

## MILITARY ENCOUNTER

A PRODUCT OF THE GLOBAL SOFTWARE NETWORK  
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MILITARY ENCOUNTER is a fast moving game which is easy to learn and delightful to play. Excellent graphics are used to indicate the military ranks of the playing pieces which are hidden from the opposing player as the pieces move across the board to capture the opponent's flag. The rank is revealed only when a piece is attacked, wherein the higher ranked piece removes the lower rank. There are bombs which blow up and remove any attacking piece except a Miner who can dismantle and remove a Bomb. Even the General, the highest ranking piece, has a weakness in that the lowly Spy can remove him from the game. A variation from the regular game is SUPER-MILITARY ENCOUNTER where the computer never reveals the rank of his pieces. To beat the computer you must use logic and have an exceptional memory.

### BOARD SET-UP

>LOG            Load the game. Auto-execute address is 3510H.  
                 The program is recorded at 1200 baud on side A,  
                 and at 300 baud on the reverse side.  
                 Keep the Basic ROMPAC inplace.

1. Choose either    1. MILITARY ENCOUNTER  
                     or    2. SUPER-MILITARY ENCOUNTER.
2. The board is displayed with a list of the pieces.  
   Each player gets an army of 40 pieces, ranked below:

Rank	Title	Quantity
1	General	1
2	Colonel	1
3	Major	2
4	Captain	3
5	Lieutenant	4
6	Sergeant	4
7	Corporal	4
8	Miner	5
9	Scout	8
<b>10 S</b>	Spy	1
<b>B</b>	Bombs	6
<b>F</b>	Flag	1

3. Place the pieces on the bottom four rows of the board. To do this, use the arrow keys on the 10-keypad to move the blinking cursor.

Press RETURN to freeze the cursor in a square.

Press 1 through 9 to place the desired rank. Press 'B' to place a bomb, 'F' to place the flag, or 'S' to place the Spy. The appropriate shape is placed in the square.

The number of pieces left to be placed is listed by the side of the board. If you decide to place a different piece in an occupied square, follow the same procedure of freezing the cursor, and then make a selection with 1-9, B, F, or S.

4. After your 40 pieces are placed, the rank order of the pieces is shown by the board. The computer then fills his four rows.

## RULES FOR MOVEMENT

1. You move first. Turns alternate.
2. To move, locate the blinking cursor on a piece by using the arrow keys on the 10-keypad. Once the cursor is positioned, select that piece by pressing RETURN.

Now move the cursor to the square that the piece is to move onto. Once the cursor is positioned, press RETURN again.

The coordinates of the move are posted at the top right corner of the screen as FROM: and TO:.

3. Pieces move a distance of one square at a time, up and down, or sideways, but not diagonally.

A Scout may move on a turn any number of open squares in a straight line up, down, or sideways. Scouts are valuable for getting advance knowledge of an advancing piece.

Bombs and the Flag cannot be moved.

4. The darkened sections in the center of the board are lakes and cannot be occupied.
5. Only one piece may occupy a square at a time.
6. A piece may not move through an occupied square or jump over a piece.
7. Only one piece is moved in a turn.
8. Pieces cannot be moved back and forth between the same two squares in three consecutive turns.

## RULES FOR ATTACKING

1. To attack, move your piece onto a square occupied by your opponent. The computer will reveal the rank of his piece.

The higher ranking piece will occupy the square under attack and the lower rank piece will be removed from the board.

When equal ranks attack, both pieces are lost and removed.

2. Opposing pieces in adjacent squares are not required to attack.
3. Either player may attack when opposing pieces are in an attack position.
4. The General, rank #1, removes all lower ranked pieces, including the Spy which is the lowest ranked piece.

The Spy, however, has the special privilege of being able to remove only the General, provided that he attacks the General. If the General attacks the Spy, though, then the Spy is removed. All other pieces remove the Spy regardless of who attacks first.

5. Any piece attacking a Bomb is removed, except a Miner. When a Miner attacks a Bomb, the Bomb is removed and the Miner moves onto the unoccupied square.
6. A Bomb cannot attack, but rather must wait to be attacked.
7. The Flag cannot be moved, and is usually surrounded by bombs for security.

## ENDING THE GAME

Whenever a player attacks his opponents flag, the game ends and he is the winner.

Whenever a player cannot move a piece in his turn, the opponent is declared the winner.

Also, the computer may forfeit a hopeless situation and reveal the rank of his pieces.

You may forfeit by pressing 'R' which will cause the computer to reveal his pieces. The game is then over.