

THE ANCIENT ART OF WAR QUICK REFERENCE CARD

The Ancient Art of War is so easy to start playing, you probably won't need to use the manual to get going. Just follow the directions below.

Getting Started

Start up your IBM PC with a DOS 2.0 or 2.1 diskette. When you see the A > prompt, remove the DOS diskette and insert The Ancient Art of War disk. Type **WAR** and press the return key.

At the title page, "GO TO WAR" will be displayed on the banner. If you don't press any keys, the game will begin a self-playing demo after about 30 seconds. You can watch the demo to get an idea of the game play. To leave the demo and go back to the title page, press any key. "GO TO WAR" will still be displayed on the banner. Press the return key to begin.

Game Commands

The Ancient Art of War has plenty of on-screen commands to let you know what your options are while you are playing. The first few times you play, you might want to keep this card handy in case you have any questions about what something means.

To use a command that is shown as an option on the game screen, press the indicated key, or if there is none, type the first letter of the command.

After you choose "GO TO WAR" and until you choose your opponent, you can use **ESC** to back up — all the way to the title page if you wish.

The white cross-shaped pointer that appears on the screen during game play is called the marker; it can be moved using the arrow keys on the keypad, or by using a joystick.

KEYBOARD CONTROL: Move the marker using the arrow keys. If you have a full keypad, 1, 3, 7, and 9 will move the marker at an angle. If you don't have a full keypad, using an up or down key with a right or left key will move the marker at an angle. Use **-** (minus) or the **Tab** key to scroll the map up; **+** (plus) or **Ctrl** (Control) to scroll the map down.

JOYSTICK: To activate the joystick, press **+** (plus) until you see "MAKE CHANGES" on the title page, then press the return key. You will be at the Changes page. Press **+** again until the cursor box is in the bottom right-hand corner — Ye Olde Options Shoppe — and press the return key. Move the cursor to the line that reads "Do Not Use Joystick", and press the space bar. Follow the instructions at the bottom of the screen, then press the return key to go back to the title page. The joystick is activated. When using the joystick:

- Pressing Button 1 = pressing the return key
- Up and Down with button 1 pressed scrolls the map
- Button 2 moves between the screen and the command line
- Button 1 selects a command
- Button 2 = the spacebar (when spacebar available)

You can still use the keyboard when the joystick is activated.

Game Commands (Continued)

Commands when the marker is not over a squad:

- View — shows areas of strength and weakness, also total number of men on each side.
- Time — sets the speed of the game play.
- Surrender — lets you give up in the middle of a campaign.

Commands when the marker is over a squad:

- Size — shows types and number of soldiers in a squad.
- Info — shows condition and food supply; allows you to change a squad's marching speed.
- Move — traces a route for the squad.
- Formation — shows current formation of squad and gives other formation options.
- Join — if two squads are close together, this command lets you move men between them or join them into one squad (up to 14 men).*
- Detach — divides a squad into two.*

Commands when the marker is over a squad right after an "Encounter" is reported:

- Zoom — shows close-up of battle and lets you take command of your squad.
- Attack — starts the battle. You must then indicate what type of soldiers are to move, and what they are to do: Attack, Forward, Backoff, or Retreat.

Soldiers

There are four types of soldiers:

- Archer — soldier who fights with a bow and arrow.
- Barbarian — soldier who fights with his bare hands.
- Knight — soldier who fights with a sword.
- Spy — soldier who can see twice as far as others, defenseless.

Hints: Archers are strongest against Knights

Knights are strongest against Barbarians

Barbarians are strongest against Archers

Soldiers will tire quickly if ordered to march fast

A squad on a hill has an advantage when fighting

Archers are needed to attack or defend a fort

Your Goal

Defend the white flags and seize the enemy's black flags, or defeat the enemy in battle.

To Leave the Game

1. From the title page, press + or - until "QUIT" appears on the banner, then press the return key.
2. During a campaign, save a game so you can continue later by pressing Alt S (be sure to have a blank or data disk handy).
3. During a campaign, if you don't want to continue later, press S to Surrender.
4. For a quick exit at any point in the game, press the Alt, Ctrl, and Del keys all at the same time. This will clear the screen immediately and go back to the A> prompt.

*Will not always appear as an option.