CONQUEST OF THE NEW WORLD™

INTRODUCTION

Conquest of the New World is a game in which you control a native civilization or an expeditionary force from one of five European countries. You compete against other such players in the hopes of establishing control of the New World during the sixteenth century. Note, this is not a game that simulates the actual discovery and colonization of the Americas; a *New* World is generated at the beginning of each game and each New World (and game) is, therefore, unique.

Your job is to explore the New World, establish thriving colonies, produce and trade goods, and eliminate your opponents or defend your claims from your opponents. Each player sets their own objectives for each game. For some players, winning the game may primarily involve finding lots of new landmarks in the New World and establishing many colonies. For other players, the main objective may be to establish supremacy in the New World by eliminating opponents. The game ends when the preset number of turns has elapsed or when one player achieves the winning number of victory points. For those players who care less about winning than about playing for fun, there is an option to play an indefinitely long game, which will only end for that player if he or she is eliminated by opponents.

Starting a New Game

To begin a new game, click on the New Game button from the Game Menu screen. You can play a solitaire game against zero to five computer opponents, or you can play a multiplayer game against up to five other human and computer players.

The Game Menu screen also allows you to continue from a saved game position, practice combat techniques with a combat demo, or quit playing. In addition, you can select the Options button to turn sound effects on or off, to turn animations on or off, to alter the maximum "zoomed in" level, to turn textures on or off, to turn the appearance of the Colonial Gazette (see Ending Your Turn and Pausing the Game in the Tutorial Scenario chapter) on or off, and to establish a network or modem connection with other players (see the Multiplayer Games chapter for details). The Options button also lets you "edit" your player, allowing you to take over the computer player's position or allowing the computer to take over your position.

TUTORIAL SCENARIO

The Tutorial scenario is set up as a series of four missions in which you lead an English expedition to the New World. In the first mission, you will learn how to use your Ship to explore and how to disembark units from the Ship. You will learn the basics of what each unit type does. Finally, you will use your units to explore the New World and to discover great new landmarks.

The second mission is to found a colony with your Settler, and the third mission is to start building the colony into a thriving settlement. The final mission is to prevent your computer opponent from establishing a new colony or to capture his new colony, if one already exists.

Note: You may rename your character by typing a new name into the space provided. Although you can change your name, you cannot change your country (England).

Mission 1: Establish Landfall and Discover Three Major Features in the New World

The King of England has sent you to discover some of the riches in the New World. You have ten turns in which to disembark your units onto the New World and to find three major landmarks.

Using the Help Feature

As you play this Tutorial, helpful screens will appear explaining how to explore, how to disembark from your Ships, and how to do just about everything else! If you need help both during this scenario and during other scenarios, *simply right-click on the unit, buttons, or other on-screen items for more information about them.*

The Game Screen

Everything takes place in the Game screen. At the top of the screen you will see a Status Bar that provides important feedback on limitations or requirements of certain actions you may wish to take with units or colonies. Also, at the top of this screen is a series of buttons that allow you to do a number of things. These buttons and their functions are described in the following sections.

Closing and Manipulating Windows

Whenever a window has been opened, you can close it by clicking on the Close box in the top left corner of the window or by hitting the ESC key. There are a few windows that have no Close box. For most of these, you must choose one of the indicated options in order to close the window. For others (such as when the Colonial Gazette appears at the beginning of each turn), close the window by clicking on it.

To move windows to a different location on the Game screen, click on a part of the window that has no button or scroll box. Then drag the window to a new location on the Game screen.

The Mission Button

By clicking on the Mission button at the top of the game screen you can obtain a refresher on your current objectives.

The Main Menu window and the Basic Game Turn

Clicking on the Menu button at the top right corner of the screen brings up a series of important game options (the Main Menu window, see Figure 1).
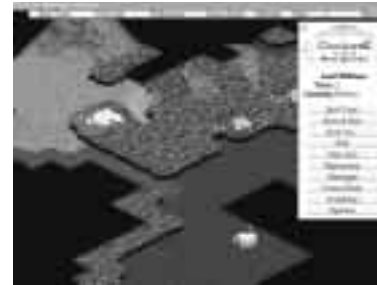

Figure 1. The Main Menu window offers many important game options.

Ending Your Turn and Pausing the Game

When you have finished moving your pieces, developing your colonies, and conducting other business, such as trade, *click on the End Turn button or hit the E key on your keyboard to finish your turn.* An End Turn button is present both in the Main Menu and at the top of the Game Screen.

When all players (computer or human) have ended their turns, the computer will determine the results of each player's turn. When you are playing a solitaire or network game (see Multiplayer Games), any combat will then be conducted on a tactical battlefield. If you are playing via email, the computer will conduct all combat and inform you of battle results at the beginning of your next turn.

When the computer is finished determining what has occurred (nothing officially occurs until all players' turns are ended), you will see a copy of the Annals of History which contains interesting historical facts pertaining to the period unless this feature has been disabled. Following the Annals of History is the Colonial Gazette which will keep you apprised of important game events and the current scores of all players. Note, each turn takes one year and the game begins in the year 1493.

Short of exiting the game, the Colonial Gazette screen is the only place you can safely "pause" your game play without accruing time penalties to your victory point score (see Custom-Making Your Own Game).

Note: Once you have completed your turn by clicking on the End Turn button, there is no way for you to go back and change what you have done. Therefore, make certain that you have done everything to your satisfaction before ending your turn.

Saving and Exiting Your Game

Click on the Save & Exit button on the Main Menu window to save your game and to return to the Game Menu screen. By exiting the game, you will stop the bonus/penalty-awarding timer (see Custom-Making Your Own Game).

When you return to continue your game, you will continue playing on the current game turn. Your turn will not be completed until you end your turn by clicking on the End Turn button.

When you are playing a Solitaire game, *you can save a copy of your current game, under a new name, by clicking on the Save As button*. This will prompt you to enter a name for this saved game. When you have completed saving your game in this way, you will return to the current game under its original name. Or, you can click Exit to exit the game and discard all of the moves you have made. **Note:** *These features are not available in multiplayer games.*

Unit List and Manipulating Units

Figure 2. A Unit List

Clicking on the Unit List button brings up a list of all units and colonies in your game (Figure 2). It also shows the units attached to Leaders, colonies, and Ships by listing these units in outline form under the unit or colony to which they are attached. (That is, attached units will be indented and underneath the units or colonies to which they are attached.)

At the bottom of the Unit List window are four Category buttons. Use these buttons to set up this window to show you exactly what you want. For example, placing a check mark in the box next to "Ships" (by clicking on the box if there is no check mark there) ensures that your Unit List includes all your Ships. The same is true for all your colonies, military units, and civilians (Explorers and Settlers). If you wish to remove a unit type from the list, click on the box next to that unit type to remove the check mark.

To locate a particular unit's position on the Game screen from this list, highlight the unit by clicking on it and then click on the Find button. This will center the Game screen on that unit or colony.

To detach a unit from a Leader, colony, or Ship (which must be next to land), highlight the unit and click on the Detach button. Alternatively, click on the unit in the list and drag it to the Game screen. The unit will then appear next to the colony or unit from which it was detached. To do the same thing with more than one unit, hold down the SHIFT key while you select units to detach. Then, either click on the Detach button or drag the units to the Game screen.

There are two other ways to detach units from Ships without using the Unit List. For either method, the Ship must be next to the shore. Double-click on the Ship to bring up the Ship window. To detach all the units from the Ship, click on the Disembark All button. To detach only specific units, click on the Cargo button and then click on (to highlight) the unit(s) you wish to disembark. Finally, click on the Disembark button to get that unit off the Ship.

You may use the Unit List to attach units to Leaders, colonies, or Ships. Select such units by clicking on their name in the list and then drag them to their target (in the list). This only works if the unit and its target are in the same location in the New World. You may also attach units to Leaders, colonies, or Ships that are by the shore using the Game screen. Click on the units and drag them to the Leader, Colony Center (see the Founding A Colony section in the Colonies and Trade chapter), or Ship. If they can walk far enough on this turn to get to their target, they will attach to the target. Otherwise, you may need to wait until a later turn to attach them.

Diplomacy

The Diplomacy button takes you to the Diplomacy window from which you can send emissaries to other players, pay your taxes, and alter your relationships with other players and your Mother Country. Your taxes are set to "automated" so they will be paid automatically from your colonies' Gold and commodities. See the Diplomacy chapter for more details on the use of diplomacy in *Conquest of the New World*.

Messages

Clicking on the Messages button will list the significant events (Figure 9), if any, that transpired at the end of the preceding game turn.

Close this window by clicking on its center.

Note: a Messages Window will automatically appear at the beginning of a game turn when significant events have transpired on the preceding turn.

Game Scores

Clicking on the Game Scores button brings up information on how many victory points you have accrued to date. By clicking on the Current Standings button you will get information on how your opponents are doing as well. While it does not matter for this scenario, in other games the victor is determined by who reaches the preset winning score first or who, by the time the preset number of game turns have transpired, has the highest number of victory points.

Auto Map

Clicking on the Auto Map button brings up a small "zoomed out" picture of the world in the bottom left of your Game screen. This picture can help you

orient yourself and can give you a "big picture" sense of the world. Colonies and native settlements appear as clumps of red dots on this Auto Map.

The white box in the center of the Auto Map shows the area that is currently visible on the Game screen. This area will grow and shrink (as does the Game screen) when you Zoom In or Zoom Out (see Zooming In and Zooming Out).

You may use the Auto Map feature to jump to other areas of the New World. Click on any point in the Auto Map window to center the Game screen on that location. You may also scroll around both the Game screen and the Auto Map by clicking and dragging your mouse on the Auto Map.

Options

This button takes you to the Options window where you can adjust the sound, animations and the maximum level for zooming in. You may also select to skip the Colonial Gazette, set up Network play, and "Edit" your player by turning its control over to the computer or by assuming control over a computer player. **Note:** For users with 8 megabytes of RAM: turning off final zoom can improve your machine's performance significantly.

Status Bar and Timer

The Status Bar runs along the top of the Game screen Often, as you try to move units and found and develop colonies, this bar will provide you with important information. For example, it may tell you that you can't build a certain structure because you are short of vital building supplies. Pay close attention to this Status Bar as you play the game.

If you are playing with the Play Time Bonus (see the Custom Game Setup Screen), you will see a changing number on the right side of the Status Bar. This number starts out black at the beginning of each of your turns and decreases in value as time passes. If you complete your turn while this number is still black (positive), you will earn the indicated number of victory points as a bonus for quickly finishing the turn. If the number is red (negative) by the time your turn is complete, that many victory points will be deducted from your score.

Zooming In and Zooming Out

The + and - buttons on the top of the Game screen allow you to zoom your view of the world in and out so that you can see things at a detail level you

prefer. Be careful not to zoom out too much when you're trying to move around, however, as some items will disappear from view!

To zoom in to the closest view or to zoom out to the farthest view, hold down the SHIFT key while clicking on the + or - buttons.

You may also use the + and - keys on your keyboard to zoom in and out of your Game screen.

The Next Button

When you wish to move your units, you may cycle to your next unattached unit (see Units chapter) by clicking on the Next button at the top of the Game screen. When all your unattached units have used up their movement allotments, this button will be grayed out.

You may cycle through selected unit types by using the F1 through F4 buttons on your keyboard:

F1 key: Next Colony   **F2 key:** Next Leader

F3 key: Next ship   **F4 key:** Next Explorer

Note: The Next button will not take you to each of your colonies. To cycle through your colonies in order to manage them, use the F1 key.

Explorers, Exploration, Basic Movement, and Discovering Major Landmarks

Your first mission is to establish landfall and start exploring the New World. To disembark units from your Ship, click on the Ship. Then either click on Disembark All to move everyone off the Ship at once, or click on the Cargo button, highlight the unit you wish to leave the Ship, and click on the Disembark button.

Your Explorers can move farther and more easily over all terrain types than any other unit. *Select an Explorer by clicking on it and direct it where to go by dragging it to another spot on the map*. It will do its best to get there in the most efficient way possible. **Note:** Units cannot cross lakes or walk on ocean squares. *You may make any unit travel more quickly by holding down the SHIFT key while the unit moves.* You may also change your destination by clicking on the unit (even while moving) and dragging it elsewhere.

For more efficient exploration, hold down the CTRL key while units move. If you click on the Game screen with the CTRL key depressed, the moving unit will start moving towards that spot. This is a very fast and efficient way to explore unknown territory (especially when you are trying to follow a new landmark such as a river or mountain range).

If you wish, you may press the Explore button on the Explorer's window (Figure 15). The unit will automatically explore local areas for you. **Note**: The SHIFT key will speed up this movement as well. If you have chosen the Explore feature, the button will read "Halt" instead. Click on the Halt button to stop exploring in this way.

All units have a Movement Allotment that is represented by a red bar (Moves Remaining) on the unit's window. As the unit expends movement points, the red bar will decrease in length and eventually disappear when the unit has moved all it may during the current game turn.

Click on the Persistent box in a unit's window to place a check mark there. When this Persistent box is checked, units that can Explore will do so automatically at the beginning of every turn. For all units, clicking on this box will allow the unit to move to a desired destination over the course of several turns. If you change your mind and wish to control a unit's movement, click on this box again to remove the check mark

You may explore the coastline with your Ship in the same way. Either *click on the Ship and drag it to where you wish it to go or click on the Explore button.*

Other units (Leaders, Infantry, Cavalry, Artillery, and Settlers) may only be moved by clicking and dragging. They all move considerably less distance per turn than Explorers do, but their primary functions are different as well.

To cycle to the next unattached unit with a remaining movement allotment, click on the Next button at the top of the Game screen. When all units have expended all their movement points, this button will be grayed out. **Note**: Units attached to Leaders or Ships automatically travel with those units. Units attached to colonies stay within the colony until you detach them (see the Attaching, Detaching, and Reorganizing section in the Units chapter).

As your units explore the New World, they will uncover terrain of all types. Among the things they will discover are rivers, mountains, mountain ranges, and

great regions. When you discover one of these, you will be asked to name it. Name your discovery in the window that appears. If you are the first to discover this landmark, it will be named according to your dictates at the beginning of the next game turn. You may also find a Special Discovery, like a Diamond Deposit or a Gold Vein. These give you special bonuses, as you'll see later.

You will gain victory points for discovering major landmarks. Furthermore, if you have discovered the longest river, highest mountain, etc., at the end of the game you will receive bonus victory points for this discovery. If, however, someone else has found such landmarks at the end of the game, they will earn those bonuses! To see what bonuses you have earned, click on the Menu button and select Game Scores.

When you have discovered three major landmarks, your first mission in the Tutorial scenario is complete. Note, you must discover three landmarks by the end of the tenth turn or the King will have you beheaded! Even before that, however, he will become extremely impatient with you. Make an extra effort to look for mountains and rivers. By moving along any mountain ranges or rivers you come upon, you will quickly make important discoveries.

Mission 2: Found a Colony

When you have completed your first mission, you will get a second edict from England. This is to take the new Ship that you've been sent and bring it to land. Place a Settler on a suitable location in the New World (with lots of flat land and other goodies) and found a colony. You must complete this mission before 20 turns total have elapsed.

Settler Units

Settler units look like little pilgrim women. They are the slowest moving pieces in the game and have no combat ability, but they carry with them all that is necessary to establish a new colony. Since Settlers move so slowly, it is a good idea to leave them on the faster- moving Ship until they are near a good colony site. Then disembark them, move to a new site, and *found a colony by clicking on the Found button.* **Note:** The Found button will be grayed out if you cannot establish a colony at the site you have chosen. Move your Settler around until the button is no longer grayed out.

Founding a Good Colony

Colonies must find land suitable for farming as well as for the production of Wood, Metals, Gold and more for the construction of buildings and the recruitment of soldiers and other units. A balanced colony site will include grasslands near rivers (for the most productive farmland), access to the ocean (for building a Dock and establishing trade with the Mother Country), forests or jungles (for Mills and Wood), and mountains (for Gold and Metal mining). Proximity to a river will further enhance the productivity of Mines and Mills. In addition, much of the land surrounding the colony's center should be flat since nothing can be built on hills or mountains.

It may be difficult to find the most ideal location. To determine whether or not a colony will do well somewhere, place the mouse cursor in a central location of some apparently suitable land. *Press the Z key and see that various squares are highlighted. For your first colony, make sure that one of the squares is an ocean square or a river square* with access to the ocean (or you won't be able to build a Dock and conduct vital trade with your Mother Country). *Try to build a Dock on an ocean square so that you can build Ships;* Docks built on lakes and rivers act as trading posts and do not build Ships. Furthermore, Docks on lakes or rivers without access to the ocean cannot be used to conduct trade with your Mother Country. *Make sure that some of your land is forested so that you can build good Mills.* Finally, *try to build by a river with neighboring grasslands.* These grasslands will become your Farms. In the best of all possible worlds you will also have a small mountainous area adjacent to your colony's territory. The lands near (or flat areas on) mountains are the richest sources of Gold and Metals.

If the highlighted areas seem suitable, name your colony (or accept the default name) and click on the OK button. If you change your mind about this colony, and if you have not clicked on the End Turn button yet, you can double-click on the Colony Center and select Undo Found to get your Settler back.

Getting Your New Colony Started

When you have founded a colony, *double-click on the Colony Center.* This will bring up your Colony window. From this screen you can do a number of things. First, you can see how much you have of the various commodities, including Gold, Metals, Wood, Goods, and Crops. You can also see how much of any of these you are expecting to receive (via trade or internal production) by the next turn.

To build up your colony, click on the Build Building button. This brings up a list of buildings you can construct. If you do not have the supplies to build a particular structure, that building's button will be grayed out. By passing your cursor over any button (even the grayed-out ones), you can see the materials required to build that building in the Status Bar.

To choose a building, click on its button. Your cursor will turn into the building type you have selected. All available land (and water for Docks) for building will be highlighted around your Colony Center. By passing the building cursor over the highlighted colony areas, you can obtain information on the building's productivity if placed in a particular location. The Status Bar will also tell you if you can't build that structure where you're trying to place it and why you can't do this. To place a building on a site, *simply click with your building cursor on a suitable location.*

First, find some suitable farming land (look for the highest productivity modifier you can). *Place one or two Farms on the land.*

Then click on the Mill button and find the land that yields the highest productivity modifier for producing Wood. Build several Mills.

Click on the Gold Mine button and try to find a site where the productivity modifier is greater than -100%. Otherwise the Status Bar will inform you that building at that site will be useless because the productivity modifier is so low that the mine will yield no Gold. Build a Gold Mine if you can find a suitable location.

Click on the Metal Mine button and try to find a site where the productivity will be greater than 0%. If you can't find such a site, choose any location you like. Metal Mines normally yield at least one Metal per turn for a Level 1 building regardless of where they are built! Build several Metal Mines.

Build some Housing and a Church (encourages immigration) on the least useful land you have.

Finally, build a Dock on an ocean square, if possible (so you can build Ships). Otherwise, settle for building a Dock on a river with access to the ocean (so you can still trade with your Mother Country). In the worst case, you can build a Dock on an inland river or lake square. Docks built on such squares serve solely as trading posts, a necessary building for any new colony, but Docks without

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ocean access cannot be used for trade with your Mother Country.

Eventually you will want to build a Fort. Make sure you have a 2x2 square upon which you can build a future Fort.

Note: The buildings listed above are those you should aim to include one or more of in your colony at an early stage in its development; this list is not meant to convey a rigid plan for building up your colony. *Minimally, you will need Farms, Mills, and Housing at the very beginning.* Before too long, you should also build Metal Mines to obtain the necessary metals for upgrading the Colony Center and other buildings in your settlement. Beyond that, how many and what type of buildings you choose to construct will depend largely on your own strategy for playing the game.

The Colony Center and all buildings start out as Level 1 structures. These are the least productive buildings. *When you have enough resources to upgrade your Colony Center, the Upgrade button on the Colony window will brighten.* If you check this box, on the next game turn your colony will have increased in size (by approximately one square around the perimeter) and you will be able to upgrade any buildings currently in the colony.

Upgrade buildings by double-clicking on the building and clicking in the Upgrade box that appears. You can only upgrade structures if you have the necessary materials on hand and if the Colony Center is at a higher level than the building's current level. By passing your cursor over the Upgrade box, the Status Bar will tell you what is required to upgrade a building and by how much you are short in relevant resources.

If you must rebuild a section of your colony, you can double-click on a building and then click on the Demolish button to remove the building from the colony. This allows you to restructure your colony to best suit your needs as time goes by. **Note**: The building won't be demolished until the beginning of your next turn, so you can't build anything new at that site until then. On the following turn (when your building is demolished), you will get back a small portion of the materials that were used in its construction.

If you haven't ended the turn yet and you change your mind about building a structure, upgrading a building, or demolishing one, simply double-click on the building and "undo" your instructions.

Finally, if you decide you've picked a rotten site for a colony and you have not yet ended your turn (after which it will be too late), simply click on the Undo Found button in your Colony window. This will return your Settler, and you can choose a new colony site.

Finding Out More About the Colony and Trade

There are several more buttons in the Colony window that provide additional useful information and options.

The Population Detail button brings up the Population Detail window. This window shows the colony's base (current) population, the number of units in the colony, its total population, and maximum population (based on current Housing). It also shows how much labor (Labor Demand) the current industries in the colony require and how much Free Labor there is. Free Labor is positive if not everyone in the colony is employed. It is negative when there is a labor shortage. This window shows how the various population parameters are expected to change by the next turn (in parentheses). It also indicates the number of Crops needed to feed the current population and how any Churches are contributing to the immigration rate. **Note**: You must have enough Crops (from internal production, current supplies, or trade) to feed your colonists or they will start emigrating.

The Commodity Detail button brings up the Commodity Detail window. This window provides vital information on how many resources your colony is producing and consuming per turn. Production is given as how many units of a particular commodity your colony is producing out of how many it can produce (based on its buildings). If the current production is less than the colony's capabilities, that indicates that the colony needs more labor (people) or raw materials to maximize its production. This window also shows how many Crops or other commodities your colony is consuming per turn. Finally, it shows how many resources you are obtaining through trade as well as the total net production (or consumption) of each commodity.

The Trade button allows your colony to conduct trade with the Mother Country, other players, native players, and other colonies and to create Trade Alliances. You can only establish trade with other players once you have encountered them in the game (by discovering one of their colonies). The Trade button brings up the Trade list and the Crate list. The Trade screen has a scrolling list of current trades as well as the following options:

New: Clicking on this button brings up a window with option from which you can choose to buy from or sell to your Mother Country, to trade with natives, to give or demand tribute from other players, to barter with other players, or to transfer supplies between your colonies. Select "buy from" or "sell to" the Mother Country (if you are playing as a European). (This option is named "Europe" if you declare independence from your country.) Trade with your country involves buying or selling commodities. This is the primary way European players can buy the Goods needed to build a Commerce building (which will produce Goods) and to make later upgrades. Selling resources to the Mother Country is also a way to acquire the Gold you will need for upgrades, recruiting Leaders, and making Settlers. Select "Trade with Natives" to trade with native Indians (if there are any close by) for everything except Goods. Select "Transfer to Colony" to send resources to other colonies. Finally, if you have established contact with another player, you can choose to demand or give tribute to that player or attempt to barter with that player or establish a Trade Alliance (if relations are good enough).

Trades with the Mother Country or Europe require a Dock built on an ocean or on a river with access to the ocean and take several turns to complete. Trades within the New World require one or more turns to complete, depending on the distance between colonies and known trade routes. Overland trade requires significantly more time than ocean-borne trade. Note, you may make several trades with your Mother Country every turn, but you may only make one trade per turn with natives. Trades with Natives occur immediately.

Edit: Click on a trade in the scrolling list of trades to alter that particular trade. **Note:** Trades with natives cannot be altered since they take place immediately.

Remove: Click on a trade in the scrolling list of trades. Then click on the Remove button to retract that trade.

Crates: This button brings up the Crate list, if you've closed it.

Done: Click here to close the Trade list.

Besides the above options, *you may also commission a Leader* from your Colony window if you have sufficient resources. See the Units chapter and Colonies and Trade chapter for more information on recruiting Leaders and their characteristics.

Finally, if you do not wish to engage in the necessary hands-on work required for building up a colony, you can click on the Auto Colony button. If you do this, the computer will make all the necessary decisions on what to build, demolish, and trade based on what it assesses your greatest needs to be. See the Building list for details on what the Auto Colony feature has done for you during the turn.

Mission 3: Upgrade Your Colony Center To Level 2

To upgrade your first Colony Center you must have 20 Wood and 5 Metals. You can obtain these by building productive Mills and Metal Mines and sufficient Housing to acquire the labor to run these industries. You may also trade whatever resources you can produce to the Mother Country or natives for Gold and then purchase the remaining resources required. In order to trade with the Mother Country your settlement must have a Dock built on an ocean square or on a river with access to the ocean!

See the above sections and the Colonies and Trade chapter for more information on upgrading and developing your colony.

You must complete this third mission by the end of the 30th game turn.

Mission 4: Eliminate The French From the New World!

In the Tutorial scenario you are playing against a French player. For your last mission, some natives have promised to locate the new French settlement for you. You must build a Fort and recruit military units for combat. Then you must prevent the French from establishing a new colony or eliminate their colony if one is already established. You must complete this mission by the end of turn 40.

To build a Fort, when you have sufficient supplies, click on the Build Building button in your Colony window. Select a Fort and place it in your colony. On subsequent turns, double-click on the Fort and click next to Infantry, Cavalry, or Artillery to build one of these units by the following turn. When you have built enough units, use the Leaders you already have or commission new ones (through the Colony window) and attach your military units to these Leaders (see Attaching, Detaching, and Reorganizing section of the Units chapter).

Finally, embark Leaders and units on your Ships (either your old Ships or new ones built by double-clicking on your Dock and selecting Construct Ship) and set sail for the French colony or Settler. Sailing will probably be your fastest way

to get to the French since most units take forever to negotiate the intervening hilly and mountainous terrain.

Disembark your units near the French, and click and drag them towards the Colony Center or towards the French Settler (Figure 3). Select the Capture or Raid button if you are attacking their colony or the Attack button if you are attempting to destroy their Settler. When your turn ends, you will be engaged in tactical combat with the enemy.
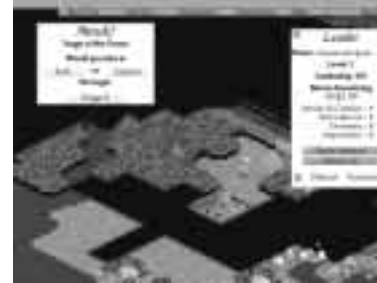

Figure 3. Attacking a colony.

Basic Combat

Each side's units begin in their "reserves." The row of squares next to the reserves is called the home row. When it is your turn, click on the unit you wish to move and move it to one of the highlighted squares. When you are close enough to fire on the enemy, click on the units you wish to conduct the attack and then click on the target square occupied by enemy units. Your goal is to force your opponents to retreat, to eliminate them, or to enter the square containing their flag.

Infantry units can only move forwards, backwards, or sideways by one square per turn. Or, they may initiate an attack. Cavalry units can move two squares per turn (not diagonally) or move up to one square and attack. Artillery units may move one square per turn (although they must stay in the row closest to your side) or they may fire on the enemy. Infantry units and Cavalry units can only attack opponents in squares in front, behind, or next to them. Artillery units can fire on any square in the column they occupy.

The more different types of units attacking at one time, the better their chances of success. This is a combined arms bonus to your attack. To launch a combined arms attack, click on each unit you wish to involve in the attack. When you are done selecting all such units, click on the target enemy square.

Cavalry will launch better attacks if they have moved before they attack (a charging bonus). However, they will not receive this bonus if they panicked and retreated during the preceding turn.

Attacks are more effective when they involve units in more than one square. For attacks that stem from multiple squares, this added effectiveness is called a flanking bonus. The more squares involved in an attack the greater this bonus is. **Note:** Flanking bonuses and combined arms bonuses are additive. So, the more squares from which an attack is launched and the more unit types involved in the attack, the stronger the attack will be!

Finally, Artillery units' fire is more effective the closer their target is to them, and attacks by Infantry and Cavalry on unaided Artillery (no other unit types in the target square) are more likely to cause damage than attacks on otherwise situated Artillery units.

Note: Each of the bonuses described above, unless otherwise indicated, increases the effectiveness of an attack by increasing the probability that the attacking unit(s) will hit their opponents. These bonuses do not increase the number of hits or shots made by the attacking units.

The number of attacks you can launch during each combat turn depends on the level of your Leader. The number of moves each unit can make per combat turn is only limited by the unit type.

When units are fired upon, they may lose strength. The number next to the unit will decrease. Their attacks will decrease in strength corresponding to how much strength the units lose. When a unit's strength hits zero, it dies. Units do not heal during combat or while traveling; they must be in a colony in order to heal (at the rate of one strength point per turn).

When units get damaged, they may panic (lose morale) and retreat one square back towards their reserves. The more damage they have taken, the more likely that they will retreat. Their morale is also affected by the Charisma of their Leader and the Reputation of the opposing Leader. The higher their Leader's Charisma, the less likely they are to panic. The higher the Reputation of the opposing Leader, the more likely they are to panic. If a unit's path of retreat is blocked, the panicked unit will suffer an additional point of damage and remain in the same location.

To ensure winning your battle, make certain that you have sent plenty of units and reinforcements towards the French settlement. Attack the settlement repeatedly until you succeed in capturing it or destroying it (by raiding it).

Mission Accomplished

If you successfully complete the Tutorial scenario, you will have learned how to use the basic elements in the game. You are now ready to strike out on your own.

CUSTOM MAKING YOUR OWN GAME

From the Game Menu screen you can elect to start a new solitaire game. In the Scenario screen, choose Custom to create your own new game.

Choosing Custom will bring up the Custom Game Setup screen (Figure 4) where you will be able to set various parameters for your new game and the game's world.

Figure 4. Custom Game Setup screen

Note: When you choose to play a multiplayer game against other human players, the person setting up the game assigns the same parameters as are listed in the following section. See the Multiplayer Games chapter for more information on setting up such games.

The Custom Game Setup Screen

You can give your game a unique name by clicking in the Game Name box and typing in a new name for your game.

Computer Players: Select the number of computer opponents for your game by clicking on upper or lower boxes to increase or decrease this number. You may play a truly solitaire game (against no opponents) or you may play against as many as five computer opponents.

Max Turns: Select the number of turns you wish the game to take. This number can be from zero (called "Unlimited"), if you wish there to be no turn limit, to 300. The player with the maximum score at the end of this turn number will win the game (unless a player has reached the Winning Score before this time). See Winning The Game for more information.

Winning Score: Select the winning number of victory points. When a player reaches this number (within the selected number of maximum game turns), the

game will end and that player will win. This number may be anything from zero (also called "Unlimited"), which represents no preset winning score, to 200,000. See Winning the Game for more information on victory points.

Indian Settlements: Select a number from zero to 50. This will be the number of native Indian settlements scattered throughout the New World.

Land Seeds: Select the number of land seeds that the program uses to generate the world. The more land seeds (relative to water seeds) you select, the more land there will be in the New World and the more likely that all the land will be part of one huge continent.

Water Seeds: Select the number of water seeds that the program uses to generate the world. The more water seeds there are (relative to land seeds), the more water there will be in the New World. It will also tend to increase the number of islands in the New World. Too much water may end up making the New World nearly uninhabitable.

Resources Are: You can select the general productivity level of the land when you build Mills, Farms, and Mines in your colonies. Resources can be set to scarce, normal, or abundant depending on the level of challenge you wish your new colonies to face.

Play Time Bonus Is: You can select the time penalties (for taking too long to complete turns) and bonuses (for ending turns expeditiously) to players. This bonus may be turned off if you don't wish to play against the clock; it may be normal or extreme. For each turn, you start off with a preset number of seconds in which to complete all your actions. If you complete them early, you will gain victory points; if you are too slow, you will lose victory points. See Winning the Game for more information on victory points.

Movement Is: Select Easy, Normal, or Difficult to alter the distance which units can move in the New World. The easier the movement, the farther units will be able to move on each turn.

Difficulty Is: Select Very Easy, Easy, Normal, Hard, or very hard difficulty levels depending on how much of a challenge you wish to face. The first few times you play *Conquest of the New World,* you may wish to set the level to easy so that you can get accustomed to playing the game. For later games, move up the difficulty level to keep pace with your increasing skill. The difficulty level affects the

availability of resources (terrain-based productivity modifiers) in computer players' colonies. In addition, native Indians are more likely to be hostile towards you at higher difficulty levels. Friendly natives will trade with your colonies and will not attack wandering units. Hostile natives will attack units that are too close to their settlements.

When you have selected the features for your game and its world, click on the Player Setup button to select features and specific victory conditions for your character.

World Size: If you'd like to play in a crowded world, you can limit the number of grids in the world. Normally, it's 256 by 256 square, but you can cut it back all the way to 80 by 80 if you want.

Early Diplomacy: Here's an exciting twist. You can allow all players to do Diplomacy even before they're Independent. But be careful – you could make your Mother Country angry!

Setting Up Your Player Characteristics

The Player Setup screen (Figure 5) allows you to name your player and assign various victory conditions or special abilities.

Figure 5. The Player Setup screen

Player Name: Click in this box and type in a unique name for your character.

Play As: Select your Mother Country. Selecting one of the European countries (Britain, Holland, France, Portugal, or Spain) will start you out with a few units on a Ship that has just sighted land. From there you must disembark your units, start exploring, and eventually found colonies. It makes no difference which country you choose, except for changing the flag under which your units travel. Choosing Native, however, will alter some of the options you have later in the game. *Only one player can play as each of the European countries or as Natives.*

Note: Choosing to play as Natives will materially affect many elements of your game. Aside from beginning on the left edge of the New World (instead of the

right, as is true for European players), your colonies and diplomatic options will differ substantially from those of European players. The costs of building and upgrading structures vary somewhat from those for European players. Native players can build larger cities and suffer no taxation, although they cannot trade with Europe. Native players pay less for Settlers, Infantry, and Cavalry, and their Explorers move farther per turn than those of European players. They cannot build Artillery. Finally, Native players can trade with native Indian tribes that are farther from their colonies, while European players' trades with local tribes require much closer juxtaposition of such tribes to colonies.

Victory Point Bonuses: In this section you specify your victory conditions. You get 40 points to allocate as bonuses to founding and building up colonies (the Colony button), exploring and discovering landmarks (the Exploration button), winning battles (the Combat button), and playing a strong diplomatic game (the Diplomacy button). You may also use these points to "buy" special abilities (described below). Each point represents one percentage point. For example, if you place a "5" next to exploration, the victory points you get for exploring and discovering landmarks will be given a 5% bonus. So if you earn 100 points for discovering something, you will actually get 105 points for doing this. Use the upper and lower buttons next to each category to increase and decrease the bonus you will be awarded in each area.

   The victory points you earn as you play may be in the form of cumulative bonuses or "measured" bonuses. *Cumulative bonuses are added to your victory point score at the end of every game turn and cannot be taken away from your score. Measured bonuses depend on the current state of your colonies, resources, and discoveries, and, therefore, their contribution to your score can vary from turn to turn. When the game ends, the state of the game at that time determines the final contribution of any measured bonuses.*

Colony: Adding victory point bonuses to this category will increase the victory points from your colonies. When your colonies eventually reach a high level of surplus production, you may use the Convert Surplus button in the Commodity Detail window to convert excess production into victory points. The more victory point bonuses you allocate towards this category, the more you may benefit from your colonies' surplus production during the game.

Exploration: Adding victory point bonuses to this category increases the victory points you get for being the first to explore new areas of the world (those that were previously in the dark) and for being the first to discover important landmarks. Note, you get no victory points for exploring oceans.

Combat: Adding victory point bonuses here will increase the victory points you get for successfully battling hostile natives and other players. Points are awarded for any damage done to enemy units in combat.

Diplomacy: Adding victory point bonuses to this category will increase the victory points you get for conducting diplomacy (such as making or breaking alliances).

X Percentage Points Left: This tells you how many of the 40 victory point bonuses you have left to allocate to colony, exploration, combat, diplomacy, or special abilities.

Clear All: Selecting this will remove all of the already allocated victory point bonuses so you can start over again.

Special Abilities: You may purchase special abilities that can affect your game-play and your victory points. Each ability costs ten victory point bonuses from the 40 you have when you begin setting up your player characteristics.

Miser: This special ability gives you extra victory points for Gold you accumulate in your colonies. The bonus you get for this Gold is a measured bonus; ultimately, the victory points you get for having this ability will depend on how much Gold you have at the end of the game.

Colonist: This ability awards victory points for attracting colonists to the New World. The more colonists in your settlements, the more victory points earned. This is a measured bonus, so the victory points you earn at the end of the game due to this ability depend on how many colonists you have at that time.

Discoverer: This ability increases the points (in the form of a cumulative bonus) you earn from naming and claiming discovered landmarks.

Pacifist: This ability awards points for colony development and upgrades, penalizes you for initiating attacks, and decreases the cost of researching defensive military tactics. Victory points earned as a result of choosing this ability are awarded cumulatively.

Cartography: This selection increases the movement allotment of all your land-based units (i.e., they'll be able to move farther every turn). Cartography has no effect on your victory points.

Navigator: This special ability increases the movement allotment of your Ships, but has no effect on your victory points.

Conqueror: This special ability allows your Forts to support more military units than the standard for each Fort you build, allowing you to support one extra unit per Fort level. This ability has no effect on your victory points. See the Table of Buildings in the Colonies and Trade chapter for more information on how many units Forts can support.

Craftsman: This ability increases the amount you earn for selling commodities to your Mother Country, other players, and local natives. This skill has no effect on your victory points.

Admiral: Selecting this special ability improves the skill of your Ships during ship-to-ship combat, but has no effect on your victory points.

Missionary: This special ability improves your relations with native Indians over time; it has no effect on your victory points.

When you have completed selecting your player characteristics, click on the Begin Game button to start playing! If you change your mind, click on the Cancel button.

COLONIES AND TRADE

Founding a Colony

In most scenarios, your first settler appears on turn 6. Move your Settler to the exact location where you want your Colony Center to be built, then click the Found Colony button to place it there. *You can only build a Colony Center and other buildings on flat land,* so be sure that you are founding your colony in such a place. (The Found button will be grayed out if you cannot found a Colony Center where your Settler is standing).

After selecting Found, a highlighted area will appear around the Settler; this highlighted area is where you will be able to raise buildings. If the highlighted areas seem suitable, name your colony (or accept the default name) and click on the OK button.

If, upon further inspection, you decide that the site where you founded your colony is unsuitable, double-click on the Colony Center and then click on the Undo Found button. Your Settler will then reappear to be moved to a better location. You can only do this during the turn in which you found the colony. After you end this turn, the Undo Found option will no longer be available, and you can no longer change the site of the colony.

Later in the game, to found a new colony you must build a new Settler unit. You can recruit a Settler from a Housing structure by double-clicking on some Housing in a colony and then clicking on the Recruit Settlers button (if you have an adequate number of resources to build a Settler), placing a check mark next to it. On your next game turn a new Settler will appear. If you decide not to build a Settler after all, you can click on the Recruit Settlers button again to remove the check mark.

Building Up a New Colony

Buildings can only be placed on flat land (or water squares if Docks) near the Colony Center. Available squares for placing a new building will be highlighted when you click on the button to select a new building to construct. New buildings must be placed entirely within the highlighted area.

To build a new building, double-click on the Colony Center. Then, click on the Build Building button, followed by clicking on the button for the building you wish to construct. This will turn your cursor into the building you chose. You can then click on the location within the colony where you want to place this building. The cursor will blink if you may not place the building at your chosen location.

Note: If you do not have the materials necessary for raising a particular building, that building's button will be grayed out. The Status Bar will let you know what you are lacking in the way of resources to build such structures.

Finally, *pay close attention to the Status Bar as you try to build*. This will provide important feedback on the productivity of various structures if placed at a given location. In particular, whenever you wish to place a new Farm, Mill, Mine or Commerce building in your colony, pay attention to the Status Bar as you move the building cursor over the highlighted areas in your colony. Always try to place your buildings in areas with high productivity modifiers. The productivity

modifiers you observe depend on the building you are trying to construct and the immediate and local terrain. You will see different modifiers when you try to place different buildings on the same square or when you try to place the same type of building in different squares.

Importantly, *your colonies will get productivity bonuses for specializing in your most common buildings*. For example, the more Mills or Farms you build, the more productive all your Mills or Farms will be. This increased productivity due to specialization will be reflected in the production modifier of your most common building type (accessed through the window you bring up by double-clicking on a building in your colony).

Inspecting, Upgrading, and Demolishing Buildings and Recruiting New Units

Double-clicking on any building in your colony brings up that building's window from which you can do several things.

Demolish: Except for the Colony Center, you can demolish all buildings by double-clicking on them and then clicking on the box next to "Demolish." Until you have ended your game turn, you can change your mind about the scheduled demolition by clicking on this box again. Demolishing buildings will not only clear space, but will also return some of the raw materials used to build that structure.

Upgrade: If you have the requisite materials, you can upgrade any structure in your colony by double-clicking on it and then clicking on the Upgrade box. Before your turn ends, you can click on this box again to change your mind. **Note**: You cannot upgrade any building to a level higher than that of the Colony Center. This structure must always be upgraded first. The maximum level to which you can upgrade any structure is Level 4. The Upgrade box will be grayed out if it is already at the same level as the Colony Center or if you have insufficient resources. Place your cursor over the Upgrade box and look at the Status Bar to determine what you still need in the way of resources to upgrade this structure.

Halt Construction: If you have just placed a building in your colony, you may double-click on it and then click on the Halt Construction button to stop building it. The building will be removed, and the resources allocated to its

construction will be placed back in your stockpiles. Once a turn has elapsed, however, you can only remove a building by demolishing it.

In addition to demolition and upgrades, you can learn about the colony's buildings by double-clicking on them.

The Colony Center's Options

Upgrade: If you have the necessary materials you can upgrade your Colony Center to a higher level (maximum level is four; two for Native players). By upgrading your Colony Center, you will be able to upgrade other buildings in your colony. These buildings can only be at levels less than or equal to the level of your Colony Center. The higher the level of a building, the more efficient or productive it will be and the higher the level of units it can recruit if it has such a function. Higher level units are faster or more capable than those at lower levels.

When you upgrade your Colony Center, you will also increase the size of your colony by approximately one square around the perimeter. This will provide you with new land for raising new buildings.

Monitor Commodities: The Colony window shows how many of each commodity are in your colony's reserves and how many of each you are expecting to get by the next game turn, taking into account consumption, production, and trade.

Build Building: Clicking on this button brings up a list of buildings that you can construct in your colony. Buildings for which you do not have sufficient materials will have their buttons grayed out. To build something, click on its button and place the building (now your cursor) on a suitable area in your colony. The cursor will blink when you have positioned the building over an unsuitable area; it will be steady if you can place the building there. As you try to place buildings, pay attention to the Status Bar (top left) for important feedback. Once you have placed a building, the chosen site will be marked for construction. The new Level 1 building will become functional on the following game turn.

Population Detail: Clicking on this button brings up a window from which you can determine important information pertaining to the colony's population. This information includes the colony's current population, its maximum population (based on available Housing), the demand for labor (from all of the industries in

the colony), the Free Labor (negative if more people are needed to man industries; positive if there aren't enough jobs to go around), how many Crops are consumed by the colony's current population, and how much any Churches are contributing to the immigration rate. **Note:** Industries will not be optimally productive if they are short of labor. Also, if there is insufficient Housing or food, people will leave the colony or starve to death. Finally, numbers in parentheses indicate expected changes in colony population for the next turn.

Colony Contents: Clicking on this button brings up a list of units in the colony. This list functions like the Unit List.

Commodity Detail: Clicking on this button brings up information (the Producing column) on how many Wood, Metals, Gold, Goods, and Crops your colony is currently producing per turn out of how many it could produce if all industries were fully manned. **Note:** If you do not have enough people or resources, your production will fall short of its maximum. The Using column in this window shows how much of each of your resources are being consumed per turn (either in production or to feed colonists). Net Trade indicates how much you are exporting (negative numbers) or importing (positive numbers) over the current turn. The Total column shows the net change to your reserves for this turn for each of the listed commodities. Finally, clicking on the Convert Surplus button allows you to convert a colony's surplus production into victory points. This option is useful for making the most of older, well-established colonies.

Trade: Clicking on this button will take you to the Trade window from which you can choose to conduct trade with your Mother Country, other players, natives, or other colonies of yours. You may also pay or demand tribute from other players as well as check up on any shipments you have en route to or from any of your colonies. See the Trade chapter for more details. Note, you may only trade overseas if you have a Dock in the colony.

Undo Found: Clicking on this button during the same turn in which you've founded a colony will undo the settlement, return your Settler to you, and leaves you free to found a new colony at a different site with that Settler. This option is only present on the turn during which you found a colony.

Auto Colony: Clicking on this button will turn over the building, recruiting, and trading efforts of this colony to the computer for this turn only. The computer will determine what it views as your colony's most important needs

and will demolish, build, upgrade, trade, and recruit accordingly. You can undo anything the computer does manually. Pay attention to the Building List after you choose Auto Colony to see what the computer is doing with your colony. Click twice on Auto Colony to make it "persistent." It will then operate automatically every turn without the need for you to click the button each time.

Building List: The building list provides a convenient summary of all buildings in the colony, sorted by type and level. There will be an "X" to the right of any building that is being demolished on this turn, and a small triangle to the right of a building that is being upgraded.

Commission Leader: Clicking on this option will, if you have sufficient resources, recruit a new military Leader for you. Higher-level Leaders can initiate more attacks per turn during combat and can lead more military units. Each colony can support a limited number of Leaders.

Table of Buildings

The following table provides the costs of erecting buildings, their upgrade costs, their functions, and the best terrain types on or near which to place them.

Building (Level)	Terrain[1]	Construction & Upgrade Costs[2]	Functions[3]
Farms (1)	grass near water	4W	3 Crops / turn[4]
(2)		4M, 10W	9 Crops / turn
(3)		10M, 4G, 20W	21 Crops / turn
(4)		20M, 10G, 32W	36 Crops / turn
Housing (1)		2W	holds 100 people recruit L1 Settler
(2)		2M, 5W	holds 300 people recruit L2 Settler
(3)		10$, 5M, 2G, 10W	holds 600 people recruit L3 Settler
(4)		40$, 10M, 5G, 15W	holds 1000 people recruit L4 Settler
Churches (1)		5W	+10 people / turn
(2)		20$, 5M, 12W	+20 people / turn
(3)		50$, 12M, 5G, 25W	+30 people / turn
(4)		100$,25M, 12G, 40W	+40 people / turn
Colony Center (1)	flat land	1 Settler	recruit L1 Leader[4]
(2)		5M, 20W	recruit L2 Leader build L2 buildings
(3)		100$, 10M, 5G, 40W	recruit L3 Leader build L3 buildings
(4)		250$, 20M, 10G, 80W	recruit L4 Leader build L4 buildings
Docks (1)	water	2W	build L1 Ship
(2)		2M, 5W	build L2 Ship
(3)		5M, 2G, 10W	build L3 Ship
(4)		25$, 10M, 5G, 16W	build L4 Ship

Building (Level)	Terrain[1]	Construction & Upgrade Costs[2]	Functions[3]
Mills (1)	jungles or forest	3W	1 Wood / turn near river
(2)		3M, 7W	3 Wood / turn
(3)		10$, 7M, 3G, 15W	7 Wood / turn
(4)		50$, 15M, 7G, 25W	12 Wood / turn
Metal Mines (1)	near mountains	4W	1 Metal / turn
(2)		4M, 10W	3 Metals / turn
(3)		10$, 10M, 4G, 20W	7 Metals / turn
(4)		50$, 20M, 10G, 32W	12 Metals / turn
Gold Mines (1)	near mountains	8W	20 Gold / turn
(2)		8M, 20W	60 Gold / turn
(3)		20$, 20M, 8G, 40W	140 Gold / turn
(4)		100$, 40M, 20G, 64W	240 Gold / turn
Commerce (1)		3M, 2G, 3W	1 Goods / turn[5]
(2)		7M, 5G, 7W	3 Goods / turn
(3)		20$, 15M, 10G, 15W	7 Goods / turn
(4)		60$, 25M, 16G, 25W	12 Goods / turn
Taverns (1)		2W	recruit L1 Explorer
(2)		2M, 5W	recruit L1-2 Explorer
(3)		10$, 5M, 2G, 10W	recruit L1-3 Explorer
(4)		40$, 10M, 5G, 15W	recruit L1-4 Explorer
Forts (1)		1M, 10W	recruit L1 military supports 4 mil. units
(2)		5M, 25W	recruit L1-2 military supports 7 mil. units
(3)		20$, 15M, 5G, 50W	recruit L1-3 military supports 9 mil. units
(4)		90$, 30M, 15G, 75W	recruit L1-4 military supports 10 mil. units
War Colleges		20$, 15M, 5G, 50W	improve military[6]

1 - Terrain types are listed if they enhance the productivity of a building type or are necessary to raise the indicated building type. If no terrain type is listed, terrain has no effect on the structure.

2 - Abbreviations used in these columns:

W = Wood	**M** = Metal
$ = Gold	**G** = Goods

3 - Terrain-based productivity modifiers can increase or decrease the level of production of Farms, Mills, or Mines from the normal value shown. Labor shortages will decrease the actual production of Farms, Mills, and Mines, while specialization in any of these areas will boost their productivity. The abbreviation L stands for level. Special Discoveries can increase the modifiers for certain buildings.

4 - Farms also house 40 people per level. Colony Centers provide as much living space as equivalent level Housing structures.

5 - Each Commerce building consumes 1 Metal, 1 Wood, and 1 Crop per level in order to produce the amount of Goods indicated in the table.

6 - To improve in each military area requires increasingly larger quantities of Gold. Players with the Pacifist ability get a 50% discount to their Defensive Tactics research costs.

UNITS

Taking a Closer Look At Units

You can examine your units by double-clicking on them. This brings up a small Unit window replete with options for movement or other actions depending on the unit type.

Movement

Units can be moved by clicking on them (to select them) and then dragging them where you wish them to go. They will travel as best they can and will only stop upon running out of their movement allotment for the turn or because they reach a terrain type that they cannot cross. Note, Ships may only travel on ocean squares (not up rivers or on lakes), and land units cannot travel on oceans or lakes, although they may cross rivers.

You can quickly go through all moveable units by clicking on the Next button at the top of the Game screen. This will take you to the next unit with a remaining movement allotment. When the unit is done moving, click on Next again to go to the next unit. When all unattached units are done moving, the Next button is grayed out.

You may cycle selectively through certain unit types or your colonies by using the F1 through F4 keys on your keyboard:

F1: Next Colony	**F2:** Next Leader
F3: Next Ship	**F4:** Next Explorer

For unit types with Explore buttons, clicking on this button (or pressing the X key on your keyboard) will cause the selected unit to explore on its own. You can stop its progress at any time by clicking on the Halt button that appears to replace the Explore button or by clicking on the unit in the Game screen.

Note: Military units and Settlers have no Explore buttons. This is because these units move very slowly compared to Explorers and also because these units have other primary functions. Military units are meant to be used in offensive and defensive ways and come into their own on the battlefield. Settlers carry all that is required to found a new colony and serve their purpose best when transported to a future colony site, allowing them to get on with their raison d'être.

Holding down the SHIFT key as a unit moves will speed up its movement; it will also speed up the movements of all other units on the map.

You can change a unit's destination by clicking on that unit and dragging it to a new target location. You can also change a unit's destination while it is moving by clicking on the map (at a new target location) while holding down the CTRL key.

All units have a Moves Remaining box (Figure 51). This box is filled in with red at the beginning of a turn. As you move a unit, the red bar will get shorter and will finally disappear when the unit's movement allotment for this turn is expended.

Units will always try to find the best way to get to their destination. Over explored terrain, units will try to avoid movement-slowing obstacles. When heading toward unexplored terrain, units will generally use a straight path approach.

For units with Explore buttons, clicking on the Persistent box in the unit's window to place a check mark there will cause the unit to explore automatically at the beginning of each game turn. For all units, clicking on the Persistent box will allow such units to move towards a chosen destination (that is too far to reach in one turn) over the course of several game turns. If you change your mind and decide to control the unit personally, simply double-click on the unit and click on the Persistent box again to remove the check mark.

Finding a Unit on the Game Screen

To find a particular unit, click on the Menu button and then click on the Unit List button. Select the unit you wish to find and then click on the Find button to center the Game screen on that unit.

Attaching, Detaching, and Reorganizing

Units may be unattached or attached to Leaders, colonies, or Ships. Units that are attached to something do not move independently; they must first be unattached.

To attach units to a Leader, colony, or Ship, move them to it. That is, click on the unit and drag it to the Leader, Colony Center, or Ship. If the unit can get to this destination on this turn, it will get there and attach itself to its target. Otherwise, you will have to try to attach the unit on a future turn. **Note**: Units

cannot board Ships that are not next to the shore, and units cannot attach themselves to Leaders or Ships that are already at maximum capacity. Leaders can only contain military units and Settlers.

On all unit lists (reached by double-clicking on Leaders and selecting Units Attached, double-clicking on Ships and selecting Cargo, by selecting the Unit List button from the Main Menu window, or by selecting the Colony Contents button) attached units appear indented and underneath the unit to which they are attached.

Units that are attached do not move on their own. If they are in a colony, on a Ship, or with a Leader, they will not appear when you click on the Next button to find the next unit with an available movement allotment. If they are attached to a Leader or Ship, they move with that unit. (They will disembark a Ship if they are attached to a Leader who disembarks.) Until you detach them from where they are, they will not move independently.

Units can be detached from Leaders, Colonies, or Ships in several ways:

Leaders: Detach units by double-clicking on the Leader and then clicking on the Units Attached button. Select the unit you wish to detach and click on the Detach button. Holding down the SHIFT key while selecting units to detach and then clicking on the Detach button or dragging the units to the Game screen will detach all selected units. To detach all the units traveling with the Leader, double-click on the Leader and then click on the Detach All button.

You may also detach units from Leaders by using the Unit List screen. Click on the Menu button at the top of the screen and select Unit List. Find the units you wish to detach from the Leader. You can selectively search for military units or other units by clicking on the box next to the unit types you are interested in seeing (placing a check mark in that box). Or, deselect the units you are not interested in by clicking on the box to remove the check mark.

Click on the unit(s) you wish to detach from the Leader (holding down the SHIFT key if you wish to detach more than one) and then either click on the Detach button or drag the selected units onto the map.

Ships: Detaching units from Ships is called "disembarking" and works in the same way as detaching units from Leaders except that Ships must be next to the

shore for you to successfully disembark units. Double-click on the Ship to bring up the Ship window. Select Disembark All if you wish all the units to detach from the Ship.

Select Cargo to get a list of all units on the Ship. Then, select the unit(s) you wish to detach or disembark (holding down the SHIFT key during this selection if you wish to detach more than one unit) and then either drag the units to the map or click on the Disembark button.

You may also disembark units from Ships from the Unit List in the same way as you would detach units from Leaders. The only caveat is that the Ship must be next to the shore.

Colonies: You can detach units from colonies by using the Colony Contents button in the Colony Center window and detaching them as you would detach units from Leaders.

Reorganizing units is only possible when all the units you are trying to reorganize are in the same location. For example, you can reorganize units on Ships, under Leaders, or in colonies which are close to one another.

To reorganize units, select the unit you wish to attach to another unit or detach from its current unit. (You can select multiple units by holding the SHIFT key down while clicking on the units you wish to move.) Click on this unit and drag it to the unit or colony on the list to which you wish to reattach it. You can do this from any of the unit lists that you can access, either by double-clicking on Ships or Leaders and then selecting Units Attached or Cargo buttons or by going to the Unit List from the Main Menu.

Recruiting New Units

Various buildings within your colony can be used to recruit new units. When you choose this function (assuming you have enough materials on hand to recruit the desired unit) the new unit will not appear until the following game turn. Explorers will appear next to the Tavern that recruited them; Settlers appear next to the Housing that produced them; Leaders appear next to the Colony Center where they were commissioned; and Ships appear next to the Dock that built them. Military units, however, remain housed in the Fort where they were recruited until you detach them from this structure (see previous section).

Recruited military units (Infantry, Artillery, and Cavalry) will always be at a level less than or equal to that of the Fort where they are recruited. When you choose to recruit a new military unit, then, you may specify the level of the recruit (although the maximum level you can select will be the level of the building where you are recruiting the unit).

Buildings can support only a limited number of units. You may not recruit more of any type of unit than you can support based on the number and levels of the buildings where such units are produced. For example, you cannot recruit more Explorers than all your Taverns (taking into account their levels) indicate they can support.

Note: Make sure that you build a few military units as soon as you can. You will need them to defend your colonies and to eliminate your enemies.

Table of Unit Information

The following table provides information on recruitment costs and abilities of each of the unit types in Conquest of the New World.

Unit Type (Level)	Cost[1]	Functions and Abilities
Explorers		fast moving; good at avoiding hostile natives
(1)	20$, 1P	
(2)	50$, 1P	
(3)	100$, 1P	
(4)	200$, 1P	
Leaders		command military units in combat
		determine number of attacks per combat turn
(1)	100$, 1P	
(2)	200$, 1P	
(3)	350$, 1P	
(4)	500$, 1P	
Infantry		move 1 square or attack once per
		combat turn
(1)	5$, 1M, 10P	
(2)	10$, 2M, 15P	
(3)	15$, 5M, 1G, 20P	
(4)	20$, 10M, 2G, 25P	

Unit Type (Level)	Cost[1]	Functions and Abilities
Cavalry		move 2 squares, or move 1 square and attack
		once per combat turn
(1)	10$, 2M, 10P	
(2)	20$, 5M, 15P	
(3)	30$, 10M, 2G, 20P	
(4)	40$, 16M, 5G, 25P	

Unit Type (Level)	Cost	Functions and Abilities
Artillery		move 1 square or fire on any square in same
		column once per combat turn
(1)	10$, 5M, 5P	
(2)	20$, 10M, 10P	
(3)	30$, 20M, 2G, 15P	
(4)	40$, 32M, 5G, 20P	
Settlers		carry all that is necessary for starting
		a colony
(1)	50$, 15W, 15C, 150P	
(2)	100$, 30W, 30C, 300P	
(3)	150$, 10M, 45W, 45C, 450P	
(4)	200$, 20M, 60W, 10G, 60C, 600P	
Ships		travel on oceans and carry units overseas
(1)	50$, 4M, 10W, 80P	
(2)	100$, 8M, 20W, 120P	
(3)	150$, 20M, 8G, 50W, 160P	
(4)	200$, 40M, 20G, 100W, 200P	

[1]-Abbreviations used are:

W = Wood	**G** = Goods
M = Metal	**C** = Crops
$ = Gold	**P** = People

COMBAT

There are two basic types of combat in *Conquest of the New World*. Military units can attack other units, natives, or colonies. Also, Ships can engage in combat with one another. The following sections describe how combat is initiated, conducted, and resolved.

Attacking Units or Settlements

Only military units (Infantry, Cavalry, Artillery, and Leaders) may initiate attacks on land. Click on the unit and drag it to the unit, tribe, or colony you wish to attack. If you are close enough to reach your target on this turn, you will be given the option of destroying, raiding, or capturing your target, depending on the target. Click on the corresponding buttons to attempt these actions.

If you are attacking a unit, your only option is to destroy the target. If you are attacking a colony (Figure 59), you may attempt to capture or raid your target. Colonies that are captured will sustain some damage. **Note**: Native players may not capture European players' colonies and European players may not capture Native players' colonies. If you attempt to capture a colony, you will only capture it if you win the battle.

Raiding a colony does not require a victory on the battlefield to be considered a success. Instead, a raider's objective is to prolong the battle; the longer the battle, the more damage is done during a raid. During every battle round after the fourth, one building level will be destroyed. In addition, one half the value of that building, (or its most recent upgrade cost) if it is a first-level structure, will be acquired by the attacker as spoils of battle. Each combat round, starting on the third round of battle, the attacker also receives 10% of the resources in the colony's stockpiles. Note, the 10% applies to the resources *remaining* in the stockpiles after the last combat round. On each subsequent combat round, the amount of new resources gained by the attacker will be less than on the previous round. If the raid continues until the defender's forces are eliminated or retreat, the colony is destroyed. Retreated defending forces will appear near the former colony's site at the beginning of the next game turn. Forts are harder to destroy than other buildings.

Squabbles With Hostile Natives

During exploration, your units will occasionally come too close to hostile native settlements. (You can deliberately provoke an encounter by moving your units close to hostile native colonies or by specifically targeting a native tribe.) When this occurs, a window will appear giving you the option to attack or avoid an unfriendly encounter.

Note: Explorers, Settlers, and lone Leaders cannot fight! If they get too close to hostile natives and cannot avoid the resulting attack, they will simply be eliminated. Click on the Avoid button to escape attack. If you keep trying to move near such hostile natives, eventually the Avoid button will be grayed out and you will be forced to attack, even if that means the attacking unit will be automatically eliminated.

If the unit is a Leader with attached units, you may choose to attack hostile natives instead of running away. In this event, click on the Attack button. Note, if a unit outside of your field of vision encounters hostile natives, center the Game screen on your unit by clicking on the Find button that appears in the pop-up window.

To cancel an attack: Before you end the turn, double-click on the attacking unit and click on the Cancel Attack button.

When you engage in combat with hostile natives, the native's tribe strength will determine the number and quality of units they bring to the battlefield. Also the larger and stronger the tribe, the more likely they are to intercept your units at a distance far from their home.

Defending Colonies

When you attack a colony or when your colonies are attacked, it's helpful to know how such a settlement can defend itself. First, to get an idea of how well defended a colony is, double-click on a Fort in that colony. (You must have a Fort to get this information.)

The number of militia units (which are always Level 2 Infantry or Artillery) for a defending colony depends on the level of the colony. If militia units fall in battle, the population of your colony will decrease.

For each Fort within a colony, additional Artillery units will appear to defend the colony in case of attack. Also, any military units within the colony will assist

in the colony's defense. If the colony contains more than one Leader, the best of these is chosen to defend the colony. This Leader will be equipped with the best units within the colony (regardless of whether they're attached to another Leader or to the colony). Finally, friendly tribes near the Colony Center may contribute to the colony's defense as well.

Combat on the Battlefield

All combat is resolved after all players have finished their turns and before the next game turn begins. Combat takes place on a 3x4 grid (Figure 6). Your goal is to capture your opponent's flag by moving a unit into the square that contains this flag. You may also win by eliminating all enemy units on the battlefield or forcing your opponent to retreat. On the Main Game screen, click on the Combat Demo button for a preview of how combat is conducted.

Figure 6. The Battlefield

The attacker will move first. During each turn in combat, you can move any or all of your units. The level of your Leader determines how many attacks you can launch, however. *Units may only move forward, backward, or sideways; they may not move diagonally. Similarly, no attacks can be launched along diagonal lines.*

Moving and Attacking With Units

To move units, click on the unit to highlight it and then click on the highlighted square to which you wish to move it. **Note:** If your units occupy a square next to an enemy unit (diagonals don't count), it can only move to squares that are not adjacent to another enemy unit. Artillery and Infantry units may move up to one square per combat turn; cavalry may move up to two squares.

To attack with units, click on all of the units that you wish to participate in an attack on a target enemy-occupied square. When you have highlighted all the units you wish to use in an attack, click on the target square. **Note**: Artillery and Infantry units may only attack if they have not moved during the current combat turn. Cavalry may move up to one square before attacking, but may not move if they have already attacked during a turn.

To move or attack with all the units in a particular square, hold down the ALT key and click on an unoccupied portion of that square. Then click on the target.

Note: Units may only move into empty squares or squares occupied by friendly units. Squares can contain up to six Infantry units. Each Cavalry and Artillery unit counts as two Infantry units for the purposes of filling squares on the combat grid.

Ending Your Combat Turn

When you have completed all the moves and attacks you wish to make, click on the Done button to end your turn.

Military Units on the Battlefield, Attack Strength, and Damage

This section contains a compilation of information that will help you plan your combat tactics:

Reserves and Home Row: All units begin combat in the reserves, off the battlefield. The first row next to a player's reserves is the home row.

Effect of a Leader: Your Leader determines how many attacks you can initiate per combat turn. He also affects the morale of your units (through Charisma) and those of your enemy (through Reputation). If you win the battle, your Leader will gain experience points that can be allocated toward improving any of his attributes except for Reputation. A Leader's Reputation depends on all his combat successes and failures.

Targets for Attack: Infantry and Cavalry may only attack units in neighboring squares – not at diagonals. Artillery units can attack units several squares away, as long as the target is in the same column.

Movement and Attack Allotments for Units: Infantry units can either shoot or move one square each turn. Cavalry units may move two squares or move up to one square and shoot each turn. If Cavalry units move and attack within the same turn, they receive a charging bonus to their attack, as long as they have not panicked and retreated from enemy units during the preceding turn. Artillery units may move one square per turn (but are limited to the "home row" of the battlefield, i.e., the row nearest your side). Artillery attacks are most effective at close range.

Attack Strength and Taking Damage: All units on the battlefield have a level (or combat strength) that ranges from one to five. This number determines how much damage the unit can take. It also determines the strength of that unit. As this number falls (from taking damage), the unit's strength and hit points decrease. When the number reaches zero, the unit is dead.

Healing: Units do not heal on the battlefield or while traveling. They must be in a colony (attached to a Colony Center) to heal. Healing takes place at the rate of one strength point per game turn.

Morale, Panicking, and Retreating: When units are damaged there is a chance that they will lose morale, panic, and retreat one square towards their reserves. The more damage a unit has taken, the greater the chance that it will retreat. If the unit's Leader has a high Charisma, this will increase its morale and decrease the probability of retreating. If the enemy's Leader has a high Reputation, however, this will increase the probability of a damaged unit's retreating. If a unit cannot retreat because its path is blocked, it will suffer an additional point of damage while remaining in its current location.

White, Red, and Yellow Numbers: On the battlefield, units with white numbers are recruited military units; those with red numbers are militia units or Artillery units (from Forts) that arise to defend a colony. Damage to red militia units will decrease a colony's population. Damage to red Artillery units, however, will have no effect on a colony's population. Friendly natives that assist in defense bear yellow numbers.

Attacking Artillery Units: If an Artillery unit is the only unit type in a square attacked by Infantry and/or Cavalry units, it may suffer extra damage! Artillery units are less effective when firing on Artillery units than they are when firing on Infantry or Cavalry. This is a counter-battery penalty.

Combined Arms and Flanking Bonuses: If you initiate combined arms attacks (by attacking a target square with more than one unit type), your attacks will be more effective. Furthermore, if you initiate attacks from more than one square, you will gain a flanking bonus. The more squares involved in an attack, the more of a bonus you will gain.

To initiate combined arms attacks you must have more than one unit type capable of attacking a target square. Click on each unit you wish to be part of the attack – this includes neighboring Infantry and Cavalry units, as well as

correctly positioned Artillery units. When you have highlighted all the units you wish to participate in the attack, click on the target square.

Flanking and combined arms bonuses are cumulative. So, always use as many units in as many squares as possible to initiate attacks. Both flanking and combined arms bonuses are more effective in that they result in more potential damage to enemy units.

Who Gets Hit: If an attack is launched against a target square that contains more than one type of unit, the units most likely to absorb damage depend both on the attacking and defending units. Basically, units are most likely to attack like units. So, Infantry are most likely to attack other Infantry units; Cavalry are most likely to attack Cavalry; and Artillery will generally fire preferentially on other Artillery. For example, if you have a square full of Cavalry units and this square is probably going to be attacked by a squad of Infantry on the next turn, it is a good idea to move some Infantry units into the square with the Cavalry units to absorb the brunt of the attack.

Fleeing

Click on the Retreat button if you wish to flee from the battle. Your enemy will be allowed one parting shot before your troops can leave. Remember that if an army flees from a colony that it is defending, the colony will be lost to the attacker, or, in the case of raids, the colony will be destroyed.

OOPS!

Click on the Undo button to take back your move. You may not take back attacks, however! You may continue to click on the Undo button to remove successively earlier moves you made during a turn. You may not take back any moves made prior to your latest attack nor can you go back to a previous battle turn.

Combat Practice with the Combat Demo

You may wish to hone your combat skills or simply engage in battles for fun by clicking on the Combat Demo button in the Game Menu screen. When you select this, a Combat Parameters window will open. Click in the box next to Name and name this battle. Then click on the box next to location and choose a location (forest, river, or grass) for the battle. The location has no effect on the

battle; it only alters the graphics on the battlefield. Choose the number of points you wish to allocate to each player for buying units (between 5 and 40) by clicking on the < and > buttons next to Points. Click on Continue to get to the Select Battle Opponents window.

From the Select Battle Opponents window, determine whether you or the computer (AI) will be the attacker or defender. (You may play for both sides if you wish or have the AI play for both sides.) Click on Begin to select units for each player or Re-register to return to the Combat Parameters window.

If you select Begin, the next window to appear will be the Battle Plan window for the attacking player. Select the country for which the attacker is playing and then allocate points to purchasing Infantry, Cavalry, and Artillery units or to purchasing points for the Leader. Note, Native players may not purchase Artillery units but are allotted more points than other players.

The costs of purchasing units or Leader attack points are as follows:

Infantry units: 1 point

Cavalry units: 2 points

Artillery units: 2 points

Leader attack points: 3 points

Note: Each unit that is purchased will be a Level 4 military unit. Each point allocated to Leader attack points increases the number of attacks that side can make per combat turn.

When you are finished, click on Continue to get to the Battle Plan window for the defending player. Allocate points here and click on Continue to begin combat.

Ship-To-Ship Combat

Ships may attack one another. As with other combat, ship-to-ship combat is resolved between game turns, with the results reported in the Messages window at the beginning of the following turn.

To attack an enemy ship, click on your Ship and drag it to the enemy vessel (Figure 7). Then choose to Sink, Board, or Cancel the attack. If you change your mind, double-click on your Ship and click on Cancel Attack.
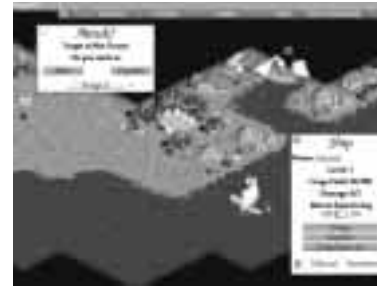
Figure 7. Attacking an enemy ship

Ship-to-ship combat will be resolved at the end of the game turn. The computer will determine which Ship gets the "wind gauge" or maneuvering advantage during combat. Getting this wind gauge is influenced by the Ship's size, with smaller Ships being more likely to get the wind gauge. Damaged Ships are much less likely to get the wind gauge than undamaged ones. The computer will then determine, based on an analysis of the current situation, if the defending Ship will try to sink or board its opponent or attempt to run away. Each Ship will then attempt to perform its chosen mission.

If the defending Ship successfully escapes, the confrontation ends and both Ships will typically emerge unscathed.

A gunnery duel (attempting to sink enemy Ships) may damage or sink either or both Ships. Damaged Ships move more slowly and must be returned to a Dock to be repaired. Placing a damaged Ship near one of your Docks will heal its damage by one point per game turn.

Boarding actions involve hand-to-hand combat between crews (Infantry units, the number of which depend on the size of the Ship) and any military units on each Ship. Boarding may result in damage to or sinking of one or both Ships or the capture of one Ship. Military units on Ships will fight at full strength if they are Infantry. They will fight at half strength if they are Cavalry and will abstain from combat if they are Artillery.

The results of all actions, including the hand-to-hand combat caused by boarding actions, will be determined by the computer and reported in the Messages window at the beginning of the following game turn.

MULTIPLAYER GAMES

Starting a Multiplayer Game

• *One of the human players in a multiplayer game must set up and register the game.* This player should select Create New Game under the Multiplayer section of the Main Game screen.

• All players must use the Options button and select the type of network that they will be using for the game.

This will take you to the Game Setup screen (Figure 8). Most of the choices in the multiplayer Game Setup screen are identical to those for setting up a solitaire game (see the Custom Game Setup Screen section for details). The only difference is that you get to determine how many computer and human players will be in the game. You may choose from one to six human players with no computer players. If you wish for both types of players (human and computer), you may have up to four computer opponents playing against two human players.

Note: No two players can play for the same country! Decide beforehand who will play as France, Spain, etc.

Figure 8. Multiplayer Game Setup Screen

When you have chosen the number of players in the game, finish setting up the game. When you are done setting up the game, click on the Register button to get to the Add New Player window. To create your character now, select your characteristics (see the Setting Up Your Player Characteristics section in the Custom-Making Your Own Game chapter), and click on Add Player. Alternatively, select Cancel to leave and create a character later. Whenever you choose to return, select Join New Game from the Game Menu screen, click on the game's name, select your characteristics, and then select Add Player.

Use the Network Status window to make sure that all other players are connected.

When all human players have "joined" a new game (see next section), either via network, modem, or on the same computer, the new game will begin. A Multiplayer Game window (Figure 9) will appear that lists all the players in the game on a series of buttons. The computer players' buttons are grayed out and inaccessible to human players. To take a turn, click on the button bearing your name (when it is not grayed out) and take your turn.

Click on the End Turn button to end your turn. At this point, the Multiplayer Game window appears again, but your name will be in red; you will not be able

to proceed to the next turn until everyone else finishes their turns, the computer processes everyone's commands, and any combat is resolved. To resolve any land combat, involved human players must "sign on" by clicking on the buttons that appear with their names. They can then fight the battle(s). Once all battles have been resolved, the next game turn will begin.

Figure 9. Multiplayer Game window

Hooking Up and Joining a Multiplayer Game

If you wish to join a new multiplayer game on the same computer as someone else, simply select Join New Game from the Game Menu screen, select the multiplayer game you wish to join (you may have to click on the More button to find the game you wish to join if there are a lot of games on the screen), and then define your player characteristics. Select Add Player when you are done.

If you wish to join a multiplayer game through a network (IPX, serial, and modem connections are supported), first select the Options button in the Game Menu screen. Click on the Network button and then choose the type of connection you wish to make. (Figure 10)
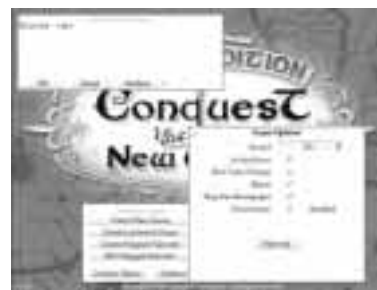

Figure 10. Network Options

If you select an IPX connection, first make sure that your machine is running an IPX driver. A variety of utilities are available under DOS and Windows 3.1 that are commonly used to support network games. IPX support is built into Windows 95.

Note: When attempting an IPX network connection between Windows 3.1 and Windows 95 machine, you may need to adjust your network settings. See the Troubleshooting section below for details.

Upon choosing an IPX connection, a Network Status window (Figure 11) will appear. This window lists all the machines running the game and connected to

the same IPX network. The list shows the player name, if the game is active, and what that player is currently doing.
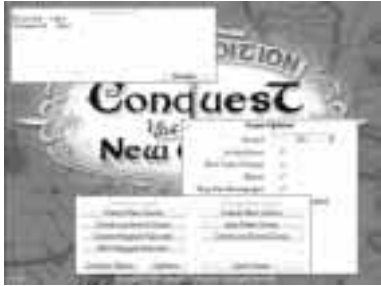
Figure 11. Network Status window

Once one player has created a new game (see previous section), other players on the IPX network should see the name of this new game appear when they click on Join New Game. (If the list of games is long, you may need to click on the More button to find the new game you wish to join.) Click on the game name and set up your player's characteristics, clicking on Add Player when you are done. The game will begin once all players have joined. Note, if you have already played in the current game, select Continue Saved Game (rather than Join New Game) and select the appropriate game.

If two or more players wish to play on the same machine, click on the Cancel button in the Multiplayer Game window, and then click on Join New Game to add the next player. The game will permit any number of players up to six to play on any machine. The choice of machine is also not locked in once the game has begun. Just make sure that you're not signed in on any other machine (sign out by clicking on Cancel in the Multiplayer Game window) and, on your current machine, click on the button bearing your player name in the Multiplayer Game window.

If you select a serial connection, the Serial Connection window (Figure 12) will open. Here you can select the appropriate COM port and baud rate. Click on Establish Connection to do so. After you have achieved a connection, click on Join New Game (or Continue Saved Game, if you have joined the game at an earlier time). The game you wish to join should appear. Then click on that game and select your player's characteristics. Click on Add Player when you are done.
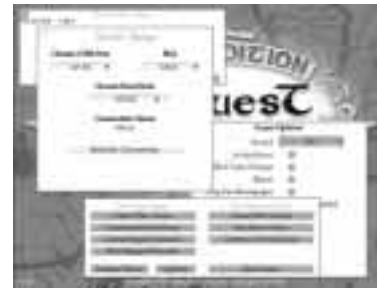
Figure 12. Serial Connection Window

If you select a modem connection, the Modem Connection window (Figure 13) will appear. Select the correct COM port, baud rate, initialization string, and the Call/Answer status. The player who is calling in to another's computer should then select Establish Connection. After this, click on the Join New Game button (or Continue Saved Game, if you joined the game previously) for the appropriate game. Set up your player's characteristics, and click on Add Player when you are done.
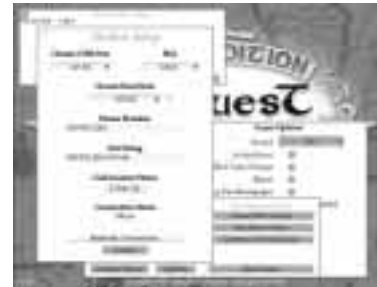
Figure 13. The Modem Connection Window

Note: If you are playing via E-mail, examine the instructions in the game's README file.

If you do not wish to see the Network Status or Options windows, click on their Close boxes. These windows do not have to be open for a network connection to exist.

Troubleshooting

For IPX network connections:

Use the Network Status window to verify that each machine is connected to the network, running the proper IPX drivers, and running the program. The window updates in real-time, displaying each machine as it appears or disappears from the system. This is a good way to check on a machine that has fallen off the network (for example, from a power failure or loose network cable).

Click on the IPX button in the Network Status window to activate scanning over the IPX network.

Although *Conquest of the New World* is a DOS product, it can make use of Windows 95 IPX support. Just run the game using the Windows 95 DOS box and make sure that IPX services are enabled in the Network control panel.

When attempting an IPX connection between Windows 3.1 and Windows 95 machines, you must make a change to the Network control panel in the Windows 95 machine(s), because the default IPX protocol is different than the one expected by Windows 3.1. Windows 95 defaults its IPX Frame Type to "Auto." Changing this to "802.3" may make it possible to communicate with machines running other system software.

All machines must be equipped with IPX driver software and located on the same network. IPX "tunneling" over other network protocols may work with the game but is not directly supported – nor has it been tested.

For serial connections:

If the game is having trouble connecting through a serial port, first make sure that each machine is set up to use the proper serial port and that both machines are set at the same baud rate.

Check that the cable connecting the two machines is a null-modem cable or has a null modem at one end. **Note:** *You need only one null modem!* If there are two null modems, this is no different than having none at all.

If you are still having difficulties, make sure that no other communications programs are running on the machine. Look for programs that may be remapping the serial ports or otherwise changing what the settings should be.

If that fails, the best test is to use a simple serial communications program to test the physical link. Using the same port and baud rate settings as in the game, try to send data back and forth between the machines. If the modem programs can do it, chances are the game can do it, too. If they can't, the game certainly can't. Check your cables and try each machine by itself, using the same cables, connecting to a modem or other simple serial device. This should help isolate which component of the system is causing the problem.

If the physical link appears sound, but the game still cannot connect, try lowering the baud rate. Slower machines operate best at no more than 9600 baud.

If the program connects but seems to lock up while transferring data, try lowering the baud rate.

For modem connections:

Check the COM port setting and the baud rate to make sure they are compatible with the connected modem. Make sure the cable connecting your computer to the modem does not include a null modem.

If the connection still cannot be made, try to use a simple serial communications program to talk to the modem. If you select the options correctly and type "AT" followed by the ENTER key, a standard Hayes-compatible modem should respond with an "OK" prompt. (It is possible to program a modem not to respond like this, but this is rare.) If the modem responds, then the cable is OK. Otherwise, the serial port selection or the cable itself may be a problem.

If the physical link to the modem is correct, try to dial the other machine by entering the phone number and clicking on the Establish Connection button while the other machine selects the Wait For Connection button. If the modem dials and the other modem picks up, but no connection is established, the modems may be expecting different baud rates or they may be incompatible. The best way to analyze this situation is to use a simple serial communications program and try to make a connection without the game. If the connection succeeds, the game should work! If not, the cables, modems, or phone lines may be at fault.

If the game locks up while transferring data during modem play, the most likely reason is that the baud rate is too high. Re-establish a connection with a lower baud rate. If one or both machines are running under Windows, try to run the game under MS-DOS only. The connection should be much more stable, especially on 486-class machines.

WINNING THE GAME

You can win Conquest of the World in one of several ways. When a game is set up, it is given a number of maximum turns, a winning score, and each player determines their own victory point bonuses (see Custom-Making Your Own Game). Whoever reaches the winning score first will win the game. If no one reaches the winning score by the time the maximum number of turns have elapsed, the player with the highest score at that point wins. Finally, if you're the last player standing at the end of the game, you will win.

You obtain a "score" by accruing victory points. Victory points are gained for exploring and discovering important landmarks. Bonus points are awarded for discovering the longest river, highest mountain, or other record-breaking landmark. Victory points are also awarded for founding and developing colonies, winning battles, establishing diplomatic relations with other players, and by significantly altering your diplomatic status – becoming independent, establishing a commonwealth, or federating, depending on your options.

The victory point bonuses you choose when you set up your player characteristics at the beginning of the game may modify how many victory points you get for certain types of accomplishments (see Setting Up Your Player Characteristics) and may provide you with victory point bonuses or penalties for other accomplishments – depending on any special abilities you have chosen. Finally, you can gain or lose additional victory points if you are playing with the Time Bonus at normal or extreme (see The Custom Game Setup Screen).

To get an update on how you are doing in the victory point department, click on the Menu button and select the Game Score button. This will give you a breakdown of your current score. If you click on the Current Standings button, you will bring up the Current Standings window where you will see how your current total victory point score stacks up against your opponents' scores.

Note: there is no way for you to discover what your opponents' victory conditions are. The only way you can try to thwart their attaining victory points is to do your best in analyzing what their priorities seem to be.

Finally, a few comments on the depth of play in this game. Be aware that there are many ways to play and win *Conquest of the New World*. Don't be fooled by the apparent simplicity of the game's design. While this simplicity guarantees that new players can quickly learn the basic rules of the game, it doesn't limit the approaches clever players can take in trying to win. There are many layers to this game, including trying to determine the best way to found and develop colonies to enhance your economic position, how to make the most of War Colleges, which special abilities to choose, how to make the most of diplomacy, how to win tactical battles, and when to declare independence or federate. All of these elements and more contribute to the depth of game play and will continue to challenge players as they develop strategies for winning *Conquest of the New World*.

NEW FEATURES

New Features

Conquest of the New World Deluxe includes many features that are not part of its progenitor. This section describes such features as well as other changes made within the original game.

Scenarios

There are many scenarios available for playing *Conquest of the New World Deluxe*. Playing each of the first five scenarios described below provides some insight into this game. In addition to these scenarios, you can create your own scenarios or edit pre-existing ones.

Tutorial Scenario: This is described in detail elsewhere in this manual.

Island Scenario: Play as Portugal, Spain, or France and try to claim (through exploration and discovery) as much of a newly discovered island as you can before either of your opponents do.

Natives Scenario: As the sole player in the scenario, your objectives are to build up your colonies, to declare that you are federating, and to federate 15 native Indian tribes.

Survivor Scenario: Spain, France, Britain, and Portugal are playing King of the Hill. Choose to play as one of these countries against the other three. The sole survivor wins the game.

Conquistador Scenario: Explore the New World as it might have been (with a new map each game). All five European countries and the Natives are active in this game. You choose as whom to play.

Scenario Templates: You can load in a special formatted text file created in an external editor like EDIT in DOS. These files, called Scenario Templates, define the players, when ships arrive, and how the map will be built.

Mapped Scenario: Mapped Scenarios define the attributes of colonies and other units on the map. These colonies and units will be in place when the game begins.

You may also have noticed that you can create and edit scenarios from the Game Menu screen. These buttons allow you to create or edit a Mapped scenario (discussed above).

Notes on Editing a Mapped Scenario: During the editing process (while you are placing colonies and units on the game map), you will be able to see the entire game world. A name will appear on the game map for each player to indicate where their first Ships will appear. This will enable you to place colonies and units appropriately.

In editing a Mapped scenario, you can move around the screen as normal. You can also move using the arrow keys. To change which player you are editing, select Change Players and choose the player whose units and colonies you wish to alter.

Choose Create Objects to build a Colony Center (of any level), to build units (you can select any level) and to place buildings (of any level) in a colony. To bring up a box that lets you alter the resources and population within a colony, double-click on the Colony Center.

You can Unfound colonies and Disband units as well. Take care, when you do this, however, as you cannot undo such choices later.

When you are done editing a Mapped Scenario, choose Save and Exit.

World Size

When you choose to create a Custom scenario (see Custom-Making Your Own Game), you can now alter the size of the land masses in the New World. Choose a number from 80 to 256. Smaller numbers will result in less overall land, and the land masses will tend to be pushed into the right most quadrant of the game world.

All Countries are not Created Equal

In the original game, it did not matter which European country you started as, since all such countries had equivalent capabilities and attributes. The only material decision was whether to play as High Native or as a European. Now, however, each country comes with its own bonuses. Whoever plays as a particular country (human or computer player) receives these bonuses:

Britain: Playing as this country gives you the bonuses equivalent to those you (your Ships) would get if you had chosen the Admiral special ability. You can still choose the Admiral ability when playing as Britain. You will then get a double bonus. Your Artillery units receive improved defensive and offensive skills equivalent to 1 plus the ratings of Artillery offense and defense accrued through your War College.

France: Playing as France improves your starting relations with the native Indians in the New World (by 30 points on a 201-point scale). In addition, Cavalry units receive

bonuses to their defensive and offensive skills equivalent to 1 plus your War College's ratings in Cavalry offense and defense.

High Natives: In addition to the basic differences between playing as native Indians and playing as Europeans detailed elsewhere in this manual, High Natives receive some specific bonuses. All land units move as if they were one level higher than they are (i.e., they can move farther per level than European units can). Native players' Gold Mines will always be able to produce some Gold. Unlike those of European players', whose Gold Mines may be useless because productivity modifiers can go as low as -100%, Native players' Gold Mines always have productivity modifiers greater than or equal to -90%. Native players' Gold Mines also produce more Gold per level than those of European players. Finally, Cavalry units receive bonuses to their defensive and offensive skills equivalent to 1 plus your War College ratings in these areas.

Holland: Playing as Holland has some truly unique benefits. Your Gold stockpiles (in all colonies) accrue interest—at a rate of 5% per game turn! Furthermore, all trades that Holland players conduct with their Mother Country take one fewer turns to complete; although a trade always takes at least one turn. Holland receives no military benefits.

Portugal: Portuguese units move as if you were playing at a game setting that is one easier than it actually is. For example, if you have set the game to Normal movement, Portuguese units will move as if you had set it to Easy movement. This allows them to move an additional 50% per turn! The Portuguese get no military benefits.

Spain: If you play as Spain, your Explorers will act as if they are one level higher than they actually are—i.e., they can move farther per turn. Your Infantry units also receive a bonus to their defensive and offensive skill equivalent to adding 1 to your War College ratings in these areas.

The Age of Exploration

Exploration and discovery in *Conquest of the New World Deluxe* have been made even more interesting. Now, besides finding rivers, mountains, regions, etc., your Explorers and other units can make special discoveries. The New World is replete with metal deposits, gem deposits, and other special discoveries just waiting to be made!

If you build a colony near a special discovery, some of your industries may reap a productivity bonus from this favorable juxtaposition. Which industries benefit depends on the nature of the discovery. The amount of the bonus depends on the nature of the discovery and the distance of the building from the discovery.

The player who finds a special discovery is considered the player who controls that discovery. That means, that player's colonies, if they are close enough, will gain the benefits of the discovery. However, an opposing player can wrest control away from the founding player by placing a unit adjacent to the discovery. As long as the unit is there, the new player controls the discovery and gains benefits from it.

Note, each special discovery, if it enhances an industry's productivity, has a magnitude and radius over which it confers this benefit. The amount of the benefit decreases with distance from the discovery, until it dwindles to no effect after it reaches the radius of its influence.

To view the radius of effect of a special discovery, just click on the discovery. To get a list of this radius and the productivity bonus the discovery confers, double-click on the discovery. If you have a building that is benefiting from a discovery, the amount that its productivity is increased because of its proximity to a special discovery is indicated in brackets to the right of the building's bonus. (You can view a building's productivity by double-clicking on the building.)

Below is a list of some of the special discoveries you may find in the New World:

Metal Deposits or Mines: Gold and Silver Deposits increase the production from Gold Mines. Tin and Iron Deposits increase production from Metal Mines. Copper Deposits increase both Gold and Metal Mine's productivity.

Forests: All special forests—Redwood, Oak, Cherry, Teak, and Maple—increase the production of Mills.

Agriculture: Fields of Rice, Wheat, Corn, Potatoes, and Alfalfa increase the production of Crops by Farms.

Medicinal Herbs: These finds increase nearby Churches' bonuses to immigration.

There are also rare special discoveries that are unique and not necessarily present in any particular game. Among these rare discoveries you can expect to find:

Fountain of Youth: Increases the growth rate of the population of all colonies of the controlling player.

Pyramid: Improves all Leaders belonging to the controlling player. Bonuses are +4 Leadership, +2 Combat, and +1 Movement. Bonuses for Native players are doubled and the Native player's Leaders also gain +2 Charisma.

Lost Dutchman Mine: Increases the Gold production from all Gold Mines owned by the controlling player by 25%.

Ancient Ruin: May give you one of several special bonuses.

The Building List Button

When you double-click on one of your Colony Centers, you will find a new button, the Building List button. Clicking on the Building List will give you a list of all the buildings in this colony, their levels, and their productivities. Furthermore, if you highlight one of the buildings by clicking on it, that building will by highlighted so you can locate that building easily in your colony. This is extremely helpful for optimally upgrading and rebuilding your colony.

Trade Alliances

A new option in the Trade Menu is to select Trade Alliance. By selecting this option, you are proposing a long-term trade alliance with another player's colony. In order for the alliance to go into effect, the other player must agree to it. Furthermore, either player may cancel the trade alliance at any time.

The option to form a trade alliance will only be there if your diplomatic status with the other player is better than that of Understanding.

Once agreed to, a Trade Alliance begins with the exchange of 1 unit of the commodities being traded. The amount being traded increases by 10% per game turn (rounding up) until the maximum level is reached. The maximum amount that can be traded is determined by the size and trading capacity of each of the colonies involved in the alliance.

Exiting Without Saving

If you click the Menu button in the Game screen, you will find a new option: Exit. Clicking
this button lets you quit the game without saving the moves you have made during the current game turn.

Communique

Pressing C while viewing the Map will open a window that allows you to send a message to any other player in the game. The message will be received on the next turn.

HOW TO PLAY BY E-MAIL

How To Play By E-Mail

This chapter provides detailed information for playing *Conquest of the New World Deluxe* by e-mail or any other off-line means of data transfer.

In network play, up to six people can play *Conquest of the New World Deluxe* at one time on any number of machines. Multiple players can use a single machine.

Since this is a turn-based game, each player independently moves, initiates combat, and otherwise conducts his or her turn. When all players have completed their turns, the game turn can be "processed," allowing a new turn to begin. Each computer independently computes the results for the current game turn. A special synchronization code ensures that all machines produce identical results. This also keeps the amount of data that must be sent for each turn to a minimum, making modem transmissions as brief as possible.

For play by e-mail, players make their moves and pass a data file (a .PBM file) around to one another. **Note**: If you are playing a game with only one other player, you can play two turns in a row before passing the game to the other player. In games with more than two players, one player gets to go twice in a row on each turn, with players rotating through this position.

Play by E-Mail is the same as network play except that combat is not resolved head-to-head. The computer will play out battles between the human player's forces and determine the results. To keep all the machines involved in the game synchronized, you cannot control combat against natives or computer players yourself, either. The computer will conduct all your battles for you.

Starting a New Game

To begin a new play-by-e-mail game, one player must create the game and then pass the game file to each of the other players. Each player in turn must decide on a name to use in the game. Each player must also choose their player settings. After the last player is added to the new game, the world will be created and that player can then start their first turn.

Heres how to get things started:

1) Get to the Game Menu of Conquest of the New World Deluxe.

2) Click on the Multiplayer Create New Game button.

3) Choose the number of players, victory conditions, difficulty levels, etc. Place a check in the   Play By E-Mail box at the bottom of the option list. (Figure 14)

4) Click on the Register Game button.

5) An Add Player window will appear. Choose a name and select your victory point bonuses and special abilities. When you are done, click on the Add button.

Figure 14. Play by E-mail

6) The Current Game window will appear. Click on the the Play By E-Mail button.

7) In the Play By E-Mail window, click on Create a .PBM File for Sending. (Figure 15)

8) A window will appear with a default name (SAVEME.PBM). Change the name if you like. Click on the Create button to write this file to your hard disk.

9) Quit the game by clicking on the Cancel buttons until you are back in the Game Menu screen. Then select Quit Game.

Figure 15. Create a .PBM file

10) In your Conquest of the New World Deluxe directory you will find your .PBM file. Send this file to the next player using whatever means are appropriate.

Note: Before sending the file, you can compress it, UUENCODE it, or BINHEX it. It's a good idea to use a file format that performs CRC checking on the file at the recipients location, to be sure that no transmission errors occurred. PKZIP (from PKWare) does this automatically.

On To Player Two: Joining a New Game

The player who receives the new .PBM file from the previous player (who just created the game) will do the following:

1) Get the .PBM file and decompress or decode it if appropriate. Place the file in the Conquest of the New World Deluxe directory.

2) Start the game and select the Multiplayer Join New Game button from the Game Menu screen.

3) This brings up an empty list. Click on the the Play By E-Mail button at the bottom of the
new window.

4) This brings up the Play By E-Mail window with the top button grayed out. Click on the second button, the Load and Process a Received .PBM File button.

5) This opens a new window. At the top of this window is the name of a .PBM file. Three buttons underneath read Process, Find Another, and Cancel. When you have the correct .PBM file shown at the top of the window, click on Process.

Note: If there is a message that says no .PBM files were found, make sure that you put the .PBM file into your current Conquest of the New World Deluxe directory. Then verify that the time and date of the file are correct. It's possible, for example, that an old game file is interfering.

6) You will now be back in the Game Menu screen. Click on the Multiplayer Join New
Game button.

7) This will take you to the Multiplayer Join New Game window where you should see a game with a few listed players. Click on the button with the game's name on it.

8) This brings up the Add Player window. Choose your name, victory point bonuses, and special abilities. Click on the Add button when you are done.

9) If you are the last player, the world will be created and you can begin the first turn. Click on End Turn when you are done. You will end up in the Current Game window with a list of buttons for each player and a Play By E-Mail button at the bottom.

If you are not the last player, performing Step 8 will land you in the Current Game window with a list of buttons for each player and a Play By E-Mail button at the bottom.

In either case, click on the Play By E-Mail button.

10) Click on Create a .PBM File for Sending. Then click Create .PBM File.

11) Quit the game by clicking on the Cancel buttons until you are back in the Game Menu screen. Click Quit Game.

12) Find your SAVEME.PBM file in your Conquest of the New World Deluxe directory. Send this file to the next player.

Continuing the Game

Once all players have joined the new game, click on the Continue Existing Multiplayer Game option from the Game Menu screen. In all cases the process is the same as in the preceding section, except that you don't have to join or add yourself to the game. Instead, you process the game, take your turn (or two turns, if you are the last player taking the current game turn), and send the file on to the next player.

In detail:

1) Get the .PBM file from the previous player. Decompress or decode the file and place it in the Conquest of the New World Deluxe directory.

2) Start the game and select Continue Existing Multiplayer Game from the Game Menu screen.

3) Click on the button with your game name on it. Click on Play By E-Mail.

4) This brings up the Play By E-Mail window with the top button grayed out. Click on the second button, the Load and Process a Received .PBM File button.

5) This opens a new window. At the top of this window is the name of a .PBM file. Three buttons underneath read Process, Find Another, and Cancel. When you have the correct .PBM file shown at the top of the window, click on Process.

Note: If there is a message that says no .PBM files were found, make sure that you put the .PBM file into your current Conquest of the New World Deluxe directory. Then verify that the time and date of the file are correct. It's possible, for example, that an old game file is interfering.

6) You will now be back in the Current Game window. Click on the button with your name and play your turn. Click End Turn when you are done.

7) If this is a two-player game or if you are the last person to play on this turn, you can play another turn. When you are done with your turn(s), you will be returned to the Current Game window. Click on the Play By E-Mail button.

8) Select Create a .PBM File for Sending. Then click on Create .PBM File.

9) Quit the game by clicking on Cancel buttons until you are back at the Game Menu screen. Click on Quit Game.

10) Find the SAVEME.PBM file in your Conquest of the New World Deluxe directory and send it to the next player.

A Typical Turn

Playing Conquest of the New World Deluxe by e-mail is easy. Below is a summary of the steps you must take to play one game turn:

1) Receive a .PBM file from the previous player and place it in your Conquest of the New World Deluxe directory.

2) Get into the Game Menu of Conquest of the New World Deluxe, click on Continue Existing Multiplayer Game, and select Play by E-Mail. Click on the Load and Process a Received .PBM File button. Select the correct .PBM file and click on Process.

3) When you are done, select your game, and then select your player. Play your turn as normal. Click on End Turn when you are done.

4) Return to the Current Game window (this is automatic) and select Play By E-Mail. Click on the Create button and save the game file to your disk. Quit the game.

5) Send the file to the next player.

Troubleshooting

Because e-mail play offers so many options, there's always a chance that a game will be set up incorrectly. Here's what to watch out for:

1) Each player should click on the Add Player button on the machine where they will be playing their games. If two or more players are playing on the same machine, they should both add themselves before passing the file to the next player. Do not try to add all players on a single machine as this may prevent the game from setting itself up

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properly on each machine that will be used during actual gameplay.

2) If you accidentally click on a button belonging to a different player, don't click End Turn or Save and Exit. Instead, use the emergency exit key sequence: Hold down the Shift key and hit the Esc key. This will take you out to DOS or Windows and will not save any information to the hard disk.

3) If you cannot get all players back into synchronization using e-mail, send the entire set of game files to each player. To do this: Find the name of the current game file by looking in your Conquest of the New World Deluxe directory for all files with the .TE2 or .GE2 extensions. Look at the time and date of each file. The most recent files are what you want. Alternatively, go to the Continue Existing Multiplayer Game window and click on the Delete button. Click the name of the game. A Confirmation window appears that shows the file name. Now click on Cancel so you don't delete the game.

Each game consists of a pair of files with the same name and the extensions .TE2 and .GE2. Encode or compress both files from the same machine (which still has a correct copy of the game). Send the files to all the other players.

Each player should decode the received data and place the new .TE2 and .GE2 game files into their Conquest of the New World Deluxe directories, overwriting old files.

Power User Tips

You can also play *Conquest of the New World Deluxe* using a "Start" configuration. Everyone must send their files to a selected player, who will process the turn and send out new SAVEME.PBM files to everyone each turn. Each player must name their saved .PBM file differently when sending it (use agreed-upon names) to prevent inadvertently overwriting game files.

Conquest of the New World Deluxe Edition Credits

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*Line Producer	William C. Fisher
*Lead Programmer	Greg "Bigger Office" Marsters
*More Brains & Scenario Stuff	George Shackelford
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*Appreciated Assistance	Donovan Mandap, Michael Gerard, Robert "The Cleaner" Barris, Byon Garrabrant
*Art Direction	Todd Camasta
*3D Art	Jim Hornback
*Additional Playtesting	Dennis Volper, Craig Warmsley
*Director of Quality Assurance	Chad Allison
*Assistant Director of QA	Colin Totman
*Lead Tester	Steve Victory
*Testers	Amy Mitchell, Charles Crail, Greg Baumeister, James Chung, Evan Chantland, Erick Lujan, Bill Field, Marvic Ambata
	*Original Release

Conquest of the New World Original Credits

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Lead Programmer	Byon "Weird Al" Garrabrant
Feature Boy & Beast of Burden	Greg "Midnight Oil" Marsters
Plastic Brains	George "Oh Shut Up" Shackelford

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Thanks To	Tim Jordan, Otmar Schlunk, Jim Veevaert
Special Thanks To	Brian Fargo for giving us the time and
	space to do the job correctly.
In Memory Of	Vince DeNardo Sr., Lyman Marsters, Orange Julius
	and Ajax *Here's hoping they're having a great time*
	playing Conquest over Heaven's net
	(wherever they may be logged in!)

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As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome.

Brian Fargo
C.E.O.

Interplay's World Wide Web site is an Internet service designed to give you the latest information about Interplay and our products.

This site features our demos, upgrades, product information and ordering information.

HOW TO GET THERE

From your Internet account, point your favorite browser to:

www.interplay.com