tanks and planes they are prevented from traveling across sea lanes). Infantry and Regiments move from one country to another by way of the islands only, and may not enter and exit an Island or Headquarters during the same round.

Tanks and Heavy Tanks

Tanks move much like the Infantry and Regiments. But they can move three sectors or less in sectors containing land or beach during the same round, although they may not enter and exit an Island or Headquarters during the same round. Regardless of how many sectors they moved to reach the island or Headquarters, they must wait until the next round before leaving.

Fighters and Bombers

Fighters and Bombers (planes) can move five sectors or less during one round. They can fly over Islands without stopping (the Island still counts as one sector move). Fighters and Bombers cannot fly over Sea Lanes. These are large oceans and your planes do not have big enough fuel tanks!

Destroyers and Cruisers

Destroyers and Cruisers can move only one sector during a round. They are restricted to sectors containing water, so they cannot cut diagonally across a country where they would have to cross sectors containing only land. The center sectors of each continent are the only areas that cannot be reached by Destroyers or Cruisers.

MegaMissiles

MegaMissiles have no defensive value, even though they require 100 points to create. They can only be launched once, but they can fly to any sector on the battleground, including HQ and Reserve sectors, and destroy all pieces in the sector—even

your own. A MegaMissile can even be directed back to the same sector from which it was launched. An unlaunched MegaMissile can be captured and used by your enemy. It is a weapon that takes some skill and experience to use well, but it can dramatically change the course of the game. See page 18 for more details.

Moving Your Forces

Each piece has its own set of capabilities and restrictions. The computer will not allow you to make an illegal move, which will quickly help you learn your restrictions in the early stages of play. All pieces are moved by clicking on them with the left mouse button, keeping the button pressed, dragging it to the new location, and then releasing the left mouse button. Selected pieces will expand slightly and give off a buzz sound. A strobing line will show your course of movement, and your moved pieces will remain flashing until the end of that round. If the strobing line disappears, you have attempted to make an illegal move.

COMMANDS	END
M D S6 N	
M F Y5 WI	
M D YHQ S5	
M T Y4 Y3	
M F Y5 G5	

Each piece you move has a corresponding button on the Command Pad. To undo a move, click on the button that corresponds to the move you want to undo. To help you understand the listed commands, see the abbreviations shown below:

I = Infantry	D = Destroyer
R = Regiment	C = Cruiser
W0 = White Sector 0	WI = West Island
T = Tank	M = MegaMissile
H = Heavy tank	P = Power unit
B2 = Black Sector 2	S4 = Sea Lane 4
F = Fighter	X = Exchange
B = Bomber	HQ = Headquarters
XI = X Island	RV = Reserve

The 5 commands in your Command Panel for a given round might look like the chart shown on the left. The text information panel in the upper right corner of the *Power* screen will display sector coordinates that lie under your mouse cursor.

- M D S6 N = move Destroyer from Sea Lane 6 to North Island
- M F Y5 WI = move Fighter from Yellow 5 to West Island
- M D YHQ S5 = move Destroyer from Yellow HQ to Sea Lane 5
- M T Y4 Y3 = move Tank from Yellow 4 to Yellow 3
- M F Y5 G5 = move Fighter from Yellow 5 to Green 5

Expanding your forces

1. Power unit expansion

You can increase your fighting power by exchanging the Power units you acquire during the game for additional forces. One Power unit is earned when at least one of your pieces occupies a sector in one of your opponents' countries at the end of a round. Only one Power unit can be earned per occupied country, no matter how many pieces you have in that country. To exchange your Power units for more military forces, simply click on the Power unit icon in reserve with your right mouse button, and then select a Group I piece from the options displayed with your left mouse button. (2 p = 1 Infantry, 3 p = 1 Tank, etc.)



2. Piece upgrades and exchanges

You can also exchange three Group I pieces of the same type in the same sector for one larger Group II piece of the same type. Exchanging three Group I pieces for a larger Group II piece greatly increases your overall power and allows you to move greater levels of power with a single command. To exchange three smaller pieces for a larger piece, click on one of the three with the right mouse button and then click on your choice from the pop-up table with your left mouse button. The newly created piece will appear flashing until the end of the round. You may also form a Group II piece through a combination of Group I pieces and Power units—this is only possible in the Reserve sector.

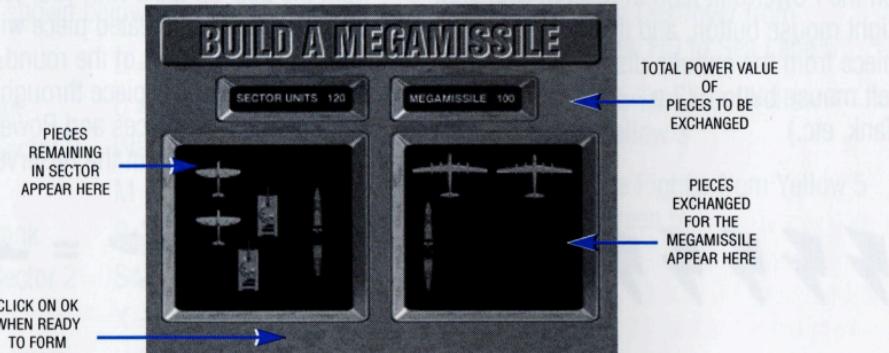


3. Creating a MegaMissile

To form a MegaMissile simply click the right mouse button on one of the pieces in a sector where the power value of the pieces is greater than or equal to 100 power value. Choose MegaMissile from the pop-up menu. A panel will appear. The left box will show all the available pieces in that sector.

Click on the pieces you wish to become part of the MegaMissile. These pieces will move

to the right box, and your power value total in the right box will increase proportionately. If the total power value in the right box exceeds 100, you may reduce the value down to 100 by clicking on them—they will then move back to the left box. Click OK to form the MegaMissile or Cancel to return to the sector. Once formed, the MegaMissile will remain flashing and may then be moved to any sector on the battleground, including reserve areas.



The command pad listing for a MegaMissile exchange will always contain **M.

X YHQ **M

Game play strategy

While planning your strategy here are some items that you will want to keep in mind:

During each round you are allowed to implement up to five commands. These will be listed in the Command Pad. You can use fewer commands if you choose, but you must implement at least one command. Failure to issue any commands results in the loss of a Power unit. If you do not have any Power units, then a military piece with the least Power value will be broken down and one Power unit will be subtracted.

Your commands will fall into two categories: You will either move pieces from one sector to another or you will exchange smaller pieces and/or Power units for larger pieces. To cancel a command, simply click on the relevant command bar with the left mouse button. You may cancel as many commands as you wish during a round.

- You can have more than one of your pieces occupying the same sector. In fact, there are many times when it is advisable to have more than one piece on a sector.

- You can move in any direction you want, even diagonally. Moving from R0 to R8 is a two-sector move.
- Pieces in Reserve can only move once in a round—and only to Headquarters.

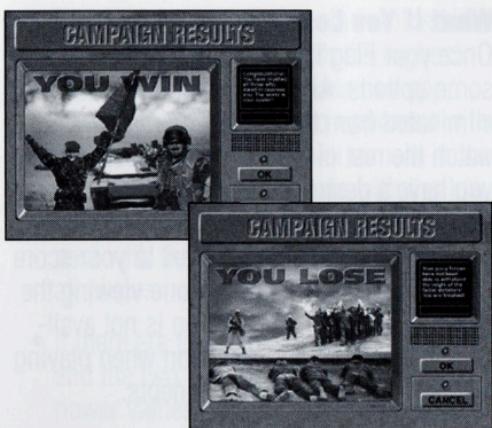
The exception to this rule is MegaMissiles; they can be formed and launched from Reserve (or any other sector where there are sufficient pieces to equal 100 points) all in one round. Pieces can never move back into Reserve—once you're drafted, you're drafted!

- Pieces cannot be moved more than once during a single round. For instance, if you move a Cruiser from N to S1, you cannot move the same Cruiser from S1 to X during the same round.

- Pieces can be moved and then exchanged during the same round (this counts as two commands). For example, you can move a Fighter from one sector into another sector (one command) that already contains two Fighters and then exchange the three of them for a Bomber (second command). But you cannot move the Bomber until the next round.
- Pieces in Reserve can be exchanged more than once during a round. For example, you could exchange two Power units for an Infantry, and then exchange that same Infantry along with two others for a Regiment.
- You can move pieces and then exchange them during the same round; you cannot exchange them and then move them, except for the two exceptions noted above.
- An alarm warning will sound 10 seconds before the end of a round, giving you enough time to make some last-minute changes. If you fail to make a move or exchange, you must forfeit one Power unit. If you do not have a Power unit, the computer will take the piece with the lowest power value (from anywhere on the battleground) and break it down into equivalent Power units. The forfeited Power unit is removed from the battleground. The extra Power units are placed back in Reserve. In the event that the piece with the lowest power value is either a Regiment, Heavy Tank, Bomber or Cruiser, the computer will exchange it for two smaller pieces plus the Power units making up the third piece. The one Power unit is removed from the battleground and the remaining pieces and power units are placed back in Reserve.

How to Win

Your game rating, whether you win or lose, is graded by numeric points. A player who captures all opponents' flags finishes first and receives a 1 rating. The second player receives a 2 rating, the third player receives a 3 rating and the fourth player receives a 4 rating. Tied players have the rating of their two combined positions (for example, players tying for second and first place have a combined rating of 3, which would give them each a 1.5 rating). Keep in mind that you must capture an opponent's flag to win. Even if a player loses all of his equipment, the flag must be taken to remove them from the game.



The Win and Lose Screens. You lose as soon as your flag is captured by an opponent. You may then opt to take over a computer opponent and try to win the remainder of the game.

What if You Lose?

Once your Flag has been captured you have some options. Although your army has been eliminated from the game, you may wish to watch the rest of the game—especially if you have a desire to see the demise of the opponent who eliminated you! Simply click on the button that appears next to your score on the “lose” screen to continue viewing the game in progress. This option is not available in the stand-alone version when playing against other computer opponents.

You also have the option to take over a computer opponent, if available, after losing your first army. If this option is available at the time of your Flag loss, simply click on the button that appears next to your score on the “lose” screen to take over the weakest computer opponent.

How the battle unfolds

Once you have made all your moves, the battle portion of each Round is carried out in six stages:

1. Player commands are implemented
2. Ties are resolved by “bouncing”
3. MegaMissiles are launched, and Sector battles are resolved
4. Captured opponents’ pieces are moved to the victors’ Reserves
5. Players collect the Power units they have earned
6. Flag captures are addressed

1. Implementing Commands

- Commands are carried out in clockwise order, player by player. The computer will move and exchange all planned moves automatically.

2. Resolving Ties (Bounces)

- When more than one opponent occupies the same sector, the opponent with the highest total power value wins the battle and captures all the opposing pieces. If, however, opponents on a sector are tied (their pieces on the sector have the same power value) all pieces will retreat to the sector from which they originated—this is called a bounce. Pieces that were already in the sector before the current round do not retreat; they remain in the tied sector.
- If pieces retreat to a sector that is already occupied by another opponent, the conflict is resolved following the standard rules for conflict resolution (i.e., ruthlessly—the highest power wins).
- Pieces only retreat once during a round.

- If there are three opponents involved in a conflict and the two with the highest power values are tied, those two opponents retreat and the third opponent with the lowest power value will remain in the sector. If the two opponents with the lowest power values are tied, the third opponent with the highest power value captures all pieces from the tied opponents.

- If there are four opponents in a sector and the two opponents with the highest power values are tied, they retreat and the remaining two opponents battle it out. If they are tied, they also retreat.

3. Resolving Sector Battles

- MegaMissiles are launched first, destroying all pieces in that sector.
- When more than one opponent occupies the same sector, the opponent with the highest total power value wins the battle and captures all the opposing pieces. Explosions and battle sounds will display on-screen to show where battles have taken place.

4. Capturing Pieces

- The victor's spoils (the loser's pieces) will automatically be moved across the battlefield to the victor's Reserve area and colorized. A numeric value appears below the icons to indicate how many of the specific pieces are held in Reserve.

5. Collecting Power Units

- You receive one Power unit for each opponent's country you occupy at the end of the round. You only receive one Power unit per country regardless of how many sectors you may occupy or how many pieces you have in that country.
- The maximum number of Power units received in a single round is 3.
- You do not receive a Power unit for occupying your own country.

- You do not receive a Power unit for occupying a country without a Flag. Once a country's Flag has been captured, it is now a neutral territory—you can no longer receive a Power unit for that country.

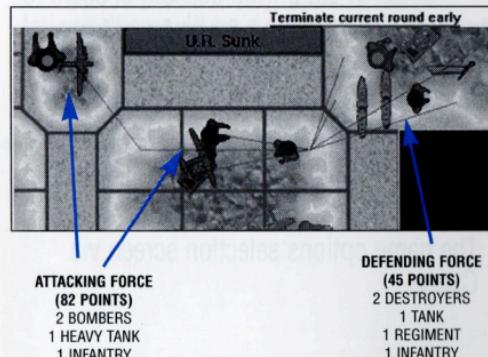
- You do not receive a Power unit for occupying an island or a Sea Lane.
- Power units are kept in your Reserve area until they are exchanged for pieces.

6. Flag Captures

- Resolving captured Flags occurs after all other conflicts have been resolved and after the distribution of Power units. When your Infantry or Regiment captures an opponent's Flag, you instantly take possession of all your opponent's armed forces and Power units, and your opponent is permanently eliminated from combat. Captured pieces will move to your Reserve. Flags will display at your HQ.
- If all your forces have been captured and only your flag remains, the computer will eliminate you from the game.

- If two players capture each other's Flag simultaneously, then they are both eliminated from the game in a tie.

Example: A Flag Capture from R4. The Defender loses to the Attacker.



Resolving Conflicts Involving MegaMissiles

When you want to send your opponent an undeniably clear message about how serious you are in your quest for power, haul out a MegaMissile. Like nuclear arms, MegaMissiles put a different slant on how you resolve conflicts. MegaMissiles are "weapons of destruction"—the only pieces used in the game that destroy instead of capture. These are the differences between MegaMissiles and other pieces:

- They are the only pieces that can be formed and launched into attack within the same 5-command round. They cannot be moved from sector to sector like other pieces.
- MegaMissiles can be formed from and launched to any sector including Reserve.

- Once formed, MegaMissiles cannot be moved around to evade capture.
- When a MegaMissile is launched into any sector, including Reserve, all forces in that sector are destroyed, including your own. All pieces that were in the sector are obliterated from the battleground and the sector is unoccupied. If the sector is a Headquarters, the Flag remains standing in the sector, in spite of the MegaMissile attack, and is not captured.
- If opposing MegaMissiles are launched into the same sector, they are all destroyed—along with all other forces in the sector—and the sector becomes unoccupied.
- Captured MegaMissiles are placed in the victor's Reserve sector, and can only be launched from within that Reserve.

Starting the next round

As soon as all conflicts and captured Flags are resolved, the screen will remain static for a few seconds while the computer opponents calculate their moves. Click on the START button under "Prepare for Turn 2" with the left mouse button to begin the next round.

Starting a New Game from Anywhere

This feature allows the user to exit the current activity within the *Power* program and return to the main menu screen. This "start a new game" feature can be accessed via the following controls:

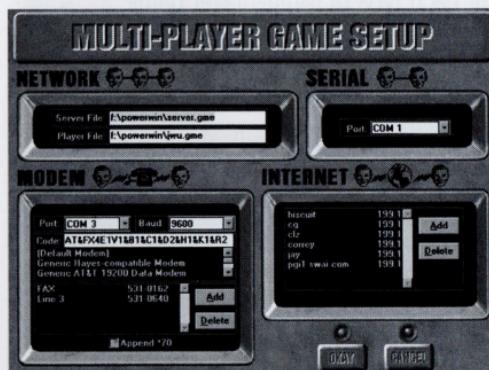
- The game options selection screen via Cancel.

- The multi-player waiting dialog box via Cancel.
- During actual game play via End Game on the Menu, or the Exit button on the non-client area of the menu bar. If either of these is pressed during the AI calculations, there will be a slight delay before actual exit while the AI module shuts down.
- By pressing OK from either the Win or Lose screens after a Flag capture.

Multi-player games

Setup for Multi-player Games

When you think you have mastered the Computer Artificial Intelligence Generals, there is another challenge waiting for you in *Power The Game*.



With *Power*'s Multi-player Mode, you can challenge your friends to head-to-head combat via modem, on a Local Area Network, with a serial connection or over the Internet. You can play one, two or three other human opponents. Computer AI Generals are supplied, if needed, to make up the four players.

All Multi-player games are set up using the Multi-player Game Setup dialog box. To set up a Multi-player game, click on the Setup button on the Game Options dialog box. The following sections explain the unique setup for each type of Multi-player game.

Multi-player games play like stand-alone games, with a few exceptions:

- When you start a Multi-player game, the Game Start Options appears. The OK button is clickable when at least one other player has joined the game. When you click OK, you will have to wait at the Players list screen. The host will start the game when all players are ready.
- In a stand-alone game, a dialog box is displayed that asks you to "Prepare for turn X" and has a Start button. In the Multi-player games, a dialog box appears that has red and green circles and the names of all the human and computer opponents. It will have "Waiting for other player to join" displayed until every

machine updates its moves. The Start Game button will only be clickable on the host machine.

- Be prepared to give and receive voice taunts to your opponents. These pre-recorded taunts can be sent by clicking Play/Messages or by using the F7 or Enter keys.

Note: Power does not support Save and Load Game options for multi-player modes.

Instructions for Local Area Network Games

Hardware and Software Requirements

To play a Multi-player game on a LAN you need the following:

- A memory manager capable of loading your networking software into high memory.
- A LAN with network nodes and networking software (loaded into high memory) on each of the computers that will participate in the multi-player game.

- Each computer must have a separate copy of *Power The Game* installed.
- A node on the LAN acting as server for the Game. Each playing node on the LAN must be able to access the same directory on the server by the same full path name.

Setup for a Local Area Network Game

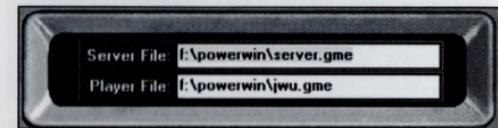
Click the setup button on the Game Options dialog box. In the Network group box there are two required entries for LAN games: Server File and Player File. These files must reside on a network directory that is accessible by the same path name to all player nodes. It is best to locate these files in a shared directory on a network server.

The first required entry is Server File. The Server File must be the same for every player that joins the Game. Each computer must have read and write access to this file.

The second required entry is Player File. The Player File must be unique for each player in the game. The computer that owns this file must have read and write access to it. Other

computers need to at least have append access to this file.

Important note: None of the files described above should exist at the beginning of the game. They will be created and deleted during game play. It may be best to locate them all in a special directory on the network server.



After a LAN game has been set up, click OK in the Multi-player Game Dialog box and then click the Network button on the Game Options dialog box. The first player to click on the Network game button will be the host for the game. The player who is the host is responsible for choosing the game parameters (i.e., Round and Game time limit, difficulty level and AI Generals). It is recommended that the fastest machine act as the host player.



The host player is also responsible for starting the game. After all of the Game options have been chosen, click OK. The next screen will display all of the opponents for the network game. When all of the desired players have entered the game, the host must click start to begin the game. As players enter the game setup, the circle to the left of their names will change from red to green.

Instructions for Serial Connection Games

Hardware and Software Requirements

To play a Serial game you need the following:

- Two computers, each with a separate registered copy of *Power* installed.

- A null-modem cable to connect the serial ports on each computer.

Setup for a Serial Game

With *Power*'s Serial Connection Mode, you

play one other human opponent. Computer AI Generals are supplied for the remaining two players.

Click the Setup button on the Game Options dialog box. In the Serial group box there is one required entry for Serial Connection Games. This entry is the Com port for the serial port where the cable is connected from your computer to your opponent's computer.

To prepare for play, attach each end of the null-modem cable to a serial port on each computer. Start the game on each computer. One player must choose Serial Host from the Game Options before the other player chooses Serial Call from the Game Options.

Important note: If you use a serial mouse, you must use a different serial port for *Power* than the one used by the mouse.



Instructions for Modem Games

Hardware and Software Requirements

- Two computers, each with a separate registered copy of *Power* installed.
- Each computer must have a modem.

Setup for a Modem Game

With *Power*'s Modem Mode, you play one other human opponent. Computer AI Generals are supplied for the remaining two players.

Click the Setup button on the Game Options dialog box. In the Modem group box there are five required entries for Modem Games. The first entry is the Com port for your modem. The second entry is the baud rate for data transfers.

The third entry is the initialization code for your modem. *Power* provides a selection of popular modems and their initialization codes. Look through this list and if your modem is there, select it. This will automatically populate the initialization code. If your modem is not in this list, *Power* will supply a default initialization code.



If this does not work with your modem, look at your modem documentation to find the initialization string and enter it in this field.

The final entries allow you to specify the name of your opponent and the phone number of their modem. To add these entries select the Add button at the bottom right of the Modem group box. A dialog box appears allowing you to add the name and modem phone number. To delete an entry, select it from the list box and press the Delete button.

Start the game on each computer. One player must choose Modem Host from the Game Options screen and the other player chooses Modem Call from the Game Options screen. The player who selects Modem Call will wait for the other player to call in and connect to their computer. The computer of the player who selects Modem Call will do the actual dialing to make the connection.

Important note: If your mouse uses a COM port, you must use a different COM port for your modem. For example, if your mouse is on port 1, your modem should be on port 2 or 4. If your mouse is on port 2, your modem should be on port 1 or 3.

You may end a modem game in progress by selecting either End Game from the Menu or the Exit button in the non-client area of the Menu Bar. The modems on both ends will hang up and return to the Game Options screen, allowing the game to be restarted.

Instructions for Internet Games

To play a multi-player game on the Internet, *Power The Game* depends on the proper installation of an Internet Access package which you must buy separately. Examples of such packages include "Netscape Navigator Personal Edition" or "Internet in a Box." The Microsoft Windows 95 Plus Pack provides Internet services via the Microsoft Network. If you don't have the Windows 95 Plus Pack, you can download the necessary software via the Microsoft network.

Power requires full Internet access, specifically, the software package must provide a Winsock.DLL that provides you with a TCP/IP address when you log on. Most major online services such as CompuServe, America Online or Prodigy may advertise Internet access, but it is currently limited only to Web Browsers and ftp file transfer. Please refer to the *Power* Readme file in the IBM Multimedia program group for the latest test information regarding the various access packages that we have verified.

When you access the Internet, Winsock assigns your session a numeric address that looks something like this: 168.134.111.43. This number is known as your IP address. This number and how it is used by *Power* are explained below.

Setup for an Internet Game

With *Power*'s Internet Mode, you can play one, two or three other human opponents on the Internet. Computer AI Generals are supplied, if needed, to make up the rest of the players. To start an Internet game, you must first log into the Internet using your Internet software package. Once you have established your connection, start *Power*.

From the Game Options menu, you can select either the Internet Call or Internet Host buttons.

Internet Host

If you click on Internet Host, your machine will act as the host machine for all the other players. It is recommended that the fastest

machine act as the host player. Once you click on Internet Host, a pop-up dialog box appears listing the IP address of your current Internet session. You will need to communicate this IP address to the other players in the game. You can do this by hitting Alt-Tab and using either E-Mail, chat or even the regular telephone. Note that with most Internet access packages, your IP address will change between logons with your service provider.

Once you have communicated your IP address to the other players, hit OK and you will see Game Start Options where you can set the Difficulty level of the AI Generals (if any) and the game and round time limits. When at least one other player has joined your game, you will be able to click the OK button on this screen and see a list of players that are currently joining the game and their connection status. Once all the players have entered the game, select Start.

Internet Client

If you are a client player on the Internet, the host player will communicate an IP address to you. You need to enter this IP address in a list box in the Multi-Player Game Setup screen. (Press Setup from the Game Options screen to select this menu.) Look for the Internet section on this screen and click on the add button to add a new address to this list. Next, click OK to get back to the Game Options screen, and select Internet Call. Select the address that you have just entered. If the Internet Host is operating properly, you will now see the Game Start Options—since you are the client, you will only be able to select the Map Options. Click OK to enter the game. You will now see a list of players that are currently joining the game and their connection status. Once all the players have entered the game, the host will start the game.

Notes: If you receive an error message referencing WINSOCK.DLL after pressing the Internet button, there is a problem with your Internet package installation. Please contact your service provider. If you receive an error message indicating trouble accessing the Internet, make sure you are logged in properly with your Internet provider and restart *Power*.

Troubleshooting

Microsoft Word 6.0 Menu Bars

Microsoft Office has a button bar feature that appears in the top right hand corner of the monitor display. If you do not exit Office before starting *Power*, these bars will overlap *Power's* own button bar.

Resizing the Power Window

The *Power* window cannot be resized. You may, however, minimize it. Refer to the *Basic Skills* chapter of your Windows documentation for these procedures.

Readme File

Refer to the *Power* Readme file in the IBM Multimedia Program group if you are encountering any additional problems. This file contains the latest test information and suggested solutions.

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