



CONQUER!

Real-Time BaTTl e

For Color PalmOS Devices



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For Technical Support

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For technical support by phone (REGISTERED users only), call Darren evenings from 7:30 pm to 10:30 pm Central at **903-583-0982**.

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Overview



Real-Time Battle for your Color Palm!

Love to play real-time strategy games on your desktop? Wish you had one for your Palm OS device for more action away from home? Hate those time-consuming turn-based strategy games-- just want to "command and forget?" Your wait is finally over!

Conquer! is a single player real-time military strategy game for Color Palm OS devices. The scenario is simple: use your Blue army to wipe the enemy Red army off of the map! Use your ground, air and water units to explore the dynamically generated terrain, locate and mine mineral resources to build more units, find the enemy, and kill them all... it's either you or them!

Features:

- Dynamic terrain with your choice of map size and land/water ratio makes every game different!
- Create ground, air and water units: drones, marines, tanks, cannons, missile launchers, factories, mines, airports, scout and fighter aircraft, transport helicopters, submarines, destroyers, and aircraft carriers.
- "Fog of War" can be turned off while learning the game, then turned on for maximum challenge!
- Tune the computer player AI for your playing ability with Easy, Medium and Hard settings.
- Units have real-time autonomous behavior, just "command and forget" and the unit will continue to obey your commands until you change its orders.
- Automatically calculates the best path to move a unit-- just select and unit, tap on the destination and let the program do the rest!
- Use the "Mini Map" to view the explored and visible parts of the map to get the strategic big picture, then use the standard map view to command your units to build, move, attack, patrol, explore, etc.
- Games ends when all units on a side are destroyed. Scores are broken down into hit points created and destroyed, and minerals mined.
- Easy-to-use interface lets you quickly command your units.
- The FREE version supports small map size with low water percentage only, and does not save your games; the REGISTERED version has full functionality, including 3 map sizes, 3 water percentages, and automatically saves your game when you exit the program.

Program Installation

Before Installing

Before you install Conquer!, make sure your computer meets the following minimum PC requirements:

System Requirements

- An IBM PC-compatible or Macintosh computer running the Palm® HotSync® software
- A PalmOS® version 3.5 or later COLOR handheld device.
- 250K of free RAM in your handheld device

We welcome any comments you have on the installation and use of our software; future enhancements depend on your feedback.

Setting Up Conquer!

1. From the Start Menu, start the Palm Desktop Install Tool.
2. Place the Installation Disk in the A: 3.5" floppy disk drive.
3. Click the Add button in the Install Tool and browse to your A: drive.
4. Select the following file to be added at the next HotSync operation: **CONQUER.PRC**.
5. Click Done to exit the Install Tool.
6. Place your handheld device in the cradle, and begin a HotSync operation by pressing the button on the cradle. The software will be copied to your Palm device.

Quick Start Guide

If You Only Read One Section in This Manual...

When you start the program, the main dialog will show only one or two buttons: “New Game”, and “Load Saved” if you still have an active game that has not yet ended.

- You might want to check out the Preferences dialog and turn on or off the “Fog of War” from here first, before you start a game. We suggest you leave it off for a few games until you have a feel for how to play the game.

Tap the “New Game” button. On the FREE version, you are only allowed to choose the Small map size with Low Water Percentage; the REGISTERED version can select any of the settings. The Difficulty setting determines how aggressive the computer player is, as well as how many mineral resources are available on the map. In general, the smaller the map, the shorter and easier the game. Tap OK when you have made your selections, and the program will generate the map.

All games begin the same: you will have two Marines and two Drones, sitting near a mineral deposit. You’ll need to quickly establish a base camp:

- Tap a drone to select it, then tap the mineral deposit to command the drone to build a mine.
- Next, tap the other drone, and tap a location you want to build your factory. When the drone gets there, choose the “Build”, “Factory” commands to get a factory going. You need a factory to build other ground and water units. If you plan to use water units, you’ll need to build your factory next to water, of course.

If Fog of War is on, you’ll want to expand your view of the map. Select one or both of your Marines, and choose the “Explore” command to start them moving.

Tap the small “paper” button in the top right corner to switch between map views, to see the visible map.

In the next few minutes of the game, you should build a defense network around your base camp.

- Command your Factory to build a few Drones, then command the Drones to move to good defensive locations and build Cannons and Launchers.

Note that when Drones build a new unit, the Drone is expended in the process. Cannons (like Tanks) can target only other ground units or surface water units; Launchers target only air units. Marines can target ground, air or surface water units.

You might want to start building up your army at this point.

- Build Tanks and Marines at the Factory.
- Build an extra Drone, then command the Drone to build an Airport. Airports are like Factories, they are used to create air units as well as refuel them. Air units are the only “movement limited” units in the game.

Now you are ready to locate and destroy the enemy. Select the portion of your army you want to use for the attack. Note that you can select multiple units by tapping on an empty map tile, then dragging your stylus over the units to be selected. This groups can then be command to move, attack, etc. You can also create up to three specific groups using the unit menus; a unit can be in more than one group. For example, Group 1 might be ground units, while Group 2 is your aerial attack units, etc.

When one player has been completely destroyed, the game is over and both players’ scores are shown. The total score is based on how many minerals you mined, plus the total number of Hit Points (unit strength) you created and destroyed.

Unit display:

- ♥ Hit points left / Total hit points
- ◇ Minerals left in a mine.
- ⌂ Movement distance remaining before running out of fuel (for air units)
- ⊞ Number of units contained by the base unit (airports, factories, carriers, helicopters)

Conquer! Basics

The Main Screen

When you first start Conquer!, you'll see the Main screen. From here, you can start a new game or continue a previously saved game. Games are automatically saved when you close the program (in the registered version only).



There are only two **Menu** items on the Main Screen:

- **Preferences** — Basic game settings.
- **About Conquer!** — Version and copyright information.

From the Main dialog, you can:

- Tap the <**New Game**> button to start a new game, or
- Tap the <**Load Saved**> button (if shown) to continue a previously saved game.

The Preferences Dialog

Choose the Preferences menu item to show the Preferences dialog:

Check “Use Hardware buttons for scrolling” if you would like use the four “hard” buttons for horizontal scrolling of the map. The Palm’s vertical scroll button always works to scroll vertically regardless of whether or not you check this checkbox.

Check “Enable Fog of War” to turn on fogging. If unchecked, you will always see the entire map and all units in the Mini Map view. Check this box, though, if you want more challenge: you’ll only see those portions of the map in the visible range of your units. The enemy’s actions will be unknown to you unless your units can see them.

Check “Beep on Alert Messages” for an audible beep if a unit



sends a high-priority (red colored) message.

Starting a New Game

Selecting the New Game button on the Main dialog displays the New Game screen:

On the FREE version, you are only allowed to choose the Small map size with Low Water Percentage; the REGISTERED version can select any of the settings. The Difficulty setting determines how aggressive the computer player is, as well as how many mineral resources are available on the map. In general, the smaller the map, the shorter and easier the game. Tap OK when you have made your selections, and the program will generate the map.

New Game

Map Size: ▼ Medium (100x60)







Difficulty: ▼ Hard

% Water: ▼ Medium (45%)

OK Cancel

The Game Window

All games begin the same: you are given two Marines and two Drones, situated near a mineral deposit.

-  Tap the Map button to toggle between the full-scale and Mini Map views.
-  Tap the Clock button to view special game commands, such as “Suspend” and “Give Up”.
-  Tap the Jump button to center the map display on the unit who sent the message displayed to the right of the button.
-  Tap 1, 2 or 3 to select all of the units in that Group number. You can add units to any or all of the groups using the menus after selecting a unit.
-   The yellow box shows your current amount of mined minerals. You need minerals to build things, and each unit has a cost associated with it.



When you select a unit (a selected unit has a yellow box around it), then the unit's attributes are displayed next to the mineral count and its menu is displayed to the right:



- ♥ Hit points left / Total hit points
- ◇ Minerals left in a mine.
- ⬇ Movement distance remaining before running out of fuel (for air units)
- Ⓢ Number of units contained by the base unit (airports, factories, carriers, helicopters)

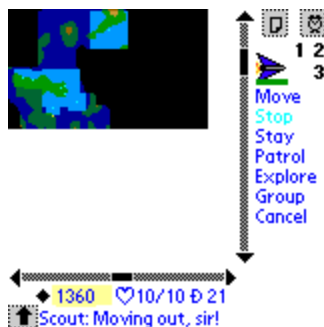
Notice that the unit picture is drawn over its menu, with a bar graph below the picture: The graph is a quick view of strength left, and will change from green to yellow to red as the unit is damaged.

Each unit has its own menu items, based on its abilities. You should note that the most common commands can be given without using the menu at all, however; just tap a unit to select it, then tap a target tile or unit to command your unit to move, build a mine, attack an enemy unit or repair a friendly unit. Other commands require the menus, though, such as Explore or Patrol.

The Mini Map View

Use the Map button to toggle between the full scale and Mini Map views:

You can tap anywhere on the Mini Map to jump to a full-scale map view centered on the point you tapped on the Mini Map. This lets you quickly move around the map to command your units. Note that Fog of War is on in this example.



Winning (or Losing!) The Game

The game ends when you have destroyed all enemy units on the map, or the computer player has destroyed all of your units.

The total score is based on how many minerals you mined, plus the total number of Hit Points (unit strength) you created and destroyed.

You can surrender a game at any time by tapping the Clock button and selecting “Give Up”.

If you exit the program while in the middle of a game, the REGISTERED version will save the current game state and you can reload it later using the “Load Saved” button on the Main screen.

Helpful Tips

- Tap the Cancel menu option to deselect a unit.
- Don't forget to deselect an air unit before trying to select an airport, or the air unit will be commanded to land at the airport rather than selecting the airport. The same goes for working with transport units such as Copters or Carriers.
- Minerals are the critical resource. Find and mine as many as possible, before the enemy does.
- Keep track of the movement-limited air units and be sure to land and refuel before you run out of movement, or the unit will run out of fuel and be destroyed!
- Commands can be queued to a unit. However, if a command is completed while you are in the process of giving it another command, the unit may be confused... just tap Cancel to deselect the unit, then reselect it and give it the next command.
- Use the Stay command to pin a unit at its current location, so that it doesn't move.
- Group your units for easier attacking, this allows you to send commands to many units at once. Be careful, though: units to the rear may find longer paths to the target because of units in the front!

The Units

Drone



Cost:	25
Hit Points:	10
Damage:	Light - Ground
Armor:	Light
Range:	4
Terrain:	Ground

Simple workhorse unit, able to build factories, mines, airports, cannons, and launchers (but is expended in the process). Can also repair units. Capable of attacking, but does very light damage and has little armor. Build with Factories.



Factory

Cost:	100
Hit Points:	100
Armor:	Heavy

Builds several ground and water units. Must be on a shore line to create water units. Build with Drones.



Mine

Cost:	100
Hit Points:	100
Armor:	Heavy

Can be built only on top of mineral deposits. Destroyed when the minerals run out. Build with Drones.



Cannon

Cost:	100
Hit Points:	50
Damage:	Medium - Ground
Armor:	Light
Range:	4

Non-mobile artillery, used for defending assets such as mines or factories. Build with Drones.

Launcher



Cost:	100
Hit Points:	50
Damage:	Medium - Air (using Missiles)
Armor:	Medium
Range:	5

Non-mobile missile launcher, used for defending assets such as mines or factories. Does no damage on it own, but launches missiles at aerial targets for medium damage. Build with Drones.

Missile



Cost:	0
Hit Points:	10
Damage:	Medium - Air
Armor:	Heavy
Range:	5 (but must be adjacent to attack)
Terrain:	All
Movement:	8

Launched at nearby air units. Virtually impossible to shoot down, and follows its target unit it runs out of fuel.

Airport



Cost:	100
Hit Points:	100
Armor:	Medium

Used to refuel air units, and build new air units. Build with Drones.

Marine



Cost:	25
Hit Points:	10
Damage:	Light - Ground, Air, Surface Water
Armor:	Light
Range:	4
Terrain:	Ground

All-purpose attack unit; though it does light damage, its ability to attack nearly anything makes it very useful for both attack and defense. Good for exploring. Build with Factories.

Tank



Cost:	50
Hit Points:	20
Damage:	Medium - Ground, Surface Water
Armor:	Medium
Range:	4
Terrain:	Ground

Excellent ground attack unit, but useless in an aerial attack.
Build with Factories.

Carrier



Cost:	150
Hit Points:	15
Armor:	Medium
Terrain:	Water

Used to carry and refuel air units. Can hold up to 6 air units at one time. Build with Factories.

Destroyer



Cost:	75
Hit Points:	15
Damage:	Medium - Ground, Air, Water
Armor:	Medium
Range:	4
Terrain:	Water

Excellent all-purpose water attack unit, as it can attack anything.
Build with Factories.

Submarine



Cost:	50
Hit Points:	15
Damage:	Medium - Water
Armor:	Medium
Range:	3
Terrain:	Water

Good exploration unit, since only Destroyers and other Subs can attack it. Build with Factories.

Scout



Cost:	75
Hit Points:	10
Aarmor:	Medium
Range:	9
Terrain:	All
Movement:	75

Aerial exploration unit, unable to attack but has outstanding range of visibility and movement distance. Used mainly in games with “Fog of War” enabled. Build with Airports.

Jet



Cost:	75
Hit Points:	20
Damage:	Medium - Ground, Surface Water
Aarmor:	Medium
Range:	4
Terrain:	All
Movement:	25

Excellent ground attack unit, but useless in an aerial attack. Build with Factories.

Copter



Cost:	75
Hit Points:	10
Aarmor:	Medium
Range:	4
Terrain:	All
Movement:	75

Ground unit transport. Holds up to 6 ground units (Tanks count as 2 units). Can also be used as an aerial exploration unit, but has limited visibility. Used mainly in games with medium or high water levels. Build with Airports.

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