

**THE
LOST
ADMIRAL**

THE LOST ADMIRAL™

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THE LOST ADMIRAL

INTRODUCTION

This is a game that is easy to get into and a game that is clean and simple to play. The depth of strategies and tactics is limitless as well as the breadth and scope of the game's design. We're proud to offer this game to you, and we hope and trust that you will enjoy this game as much as we enjoyed creating it. So on with your gold braided hat and spin us a yarn or two.

THE STORY BEHIND THE GAME

Once upon a time (how's that for originality?), there was one of these very bright young fellows, who had the right amount of willpower to study hard, the right connections, the right smile, and just about the right amount of ambition. After attending and successfully graduating Harvard and then Oxford universities, the lure of the seas beckoned him to a career in the navy of his homeland. Upon entering the naval service and in the ensuing years, his smile, connections, willpower, and ambition, allowed his swift advancement through the ranks. By the time he was forty-four he had made the rank of Rear Admiral!!!

Now this was unheard of, and the old guard in the navy had been watching this very closely over the years. They considered him to be a threat to their very positions, and a few decided to do something about it. Quite frankly,

they were simply jealous (such a dastardly insidious evil, this jealousy thing is!)

Well, a few of these senior ranking officers got together one evening and began discussing what trumped-up charges they could bring against our young Rear Admiral friend to slow down his quick rise in the ranks. The following are some of the ideas they pondered over: to doctor over some lewd pictures and make it appear that he is having some love affair; bribe a few sailors under his command that the young admiral had done things that were unfit for a man in his position; put some pirated computer games on his personal computer and tell the world of his incredulous misbehavior; and last but not least, doctoring up a few photos to show the young admiral associating with known enemy spies.

The jealous fellows choose the latter of the lot, and went with it at full tilt. They wound up with three choice photos, made several copies, and placed them with the right people, In fact they did it so well, that it actually backfired and the whole debacle went too far, much further then they could have anticipated.

The public outcry against our young admiral was so great, (and he was innocent), that parliament was not only forced to demand a court martial but to exile the Rear Admiral from his homeland for seven years.

Dejected but not defeated (remember he had connections, ambition and a great smile) he decided to vindicate himself but did not know where to begin, But 10 and behold an old friend who happens to be his old college days roommate and lifelong friend, also the leader of a major world power, sends our young admiral a telegram that reads the following:

**I KNOW YOU ARE INNOCENT-stop-MAKE HASTE TO MY
PRESIDENTIAL OFFICES HERE IN SMASHINGTON-stop-I NEED
YOUR NAVAL EXPERTISE IN THIS POTENTIAL UPCOMING
WAR-stop- JOE...**

With glee in his heart our young exile quickly departed for Smashington. Upon his arrival, his old friend Joe greeted him with open arms.

They quickly engaged in discourse that led to the following ideas suggested by the ex-admiral's old friend, Joe. These suggestions included changing our young exile's name, hair style, and even altering the nose a little. In addition, Joe would give him a low rank in the navy of Joe's country and the opportunity to try to rise through the ranks again in this new environment. If he achieves the rank of admiral again, then they would let the world know who he really is.

Put yourself into this role and enjoy the wonderful world of conquest and challenge;— the world of THE LOST ADMIRAL.

HOW TO WIN IN THE LOST ADMIRAL

SUGGESTION: Play the lower difficulty levels first. Gradually move up the levels.

As in most situations of conquer and conquest, the taking of territory is of highest priority. This is the case in The Lost Admiral. Your goal is to take and hold towns. Each town earns a point value for each turn that it is held.

There are single scenarios (that we recommend you play first), then there are campaigns, and finally, large randomly generated maps for the ultimate

challenge. All of these ways of playing the game will result in your promotion or demotion within the officers scale. A full history will be kept of each scenario and campaign encompassing win/loss records, average scores, top scores, and a comparison with your opponents.

REALISM VERSES GAMEABILITY

THOUGHT: We engaged in countless hours of discussion as to what to leave in for realism, and what to take out for better game play.

On several issues in the game design, realism was fudged for the sake of a more enjoyable game. Our primary goals were simplicity of game play, the almost complete eradication of tedium, the presence of infinite strategies and tactics, and just to have a fun game.

START UP PROCEDURES

INSTALL: See the technical supplement for information on how to install The Lost Admiral on floppy disks or onto a hard disk.

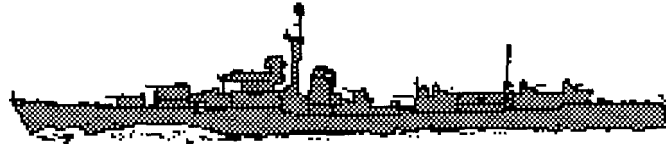
HARDWARE OPTIONS: After loading the game you will see questions about your computer hardware. If you are unsure of the answers, see the technical supplement.

THE MANUAL IS DIVIDED INTO

1. Fast start.
2. Full documentation.

3. Question and answer section.

4. General strategy and tactics.



THE ADMIRALTY SECURITY SYSTEM.

To protect your Lost Admiral game against unauthorized use, a security system has been installed. This appears after the title and credit screens have been shown, and requires you to enter a certain word obtained from this manual or from the maps, per the instructions given on your screen.

LEARNING THE GAME

ADVICE: Don't be afraid to use the learning map occasionally. It will save you some demotions when trying a new tactical idea.

Play the first naval skirmish (learning map). This is a great practice game. Your end results will not affect your ranking nor will it be put into your history records.

Try just a couple of ship types to learn the effects of the different attack postures that you will experiment with. Even after you have become a pro at The Lost Admiral, it would be wise to come back to this little game to explore a new strategic or tactical idea.

A BRIEF (?) OVERVIEW OF THE LOST ADMIRAL.

It is a game of geographical conquest. The ship types are simple and the same for both sides (Battleships, Cruisers, Destroyers, P.T. Boats, Subs, Attack Transports, Transports, Carriers, and Gun Emplacements). The towns have varied score values and to earn these points per turn you must have either a transport or A.T. (Attack transport) in the town without your opponent being in the same town with one of his transports. Each game has a fixed number of turns (unless you choose play until annihilation).

THOUGHT: Most games are unbalanced, because of initial buy points or because of start positions. There is a percentage adjustment versus score that kicks in on every game for either side to establish game balance.

You will be given a set number of buy points for each scenario at the start of the game. You choose any combination of ships you want. You will have the option to play each scenario as FRONTLINE (set start cities — you also will know where your opponent starts) or RANDOM (random start cities — you will NOT know where your opponent starts). Also this option is available only in single scenarios - not in campaigns.

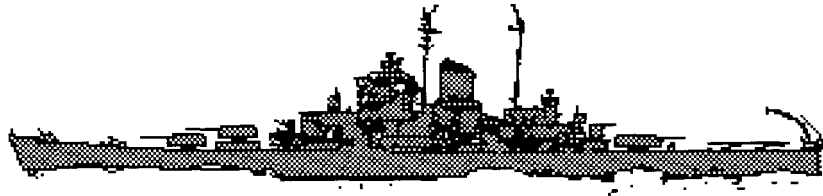
THOUGHT: In 'Just For Points' campaigns, each side will get two flagships.

You have eleven levels of difficulty to choose from. It is highly recommended that your first twenty to thirty games be played at the lower levels. Keep your option choices simple when first learning the game. The options, such as fuel and ammo, the use of weather and random maps should be used later on, as you become more experienced.

ADVICE: because flagships can grow in defensive strength from scenario to scenario, (campaigns only) if kept alive, can result in moving fortresses two to three games into the campaigns.

The campaigns are a series of scenarios played sequentially. Most campaigns have a mission such as find and sink the Bismarck; a rescue mission; a regular convoy mission; oil pickup convoy; several, just for points; a random mission; plus several more. An important difference between the single scenario and the campaigns is the use of assigned flagships in the campaign games. These flagships are always carriers and each side will have one. They are not part of your initial buy points. They are the only ship

that carries over from scenario to scenario within the campaign. Depending on how many units of your opponent you have destroyed, your flagship will increase in defensive strength for the next game within the campaign.





A FAST START

OPENING SCREEN SELECTIONS

Play a (S)scenario	Play a (C)ampaign	View (O)fficers
(L)earning Map	(R)estore Saved game	E(X)it game

IMPORTANT: When you first acquire this game and are about to play, you must first create an officer's name. Go to 'view officers' to do this. You can create many names, but you need at least one to start the game.

THOUGHT: When you first enter a new name you will be given the rank of Seaman 1st Class.

AT THIS POINT YOU MUST CREATE AN OFFICERS NAME TO BE ABLE TO PLAY THE GAME. GO TO (VIEW OFFICERS) TO CREATE A NEW OFFICER.

SELECT - PLAY A (S)CENARIO.

When Scenario selection screen appears, select map #2 (an easy map to get quickly oriented to).

When you have selected your playing map you will arrive at the ship selection screen.

MOUSE BUTTON REFERRALS:

EMB - either mouse button.

LMB - left mouse button.

RMB - right mouse button.

SHIP SELECTION

The first step in playing a game is to select your ships and in which of your starting cities they are to be placed. This is done in the ship selection screen.

This screen has a small map in the lower right-hand corner which always shows one of your starting cities. Any ship that you select will be placed in that city when the game starts. To change to another of your starting cities, click either mouse button (EMB) directly on this map. This allows placement of ships in your other starting cities.

ADVICE: Make sure that you have at least one transport or A.T. in each of your starting cities (ports). These are the ships that will generate a flag in the ports and thus your victory points.

You receive a fixed amount of buy points at the start of each game. You select the ships of your choice until you are at 0 buy points. You can allocate ships to any of your starting cities.

The left mouse button (LMB) clicked on the selected ship line will “buy” that ship. (RMB) will de-select. A ship will start the game in the city that was highlighted when it was purchased. You will have more than one starting home port and it is advisable to put transports and combat ships in all your home ports at the beginning of the game.

THE SHORT SHIP DESCRIPTIONS AND SPEEDS

THOUGHT: A.T.'s cost much more than transports, but at the beginning of the game can get you a lot of points because of their faster speed.

Transports — Moves 2; these ships will hold and score points of towns throughout the game. These ships are virtually defenseless.

A.T.'s (attack transports) — moves 3; scores points like transports and has light defense. Also will hold and score points for towns.

THOUGHT: Carriers are valuable, but many games have been won without them.

Carriers — Moves 2; these ships are your eyes (without a carrier you cannot see the enemy forces unless you are in the same square with him). Carriers will spot two squares out. They also add one to any battle they are adjacent to (air support).

Battleship — Moves 2; Powerful on defense and offense.

Cruiser — Moves 2; A somewhat lesser battleship.

Destroyer— Moves 3; Light on defense and offense, but faster and the most effective against submerged subs.

P.T. Boats — Moves 4; Super light in combat, but fast.

Submarine - Moves 2 (submerged) Moves 3 (surfaced); Powerful but quite vulnerable to certain ships.

THOUGHT: Gun emplacements are great for defense, because the only two ships that have any real effect on them are cruisers and battleships.

Gun Emplacements (Shore Batteries)— Moves 0; Selected at beginning, held in reserve until needed. Powerful piece, and great for defense. More detailed descriptions further in the manual. (Similar to carriers can see out one around it).

SHIP SELECTION SCREEN

City (I) info

e(X)it

(C)ard Costs

Ship type	Long term	Next turn	New units
Transprt	0	0	1
AT Boat	0	0	0
Sub	0	0	0
Destroyer	0	0	0
PT Boat	0	0	0

Thurston Canal

Reagom 200

Bushe 400

Ships that will be coming on next turn

Click on any ship with LMB to select one of that type to start in city that is currently highlighted in map. Use RMB to deselect a unit.

Click here with EMB to switch between your start cities

MOVEMENT AND COMBAT (A MORE IN-DEPTH EXPLANATION FURTHER ON).

Click, with LMB, the currently selected (flashing) ship on the square you want to move to. The RMB allows you to select any other ship to move. When the ship turns grey in color, it has used up its movement for that turn. If you enter a square with an enemy ship, then the movement of that ship ends. Subs are the only exception.

One turn consists of

White force moves any or all units. Both sides fire if any.

Red force moves any or all units. Both sides fire if any.

Scores tabulated, and flags placed or removed.

End turn.

Combat occurs square by square in the lower right corner.

Click on LMB on the unit at which you want to fire. The left column (current moving player) will fire first. When computer player is firing his units, you must click EMB to initiate each battle. He will decide at what he wants to fire.

THOUGHT: When there is only one ship of each side in the combat square, the second ship will fire automatically. No clicking necessary.

WARNING: Once you stop a ship (color turns grey) in a given turn, you cannot unstop it. The stopped ship will not be able to move until next turn.

STEALTHY SUB THOUGHT:
If a submerged sub is made stealthy against (let's say) only cruisers, and enters a square with a carrier and a cruiser, then both the carrier and the cruiser can fire at the sub.

GAME CONTROLS (IN BRIEF)

Anchor/Unanchor ship - ship stays stopped turn after turn until you unanchor or your opponent decides to attack that square with your anchored ship.

Stop ship - Stops ship (turns grey) for the current turn only.

Submerge/Surface Sub - Allows you to surface or submerge any sub, if it has not moved more than one or engaged in combat.

Stealthy Sub - brings up a chart enabling you to make a sub go undetected (when submerged) against any or all enemy ships except destroyers and P.T. Boats. But remember you cannot fire either.

Place Gun Emplacements - If you have Gun Emplacements in stock (chosen at the original ship selection screen) and moved any ship through a vacant gun emplacement square, then you may click on that square and then click with EMB on the Gun Emplacement control to place your unit.

Ship Build - Click on this control to build new ships throughout the course of the game. New ships can only be built in 200 point ports. You combine your resources from all of your ports into a pool to build new ships.

View status/charts - Use this control to check how you are doing during the game. Three different graphs can be brought up, to show you total victory points, victory points rate, and total kills for both sides. It will give you your current win/lose status. Also on this screen is the percent that one side needs to win. In campaigns, missions goals are displayed on this screen.

World Map - This will give you an overall view of the complete combat region. You can move, anchor, and stop ship on this regional map.

Done - Allows you to complete your movement turn.

The scrolling of the battle map.

Move mouse cursor to any edge of the screen and the map will automatically scroll in that direction. (The arrow keys can also be used).

Click on the small reference map in the upper right hand corner of the screen and the main map will quickly display the area of the reference map that you selected.

BATTLE SCREEN

Anchor/
Weigh Anchor

Stop ship for
current turn

Submerge/
Surface sub
(only if it has
moved 0 or 1
this turn)

Movement Phase: White force 1Mleft

San
Deigo 200

Turn 3 of 15:

Click here for
faster scrolling

To other
control buttons

Make sub
stealthy/
unstealthy

Ship Build
(only in 200
point cities
during the
game)

World Map

Done
(end of your
movement for
this turn)

Build gun
emplacement
from your pool

Chicago 300

Bath
500

400

New York
200

UPS: 2400 to 5000

Sub Sub

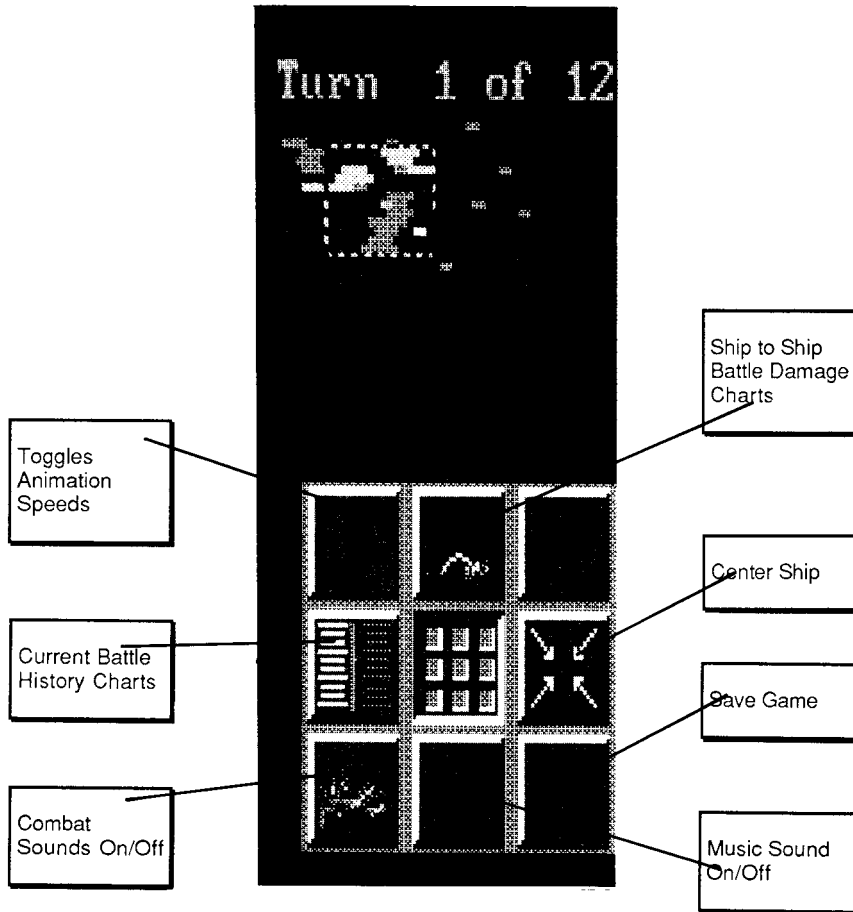
Carrier

Trenton

Ships more
than half
damaged will
smoke and
burn

When in
combat, click
on target ship
to commence
firing

SECONDARY CONTROLS ON BATTLE SCREEN



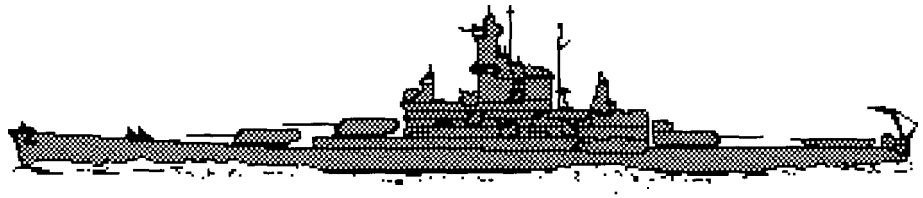
GAME OBJECTIVE

ADVICE: It is not a bad idea to go after one or two of your opponents start cities to get the double points for those cities.

Take control of as many cities as possible with your transports. The transports (at end of turn) will earn you a flag and the flag will add to your score. If you take and flag an opponent's starting city you will earn double score for that city. Watch your ship losses throughout the game. The game score can quickly go against you near the game's end if you have hardly any ships left.

Ship building, (during the game), can only take place in the 200 point cities. So even though they are low in points, they are important

In the campaigns, protect that flagship. Also, all the missions provide you with bonus points (special points for completing the specified mission). Do not lose sight of the points for the cities.



FULL DOCUMENTATION

OPENING SCREEN SELECTIONS

Play a (S)cenario	Play a (C)ampaign	View (O)fficers
(L)earning Map	(R)estore Saved game	E(X)it game

SINGLE SCENARIO VS. CAMPAIGN SELECTION

Single Scenarios— (1 thru 10).

COMMENT: Play until annihilation games can be longer than 30 turns

Each scenario has a specific game length from 8 to 30 turns.

You will choose one of two city start-ups. The first is Frontline, where each time you pick a given scenario, you get the same start cities in which to place your initial forces. You also know where your opponent starts, so you can surgically plan his demise. The second is random, where each time you pick a certain scenario, you will be allocated your start cities on a random basis. But so will your opponent. So you won't know where your enemy starts and he won't know where you start. The first part of this type of game deals with figuring out where the enemy is lurking. The number of start cities will vary from 2 to 4.

You can play either side,

ADVICE: Hold off on playing map #10 until you become familiar with the strategies and tactics of The Lost Admiral, This map will give you some wild games.

THOUGHT: The Bismarck must be in its destination port at the end of a scenario to gain the 8 in its defensive strength.

Map #1 O scenario, is the large randomly generated map with virtually millions of situations.

Campaigns (additional information about campaigns on page 48)

Campaigns consist of several scenarios in sequence. Many campaigns will have a specific mission. All campaigns will have a flagship for both sides.

Campaign choices:

- **Sink the Bismarck.** Three scenarios for the white player to find and sink the Bismarck. Either side will split 25,000 bonus points, depending on the defense strength of the Bismarck at the end of the campaign. If the Bismarck is sunk then the white player gets the 25,000 points bonus. If the Bismarck does not reach its destination by games end in any given scenario, it will lose 2 defensive points. If it reaches its destination, it will gain 8 defensive points for the next scenario. The Bismarck's defensive strength starts at 15 at the beginning of the campaign.
- **Rescue mission,** Get information in the first scenario to rescue someone in the second scenario. In both you must secure a randomly selected home port of your enemy with your flagship (you do not have to end the scenario in the port, just get there and get out). A 10,000 point bonus, per scenario, for the white player in succeeding and 10,000 bonus points for the red player in preventing this.

- **Convoy.** Deliver 20 convoy ships through three scenarios. White player will receive 2000 bonus points for each convoy ship delivered at the end of the campaign and red player 2000 bonus points for each convoy ship sunk. If the convoy ships do not reach their destination at the end of a scenario, they are lost for the rest of the campaign, but neither side will get any points for them.
- **Oil pickup.** Both sides must pick up oil at randomly chosen neutral cities and try to sink the other's oil transports. 1000 points are awarded for each pick-up or sinking. Each side will get new transports at the beginning of each new scenario within the campaign.
- **The Great Pacific** - Three large scenarios. The first is a random map. The second map is scenario #5. The third is another large random map. The twist in this campaign is that your initial buy points will vary (randomly) from 100 to 600 per scenario. It will be equal for your opponent. Each side gets two flagships in this campaign.
- **For the points!!** (several of these). No specific missions but to acquire as much geography and points as possible to win. Both sides receive two flagships in these no mission games. Also, in these games only, holding one of your opponents home ports at game's end will give you another start city in the next scenario. Each side gets two flagships in these types of games.

THOUGHT: Peenockle and Peenockle deck. These two campaigns are enjoyable for many players. You have no choice in your ship selection and must do the best you are able with what is dealt to you.

- **Peenockle** - A series of three small random maps. You do not chose your forces nor where they start. Equal for both sides.
- **Peenockle deck** - Same as regular Peenockle except both will have the same ships but randomly distributed among the random maps.
- **The Graf Spee** - To get the famous ship, with only a small escort, to its home port once in each of two scenarios. White will get 5,000 points bonus in preventing the Graf Spee from reaching its destination and 10,000 for sinking her. Red will get 10,000 points bonus (per scenario) for being in its destination port at the end of each scenario.

Flagships will be in all campaign games for both sides. They will increase in power from scenario to scenario if they survive. If they should get sunk, the flagship will come back in the next scenario but at its original strength. In the campaigns (just for points) without specific missions, there will be 2 flagships for each side.

GAME BALANCE

THOUGHT: This percentage balancing adjustment is related to the final score spread. EX. White player must score 7% better than red to win this contest. The 70\ creates a scoring balance.

All games and campaigns are very close to being balanced. There is a percentage balancing factor for each game based on the initial buy points (that will vary) and your initial starting position. So, if you start out with lesser buy points or a seemingly bad starting position the balancing factor will automatically be calculated by the computer.

VIEW OFFICERS -

By clicking on this button you can:

- Create a name (Officer)
- Delete a name (Officer)
- View the history of any officer with a battle record.

The following records will be kept:

Scores for each scenario and campaign.

High scores for each difficulty level of each game for each side.

A graph history of each officer's games and at what levels they were played.

You may scroll either up or down through all the officers listed.

When you click - VIEW (H)ISTORY - a screen will appear with an overview of how often you played the different scenarios and campaigns. **IMPORTANT!!!** Click any one of these scenarios or campaigns to get a full detailed record screen next. This is where your history graphs will appear along with your win/loss information. From this screen you can get to the high score screen. This next screen will show you the high scores at each difficulty level.

OFFICER'S HISTORY SCREEN

Average score for all of your games

Graph white scores

Graph red scores

Graph both red and white scores

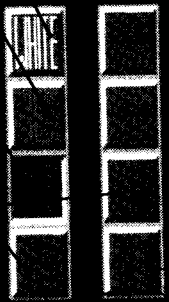
Other Scenarios

Done (Exit Screen)

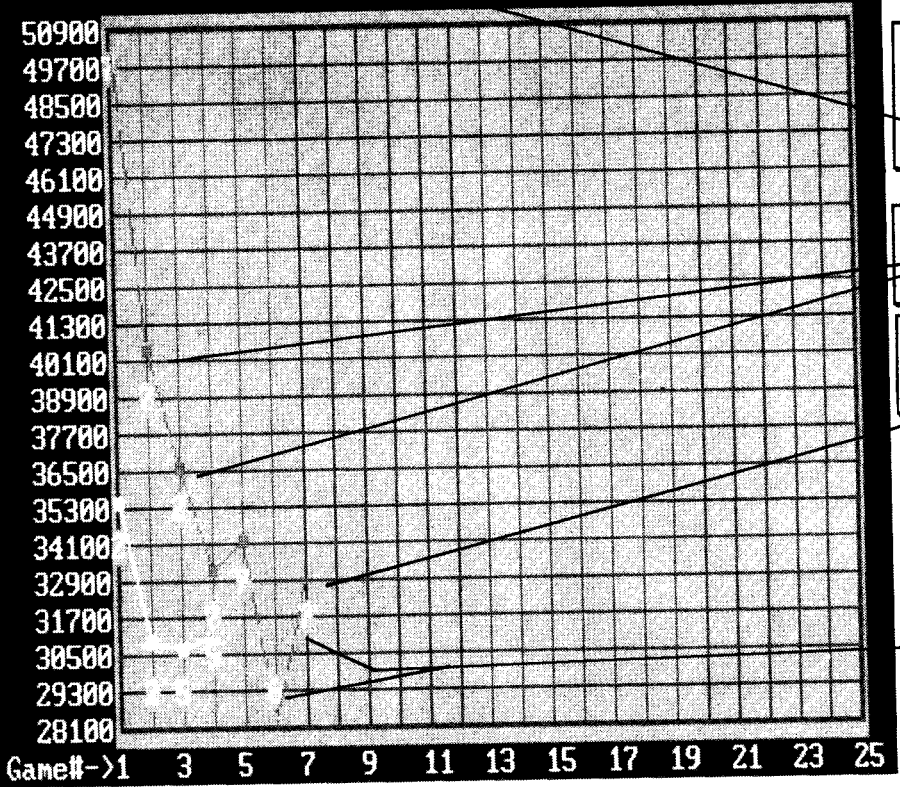
High Scores

Both VPs -> 50900
 Earned -> 49700

White Score: 49700
 Ultra League 3
 Avg Score: 32375
 No Total Wins



Commander: [Name] ***** Lt. Colonel



Notches needed to reach the next rank are black

Dots indicate games won

No dot for games lost

Level Played

OPTIONS

THE DIFFICULTY LEVELS.

ADVICE: When first playing 'The Lost Admiral', stick to the lower difficulty levels.

There are eleven levels of difficulty with levels 10 & 11 being a significant

Handicapping as well as artificial intelligence (AI) changes will occur in the higher levels.

In any difficulty level you can only go down a maximum of 3 notches in the ranking system. (6 notches in campaigns).

On the plus side you can go up from 1 to 9 notches. (Double in campaigns). The higher the level you play the more notches you can potentially earn.

CITY STARTS

- Frontline - Set city starts for both sides as indicated on maps.
- Random - Start cities are randomly selected for both sides; can be any number, from 2 to 4 cities, per side.

FUEL AND AMMO

SUGGESTION: When you use these options against the computer player your percentage number to win will be reduced somewhat. These options add a degree of complexity as well as a more intriguing form of game play.

- Not used.
- In use - all ships (except transports and A.T.s) will have limited fuel and ammo. If they run out of fuel (and they will) or ammo they can resupply by ending their turn in a friendly flagged city, or with a transport/A.T. on the high seas. If they end their turn next to a square with a transport/A. T., they will receive one turn's worth of supply.

WEATHER

- No effect.
- Affects combat only - if you enter a square with an enemy ship and there are clouds over the square you will not be able to resolve combat. (This is the only weather you can use when playing against the computer).
- Affects movement only - it will take double movement factors to enter a square with clouds over it.
- Affects both combat and movement - combines both of the above two effects.

Weather can drastically change your way of thinking of strategy and tactics in this game. Be careful.

OPTIONS SCREEN

OPTIONAL GAME SETTINGS

WHITE PLAYER:
Thurston

RED PLAYER:
Compteur

To choose the players for the game

City Start:
Frontline or
Random

Difficulty Levels
1 thru 11

DIFFICULTY LEVEL:
1

CITY START:
Frontline.

To use or not to use

FUEL AND AMMO:
Unlimited fuel and ammo.

WEATHER:
No weather.

Weather:
1: None
2: Effects
Combat
3: Effects
movement
4: Effects
both.

GAME LENGTH:
15 Turns.

GUN EMPLACEMENTS:
Present

Get out of screen

**ABORT BACK
TO MAIN MENU**

**START GAME
WITH THESE OPTIONS**

Begin Game

GAME PLAY

EMB = either mouse button

LMB = left mouse button

RMB = right mouse button

Unit Selection...

.Click LMB on ship's line to select.

.Click RMB on ship's line to subtract a selection.

· Place cursor arrow over the map in lower right hand corner and click LMB or RMB to switch between your start cities. When any given city is highlighted, that is where your current ship selection will start. (Be sure to put at least one transport or A.T. in each of your starting cities.)

.Click (exit) to leave the ship selection screen, and get into the game.

MOVEMENT

Movement can occur on either the overall regional map or on the local playing field. All functions can be done on the local map.

Moving - combat sequence — white player moves — both sides fire — red player moves — both sides fire.

Click LMB, with the arrow cursor, onto the square you want the highlighted ship to move to. (You cannot click more than two squares away from the currently active unit).

Click RMB to center screen on currently active ship, or hit space bar.

If you move into a square with an enemy ship, your movement for that ship will end for the current turn. (Exception; subs-see sub section).

Two ships per square are allowed at end of the turn, per side.

Exceptions:

The home ports are your start cities.

In any home ports, (friendly or enemy), you are allowed unlimited ships, even without flags present.

Any other ports, as long as there is a friendly flag, (with your transport and no enemy transports) you can dock as many ships as you like.

If you inadvertently stack 3 ships in a square outside of a port before your turn ends, you will be signaled ("you are overstocked") and be given the opportunity to move out of the overstocked square. If the surrounding area is too congested and you cannot move out, you will lose the ship, (By using the 'stop ship' button you can rotate the two ships you absolutely do not want to lose to the top of the stack).

Canals (rivers)- only one ship per square, per side, is allowed.

THOUGHT: Outside of ports (cities), you can leave only two ships per square at the end of a movement turn.

If weather option, is used, the squares under the randomly moving clouds will need two movement points to enter.

ROTATING SHIPS TO THE TOP.

When in a port with more than two ships you may want to get certain ships to be the top two ships for defence (when you go to combat, only two ships in any square will fight). After all of your ships have moved, go back to the ships in a port that you want to get to the top. Cycle through the ships with the up and down arrow keys or click, with the EMB, on the top or the bottom on the ship display box in the lower right hand corner of the screen. When the red outline is on the ship that you want at the top, click on the 'ship stop' button.

COMBAT

After movement by one player (either side) is complete combat occurs if at least one ship from each side is in the same square. Both ships (white and red) will appear in the lower right hand corner.

Example:

White was the moving player. With EMB, choose your target by clicking on the red ship that you want to fire upon and a shell will be fired. White must fire both of his ships first and then the red player will be able to fire all his ships in return, even if they were sunk. The combat sequencer will take you to the next square of battle and continue to do this until all current battles are resolved. (When

playing against the computer player, you must click EMB to initiate the computer player's firing).

If there is more than one ship to fire on you can select which ship or ships to target. In some cases (like your P.T. trying to fire at a battleship), a ship will not fire on your command because it has no effect. Then only your opponent's battleship will fire.

When you have a combat ship and a transport/A.T. in the same square, the transport/ A.T. will not appear during combat. (it is assumed that the armed combat ship is protecting the transport and diverting any combat away from it).

A submerged sub can be made to be stealthy (undetected) against all ships except destroyers and P.T. Boats. If you decide to make a sub stealthy against, let's say a cruiser, then you can move into that square with the cruiser undetected. This means that he will not know you are there, but it also means in combat you may not fire at him. (But remember, if you make your sub unstealthy against a cruiser only and you move into a square with an enemy cruiser and battleship, both ships will be able to fire at your sub).

Aircraft Carriers that are adjacent to any "combat squares" (or it's own square with another of it's own ships) will add one to damage inflicted on the enemy units by your ships in combat in any of those squares. (Example: your battleship is firing against your opponents cruiser - you would normally cause 5 damage points on the cruiser. If there was one of your carriers in a square adjacent to this very battle, then you would inflict 6 damage points on the cruiser). This is cumulative. That is if you had 3 carriers next to a battle square you would add 3 to each attack!!

If only 2 transports/A.T.s are in a square (and no combat ships) only 1 of the 2 will appear in the combat phase.

A turn is complete when both white and red have moved and completed combat. Flags are then placed or removed.

THE FLAGS (EARNING VICTORY POINTS)

Transports and/or A.T.s will give you a flag in a port (city) if there is no enemy of the same in the port at the end of a turn.

If your transport/A.T. is in a port with enemy combat ships but no enemy transports/ A.T. you will still receive a flag and your points.

Points are earned, for that port, on every turn a flag flies there

If your transport/A.T. is destroyed the flag symbol will stay on the screen until the end of the turn, at which time it will be removed.

If you capture and flag with transport/ A.T. an enemy start city (home port) you will receive double points for that port and a special flag.

SHIP REPAIR

Damaged ships will repair at any friendly flagged port at the rate of 2 damage points per turn.

SHIP BUILDING (YARDS)

All ports have randomly given resource factors that vary from game to game. A city may offer only one or several of these factors. For example, if a city is rated as materials= 1 and leadership= 2, it will contribute these values into your pool of resources (each turn) .And these resources are:

- Materials.
- Leadership.
- Engineering.
- Explosives.

The pool of the above values, that collect turn after turn, allows you to build new ships.

You may not build Gun Emplacements with your resources.

You must own and flag a 200 point city (port) to be able to build new ships from your pool of resources during the course of the game.

Even if your transport/A.T. is lost in a port during a turn, as long as your flag is there, your new ships will come on, that turn. (This applies mainly to the red player, who always moves second in the turn. If his only transport should be sunk in a 200 point port, during the white players combat, any new ships scheduled to come on there this turn, will still arrive).

Resource requirements for building new ships in the 200 points cities during the game are:

SPECIAL FUNCTIONS

SHIP SIGHTING

HINT: The lowly P.T. Boat will come in mighty handy in detecting stealthy subs if you are playing against an opponent who is known to take many subs.

You will spot enemy ships when you enter the same square that he is in. Exception: enemy subs in the stealthy mode. But, if you have destroyers and P.T. Boats in a square, even an enemy stealthy sub will be detected.

Carriers will see out 2 squares in all directions and detect enemy ships. (Exception: it will not detect submerged subs).

When combat occurs, ships that survived that combat will stay sighted during the enemy's next move.

WORLD MAP

In the smaller scenarios you can see the whole map on one screen, whereas the larger scenarios a little scrolling will be in order.

Small ships (P.T. Boats/ transports) will appear as a thin horizontal line on the regional map.

ADVICE: Moving on the world map will help you when you are first learning the game, and later on when you are playing the larger randomly generated maps.

Medium type ships will be shown as a thicker line.

The largest ships will be shown as the thickest line.

You can move on the regional map, but other detailed maneuvers like subs surfacing and submerging, combat, and the like, must be done from the

detailed local map. You can 'stop ship' and 'anchor ship' on this regional map.

OFFICERS RANKING

EXAMPLE: If you were playing a particular game and both you and your opponent were of the same rank, you might have a balance adjustment of 4% white over red. If you were a white captain playing a seaman in the same game, then your adjustment to win would be 14% ($4\% \pm 10\%$).

When you start playing the game, you will be assigned the rank of Seaman First Class. A very careful and detailed ranking system is built into the game, How rapidly you rise through the ranks is based on how well you conduct each of your conquests.

The difficulty (not difficulty level, but percent of score to win) will increase slightly as the spread between the rank of you and your opponent increases. For instance, if you are captain and your opponent is seaman you will have about 10% increase of difficulty over your opponent.

Penalty for stopping a game before it is over will result in the loss of some notches.

THE OFFICERS SCALE

Deck Hand.
Seaman.
Seaman First Class.
Mate
Master Mate.
Ensign.
Lieutenant J.G.
Lieutenant.
Lieutenant Commander.
Commander.
Captain.
Commodore.
Rear Admiral.
Vice Admiral.
Admiral.
Admiral of the Fleet.

END GAME RESULTS

The end game results include the top 5 scores for each scenario, for each side, for each difficulty level (and campaigns also).

A record of all your wins and losses will be kept for each scenario and campaign.

A history graph of all your scores for each scenario and campaign.

BATTLE INFO SCREEN

Ship Points Destroyed

Cumulative Victory Points

Victory Point Rate

Scroll graph for games longer than 30 turns

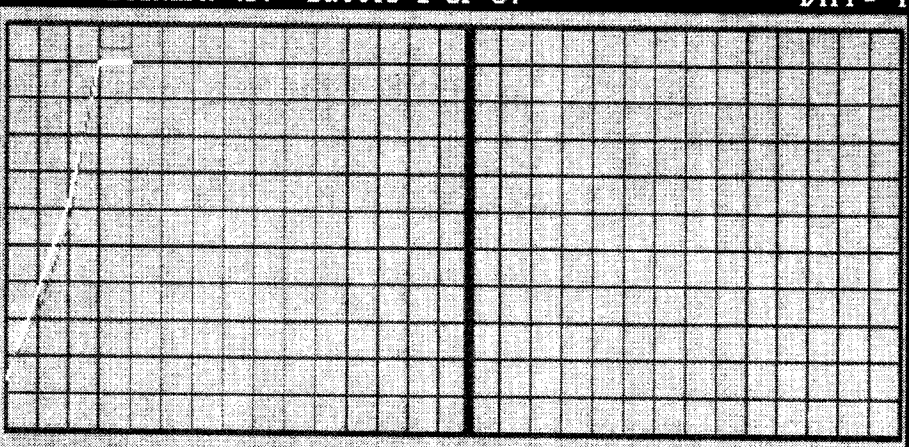
Percentage by which this side must exceed goal to win (based on starting positions)

Buy Points Lost

Bismark (D): Battle 1 of 3.

Diff= 4

Total VPs-> 5500
 Earned -> 5000
 4500
 4000
 3500
 3000
 2500
 2000
 1500
 1000
 500
 0



Turn-> 1 3 5 7 9 11 13 15 17 19 21 23 25 27 29

Bismarck began as size 15. It must get to Akron.

Flagships: Far Aider(10)
 Total Camp VP: 5000

Ship Repairs(10)
 5200

Red has a noticeable lead.

Compoleon1

Thurston

White needs to score 9% better than Red to win this campaign.

BPs Lost: 20
 VP each turn: 1900
 Current VPs: 5000

100
 2400
 5200

Game Turn is 5. Ends turn 16.

SHIP CHARACTERISTICS

- **Transports** - moves 2- have no defense or offense except against enemy transports. When they are in a port without an enemy transport they will earn a flag for that port at the end of the turn. On the open seas, they fully resupply fuel and ammo for any ship they end their turn with in the same square. Also, they resupply fuel and ammo, (one turn's worth) for any friendly ship they end their turn adjacent to.
- **Attack Transport (A. T.)** - move 3- the same as transports except they cost much more, move faster and they have light defense and offense. And remember, they can earn a flag and points if in any port at the end of the turn.
- **Aircraft Carriers** - moves 2- powerful on offense, medium on defense (7). This ship is your eyes. Normally you can only see enemy ships by moving into the same square with them, and causing combat. Carriers can automatically see and expose enemy ships two squares out from its square. This allows you to plan your combat with precision. As valuable as Carriers are, they are costly and a game can be won without them.

Another purpose and function of Carriers, is, if they are adjacent to any square with combat in it, the carrier will add one to all damage hits. (Exception: not submerged subs). If a square has combat and you had three Carriers adjacent to that square then three would be added to all damage results. So again, though costly, Carriers can be of significant value.

In campaign games your flagship is always a Carrier. With special abilities explained under campaigns.

HINT: As in real life, battleships had their escorts. To best use these behemoths, provide them with the proper escort (cruisers and destroyers).

- **Battleships** - moves 2- powerful on offense and defense (12). It is also costly, but can take many hits and be able to limp back to a friendly (flagged) port and get repaired. But, remember, it has no damage effect on submerged subs. That is its Achilles heel. So, 8 submerged subs vs. 10 battleships- the battleships wouldn't have a chance.
- **Cruisers** - moves 2- a lesser battleship, except it will kill half of a submerged sub. Generally a lot of kill factor versus its cost.
- **Destroyers** - moves 3- it causes only light damage against larger ships (except carriers). Moves faster and if you can break through enemy lines, it can be disastrous in the enemy's hinterlands. It will kill a submerged sub outright. Not so if the sub is on the surface. This combination of kills with destroyer and sub (though a tad less realistic), made for much better game play.
- **P.T. Boats**- moves 4- if you don't take Carriers these make good and cheap scouts. Also excellent for screens for delayed withdrawals or picket defenses. Against larger ships it can cause no damage (thus they will not fire when in combat against these larger ships). They are effective against submerged subs and will kill 3 damage factors (half an undamaged sub).
- **Submarines**-moves 2 (submerged) - moves 3 (surfaced)- powerful against larger ships. Very vulnerable when surfaced (unless attacked by a destroyer). They can be made stealthy against all ships, except

THOUGHT: P.T. Boats are neat and can add a nice touch to your tactics. Be careful in the fuel and ammo option, they can run out of supplies quickly.

destroyers and P.T. Boats (these two will always detect subs). Sub when submerged is the only vessel that can go into a square with the enemy and continue to move (again except destroyer and P.T.s) and like destroyers if several subs can go under an enemy fleet, and then surface and move three, it can wreak havoc in the ports behind enemy lines.

Gun Emplacements - moves 0 - chosen at beginning of game along with ship selection and held in pooled reserve until needed. (Ships you have selected at start of game cannot be kept in reserve; they must be placed or are lost). When any ship of yours passes through a gun emplacement marker on the playing field, the outline of this marker will turn to your color. If you have any emplacements left in your pool, at any time during your moving phase you can click on that square and click on the gun emplacement icon in the upper right hand area of the screen. Once placed you cannot remove an emplacement. (Once again, click on square with emplacement marker in it after any of your ships have been through it and then click on gun emplacement icon in the 'game control area'). Battleships and Cruisers are best to kill a gun emplacement. Gun emplacements are powerful on offense. They cannot be repaired like ships. They will act like any ship when an enemy comes into square with them; and transports are protected until the gun emplacements and/or any armament ships are destroyed. (And of course we have our usual submerged sub exception. If this enemy sub engages a square with a gun emplacement and a lone transport, because of the gun emplacement the sub will not be able to fire at the transport. This is one of those 'fudge realism' situations in favor of game play.)

CAMPAIGNS

There are 15 campaigns. They are a series of single scenarios that sequentially result in a total score for each campaign.

Some campaigns will have a specific mission and some are just for points,

All campaign games will have flagships for both sides that, if they survive from scenario to scenario, will increase in power.

FLAGSHIPS

Flagships are always Carriers. They start with 10 as their damage factor instead of 7 like regular carriers.

If they survive a scenario, regardless of how much damage they receive, they will return on the next scenario of the campaign set as a 10 plus whatever kills you inflicted on your opponent divided by 30. Example- you destroyed 270 points (ship buy points) divided by 30 = 9. The new flagship in the next scenario will now be 10 plus 9 = 19. So your new flagship will start out with a defense factor of 19.

If your flagship is destroyed completely it will come back anyway but only as a 10.

At random, for flagships of both sides, they will be assigned 1 of 5 special functions. This will change from scenario to scenario.

All of these are important, each in their own way. When you first start playing the 'The Lost Admiral' city neutralizer will seem the most desirable one to be given. As you become more experienced you will see the value of the rest.

- **FAR-AIDER** - will add 1 to damage for combat 1 or 2 squares away.
- **FAR-SIGHTER** - sees out 4 instead of 2.
- **SHIP REPAIR** - repairs ships that are adjacent or in the same square at the end of the turn.
- **FAR MOVER** - moves 4 instead of 2.
- **CITY NEUTRALIZER** - neutralizes points for enemy ports if within 5 squares.

Flagships can be a lot of fun. It's a delicate balance to use them near heavy combat where you get the best utilization of them, or keeping them away from the action to keep them alive to be able to build them into a floating super-fortress for use in later scenarios of your campaign.

SINGLE SCENARIO DESCRIPTIONS AND ANALYSIS

ADVICE: Wait until you are a more experienced player before you attempt random city start. It is a whole different and complex way of playing these single scenarios.

The following are for Frontline starts. The random city starts, you're pretty much on your own. Also, the following recommendations are for difficulty levels #1, 2, 3, and 4. In levels #5 and 6 things get much hotter.

SCENARIO #1

The White forces: you have a significantly higher number of start buy points than the red force. You should be aggressive from the beginning,

and you don't have to worry to about defense, too much. The larger ships will serve you well. The game is short, so go to it.

The Red forces: you are vastly outnumbered so defend, defend, defend, and done judiciously you just might win the game, simply because you start in a better position than your opponent. Get to Tampa as quickly as possible, because you are going to need all the ship build replacements in that 200 pt. city that you can muster. Don't be afraid to try a surprise mini-attack from St. Louis or have a small attack group off to the side, waiting in ambush. All in all this is a real challenge for the red player.

SCENARIO #2

The white forces: you are out positioned but you have the larger force. Take Seattle quickly and you should have no problem controlling the upper right region of the map; and that's a lot of points. To take Dover early in the game along with your capture of Seattle will render double points for both ports for you because they are two of your opponents home start ports. If you're strong in these two areas you are probably weak elsewhere and the enemy could be doing the same thing to you. There is a good chance, if played well enough, to take over all ports by games end, but it's tough.

The Red forces: You are outnumbered, but be on the offensive somewhere on the map. This will keep your opponent off balance. A combined attack from Springfield and Seattle towards the London, Liverpool,

Boston area can be a real shocker to the white team, to the point that he probably couldn't recover by the end of the game. A neat trick is if he goes for Seattle in force, and you have enough ships to hold him off for five to six turns, this will give enough time for your Springfield contingent to arrive in Boston and London.

SCENARIO #3

The White forces: you have a slight advantage of forces but a little out positioned. Take New York at all costs. You can branch out from there, nicely. This is one game where you can gang up on one area and fight for that all important breakthrough, or establish a balanced front to attack evenly all the way across. Due to the fact that the size of his force is similar to yours watch for his big punch and potential breakthrough against you. If you could possibly take New York, Illinois, and down to Denver and split the map in two and divide his forces, you probably will win the game.

The Red forces: if you can hold New York you can possibly win the game. You have him out positioned, so try to take advantage of it. If you find early in the game he is trying to out-muscle you in the center (and he can easily do just that) go for the two ends (left and right). A well executed defense can also save the day. In this scenario it has been done successfully often.

SCENARIO #4

The White forces: Your forces are close to what your opponent has, so put on your thinking cap. Some key pivotal points might be obvious such as Glasgow and Ipswich. Take a number of subs, go stealthy, and slip under his fleet. What bedlam you could create in his back cities. Of course he could be doing the same thing to you. Solution! Take enough P.T. Boats and destroyers to screen for those enemy subs. Don't forget to protect your 200 point cities; in this game for you they are vulnerable.

The Red forces: An attack up the center would serve you well, as it would immediately take his primary 200 point city. The quantity of your forces is close to his. Many surprises have come from Uglee by your side. Try it. In all your enthusiasm of possible sneak attacks, don't neglect your back cities like Jean and Perth.

SCENARIO #5

The White forces: Attack, attack, attack- your forces are about equal to your opponent's but he is in a slightly better position (only slightly!). Make use of combined attacks from Egg Harbor and Jolly toward Stuttgart. Many a game has been won or lost on how this area was handled by both sides. You have only one 200 pt. city where your opponent has easy access to three. Try to obtain at least one more 200 city. Do not let him get behind your lines or you will go down in flames. Many games have been lost by the white side because of this very reason. We would like to hear of this happening to the red side in this scenario #5!

The Red forces: you are almost equal in strength. Make the big breakthrough and you will win the day. A choice area to do this is the Bern and Jolly area. You will have control of three of the four 200 pt. cities. Maintain this and there is a good chance you'll end up victorious. For some reason that we can't figure out the red manages to breakthrough often in this game, so if you are using the fuel and ammo options be careful of your long distance moves.

SCENARIO #6

The White forces: near equal again. The city of Kofu is vulnerable. Protect it. If you can gang up and take either the top right or the bottom right, of the map, your opponent won't have a chance. Remember you will receive double points if you take and flag his start cities. Just be careful on all fronts because this game can go heavily to one side or the other. Omuto is another important position. If you take it for granted and defend it lightly and your opponent has any kind of forces in the area, he will likely take it and earn 1000 points per turn because it is one of your start cities.

The Red forces: You have fewer starting cities but almost equal starting forces. It is an uphill battle in the first half of the game. Make a bottom sweep into Ahlen and take out his ship building capabilities in the southern half of the map, then head north. Trying to take Lull (in the first quarter of the game) might prove to be futile because of the canal between Lull and Kansas, which is easy to defend. Kofu is a much easier starting target.

SCENARIO #7

The White forces: You are slightly outnumbered, but you are closer to the pivotal center than your opponent is. Take it and hold it for as long as you can and you might just turn the tide in your favor. There is a lot of open sea area, so the use of Carriers might prove to be useful. A successful alternative strategy would be to go after Tokyo in force to start getting those double points and then sweeping across his southern flank.

The Red forces: fight hard for that center area. If you can somehow gain control of it you're probably going to win. You have a slight numerical superiority even though you're slightly disadvantaged on position. With all the open seas in this game, stealthy subs could prove quite useful. We saw one game played and the red player took 14 subs and simply wreaked havoc throughout game. He won too! But interestingly enough the same player did this again two games later and was stopped cold because his opponent took many destroyers and P.T. Boats. For some reason the slower larger ships can be a liability in this scenario.

SCENARIO #8

The White forces: you are disadvantaged in buy points and position, but what a challenge! Many games have been won by the white player, through careful planning and execution of that plan. Think regions. Try, early to dominate one particular area and spread out from there. If you can wrench Marshal away from your opponent, you will be able to control most of the north, but it is not easy with that narrow corridor up there. Try to keep Kassel at all costs, because the ship building facilities there can

keep him hopping throughout the entire game. There is a so-called secret swamp-type passage in this game that can help you immensely

The Red forces: you are in a better position and have more forces from the outset, so attack vigorously. Take out JonScot early and you will do well in the north. If you take JonScot and Alexander quickly you will begin to dominate not only the points but the map also. It is hard to get stealthy subs through in this game, but the larger ships should serve you well. Do not forget your southern flank, your opponent could upset your apple cart with a strong showing down there. Don't take that region for granted.

For both sides - watch out for a couple of secret passageways in scenario #8, one being a significant shortcut.

SCENARIO #9

The White forces - this is one tough game but a tremendous amount of fun for the white player. You have a significant start-up advantage at the beginning but you are terribly outnumbered. Take enough A.T.s and transports to accumulate all those juicy points behind your front lines. Picket defences with light ships will work well in this scenario. Delay tactics are everything here. It's a short game so you do have a chance. On the other hand, in some games the white player went on the offensive in one area and created total confusion upon his opponent. To do this will make you extremely weak in the other areas.

The Red forces: you have got a very strong majority of forces and you must quickly break through his front lines, because this is a short scenario. A balanced choice of forces would be wise. The big and powerful

for the breakthrough and the light and quick to follow up. On occasion watch out for that very attack on you. If this happens, you can be sure that your opponent is immeasurably weak every where else. You have three basic channels, the southern, the central, and the northern. Attack on at least two of the three to attain any kind of rapid success. Take out Worms as soon as possible. Take Tom and Vance early on and you will start getting those double points Be sure to have enough transports and A.T.s to flag those captured ports.

CAMPAIGN DESCRIPTIONS AND ANALYSIS

QUICK AND SIMPLE

White - A generally balanced campaign. You have the advantage in the first game. You will get two flagships. Also in any campaign with two flagships per side, if you capture (flag) and hold an enemy home port at the end of a scenario you will have an extra port to start in on the next scenario.

Red - A generally even campaign. You are advantaged in the second game. But be careful. You will get two flagships. Also in any campaign with two flagships per side, if you capture (flag) and hold an enemy home port at the end of a scenario you will have an extra port to start in on the next scenario.

CONVOY

White - you must get 20 convoy ships through. They are represented as green transports. In each scenario they will be randomly placed in your start cities. One green transport might have a number alongside of it, like 3. This means there are 3 convoy ships in that group. If attacked, each hit from the enemy will take away one of those numbers. So, a green convoy ship with a 3 on it will need three different enemy hits to eliminate it. Your OBJECT is to get your 10 convoys to a designated city by the scenarios end. You will have this object in each of the scenarios in this convoy campaign. Do not forget the taking of the usual ports, because that is still where most of your victory points will be coming from. Getting your convoys through is an extra bonus (2000 points each). Somehow keep your Flagship alive, so that it becomes a powerful unit. You will need it in scenario #9.

Red - so simple for you; destroy all the convoy ships so he can't get those bonus points and find and sink his flagship so it cannot develop into a large floating mega-fortress. Do this and you will win. Even though they are expensive, take extra carriers so you can easily find his convoys. If you can find and kill a few in the first scenario, where you are strongly outnumbered, you will be way ahead of the game. Preserving your flagship is not as important for you as for your opponent, but it always wise to do so. (Sunk convoy ships are worth 2000 points each to you).

NEARLY EVEN

White - survive #6 scenario in good shape (point wise) and that may give you the confidence to win the campaign. Another two flagship contest.

Red - romp at the start and hold that edge throughout, your flagship becomes very important in the #4 scenario if it survived the first two. Another two flagship contest.

SINK THE BISMARCK

White - in the first two scenarios you have the strong advantage. Carriers will help you considerably in finding the Bismarck, but then you must destroy it. You won't know which enemy port the Bismarck is starting in and you won't know what its destination is either. The bonus for sinking the Bismarck is very high but do not forget the heart of the points will come from the ports that you flag. This campaign can get discouraging for either side at times —either you can't find the Bismarck or if you find it you don't have enough forces in the area to sink it. But many games have been won by the white side even though he didn't sink the Bismarck. Your flagship is vital in this campaign.

THOUGHT: After you have selected and placed your initial forces, and in the first movement turn, will you see where the Bismarck starts.

Red - Hide, Hide, and then do some more hiding, especially in the first two scenarios, where you are considerably outnumbered. Your Bismarck (a green battleship) will be randomly placed in one of your start cities and must move to a randomly selected city elsewhere on the map, and be there at the end of each scenario. No easy task. Because until you pick and place your start forces you won't know where your Bismarck starts. There is a significant bonus for getting the Bismarck through all three

campaigns, but don't lose sight of the main source of your points - the ports. Often the Bismarck was sunk and the red side still won the game!! Keep that darn flagship alive into the #5 scenario.

At the end of the campaign a total of 25,000 points bonus will be awarded on a graduated basis to one or both sides depending on how much damage the Bismarck has taken. These mission bonus points are over and above the regular points you will have received for your ports.

STORMY WATERS

White - Three scenarios, one of which is a random map. You're on your own on this one.

Red - Ditto.

RESCUE

White - an intriguing contest where you must get your flagship to a randomly selected enemy home port before the end of the scenario (10,000 points) and retrieve the info (imaginary) to make the rescue in the second scenario. You do not have to end the game with your flagship in that enemy home port, but simply to get there, stay for one turn and then you can leave. This procedure applies for the second scenario also. In the first scenario, you should not have too much trouble, but the second one proves to be most interesting. You are going to have to do some hard fighting to get your flagship through to that designated enemy port. Don't forget the points for all the other cities.

Red - find that flagship and sink it by hook or crook. It will be tough in the first scenario but in the second you are in a tremendous position. If you can prevent his flagship from getting to your port, you will earn 10,000 points per scenario.

THE GREAT PACIFIC

White - This one is pure trial and error. The first and third scenarios are large randomly generated maps and the second scenario is map #5. You and your opponent will be assigned anywhere from 100 to 600 initial buy points in each scenario. (Whatever you get, your opponent will receive the same with these assigned buy points) You will probably get some pretty wild scores in this campaign.

Red - The same advice applies for red as for white.

OIL PICKUP

White - in each of the scenarios you have to pick up oil at a randomly selected neutral port, but your opponent also has the same chore. You each start out with 10 oil ships (green transports) and your goal is two-fold; to pick-up your own oil at the designated port and to search for your enemies oil ships and sink them. The scenarios render a somewhat balanced situation. Each oil pick-up will render you 1000 points

Red - is in the same situation as the white side. Remember to go for the points of the cities as well as the bonuses for sinking the white's oil ships and picking up your own oil.

PEENOCKLE

White - this campaign is quite different from all the rest. There are three small scenarios, all of which are randomly generated. Your start cities are also randomly generated. You do not pick your starting forces. These are also randomly generated as are your opponents. Thus the name Peenockle derived from the card game. You are dealt the situation randomly, whether it be maps or forces or city starts and you have to play your 'hand' as best you can. Some unbelievable situations have come out of this campaign. The games are short, so if you get a bad 'hand' there is always the next one. If you are given a bad start position with your cities, the average scoring goal will be adjusted somewhat to compensate for this .

Red - what applies for the white side also will be for the red side.

EXTREMES

White - surprise? Two flagships.

Red - ditto? Two flagships.

PEENOCKLE WITH DECK

Both Sides - about the same as with regular Peenockle with on major difference. There will be a set amount of ships and ship types for both sides. In other words each side will be given the exact amount of ships, but you won't know in what scenarios they will come in. For example;

both sides will be getting 10 battleships but white side may get 9 of his 10 in the first scenario and have only 1 left between the next two scenarios. Whereas red side may get his battleships evenly distributed between the scenarios, such as 3 in the first, 4 in the second, and 3 in the third. How and when these ships come on is done randomly.

DOWNHILL FIGHT

White - you are going to have one heck of a fight on your hands at the beginning, but if you can hang onto your flagship in the first couple scenarios you will be in pretty good shape. Two flagships.

Red - bang him up in the beginning and get to his flagship early and you will be in a good position. It gets tougher as you get later into the campaign. Two flagships.

LONG AND BITTER

White - a good marathon campaign for the cozy snowbound day. Pretty much even. Enjoy. Two flagships.

Red - You're hangin' on by your teeth at the start but it gets better, so don't give up. You will probably be victorious in the end. Two flagships.

THE GRAF SPEE

White - You will be starting in three ports in each of the two randomly generated maps. Besides flagging as many ports as quickly as possible, your mission is to figure out what the destination port for the Graf Spee is, and get there by the end of the game to either block entry to the Graf Spee or sink it. You start with only a slight edge in forces, so your task won't be simple. 5000 points bonus in preventing the Graf Spee from ending in it's designated port, each scenario. 15,000 points for sinking it.

Red - Your forces start in only one port. Your Graf Spee starts in another port with a small support contingent force and must get to your initial home port by the end of the game in each of the two randomly generated scenarios. You are slightly outnumbered and you do have a struggle to win this one, but the more you play this campaign the more ideas you will get to win. 10,000 points for getting your Graf Spee to it's designated port each scenario.



QUESTIONS AND ANSWERS

The most asked questions and their answers.

QUESTION: In one of my starting home ports I accidentally left 5 ships there while I inadvertently moved my last transport out, and yet I didn't get an 'overstack' indicator. Why? **ANSWER:** Either you or your opponent can put as many ships as you want in anyone's home port without a transport.

QUESTION: I'm having trouble rotating ships to the top when all my ships have moved. Help!! **ANSWER:** With a stack of ships in a port use the up and down arrow keys to cycle through to the ship you want to get to the top. Then click on the 'stop ship' button with your LMB and that ship will go to the top of your stack.

QUESTION: Why does a submerged sub turn to the color yellow when it moves into a square with an enemy ship? **ANSWER:** The yellow means the sub is ready for combat and indicates it is not in a stealthy mode.

QUESTION: All ships must stop when entering a square containing an enemy ship. Why doesn't this apply to submerged subs? **ANSWER:** Simply because submerged subs do have that special feature and they have the choice to stay in the enemy square or to move on (if they have any movement points left).

QUESTION: I had tons of ship build resources built up in my reserves, but wasn't allowed to build any new ships. Why? **ANSWER:** You must hold and flag a 200 pt. port to be able to build new ships during the game.

QUESTION: When I used the full weather mode, two opposing ships were in the same square and at the start of a new turn, I noticed that they didn't have combat on the previous turn. Why? **ANSWER:** They were under clouds and combat wasn't allowed.

QUESTION: I had no carrier in the area, yet I could see some of my opponents ships when I started my turn and I wasn't in the same square with those ships. Why? **ANSWER:** Enemy ships that engaged in combat the previous turn will stay visible, for one turn.

QUESTION: When I'm selecting my forces at the beginning of the game how do I place ships in each of my start home ports? **ANSWER:** By clicking with the EMB on the map itself, you will switch between your start ports. When a particular port is addressed (highlighted), any ships you choose will start at that port.

QUESTION: Do I have to create an officer's name the first time I play 'The Lost Admiral' to get into the game? **ANSWER:** Yes.

IMPORTANT!

QUESTION: It is stated when going to the status screen during game play, that there are 3 info graphs available. I only see one. Explain! **ANSWER:** If you click on the buttons in the upper left of the screen you will bring up the other graphs.

QUESTION: The games are balanced, but yet I start with more forces and a seemingly better starting position. Explain. **ANSWER:** There is a built in percentage adjustment to the final score that balances all of this out.

QUESTION: When the computer has finished his moves and the game goes to combat mode, nothing happens. Why? **ANSWER:** You must initiate each

battle for the computer player (it will decide at what to fire), by clicking the LMB in the lower right hand battle area. This allows you to set the pace so you can study the results as to what it is doing.

QUESTION: In building new ships throughout the game at my 200 pt. ports, the larger ships not only cost more than the smaller ships, but seem to take longer to build. Is this true? **ANSWER:** Yes.

QUESTION: Can I build gun emplacements during the course of the game? **ANSWER:** No. They can only be selected during your initial unit selection and put into a reserve to be set out when needed throughout the game.

QUESTION: Can gun emplacements be repaired? **ANSWER:** No,

QUESTION: My battleship encountered an enemy submerged sub. When combat took place the sub fired and damaged my battleship, but the battleship did not fire at the sub. Why? **ANSWER:** Battleships have no effect on a submerged sub and if so engaged simply will not fire.

QUESTION: My submarine encountered an enemy submerged sub. When combat took place the sub fired and damaged my submarine, but my submarine did not fire back. Why? **ANSWER:** Submarines (surfaced or submerged) have no effect on a submerged sub and if so engaged simply will not fire.

QUESTION: I guess this applies to my P.T. Boats as well. They have no effect against the larger ships and therefore won't fire, Right? **ANSWER:** Right!!

QUESTION: Why do destroyers kill a submerged sub outright, but if the sub is on the surface will only damage it. **ANSWER:** We debated over this one for

a long time. Realism was fudged for a more interesting and playable game. We experimented with several resolutions and found the current one the most fun and interesting.

QUESTION: If I have a ship at anchor (it will not be addressed turn after turn) and the enemy confronts it, will it stay at anchor? **ANSWER:** No.

QUESTION: Why have you created a game that is very deep in strategies and tactics and doesn't seem to wear out over time. **ANSWER:** Because, the true gamers of the world deserve such a game!!!

SUGGESTIONS FOR STRATEGY AND TACTICS

First, there are thousands and we won't be able to discuss them all here. There are many strategies and tactics we haven't even found yet, but we know they are there.

All ship types do have an important part to play in your conquests. Any one ship type used exclusively (such as only battleships) probably will not win you many games. Generally a balanced approach is best. Using a little of each ship type, in combination with a majority going to one ship type such as cruisers often works.

As in real life battleships (no effect on submerged subs) should have some kind of escort to protect them against those subs.

Try to keep those valuable carriers out of direct combat. They only have a defense of 7. You will get the best use of these carriers by using them as support of other adjoining battles (they add one to the damage factor). Their other important function is seeing what is out there, so your other ships can attack with precision. Remember carriers cannot detect submerged subs.

You don't need carriers to win a game. Many games have been won without them. P.T. Boats make for good scouts and you can get five of them for one carrier.

Cruisers may be your best all around ship. They are not killed easily. They have a significant effect on subs and are less costly than both battleships and carriers. But remember you probably will not win with just cruisers alone. One factor is they only move two.

There is an opposing solution to this.

If used carefully a large battleship contingent with equal quantities of destroyers can be devastating.

Another neat strategy is a large number of subs with cruisers as support. If those submerged subs can go undetected under your opponents fleet they can get into the hinterlands and destroy many of his transports in his ports.

In the larger maps think in terms of task forces. Possibly one for direct confrontation with the enemy, and one for a grand end sweep or even a third as a reserve to reinforce the direct assault or the end sweep. Do something to protect most of your own flagged ports, if only with some P.T. Boats.

When using fuel and ammo rules keep a couple transports with each task force for refueling purposes. It is most frustrating to be winning a game on all fronts and suddenly your ships start running out of fuel and they just sit there.

There are two general methods of attack that seems to work best. The first is to attack evenly on all fronts across the map. This takes a lot of planning and caution to succeed, but if done right will win you many games. The second method is to attack from one area with the majority of your forces. In other words one big punch with swift follow through. You attack big and aggressively to overwhelm your opponent in one region of the map and push on from there. This method is more tolerant of errors, but, if your opponent detects your strategy early enough and reacts swiftly he will be able to turn this method of attack against you.

To merely play a defensive game probably won't work, unless it is one of the longer scenarios and you play the first third on the defense only to pounce on his weakened and spread out forces and then go on the attack in the last two thirds of the game.

The flagships (campaigns only) are a tricky thing to use well. If they stay alive from scenario to scenario, they will grow in strength. But at the same time because of their special abilities you want to use them in or near the battle front. If they are at the battle front they just may get killed. Everyone wants to sink their opponents flagship. It takes practice.

Find the difficulty level at which you are most comfortable . At any level you can only lose 3 notches even if you played poorly. At the lower levels, with a win you can only go up 1 or 2 notches, but at the higher levels with a win you can go as many as 9 notches.

This game does take practice to win regularly as with any quality game. But even when you have become an expert player you will occasionally lose and even lose big. For us, after virtually thousands of games played, the challenge is still as fresh as when we started.

Acquiring points is how you win games. So the 500 and 400 pt. ports prove to be most valuable. For the games of 15 turns and longer, those 200 pt. ports with their shipbuilding abilities also become important. In some games, (scenario #5) controlling the 200 pt. ports probably will render you a victory.

We will have updates on strategies and tactics in some of the better computer game magazines and we hope to have an in-depth book on how to win at 'The Lost Admiral'.

Play a variety of scenarios and campaigns. After you have gone through the single scenarios (1-9) you will graduate to the campaigns. Then on to the large random map (#10). Then go back to the single scenarios using random city starts. This is a fresh and exciting way to play these battles. You'll be surprised. Then use fuel and ammo. This will add a whole new dimension to

your game play. Then try weather. It's tougher but could be quite interesting. Then go back to single scenarios with fixed city starts to pre-plan how you are going to attack because you know where your opponent is starting. By this time you may be almost half way to the Admiral of the Fleet.

A FINAL NOTE

Q.Q.P. has gone to great lengths to ensure the software product you purchased is as error free as possible. However, due to the depth and complexity of the game, it is not possible to test every possible situation. If a bona-fide error is found, Q.Q.P. is not under obligation to notify any persons or organization, nor is Q.Q.P. required to release an updated version of The Lost Admiral, but may choose to do so. If you think you have found a program error, we ask you write and tell us about it. Give as much information as possible, i.e., what happened, what computer you are using, the command you were executing, what you were trying to do, etc. Send us a printout of the screen if possible. Do not send us your disk(s). Please enclose a self-addressed stamped envelope. After receiving your letter we will look at the problem and send a reply.

To obtain information of new game or version releases by Q. Q. P., you must send us the registration card included with this manual.

CREDITS

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Our dedicated, yet
fun-loving group
of high quality

playtesters: Steve Cohen, Chuck McEwen, Henry Sakes, Marshal Newrock,
Bruce Lull, Ken Swarti, Pat Earley, Jon Scot Zaccagnino, Bill Sarubi,
Vance Adams, Jim Archer, Tom Anson, Phil Steen, Harry Ley, Pete
Zaccagnino, Jack Earley, Dave and Earl, (Chuck's friends).

BIOGRAPHIES

Bruce Williams Zaccagnino

Born sometime within the last century Bruce has been playing and designing games of the 'third kind' for a longer time than that. Bruce was designed and created in New Jersey and was also raised there. He even lives there now. (What a great place this New Jersey is).

Attended Rutgers U. and Rider College. Then worked at insignificant jobs and read most of the great literature of the world (in his twenties) in search of the meaning of life. Having (so he thinks) found the meaning of life (art and hard work) Bruce embarked on building the World's Largest Model R.R. It is nearing completion. Annual showings to the public has brought over 80,000 people in attendance. (Proceeds go to local charities.) A quick rundown on size. Takes 81 men to operate. Over 13,000 feet of track. Over 1000 switches. It is the size of a football field. 15 foot mountains. Over 400 bridges, some of which are 17 feet long and 6 feet high. The scale is HO.

His love of games is no less than model railroading. A game designer from way back, his introduction to computer games in 1985 coupled with the latest improvements in graphics and interface in the last few years sparked his enthusiasm to port some of his ideas to the computer medium. Thus the creation of The Lost Admiral and The Perfect General.

Bruce is also a concert musician. He performs on the theater pipe organ. He has several recordings that he has successfully sold around the country. He is the owner of an installed 5 manual 39 rank theater pipe organ where he does most of his recordings.

Jean, Bruce's wife is convinced that each night, while he is sleeping, Martians are communicating new thoughts and ideas for the R. R., his music, and games. Bruce vehemently denies this!!

Well, if you are still reading this long-winded story, Bruce Williams is still living in N. J., practicing the organ for upcoming recordings, working on the model railroad, and designing and publishing quality computer games.

Thurston Searfoss

Born July 26th, 1964. Found to be hard of hearing at age three, and nearly placed in a school system for the deaf. Luckily Thurston was able to survive in “mainstream” school systems and quickly grew up with a great love of astronomy and wargames,

However, living in the boondocks of Pownal, Maine made for a dearth of wargaming opponents. Soon Thurston turned to computers as a possible solution for this continual lack of opponents. Starting with the school’s clunky punch tape machine, later a TRS-80, and finally an IBM his interest in computers soon crowded out his star gazing for late night activities.

The time to get serious about life and enter college rolled around in 1983. After spending two and a half years at MIT, Thurston emerged finally from USM in 1990 with a degree in computer science. College life was tough, but not a total loss.

As a side line, Thurston has been practicing martial arts (not marital or Martian arts) since 1985. Three more tests to go to reach black belt level. Still an eligible bachelor, Thurston is still looking forward to many more adventures in life.

Thurston’s involvement in The Lost Admiral represents a culmination of a lifetime dream. Many thanks to the people at the Computer Game Design Conferences and Journal that led to this opportunity!

PROGRAM STARTUP AND KEYSTROKE COMMANDS

To start 'The Lost Admiral' from DOS (or in a batch file) type "**ATSEA ???**"

There are five different keystrokes that can be utilized with the **ATSEA** program. They should be inserted after **ATSEA**. These five are:

N = No sound of any sort.

A = Adlib sound activated

B = Soundblaster activated

E = No EGA page flipping, for EGA cards with less than 256K memory.

I = IBM sound activated

As an example to use Adlib, enter "ATSEA A".

When playing 'The Lost Admiral' the following are a list of screen options that can be accessed through the keyboard.

The initial TLA screen:

<ESCAPE> = exit program

X = Exit program

S = Choose scenario menu

C = Choose campaign menu

R = Restore saved game

O = Choose officer menu

L = Choose learning map

The Scenario Menu:

<ESCAPE> = Abort game

The Arrow Keys = Move current highlighted box around

<ENTER> = Choose highlighted scenario

1-9 = Choose maps 1 through 9

0 = Choose map number 10

A-O = campaigns.

Campaign Menu:

<ESCAPE> = Abort from menu

A-O = Choose corresponding campaign

<Pg Dn>, **<End>** = Move down list of campaigns

<Pg Up>, **<Home>** = Move up list of campaigns

<ENTER> = Select highlighted campaign

Officer Menu:

<ESCAPE> = Exit

X = Exit

Up/Down arrows = Move up & down list of names

C = Create officer's name

D = Delete officer's name

H = See highlighted officer's history.

R = Rename officer

Specific officer history menu:

<ESCAPE> = Abort

1-9 = Regular scenarios

O = Random map #10

A-O = Campaigns

Officer History Screen:

<ESCAPE> = Exit

D,X = Exit

W = See white's performance

R = See red's performance

B = See both sides' performance

H = See high scores

S = Choose another scenario/campaign

Left/Right Arrows = Scroll # games played if more than 25.

High Score Screen:

<ESCAPE>,X = Exit

1-9 = Jump to scenarios 1-9 high scores

O = Jump to scenario 10 high scores

A-O = Jump to campaign high score

All other keystrokes = scroll to the next page of difficulty levels

Game Option Toggle Screen:

<ESCAPE>. Abort game

X,Q,D = start game

Up/Down Arrow = highlight different boxes

Left Arrow,"-"(minus key) = Toggle box(downward)

Right Arrow,"+ "(plus key), Space Bar = Toggle box(upward)

Initial Ship Selection Screen:

<ESCAPE> = abort game (Penalties apply!!!)

Q,X = Continue to next phase of game

Up/Down Arrow = Highlight the different ship types

+, Enter, Space = Buy selected ship

- = Sell ship back to shipyard

Left/Right Arrow = Change city site being used

T = Buy transport

C = Buy carrier

A = Buy AT

B = Buy battleship

R = Buy cruiser

D = Buy destroyer

S = Buy sub

P = Buy PT boat

G = Buy gun emplacement, if possible

Regular Movement Screen:

<ESCAPE> = Abort game (Penalties apply!!!)

Q,X,D = Continue to next phase of game

Up/Down Arrow, **"8"**, **"2"** = Move up and down grand list of ships

<Home>, Left Arrow, **<End>**, **<Page Up>**, Right Arrow, **<Page Down>** =
Move in direction indicated

<Control> +(above keys) = Scroll map up/down/left/right

7,4,1,9,6,3 (Numlock+Keypad) = Shift highlight (not ship) in designated
direction

W = World map

A = Anchor ship toggle

S,I = Stop ship

U = Surface ship toggle

B = Sub intercept menu

V = View battle info menu

Y = Shipyard menu

<Control>+V = Save game

<Alt>+S = Toggle music sound

<Alt>+C = Toggle combat sound

T = game speeds menu

C = battle chart

?,<ENTER>,<F1> (function key 1) = Help screen

5, <SPACE> = Center map

G = Try to place gun emplacement

R = Rotate to the top

Combat Screen (following movement):

Any key = Fire if waiting to start auto combat

Up/Down Arrow = Highlight target

<ENTER> = Fire at highlighted target

Game Speed Control Menu:

<ESCAPE> = Exit

X,D = Exit

Up/Down Arrow = Select speed type

<SPACE> = Toggle current ship type

Shipyards Menu:

<ESCAPE> = Exit

Q,X = Exit

Y = Yard cost screen

I = City ownership information screen

Up/Down Arrow = Highlight different ship types

“+”, **<ENTER>**, **<SPACE>** = Buy ships

“-” = Sell ships

Left/Right Arrows = Change city site being used

T = Buy transport

C = Buy carrier

A = Buy AT

B = Buy battleship

R = Buy cruiser

D = Buy destroyer

S = Buy sub

P = Buy PT boat

World Map Screen:

<ESCAPE>. Exit

Q,X,D = Exit

A,I = Anchor ship toggle

S = Stop toggle

<HOME>, RIGHT/LEFT ARROW, **<END>**, **<PAGE UP>**, **<PAGE**

DOWN> = Move in indicated direction

<Control> + (above arrows)= Scroll up,down,left, right

View Battle History Screen:

<ESCAPE> = Exit

X,D = Exit

B = Display buy points lost

V = Display victory points earned

E = Display victory points earning rate

Left/Right Arrow = Scroll left and right if more than 30 turns displayed

Save/Restore Game Menu:

<ESCAPE> = Abort

A-H = Save under that slot

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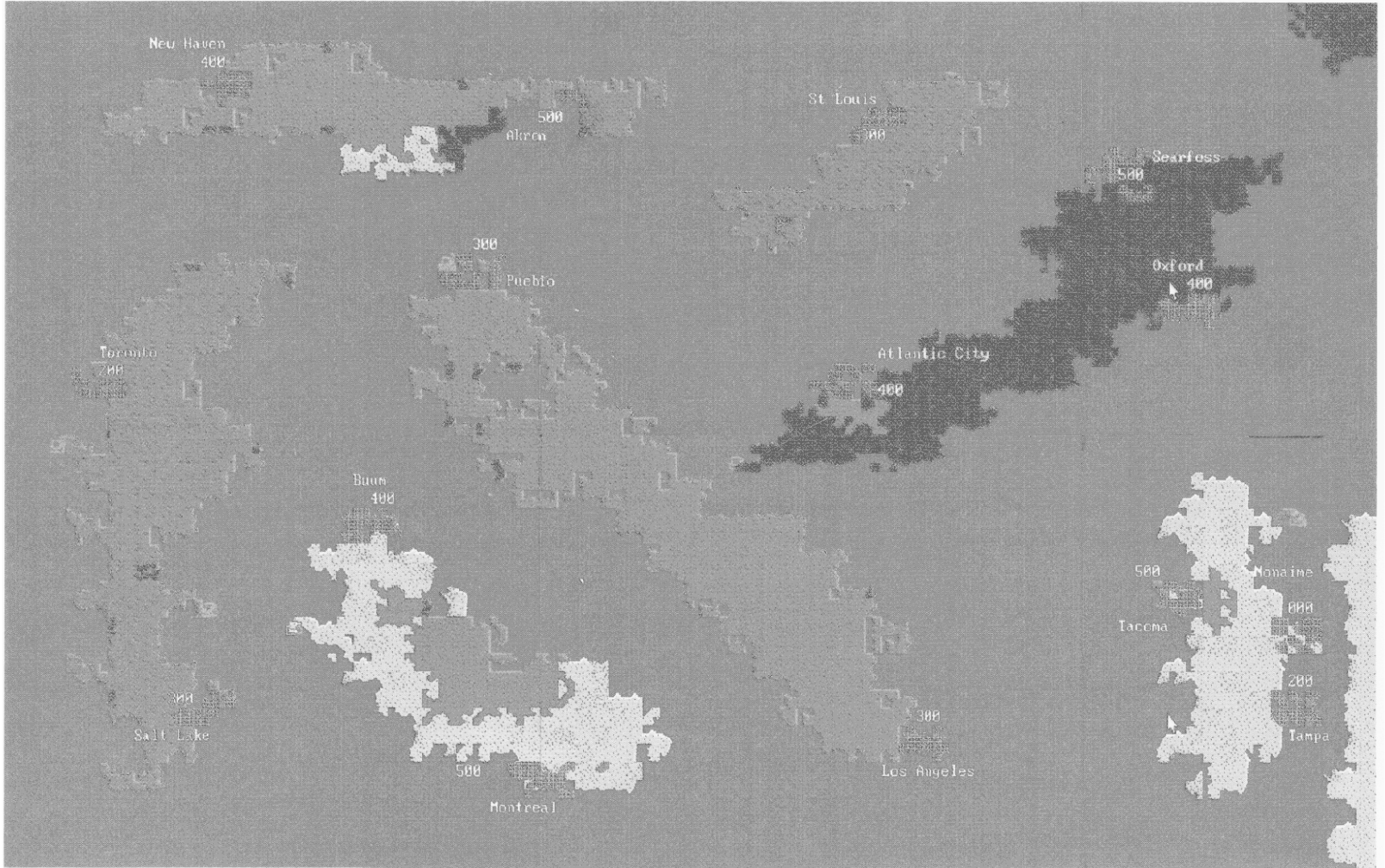
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Battle Chart

		Defender								
Attacker: 	Transport	Carrier	A.T.	Battleship	Cruiser	Sub (Submerged)	Destroyer	P.T.	Gun Empl.	Sub (Surfaced)
Transport	1	0	0	0	0	0	0	0	0	0
Carrier	6	6	3	5	5	2	5	3	1	5
A.T.	3	0	2	0	0	0	1	2	0	1
Battleship	6	5	7	4	5	0	6	7	5	6
Cruiser	3	5	6	3	4	3	5	6	4	5
Sub (Submerged)	3	5	3	4	5	0	2	1	0	2
Destroyer	3	3	4	1	2	6	3	4	1	3
P.T.	3	0	2	0	0	3	1	2	0	1
Gun Empl.	6	4	3	3	3	0	6	1	0	6
Sub (Surfaced)	3	5	3	4	5	0	2	1	0	2

Scenario #1

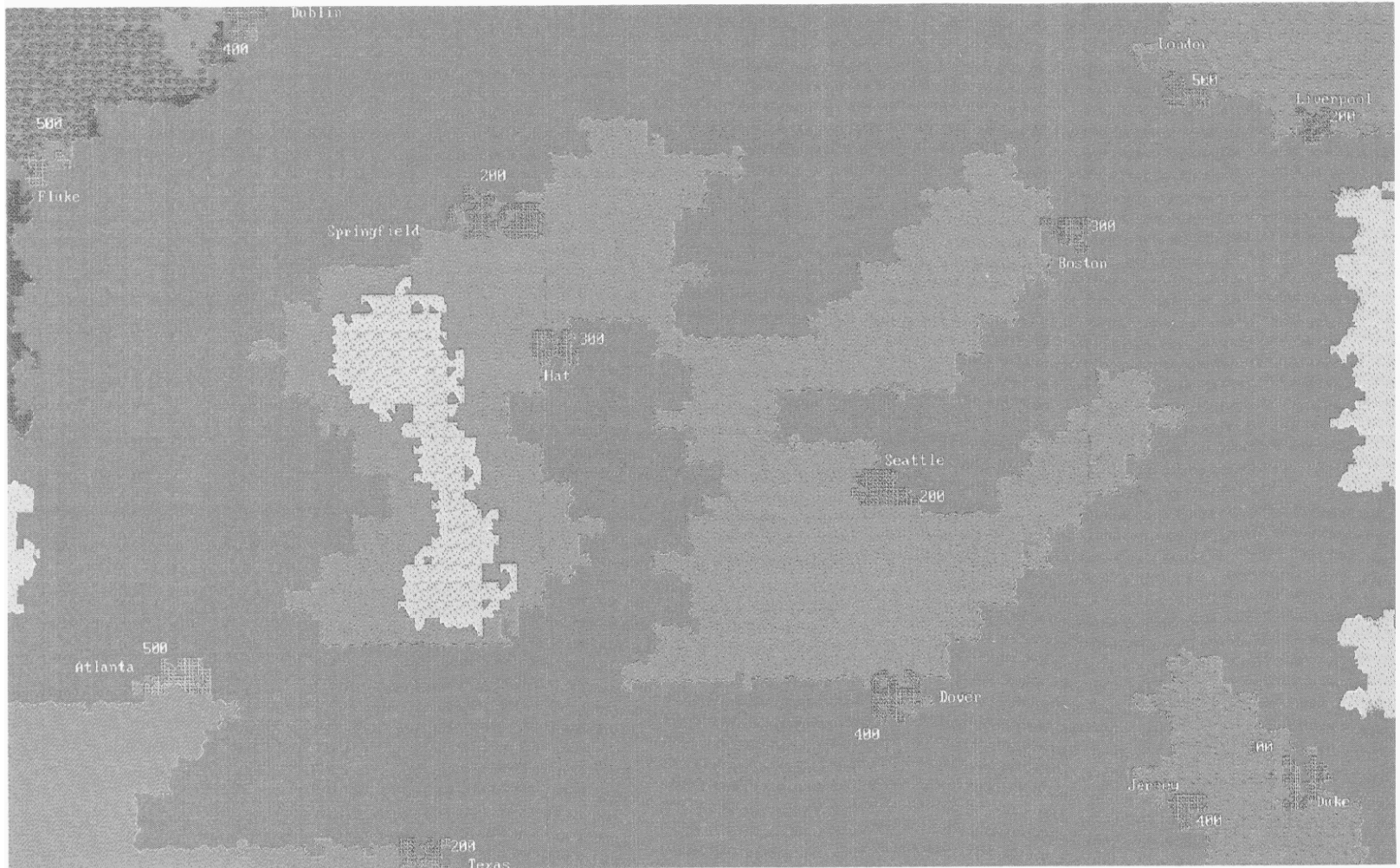
Thin To Win
12 Turns



Scenario #2

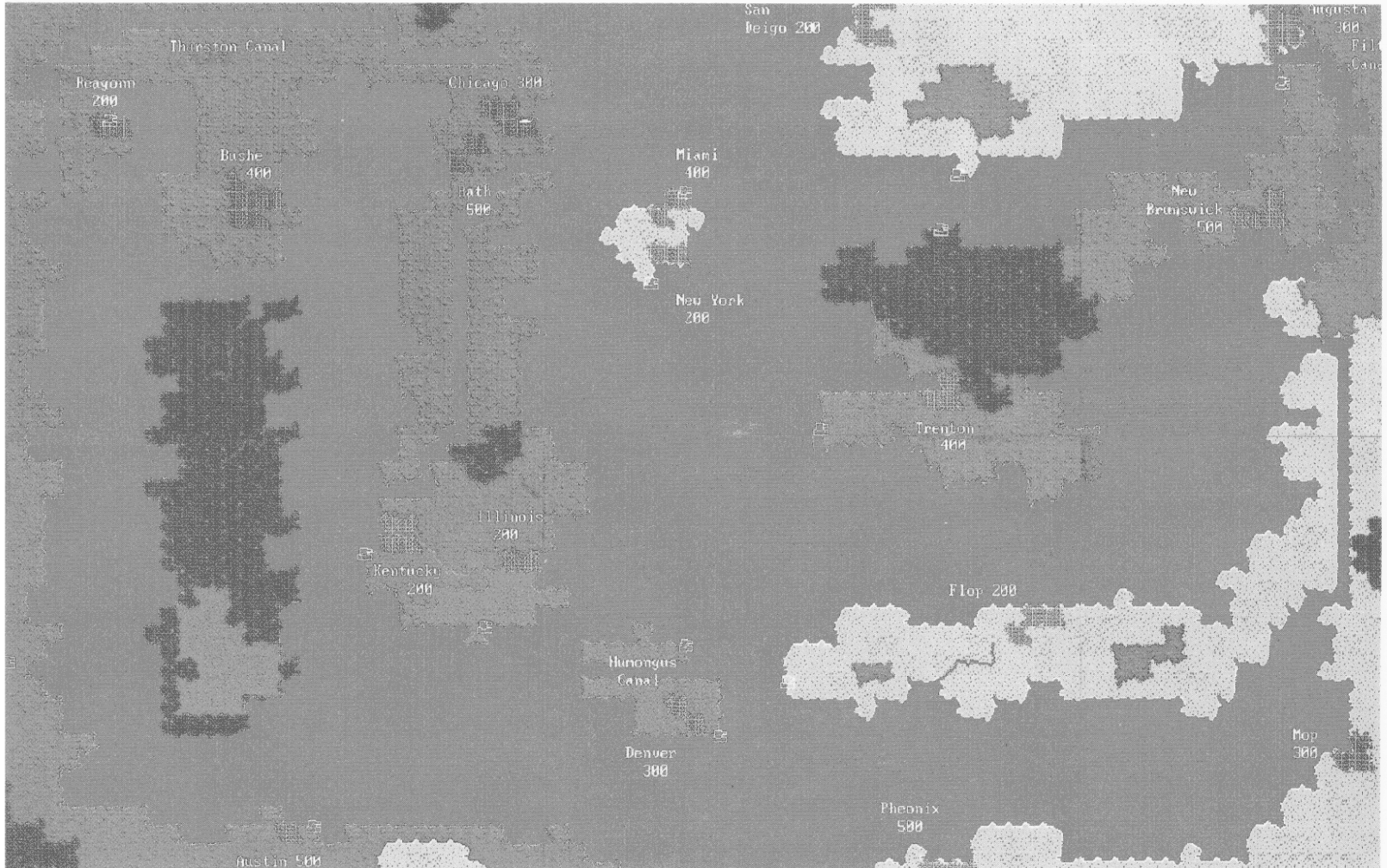
Finger Island

15 Turns



Scenario #3

Fully Packed
15 Turns



Scenario #4

Dreadnaughts & Convoys

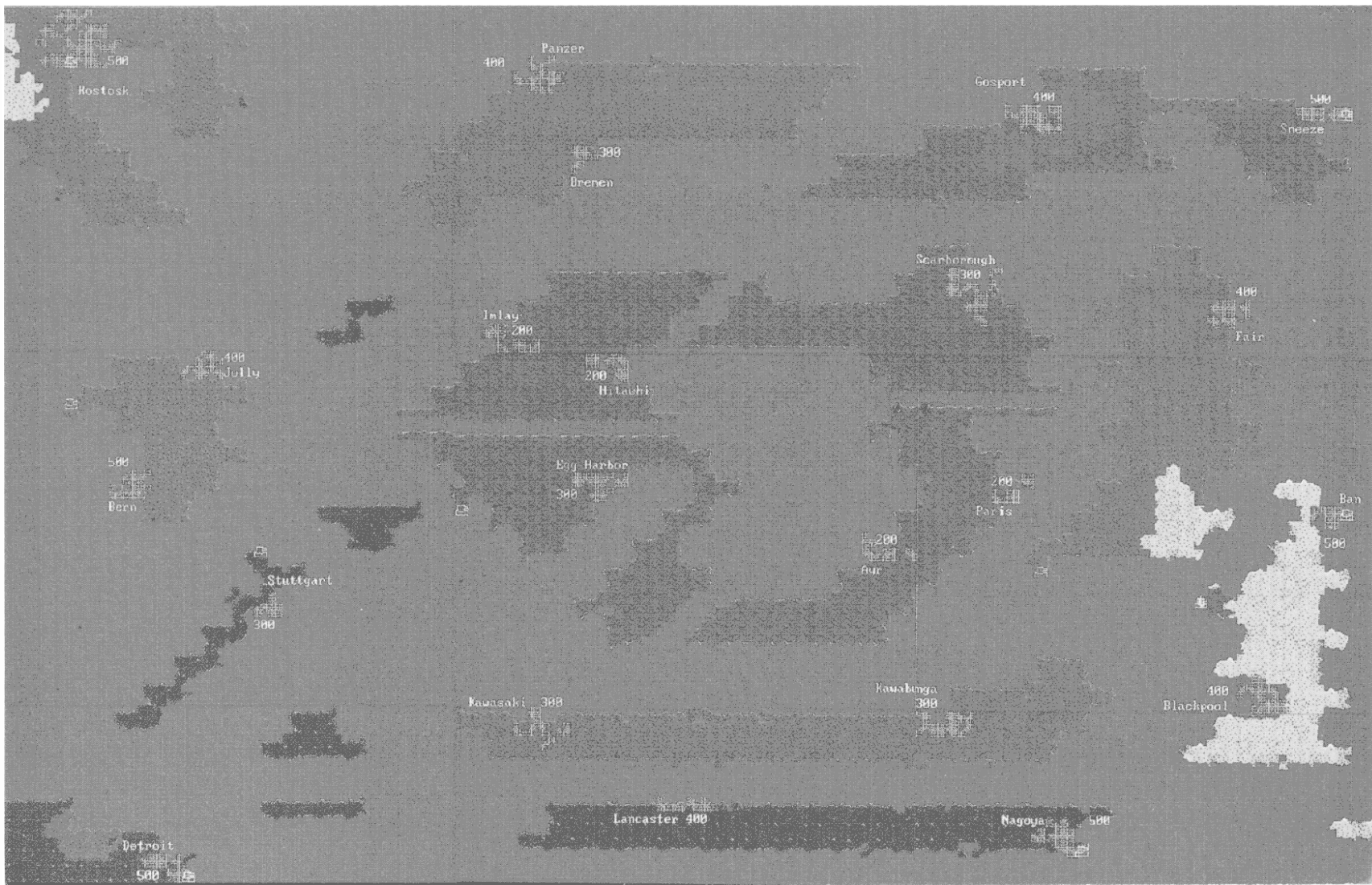
24 Turns



Scenario #5

The Leader's Journey

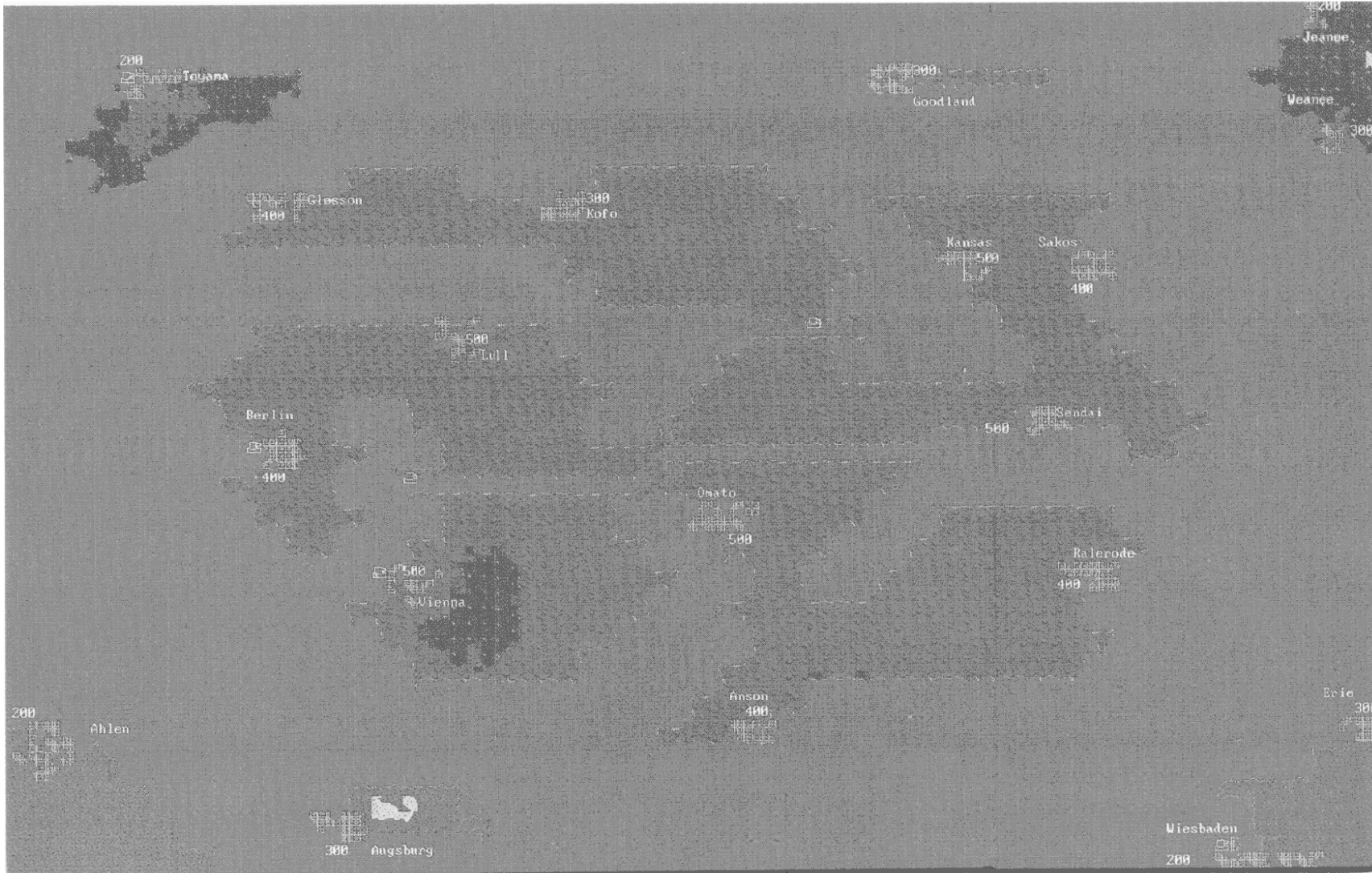
30 Turns



Scenario #6

Convoys & Strategy

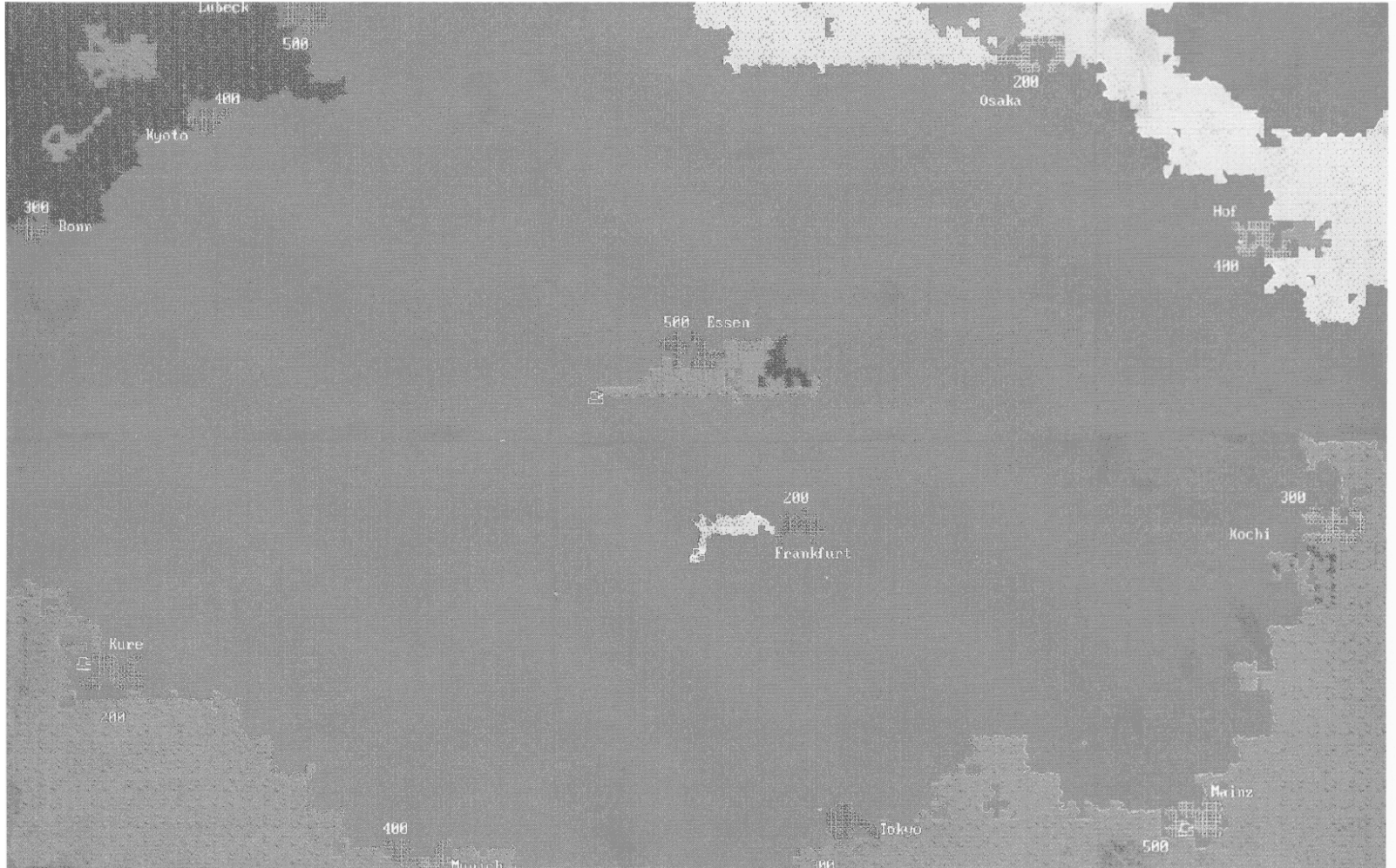
24 Turns



Scenario #7

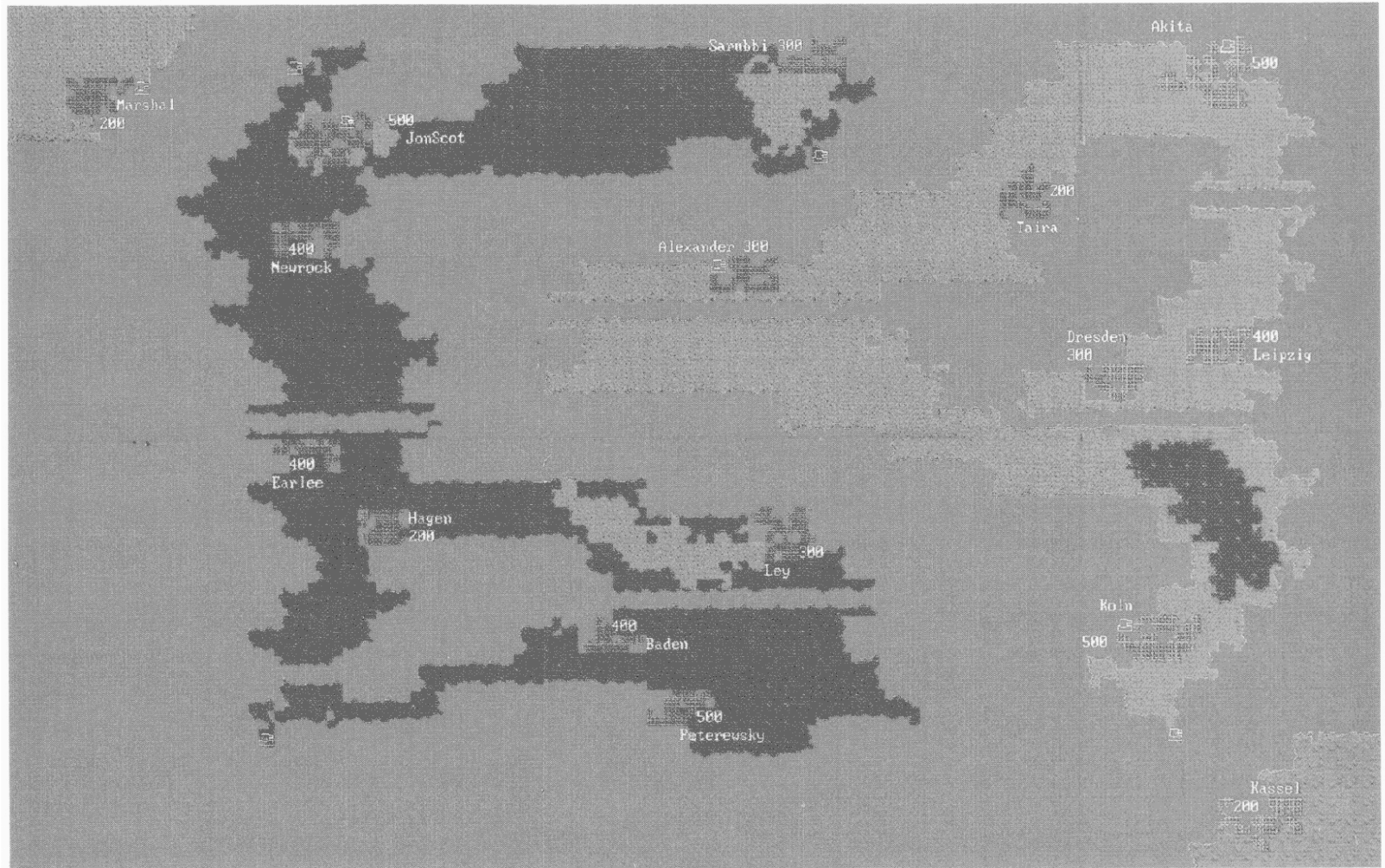
The Wide Unknown

17 Turns



Scenario #8

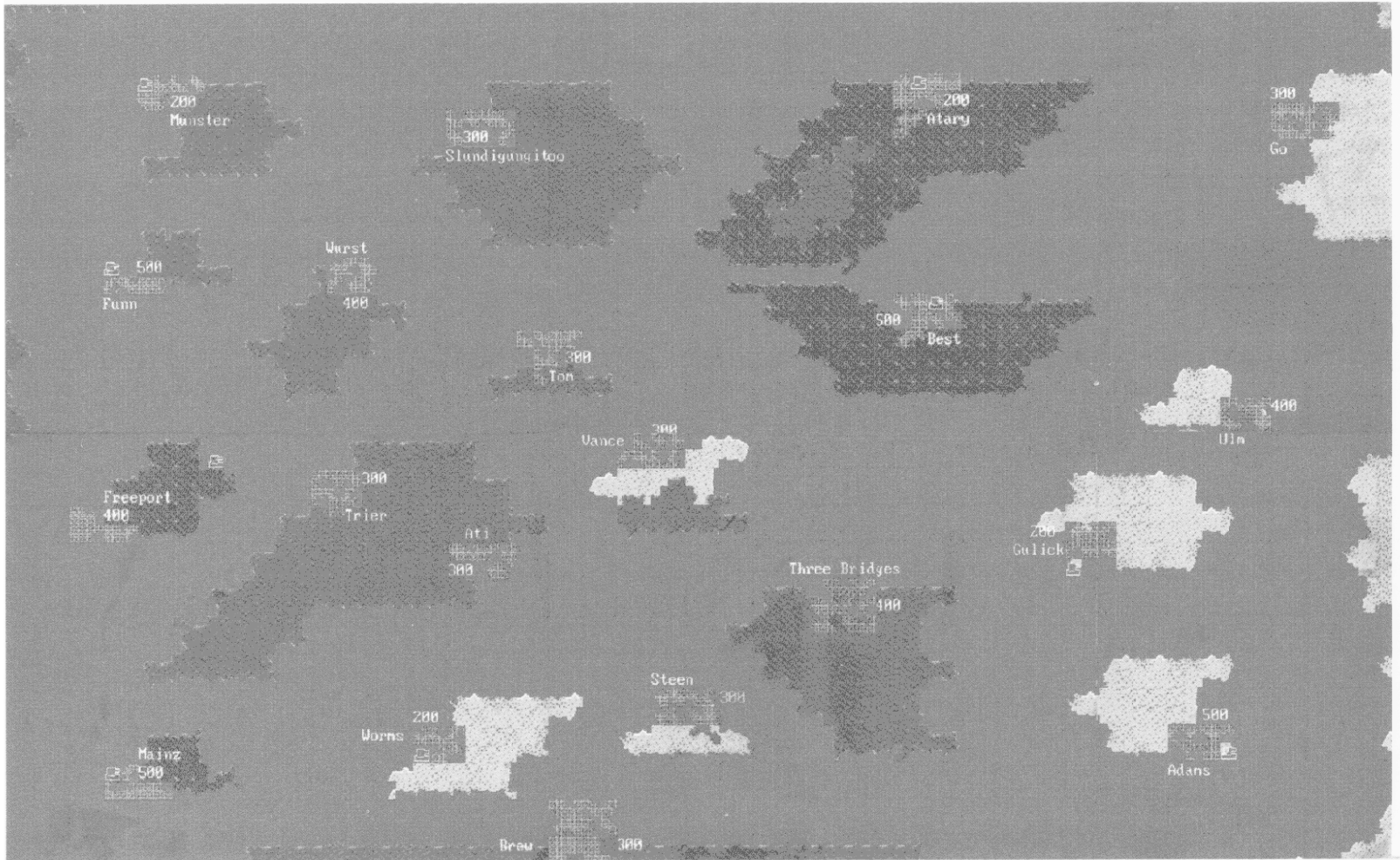
The Struggle 17 Turns



Scenario #9

Ark-A-Pell-A-Goe

12 Turns



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