# Mode of Play

## Goal

The goal of the player is to destroy the enemies command center in the limited number of days available. The player loses if their own command center is destroyed or they run out of time.

## Turn based operation

The game is turn based. The computer enemy and the player take alternate turns of one moving units, and the other attacking units. The commands are planned out without the other side knowing. Then the commands are executed, battle first then movement.

1. The player selects movement commands
2. The computer enemy selects battle targets
3. The computer units attack
4. The player units move
5. The computer enemy selects movement command
6. The player selects battle targets
7. The player units attack
8. The computer units move

And back from the start.

## Fog of war

The player and the computer AI can only see that part of the area that the respective units can see. The line of sight of non airborne units is blocked by mountains or forests.

# Interaction

## Navigating on the map

The white hexagonal border is the cursor, which is used to select units and give commands. It can be moved using the joystick direction or the cursor keys. The unit or map hexagon is selected by pressing the joystick button or the space bar.

## Moving a unit

A unit can only move in the visible area of the map (the fog of war cannot be crossed). Not all units can travel over all ground, and your mileage will vary. Airborne units are not blocked by ground features.

|  |  |
| --- | --- |
| First move the cursor to the unit you plan to move. |  |
| Select the unit with the joystick button or space. |  |
| The highlighted area are all the places that the unit can move to. Now move the cursor to the destination. A unit cannot easily bypass an enemy unit. |  |
| And press the joystick button or space again to complete the command.  You can abort the command by selecting an invalid hex or your original unit. |  |

## Attacking a unit

Units are either ground or airborne. Not all ground units can attack airborne units, and their effectiveness is usually lower against airborne targets (except for the air defense unit). The range of attack also varies per unit type. One cannot attack a unit that is hidden by the fog of war.

|  |  |
| --- | --- |
| First move the cursor to the unit you plan to attack with |  |
| Select the unit with the joystick button or space. |  |
| The highlighted units are all potential targets. Move the cursor to the target unit for the attack. |  |
| And press the joystick button or space again to complete the command.  You can abort the command by selecting an invalid hex or your original unit. |  |

## Joystick Menu

More commands are available with the joystick menu. Move the cursor to the unit or hex you want to target, push the button and keep it pressed. The joystick direction now selects the menu command. Keep the direction and release the button.

Menu functions are also available with shortcut keys.

|  |  |  |  |
| --- | --- | --- | --- |
| **Direction** | **Icon** | **Shortcut** | **Function** |
| Top Left |  | R | Mark the unit for repair in the current move |
| Top Center |  |  | Info |
| Top Right |  | X | Undo the selected action for this unit |
| Bottom Left |  |  | Show Map |
| Bottom Center |  |  | Menu |
| Bottom Right |  | Z | Complete your move |

# Almanac

## Ground

|  |  |  |
| --- | --- | --- |
|  | Beach | Passable by all units, small defense bonus |
|  | Shallows | Passable by light units, no defense bonus |
|  | Forrest | Passable only by infantry or airborne units, heavy defense bonus for infantry |
|  | Ocean | Passable only by hovercraft or airborne unit, no defense bonus |
|  | Mountain | Passable only by infantry or airborne units, extreme defense bonus for infantry |
|  | Road | Passable by all units, fast travel for all tanks, no defense bonus |

## Units

|  |  |  |
| --- | --- | --- |
|  | Command | Destroy the enemy command post to win the game |
|  | Infantry | Weak when on the move or in open area, great when dug in into a forest or beach |
|  | Scout Drone | Fast scout drone with no armament, ideal for artillery support |
|  | Light Tank | Fast and agile, but only light weapons and weak armor |
|  | Heavy Tank | Slow and steady wins the fight, fast on the road |
|  | Hovercraft | Only ground based unit to cross the sea, fires two fields wide |
|  | Air Cavalry | The bane of all ground based units, fires two fields wide, weak against air defense |
|  | Air Defense | Destroys all airborne units with ease using far range rockets |
|  | Artillery | Fires shells against ground targets up to ten fields away, but requires one round of rest to set up |
|  | Bomb Squad | Kills heavy ground units with ease |