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&

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presents

Battles of Destiny

Victory, Conquest
and
Instruction Manual.

BY

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and
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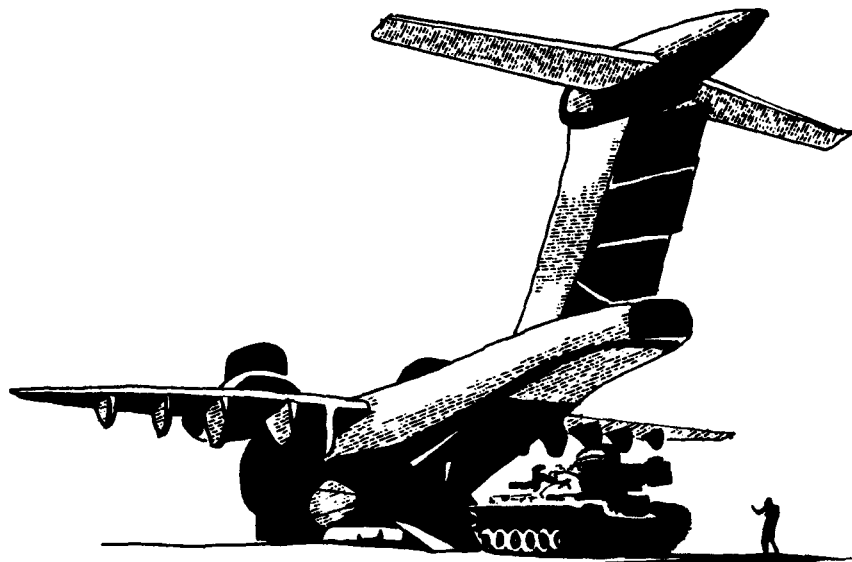
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Battles of Destiny

It is the Time of Troubles. Ushered in by his Glorious Emperor, Hydates XVII, Keeper of the Silicon Grail and Lord of the Hegemony, a millennium of peace ended in the searing hell of a forbidden technology. The Eternal City is no more, unis mundi, pluribus mundi. Who can understand the reasoning for such a thing but the perpetrators themselves? Perhaps they were among the shadowy few who referred to the Glorious Peace as the Silicon Decadence...

Now the Zone Commanders race to reactivate the dust covered production centers, sending their cyborgs to gain the Core Keys of each at any cost. He who commands these factories of death controls the future of the world. The **Battles of Destiny** will bring forth the new Emperor...

Battles of Destiny is a game of military conquest. The objective to capture all of the production centers on the map thus re-unifying the Hegemony.

Installation

Note: The following applies to the IBM PC only. The section that follows this one provides a brief introduction to the game controls for new computer users. They are similar enough to many other popular graphic programs that most people who have used graphic interfaces before should have no trouble jumping right into the action!

Installing **Battles of Destiny** is easy. Simply place the game disk marked "DISK 1" in a floppy drive, type the letter of the drive ("**A:**" or "**B:**") and press <return>, followed by "INSTALL"<return>. (Note: *We recommend you work*

from backups of the originals for safety and keep the original disks write-locked. There is no on-disk copy protection.) The install program will ask for:

1. the drive the game disk is in, and
2. the drive you on which you wish to install the game.

Battles of Destiny requires about 2.5 megabytes on your hard disk. The installation program makes a "BATTLES" directory and uncompresses the game into it.

Starting the Game

When the install is complete, switch to the hard drive where you installed **Battles of Destiny**, by typing "**CD \BATTLES**", and pressing the <return> key. Type "**BATTLES**" <return> to start the game.

Document Protection

Use the first letter shown in the edit field as a clue to help find the required word. Type the *entire* word and press <return>.

A Quick Start

First Game

For this example, click on the "Campaign" button. Enter your name at the next prompt. (Or leave it blank if you would rather not have this game recorded.) Strike <return> to move on to the campaign game selection screen. You must play the first game at the bottom before any of those above it, so click on the "Play" button to begin the game. Now choose a flag by clicking on it or TAB'ing the dotted outline to it and pressing the space bar.

Turn One

Since you have no units to start with, the first turn will consist of production only. Click on the words "Tank Destroyer" on the unit list. Notice that it will take only one turn to build and that your city is at production level six. Click on the "Produce" button to begin construction.

The end turn screen is now displayed. At this point you may point at the edge of the screen to scroll around. You might notice the enemy is on the upper right city on the island just below you. To exit scout mode, simply double click the left mouse button or strike <ES>. Click on the "End Turn" button to proceed.

Turn Two

Produce an Air Transport now. It won't be done until turn six, so the production menu won't appear again for that city until then. After setting production, the game is in the normal movement mode or "Action Phase". The cursor

flashes over the unit ready to move. Other units in the “active” square, if any, are displayed on the left border of the screen. A terse description of the unit that you are moving is displayed at the bottom of the screen along with some status information. For now, simply notice the number next to the “M”. This shows how many spaces the current unit has left to move. To move the Tank Destroyer to the city two squares to the right, left click on that city. Your Tank Destroyer automatically moves to and captures the city. (The Tank Destroyer is dismantled to provide infrastructure at that location.) The production menu will appear for the new city. Notice that this city is only production level four and that the unit production times are longer. For now, build another tank destroyer. Once again it is time to end your turn.

Turn Three

Since no new units finish this turn, and none are left from last turn, you have nothing to do. Click on the “End Turn” button.

Turn Four

Now you have another Tank Destroyer. Hit the “Produce” button on the production screen to build another tank destroyer for next turn. Move the tank destroyer to the city three squares directly below its current position. After you have captured it, build infantry at this city by clicking on the “Produce” button. (Infantry is selected by default.) The turn is over.

Turn Five

Continue to produce Tank destroyers at your second production center. Once in the Action Phase, hit the “I” key to get to the information screen. Notice that three new units will be built next turn, one at each production

center, and that you are probably ahead in all categories. Hit the <return> key to exit. Now move the Tank Destroyer to the production center five spaces to the right. It will not get there yet so it's time to end the turn.

Turn Six

Produce another air transport, tank destroyer, and infantry. Entrench the infantry by striking the "E" key. Now order the tank destroyer to move to the production center on the upper left corner of your island. Your air transport should be moved on top of your infantry. Load the infantry by striking the "L" key and then striking it again when the load screen appears. Click on the enemy production center below and to the left of you to move the air transport there. The move order may be canceled if your transport sights an enemy. Click again on the left enemy production center to re-issue it. This may happen more than once. Your tank destroyer will now take the right hand production center. You should build an infantry there. End the turn.

Turn Seven

As the production windows come up continue to build the tank destroyer, and infantry. Entrench the infantry. Move the tank destroyer to the lower left hand production center on your island. Produce an infantry at the upper left hand production center that you just took. If your air transport's orders have been canceled, proceed as before. Try to find an enemy production center not occupied by units and move your transport to it. Unload the infantry by striking the "U" key twice. You have now taken one of the enemy's cities. Notice that it is now at level two or three and has "Damage" points. Produce infantry at this production center. To finish your air transport's move, click on the far right production center on your home island. Since all your units have moved. end the turn.

Turn Eight

The first thing that you will most likely see is the combat report. Click on the "Graphic Report" button and watch the enemy try to retake their home production center. Click to return to the Combat Report Screen and click on the "Finished" button. If the enemy was successful, that production center will now be level one, heavily damaged, and not worth much.

For production, keep building every thing currently being produced. Entrench all the land units. The air transport will arrive at the targeted production center. Strike the "R" key to refuel it. End the turn.

Finishing the Game

You may notice that there are two more turns left in the game. You should be well enough acquainted with the basics to continue to victory. Explore the world map and artillery units in your next game.

Game Controls

Battles of Destiny has five types of game controls: Action Buttons, Toggle Buttons, Edit Fields, Scroll Bars, and List Boxes.

Action Buttons are activated by clicking on the box with the mouse, pressing the ALT key and the letter key corresponding to the highlighted (red) letter or “hot key”, or by striking <return> when the action button is active. (A dotted line inside the border indicates active here.) The text within the button usually indicates the action, examples are “Go to,” “Done,” or “End Turn.”

Toggle Buttons look similar to Action Buttons except there is no hot key. They are activated by either clicking with the left mouse button or striking the space bar while the switch is highlighted. The text in the center usually changes to indicate selection or change in selection. An example is the toggle switch which selects a “Human” or “Computer” to play a position.

Edit Fields are filled by typing the relevant text into the field. Some of these fields may limit which characters can be typed in. If this is the case, invalid keys are ignored. The password edit field will display one asterisk (*) character for each letter typed in. Edit Fields are active when the cursor is flashing inside them. The underscore cursor indicates insert mode. The block cursor indicates overtype mode. Highlighted are as are “volatile” and can be replaced by whatever text key is typed next or kept by typing a cursor key first. You may cursor around in an Edit Field. Lastly, some Edit Fields may allow larger inputs than space is provided for. In this case, the Edit Field will scroll left or right to keep the cursor in view.

Scroll Bars can be manipulated with the mouse by clicking on the direction arrow desired, clicking on the Yin-Yang button and dragging it while holding the mouse button down, or by clicking on the area between the arrows and the Yin-Yang button. Manipulating Scroll Bars with the keyboard is done by pressing the desired cursor direction key or, for faster movement, pressing the "page up" or "page down" keys. The "Home" and "End" keys move the scroll bar to the top or bottom. A dotted line within the Yin Yang box indicates this control is active.

List Boxes are manipulated in the same manner as Scroll Bars. Alternatively, you may point the mouse at any visible entry. Remember, not all entries in a List Box are necessarily visible at once. Use the Scroll Bar keys or mouse movements to scroll the remaining entries on screen when necessary. Also note that in some cases a list box may be used to help fill in an Edit Field. In these cases, the current List Box selection automatically populates the Edit Field. A dotted line on the first entry or currently selected entry marks this control active.

To select one of the controls on a screen for use, click on it. For example, the cursor may be placed on a desired character in an Edit Field by left clicking on that character. Be careful doing this with action buttons, as this also pushes them. With the keyboard use TAB and Shift TAB to move forward and backward through the controls. In most screens, the <return> key will take you to the next relevant control or complete the screen if on the last control. Otherwise, there is usually an Action Button at the bottom to complete the screen. Also, most screens have reasonable pre-set defaults, so that many screens can be completely by-passed by clicking on the Action Button at the bottom.

The gray beveled screens are mostly “modal”. This means that you must complete them before doing anything else. The only exception is that you are allowed to scroll the map from the production screen.

Once you are playing the game, the menu bar will also be active. Use the mouse to “pull down” the menu choices. Choices on the top bar with an exclamation point do not have pull down choices and are selected immediately. The pull down choices are accessed by tapping the ALT key and then the highlighted letter of your choice or by left clicking on the heading of your choice. Tap the highlighted letter of the pull down choice or left click on it for your final menu choice. Most things in the game can be selected in this manner. In addition, most commands have a letter “hot key” (usually the same letter as on the menu bar pull down.) Every letter of the alphabet, the space bar, and the +/- key activate some order, action, or option. These are listed on your quick key guide.

The mouse can be used for most of the commands in the game. In the future, when told to “click a button” place the cursor over the area labeled and press the left hand button on the mouse. When instructed to “right click” press the right hand button instead.

Starting Screen

A. New Lets you setup and start a new game.

1. Map Selection Screen

After selecting “New,” you will be asked to choose a map on which to play. The map name is highlighted in the left hand list box and is shown in small scale to the right in the framed box. To choose a map, highlight a name and click on the O.K. button or strike <return>. You may also manually type in the name. Selecting the “Cancel” button brings you back to the starting screen.

Hint: Play against **one** computer player when first learning **Battles of Destiny** instead of two or three.

2. New Game Set-up Screen

You will now be asked to customize this game with respect to number of human or computer players, and their combat percentage.

Select the combat percentage by moving the scroll bars. This represents the relative strength of the different players' units and the chance of taking an empty production center. Additionally, it is the odds of an Air Transport successfully unloading into the intended square.

Select Human or computer players by using the Human/Computer Toggle Buttons.

Select the number of players by using the Active/Inactive Toggle Buttons.

Select "Done" when the game is customized to your liking.

3. New Game Options Screen

This screen is used to set the victory conditions, number of starting cities, style of production center placement, and whether opponents cities must be "found."

Games may be played:

1. for a set number of turns,
2. until a set number of points are reached, or
3. until all but one of the players has surrendered.

Click to select a type of victory condition then use the scroll bar to select the value. The value may also be typed in, within limits.

Players may start with one, three, or ten cities. This number is automatically reduced if the map doesn't have that many cities. For example, if ten starting cities are selected for a twenty five production center map with four players, each player actually starts with six cities.

If more than one starting production center is selected, you may use the "Spread/Cluster" toggle button to influence the random algorithm the computer uses to place the initial production centers. Note: *There is more luck involved in a Spread Production Center game. On small maps, it also gives the first players an advantage.*

Suggestion: Play shorter games (20 - 30 turns) to try different strategies.

The "Show/Hide" Toggle Button controls whether player cities can always be seen or only when sighted. *Note: The computer is a little harder to beat on a hidden cities game.*

The above options may not be changed once play has started.

If you have chosen any computer players, you must now decide what level opponent you want for each computer rival by clicking on the flag of the respective computer players when queried. The "Dread Fist" flag in the upper left is the easiest while the "Death Eagle" flag in the lower right is the hardest. The skill of the computer opponent progresses from left to right and top to bottom, i.e. the bottom three players are more difficult than any of the three above.

During their initial turn, each human player will have to choose a flag for their faction by clicking on the graphic box of their choice. A human player's flag has no effect on their units.

B. Saved — If you wish to continue a saved game click on the "Saved" menu button or strike the "S" key. You are then presented with a list of all previously saved games. This screen works exactly like the Map Selection Screen. To choose one, either click on the name of the saved game and hit the <return> key or type in the name of the saved game in the Edit Field and strike the <return> key. Your saved game will then continue.

C. Modem — The two modem buttons are for sending or receiving games in progress by modem. See Appendix B for details.

D. History — If you wish to view the history of a human player, click the History button or strike the "h" key. Next, choose a player's history to view

selecting their name. By striking the <return> key, one may access a graphic history of all the games this player has played relative to the opponents he has faced.

On the graph, the dots represent the other players encountered during each game. Therefore there may be one, two, or three dots for each game. The opponent types are listed at the top as either a number representing the computer level or a diamond representing a human opponent. This player's overall average is shown as a dotted magenta line. The top averages in four categories are also listed. The percentages are calculated by comparing a player's score with each total of the individual opponent's score plus the player's. A hundred percent score means that that player accounted for all of the points that the two players earned. These values are also modified by the Combat Percentages of the players. The higher the combat percentage relative to the opponent, the lower the end percentage score. A seventy five is pretty good, and a twenty five is a little embarrassing.

E. **Campaign** — To begin playing the campaign strike the “C” key or click on the ‘Campaign’ button. You need to enter your name to start or continue a campaign. Next, the first screen of the campaign is displayed. If you are starting a new campaign, only the bottom button (representing one game) is available. Information and comments about this game are displayed on the left side of the screen. The map to be used for this game and the computer opponents for this game are displayed on the right.

After you win a game in the campaign, you may follow any line from that game to another. The first goal is to defeat the top game in this screen. There are two campaigns.

Sequence of Play

Each player turn of **Battles of Destiny** is separated into four phases:

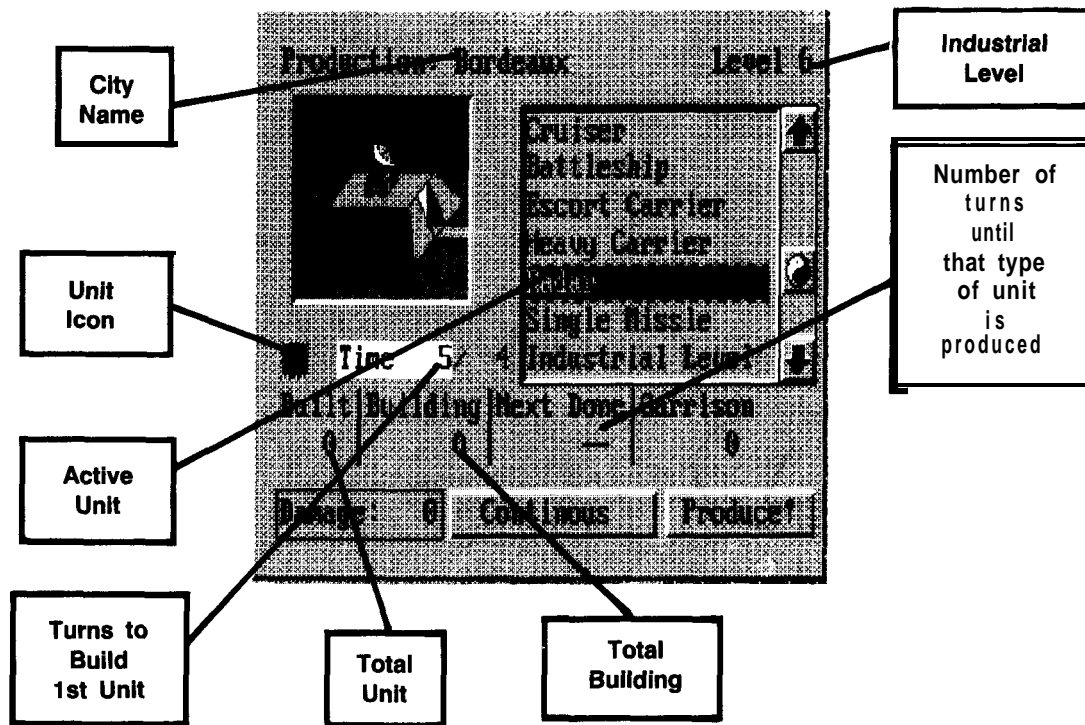
1. Combat Report
2. Production
3. Message Receipt
4. Action/Combat

Each Player follows this sequence successively to complete an entire game turn.

Combat Report

This informs you of any enemy attacks on you that occurred since your last player turn. You may view them either graphically or in a summary form. Press the “Finished” button to exit this phase. You may also view this report in the Action/Combat phase. This phase is skipped if there is nothing to report.





The production screen appears at the beginning of a turn when a unit has been produced, when a production center has just been captured, or when "Build" is accessed from the View Screen or menu bar.

The name of the production center is listed at the upper left corner of the box. The industrial level of the center is listed in the upper right corner. Below the level indicator is a list of all the units with the current selection highlighted. The highlighted unit is pictured to the left of the list.

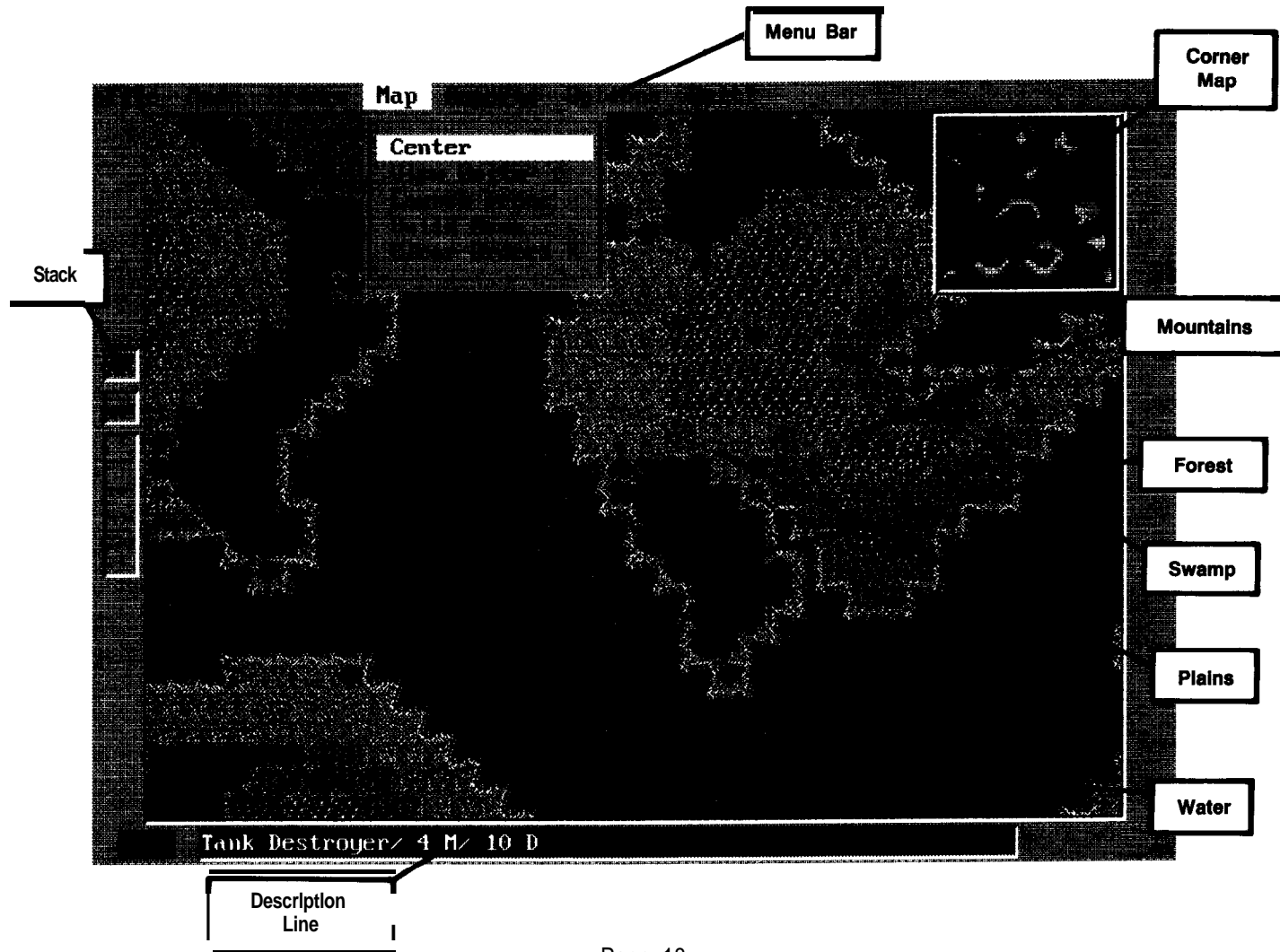
Below the picture and to the left of the production time is the unit icon. The production time to the left of the slash represents the time it takes to build the unit highlighted. The time to the right of the slash represents the number of turns remaining before that unit is produced or the number of turns in which a second unit of the same type can be produced. (The number that is highlighted currently applies.)

Below that is a line showing the number of highlighted units that have been built, are being built, when the next one will be completed, and the number currently occupying the production center. The bottom line represents the amount of damage the production center currently taken. The two buttons activate production.

To build a particular unit one need only highlight its name and either click on the "Produce" button or strike the <return> key. The "Continuous" button builds the selected unit without prompting for a new choice after each unit is done. The "Continuous" button, also asks if the new units are to receive preset movement orders. This allows you to have these units automatically built and moved from this production center to any legal destination on the map. Select "Yes" to activate auto-move, and click on the destination square to complete it. If you ever change your mind you need only use the "Build" option again. Once in this mode, you may hit <ESC>.to cancel. This places the production center on "continuous" mode without movement orders.

Message Receipt

If anyone has sent you a message since your last player turn, **Battles of Destiny** notifies you at this point. Select "Yes" to read them immediately. If you select "No" you may also read them during the Action/Combat Phase.



The majority of the screen is occupied by a large scale representation of a section of the world map. The map can be scrolled in any direction by moving the mouse cursor to one of the borders. You may also use the <CTRL> key and the arrow keys to scroll the map from the keyboard. Along the top of the screen is a menu bar that can be accessed by pressing the <ALT> key or clicking on the menu item of choice with the mouse. These menu items are explained in further detail in the Command Summaries section.

The map consists of seven different terrain types. They are: plains, hills, mountains, swamp, forests, and production centers. The unoccupied production centers show up originally as cyan diamonds. Level one through three production centers owned by players appear in that player's colors as smaller icons. Level four through six production centers appear the same as the unoccupied ones except in that player's color. Production centers with radar, regardless of the level, appear as slightly larger icons in that player's color. The player colors are, in order: red, yellow, white, and purple.

Corner World

In the upper right hand corner of the screen an optional small world map will appear. The current section of the map displayed on the full screen is boxed off here. (Note: *Smaller maps that take one full screen or less may appear here with a cross instead of a box. This is really the same box with all its corners wrapped around and touching.*) You may click in the corner world to reposition the main view. The "box" will center on the selected location in the corner world. The "Corner World" scale is not always the same. When a unit is activated for movement its location will flash on this corner world. The Corner World is optional and may be removed by pressing "O", or toggling Options Corner World on the menu bar.

Info Column

The left hand border contains information about the current square. The top box shows the terrain and a production center if one exists there. The second box from the top shows the currently activated unit, if any. Each of the other boxes will either show more units or nothing. A "++" means there are more than can be displayed. Use the view command to see the rest.

Status Line

Along the bottom of the screen is a status line. It will give the results of your actions or show the current status of the active unit. Unit status is marked as follows:

M = Number of movement points remaining

D = Damage points remaining (See master chart for maximums)

R = Range left (not displayed for land units)

L = Units loaded (the first number represents infantry or Tank destroyers and the second number indicates Artillery or Armor loaded. It is only displayed for transport units)

To the left of this is the "Waiting Signal". When this box is flashing, **Battles of Destiny** is waiting for you to acknowledge some message in the status line. Simply press a key or click a mouse button to move on.

Production Centers

Production Centers are immense robotic factories that create the units necessary to fight your campaign. Production Centers are rated for the unit being produced, Industrial Level, Damage, and the presence or absence of radar. Each production center can only produce one type of unit or an industrial level at one time. The various units take different amounts of time to produce depending on the production level of the production center and the type of unit being produced.

Hint: In longer games get these Industrial levels up to 6. It is amazing how much you can produce.

Industrial levels affect the length of production of a unit, and the range of a radar at that production center. A production center can have a rating between one and six. The industrial level of a production center can be increased by producing industrial levels. Industrial levels cannot be transferred between production centers.

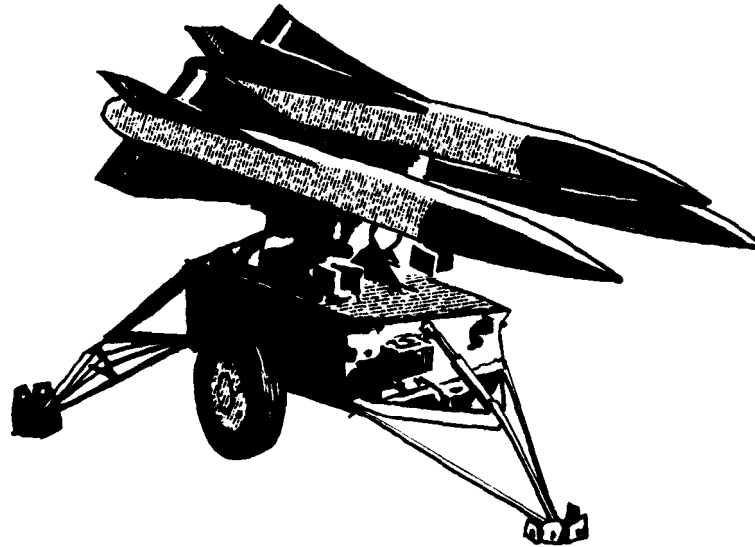
A production center can be damaged by bombardment, bombers, and capture. Bombardment causes damage between four and six points per hit. Missiles do seven points when they hit. If a production center is captured from an opponent the industrial level is halved (fractions rounded down,) and it receives between 1 and 99 points of damage. If a production center has more than fifty damage points, it will stop producing until repaired. Repair happens automatically at the rate of ten points per turn. If a production center's damage rating exceeds ninety-nine the industrial level is reduced by one and the damage level is reduced by fifty.

Thought: Radar installations can be a lot of fun, plus powerful in conjunction with missiles.

Radar allows a production center to see units without being garrisoned. The range of the radar is the industrial level of the production center plus four. Radars for level three and four production centers can spot adjacent subma-

rines, those for higher level production centers can spot them up to two squares away.

Radar and drones (missiles) may **not** be transferred between production centers. Drones may only be built at production centers with radar.



Movement

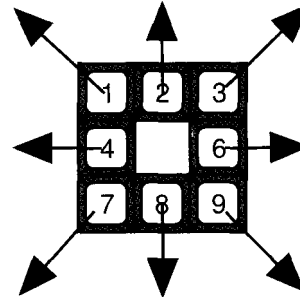
Suggestion: When first learning the game, don't use too many go-to'?. You may become disorientated.

When it is a unit's time to move, its icon will flash until it is given orders. The movement of the unit can be accomplished in two ways: by mouse or by keyboard. Movement using the mouse automatically uses the intelligent computer "move-to" function. Move the mouse cursor to the space you wish the unit to move to and press the left mouse button. The unit will then take the shortest route to that space. If the unit cannot get to that square, it doesn't move and a message appears in the status line explaining why; either there is no way around intervening terrain, over 250 spaces of impassable terrain separate the unit from the objective, or the unit cannot enter that terrain type. The unit will continue to move towards the objective until:

1. it spots an enemy unit not previously spotted, or
2. it is attacked, or
3. it can't move closer due to an overstacked square, or
4. it reaches its objective.

If you want to move without the "move to" feature, click on adjacent squares to move one square at a time.

Movement using the keyboard is normally done space by space using the numeric keypad. Upon pressing a key, the unit will move one space in the indicated directions.



The "move to" function can be accessed by striking the "T" key and then moving the cursor to the desired space and striking the <return> key.

The computer proceeds to the next unit for movement, repeating the process until all units have been given orders.

Stacking

In many cases, more than one unit can occupy the same square. Stacking limits are imposed based on the type of unit. The four categories of units and their stacking costs are:

Land units

Infantry	1
Artillery	2
Armor	2
Tank destroyers	1

Air Units

Fighter	1
Bombers	2
Air transports	2

Escort Ships

Patrol boats	2
Hydra foils	2
Frigates	3
Destroyers	4
Submarines	5

Capital Ships and Transports

Armor transports	10
Small transports	10
Large transports	10
Cruisers	10

Battleships	10
Escort carriers	10
Heavy carriers	10

Within each category, each square may contain up to ten stacking points worth of units. For example, a square might have a Cruiser, five patrol boats, ten fighters, three artillery, and four infantry. Of course, nothing else could move in! Stacking is not checked when new units are produced, so production centers may be overstacked in this manner. However, once overstacked, no new units of that category may move in.

Spotting

All units in the game are rated for sighting range and submarine spotting range. The spotting ranges are six for aircraft and four for most other units. Only fighters, bombers, frigates, destroyers, submarines, and radar (level three and up) can spot a submarine at a range greater than zero. Only radar of at least level five can spot subs at range two.

Nothing blocks or decreases spotting ranges. Move to, group move, and patrol orders will be canceled if a unit spots a previously unspotted enemy unit.

Combat

Combat occurs any time a unit of one player enters the square of the unit(s) of another player or a player shells another player's units. The attacking unit then attacks each unit in the square in sequence until it is either destroyed or it has attacked every defending unit. Combat is resolved by comparing the modified attack strength of the attacker to the modified defensive strength of the defender. This is used to determine a percentage chance to damage the defending unit. Then a random number is generated to determine if the defender is hit. If so, it takes the attacker's "Attack Strength" in damage. If the defender survives, it counter-attacks the attacking unit in the same manner. If the attacker survives any damage taken, the cycle repeats itself a number of times determined by the types of units involved.

Certain Types of attacks do not necessarily continue until one or the other units are destroyed. These attacks continue for only a set number of rounds. **Bombers** and **air transports** in combat with either land or sea units fight only eight rounds. **Fighters** in combat with land or sea units fight only four rounds. **Escort ships** attacking coastal squares attack for only three rounds. **Battleships** and **cruisers** attack coastal squares and shell for only five rounds. **Artillery** units shell for fifteen rounds. Each unit type will attack enemy units in a square in a specific order if it survives each subsequent combat. The order of these combats is given below along with the special modifiers.

Coastal Shelling can be done by **frigates**, **destroyers**, **cruisers**, and **battleships**. It is accomplished by "moving" the unit onto the square you wish to shell. The unit is treated as if it were temporarily in that coastal square. Land units may counter attack, but generally do little damage.

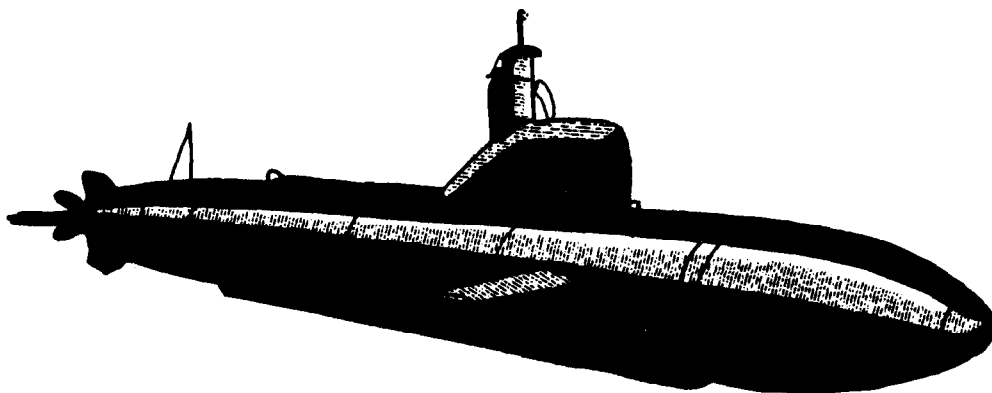
Thought: Ranged firing will prove to be most interesting.

Beware that if the coastal square is an enemy production center, it may contain enemy ships which also counter attack as if they were in your units sea square. This costs one movement factor.

Ranged Shelling can be done by **artillery** at range six, **cruisers** at four, and **battleships** at six. Bring up the "View Screen" on the square you wish to shell. If it is in range and you are currently moving one of the above listed pieces, then the 'Shell' button becomes active. Select this button to shell that square. This is different from coastal shelling in that target units have no chance to counter attack even if they are adjacent. However, ranged shelling can't be used by frigates and destroyers, and it also doesn't fight to the death as coastal shelling does with enemy ships in port. This costs one movement.

Ranged Attack

When fighters or boats attack, they lose one point of range for every combat. The exception are land units.



Modifiers for Combat Results

Infantry/Artillery in Mountains/ Forest/Production center	Defense Factor * 2
Land Unit Entrenched	Enemy Attack Factor * (3/4)
Armor/Tank destroyer in Hills	Enemy Attack Factor * (2/3)
Armor/Tank Destroyer in Production center	Attack Factor / 2
Tank Destroyer vs. Armor	TD Attack Factor . 8
Artillery vs. Tank Destroyer	ART*6
Artillery vs. Other Units	ART attack . 12
Bombers attacking Fighters	BMBR Attack / 7 FTR Attack * 7
Bombers attacking Escorts	BMBR Attack * 2.5 Escort Attack /2
Bombers attacking Capital Ships	BMBR Attack * 1.5 CapShip Attack / 3
Submarines Attacking Capital Ships	SUB Attack * 2 CapShip Attack * 3.

Sequence of Stacked Combat

Units engage stacked enemy units as indicated in the table below.

Land unit attacking	Land Units Air Units
Air unit attacking	Fighters Other Air Units
If land square	Land Units
If sea square	Escorts Capital Ships
If Bomber	Production Center
Naval unit attacking	Escorts Air Units Capital Ships
If Shore square	Land Units Production Center
Drones Attacking	Fighters Air Units Land Units Escorts Capital Ships Production Centers

Command Summaries

File

The functions accessed under the heading “File” are New, **Save**, and **Save As**. They cannot be accessed from “Scout” mode or any of the “Move To” modes.

New	The New game function allows you to start a new game without having to return to DOS. It will return you to the starting screen and allow you to continue as in the Starting the Game section.
Save	The Save Game function will allow you to store the game for later play. You will be asked for a file name to store your save game under if it does not already have one.
Save As	This allows you to save the current game under a new name. You will be asked for a file name to store the saved game under. If that name has already been used, Battles of Destiny asks you to confirm your choice.

Mode

There are several modes that are part of the normal play of the game. They include **Normal**, **Move To**, **Group To**, **Patrol**, and **Scout**.

Normal	The Normal command will return you to the standard command options from any of the other modes.
Move To	See the Movement Section. This can be accessed by clicking the Move To menu button or striking the "T" key or by clicking on the desired objective.
Group Move	Group move allows you to move an entire stack of units. The units will move in the order they appear on the unit table (Appendix A) from top to bottom. The units will only move as fast as the slowest unit in the stack. When using a mouse, select Group Move and proceed with movement normally. All units in the stack receive the order if they are eligible to move to the destination and haven't already moved that turn. For keyboard users, Group Move is accessed by typing the "G" key.
Patrol	Patrol orders allow a unit to proceed to a location and then return to the original starting location. Patrols with a production center or a carrier as one or both end points will automatically refuel aircraft and ships as necessary.

When using a mouse select "Patrol" and proceed with "Move To" movement normally and the patrol is established. Keyboard users press "P" and proceed with the "Move To" procedure. If one end of the patrol is on a carrier which hasn't already refueling the maximum amount and the unit moving is a fighter or bomber, then **Battles of Destiny** asks if you would like to set up a special "Carrier Patrol". Your patrol move orders are then saved as an offset from the carrier. The patrolling unit will always fly that offset from wherever the carrier is. Be extremely careful with this patrol, as it is easy to run out of fuel if you move half your range out, and the carrier is moving away.

Scout

Scout Mode allows you to move the cursor around the screen to explore the map, enter the view screen, or change the production at various production centers. Scout Mode can be accessed by striking the "S" key. These functions can be accessed from any of the other modes with the mouse. However, keyboard users and users who don't want to worry about accidentally moving a unit may appreciate this mode. To exit "Scout" Mode select "Normal" Mode, or double click the left button.

Orders

There are several advanced movement orders: **Skip, Load, Unload, Refuel, Fix, Entrench, Wait**. All of these orders can be accessed by both mouse and keyboard.

Skip

This command allows you to not use this unit for one turn or to cease movement for this turn. Aircraft and ships will still use their fuel as if they moved their entire movement allowance. If they are over a production center, the skip is treated as a fix order. Mouse users access this command by clicking on the "Skip" menu item. Keyboard users can access it by pressing the space bar.

Load

To load units onto sea transports, one must be in a production center. The air transport can load any land square. It is accessed by the 'L' key from the keyboard. Use the scroll bar controls to adjust the number of units of each type you wish to load. Press "L" or click the Load button to finish. Press "C" or click the cancel button to cancel. Information on the various transport capacities are in the unit description section.

Unload

To unload units from a sea transport, “move” the transport onto a land square (except swamp and mountain squares) and **Battles of Destiny** asks if you wish to unload. If you answer positively, the unload menu will appear asking how many units you wish to unload into this particular square. (The “Move To” function will not activate Unload.) This action does not use up movement. Naval transports in cities and air transports are unloaded by Striking the “U” key or clicking on the unload menu button.

Refuel

The Refuel command will return the range value to its original value. The Refuel command costs the unit three of this turn's movement (or all of its remaining movement for this turn whichever is less.) Refueling is accomplished by clicking the “Refuel” box or by striking the “R” key on the Keyboard. Refueling can only be done at production centers or carriers (aircraft only). By activating the refuel function at a distance, the unit will move to the nearest production center and refuel automatically. Land units have no need to refuel.

Fix

The fix command will refuel and repair a unit. The unit will be fueled up to its full range and have thirty damage points repaired. The unit cannot be repaired to more damage points than those listed on the master unit chart. (Appendix A) Fixing a unit costs all of its remaining movement for the turn. The Fix command can only be accessed in a production center. It is accessed from the keyboard by pressing the “F” key.

Entrench	Entrenching allows you to not move a unit until it is attacked or it has its orders canceled. A land unit that is entrenched has a small bonus on defense, naval and air units do not. Naval and air units may only be entrenched in a production center. Keyboard users strike the "E" key. A unit will no longer be entrenched when its orders are canceled by the player, after it is attacked, or when it initially spots a unit. Units entrenched in a production center will begin repairing themselves on the turn after entrenching provided their orders were not canceled in the prior turn for any reason.
Wait	A unit that is ordered to wait, does not prompt for orders until all other units have their orders, or are given wait commands. A unit's movement allowance may be divided up by "wait" orders. Keyboard users can use 'Z' to select this.
Capitulate	If you wish to surrender and quit the game strike the "A" key or select Capitulate from the menu. Your production centers become available for any player to take without combat. These production centers stay the same level when taken by other players.

Map

The functions accessed under the menu heading “Map” are: **Center, View Units, Launch Drone, Build Menu,** and **Clear Orders.** They affect the current active map square.

Center	This function will center the map around the cursor or the unit currently ready for orders. It has no other effect on the game. Keyboard users can use the “C” key.
View Units	The view units screen will allow you to do many things with the units and production centers in that selected square. The following buttons are enabled when applicable.
Move	This will allow you to immediately move the highlighted unit at this point in the turn by normal movement. You may also double click on a unit to access this function. For a unit to be selected here it must not have finished its movement already. Units which still have movement remaining are marked by a bullet at the end of their description.
Clear	This will clear any orders currently showing for the unit that is highlighted.
Build	This will access the Production Screen of a production center in this square.

Drone This will allow you to fire a drone from a production center with **radar** and at least one **drone**. For further information on this, see Launch Drone.

Shell This will allow you to shell this space with the **battle-ship**, **cruiser**, or **artillery** unit currently queued for movement. See the combat section for details.

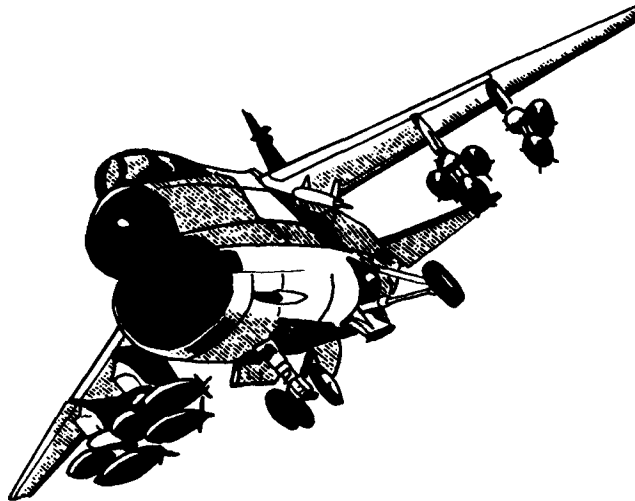
Done The activation of any of the above commands or activating the done command will exit you from the view screen.

Launch Drone If you are in a production center which has radar and has at least one missile, you may fire it at any square within range. The range for drones is the industrial level of the production center plus three. Drones are fired by pressing the "D" key or by selecting Launch Drone from the menu while the active square is the production center you wish to fire from. They may also be fired from other production centers by using the View Screen. Once launched you can move them as if they were a normal unit until they enter a square containing an enemy unit or they move beyond their range. The odds of them hitting a given unit are listed in the Table of Units. (Appendix A) If they hit the first unit, they will attempt to hit the next unit in the stack until they miss or there are no more units. Missiles do forty points of damage to each unit they hit.

Important: Drones will not be automatically addressed each turn as are all other combat units. You must explicitly activate and fire each and every missile.

Clear Orders

The clear orders command will remove orders from all friendly units in the space currently active. This command may also be accessed by pressing the "X" key.



Reports

The headings under the “Reports” menu heading are **World, Info, Combat, Send Message, and Read Messages.**

World

This command allows players to view the entire world at once. It shows all the terrain, cities, friendly, and spotted enemy units.

The color coding is as follows:

Grass	Light Green
Hills	Khaki
Forest	Dark Green
Mountain	Gray
Swamp	Brown
Water	Blue
Neutral cities	Cyan
Player #1 cities & units	Red
Player #2 cities & units	Yellow
Player #3 cities & units	White
Player #4 cities & units	Magenta

The outline box will initially outline the map area currently viewed in the large scale map. This box can be moved by dragging with the mouse or by moving with the directional keys on the keyboard. Hold down the control key to move faster. This new area can be viewed on the main screen by clicking on the “Go to” box or by striking the “g” key. To return to the original area on the

small scale map click on the “Cancel” box or strike the <ESC> key. None of the other functions can be accessed while viewing the world map.

Info

The Information Screen gives you data on:

1. the number of production centers you control,
2. their industrial levels,
3. the quantities of the various units you are producing,
4. how many you have of each type,
5. when the next unit of each type will be completed,
6. the number of production centers each player has,
7. the combat efficiency of each player,
8. the overall relative strength of each player, and
9. the victory points of each player.

The overall relative strength of each player is determined by taking into account the levels of production centers controlled and the “production” value of all units currently built. The victory points are added at the end of each complete turn. Each time each player receives the sum of the industrial levels of all their production centers in points. The Information Screen can be exited by clicking on the Done button or by striking the <return> key. Keyboard users may access it by pressing the ‘I’ key.

Combat

This reviews the combat report from the previous turn. It can also be accessed by pressing the “K” key. See the combat report section for details.

A chance to be a strategic poet!

Send Message

This allows you to request a treaty with an opponent or send them a message. To send a message, select one or more opponent flags, type in a message, and select the “Send Message” button. You may also select the “Propose Treaty” button to avoid having to type. This is also the only message the computer players understand. This is accessed from the keyboard by pressing the “M” key.

Read Messages

This displays the queued messages your opponents sent for you to read. If you are offered a treaty, you can either accept, decline, or ignore. Accept and decline send back generic messages (which the computer players understand,) and ignore sends back nothing. This is mainly useful if you want to decide to accept or decline later in the turn. After completing all of the messages you automatically return to the game. Press the “J” key from the keyboard to access these. **Battles of Destiny** also asks you if you want to read these automatically at the beginning of the turn.

Options

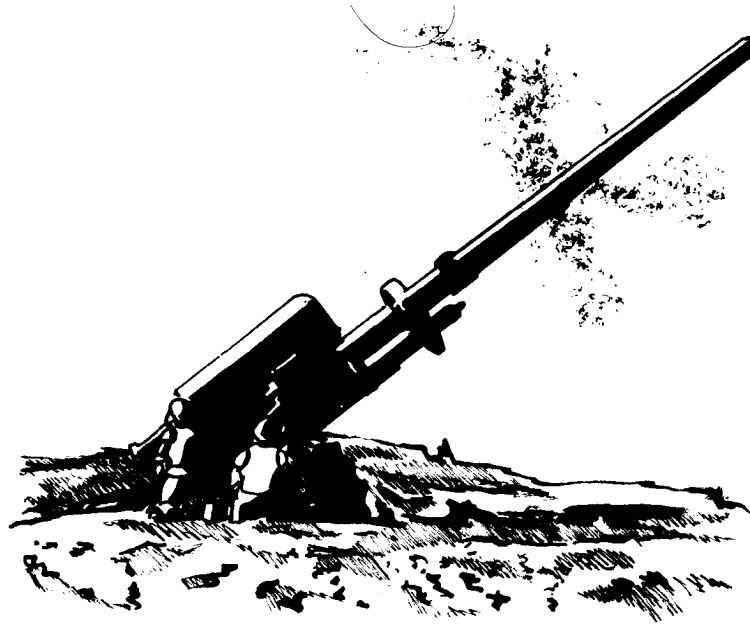
Corner World	The Corner World switch turns the small world map in the upper right corner of the screen on or off. Press "O" from the keyboard.
Animation	The Animation switch turns the animation sequences on or off. Keyboard users can use the "H" key.
Sound	The Sound switch turns the game sounds on or off and is also toggled by striking the "Y" key.
Quad Units	The Quad Units switch toggles between the two different unit icon sets. It is also toggled by either the "=" or "+" key.

Quit

The game may be exited by either clicking on the Quit Menu heading or by pressing the "Q" key. You will be asked if you are sure and given a yes or no choice. The game will continue if you choose no. It will immediately exit to DOS if you choose yes.

Winning the Game

The winner of the game is the surviving player with the most points when the end of the game is reached. The game ending is based on what was initially set in the game options screen. The game also ends when there is only one surviving player left. Points are accumulated each turn, one for each industrial level of each production center owned.



Unit Descriptions

Land Units

Infantry

Infantry is the most common defensive unit in **Battles of Destiny**. Equipped with powered ceramic-composite battle armor, Gauss rifles, and light anti-tank/anti-air rockets they are generally able to hold their own against uncoordinated attacks with the aid of good defensive terrain.

Artillery

Long range rocket assisted artillery makes up the backbone of any successful assault or defense. While outmatched in direct combat with any other land unit, its ability to fire at distant land or naval targets makes it a decisive factor in many battles. Its greatest weak point is its almost nonexistent air defenses. Artillery can fire at range six, but can only sight out to four spaces.

Armor

Heavily armored and gunned, the Main Battle Tank is the most powerful land unit in the **Battles of Destiny**. The most survivable unit in an artillery rich environment, it is the key to successfully assaulting enemy strong points.

Tank Destroyer

Light, fast, expendable, the tank destroyer is rarely successful in combat against units other than armor, undefended production centers or artillery.

Aerial Units

Fighter

The fighter is a powerful air to air combat machine but next to useless in a ground assault role. It is a fast, dependable scout and crucial to gaining control of the air. It lacks the range of the bomber or air transport and thus must stay closer to a base. *Remember to refuel aerial units as needed!* You will get a warning if you are about to move out of range of the nearest refueling point.

Bomber

The bomber is the key to destroying enemy artillery and naval transports. Though it has a powerful air-to-ground/air-to-sea weapons suit, it rarely stands up to fighters in air to air combat. *Remember to refuel aerial units as needed!* You will get a warning if you are about to move out of range of the nearest refueling point.

Air Transport

The air transport's ability to swiftly place **infantry** and **artillery** at key points can be strategically devastating to an opponent. While able to create instant assaults on weak points, it is unable to carry a defended position without support and has a short life span when not escorted by fighters. Remember to refuel aerial units as needed! You will get a warning if you are about to move out of range of the nearest refueling point.

Escort Ships

Patrol Boat

Light picket ships capable of damaging or destroying enemy transports. It can also be used for escorting heavy combat units. They provide good defense against missiles.

Hydrofoil

Fast naval scouts useful for recon and transport hunting.

Frigate

The standard transport escort. Capable of defeating patrol boats and hydrofoils and able to keep up with the faster transports, it is also slightly useful as a shore bombardment platform.

Destroyer

The heaviest escort, it can only keep up with the large transport, heavy carrier, cruiser, and battleship. It can be used to destroy escorted transports and for anti-shore/anti-air duties. Its light coastal bombardment ability makes it a nice ship against radar bases also.

Capital Ships and Transports

Cruiser

The cruiser is the heaviest naval unit with the exception of the battleship. More than capable of destroying anything but a battleship in direct combat, it also has ranged fire for medium range bombardment and naval attacks. These heavy ships are useful in supporting ground attacks also. They can shell at a range of four.

Battleship

The heaviest unit in the **Battles of Destiny**, this ship can withstand multiple hits by any weapon and still keep on fighting. Its biggest drawbacks are its expense and its lack of speed. Battleship fire has a range of six.

Small Transport

Small transports can carry up to three **artillery** units, up to six **infantry** units, or any combination thereof.

Large Transport

Large transports can carry up to six **artillery** units, up to twelve **infantry** units, or any combination thereof.

Armor Transport

Armor transports can carry up to three **armor** units, up to six **tank destroyers**, or any combination thereof.

Escort Carrier

Escort carriers can refuel up to four aircraft of any type per turn. They also can support fighters patrolling off them. Setting escort carriers moving while fighters patrol off them can be a powerful sighting tool.

Heavy Carrier

Heavy carriers can refuel up to eight aircraft of any type per turn.

Miscellaneous

Radar

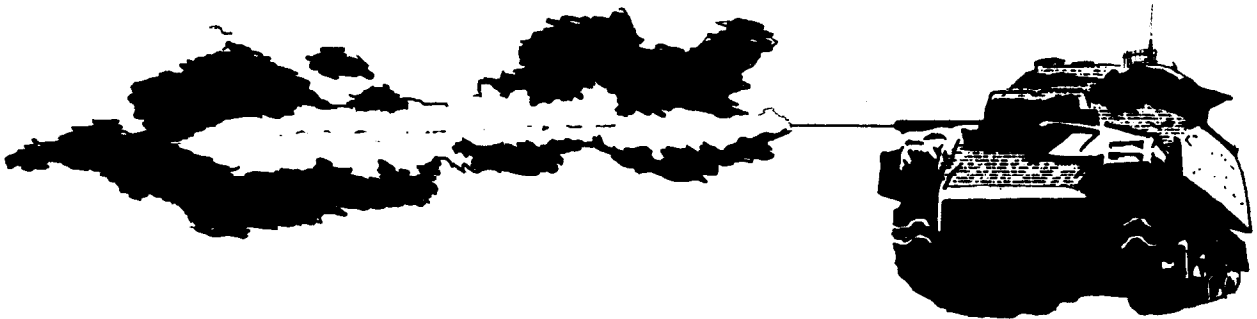
Radar can only exist in a production center. It is necessary for the production and firing of drones. It also gives them the ability to sight units at a significant range.

Missile

Drones may only exist where there is radar. All missiles can be fired at once for a huge defensive barrage.

Industrial Level

This provides an improvement in the production center's ability to produce units. It also increases the radar and missile range.



Designers' Notes

Andrew Hackett

My suggestions are to attack and defend using combined arms techniques. Combine air, land, and sea attacks on cities in a single turn. Bombard enemy units with artillery and heavy ships before attacking them. Use air transports with infantry to take out enemy artillery and take unoccupied enemy cities. Always at least contest control of the air to protect you artillery and production centers from surprise attack. Use a combination of artillery and missiles for shore defense; the artillery to prevent the enemy from stacking and the missiles to kill the transports, battleships, and cruisers. Amphibious assaults should be led by frigates, destroyers and possibly empty transports. Air supremacy should be attained locally and air transports should be within one turn movement of one or two enemy cities. Do not retake the same production center repeatedly, take different enemy cities and you constantly erode his production base.

Kenneth Lightner

Three suggestions: first and most importantly, remember to be adaptable. For example, if your opponent is shooting down all your air transports, start building fighters like crazy until you can fly around with a little safety. On the other hand, if all your fighters have nothing to do, start switching those production centers over to bombers or something else useful.

In line with the previous section is the need to be flexible to the map you're on. Pay attention to when you're going to need transports of some sort to get to new islands, past difficult terrain, or between widely spread production centers. Having these transports come out with escorts right when they're needed is the secret to optimizing your expansion.

Lastly, when attacking heavily defended areas, use large, well coordinated attacks which include units to defend the objective once taken. When attacking lightly defended areas, strike fast, before they can reinforce. Remembering to protect what you take.

Cris-Jon Lindsay

My suggestion is called the "Kamikaze Raid". Take cities towards your opponents beginning area using a lone air transport. This will disrupt the opponents production and usually demoralize a human opponent. This tactic needs to be done early in the game as a surprise attack. If successful, the human opponent will always remember you doing it and it will never work again (at least not till after a substantial period of time). Another thing, pay attention to the time limit on timed games. It can be very aggravating if you're a slow builder on a quick game.

Ty Pike

I recommend what I call a "Deep Seed" maneuver for the early part of a large game. It involves sending an air transport deep into neutral territory to establish a foothold that allows one to expand in all directions. This maximizes your expansion rate; as the "Deep Seed" expands, you can pretty much count on capturing the area between it and your original area. It is not recommended for players with low combat percentages

(below 90%) as a failure to capture the targeted production center can cause a major set-back.

“Going Chinese” is another strategy for a large, land based game. The idea is to expand as rapidly as possible, to the sacrifice of building heavy units. Look at the geography of your starting position to figure out the boundaries that are:

1. within your reach,
2. defensible (surrounded by mountains and ocean)
3. and encompass a tiny bit more of the map's cities than your fair share.

Once you expand to these “natural” boundaries, lay low, kiss up to everybody and build lots of fighters, artillery, missiles and industrial levels.

Rob Lefebvre

The early game in a nutshell: expand, expand, and expand! I don't worry about much else until pretty far into the game. If this tactic is successful, you will end up with a LOT of undefended cities. However, I feel that this is more than compensated by the fact that you will generally have more cities than your opponents. I don't even worry about defenses until I am really butting heads with someone (except for a fighter or two to defend against Cris Jon's “Kamikaze Raids”). If the early game tactic is successful, then the later game tactic is obvious: hold on for victory. Having more

cities, you won't need to take as many risks in the later game; just concentrate on solid attacks.

There is one disadvantage of this strategy in a social game between three or more people: The other players will have a tendency to gang up on you since you will appear to be winning.



Appendix A: Table of Unit Capabilities

Unit Type	Attack Strength	Defense Strength	Speed	Damage	Range	Sight Range	Sub Sight	Missile Hit %
INF	10	20	2	30	N/A	4	0	20
ART	8	20	2	20	N/A	4	0	40
ARM	25	28	4	20	N/A	4	0	40
TD	20	10	4	10	N/A	4	0	40
FTR	8	20	12	20	25	6	1	45
BMBR	35	20	8	15	33	6	1	45
AirT	5	15	8	15	33	6	0	45
PTB	30	15	4	40	121	4	0	15
HF	20	15	6	40	91	4	0	15
FF	30	20	4	70	161	4	1	25
DD	40	25	3	90	151	4	1	25
ss	35	15	3	60	241	4	1	20
ArmT	10	15	4	80	161	4	0	65
SmT	10	15	4	80	161	4	0	65
LgT	10	20	3	100	241	4	0	65
CA	35	30	3	150	241	4	0	60
BB	50	35	3	180	241	4	0	60
CVL	25	30	4	80	241	4	0	50
CVA	35	35	3	120	241	4	0	50

Unit Type	Attack Strength	Defense Strength	Speed	Damage	Range	Sight Range	Sub Sight	Missile Hit %
Drone 1	80	10	4	10	1	1	0	-
Drone 2	80	10	5	10	1	1	0	-
Drone 3	80	10	6	10	1	1	0	-
Drone 4	80	10	7	10	1	1	0	-
Drone 5	80	10	8	10	1	1	0	-
Drone 6	80	10	9	10	1	1	0	-
Radar 1	-					5	0	-
Radar 2	-					6	0	-
Radar 3	-					7	1	
Radar 4	-					8	1	
Radar 5	-					9	2	-
Radar 6	-					10	2	-

Appendix B: Modem Game

Since **Battles of Destiny** is **not** an interactive game in the same way a flight simulator is, the modem features are designed to simply send the game between remote players at the end of each turn where this would be necessary. The sending player selects "Send by Modem" off of the "End of Turn" options. The receiving player selects "Receive Modem Game" from their "Begin Game" options screen. Both players should now see a relatively similar modem set-up screen.

Battles of Destiny can send via null modem, pick up a current phone conversation, or dial itself. You need only set it up for your style of modem. You must know the COM port your modem is on, the speed, and any special initialization commands that are necessary. The other toggle buttons and edit fields allow you to set up your connection relative to the current situation. Use direct connect for null modem hookups only.

The "Auto Baud/Fixed Baud" toggle allows you to force the game to use the baud rate you selected (Fixed) rather than the baud rate the modem returns on connection (Auto). This is useful for connecting with data compressing modems which may connect at a lower baud rate than they need to talk. Refer to your modem manual for details. (This is often technically referred to as a fixed DTE to DCE rate.)

Both players should select "Go" when everything is ready on both sides. (Depending on the connection method, **Battles of Destiny** may get tired of waiting before your friend actually calls. If this happens, simply select "Receive Modem" again. **Battles of Destiny** will automatically load your previ-

ous configuration. Hit "Go" again to let **Battles of Destiny** start waiting to receive again. This will usually work even as the phone is ringing.)

If you were on the line **Battles of Destiny** is using and selected "Pick up Line", **Battles of Destiny** will ask you to hang up when necessary. This should not disconnect you, as the modem will have taken up the line by then.

At this point, **Battles of Destiny** should display a working message, and then either "Long File" or "Quick File." The Quick File will be used when both players have the map file used for the game in their **Battles of Destiny** directories. When this is the case, **Battles of Destiny** doesn't have to send around quite so much map data, and saves considerable time.

Battles of Destiny will then either report an error or a successful transfer, click O.K. or press <return> to continue. On success, the receive side will go right into the turn. The send side will return to the "End Turn" options. From here you may enter "Scout" mode, but remember the game resides elsewhere, so any production changes or orders cleared will be lost when you receive the game back. Once finished, press 'E' or click "End Turn" and the game will return you to the starting screen. From here you can select "Receive Modem Game" or start a "New Game." Given the way this works, it is completely possible to run a modem game with four persons all in different locations.

Troubleshooting:

Busy

Make sure "Xi " is in your initialization string if you are picking up current connections. Alternatively, if you are dialing, the line might actually be busy.

Long File

While not really a problem, you can speed up the transfer substantially by sending copies of any custom maps you are using to your opponents.

Error Count too high

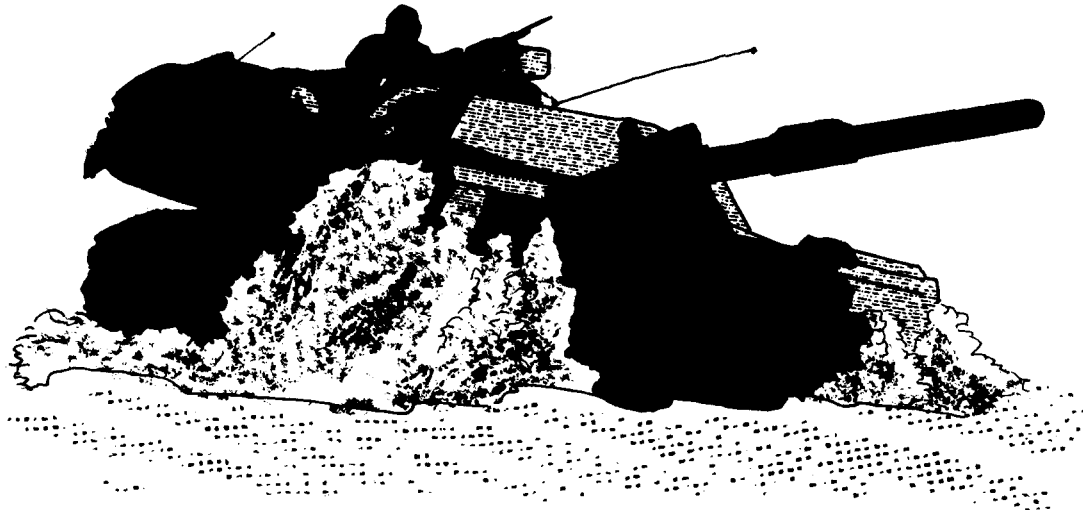
Too many serial errors were encountered during transfer. Try a lower baud rate. Also, make sure your baud rate matches your opponents. If you are using a modem capable of data compression you may need to either turn off the compression, or use the "Fixed Baud" rate button. In either case, refer to your modem manual for details. Unfortunately, this area is completely without standards.

Modem Not Responding

Battles of Destiny waits for text responses from the modem for each step. This error indicates the modem did not provide them. Check to make sure the modem is on and that you have set the right COM port. If all these are correct, refer to your modem manual and make sure the initialization string includes the command for "verbal" responses, usually "V1".

Send old modem game

Provided only at the start screen. This simply allows you to save off a game at the end of a player turn, and then send it much later as a complete game file. Your opponent receives it normally. It is always sent as the "Long File".



Appendix C: Map Editor for Battles of Destiny

The map editor for **Battles of Destiny** will allow you to create new maps to compete on. You may create maps of any size from 25 by 25 to 100 by 100.

Starting the Map Editor

To start the map editor type "**CD\BATTLES**" followed by <return> and then "**MAPEDIT**" <return>. You may now choose to modify a saved map or to start creating a new one. To choose the size of a new map, enter the desired numbers in the fields available, then click the "new map" button.

Command Summaries

The commands to the map editor are similar to those in **Battles of Destiny** and are operated in the same fashion. Below is a summary of what is available on the menu bar.

File

New	Restarts the map editor and clears out the old file. "N" is the keyboard hotkey.
Load	This will load the latest saved version of current map from the disk. "F7" is the keyboard hot key.
Load As	This will load a map under a new name. "F8" is the keyboard hotkey.

Save	This will allow you to save the current map for future use or improvement. Initially this will ask for a name, but thereafter, it will automatically save it under the current working title. "F5" is the keyboard hot key.
Save As	This will save the map under a new working title. It will have no effect on the name of any previously saved file if the name is original. "F6" is the keyboard hotkey.
Edit	
Place Terrain	This command will change the square currently occupied by the cursor to the terrain type which is currently active. Space bar is the keyboard hot key.
Place Production center	This command will place a production center in the square currently occupied by the cursor. It will also change the terrain in that square to grass. To place a production center from the keyboard, strike the "I" key.
Write On	This will change the terrain in every square that the cursor enters to the current terrain type. "F1" is the keyboard hotkey.
Write Off	This returns the map editor to normal mode from write mode. "F2" is the keyboard hot key.

Fill to Like

This will fill any area completely surrounded by the current terrain type to that terrain type. Use caution here as any different terrain, like a production center, may allow the fill to draw a much larger area than desired. "F" is the keyboard hot key.

Terrain

Grass

Changes the current terrain type to grass. "1" is the keyboard hotkey.

Hills

Changes the current terrain type to hills. "2" is the keyboard hotkey.

Mountains

Changes the current terrain type to mountains. "3" is the keyboard hot key.

Swamp

Changes the current terrain type to swamp. "4" is the keyboard hot key.

Forest

Changes the current terrain type to forest. "5" is the keyboard hot key.

Water

Changes the current terrain type to water. "0" is the keyboard hot key.

View

Center

This command centers the cursor on the screen without changing the coordinates of the cursor. "C" is the keyboard hot key.

World

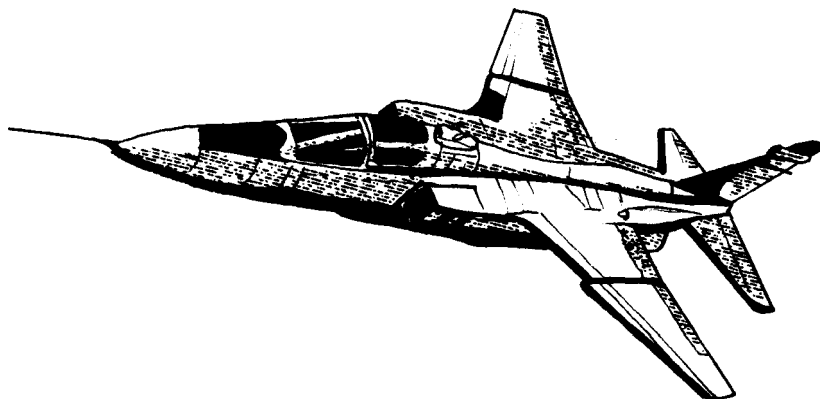
This will allow you to view the world map just as in **Battles of Destiny** (minus viewing units.) See World map command in **Battles of Destiny** for further information. "W" is the keyboard hotkey.

Corner World

This toggles the placement of a small scale depiction of the entire map in the upper right corner of the screen. "O" is the keyboard hot key.

Quit

Return to DOS. "Q" is the keyboard hot key.



Appendix D: Trouble Shooting

For those users with “special” hardware set ups, the following provisions are made. In your “Battles” directory there is a file called BATTLESBAT. This file executes the title screen and game for you when you type “**BATTLES**” and <return>. If **Battles of Destiny** isn’t running correctly, then there are a few adjustments that can be made here. With the file in an ASCII editor such as “EDIT” which comes with DOS 5.0, the file should look like this:

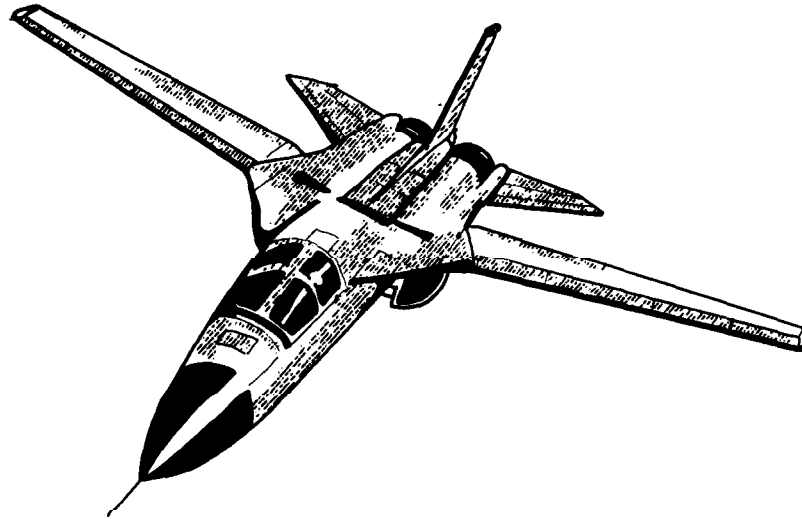
```
echo off  
BODTITLE  
THEGAME
```

At the end of each line, the following letters may be placed to modify how **Battles of Destiny** runs.

- S** Sets the game to write to video as if the VGA card only supported EGA write modes. Use this switch if your unit icons do not show up. It is necessary on some older less than 100% VGA compatible cards. Screen updates are slightly slower, but there is no other difference.
- E** Forces the game to play in **EGA** mode.
- N** The game has sound disabled.
- I** Forces the game to use the **internal speaker** for sound.
- B** Forces the game to use ‘**Sound Blaster**’ compatible sound.

A Forces the game to use **"Adlib"** compatible sound.

Also, as small consolation for reading this, the "Z" switch allows **Battles of Destiny** to start up with out the title screen having run. You may type **"THEGAME Z"** instead of **"BATTLES"** if you wish to skip the title.



Appendix E: Hot Keys

A	Capitulate
B	Build (from current square)
C	Center
D	Drone (from current square)
E	Entrench
F	Fix
G	Group move to mode
H	Toggle animation on/off Info
J	Read messages
K	Combat report
L	Load units
M	Send message
O	Toggle corner world display on/off
P	Patrol mode
Q	Quit
R	Refuel
S	Scout mode
T	Move to mode
U	Unload
v	View current square
W	World map
X	Clear orders of all units in current square
Y	Toggle sound on/off
Z	Wait
+/=	Toggle between unit display styles

Credits

Game Design and Programming: Ken Lightner

Computer Intelligence and Music: Rob Lefebvre

Computer Art and Animation: Ty Pike

Map Art and Design: Cris-Jon Lindsay

Documentation and Design Assistance: Andrew Hackett

Cover Art: Gary Stevens

In Charge of Production: Steve Cohen

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As a final note, **Several Dudes Holistic Gaming** thanks all those individuals who made passing comments. To list all of you would require another manual. Also, thanks to those who registered our first Shareware game, "Modern Conquest". Fortunately, your numbers were large enough to keep us interested and small enough to force us to go commercial!

You can contact QQP at:

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(908)788-2799

or on

CompuServe: ID# 75300,3223
Prodigy: ID# BBDK26A

For on-line support, hints, and clues on **Battles of Destiny**, call CompuServe toll free at 1-800-524-3388 and ask for representative #353. You can receive a FREE introductory membership and \$15.00 usage credit.

CompuServe offers a variety of services as well: investment information, travel, reference libraries, demo programs, game forums, and more. For information on **Battles of Destiny**, and other Quantum Quality Productions games, type the command, **Go Gamepub** and enter the **Other Publishers** support area.