Simulation Game

CAMPAIGN VERSION

Great Strategy II User's Manual in English

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Introduction

Takamichi, Oct. 31, 1997

This is a translation of a manual enclosed in package of the well-known MSX strategy game Kyanpeenban Daisenryaku II (in Europe commonly referred to as Risk Campaign II) of Microcabin, 1992 release.

Original has several screenshots throughout the manual. Some of the item numbered in "(number)" style originally has referent numbers as captions to those screenshots.

This manual has no value as literature, unlike that of Solid Snake or Snatcher's, for example. Its redundancy is annoying, and I think this can be shortened to less than 30% of current length.

But you should learn entire volume of this manual in order to play this game.

Many terms had been changed from original. This was done in purpose to keep up with translation of the game by Victor Martinez. In my opinion, if you read this manual carefully, you can play Japanese original disk to considerable degree.

Current English still has errors, some of them fatal if forgotten (see section 5). Such disaster will be avoided by reading this manual thoroughly, though.

"Reference Book" contains basic abilities table and tips for 20 standard maps. While I have not translated this, since former is easily available in the game itself, I might translate this another manual as well.

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Inside this Package

(Translator's note: those unavailable with English version are omitted) A Daisenryaku II Campaign Version contains following.

Please check.

- System Disk
- Data Disk
- This user's manual
- Reference manual (not available yet)

Machine Platform

Required Hardware

- MSX2, 2+, or turboRs with VRAM 128K or more
  3.5 inch 2DD disk drive is necessary.
- A blank disk (as user disk)
  Pana Amusement Cartridges from Panasoft is also supported.
- Joypad (almost all operations are done with joypad during the game)
- Monitor with RGB (SCART) or video input

1 Firstly...

1.1 What is Daisenryaku II Campaign Version?

Daisenryaku (Grand Strategy) II is called a simulation game. A term "simulation" has definitions like "act of imitating" and "fake". Then, what sort of game is Daisenryaku II Campaign Version?

Try to liken this to chess. Firstly, chessboards correspond to maps with various grounds. Pieces like pawns and queens are equal to weapons like F14 Tomcat and Leopard2. A bishop can move diagonally but not vertically nor horizontally. A tank may move over a land but cannot enter sea. Speaking of the goal, you take the enemy king in chess and occupy the enemy capital city in Daisenryaku (this part is exactly a chess feel).

How is it? In one way of thinking a Daisenryaku can be said a chess made more entertaining (or complicating?).

Reflect on given various factors and data in your way, decide each actions, advance into the game and reach the goal. Here it can be said about simulation games that while the goal is fixed, the processes to reach there are diverse, according to each player. Also, even a single person can take different actions (you can call this part as "senryaku" in Daisenryaku) and play styles—isn't that one of the fun which simulations alone can give? We are curious what you might think... give your answer by playing this.

1.2 Introduction

Daisenryaku II Campaign Version is a war simulation game as an upgraded SUPER Daisenryaku, our former product. You as player becomes a commander of one nation, utilize various modern weapons and win victory over nations of computers and other players as your goal.

A player produces weapons over income taken from his or her cities, win over battles with troops from other nations and increase his or her cities. The more cities you have, the more your income is, so you can get many high-powered weapons and finally you'll be able to advance to enemy capital cities to let your enemies surrender.

Also, in campaign mode which is supported from this version, you accomplish eight serial missions to rule over the enemy stronghold resident in the final map as your goal.

There are the following conditions for a game to end:

1) When you occupy enemy capitals

   If you occupy a capital then its nation will automatically surrender. In this case the player wins.

2) When all enemy units are destroyed

   Also if you destroy all enemy units, the enemy nation will automatically surrender. In this case the player wins.

3) When the computer occupies all human nations

   On the contrary, if a player has his or her capital occupied, he or she is automatically regarded as surrendered. In this case the player loses.

4) When the 200th turn arrives

   If two or more nations exist on a map even when 200 turns are gone, then the game ends there. In this case the game is a draw.

5) When all humans surrender

   If the situation is hopeless and you don't feel like continuing the game, you can surrender. However, this is not possible before the tenth turn. When this occurs, the player loses.

1.3 Basic Terms

(1) Map

A battle field where the game takes place is called a map. An overall view of a battlefield is called a full map, while where the player actually plays the game is called a view map. And a view map is composed by hexagonal indexes (hexes).

(2) Hex

The hexagonal indexes which compose a view map are called hexes. A hex is a smallest unit which indicates terrain and distance, and affect unit moves and battles.

Hex was invented as a way to separate battlefields in war games. Before the coming of hex, it was done with square columns, but it had a drawback of inaccurate distance indication between diagonal moves and vertical/horizontal moves. Hex solved this.

(3) Unit

A troop controlled by a player is called a unit. A unit represents a group of weapons and personnel used in each part of the world, and contains various abilities in respect of moves and combats. Units consist in land units, aviation units and surface units as major genres.

(a) Land Units

Weapons or personnel units used for land combat are called land units. They include tanks, armored vehicles, anti-air fire vehicles, cargo vehicles, supply vehicles and various infantries.

(b) Aviation Units

Weapon units used for aerial combats are called aviation units. They include fighters, fighter-bombers, assault planes, assault helicopters and cargo helicopters.

(c) Weapon units used for sea battles are called surface units. They include four types of units: destroyers, airplane carriers, helicopter carriers and cargo ships, first seen in Daisenryaku II Campaign Version.

(4) Phase

All countries in a map process their phases in the order Blue, Red, Green, Yellow. The time that one nation is active (before the next one is) is called a phase. All productions and actions take place here. For example, yours (the one who is playing the game) is called a player phase.

(5) Turn

Phases of all nations pass, which means four phases begin and end, and then return to first nation. This whole process is called a turn. A passing of two turns means every nation has processed two phases so far.

(6) National Area

Area within five hexes to capitals is called national area. In this area, you can do productions in capitals, cities, airports, harbours and hexes close to capitals.

However, you cannot produce if those hexes are occupied by enemies. Also you cannot produce in mountain, river or sea hexes.

(7) Military Finance

Military finance is money you need to produce, supply and recover your troops. Military finance is gained from your own capitals and cities. Therefore, if you increase your cities then military finance will increase accordingly.

Military finances will be calculated and collected automatically in the beginning of each turn. You can freely set the amount of military finance you can get from one city between the value of 0 to 100. However, the income from a capital is fixed at 300. Also, you cannot produce troops over the limit of military finance. And, military finance you did not spend within one turn will remain until next turn.

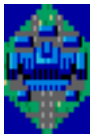
(8) Zone Of Control

Each troop holds control power over hexes next to its residential hexes. If an enemy enters these hexes, it will stop on those hexes, even when they have remaining moves. This is called ZOC.

1.4 Ground Types

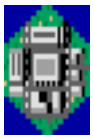
(Translator's note: names do not match with those shown at the ground defense ratio table, page 22)

(1) Capital



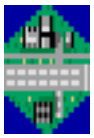
An important area which is unique for each nation. If an enemy occupies it, you are lost. On the contrary, you can win victory by occupying the enemy capital.
You can produce troops which act on land in the capital and surrounding hexes. Also land units can supply and recover at the capital. Moreover, the capital is one of the grounds superior at attack and defense.

(2) City



Cities are necessary to get military finance. Military finance is decided by the number of cities you occupied. Also, if it is within national area and occupied by you, then you can produce, supply and recover your land troops. If it is out of national area production is not possible, but supply or recover is possible. Defense can be ranked as good.

(3) Airport



You can change arms, supply and recover aviation troops here. If it is in national area, you can produce aviation troops.

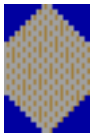
(4) Harbours

Here, you can supply surface units or recover hit points of ships. In harbours within national area, you can produce surface troops.

(5) Fortress

A ground with superb defense. Use it wisely. It has no nationality so you cannot occupy one.

(6) Road



Paved road. A ground which costs lowest fuel, and where any land troops can move fastest.

(7) Flatland

An almost flat land, where most land troops can pass over with the same amount of fuel cost with roads.

(8) Rough Land

Uncultivated land. If a land troop passes over here, it suffers from a little more fuel cost compared to roads and flatlands.

(9) Desert

When land troops pass over here, the fuel cost is almost middle between flatland and rough land.

(10) Forest

This has an advantage of considerable high defense. The fuel cost for land troops passing here is the same as for deserts.

(11) Mountain

This is a steep highland area. Only very few of the land troops can pass here. Defense is at maximum level.

(12) River

Some land troops cannot pass across this. When they can, fuel cost is very high.

(13) Sea

No land troops can enter here.

(14) Marsh

A troublesome ground with high fuel cost to pass, and low defense. Avoid it as much as possible.

(15) Bridge

Land troops can pass just as roads. Surface units can pass too.

1.5 Alliance

In Dansenryaku II Campaign Version, you can make alliances (treaties) between nations. There are the following rules concerning alliances:

1) Alliance and Moves

   You can continue moving even when you enter ZOC of allied troops.

2) Alliance and Supply

   You can get supply fuel and ammunition of troops in allied cities, airports and harbours. You cannot recover damages and hit points, though.

3) Alliance and Battles

   You will not be attacked by allied nations. However, misfire may happen.

4) Alliance and Occupying

   You cannot occupy allied cities, airports, harbours nor capitals.

5) Nullification of Alliance

   If you attack allied troops directly, then alliance will be automatically nullified. Also, if you misfire an allied troops with indirect attack, there is a chance that the alliance will be nullified.

   When this happens, an alliance nullification message will be displayed (this can be also checked with the player-change screen). When an alliance is nullified, the phase of your own nation ends without question, and all your own units resident in allied cities, airports, harbours and allied national areas will be destroyed.

1.6 Surface Unit

Unlike other types of troops, surface units have one weapon (ship) for each troop, and the damage status of a troop will be indicated in form of hit points (how much a ship is fatigued). Also in case of supplies, you do not recover number of weapons (ships) but hit points.

2 Booting the Game

2.1 Before Booting the Game

In Daisenryaku II Campaign Version, map data and game data are saved to the System Disk, user disks or SRAMs (Pana Amusement Cartridges). If you are going to save to user disks or SRAMs, prepare them before starting the game.

<Preparation of a User Disk>

A user disk is not included in the package. Please get one at your side. To make a user disk,

1) Firstly, get a 2DD diskette. This is not necessary to be new, but since you should format it, do not use one with important data.
2) Turn on the power of the MSX2 body and your monitor to boot BASIC.
3) Insert your disk into the disk drive.
4) Type

   `CALL FORMAT`

   with the keyboard, and press [`RETURN`] key. By executing this command, most machines will require the following steps, but some machines are exceptions. If you have such exceptional machines, please refer to their manuals.
5) `Drive name (A, B)`

   will appear. Press [`A`] key.
6) `1-Single Sided`

   `2-Double Sided`

   will appear. Press [`2`] key.
7) `Strike a key when ready`

   will appear. Press [`RETURN`] key.
8) After several moments you get

   `Format Complete`

   `Ok`

   Then it's completed. Now formatting the disk is done.
9) Then boot the system disk of Daisenryaku II Campaign Version.
10) Choose `UTILITIES` from start menu.
11) Choose `INIT U-DISK` in the utility menu.
12) Follow the instructions displayed to make a user disk.

    Note: Items later than 9 are simplified; please refer to "2.3 Booting the Game" and "5 Utilities" for details.

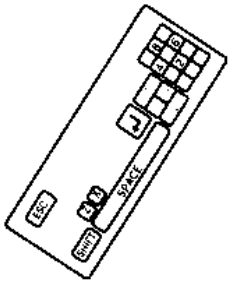
2.1.1 Preparation of SRAM (Pana Amusement Cartridge)

If you have a Pana Amusement Cartridge (PAC) or FM Pana Amusement Cartridge (FM PAC) from Panasoft, then you can save statuses during the game to them. Read their manuals before starting the game, and set them properly.

2.2 Controls

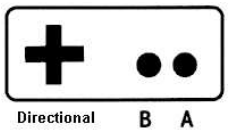
Daisenryaku II Campaign Version can be controlled by keyboard or joypad. Control is possible using only a joypad except for the map editor occasion. (Refer to page 41 for map editor controls.) Controls will be explained in joypad cases only hereafter, so if you are using a keyboard treat "A button" and "B button" as [SPACE] or [RETURN] key and [ESC], respectively.

- Keyboard



1) Decide = [SPACE] key or [RETURN] key
2) Cancel = [ESC] key
3) Move Cursor = cursor keys

- Joypad



1) Decide = A or 1 button
2) Cancel = B or 2 button
3) Move Cursor = directional (cross) key
   – This manual refers them as Cross Key, A and B buttons

- *Use keyboard to input nation names and file names for map data and game data. Press left or right of cross key, then you will be prompted to input names. Use normal keyboard input. When input is done, press [RETURN] key.
- When you are moving a hex cursor, you can move it by larger increments if you press B button and cross key together.
- In certain paragraphs hereafter, the act of moving a cursor using up and down of a cross key and pressing A button at desired item is simply noted as "select".

2.3 Booting the Game

1) Turn the MSX power on and insert the System Disk into the disk drive, and press `RESET` button. Several moments after the title is displayed.

2) When the title appears then press A button. You will move to the start screen and the following start menu appears:

STANDARD
CAMPAIGN
MAP EDIT
UTILITIES

In our case here, select `STANDARD`. Then you will move onto next Load Data. Refer to referent chapters about Campaign, Map Edit and Utilities.

2.4 Load Data

1) If SRAM is present, then

LOAD FROM DISK
LOAD FROM SRAM

(translator's note: I have never seen them in English version) will appear. Select `LOAD FROM DISK` if this is your first time. This menu only appears when SRAM is present.

- If you have already saved data into SRAM and want to load it, select `LOAD FROM SRAM`. In this case, procedures thereafter will be the same as 4 and later.

2) `CHANGE DATA SET DISK` message appears. If this is your first time then remove the System Disk and insert the Data Disk. If you have already saved a game status to the System Disk and want to read it, then you don't need to swap the disks. Also, if you have saved to your user disk, then insert it instead of the Data Disk.

3) Data Loading screen will appear. Use cross key to set menu cursor to the map you want to play and press A button.

There are either "Map", "Save" or "Csav" indications after the data (file) names. They indicate map data, saved game status data and saved data of a campaign game, respectively. (See figure 1.)

4) After loading a data, a map appears. In this occasion, you can move a hex cursor with cross key and check the map. Press A button if you are OK, or B button if you want to read an other map. If A button is chosen, then you will move on to Game Setting.

Figure 1: << Data Load Screen >>

2.5 Game Setting

Various settings of the game you are going to begin are done here. To change the contents of a box, first move a menu cursor to the desired box and change it with right and left. The nation's name can only be set with the keyboard (refer to * in page 12). Press A button to move on to the next (neighboring right) nation. Press B button if you want to finish game setting. The menu cursor will move onto `SURE/CANCEL` section. If you choose `SURE` here, then the game will start. If you choose `CANCEL` then you will return to the start menu.

- You cannot change anything other than nation names and production types in a campaign game.
- "Players" in map data are initially all set to Computers. If humans (you) want to participate, please decide who plays which nations prior, and set them as Players before beginning the game.

(1) Nation Name Name of nations which appear in the game. If you press right or left of the cross key, then you will be prompted to input names. Input the name with the keyboard and press [`RETURN`] key.

(2) Player

Set who plays which nations. "Player" will be played by humans, "Computer" will be played by the computer, and "Not" will be played by no one (does not appear in the game).

(3) Production Type

Choose the production type you desire among twelve various types. If edited army data is present on the Data Disk inserted in the disk drive, it will be displayed after twelve production types.

Figure 2: << Game Setting Screen >>

(4) `ALLIES` (refer to page 10 for details about alliance)

Ally nations change within possible combinations. Set alliance relations appropriately. B, R, G, Y stands for Blue, Red, Green and Yellow respectively.

(5) `COLLECT` (Income Ratio)

Ratio of military finance each nation receives every turn during the game. Range is between 0 to 100%. Setting is done by 10% increments. Note that the income from the capital is fixed at 300.

(6) `FOUND` (budget)

Set the initial value of military finance. Like `COLLECT`, the bigger the better. Possible range is between 0 to 100000.

3 Controls During the Game

Here we explain various commands you can execute in the game and about the control screen.

Figure 3: << Basic Game Screen >>

(1) View Map

Game's basic screen where you move troops or conduct similar acts.

(2) Small Map

This displays the entire map of a battlefield.

(3) Name of the Nation Currently Playing

This displays the name of the nation currently playing.

(4) `CITY`,

(5) `AIRPORT`,

(6) `HARBOUR`

They display the number of cities, airports and harbours owned by the nation currently playing, respectively.

(7) `FOUND`

This displays military finance of the nation currently playing.

(8) Hex Cursor Position Axis

This displays coordination axis of the hex cursor in the view map.

(9) Hex Distance from Capital

This displays how many hexes the hex cursor in the view map is from the capital. Five hexes within capital (production possible area) are displayed in offset.

(10) Turn
This shows the turn you are in.

(11) Hex Cursor
This is used to select troops and grounds on the map.

3.1 Command Flow

If you set your hex cursor onto a hex with no troops and press A button

- Entire Order Commands
  - Produce (page 18)
  - Unit (page 19)
  - Fuel all (page 20)
  - Home (page 20)
  - Map (page 20)
  - Sets Optional (move to option menu)
  - `NEXT` (page 22)
- Option Menu (page 22) press B to go back to Entire Order Commands
  - Sets (move onto setting menu)
  - Army basic abilities table (page 22)
  - Ground defense ratio table (page 22)
  - Stats on comparative attack ratio (page 23)
- Setting Menu (page 24) press B to go back to Option menu
  - Battle mode change (page 24)
  - Save game (page 24)
  - Load game (page 24)
  - Player change (page 24)
  - Music selection (page 24)
  - Quit game (page 24)
  - Give-up as unconditional surrender (page 24)
  - Various switches (page 25)
  - Screen position adjustment (page 25)

If you set your hex cursor onto a hex with a troop and press A button

- Action Commands
  - Move (page 25) $\Leftrightarrow$ Transport (page 27)

– Fire (page 25)
– Supply (page 27) ⇔ Change arms (page 27)
– Bark (page 27)

These are commands used during the game. Basically, use A button to execute a command, and B button to cancel or return to prior command menu. Refer to noted pages for operation of each command.

3.2 Entire Order Commands

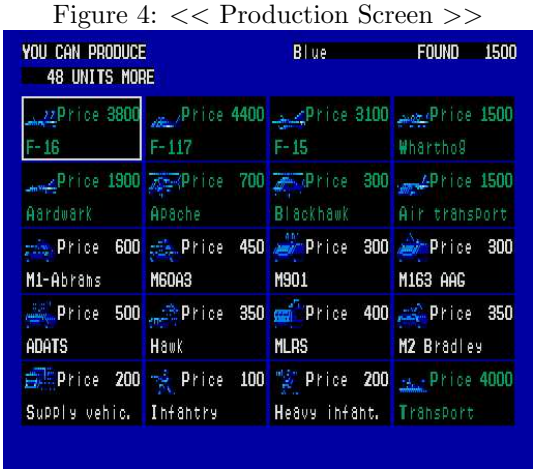
These commands are executed during the entire game, like producing troops and ending a turn. To do this, set a cursor on a hex without a troop and press A button.

- Production

  Troops do not appear unless this is done. First thing you do to carry on the game is this "production". Think out game-flows and tactics while producing.

  1) Move hex cursor with the cross key to a hex you want to produce from, and press A button.
  2) Entire order commands are displayed. Choose `PROD`.
  3) Data about the weapons able to be produced in the hex you set your hex cursor on and a summary of production type will be displayed. Select with the cross key and press A button (B button to cancel). Then production is conducted.

Figure 4: << Production Screen >>



Note:

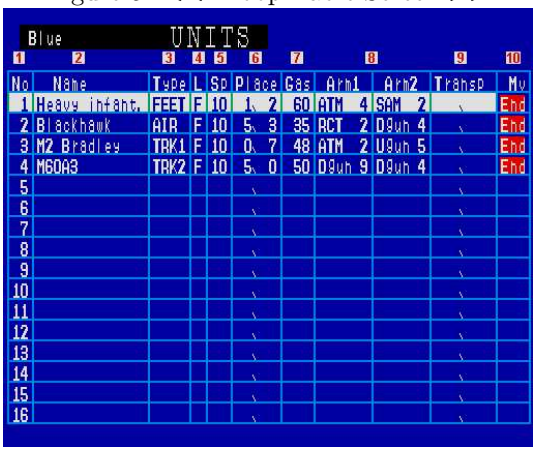
– Only the troops able to be produced will be displayed clearly. Note that the troops you cannot produce at this location are displayed in green, and troops you have no money for to produce are displayed in yellow.

– The numbers next to the troop silhouettes in each section indicate the money you need to produce the troop.

- Unit (troop table)

  After many battles and increasing own troops, you will find it hard grasping every troop status. This table is handy for such occasions. Here, you can select a troop you want to control from a table, or get information about your own troop.

Figure 5: << Troop Table Screen >>



1) Choose `UNIT` from entire order commands, and press A button.

2) Set the menu cursor on the troop you want to control with the cross key and press A button. The hex cursor automatically moves onto the troop on the view map.

   (1) No
   Serial numbers for troops.

   (2) Name
   Name of the weapon.

   (3) Type
   Category is by moving method of the troops.

   (4) L
   Level of the troops. Level is an experience point of a troop which indicates how many battles it experienced. Masteries are displayed by F (weak) to A (strong). The closer to A a troop is, the stronger in comparison to other troops of same type it is.

   (5) Sp
   Machine numbers or hit points of the troop.

(6) Place
Coordinate axis where the troop is. It is indicated using left-upper edge `(0,0)` and right-below edge `(63,63)` as standards.

(7) Gas
Remaining fuel of the troop.

(8) Arm1 to 4
Arms owned by the troop and their remaining ammo.

(9) Transport
Number of the troop, which referent troop is carrying or being carried by. Alphabet indications stand as following.
N = plane on board, V = VTOL, C = carrier plane, H = helicopter, G = ground force, I = infantry, D = convoy ship

(10) Mv
This indicates whether the troop finished its action in the current phase.
End = finished its action. Nothing = not yet. Trn = being carried now. Spl = just received supply, and can still act.
Note: `---` = Leftover troops from last map. Troops which are not placed yet. Campaign mode only.

- `FUEL`

  When this command is executed, all own units which are able to receive supplies will be supplied.

  1) Position of the hex cursor on the view map does not affect anything. Choose `FUEL` of entire order commands, and press A button.

- `HOME`

  Transfer the hex cursor in the map to the capital.

  1) Select `HOME` and press A button, then the sub-menu appears. Select the nation you want to be transferred and press A button.

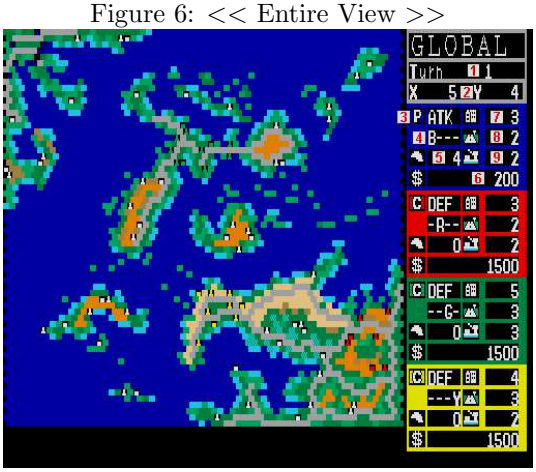
- `MAP`

  The small map displayed in the right-upper part of the screen will be magnified and displayed large on the screen.

  1) Select `MAP` and press A button. Thereafter, each time you press A button, the display will switch in the following order: entire view → troop locations → entire & troops → entire... The point on the entire view map moves with the cross key. Press B to return to the view map of the point position.

     (1) Current turn
     (2) Hex cursor position axes
     (3) Commander of the nation. `P` indicates a human is in charge, `C` for the computer, and `N` for no intervene. Also, `ATK` and `DEF` tell which is in charge of the phase now.
     (4) Alliance of the nations

Figure 6: << Entire View >>



(5) Number of troops in the nation
(6) Military finance of the nations
(7) Number of cities of the nation (including those it occupied)
(8) Number of airports of the nation (including those it occupied)
(9) Number of harbours of the nation (including those it occupied)

- `SETS`

  Open option command menu. Refer to the option menu (section 3.3).

- `NEXT`

  Use this to end all actions during your own phase and pass the phase to the next nation. Set the menu cursor on it, and press A button. You can finish even if not all troops have not finished their actions, of course, but once you finish, you can't act anymore, regardless what enemies act to you. You need to think really carefully before executing the `NEXT` command.

3.3 Option Menu

These commands are displayed when `SETS` is selected of the entire order commands. Here you can do game setting during the gameplay, or look at weapon data.

- `SETS`

  Open setting menu. Refer to page 24.

- Army basic abilities table

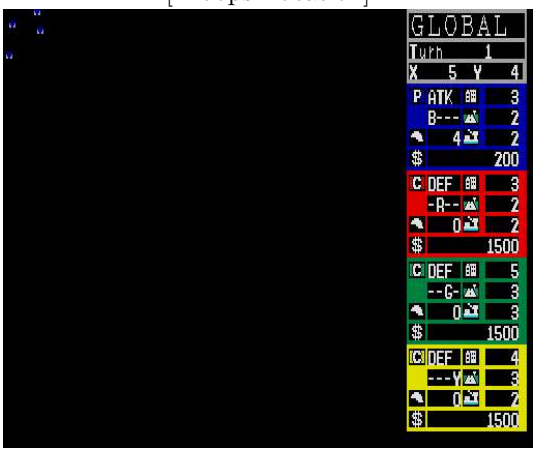
  Displays ability of weapons.

  Set menu cursor, and press A button. Then, the basic abilities table appears.

Press A button

↓

[Troops Location]



Press once more

↓

[Entire & Location]

Use up and down of the cross key to change displayed page, and right and left to swap Arm1,2 and Arm3,4 displays.

(1) Name of unit

(2) Type of move

(3) Mov, move power which a troop can use in one turn.

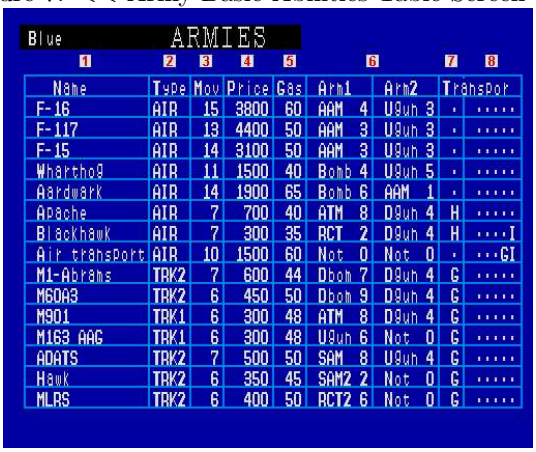
(4) Price

(5) Gas, maximum fuel amount a weapon can load.

(6) Arm1 to 4, name and maximum ammo load of the arms the weapon has.

(7) Transpor, which indicates whether it can carry troops. Abbreviations for troops are as follows: N = plane on board, V = VTOL, C = carrier plane, H = helicopter, G = ground force, I = infantry

Figure 7: << Army Basic Abilities Table Screen >>



(8) Types of troops it can carry.

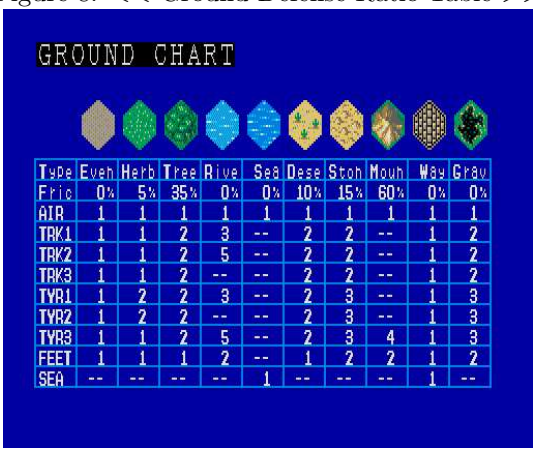
- Ground defense ratio table (move cost ratio table)

  Ground type, move power a troop should pay to pass the ground and terrain-dependent defense which affects the troop during the battle are displayed for each move types.

  Set menu cursor to `GROUND` in the option menu and press A button.

  Note: Not all grounds are displayed at once. Use right and left of the cursor key to display the rest.

Figure 8: << Ground Defense Ratio Table >>



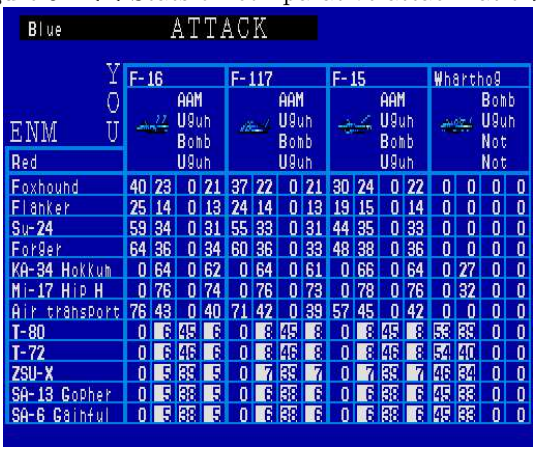
- Stats on comparative attack ratio

  This is a table which summarizes how much hit is expected when your troops conduct a battle with enemy troops. However, these figures do

not include adjustment due to grounds and masteries. You can enhance better fighting if you check this table before entering a battle. A troop with black figures in a white background can do multiple attacks.

Set the menu cursor on `STATS` in the option menu and press A button. Right and left of the cross key scrolls the weapons of the attack side, while up and down scrolls the defense side. You can also press A button to change the nation of the defense side. Press B button to return to the option menu.

Figure 9: << Stats on comparative attack ratio >>



3.4 Setting Menu

- Battle mode change

  Switches modes during battle scenes.

  `TOWNS` = Battles scenes are displayed only when human players participate.

  `ANIMS` = All battle scenes are displayed.

  `NO ANIMS` = No battle scenes.

- Save game

  Save the current game status. Follow the displayed messages to save the data. Note: you should input file names with keyboard (refer to * in page 12).

- Load game

  Quit the current game and return to the map-load screen. If you want to retain the game data you are playing, make sure to save it first.

- Player change

  Changes who controls which nations during the game. Correspondences of who is in charge of which nations are displayed, so set menu cursor to where you want to change and change with right and left of cross key.

- Music

  You can select background music independently for each nation. Change with right and left of the cursor key. If you select `OFF`, then the music is not played during that nation's phase.

- Quit game

  Quit the game you are playing and return to the start screen. Like "Load game" the game data will not be saved, so make sure to save before quitting, if you want to retain it.

- Give-up as unconditional surrender

  If you have no hope for a victory, no matter how long you keep playing the game, you can conduct "unconditional surrender". If more people are playing and one decides to quit and he or she selects this item, others can keep on playing. However, unconditional surrender is possible only from the tenth turn and later.

- Various switches

  You can set various modes to your wishes. Change with right and left of the cursor key.

  - `BEEP`: Sounds `ON/OFF`
  - `DUNNO` (detail): Graphics displayed on the right and left bottom during a real fight `ON/OFF`
  - `MAP`: Hex borders display `ON/OFF`

- Screen position adjustment

  You can change the position of the display overall. Adjust this if some portion of the display is leaking out. Use the cross key to adjust.

3.5 Action Commands

You use "action commands" to move your troops or to fight enemy troops. Set your hex cursor on the troop you want to act, and press A button.

- `MOVE`

  Move a troop over the view map.

  How to operate:

  1) Set the hex cursor on the troop you want to move, open action commands dialogue, set the menu cursor to `MOVE` and press A button.
  2) View map will be divided to color displayed area (where you can move to) and monochrome area (where you cannot move to).
  3) Take the hex cursor to where you want to move to, and press A button.

4) When a troop reaches the selected hex, the decision commands will be displayed. Select `STOP` if you only wanted to move, `FIRE` if you want to fight a nearby enemy troop, by setting menu cursor on them and pressing A button. If you want to undo the action, press B button before selecting `STOP` or `FIRE`.

- `FIRE`

  Use your troop to attack an enemy troop. In Daisenryaku II Campaign Version "battles", there are two attacks: "close range attack" and "indirect attack".

  How to operate:

  – Close Range Attacks

    1) Select `FIRE` in the action command menu and press A button, or open sub menu after `MOVE` as noted above, select `FIRE` and press A button.
    2) Select an arm to attack and press A button. Battle takes place. Note: even if you are in contact with multiple troops, one troop can only conduct one attack in one turn.

  – Indirect Attacks

    1) Select `FIRE` in the action command menu and press A button. Select an indirect arm with the cursor key and press A button (weapons usable for indirect attacks are those with more than 2 range).
    2) The range where indirect attack is possible and an aim cursor appears, so aim on an enemy troop you want to attack indirectly, and press A button.
    3) Attack will be done one-sided from you.

    Note: You cannot do indirect attacks along with `MOVE` commands.

    Indirect attacks are not always done onto aimed enemies. In case of low-level troops, the attack may go to a hex next to the one aimed to, and if one of your troops is there, the attack will fall onto it!

- `SUPP`

  Conduct this "supply" to refill the consumed fuels and ammo due to troop actions.

  How to Operate:

  1) Set the hex cursor onto the troop you want to supply, and press A button. Supply is not possible when the troop is not in a position where supply is available.
  2) Set menu cursor to `SUPP` in the action command menu and press A button.
  3) If a troop can change arms (see below), then you will be prompted as "`CHANGE ARMS?`" so if you want to supply only and don't want to change arms, select `NO`.

- Change Arms

  This is to change the type of arms a troop is equipped with. If you change arms wisely depending upon situations and opponents you are going to face, then you will be able to conduct battles in superior conditions.

  How to Operate:

  1) Set the hex cursor onto an aviation troop you want to change arms, and press A button.
     Note: You cannot change arms when the troop is not in a position where supply is available.
  2) Set menu cursor to `SUPP` in action commands, and press A button.
  3) You will be prompted as "`CHANGE ARMS?`", so select `YES` and press A button.
  4) Arms loaded on the troop are displayed. Select one and press A button.

- Transport

  Loading a troop onto a troop which can carry it, is called mounting. Mounting is effective when you want to send a slow troop to the front swiftly, or when you want to send a weak unit guarded.

  How to Operate:

  1) Move the hex cursor and set it on the troop you want to mount, and select `MOVE` command.
  2) Move it to the hex where a carrying troop is present.
  3) Press A button when they are over one another, then mounting is done.

  Note: If you want to undo the action, press B button before selecting `STOP`.

- Bark

  This is to unload troops being carried. Barked troops finish their action during the referent phase. The troop which barked its load cannot take any other actions than barking other troops it is carrying.

  How to Operate:

  1) Set the hex cursor on the troop which is carrying, and open action commands dialogue. Set menu cursor on `BARK` and press A button.
     Note: You can also bark on the destination of a move. After moving, avoid `STOP` and select `BARK`.
  2) The six surrounding hexes around a troop are the bark area. Set the hex cursor on where you want to bark to, and press A button. If the surrounding six hexes are filled with other troops, or are of grounds which the troop which is going to be unloaded cannot enter, then bark is not possible onto that hex.
  3) Cargo planes (translator's note: "Boeing" in current English version) can only bark in (both your and other nations') airports.

4 Rules during the Game

There are various rules upon playing the game in this Daisenryaku II Campaign Version. We explain about the rules upon execution of commands and rules resident on occasions.

4.1 Rules about Production

- Production and Military Finance

  In order to conduct production, you need military finance. Productions are done by consuming military finance. Necessary military finance for production of each troop is indicated next to the troop's silhouettes in the production screen. You can also check them in the basic abilities table (page 22).

  There are the following conditions for military finance:

  1) You gain military finance from cities each turn.
  2) Military finance is not only used for production, but also for supply.
  3) You can cumulate military finance every turn.
  4) Capitals act identical to cities in respect to military finance.

- Where You Can Produce

  You can produce troops in the following places. However, when other troops are present on the hex where production is possible, you cannot produce there.

  1) Capital. However, production is limited to land troops.
  2) Six hexes in contact with the capital. However, if those hexes are of mountains, rivers or seas then production is not possible there.
  3) Your own cities, airports and harbours in the national area (within five hexes of distance to the capital). However, you cannot produce in such cities, airports or harbours when they are occupied by enemies.

- Production Conditions

  There are the following conditions for production:

  1) The maximum number of troops a nation can produce is limited to 48.
  2) Aviation troops can only be produced in airports, while surface troops can only be produced in harbours.
  3) Production types (types of weapons you can produce) are specified depending on the nation, and you can only produce weapons of the type which the referent nation fighting in the map supports. However, you can specify the production type you want to use on the setting screen, limited to the occasion when you begin the new game. Once a game is started, you cannot change your production type.

     Twelve nations are set as production types in Daisenryaku II Campaign Version.

4.2 Rules About Troops

- Abbreviated Items in Troops Table

  (1) No
  Serial numbers for troops.

  (2) Name
  Name of the weapon.

  (3) Type
  This is called move type, a category decided by its moving method.

  (4) L
  Level of the troops. Level is an experience point of a troop which indicates how many battles it experienced. Masteries are displayed by F (weak) to A (strong). The closer to A a troop is, the stronger it is, in comparison to other troops of the same type.

  (5) Sp
  Machine numbers or hit point of the troop.

  (6) Place
  Coordinate axis where the troop is. It is indicated using for the left-upper edge `(0,0)` and the right-below edge `(63,63)` as standards.

  (7) Gas
  Remaining fuel of the troop.

  (8) Arm1 to 4
  Arms owned by the troop and their remaining ammo.

  (9) Transport
  Number of the troop, which a troop is carrying or being carried by. Alphabet indications stand for the following: N = plane on board, V = VTOL, C = carrier plane, H = helicopter, G = ground force, I = infantry, D = convoy ship

  (10) Mv
  This indicates whether the troop finished its action in the current phase.
  Those indicated as "finished" are have finished their action, those indicated as "not yet" are troops which have not acted yet, those indicated as "transport" are troops being carried. Moreover, those indicated as "supply" are troops which did not take any other actions than receiving supplies so, they still can act.
  Note: Limited to campaign modes, those indicated as "`---`" are left-over troops from last map which are not relocated yet.
  (Translator note: this section differs from page 20 and is wrong)

4.3 Rule about Fuel All (Supply All)

Since changing of arms is not possible after execution of fuel all, you'll have to conduct "change arms" for each troop you want to change arms before the execution of this command. (Refer to "fuel" and "change arms" in actions commands, page 27 for details.)

4.4 Rules about Moves

- Move

  An act to move a troop on a map is called a "move", which is a basic of all actions.

- Move Power

  How many hexes a troop can move during one phase is set distinctively depending on troop types. These are called the "move power". A move is conducted by consuming move power, and a move in a phase must be done within the limit of its assigned maximum move power. You cannot leave the remaining move power to next turn, nor can you give them to other troops. You can look at move powers in the basic abilities table in the option menu.

- Move Cost Ratio

  The amount of move power consumed is decided by the type of grounds a troop passes over and its move type (move power). This is called the move cost ratio of a ground.

  For example, since the move cost ratio of a road is 1, a tank with move power of 7 can move up to a maximum of seven hexes if its path consists of roads only.

  You can look at the move cost ratios in the ground defense ratio table in the option menu.

- Move Hexes Conditions

  You cannot move to or pass over hexes in the following cases:

  1) You cannot enter in the grounds where the ground defense table states as "intrusion impossible" (-).
  2) You cannot end a move on a hex where another troop is already present, except for the case you mount on your troop which can carry you.
  3) If you come in contact with enemy troops, you must end your move there, except for the case that you are already in contact with enemy troops before you begin the move. In that case you can continue moving until you come in contact with enemy troops again.

- Move and Fuel

  All troops have their own fuels. When the fuel reaches 0, the troop becomes immobilized until it is supplied.

  Moreover, when a fuel of an aviation troop reaches 0, it will fall out of the sky and will disappear on the end of the turn. Also be noted about following facts:

  1) Aviation troops are regarded to consume a certain amount of fuel to fly even if they do not move at all. This is called "minimum fuel cost". Calculation is done as follows:
     Minimum fuel cost = move power of the troop / 2 (rounds up)

2) If an aviation troop is in an airport of your own or allied nation, it does not consume fuel. Therefore, it does not fall even when the fuel is 0.

3) Fuel can be supplied by cities, harbours or supply troops of your own or allied nations.

However, conditions differ depending on the troops.

- Move Conditions

  There are following conditions regarding a move:

  1) Only the player of the referent phase can conduct moves.
     There is no need to move all troops.
  2) A troop which finished its move once, finishes its action during a phase.
     However, there are cases you can continue to fire, bark or mount. In those cases, the troop ends its action when such commands are executed.
  3) While a troop is moving, other troops cannot move.

4.5 Rules about Battle

- When Battles Occur

  – Close Range Attack
    This happens when you intrude into neighboring hexes of enemy troops, or when you are already in such hexes by the time your phase has arrived.
    Such conditions are called "enemy contact".
    Whether you will conduct a battle is left to a player's choice, and you are not always forced to conduct a battle whenever enemy contact occurs.

  – Indirect Attack
    This happens when a troop owns an indirect attack arm (an arm which can attack an enemy two or more hexes far). Since you are not in contact with the troop you attack, you will not be counterattacked. Likewise, if enemy attacks you indirectly, it will be the enemy's one-sided attack.

- Arms for Battles

  There are fifteen types of arms below, used in Daisenryaku II Campaign Version.

  All troops own a maximum of four types of arms noted below, but the same arms show different abilities depending on the troops. Refer to stats on comparative attack ratio for details.

  (Translator's note: there are critically wrong use of terms in English version)

– For Close Range Attack

Arms	Abbreviations	Multiple Attack
Air-to-air Missile	AAM	No
Surface-to-air Missile	SAM	No
Bomb	Bomb	Yes
Rocket shot	RCT	Yes
Machine gun	Ugun	Yes
Tank gun	Dbom	Yes
Anti-tank missile	ATM	Yes
Machine rifle	Dgun	Yes
Personal machine gun	Mgun	Yes
Gunboat fire	Missile	Yes

– For Indirect Attacks

Arms	Abbreviations	Multiple Attack
Air-to-air missile 2	AAM2	No
Surface-to-air missile 2	SAM2	No
Cannon gun	Cann	No
Rocket gun	RCT2	Yes
Anti-surface craft missile	Sbom	Yes

- Single and Multiple Attacks

  Attack types are divided to “single attack” or “multiple attack” jargons depending on the arm you attack with.

  1) Single Attack

     This is to attack one enemy machine with your one machine.

  2) Multiple Attack

     This is to attack two enemy machines with your one machine. However, this attack is limited to land troops only. Attacks to aviation and surface troops will be done as single even if you use multiple attack arms.

- Attack Ratio

  Basic rate of an attack hit is decided by the combination of foe type and arm you use. This is called an attack ratio.

  You can look at attack ratios of your troops on stats on comparative attack ratio.

  The following factors affect the attack ratio:

  1) Ground and Attack Ratio

     A ground where a troop is affect attack ratio. The ground defense ratio table tells you the defense ratio of each ground. Grounds with bigger value give less chance of being hit.

  2) Level and Attack Ratio

     When a troop goes through battles, it gains experiences. The more a troop has gained experiences, the stronger it will be in battles. Level is a numeric indication of such degree.

If your level is higher, you will have benefits in both attack and defense.

Level is ranked in grades F to A, and it rises by the number of enemy troops it has destroyed. The higher the level of a destroyed enemy, the bigger the experience points you will get. Moreover, you will be given a separate experience award if you annihilate an enemy troop.

- First-hand Attack in Close Range Attacks

  Assume the troop which initiated the battle as attacker, and the troop which was declared an attack as defender.

  Close range attacks are mostly done simultaneously, but there are cases that a troop with higher level begins to attack faster.

  An attack is done according to the following procedure:

  1) Levels of an attacker and a defender are compared.
  2) If the attacker's level is equal to or more than the defender's level, then both will begin the battle simultaneously.
  3) If the attacker's level is more than the defender's level, then there are cases that the attacker begins its attack faster.
  4) If the attacker takes first hand, the defender receives all of the attacker's attack, and the counterattack will be done with remaining machines only.

4.6 Rules about Supply

- Where You can Supply

  Supply is possible when a troop is in the following locations:

  1) Capitals, cities (including cities you occupied), airports and harbours which belong to your or allied nation.
  2) Hexes in contact with a trailer of your own nation
     - Supply to an aviation troop is only possible on airports (including airports you occupied) which belong to your or allied nation. However, VTOLs including Harrier and Forger (translator's note: this Soviet plane is noted as ME-109E in the English version) and helicopters can receive supply from trailers.
     - Supply to a surface troop is only possible on harbours (including harbours you occupied) which belong to your or allied nation.
  3) (Note: this item is missing in the translated manual!)
     - (missing)

- An Effect of Supply

  If you conduct supply, then spent fuel and ammo return to maximum. Also, up to four of the destroyed machines in the troops and up to four hit points (how much a ship is fatigued) will be recovered.

  However, destroyed troops will not recover if supply is done from a trailer.

- Supply Troops

  Supply troops have the following features:

  1) A supply troop can conduct supply either before or after its move. However, the troop being supplied cannot receive supply after moving.
  2) You cannot supply a supply troop using another supply troop.

- Fuel all

  Conducting supplies to every own troop present on hexes where supply is possible is called "Fuel all" (`FUEL`). This is a useful command which can supply multiple troops with one operation, but also has a drawback of huge military financial cost.

  Caution: If you do fuel all (`FUEL`), then you will not be able to change arms during that turn. Please be careful.

4.7 Rules about Change of Arms

- Change of Arms Condition

  Only aviation troops equipped with three or more arms can change arms.

- Where You can Change Arms

  An aviation troop can change arms in airports (including airports you occupied) which belong to your or allied nations. You cannot change arms on board of aircraft carriers and helicopter carriers. (translator's note: beware that they are noted as "destroyer" and "anson" in English version)

4.8 Rules about Transports (e.g. mounting)

- Where You can Mount

  Mounting to the following transporting troops is possible in limited locations.

  Cargo plane: only if the plane is in an airport (disregarding it belongs to your nation or not).
  Convoy: only if the ship is in a harbour (disregarding it belongs to your nation or not).

- Mounting Rules

  There are the following rules about mounting:

  1) If a transporting troop engages into a battle situation, the troops being transported cannot enter the battle. Only the transporting troop can fight.
  2) If a transporting troop receives damage, the troops being carried also receive damage. In this case, damages are done at same ratio to both (except convoys and cargo planes).

3) When a mounting is done, both actions of the troops being mounted and transporting troop is over in that phase.
4) When a transporting troop receives supply during transport, the mounted troops cannot receive supplies though.

- Troops which can Transport and Troops which can be Mounted

  The following types of troops can transport and can be transported:

  1) If capitals for troop types are noted in the "Transp" section in the basic abilities table, then it can do transport. Likewise, the troops with their capitals noted there are those that can be transported.
  2) Depending on the number of machines in the transporting troops, the following limitations apply to the number of troops that can be transported:
     - An air transport or sea transport troop can carry two troops regardless of the number of machines present in the troops being transported, or the hit points of the transporting troop.
     - A transporting troop of other types can carry one troop. In this case, it can carry twice the number of machines (but no more than twenty) compared to the machines present in its own troop. For example, a cargo helicopter troop with four machines can carry an infantry troop with eight soldiers.
  3) Possible combinations of transporting and mounted troops are as follows.

Transporting Troops	Troops that can be Mounted
Trucks or cargo helicopters	Infantries
air transports sea transports	Any land troops
Helicopter carriers	Helicopters VTOLs
Airplane carriers	Helicopters VTOLS carrier planes

  Note: Ships and cargo planes can transport two troops at the same time.

  Fighters and assault planes among aviation troops are more minutely categorized as standard planes, carrier planes and VTOLs. Carrier planes are those which can land or take off from airplane carriers, and VTOLs are those which can land or take off from helicopter carriers.

- Where You can Bark

  Bark is limited to the following locations:

  1) Six hexes surrounding a transporting troop.

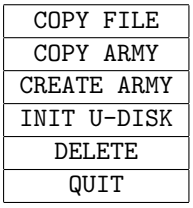
     If the surrounding six hexes are filled with other troops, or are of grounds which the troop which is going to be unloaded cannot enter, then bark is not possible onto that hex.
  2) Cargo planes can only bark in (both your and other nations') airports.

5 Utilities

Utilities are of a menu you use mainly when you work with disk-related subjects like copying of map and game data or editing production types.

5.1 Booting of Utilities and Their Roles

If you choose `UTILITIES` in start menu, the following utilities menu appears.



- `COPY FILE` (copy maps and data)

  Copy map data and game data. Follow the instructions being displayed to copy. You cannot copy campaign maps.

  Be careful if the production types differ between the original disk and in the destination disk. For example, if one weapon is a ship on the original disk and it is a tank on the destination disk, then you will see a tank in sea!

- `COPY ARMY` (copy production types)

  Copies production types. There are sixteen production types. This command copies all of them at once. Follow the instruction being displayed to copy.

- `CREATE ARMY` (copy production type)

  There are already twelve production types available. However, original production editing is available for those who want more different types. Please refer to the next section for instructions.

- `INIT U-DISK` (initialize user disk)

  A user disk is made by formatting it through BASIC or MSX-DOS, but it does not make it directly usable. You must execute this command onto the formatted disk. After this, you can save map data or game data to it as your user disk.

- `DELETE` (delete data)

  This deletes map data or game data in disks. You can never recover any data deleted by this command, so pay your utmost attention to delete really unnecessary data only.

5.2 Editing Original Production Types

1) Choose `CREATE ARMY` and a summary of production types appear similar to the data load screen. Choose your desired production type and press A button. You will find four blank data names; they are reserved for new data. Use them if you are going to create original production types.

2) A screen similar to "production" in the entire order commands menu appears. Like in production, move a cursor to a production troop you want to make. Change with the cross key.

3) Make change to a production troop by pressing A button and right or left of the cross key together.

4) After finishing editing of all production troops you want to change, press B button. You will return to the summary of production types. If you press right or left of the cross key here, you will be prompted to enter a name for a production type. Use keyboard to enter like when you enter nation or game data names and press `RETURN` to finish.

5) When all necessary editing is done, press B button at the summary table. Then the `SAVE/EXIT` menu appears. If you are sure to save the result to disk, select `SAVE`. If you select `EXIT` then your editing result will not remain.

6 Challenge Campaign Game

A campaign game is, in one phrase, a game which takes a long time. There are eight maps registered on the Data Disk. In the campaign game, you "conquer the first map, then the second map, after conquering this then do the third map, in this way continue the game until you conquer the eighth map as your final goal". In campaign-mode, you can leave surviving troops over to the next stage. Basic playing style is not particularly different to standard games.

A campaign game takes time, but is recommended to those who want to enjoy Daisenryaku II Campaign Version patiently.

6.1 Booting Campaign Game

1) Choose `CAMPAIGN` in the start menu, then the `NEW/LOAD` menu will appear. If you are going to play the campaign game for the first time, or want to play the campaign game from the initial setting, then select `NEW`. If you have already played a campaign game before and want to resume from a saved point, select `LOAD`.

- When `NEW` is selected

2) If `NEW` is selected the first map will be loaded. Follow the instruction being displayed to swap the disks and load.

3) The game setting screen appears. You can only change your nation name and production type in the campaign game. Set them as in standard games.

4) Press B button to end game setting. The menu cursor will move onto `SURE/CANCEL`. Select `SURE`. If you select `CANCEL` you will return to the start menu.

5) The campaign game title appears. Press A button, then the story will be explained to you and the campaign game begins.

- When `LOAD` is selected

2) If `LOAD` is selected then you will enter the data load screen just like in standard games. However, you can only read campaign game save data, noted as "`CSAV`".

3) The game setting screen appears. However, you can only confirm and not change.

4) If you have confirmed the contents, press B button. The menu cursor will move onto `SURE/CANCEL`. If you select `SURE` the game begins. If you select `CANCEL` you will return to the start menu.

6.2 Differences to Standard Game

- Victory Condition of a Campaign Game

  Unlike in standard games, in the campaign game, conquering a map is not considered a victory. It only comes after conquering all (eight) registered maps.

- Change Settings

  You can only change player setting when you have selected `NEW` to load. Even then changes are limited to nation name and production type.

- Military Finance

  In campaign game, you can take the military finance you have gained in a stage to the next stage.

- Turns Limitation

  In a standard game, if no victory is gained within 200 turns then it will be a draw. However, the campaign game has limitations in turns and you cannot proceed to the next stage if no victory occurs within the turns limit. Note: if you finish in an earlier turn, you will be awarded with bonus points of: remaining turns $\times$ last military finance = next initial military finance, and remaining turns $\times$ 5 = additional experience points.

- Leftover Troops

  In the campaign game, unlike in standard games, you can take surviving troops to the next stage. Leaving of troops is done at the troop leaving menu after winning each map.

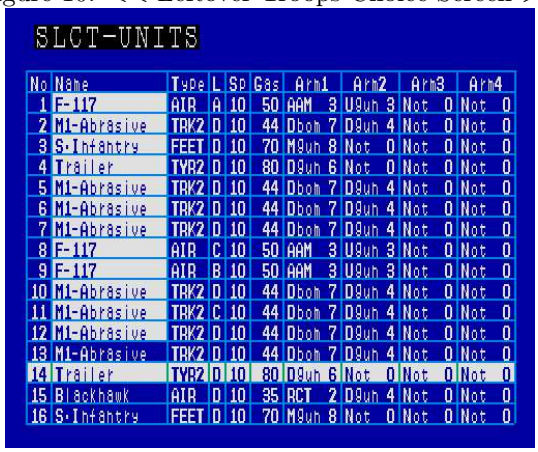
  You can take any number of troops with you, with limitation of 48 troops. But be warned that the number of troops you can own in the next stage is limited to 48 troops together with leftover troops. Also, troops can retain their experience points they gained in the previous stage.

6.3 Leftover Troops

After conquering a stage and reading the war situation report, the leftover troops menu appears. Select `ALL` or `SCRAP` (translator's note: I am not sure of terms in the actual game. Or was it in the game `REUSE`/`SCRAP` and by selecting scrap, all troops were destroyed?) with the cross key, and press A button. If `ALL` is selected, then all surviving troops of the previous stage will be taken to the next stage. If `SCRAP` is selected, the leftover troops selection screen appears.

Select the troops you want to take to the next stage out of the leftover troops selection screen. Move the cursor using up and down of the cross key, and set to the name of the troop you want to take. If you press right or left of the cross key, the troop name indication switches between white and blue. Those indicated with white will be taken to the next stage. When you are sure you have turned all troops you want to take into white, press B button.

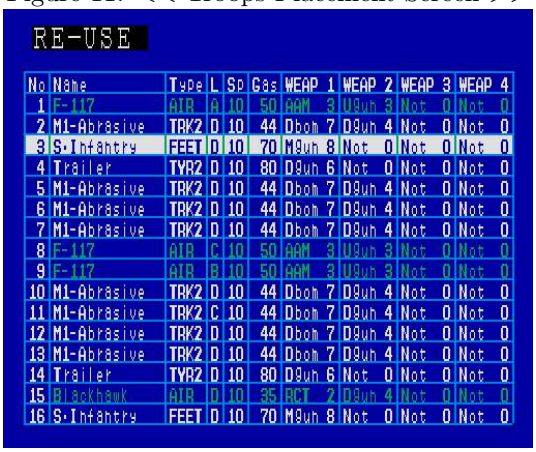
Figure 10: << Leftover Troops Choice Screen >>



6.4 Placing Troops Again

If you select "produce" in the entire order command menu in the next stage, `REUSE/ NEW` menu appears. If `NEW` is selected then it acts as the standard production command. Produce troops accordingly. If `REUSE` is selected you can place the troops which made valor in the previous stage. When `REUSE` is selected, the troops placement table appears.

Figure 11: << Troops Placement Screen >>



Use menu cursor by moving up and down with the cross key to select the troop you want to reuse. Press A button to place the troop. Press B button to cancel.

7 Map Editor

The Data Disk includes twenty kinds of map data already, so you can enjoy games in myriad kind of settings.

However, even they cannot satisfy certain people.

The map editor is available for such people. You can make your own original map by using a map editor.

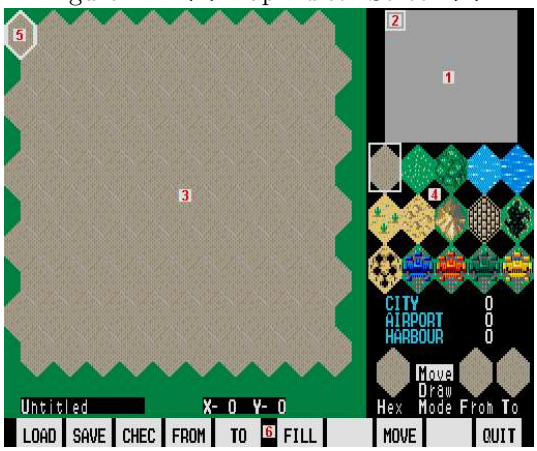
7.1 Booting the Map Editor

Select `MAP EDIT` in the start menu and the map editor screen appears. Operations in the map editor are done with keyboard.

7.2 Map Editor Screen

The map editor basic screen is as follows:

Figure 12: << Map Editor Screen >>



(1) Full map screen (right-up)

(2) View cursor (white square in 1)

(3) Editing screen (main part)

(4) Ground data display

(5) Hex cursor

(6) Function display (bottom)

7.3 Map Editing Basic Procedure

Basically, a map is edited by conducting the next steps:

1) Select a ground you want to place on the ground data display.

2) Place it on the editing screen.

   How to operate

   (a) Select a ground you want to place on the ground data display.

      i. Use [INS] key or [DEL] key to select grounds. There are 30 ground data overall. Fifteen data are on the display. You can switch to display the other fifteen data by using [INS] or [DEL] keys, but [SELECT] will do it by one keystroke.

      ii. The selected ground appears in "Hex" indication below the ground data display.

   (b) Place it on the editing screen

      Move the hex cursor to the appropriate location in the editing screen and place the selected ground.

      i. Use the cursor keys to move the hex cursor to the location you want to place the selected ground on. Note: you can move with bigger increments by pressing [SHIFT]+cursor key.

      ii. Press [SPACE] key to place the selected ground on the selected hex.

   (c) About Draw mode

      Press [BS] key to switch between Move mode and Draw mode. In draw mode, you can place the selected ground while you move your hex cursor.

7.4 Function Commands

- Load [F1] Key

  Load existing map data. Follow the instruction being displayed to load the data.

- Save [F2] Key

  Save the map data you made. Follow the instruction being displayed to save the data. Input map data in the same way with standard game data save (refer to * in page 12). Note: if you read game data or campaign data, and then edit it and save it, it will be saved as map data.

- CHEC (cities) [F3] Key

  Displays number of buildings of each nation. Make sure to check the number of buildings occasionally during map editing to avoid poorly balanced maps.

- FROM [F4] Key, TO [F5] Key

  Use this to change whole particular grounds into another ground. Operation is a little complicated; see below.

  1) Select a ground you want to change from with [INS] or [DEL] key, and press [F4] key. The selected ground will appear at the "From" indication below the ground data display.
  2) Select a ground you want to change to in similar manner, and press [F5] key. The selected ground will appear at the "To" indication below the ground data display.
  3) Move the view cursor using cursor keys or [SHIFT]+cursor keys to display the area you want to change in the editing screen.
  4) Press [TAB].

- FILL [F6] Key ([SHIFT]+[F1] Key)

  Fill the entire map with the currently selected ground.

- MOVE [F8] Key ([SHIFT]+[F3] Key)

  Move the entire map in scroll fashion. Press [F8] key to change the function display. Then move the map by pressing the function keys correspondent to the direction you want to move to. Press once and then move two hexes if it is to vertical direction and one hex if it is to diagonal direction. After moving sufficiently, press the [F10] key ([SHIFT]+[F5] key) to QUIT. Then the function displays return to their former status.

- QUIT [F10] Key ([SHIFT]+[F5] Key)

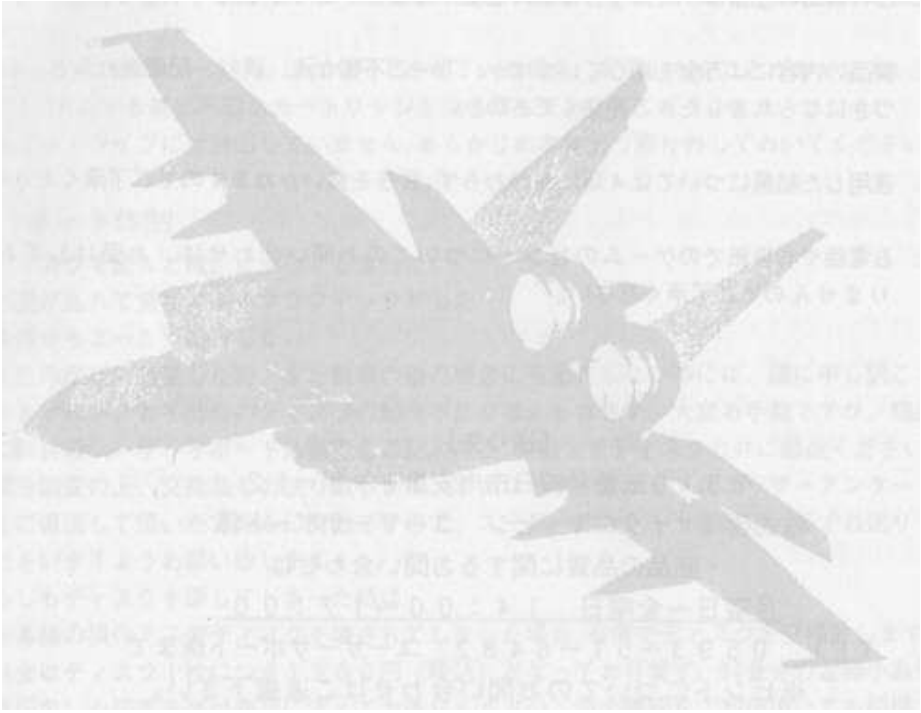
  Quit the map editor and return to the opening screen. If you want to retain the data you made, make sure to execute SAVE by using [F2] key first.

8 Finally

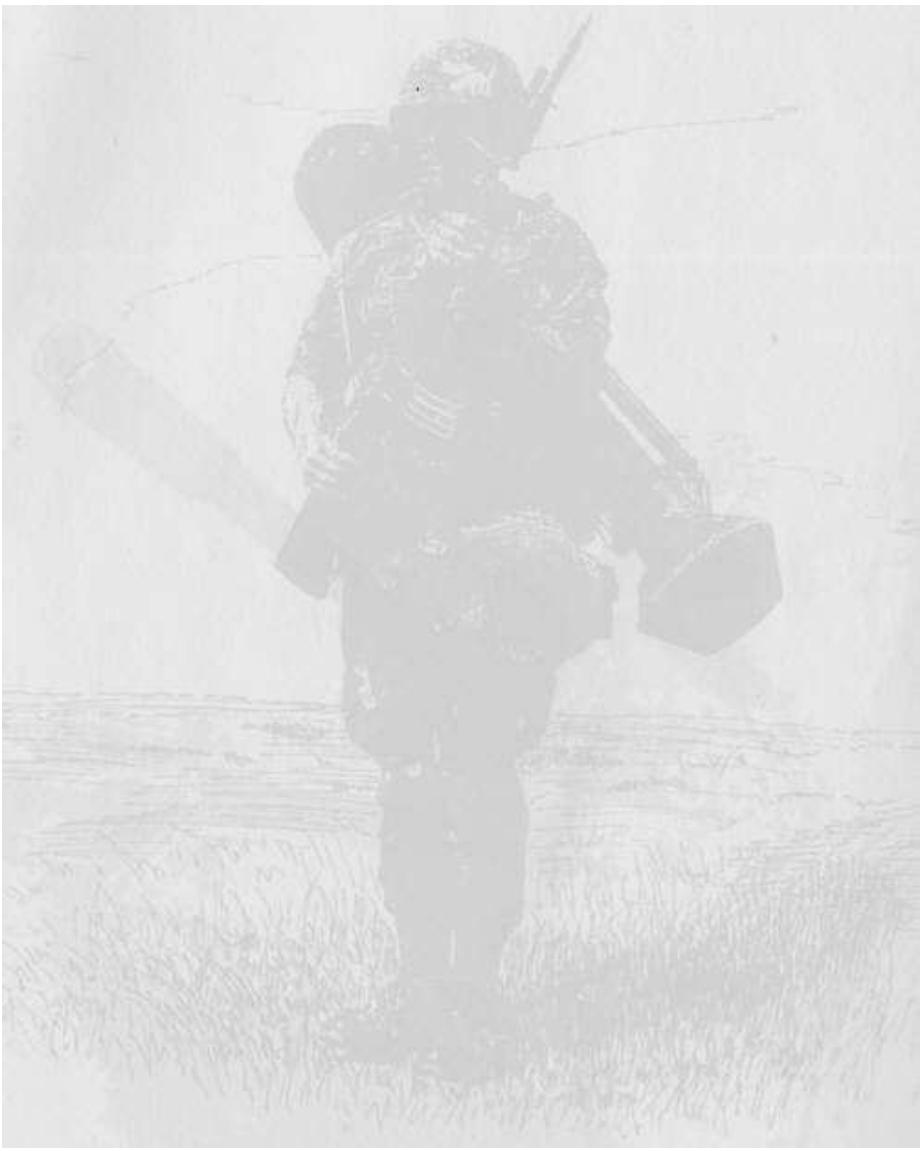
- If the Game Doesn't Work
  - If cartridges other than PAC/FM-PAC are inserted in slots, the game might not boot. Remove unnecessary cartridges before turning on the MSX .
  - External drives are not supported. Make sure to remove them before booting.

(Translator's note: Copyright issues and disclaimers, among others including customer support information.)

Tactical memo



Tactical memo



Tactical memo