MASTER COMMAND LIST

A = Abandon Vehicle
C = Scout the City
D = Drop Supplies
E = Empire Status
F = Fix Tires
G = Gang Status Report
H = Heal Sick with Antitoxin
I = Initialize Save-Game Disk
K = Check Contents of Cache
L = Search for Loot
M = Manpower Report

P = Search for People
Q = Quit Game
R = Recall Saved Game
S = Save Game to Disk
T = Transfer Supplies to/from Cache
U = Use Radio Direction Finder (RDF)
V = Search for Vehicles
W = Damage Report (Tactical Combat Only)
X = Examine Supplies
Number keys (1-8) = Move in Indicated Direction

VEHICLE TABLE

VEHICLE	SIZE	MS	ST	MX	MN	BR	AC	MISSILE FACTOR L/R	F	B	MISSILE PROTECTION FACTOR L/R	F	B	TRS	BOARDING FACTOR L/R	T	B	CREW CAPACITY INT	EXT	FUEL	CARRYING CAPACITY	BASE COST
Motorcycle*	S	1	3	100	4	2	2	2	2	2	0	2	0	2	*	0	1	2	0	1	5	73
Sidecar*	S	2	5	60	4	2	2	3	3	3	0/1	2	2	3	*	0	1	3	0	1	20	176
Compact Conv.	S	3	8	80	3	2	1	3	2	2	1	1	1	4	1/2	0	2	6	0	2	45	273
Compact H.T.	S	3	8	70	3	2	1	4	4	4	2	2	2	4	0	1	2	3	4	4	2	45	348
Midsize Conv.	M	5	13	90	2	2	1	3	2	3	1	1	1	4	2.3	0	3	8	0	3	125	490
Midsize H.T.	M	5	13	90	2	2	1	4	5	6	2	2	2	4	1	2	2	6	5	6	3	125	625
Sports Car Conv.	S	4	10	120	3	2	2	3	2	3	1	1	1	4	2.3	0	2	6	0	4	80	420
Sports Car H.T.	S	4	10	120	3	2	2	4	4	4	2	2	2	4	0	1	2	0	4	4	4	80	512
Station Wagon	M	6	15	80	2	2	1	6	5	6	2	2	2	4	2	3	3	8	9	3	180	858
Limousine	M	8	20	100	2	2	1	6	5	6	2	2	2	4	1	2	3	8	9	4	320	1184
Van	M	7	18	70	2	2	1	8	5	6	2	2	2	4	0.3	3	3	11	12	3	245	1071
Pickup Truck	M	9	23	80	2	2	1	6	4	3	1	2	1	4	4.5	0	3	14	2	4	405	1188
Offroad Conv.	M	6	15	70	2	2	1	2	2	2	1	1	1	4	1/2	0	2	4	0	4	180	528
Offroad H.T.	M	6	15	70	2	2	1	3	3	3	2	2	2	4	0/1	2	0	4	2	4	180	672
Bus	L	14	35	70	1	1	1	26	3	5	2	2	2	8	0.2	10	0	51	51	10	980	3864
Tractor*	M	10	25	40	2	1	1	3	3	3	0	1	0	0	2	0	2	3	0	6	500	1000
Construction Veh.*	L	18	45	30	2	1	1	4	4	4	0	1	0	0	3	0	3	4	0	10	1620	2286
Flatbed Truck	L	16	40	80	1	*	1	14	4	4	0	2	0	14	6	7	0	4	51	2	8	1280	3088
Trailer Truck	L	20	50	80	1	*	1	14	4	8	5	2	0	18	0	10	5	51	50	10	2000	6160

Abbreviations and terms:

MS = Mass; **ST** = Structure; **MX** = Max speed in MPH; **MN** = Maneuverability; **BR** = Braking;
AC = Acceleration; **L/R** = Left or right facing; **F** = Front facing; **B** = Back facing; **T** = Topside facing

Size: The facing icon used to represent a vehicle in tactical combat is dependent on the size of the vehicle.
Missile Factor: The number of crew which can fire in a given direction.
Missile Protection Factor: The armor protecting the interior crew. It may be improved. Top armor starts at zero.
TRS: The number of tires the vehicle uses. '0' indicates treads which may not be destroyed.
Fuel: The amount of fuel consumed by the vehicle during strategic movement. Twice this value may be carried in its tanks.
Base Cost: The cost in construction points to buy the vehicle at the start of the game.
∗ : May fire one volley only during any fire phase. All other vehicles may fire two volleys if crew permits.

ROADWAR EUROPA

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I. EUROPA — THE STORY

The dawn comes early in the Adirondacks. As the first rays of warming enter the rustic cabin's single room, its sole occupant stirs upon his cot. His single light blanket slides to the floor revealing a broad, well muscled back. Dozens of varied scars give silent evidence that this is no ordinary man.

The digital clock atop the television indicates six o'clock and the set switches on. Like the world outside, the screen changes from darkness to light and cheerful voices break the calm.

The voices wake the man. He rolls to his back and stretches widely. Swinging his feet to the floor, he rubs dull eyes and inspects the collection of discarded liquor bottles littering the vicinity of his bed. Picking a likely looking container he swirls its meager contents, raises it to his lips, and downs it in a single pull. A belch rolls from his lips.

His attention is drawn to the television at the mention of his own name.

The perky young newswoman continues, "It was exactly one year ago today when our beloved former president disappeared. Let us look back and remember. After serving an unprecedented five terms in office and elevating our great nation to a position in the world community beyond its former glory days, our dear president stepped aside amid cries of protest in deference to a successor better versed in the ways of diplomacy and the peaceful resolution of problems."

"Shortly after stepping down, this great citizen dropped from public view until one day his aids reported him missing from his home without explanation. At first, kidnapping was suspected, but no demands were ever received."

"Those closest to our great leader hypothesized that the lack of action and challenge drove their champion out of the mainstream. Others whispered of suicide."

"Perhaps we shall never know what became of him, but certainly none shall forget his deeds."

The woman's face is replaced by the beaming countenance of a man who chuckles and remarks, "They could certainly use him in Europe these days, eh Barbie?"

After waiting for the expected giggles from Barbie, he continues, "The threats of the terrorists now active in nearly every major European city can no longer be discounted. At midnight last night, a small and extremely dirty nuclear device detonated in a European city. The name of the city is being withheld pending notification of the victims' next of kin."

"There are purportedly five other such devices hidden in various European cities which will be detonated over the next several months unless the UN members accede to the demands of the terrorist leader Wunatolah Toumeini."

"Rumors of an anti-terrorist underground persist, but continue to be unconfirmed."

"U.N. spokesperson Andros Kyros states that little can be done to eliminate the terrorist threat until the whereabouts of their headquarters is discovered. The U.N. General Council sees no alternative but to negotiate, given the present circumstances. Although some nations continue to protest these negotiations, an accord is expected to be reached within a fortnight."

"Bullshit!" the man roars, punctuating his outburst by hurling the empty liquor bottle through the television screen. Stalking to the small grimy sink, he splashes cold water over his face and stares at his reflection in the mirror. A tiny flame ignites within him, its gleam showing in his thoughtful gaze.

The honorable member from the U.S.S.R. beats forcefully on his podium with the heal of his shoe. In a thick slavic accent he bellows above the general din, "Da! Da! We must agree."

A wave of assent swells up to drown the islands of discontented voices of the GDR and Israeli contingents.

A gunshot splits the air. The chamber falls silent as all eyes are drawn to the spectacle framed by the doorway of the main entrance.

Three men struggle. One, a ratty looking individual, holds a smoking .45 aimed at the ceiling. With his other hand he fends off his attackers, two U.N. security guards. A small heap of additional security men can be seen lying about the ante-room behind the belligerents. Effortlessly quieting the last two security men with a flurry of well aimed blows the ratty figure turns to face the assemblage.

"Concede? At the first blow?", he roars incredulously. "And you call yourselves leaders!"

The intruder's commanding tone preserves the awed silence.

One of the U.S. delegation does a double-take and then explodes into a joyous shout, "It's him! It's him!" Running forward, he hugs the ratty fellow and begins to sob.

In closed session, the U.N. Security Council meets. After hours of discussion they are convinced. The fate of all Europe will be placed in the hands of this indivudual.

II. OBJECTIVE

You lead a gang of trained men in specially prepared vehicles through the bio-war remains of devastated Europe. Scout cities to find the hidden nuclear devices and disarm them. Search out agents of the anti-terrorist underground and obtain clues on the whereabouts of the terrorist's headquarters. Once you've disarmed all of the bombs, find the headquarters and engage the terrorist leaders in a climactic battle to decide the future of all Europe!

III. GETTING STARTED

A. Booting Instructions

1. Apple Family. Insert the game disk into the disk drive with side 1 facing up. Turn on your computer.

2. Commodore Family. Turn on the computer and disk drive. On the Commodore 128 hold down the Commodore Key while turning the computer on to put the computer into C64 mode. Insert the game disk into the disk drive with side 1 facing up. Type LOAD"*",8,1 and press RETURN/ENTER. Put your joystick in port 2 to direct movement.

3. IBM and Compatibles. Start your computer with the DOS diskette. If you don't have the A prompt (A>) type A: and press RETURN/ENTER. You should use your DOS Copy utility to make a copy of your game disk before play. Put your original game disk aside and play on the copy. If you want to save your game you must format a save game disk with your DOS Format utility. To begin ROADWAR EUROPA type START and press RETURN/ENTER.

After the title screen select what kind of monitor you'll use. Then, select which keyboard setup you'll use for movement. The number two selection allows you to use the arrows on the keypad to move up, down, left, and right and the Home, End, PgUp, and PgDn keys to move diagonally.

The computer then displays a section of the ROADWAR EUROPA map and asks if you wish to adjust the horizontal placement of the screen on your monitor. If you answer with a Y you can center the map on your screen.

Next, you can change the color set if the default colors don't look good on your screen. Throughout the game you can change the color set or adjust the map by pressing Y. This also allows you to adjust the length of time messages are displayed onscreen (1 = short delay, 9 = long delay).

4. Atari ST Family. Make a copy of your game disk before you play. Put your original aside and play on the copy. You may save the game to your copy of the game disk. But, if you wish to save your game to a separate disk, you must format a save game disk before beginning the game.

To begin the game, put your copy of the game disk in drive A and turn on your system. The game will self boot. Most game operations that can be done with the keyboard can also be done with the mouse. Press O to respond OK to a screen, and press C if you want to cancel.

5. Amiga Family. Make a copy of your game disk before you play. Put your original aside and play on the copy. You may save the game to your copy of the game disk. But, if you wish to save your game to a separate disk you must format a save game disk before beginning the game.

To begin the game, boot your system using Kickstart V.1.2 or greater. When the screen asks for the Workbench disk, insert your game disk. The game will self boot from this point. Make certain that your game disk remains in the drive at all times during play. Most game operations that can be done with the keyboard can also be done with the mouse. Press O to respond OK to a screen, and press C if you want to cancel.

6. Atari 800 Family. Turn on the disk drive. Insert the disk, with the front side facing up. Remove all cartridges from your computer. (Note: 800XL owners must hold

down the OPTION key when turning on the computer to boot a disk). Turn on your computer.

B. Resuming a Saved Game
Type Y at the "resume saved game" prompt and follow the instructions on screen.

C. Using Your Roadwar 2000 Gang
Type N at the "resume saved game" prompt and Y at the "use your Roadwar 2000 gang" prompt. Follow the instructions on screen.

D. Starting a New Game With A New Gang
Type N at the "resume saved game" and the "use your Roadwar 2000 gang" prompts. Then build your gang and its vehicles.

E. Creating A Gang
To create your gang you design your vehicles, select your gang members, and allocate your supplies.

1. Construction Points. You begin with 15,000 construction points to purchase and modify up to six vehicles. Each vehicle archetype has a base construction point cost. Select a vehicle archetype and the computer displays the vehicle's attributes. Three numbers are listed for each attribute: the attribute's minimum value, maximum value, and current value. You expend construction points to improve an attribute. The cost is based on the vehicle's mass and the attribute.

2. Selecting an Archetype. Each archetype represents a vehicle as listed on the vehicle chart (see Section VI, Vehicles). The cost of each archetype is based on these starting values. The vehicle may be incorporated into your gang as purchased or it may be modified using the editor.

3. Vehicle Classes. All archetypes are divided into three classes: open, convertible, and hardtop.

a. Open Vehicles. Open vehicles include motorcycles, side cars, tractors, and construction vehicles. Open vehicles have no topside crew capacity and a maximum of five interior crew.

b. Convertibles. Convertibles include all vehicles bearing the name plus all flat-beds and pickups. Convertibles have limited or no topside crew capacity.

c. Hardtop. All other vehicles are hardtops and have no special crew limitations.

4. Vehicle Mass and Base Construction Value. After selecting an archetype, you may adjust the mass of the vehicle. In adjusting the vehicle's mass, note that its structure, crew capacity maximums, missile factor maximums, boarding factor maximums, and fuel consumption will change as well. As a result, the base points, current points, and remaining points values near the bottom of the display will change as well. Take care in selecting the vehicle's mass. Once you have set the mass you may not return to make adjustments. To alter the vehicle's mass, enter the new value and press RETURN/ENTER. Type a new value to change the mass again, press X and RETURN/ENTER to proceed, or A and RETURN/ENTER to return to the archetype menu.

5. Modifying Vehicle Attributes. After selecting the mass of the vehicle (and thereby determining several of its maximum values), you may improve the vehicle's attributes within the limits of its minimum and maximum values and your remaining construction points. To modify any attribute, place the inversed asterisk cursor at the attribute. Enter U and press RETURN/ENTER to move the cursor up and D and press RETURN/ENTER to move the cursor down. To change a value, enter the new value and press RETURN/ENTER.

One point of Structure, Tires, Maximum Speed, Crew, Missile Factors, or Boarding Factors costs the vehicle's mass times two Construction Points. One point of Maneuvering, Acceleration, Braking, and Armor costs the vehicle's mass times ten Construction Points. Zero tires costs the vehicle's mass times fifty Construction Points. Thus, changing the Maximum Speed of a mass 15 bus from 8 to 9 would cost 30 Construction Points.

When you are satisfied with all the vehicle's attributes, press X and then RETURN/ENTER to proceed to the confirmation prompt. Here enter Y for Yes and N for No or X if you do not wish to add further vehicles to your gang. Once you have all the vehicles you desire (maximum six), or have too few construction points left

to buy another vehicle, you go to crew selection.

6. Selecting Crew. The number of manpower points available to purchase crew is equal to the total capacity of all your vehicles. Crew members cost manpower points according to their prowess: Armsmasters cost 5, Bodyguards 4, Commandos 3, etc. To change a value, press U and then RETURN/ENTER or D and then RETURN/ENTER to move the cursor up or down, respectively, until it is on the line of the type you wish to change. Enter the number of crew of the given type and press RETURN/ENTER. When you are finished selecting crew, press X and then RETURN/ENTER to proceed to a confirmation menu and the supply selection. Press A and then RETURN/ENTER at any time during selection to clear the screen to the initial crew display.

7. Selecting Supplies. The number of supply points available depends on the total carrying capacity of the gang's vehicles. All supplies cost one supply point per unit. Ammunition is carried free and is allocated at the rate of twenty-five rounds per firearm. All other procedures are similar to selecting crew members. Press X and then RETURN/ENTER to proceed with the game or A and RETURN/ENTER to abort to the initial supply selection display. Press Y to confirm your selections.

8. Naming Your Gang. Type the name of your gang (up to twenty character's long) and press RETURN/ENTER. Once you have selected the name of your gang, you'll be randomly placed in a city and the game will begin.

F. Sample Gang
The following is a sample gang you can use for your first game of Roadwar Europa.

First, design a pair of combat buses to hold the troops. Use the standard mass and structure of the bus. Choose 3 for Maneuver, Acceleration, and Braking, 10 for Top Speed, 0 for tires, and 4 for Protection everywhere but the rear, where you choose 3. Leave the standard Interior Crew, Exterior Crew, left and right Missile Factors. Increase the front and rear Missile Factors to 8 and the left and right Boarding Factors to 4. Finally, increase the rear Boarding Factor to 2 and accept the vehicle. Build a second bus just like the first.

Next, choose the gang members. Pick 13 Armsmasters, 18 Bodyguards, and 23 Commandos. Then, allocate your supplies. Choose 910 Food, 50 Tires, 700 Fuel, 200 Guns (which gives you 5000 Ammo), and 100 Medical Supplies. Finally, name your gang (mine are The Rollers) and you're ready to begin. Type G once the game starts to get a report on your gang. The report should look like Figure I.

IV. COMMANDS
You control Roadwar Europa by typing one letter commands at various prompts. Not all commands are available at all prompts. Normally, all commands pertinent to each situation are available. For example, in the aftermath of road combat the D, G, and X commands are available. Don't hesitate to try a command at any prompt. If the command isn't available nothing will happen.

A)bandon Vehicle. Type the ID number of the vehicle you want to abandon at the prompt. That vehicle is abandon and your remaining vehicles are renumbered. Remember to check the new vehicle ID numbers before abandoning any other vehicles.

C)ity, Scouting. Type in how many members of each rank you send to scout the inhabitants of the city and to search for nuclear devices. Some members may not return. A successful scouting mission tells you who controls the city. Any scouting mission will find a nuclear device and disarm it.

D)rop Supplies. Type in how many units of Food, Tires, Fuel, Guns, and Medical Supplies you want to drop. Dropped supplies may not be reclaimed.

E)mpire Status. The computer displays the cities you control, the number of cities destroyed by nuclear weapons, and various other information you'll find as you play the game.

F)ix Tires. Your gang takes the time to use spares to replace destroyed tires on your vehicles.

G)ang Status Report. This report contains two different reports: the Gang Status Report and a Vehicle Status Report for the gang's vehicles. See Figure I for explanation.

Note: A similar display is used in deploying your gang before detailed road combat.

3

4

GANG STATS

THE ROLLERS (1) MAX VEHICLES: 15 (2)
              VEHICLES NOW: 2

TOTAL CAPACITY: 1960
PASSENGER CAPACITY: 202 HEALTHY (3)
FUEL CONSUMPTION: 21 (4)
FOOD: 910 *
TIRES: 50 * (5)
FUEL: 700 *
AMMO: 5000
GUNS: 200
MEDICAL SUPPLIES: 100
ANTITOXIN: 0

TOTAL SUPPLIES: 1960 (6)

DOCTOR DRILL SERGEANT POLITICIAN (7)

CREW (A/B/C/D/E): 13/18/23/0/0 = 54 (8)
PRESS ANY KEY TO CONTINUE, X TO EXIT

1) Gang Name
2) Number of Vehicles in Gang
3) Health of Gang
4) Fuel consumed in 1 move on overland map.
5) Supply Display. An asterisk (*) or highlight indicates a special item (food supplements, snow tires, or fuel additives).
6) Total carry capacity used.
7) Cronies and the RDF are listed here.
8) Gang members listed by rank, Armsmaster through Escort.

VEHICLE STATS

VEHICLE 1 (1)   BUS (2)

STRUCTURE: 45/45
MANEUVERABILITY: 3/3
BRAKING: 3
ACCELERATION: 3
WEAPON TYPES: C/-
TIRES: 0/0
SPEED: 7/10
FACING: 0 (3)

PROTECTION (L/R/F/B/T): 4/4/4/3/4 (4)
INTERIOR CREW CAPACITY: 51
INTERIOR CREW QUALITY: 1/0/0/0/0
TOPSIDE CREW CAPACITY: 51
TOPSIDE CREW QUALITY: 0/0/0/0/0 (5)
PRESS < OR > TO CHANGE VEHICLE,
G FOR GANG STATS, OR X TO EXIT

1) Vehicle ID number
2) Vehicle Type
3) Vehicle Stats. The numbers listed with a slash show present/maximum values. Weapon type is C)rossbow or F)irearm. Speed is in 10's of MPH.
4) missile protection factors for Left, Right, Front, Back, and Top.
5) The maximum crew inside and on top of the vehicle and the number currently assigned to each according to rank, Armsmaster through Escort. When you get into detailed combat you'll allocate the rest of your troops to the vehicles.

H)eal Sick with Antitoxin. Heals 50 gang members for each unit of Antitoxin used. All of your gang members must be healed at the same time or the inoculated will be reinfected.

I)nitalize Save Game Disk. Follow the on screen instructions to format a blank disk to save the game on. This command does not format a disk on the IBM, Atari ST, or Amiga versions of ROADWAR EUROPA. Follow the Getting Started instructions on formatting a disk to save the game.

K) Check Contents of Cache. Displays the amount of supplies your gang has previously cached in this city.

L)oot, Search for. Searches the area you're in for usable items. You may, or may not, find something each search, and you can search each area until it is exhausted. Searching for Loot has a chance of success everywhere but in the forest or desert.

M)anpower Report. Displays the number of gang members of each rank.

P)eople, Search for. Searches the area you're in for people. Generally the search leads to footgang encounters.

Q)uit Game.

R)ecall Saved Game. Recalls a saved game and resumes play from the previous position. Remember to save your current game to a separate disk before recalling a saved game or your current position will be lost.

S)ave Game to Disk. Saves your current position on a previously formatted disk and resumes play. The save game disk must already be formatted using the I command. You can only save one game per disk.
   Note: you may want to save your game frequently, especially early in the game.

T)ransfer supplies to/from Cache. Transfer supplies to and from a Cache and among the vehicles. You can only transfer supplies when the gang is in a city.

U)se Radio Direction Finder. If you pick up a RDF you can use it to help track down the terrorist headquarters.

V)ehicles, Search for. Searches the area you're in for usable vehicles. You may, or may not, find something each search, and you can search each area until it is exhausted. This is an important means of finding new vehicles.

W) Damage Report. Displays the damage status of your vehicles during the Movement or Fire portions of detailed road combat. In the C-64, Atari ST and Amiga versions of ROADWAR EUROPA press V to display a Damage Report during combat.

X) Examine Supplies. Displays a summary of the supplies carried by the gang.

Number Keys (1-8). Moves the gang one space in the indicated direction on the overland map. The Apple, Commodore, and Atari directional rosette is printed on the map of Europe. In Figure II the Apple, Commodore, and Atari 800 use the first set of numbers to indicate direction. The IBM, Atari ST, and Amiga use the second set of numbers on the numeric keypad to indicate direction.

|	
Apple, Commodore, Atari 800	8 1 2
	7 * 3
	6 5 4
IBM, Atari ST, Amiga	7 8 9
	4 * 6
Figure II	1 2 3

V. OVERLAND MOVEMENT

Move overland by pressing a number key representing the direction you want to go (See Number Keys, Section IV). Each movement on the overland map represents travel of fifty to seventy-five miles.

A. Overland Terrain

1. Plains. Plains represent range land and other rural terrain not primarily used for agriculture. Roads are few and of poor quality and travel is slow. Establishments are few and far between. People are scarce.
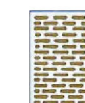
2. Farmland. Farmland represents land primarily used for agriculture. Roads are poor, slowing travel. Farms are very common and road gangs sometimes raid for food. Other people are scarce.

3. Desert. Desert represents terrain which is barren and has no roads to speak of. Little life exists in the desert and to run shy of fuel is to perish.

4. Woods. Woods represent areas of virgin forest with few roads and no habitation worth mentioning. Another place to be sure of your fuel supply.

5. Mountains. Mountains are very rugged terrain with no roads. Travel is impossibly difficult.

6. Wilderness. Wilderness represents rugged and forested land untouched by the hand of man. Passage is impossible.

7. Water. You may be the savior of Europe, but you can't drive on water.

8. Roads. Roads represent large autobahns and multi-lane highways. Not all were left intact by the war. Many smaller cities and towns dot their lengths. Road gangs may find sufficient supplies for subsistence. Travel is rapid despite numerous wrecks and abandoned vehicles.

9. Cities. Cities come in three sizes: Cities, Large Cities, and Very Large Cities. Cities had populations of over a hundred thousand inhabitants. Large Cities had populations of over one million. Very Large Cities had former populations of over five million.

The cities are the stomping grounds of a wide variety of social groups, some benign and others quite unsavory. Supplies are plentiful but can be exhausted. The larger the city, the more inexhaustible the available supplies. Travel is no problem due to the multitude of highways and byways which allow easy bypass of streets choked with wrecks and abandoned vehicles.

10. Oilfields. Oilfields are areas where petroleum was king. Some oilfields are offshore and unaccessible. Road gangs battle daily for access to the vast supplies of fuel available there.

11. Swamp. Swamp represents tracts of land which are soft and treacherous. Impossible to travel through.

12. Devastated Areas. These cities destroyed by nukes are unpleasant at best. There is little to be gained in these desolate places. Mutants are a constant danger.

13. Coasts, Small Islands, Cays and Others. These areas consist primarily of water — see Water.

B. Winter

December, January, and February bring unpleasant road conditions over all but the most southern portion of the map. Operations are slowed to a crawl under these conditions.

VI. VEHICLES

A. Vehicle Attributes

The basic attributes of all vehicles are summarized on the Vehicle Table. Those attributes not listed in the vehicle status report available during play can never be modified during play. Those attributes listed on the status report may be modified during play.

1. Mass. Capacity and weight of a vehicle. Important when you ram the enemy.

2. Structure. The amount of damage the vehicle can take before being destroyed.

3. Maximum Speed. The maximum speed of the vehicle in MPH. Maximum speed can be reduced by the loss of tires during combat.

4. Maneuverability. The base number of turns a vehicle can make before each move. High speed and loss of tires will reduce maneuverability.

5. Braking. A vehicle can slow down ten MPH per Braking Factor each move.

6. Acceleration. A vehicle can speed up ten MPH per Acceleration Factor each move.

7. Missile Factors. The maximum number of crew which may fire through each facing of a vehicle.

8. Missile Protection. The amount of cover the vehicle affords against enemy fire through each facing. 0 is none, 5 is total.

9. Volleys. The maximum number of times a vehicle's crew may fire each fire phase.

VEHICLE TABLE

VEHICLE	SIZE	MS	ST	MX	MN	BR	AC	MISSILE FACTOR L/R	F	B	MISSILE PROTECTION FACTOR L/R	F	B	TRS	BOARDING FACTOR L/R	T	B	CREW CAPACITY INT.	EXT.	FUEL	CARRYING CAPACITY	BASE COST
Motorcycle*	S	1	3	100	4	2	2	2	2	2	0	2	0	2	1	0	1	2	0	1	5	73
Sidecar*	S	2	5	60	4	2	2	3	3	3	0/1	2	2	3	1	0	1	3	0	1	20	176
Compact Conv.	S	3	8	80	3	2	1	3	2	2	1	1	1	4	1/2	0	2	6	0	2	45	273
Compact H.T.	S	3	8	70	3	2	1	4	4	4	2	2	2	4	0/1	2	0	4	4	2	45	348
Midsize Conv.	M	5	13	90	2	2	1	3	2	3	1	1	1	4	2/3	0	3	8	0	3	125	490
Midsize H.T.	M	5	13	80	2	2	1	4	5	6	2	2	2	4	1/2	2	0	5	6	3	125	625
Sports Car Conv.	S	4	10	120	3	2	2	3	2	3	1	1	1	4	2/3	0	2	6	0	4	80	420
Sports Car H.T.	S	4	10	120	3	2	2	4	4	4	2	2	2	4	0/1	2	0	4	4	4	80	512
Station Wagon	M	6	15	80	2	2	1	6	5	6	2	2	2	4	2/3	3	3	8	9	3	180	858
Limousine	M	8	20	100	2	2	1	6	5	6	2	2	2	4	1/2	3	3	8	9	4	320	1184
Van	M	7	18	70	2	2	1	8	5	6	2	2	2	4	0/3	3	3	11	12	3	245	1071
Pickup Truck	M	9	23	80	2	2	1	6	4	3	1	2	1	4	4/5	0	3	14	2	4	405	1188
Offroad Conv.	M	6	15	70	2	2	1	2	2	2	1	1	1	4	1/2	0	2	4	0	4	180	528
Offroad H.T.	M	6	15	70	2	2	1	3	3	3	2	2	2	4	0/1	2	0	4	2	4	180	672
Bus	L	14	35	70	1	1	1	26	3	5	2	2	2	6	0/2	10	0	51	51	10	980	3864
Tractor*	M	10	25	40	2	1	1	3	3	3	0	1	0	0	2	0	2	3	0	6	500	1000
Construction Veh.*	L	18	45	30	2	1	1	4	4	4	0	1	0	0	3	0	3	4	0	10	1620	2286
Flatbed Truck	L	16	40	80	1	1	1	14	4	4	0	2	0	14	6/7	0	4	51	2	8	1280	3088
Trailer Truck	L	20	50	80	1	1	1	14	4	8	5	2	0	18	0	10	5	51	50	10	2000	6160

Abbreviations:

MS = Mass
ST = Structure
MX = Max Speed in MPH
MN = Maneuverability
BR = Braking
AC = Acceleration

L/R = Left or Right Facing
F = Front Facing
B = Back Facing
T = Topside Facing

Missile Factor is the number of crew which can fire in a given direction.

Missile Protection Factor is the armor protecting the interior crew.
   It may be improved. Top armor starts at zero.

TRS = The number of tires the vehicle uses. '0' indicates treads which may not be destroyed.

Fuel = The amount of fuel consumed by the vehicle during strategic movement.
   Twice this value may be carried in its tanks.

* = May fire one volley only during any fire phase.
   All other vehicles may fire two volleys if crew permits.

Size = The facing icon used to represent a vehicle in tactical combat is dependent on the size of the vehicle.

10. Tires. The maximum number of tires a vehicle possesses. Vehicles with 0 tires have treads or solid tires that do not blow out.

11. Boarding Factors. The maximum number of crew which may board an enemy vehicle through that facing.

12. Interior Crew Capacity. The maximum number of crew which may ride inside the vehicle.

13. Topside Crew Capacity. The maximum number of crew which may ride atop the vehicle.

14. Fuel Consumption. The amount of fuel the vehicle requires to move overland one space. The vehicle may carry fuel equal to twice its fuel consumption in its fuel tanks without affecting its carrying capacity.

B. Maintenance

1. Structural Damage. Vehicles sustain structural damage when they're hit in combat. This damage may only be repaired at various body shops you'll find while searching for loot.

2. Flat Tires. Tires lost during combat must be repaired so that the vehicle will regain full maneuverability. Flat tires are replaced to the limit of the number of spares your gang is carrying.

C. Improvements

Vehicles may be improved during play by the discovery of certain special locations while searching for loot. Some enemy road gangs may drive improved vehicles. You can capture these improved vehicles in Tactical Combat by boarding and eliminating the enemy crews.

VII. SUPPLIES

Supplies are obtained by searching for loot and by defeating enemy groups in combat.

A. Carrying Capacity

The carrying capacity of your gang is a function of the mass of its vehicles. All supplies except ammo require a capacity equal to the number of units carried. Ammo requires no capacity to carry. Fuel equal to two times each vehicle's fuel consumption may be carried at no cost in carrying capacity.

B. Consumption

Every night each member of your gang eats one unit of food. Each time your gang moves, each vehicle consumes fuel equal to its fuel consumption. Healers require various amounts of medical supplies in exchange for their services. Tires are consumed in repairing battle damage. Every time a member of your gang fires a gun, one round of ammo is expended.

C. Cache

You may stash up to two hundred fifty-five units each of food, tires, firearms, fuel, and medical supplies in each city. Supplies may be freely transferred between your gang's supplies and your cache while in that city.

D. Special Supplies

There are three special kinds of supplies that your gang starts with: Food Supplements, Snow Tires, and Fuel Additives. Food Supplements and Fuel Additives halve your consumption of these supplies. Snow tires increase your speed in the winter. You can lose your special supplies through a variety of circumstances and replenish them while searching for loot.

VIII. PEOPLE

A. Gang Members

1. Quality. Almost all people encountered will be rated Armsmaster, Bodyguard, Commando, Dragoon, or Escort, in order of decreasing effectiveness. They are often referred to as A, B, C, D, and E troops. A member's quality reflects how likely he is to survive an event and his offensive and defensive powers in combat. After being in combat, some or all of your crew may promote to the next highest rating.

2. Recruiting. Gang members may be recruited by searching for people and sending envoys. The higher the quality of the prospective gang members, the less likely they are to join your gang.

3. Cronies. These individuals can be of invaluable aid in your travels. Only one of each will travel with you. If another is encountered and you accept him into your gang, your current specialist will leave. Each of these individuals practices his trade with a varying degree of skill.

a. Doctor. A doctor reduces your casualties from disease, from accidents, and in foot combat. The better the doctor, the fewer casualties you'll take. You must judge his effectiveness from his work.

b. Drill Sergeant. A drill sergent increases the number of members who promote after combat and decreases your loses to desertion and recklessness.

c. Politician. A politician can serve as your envoy in footgang encounters and as a liason with bureaucrats. He can even talk a lesser politician out of offering to join.

B. Encounters

These are special encounters you may have while searching for people.

1. Agents. Agents of the Anti-terrorist underground may be encountered. They are unlikely to reveal themselves under normal conditions. When they reveal themselves, take notes and follow their advice carefully.

2. Healers. The healers are the remnants of the medical community. Bound together by their common oath, they have gathered into informal research groups to aid the sick and injured and research remedies to the disease. They ask only to be kept supplied with medical goods and to be left alone. They heal all who seek their services. They have come up with an assortment of anti-toxins which will cure mutant infections. They live primarily in cities where their needs for research materials can be met more easily.

3. Foot Gang Commands. When you encounter a group on foot you have four options:

a. Sending Envoys. A dangerous mission, but the best way of gaining recruits. Showing strength can prove beneficial. If you have a good politician he may save you the trouble of sending troops.

b. Firing a Volley. This is the ultimate show of strength. It also tends to cause bad feelings among the recipients and can precipitate a firefight.

c. Waiting. Waiting will be taken by some as a sign of weakness.

d. Leaving. A sign of weakness understood by all.

4. Foot Gangs. The different types of gangs you'll encounter on foot include:

a. Soldiers. Soldiers are isolated units of military personnel. It is dangerous to quarrel with them, but it's seldom necessary as they are willing to join in a good cause.

b. Hoodlums. Hoodlums are a mixed lot of marginal character. They are generally well led but poorly disciplined.

c. Home Guard. Home Guard units consist of poorly trained and equipped militia. Little better than an armed rabble, they can be unpredictable.

d. Civilians. Mobs of cowering and inoffensive souls. Many will want to join you if you want them.

e. Cannibals. These throwbacks have taken the easy route to solving the food problem. They are wily and are fond of ambushing envoy parties. The scum of the earth.

5. Residents. In cities you'll encounter gangs like:

a. Police. A few cities are still under the control imposed by civil authorities. These officers are well armed and well trained.

b. Bureaucrats. Occasionally, local governments maintain control of their municipalities with the aid of local law enforcement agencies. Passers-by are often charged tolls under a threat of force.

c. Terrorists. The majority of cities are controlled by terrorists, either openly or via the subversion of local authorities. Terrorists come in many stripes: Regulars, Irregulars, Collaborators, Sympathisers, Provocateurs, and the dreaded Terrorist Elite.

d. Neutrals. These pleasant folk have a single aim; they wish to live in peace. They will never provoke a fight and anything they have is yours for the asking.

e. Mutants. Mutants are diseased, psychotic zombies who want to tear all healthy people to bits. They roam only at night. They are very quiet and very dangerous. They have the filthy habit of transmitting their disease to their victims.

6. Road Gangs. On the road you'll meet:

a. Terrorist Patrols. Patrols of terrorist troops of varying quality roam the highways in order to stifle transportation. These patrols may be of Irregular troops, Regular troops, or the feared Terrorist Special Battalions.

b. Cannibals. Ever see a slime drive a car? These vermin fit the bill. They are poorly armed and led and easily dispatched.

IX. ROAD COMBAT

A. Modes of Combat Resolution
There are three modes of road combat resolution: ABSTRACT, QUICK, and TACTICAL. When you meet a rival road gang the computer prompts FIGHT DETAILED ROAD COMBAT? If you respond N then the resolution is ABSTRACT which is very fast and bloody. If you respond Y the computer instructs you to insert the back of the game disk. Crew Deployment (Section C) occurs, and is followed by the player's choice of Quick combat or Tactical combat.

B. Abstract Road Combat
In Abstract road combat your vehicles fight on their own, you have no tactical choices to make. Combat is based on the mass of the vehicles on each side, with the advantage going to the larger vehicles with the better crews. Be sure and check the condition of your gang's vehicles after each abstract combat.

C. Crew Deployment
1. Auto-Deployment. If you select the auto-deployment option, the computer will place all of your men into vehicles. They will be distributed as evenly as possible between your vehicles by quality of troops. Guns will be distributed to as many vehicles as possible. Following auto-deployment, you will have the opportunity to adjust your troop and weapon allocations as you see fit.

2. Manual Deployment. If auto-deployment is not selected, you must allocate your men to vehicles manually, one man at a time. Type an A to allocate an Armsmaster to a vehicle, a B to allocate a Bodyguard, and so on. Type 1 or 2 to toggle between Firearms and Crossbows for the first and second volley. For this purpose, one half the crew of each vehicle is considered to constitute a volley.

D. Quick Combat
Quick combat is a simplified representation of tactical combat which is resolved quickly. All aspects of fire combat and ramming are as explained in the tactical combat section. Major differences include the lack of boarding combat and the inability to capture enemy vehicles. All vehicles are considered to be driving at maximum speed during quick combat. You specify two sets of numbers in Quick Combat: your Ram Ratio, and your Aiming Priorities.

1. Ram Ratio. This determines the size of enemy vehicles which your vehicles will ram. A ram ratio of one means you'll ram vehicles of equal or lesser mass. A ram ratio of two means you'll ram vehicles of half your mass or less, and so on. A ram ratio of one half means you'll ram vehicles twice your mass.

2. Aiming Priority. This determines the percentage of your group's fire aimed at each location: topside, interior or tires. Each number must be from one to eight. The total of the three numbers must be exactly ten.

E. Tactical Combat
Tactical Combat is the most detailed kind of road combat. Each vehicle's move is graphically represented on the Tactical Map. Tactical combat consists of deploying your vehicles, moving them, firing volleys at the enemy, and boarding enemy vehicles.

1. Deploying Vehicles on the Tactical Map
a. Deployment Area. All vehicles must be deployed in spaces with an X coordinate of ten through nineteen. There is no limitation on the Y coordinate.

b. Restrictions. Vehicles may never be deployed on trees, oil derricks, rocks, fences, wrecks, water, or buildings. In farmland, vehicles may not deploy in mud or tilled fields. In cities and on highways, vehicles may only deploy on roads.

2. Movement on the Tactical Map
a. Changing Speed. A vehicle may accelerate or brake in any one move, but never both. All changes in speed must be completed before a vehicle moves. Changing speeds may be interspersed with turning maneuvers.

b. Maneuvering. A vehicle's maneuverability represents the number of forty-five degree turning movements it may execute before a move. This can be reduced by tire damage and high speeds. A vehicle's maneuverability will be reduced by one when it is moving faster than thirty MPH, and by one for every additional thirty MPH. Reduction due to tire damage is proportional to the fraction of tires lost. An unmoving vehicle may never maneuver. A vehicle moving at ten MPH may make as many turns as you like.

c. Moving. Vehicles move straight ahead one space at a time. Movement ends a vehicle's turn, therefore all speed changes and turning maneuvers should be completed before moving.

3. Terrain Effects
a. Speed Loss. All terrain except roads may cause a ten MPH loss of speed when entered. Roads never cause a loss of speed.

b. Fishtailing. When a vehicle enters mud, there is a chance it will lose traction and swerve to a different facing.

c. Collisions. Vehicles which attempt to enter terrain such as rocks, oil derricks, trees, wrecks, buildings or fences will be halted and will suffer structural damage, possibly destroying the vehicle. Fences and cacti will also cause structural damage but the vehicle will destroy the obstacle and will not be halted.

d. Water. Driving a vehicle into water is a sure way to lose the vehicle and all aboard.

4. Ramming.
Whenever a vehicle attempts to enter a space occupied by another vehicle (enemy or friendly) a ram occurs. Both vehicles will receive structural damage and either or both may be destroyed.

a. Structural Damage. The amount of structural damage incurred by each vehicle in a ram is dependent on the speeds, masses and relative facings of the vehicles involved. The faster the speeds of the vehicles, the greater will be the damage. Head-on rams are the most destructive, broadside rams are average and front to rear rams are the least destructive. In any ram, each vehicle will be damaged in inverse proportion to the ratio of its mass to the mass of the other vehicle. All vehicles have reinforced front ends and therefore receive half damage if ramming or if rammed head-on.

b. Speed Alterations. A ram may cause either or both vehicles involved to speed up or slow down.

c. Overruns. If one vehicle involved in a ram outmasses the other by a great deal, the smaller vehicle may simply disintegrate with little effect on the larger vehicle.

5. Fire Combat
a. Volleys. In fire combat, most vehicles may fire two volleys. Each volley must be fired through a different facing. If all men fire in the first volley, no second volley will be allowed.

b. Facing. Each volley a vehicle fires must be directed through either the left, right, front or back facing of the vehicle. This facing affects the number of men which may fire in a volley.

c. Line of Sight. Vehicles cannot see or fire through trees or buildings. To check the line of sight of a vehicle, press a facing key (L,R,F,B) while holding the control key down.

d. Weapon Types. There are two types of projectile weapons, crossbows and guns. Crossbows have a maximum range of five spaces. Guns have a maximum range of ten spaces and are more accurate than crossbows at equal ranges. Both types suffer loss of accuracy due to range. Men armed with guns will resort to crossbows if all ammo has been expended.

6. Boarding Combat.
Boarding is the only way to capture a vehicle from an enemy road gang. An enemy road gang's modified vehicles may be the most important prize from an encounter.

a. Limitations on Boarding. Men may only board an enemy vehicle which is horizontally or vertically adjacent or directly in front of or behind their current vehicle. See the figure below for legal boarding or transfer locations.

Legal Boarding/Transfer Locations

	Bd	Bd		Bd
Bd	◇	Bd	Bd	▪	Bd
	Bd	Bd		Bd
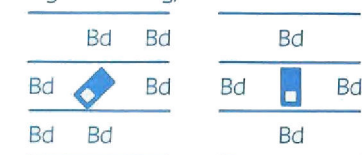
Bd = Legal Boarding/Transfer Locations

Men may be killed attempting to board enemy vehicles. There may never be more boarders on a vehicle than its total crew capacity. This limitation does not include the vehicle's crew in calculating the maximum allowable boarders. At least one crewman must stay inside each friendly vehicle to drive it.

b. Order of Combat. In boarding combat the vehicle's topside crew first attack any boarders. Next, boarders attack topside crew. If no topside crewmen remain, the boarders attack the vehicle's interior crew instead. Finally, interior crewmen attack any remaining boarders. A round of combat may end with both crew and boarders still aboard the vehicle. Combat will be continued in the next boarding segment.

c. Vehicle Captures. When all crew have been eliminated and boarders still remain, the vehicle may be captured. When a vehicle is captured, any remaining boarders become its crew and the vehicle may move freely in the next movement segment.

d. Crew Transfers. Any vehicle which has no enemy boarders aboard may transfer crew between the interior and topside locations of that vehicle. If no enemy boarders are on a vehicle which is horizontally or vertically adjacent to a second friendly vehicle, or if the second vehicle is directly in front of or behind the first, the first vehicle may transfer crew to the second. Such crew will automatically become topside crew on the second vehicle. Men may be killed in attempting to transfer between friendly vehicles. In all crew transfers, crew limitations of the receiving vehicle may not be exceeded. At least one crewman must stay aboard each friendly vehicle.

7. Aftermath. Road gangs carry significant amounts of supplies. These supplies become available to the victor when two gangs clash. If a winning gang has lost so many vehicles that it cannot carry all of its supplies, excess supplies will be lost at random. Such losses may be mitigated by picking through the spoils left by the losing gang. Be sure you have some excess carrying capacity to pick up the spoils of war, or they will have to be abandon. The G, D, and X commands are available to assist in ballancing supplies.

X. MISCELLANEOUS

A. Controlling Cities.
One method of assuring yourself of freedom from residential encounters is to take control of one or more cities. If a city is controlled by a rival faction, your gang must best them in combat, sometimes repeatedly, in order to usurp their power.

The smaller cities are less desirable and therefore are easier to control.

B. Radio Direction Finder.
It is possible to gain possession of a Radio Direction Finder during play. The RDF gives you the direction to the double agent during your hunt for the terrorist headquarters. Pressing U activates the RDF.

C. Surprises.
You may encounter surprises, some pleasant, some unpleasant, during your trip across Europe. These may consist of specialty shops, side trips and/or cities of special interest.

XI. PLAYERS' NOTES

Selected quotes from "Road To Glory", the former president's autobiography.

"Mass is Power."

"Structure and Protection can save you from your own mistakes, once."

"More vehicles are better than fewer vehicles."

"Nothing teaches command like a battle. Make your mistakes early."

"Stay healthy, keep out of devastated areas."

"Healers are like gold; know where they hang out."

"Watch your supplies. Food and fuel are your life blood."

"It's better to have the last shot than the first shot (but its best to have both!)"

"Get in the habit of scouting and thoroughly searching every city you move through."

"Fix your tires after each battle. It's foolish to lose speed and maneuverability to flats you could have fixed."

"Guns beat crossbows every time."

"Watch your cronies, but don't replace them unless they are screwing up badly."

"Firefights with punks aren't fun, but they're a good way to blood your raw troops and get them to advance."

"Always shoot to kill."

"Keep some separation in combat. Wheel to wheel driving invites a crack up."

"Speed is life. If they can't catch you they can't ram you. Just make sure and not overdrive your maneuverability."

"Look for the quick kill."

"Ram only when you have to."

"Nothing beats a broadside from a bus or big truck. Remember, it's more blessed to give than to receive."

"Enemy big rigs are valuable. Board and take 'em where you can."

"A bus with few crew is just a big compact."

"The only good mutant is a dead mutant."

"A pair of Armsmasters beat five Dragoons."

"Never fight unnecessary battles."

"Never give a cannibal an even break."

"When the going gets tough, the wise get moving."

"Winning isn't everything, it's the only thing!"

CREDITS

Game Design & Apple Programming
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Game Developer & Rules
George MacDonald

Product Manager
Dick Vohlers

Playtesting
**Cyrus Harris, James Kucera,
Joel Fradin, Jeff Guy, Arlon Harris,
Carl Rugenstein, Rick Spinelli,
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Steve Weinberg**

Commodore 64, Atari ST, and
Amiga Conversions
Westwood Associates

Customized Disk Operating System
(Apple version)
Roland Gustafsson

Art & Graphic Design
Louis Saekow Design

Typesetting
Abra Type & Louis Saekow Design

Printing
A&a Printers and Lithographers

APPENDIX
(Tactical combat only)
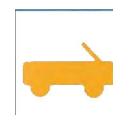
VEHICLE ICONS

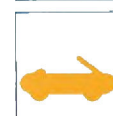Motorcycle

Side car

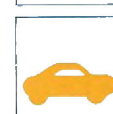Compact convertible

Compact hardtop

Midsize convertible

Midsize hardtop

Sports car convertible

Sports car hardtop

Station wagon

Limousine

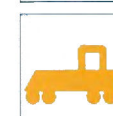Van

Pickup truck

Off road convertible

Off road hardtop

Bus

Tractor

Construction vehicle

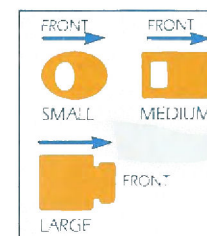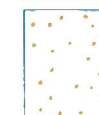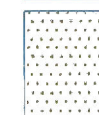Flatbed truck

Trailer truck

FACING ICONS

FRONT   FRONT
SMALL   MEDIUM

FRONT
LARGE

TERRAIN ICONS

Mud

Grass

Road

Sand

Farmland

ROAD HAZARD ICONS

Fence

Cactus

OBSTACLE ICONS

Derrick

Pond/Lake

Buildings

Rocks

Trees

Wrecks

LIST OF CITIES

CITY	COUNTRY	CONTROLLED BY	NOTES
Adana	Turkey		
Aleppo	Syria		
Amsterdam	Netherlands		
Ankara	Turkey		
Antwerp	Belgium		
Astrakhan	USSR		
Athens	Greece		
Baku	USSR		
Barcelona	Spain		
Belfast	N. Ireland		
Belgrade	Yugoslavia		
Berlin, East	E. Germany		
Berlin, West	E. Germany		
Bilbao	Spain		
Bonn	W. Germany		
Bologna	Italy		
Bordeaux	France		
Bremen	W. Germany		
Breslau	Poland		
Bristol	England		
Brussels	Belgium		
Bucharest	Romania		
Budapest	Hungary		
Birmingham	England		
Bursa	Turkey		
Cardiff	Wales		
Cologne	W. Germany		
Copenhagen	Denmark		
Dnepropetrovsk	USSR		
Donetsk	USSR		
Dresden	E. Germany		
Dublin	Ireland		
Dusseldorf	W. Germany		
Edinburgh	Scotland		
Essen	W. Germany		
Florence	Italy		

CITY	COUNTRY	CONTROLLED BY	NOTES
Frankfurt am Main	W. Germany		
Gdansk	Poland		
Geneva	Switzerland		
Genoa	Italy		
Glasgow	Scotland		
Goteborg	Sweden		
Gor'kiy	USSR		
Hamburg	W. Germany		
Hannover	W. Germany		
Helsinki	Finland		
Istanbul	Turkey		
Ivanovo	USSR		
Izmir	Turkey		
Katowice	Poland		
Kazan	USSR		
Kharkov	USSR		
Kiev	USSR		
Krakow	Poland		
Krasnodar	USSR		
Krivoy Rog	USSR		
Kuybyshev	USSR		
Leeds	England		
Leipzig	E. Germany		
Leningrad	USSR		
Liege	Belgium		
Lille	France		
Lisbon	Portugal		
Liverpool	England		
Lodz	Poland		
London	England		
Lvov	USSR		
Lyon	France		
Madrid	Spain		
Malmo	Sweden		
Manchester	England		
Mannheim	W. Germany		
Marseille	France		

CITY	COUNTRY	CONTROLLED BY	NOTES
Milano	Italy		
Minsk	USSR		
Moscow	USSR		
Munich	W. Germany		
Nantes	France		
Naples	Italy		
Newcastle upon Tyne	England		
Nice	France		
Nuremburg	W. Germany		
Odessa	USSR		
Oslo	Norway		
Palermo	Italy		
Paris	France		
Porto	Portugal		
Poznan	Poland		
Prague	Czechoslovakia		
Riga	USSR		
Rome	Italy		
Rostov-na-Donu	USSR		
Rotterdam	Netherlands		
Saragossa	Spain		
Saratov	USSR		
Seville	Spain		
Sheffield	England		

CITY	COUNTRY	CONTROLLED BY	NOTES
Sofia	Bulgaria		
Stockholm	Sweden		
Stuttgart	W. Germany		
Tabriz	Iran		
Tbilisi	USSR		
The Hague	Netherlands		
Thessaloniki	Greece		
Toulouse	France		
Turin	Italy		
Utrecht	Netherlands		
Valencia	Spain		
Venice	Italy		
Vienna	Austria		
Volgograd	USSR		
Voronezh	USSR		
Warsaw	Poland		
Wuppertal	W. Germany		
Yaroslavl	USSR		
Yerevan	USSR		
Zagreb	Yugoslavia		
Zaporozhye	USSR		
Zhdanov	USSR		
Zurich	Switzerland		

QUESTIONS OR PROBLEMS?

Our main business telephone number is (415) 964-1353.
We also have a Technical Support Hotline number:
(415) 964-1200
You can call it if you have problems with your disk or need a clarification of the game/rules.
Both numbers are open every weekday, 9 to 5 Pacific Time.